

CHILDREN OF THE APOCALYPSE



**A POST APOCALYPTIC FANTASY
SETTING FOR SAVAGE WORLDS**



CHILDREN OF THE APOCALYPSE

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To Joy, without whom neither this adventure nor Happy Monster would exist.

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THE RUINS OF BOSTON, YEAR 491 AFTER THE WAR OF THE GODS

Joan Campion peered through the cracked brick of the ancient wall. No immediate danger materialized, and she beckoned the others forward. Her husband, James, drifted forward without a sound, keeping as much of his considerable bulk in the shadows as possible. Behind him, the four-armed bastelin Geraldine Foster hefted a long, cylindrical device to her shoulder and trained it at the square ahead. On her helmet, an ancient diadem glowed with a faint purple light, showing that her night vision spell was active. At the rear, the lean form of the adharcan Lightbringer Karen Ashe raised a sword in one hand and the book-and-scales symbol of the goddess Iset in the other. They were ready.

The quartet burst into the square at a dead run, making for the ancient walled citadel on the other side. A weathered stone sigil over the half-collapsed gate showed a firebird supported by a broken scroll reading "Harvard Univ". The gate itself had long rusted to brown streaks on the flagstone, and posed them no barrier as they flew in, splitting into pairs on each side and surveying the ruined buildings within. "Ogrin!" yelled Geraldine, unleashing a tornadic burst of air from her Dyson cylinder at the six creatures emerging from a burrow under one of the ruins. Jane dropped behind a stone bench and drew her pistol, cocking the flint and taking careful aim, as Karen muttered an invocation to Iset and lashed out with a bolt of frozen air. Beyond these creatures lay a trove of ancient technology - if they could reach it alive.

INTRODUCTION

Children of the Apocalypse is set in a post-apocalyptic alternate Earth, where magic is not just real but everyday, and where the relics of the ancient technological society fuel powerful magical artifacts. It is a world where gods are real... and omnipresent.

HISTORY SINCE THE APOCALYPSE

Fran Stern bent to her notebook as Professor Champion continued her lecture. "We have identified multiple hostile species in Boston, but no organized force has been able to take and hold the area. Definitive sightings include ogrin, tannain, giant spiders and insects of various sorts, and at least two dragons."

"Dragons," thought Fran. "Now that would be a glorious fight."

Roughly 500 years ago, the gods went to war. Various sects and historians have multiple theories or doctrines about why the war started, but the results were catastrophic. Almost all intelligent beings perished in the war, and the pre-war civilization collapsed in a matter of a few years. The survivors fled to remote areas where they could establish farmsteads and try to rebuild. While technology was far advanced before the war, post-war society reverted to a combination of primitive muscle-powered technology and scavenging. Gradually, and with the help of the surviving gods, old skills were rediscovered and the population of survivors increased. New city-states have arisen, expanding into dominions that cover much of the land.

In the area around the great ancient ruin of Boston, four powers have risen to contest for the ruin itself and the surrounding lands. The Protectorates of Iset, beloved of the Goddess of Justice and Learning, form a loose confederation of city states, each centered on a Greatschool devoted to educating scholars, artisans, adepts, and soldiers to serve their cities. The Rahelian Empire, devoted to the Goddess of Law and War, has been expanding from its base in the southwest and has begun to collide with the Protectorates, sometimes peacefully, sometimes less so. In the lands between the Empire and the Protectorates are undead-haunted ruins and enclaves of adharcans, followers of the Demon God Turlough. Boston itself is a no-man's land filled with creatures of all sorts. It is so dangerous a ruin that no faction has been able to achieve any kind of lasting control of the territory. Boston's rich troves of ancient artifacts are the greatest attraction in the area to aspiring treasure hunters and Tinker Mages.

Children of the Apocalypse requires the Savage Worlds core book; the Savage Worlds Fantasy Companion is also strongly recommended for additional spells and magic items.



BUILDING CHARACTERS AFTER THE APOCALYPSE

CHARACTER BUILD OVERVIEW

1. CONCEPT

The best way to start off your character build is by deciding on a concept. Is your character a bold adventurer seeking glory? A sly treasure hunter out for gold? A devoted follower of one of the gods seeking to spread her faith? A scholar burning to uncover the secrets of the ancients? Knowing your character's basic concept allows you to select the right Edges, Hindrances, and Traits to reflect that idea.

2. EDGES AND HINDRANCES

First, select any Hindrances you feel reflect your character's concept. You can select as many Hindrances as you like, but only one Major and two Minor Hindrances provide additional points for character build. A Major Hindrance is worth two points, and each Minor worth one. Next, select any Edges you think would reflect your character's unique strengths. Each Edge costs two points, and remember that human characters also get one edge free, so a Novice level character can have at most three Edges, more often two.

3. RACES

Players can choose any of the eight new races below for their character - each provides unique benefits and drawbacks. Players can also play as a Human, receiving an extra Edge at character creation.

4. ATTRIBUTES

Each character has five base attributes: Agility, Strength, Vigor, Spirit, and Smarts. All characters start with a d4 in each attribute, and the ability to make 5 attribute increases, so for example a character could have a d6 in each attribute to start, or leave one at d4 and increase another to d8, or even have one at d12, one at d6, and the rest at d4. Note that some races provide an attribute bonus, which does not count for these points, and also that two points from Hindrances can be used to raise one Attribute an additional die. Remember to make

sure your attribute purchases meet the requirements of your Edges.

5. SKILLS

Characters start with 15 skill points to spend. Each die of a skill requires one point if the die is less than or equal to the linked Attribute, and two points if the die is greater. For example, if Champion has a d8 in Smarts, the total cost for each die of the Notice skill would be 1 point for d4, 2 points for d6, 3 points for d8, 5 points for d10, and 7 points for d12. As with attributes, some races provide skills for free without spending skill points, and it is important to make sure skill requirements for your edges are met. One point from Hindrances can be traded for one skill point.

6. MONEY AND DERIVED STATISTICS

All characters have a Pace of 6 and Charisma of 0 unless altered by an Edge, Hindrance, or racial characteristic. A character's Toughness is equal to half his Vigor die plus 2 (e.g. a d6 Vigor results in a 5 toughness), plus any effects from Edges or Hindrances. Similarly, a character's Parry is equal to half her Fighting die plus 2. Characters start with \$50 unless affected by an Edge or Hindrance, and may spend that money immediately. Characters also start with a basic set of gear from the Great-school (armor, weapons) provided for their use as part of their service. This gear should be consistent with the character's skills and Edges.

RACES

The Nine Races, with the exception of humans, each trace their origin to one of the Nine Gods. Only Iuno, Goddess of Death and Disease, did not create a race in her image – her people are the undead.

Human

Humans are by no means a majority in the world, but they are a common race. Humans follow the standard Fantasy Companion description. As befits their racial versatility, they can be found in



nearly any habitat or occupation, but they are particularly noted for water going trades such as fishing and sailing.

ALEULAMA

Iset's love of learning and justice manifested in the aleulama, a race of humanoids blessed with profound gifts of knowledge and an innate sense of truth and falsehood. Aleulama stand about 5'10" on average, with pale blue skin and white hair. They tend to congregate in cities and pursue lives of scholarship, often including magical or psionic study. Aleulama typically live 100-120 years.

Gift of Knowledge: Aleulama start with a d6 in Smarts and a d6 in Notice, with a +2 to detect lies

Cold Affinity: Aleulama are vulnerable to heat and take a -4 penalty to resist heat effects and +2 on heat damage.

ILLUMINATED

Edward the Lightbringer created luminous beings as his chosen people. The Illuminated appear as floating humanoids similar to mermaids, but made of pure, glowing, solid light. The specific hue of each Illuminated varies, with every possible shade represented. Their light dims but does not vanish when they sleep. Illuminated have a natural affinity for magic and tend towards professions like clergy and mage that allow them to use it. Most Illuminated are on the short side, with 5'4" being average, but often levitate to seem taller. Illuminated generally live around 200 years. While made of light, Illuminated can wear armor and be damaged by physical attacks.

Unearthly: Illuminated hover above the ground and may move at their Pace without touching the ground. As a result, they are unaffected by most types of Difficult Ground (but do suffer falling damage).

Empowered: Illuminated start with 5 extra power points when they select any Arcane Background except Weird Science.

Strange: Because of their great differences from other humanoid races, Illuminated have -2 Charisma with non-Illuminated.

BASTELIN

The bastelin are four-armed masters of artifice. Jonas, God of Tinkers and Scientists, gifted them with exceptional skills

at craftsmanship, and their extra arms can also make them formidable warriors. Bastelin tend to be city-dwellers, working on complex mechanisms in manufactories, and also often take up Tinker Magery (Weird Science). Bastelin are also large, averaging around 6'6". Bastelin lifespans are comparable to humans.

Multidextrous: Bastelin have no penalty for off-hand actions with any of their four limbs.



Craftmaster: Bastelin start with a d6 in Repair and in Knowledge (Engineering).

Insatiable Search for Knowledge: All bastelin are Curious.

RITTERS

Rahel's created race, the ritters, are born to warfare. Tough and strong, they are often employed as shock troops or heavy cavalry in battle. Most take up careers involving the use of their strength. Ritters tend to average around 6'3" in height and are completely hairless. Assuming they do not fall in combat, ritters usually live around 80-90 years.

Warrior by Birth: All ritters are Brawny and start with Strength d6.

Big and Slow: Ritters have a Pace of 5.

Bully: Ritters tend to have an innate sense of superiority, and as a result suffer a -2 to Charisma.

SHERZI

The trickster god Stein created a race of great beauty and wit, but often concealing treachery. This reputation hurts most sherzi who try to lead honest lives, and it is no wonder that many turn to shady dealings. If in legitimate careers, sherzi are often entertainers or performers of some kind. They have angular features and are uniformly slender and willowy, with brightly colored hair of every possible shade, nearly always worn long. They average around 5'8" in height. Sherzi generally live around 100 years.

Stunning: Sherzi have a +2 to Charisma because of their sheer attractiveness, despite their untrustworthy reputation.

Witty: Sherzi start with a d6 in Spirit.

Fragile: Because of their slender build, sherzi subtract 1 from their Toughness.

ADHARCAN

The adharcans, sometimes known as beastmen, come in many sizes and colors, but all have one thing in common – the Horns of Turlough, three protrusions from their foreheads indicating their membership in this strange race. Adharcans generally keep to themselves and are rarely seen in Isetian or Rahelian communities. They range in height from 4'6" to over 7' tall. Adharca have a typical lifespan of 140 years.

Enemy of Civilization: All Adharca have a -2 to Charisma outside their own lands.

Survivor: Adharca have a d6 in Survival and a d6 in Tracking, and receive a +1 to Toughness.

TANNAIN

The hideous tannain are the most feared of all the races. The Demon God Vered created them as dark minions to wreak his own revenge on the world at large, and they are masters of many foul creatures. Dark grey in color and oozing green ichor from cracks in their skin, these creatures are shunned by all civilized peoples. Tannain typically stand around 6'9" tall.

Horrifying: Tannain have Charisma -4 to other humanoids.

Masters of Monsters: Tannain have the Beast Master Edge and start the game with a monstrous ally.

Hardened Shell: Tannain skin is rigid and tough, giving them an Armor of +2 that stacks with worn armor.

INGANNA

While tannain are feared, Tivoli's inganna are often more dangerous, because of their ability to blend in to society. Inganna are externally indistinguishable from humans, and often live among them unnoticed. Their need for living flesh to survive often leads them down various dark paths, as humanoid flesh is by far the most satisfying to



their intrinsic hunger. Inganna usually live to around 120 years.

Flesh Eater: Inganna must consume at least 4 ounces of living flesh each day, or take a level of Fatigue. They are also have the Blood-thirsty Hindrance.

Deadly Beauty: All Inganna are attractive, granting a +2 on Charisma, and have a d6 in Persuasion.

Vicious Claws: Inganna can produce claws for feeding that do Str+d6 damage and that ooze a toxin that requires a Vigor roll to avoid paralysis for 2d6 rounds if they succeed in Shaking or Wounding a target with an attack.

Occupations

Characters may occupy a number of roles prior to (or even during) their adventuring career. These roles can provide a +2 bonus to Common Knowledge rolls for topics related to their profession, and might also influence character Edges (e.g. Thief for Treasure Hunters). Typical careers for Children of the Apocalypse include:

Peasant/Serf: The social status of those who till the land varies from dominion to dominion, but all face the hard work of wringing crops from the soil and tending herds to produce dairy and meat. The majority of humanoids work the fields, providing food to villages and cities alike. Humans, aleulama, and bastelin are most commonly found among the peasantry.

Craftsman: Craftsmen make the everyday items that support trade and farming; they include carpenters, blacksmiths, weavers, millers, brewers, miners, masons, and other medium-skill trades. Bastelin often make their living through craft. Craftsmen can be found in villages, towns, and cities alike, as well as specialized communities focused on a natural resource (e.g. mining towns). Most craftsmen belong to guilds and follow a path from apprenticeship through journeyman to master.

Forager/Hunter/Logger: Forestry-based professions include foraging for berries, mushrooms, and the like; hunting and trapping for meat, leather, and furs; and logging for timber. Individuals willing to operate in these roles far from civilization must be brave and independent, as most wilderness areas are far from safe. Humans and ritters frequently take up forestry trades.

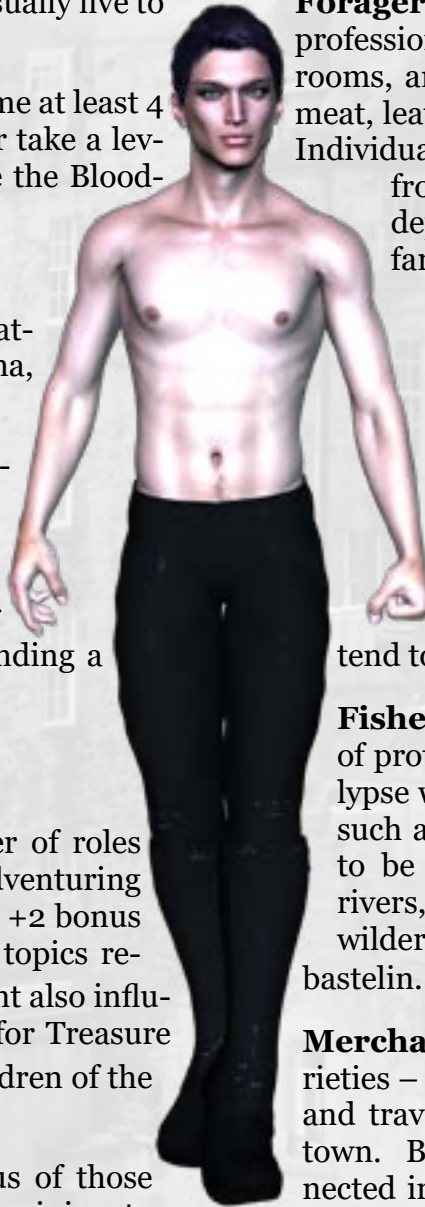
Wagoneer/Boatman: Trade requires transportation, and wagons and barges form the bulk of the transportation networks in Children of the Apocalypse. Wagoneers and boatmen tend towards both worldliness and lack of culture; they are hard workers and hard people. Humans tend to gravitate to these professions.

Fisherman: Fishing provides a rich source of protein for many parts of the post-apocalypse world, as well as other useful products such as oils. Fishermen, like foragers, tend to be hardy and independent folk, as the rivers, lakes, and seas are no safer than the wilderness. Most fishermen are humans or bastelin.

Merchant: Merchants come in two basic varieties – ones operating a stationary enterprise and travelling merchants going from town to town. Both tend to be well-off and well-connected in their areas of operations. Aleulama and sherzi are commonly found among merchants.

Artisan: Artisans are highly skilled craftsmen and engineers catering to the upper levels of society. Painters, sculptors, architects, finesmiths, armorers, furniture makers and the like provide luxury goods and important services to nobles and wealthy families, as well as to city-states or dominions. Many bastelin become artisans, and Illuminated are not unusual as well.

Scholar: The benign gods and goddesses all value learning to a greater or lesser extent, so schools and Greatschools are commonplace in most towns and cities. Scholars both teach and study, attempting to unlock new arcane secrets or unravel the mysteries of the pre-apocalypse civilization.



Scholars may be of any race, but Illuminated are particularly inclined towards scholarship.

Treasure Hunter: The ruined cities of the pre-apocalypse civilization still hold many treasures, including ancient artifacts that Tinker Mages can empower into a variety of wondrous devices. The profession of treasure hunter is, if not honored, at least respected – treasure hunters tend to be cautious, sly, and not above a little chicanery in obtaining their goods. Treasure hunters are most commonly human, sherzi, or ritter.

Soldier: The city-states and dominions of the world do not always coexist peacefully. Most maintain standing armies as well as training militia from the peasant and craftsman classes. A soldier in a standing army will be well-trained and equipped, but also duty bound to his or her station; some become adventurers upon completing an obligated enlistment. Soldiers can come from any race, although Illuminated and sherzi rarely take up arms.

Agent: Conflict between dominions does not always occur on the field of battle. Rulers, noble houses, and even rich merchants and churches conduct warfare in the shadows, by means of agents who acquire information and conduct sabotage, smear campaigns, and even the occasional assassination. Most agents will not admit that they worked in this field, identifying instead as some high travel profession. Sherzi often find themselves in the role of agent, but any race might have an agent in play.

Diplomat: Diplomacy is the continuation of war by other means, and most city-states and dominions maintain embassies at adjacent courts to advance their own interests. Aleulama are well-known for their leaning towards diplomacy, but many races take part in diplomatic relations. Diplomats tend to be drawn from educated classes, which can include the children of the nobility, wealthy merchants, clergy, or those individuals who managed to pass entrance exams to a Great-school.

Noble: Most city-states and dominions are ruled by a noble family; some larger dominions may have lesser nobility within them as well. Nobles live off taxes and levies from their domain, and vary widely in their ethics and sense of duty to

their subjects. Younger children of the nobility often end up in an appropriate local church, or in some cases take up soldiering or even adventuring. Members of any race can be nobles, although it is an exceedingly rare occurrence for sherzi.

Charlatan: Most charlatans work their scams in cities and towns, although a few travel from village to village preying on credulous peasants. Charlatans range from subtle masterminds manipulating nobles to simple con men working a three-cup scam, but all practice deception and persuasion to make their living. Charlatans come from all races except aleulama, although Illuminated usually have larger concerns than petty larceny.

Thief: People of all races and backgrounds take up thievery, some out of desperation and some out of avarice. The organized Rogue's Congregations make an effort to draw in thieves in cities and towns, although there are usually exceptions. Thieves typically specialize in pickpocketing and other sleights of hand, robbery, or burglary. Sherzi are often thieves.

Acolyte: With the Nine Gods present and active in the world, religion is a major part of life in most cultures. As a result, affiliation with a church is a respected role – assuming the church itself is respectable. An acolyte is an initiate into a church, performing various tasks in worship services and assisting the higher level clerics. Generally acolytes have not learned any Miracles, but this path is often the first step towards acquiring those powers. Acolytes come from every race.

CHARACTER NAMES

Character names in the campaign follow the conventions of contemporary North America for all races. A typical adventuring party might include a ritter named Elizabeth Johnson, an aleulama named Lisa Kowalski, a bastian named Steve Carlson, and a human named Arthur Peabody. More fanciful names are possible, but it is just as unusual to find an Illuminated named Glorfindel, Dark-drake, or Rathamarokos as it would be to find such a name in a typical American elementary school class.



SETTING RULES

“I understand, my lady.” Professor Cobb looked at Lady Virginia with serious annoyance. “You’re convinced that psionics are the root of all other magic powers. But if that were the case, why are they so limited?”

SERIOUS DOUBT

Because magic and the gods are relatively routine encounters, the Doubting Thomas hindrance counts as a Major Hindrance. A character with the Doubting Thomas hindrance must make a Fear check at the GM’s discretion whenever a particularly magical event occurs.

EARLY BLACK POWDER

Technology has recovered to the level of early black powder firearms; however, these weapons are still rare, and cost 10 times the standard Savage Worlds prices.

NEW EDGE: QUICK LOADER

With this Edge, a character can load a black powder weapon in one round instead of two.

TONGUES OF THE GODS

Nearly all sentient races in the campaign share a common language generally known as Common Speech. Other languages must be taken as Knowledge skills. Available languages are Adharcan (Irish Gaelic), Rougich (speech of the Rogue’s Congregations and clerics of Stein, German), High Speech (religious language of Iset and the Church of the Four, Arabic), and Wartalk (religious language of Rahel’s Towers, Hebrew).

KNOWLEDGE SKILLS

Useful knowledge skills in the post-apocalyptic world include Local Environs, Battle, Arcana, Religion, Law, History, Medicine, Engineering, and Nature. Engineering is used for siegecraft, including operation of siege weaponry.

ARCANE BACKGROUND CHANGES

Post-apocalyptic users of arcane backgrounds are known as adepts. Certain arcane backgrounds function differently in the world after the apoc-



alypse. Arcane Background: Superpowers is not permitted. Unless otherwise noted, all other Arcane Backgrounds function normally.

ARCANE BACKGROUND: PSIONICS

The psionics arcane background receives 15 power points but has a limited set of available powers: *beast friend*, *blast*, *blind*, *bolt*, *confusion*, *disguise*, *divination*, *farsight*, *fear*, *mind reading*, *puppet*, *slumber*, *speak language*, *stun*, *telekinesis*, *teleport*. All psionic powers have no trappings.

ARCANE BACKGROUND: MAGIC

Magicians can define the trappings of their powers at the time of casting and may use healing magics.

ARCANE BACKGROUND: MIRACLES

Arcane Background: Miracles provides 4 starting abilities, but they are limited to those listed for the associated deity (see below).

ARCANE BACKGROUND: RITUALIST

Arcane Background: Ritualist provides five starting powers.

ARCANE BACKGROUND: TINKER MAGE (WEIRD SCIENCE)

The raw materials for Tinker Magery are artifacts from the ancient civilization that fell over 500 years ago. As the result of the potency of this ancient magic, Tinker Mage devices start with 15 Power Points.

POWER LISTS BY CHURCH

Lists of available powers and the specific associated spell names for worshippers of each of the Nine Gods and the Church of the Four are below. Each god has a characteristic set of trappings; the Church of the Four borrows spells from each of the four benign gods with the associated trappings.

Lorewarden of Iset (trappings are air/force-based): Ward of Iset (*armor*), Animal Lore (*beast friend*), Wind Arrow (*bolt*), Iset's Blessing (*boost/lower trait*), Shield of Air (*deflection*), Sense/Hide Magic (*detect/conceal arcana*), Dispel Magic (*dispel*), Control the Four (*elemental manipulation*), Invisible Net (*entangle*), Life's Ward (*elemental protection*), Windsteed (*fly*), Cure (healing), Illumine (*light*), Fog of Ignorance (*obscure*), Com-

mand (*puppet*), Alter Aspect (*shape change*), Tongues (*speak language*), Hammer of the Goddess (*stun*), Vortex (*telekinesis*), Apparition (*teleport*)

Judge of Rahel (trappings are cold-based): Ice Mail (*armor*), Wall of Ice (*barrier*), Beast Master (*beast friend*), Frost Wind (*blast*), Arrow of Ice (*bolt*), Rahel's Blessing (*boost/lower trait* - Strength, Vigor and combat skills only), Razor Burst (*burst*), Freezing Mist (*deflection*), Sense/Hide Magic (*detect/conceal arcana*), Dispel Magic (*dispel*), Chains of Frost (*entangle*), Life's Ward (*environmental protection*), Aspect of Darkness (*fear*), Wings of the Goddess (*fly*), Orb of Brilliance/Blizzard (*light/obscure*), Cat's Grace (*quickness*), War Beast's Form (*shape change* - fighting animals only), Rahel's Wrath (*smite*), Swift Charge (*speed*)

Lightbringer of Edward (trappings are fire/acid-based): War Wisdom (*analyze foe*), Dismissal (*banish*), Wall of Flame (*barrier*), Firefan (*blast*), Acid Arrow (*bolt*), Flaming Armor (*damage field*), Sense/Hide Magic (*detect/conceal arcana*), Dispel Magic (*dispel*), Edward's Curse (*drain power points*), Elemental Mastery (*elemental manipulation*), Life's Ward (*environmental protection*), Size Matters Not (*growth/shrink*), Aspect of Mystery (*intangibility*), Firefountain (*jet*), Wizard's Hand (*legerdemain*), Torch/Cloud of Smoke (*light/obscure*), Swift Action (*speed*), Aid of Edward (*summon ally*), Spider Crawl (*wall walker*)

Brightworker of Jonas (trappings are earth/metal-based): Stoneskin (*armor*), Wall of Iron (*barrier*), Razorstorm (*blast*), Force Missile (*bolt*), Jonas' Wisdom (*boost/lower trait* - Smarts or Spirit only), Earth-hide (*burrow*), Mind of Madness (*confusion*), Blade Barrier (*damage field*), Owl's Vision (*darksight*), Shield of Faith (*deflection*), Sense/Hide Magic (*detect/conceal arcana*), Dispel Magic (*dispel*), Jonas' Aid (*divination*), Life's Ward (*environmental protection*), Wings of Stone (*fly*), Cure (*healing*), Mighty Cure (*greater healing*), Passwall (*intangibility*), Lamp/Dust Storm (*light/obscure*), Swift Flight (*quickness*), Mercy Bolt (*stun*), Helpful Spirit (*telekinesis*)

Priestess of the Four: Stoneskin (*armor*), Arrow of Ice (*bolt*), Blessing of Iset (*boost/lower trait*), Razor Burst (*burst*), Shield of Air (*deflection*), Sense/Hide Magic (*detect/conceal arcana*),



Elemental Mastery (*elemental manipulation*), Dispel Magic (*dispel*), Life's Ward (*environmental protection*), Wings of Stone (*fly*), Cure (*healing*), Mighty Cure (*greater healing*), Torch/Cloud of Smoke (*light/obscure*), Command (*puppet*), Alter Aspect (*shape change*), Tongues (*speak language*), Swift Charge (*speed*), Mercy Bolt (*stun*), Helpful Spirit (*telekinesis*)

Deathsworn of Iuno (trappings are necromantic): Wall of Decay (*barrier*), Illswarm (*blast*), Iuno's Rage (*curse*), Cataract (*blind*), Death Arrow (*bolt*), One with the Grave (*burrow*), Aura of Doom (*damage field*), Iuno's Eyes (*darksight*), Shroud (*disguise*), Dispel Magic (*dispel*), Speak to Dead (*divination*), Ghoul Touch (*drain power points*), Skeletal Finger (*draining touch*), Field of Corpses (*entangle*), Death's Horror (*fear*), Ghost Form (*intangibility*), Lichyard Fog (*obscure*), Sword of Rot (*smite*), Unholy Dead (*zombie*)

Jester of Stein (trappings vary – see spell name): Trickster's Wit (*analyze foe*), You Rolled Low (*banish*), Wall of Rats (*banish*), Stein's Favor (*bless*), Stein's Laughter (*curse*), Darken Eyes (*blind*), Spin the Wheel (*boost/lower trait*), Fire in a Crowded Hall (*confusion*), Thief's Eyes (*darksight*), Missed Me! (*deflection*), Trickster's Nose/It Did Not Happen (*detect/conceal arcana*), Who Me? (*disguise*), Dispel Magic (*dispel*), Where's the Gold? (*farsight*), Trickster's Escape (*fly*), Quiet as a Mouse (*shrink*), Walls are No Bar (*intangibility*), Can't See Me! (*invisibility*), Look Ma, No Hands! (*legerdemain*), Nobody Home (*obscure*), Deft Hands (*quickness*), Trickster's Gambit (*shape change*), Clumsy Guardsman (*slow*), Easy Pickings (*slumber*), Gecko Hands (*wall walker*)

Bloodwarden of Turlough (trappings are generally fire-based): Ironskin (*armor*), Animal Lore (*beast friend*), Fire Arrow (*bolt*), Turlough's Gift (*boost/lower trait*), Fireguard (*deflection*), Sense/Hide Magic (*detect/conceal arcana*), Dispel Magic (*dispel*), Fire Trap (*entangle*), Hunter's Fire (*environmental protection*), Firestorm (*fly*), Cure (*healing*), Torch/Smoke Cloud (*light/obscure*), Dominate (*puppet*), Beast Form (*shape change*), Tongues (*speak language*), Slavetaker (*stun*), Hand of Fire (*telekinesis*), Firestep (*teleport*), Death is No Bar (*zombie*)

Chaosbringer of Vered (trappings are generally biological): Weak Point (*analyze foe*), Dismissal (*banish*), Wall of Asps (*barrier*), Lord of Monsters (*beast friend*), Spider Swarm (*blast*), Viper Arrow (*bolt*), Vermin Cloud (*damage field*), Sense/Hide Magic (*detect/conceal arcana*), Dispel Magic (*dispel*), Adaptation (*environmental protection*), Enlarge/Diminish (*growth/shrink*), Cloud of Fleas (*intangibility*), Blood Fountain (*jet*), Vered's Sleights (*legerdemain*), Torch/Cloud of Smoke (*light/obscure*), Dominion (*puppet*), Harpy's Swiftiness (*speed*), Master of Monsters (*summon ally*), Spider Crawl (*wall walker*)

Master/Mistress of Tivoli (trappings are generally darkness-based): Tivoli's Insight (*analyze foe*), Shadow Cloak (*armor*), Wall of Darkness (*barrier*), Orb of Nightfall (*blast*), Word of Pain (*curse*), Blindfold (*blind*), Night Arrow (*bolt*), Torment Touch (*lower trait*), Night Thorns (*damage field*), Darksight (*darksight*), Sense/Hide Magic (*detect/conceal arcana*), Aspect of the Goddess (*disguise*), Dispel Magic (*dispel*), Dark Whip (*draining touch*), Bonds of Tivoli (*entangle*), Tivoli's Aura (*fear*), Slave's Balm (*healing*), Cloud of Shadow (*obscure*), Thought Dominion (*mind reading*), Mistress's Word (*puppet*), Slave's Tongues (*speak language*), Master's Hand (*telekinesis*)



HEROES OF PETERBOROUGH

NOTE ON STATISTICS BLOCKS: In some statistics blocks, Parry or Toughness will appear with two values (e.g. August Fiero's Parry of 6/5). The first value includes normally-carried equipment and normally-present armor, while the second is the value without armor or equipment. For example, August's Parry is 5 from his Fighting skill of d6, but when he is using his primary weapon, a Brown Bess musket with bayonet, he receives a +1, taking Parry to 6.)

AUGUST FIERO, SHERZI MUSKETEER



August has been army-mad since he first saw a contingent of the Peterborough Guard march through his farming hamlet. Over the objections of his farmer parents, he hitched a ride into Peterborough and presented himself at the guard post for training. After completing his initial training, his guard sergeant marked his potential, especially at marksmanship, and recommended him for advanced training at the Greatschool. Not long after, however, word reached August of the deaths of his parents in a tannain attack on his village. August descended into drink and barely completed his training at the Greatschool; now his only wish is to avenge himself on the tannain who destroyed his family.

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

Skills: Shooting d10, Fighting d6, Gambling d6, Stealth d8, Climbing d6

Cha: +2; Pace: 6; Parry: 6/5; Toughness: 4

Hindrances: Death Wish, Habit - Alcohol (Minor), Vengeful - Tannain (Minor)

Edges: Quick Loader (Reload musket in one round)

Gear: Brown Bess musket (10/20/40, 2d8, ROF 1, AP 1, 2 actions to reload), bayonet (Str+d6, 2H, Reach, Parry+1)

BRIANNA KLING, BASTELIN TINKER MAGE



For many years, Brianna has been fascinated by the artifacts of the ancient world that her parents' trade caravan encountered in its travels throughout the Rahelian Empire and the Isetian Protectorates. Undersized and a bit socially inept, she always felt like a bit of an outsider in the caravan. In Peterborough, she encountered a Tinker Mage from the Greatschool who showed her some of the

wonders possible to create from these artifacts, and she was hooked. Now she wants nothing more than to collect as many of these artifacts as possible, and render them into wonders of magic like her finest creation, the Battle Buddy™.

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

Skills: Weird Science d8, Fighting d4, Repair d8, Investigation d6, Notice d6, Knowledge (Arcana) d8

Cha: 0; Pace: 6; Parry: 5/4; Toughness: 5/4

Hindrances: Small, Greedy (Minor), Quirk (Talks to Self)

Edges: Arcane Background: Weird Science, New Power

Gear: Leather armor (+1 Torso/Limbs), spear (Str+d6, 2H, Reach, Parry +1), tool kit

Powers (10 PP each): Lightwand (*light*), Battle Buddy (*summon ally*)



LADY VIRGINIA HILL, HUMAN PSIONIC



Lady Virginia is the heir to a noble family with holdings north of Peterborough. When she showed signs of psionic gifts, sending her to the Greatschool was the obvious choice. As a pampered heiress, Lady Virginia never had to do any manual work, and so is completely inept at it; she views it as work for inferiors. She also subscribes to an unpopular school of thought that psionics is the most fundamental of all the arcane disciplines, which simply adds to her aristocratic arrogance.

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

Skills: Psionics d10, Riding d6, Fighting d6, Persuasion d4, Knowledge (History) d6, Knowledge (Religion) d6, Taunt d6

Cha: 0; Pace: 6; Parry: 6/5; Toughness: 6/5

Hindrances: Arrogant, Stubborn, All Thumbs

Edges: Arcane Background: Psionics, Noble

Gear: Leather armor (+1 Torso/Limbs), pot helmet (50% chance of +3 Head), rapier (Str+d4, Parry +1), flintlock pistol (5/10/20, 2d6+1, ROF 1, 2 actions to reload)

Powers (15 PP): *fear, stun, blind*

PETER BURNES, ADHARCAN TREASURE HUNTER



Peter has always known what he wanted out of life – wealth, and lots of it. Born to a family of weavers, he spent his youth running with a dangerous crowd – some say worshippers of the trickster god Stein. On attaining adulthood, he immediately applied to the Greatschool to study at the feet of the great treasure hunters of the Campion fam-

ily. Peter has an enormous hunger for knowledge and a nearly equal hunger for treasure. From the troubles of his youth, he is hesitant to start a fight, and tends to fight defensively when he can – but do not mistake that hesitancy for lack of skill.

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

Skills: Notice d6, Repair d8, Fighting d6, Knowledge (History) d6, Lockpicking d6, Stealth d6, Investigation d6, Survival d6, Tracking d6

Cha: -2; Pace: 6; Parry: 7/5; Toughness: 6

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

Edges: Alertness, McGuyver
Gear: Buckler (Parry +1), rapier (Str+d4, Parry +1), lockpicks

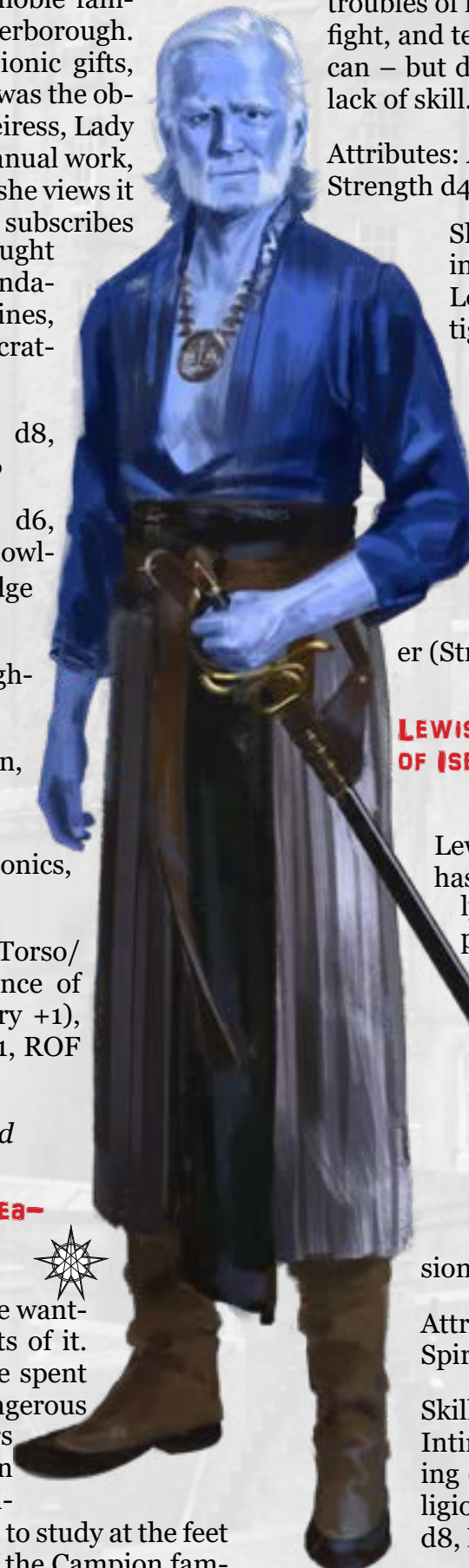
LEWIS HAWKINS, ALEULAMA PRIEST OF ISET



Lewis is a wandering aleulama who has been serving Iset's will for nearly 80 years, and has met her in person several times. While utterly devoted to his mistress, he also has a pragmatic view of her and is highly focused on accomplishing the tasks she sets. As such, he approaches dangerous situations with patience and caution, because he will not permit his mission to fail.

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

Skills: Persuasion d6, Miracles d10, Intimidation d4, Fighting d4, Shooting d4, Healing d6, Knowledge (Religion) d8, Riding d6, Investigation d8, Notice d6 (+2 to detect lies)



Cha: 0; Pace: 5; Parry: 6/4; Toughness: 5/4

Hindrances: Elderly, Cautious, Hard of Hearing (Minor)

Edges: Arcane Background: Miracles

Gear: Rapier (Str+d4, +1 parry), sling (4/8/16, ROF 1, Str+d4), buckler (+1 parry), 20 sling stones

Powers (10 PP): Wind Arrow (*bolt*), Sense/Hide Magic (*detect/conceal arcana*), Shield of Air (*deflection*), Cure (*healing*).

ARGELIA FLUHARTY, Tannain Mercenary



Life in an isolated swamp village didn't suit Argelia "Flu" Fluharty, and she left home at an early age to join a mercenary company. Fresh from the battle between Peterborough and Groton, she has developed a reputation as a vicious fighter, wielding an axe in each hand with blinding speed. Flu is looking to build her reputation and offered her services to the Greatschool's Chancellor of Acquisitions. Flu is highly excitable, and therefore has a really hard time keeping secrets. Despite her Tannain origins, she and her crocotta companion MacTavish have become a trusted part of Peterborough's Greatschool community.

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

Skills: Fighting d10, Shooting d8, Throwing d8, Intimidation d6, Boating d4, Swimming d4

Cha: -4; Pace: 6; Parry: 7; Toughness: 9/5

Hindrances: Bloodthirsty, Big Mouth, Quirk (Accent)

Edges: Beast Master, Ambidextrous, Two Fisted

Gear: Chain hauberk (+2), pot helm (+3), axe (2) (Str+d6), bow (12/24/48, ROF 1, 2d6), 10 arrows, whetstone, flint and steel, crocotta companion (MacTavish)

Fran Stern, Illuminated Champion of Iset



Those illuminated who choose religious service are always devoted warriors for their gods, and Fran is no exception. Her inner fire burns especially hot against the devotees of Tivoli, who slew her older brother horribly 13 years ago. She has devoted herself to the study of arms, attending the Greatschool of Perburgh to build her ability and appren-

tice with some of the best fighters in the land. She has sworn an oath of poverty until her brother's death is avenged. Serious, driven, and motivated, she has few friends, but holds that handful very close.

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

Skills: Fighting d8, Miracles d6, Persuasion d6, Intimidation d6, Riding d6, Throwing d6, Climbing d6

Cha: -2; Pace: 6; Parry: 7/6; Toughness: 8/5

Hindrances: Code of Honor, Poverty, Vengeful (Minor, Tivoli)

Edges: Arcane Background: Miracles, Champion

Gear: Plate corselet (+3), pot helm (+3), longsword (Str+d8), buckler (Parry +1), whetstone, flint and steel, 2 torches

Powers (15PP): Iset's Blessing (*boost trait*), Ward of Iset (*armor*), Illumine (*light*), Cure (*healing*).

Ronald Smith, Inganna Wizard



Unlike most Inganna, Ronald lives openly, having "come out" to his comrades on their first expedition. He has also converted and shows every sign of devout worship of Iset, arch nemesis of his goddess of origin, which helps the locals of Peterborough to accept his necessity of daily consumption of living flesh (he generally eats fish or chicken). Because of his flesh-hunger, he generally has one or two live chickens in his pack at all times.

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

Skills: Fighting d6, Spellcraft d8, Knowledge (Arcana) d6, Intimidate d6, Investigation d6, Notice d6, Streetwise d6, Persuasion d6

Cha: +2; Pace: 6; Parry: 5; Toughness: 6/5

Hindrances: Loyal, Curious, Quirk (Chickens)

Edges: Arcane Background: Magic, Power Points

Gear: Leather armor (+1), longsword (Str+d8), backpack, journal, Vicious Claws (p. 9)

Powers (15 PP): *armor, bolt (frost), elemental manipulation*



EQUIPMENT

“That’s a nice-looking musket you’ve got there,” Brianna rumbled to August as the Sherzi carefully scrubbed out the bore with his ramrod and a coarse cloth.

August grunted. “Betty here has seen a lot of action. Like to see more, where we’re headed. So long as it’s Tannain scum.”

“Like our boon companion Argelia, you mean?” asked Lady Virginia.

“Best she stay out of my sights,” August muttered, just loud enough for the other two to hear.



ADVENTURING GEAR

Item	Cost (\$)	Weight	Item	Cost (\$)	Weight
Backpack	50	2	Manacles	15	2
Bedroll	25	4	Oil (for lantern; 1 pint)	2	1
Blanket	10	4	Quiver (holds 20 arrows/bolts)	25	2
Candle (provides light in 2" radius)	1	1	Rope (10")	10	15
Canteen	5	1	Shovel	5	5
Crowbar	10	2	Soap	1	1/5
Flask (ceramic)	5	1	Tool Kit	200	5
Flint and Steel	3	1	Torch (1 hour, 4" radius)	5	1
Grappling Hook	100	2	Whistle	2	—
Hammer	10	1	Whetstone	5	1
Lantern (provides light in 4" radius)	25	3			
Lockpicks	200	1			



CLOTHING

Item	Cost (\$)	Weight
Hiking Boots	100	—
Normal Clothing	20	—
Formal Clothing	200	—
Winter Cloak	200	3
Winter Boots	100	1

Animals and Tack

Item	Cost (\$)	Weight
Horse	300	—
War Horse	750	—
Saddle	10	10
Elaborate Saddle	50	10
War Horse Barding (+3)	1250	30
Mule	250	—

FOOD

Item	Cost (\$)	Weight
Cheap Tavern Meal	5	1
Good Meal (restaurant)	15+	—
Trail Rations (5 meals; keeps 1 week)	10	5



Hand Weapons

Item	Damage	Cost (\$)	Weight	Notes
Blades and Flails				
Bastard sword	Str+d8	350	10	Parry -1, can be wielded in two hands for +1 damage
Dagger	Str+d4	25	1	
Great Sword	Str+d10	400	12	Parry -1, 2 hands
Flail	Str+d6	200	8	Ignores Shield Parry and Cover bonus
Great Flail	Str+d8	600	25	AP 2 vs. rigid armor, -1 Parry, 2 hands, ignores Shield/Weapon Parry or Cover bonus
Katana (ancient)	Str+d6+2	1000	6	
Light Flail	Str+d4	150	6	Ignores 1 point of Shield/Weapon Parry or Cover bonus
Long Sword	Str+d8	300	8	Includes scimitars
Rapier	Str+d4	150	3	Parry +1
Short Sword	Str+d6	200	4	Includes cavalry sabers
Axes and Mauls				
Axe	Str+d6	200	2	
Battle Axe	Str+d8	300	10	
Great Axe	Str+d10	500	15	AP 1, Parry -1, 2 hands
Maul	Str+d8	400	20	AP 2 vs. rigid armor, Parry -1, 2 hands
Warhammer	Str+d6	250	8	AP 1 vs. rigid armor (plate mail)
Pole Arms				
Halberd	Str+d8	250	15	
Lance	Str+d8	300	10	Reach 1, 2 hands
Pike	Str+d8	400	25	AP 2 when charging, Reach 2, only usable in mounted combat
Staff	Str+d4	10	8	Reach 2, requires 2 hands
Spear	Str+d6	100	5	Reach 1, 2 hands

ARMOR AND SHIELDS

Item	Bonus	Cost (\$)	Weight	Notes
Leather	+1	50	15	Covers torso, arms, legs
Reinforced Leather	+2/+1	200	20	Covers torso, arms, legs; 1 point of Armor bypassed if hit with a Raise
Chain Hauberk	+2	300	25	Covers torso, arms, legs
Reinforced Chain	+3/+2	700	40	Covers torso, arms, legs; 1 point of Armor bypassed if hit with a Raise
Plate Corselet	+3	400	25	Covers torso
Plate Arms	+3	200	10	Covers arms
Plate Leggings	+3	300	15	Covers legs
Pot Helm	+3	75	4	50% coverage for head shots
Steel Helmet	+3	150	8	Fully enclosed, covers head
Small Shield(Buckler)	-	25	8	+1 Parry
Medium Shield	-	50	12	+1 Parry, +2 Armor to ranged shots
Large Shield	-	200	20	+2 Parry, +2 Armor to ranged shots

RANGED WEAPONS

Item	Range	Damage	Cost (\$)	Weight	Min Str	Notes
Muscle-Powered						
Axe, Throwing	3/6/12	Str+d6	75	2		
Bow	12/24/48	2d6	250	3	d6	
Crossbow	15/30/60	2d6	500	10	d6	AP2; 1 action to reload
Longbow	15/30/60	2d6	200	5	d8	
Knife/Dagger	3/6/12	Str+d4	25	1		
Sling	4/8/16	Str+d4	10	1		
Spear	3/6/12	Str+d6	100	5	d6	
Black Powder						
Flintlock Musket	10/20/40	2d8	3000	15	d6	2 actions to reload
Blunderbuss	10/20/40	1-3d6	3000	12	d6	2 actions to reload; 3d6 damage at short range, 2d6 at medium, 1d6 at long
Flintlock Pistol	5/10/20	2d6+1	1500	3		2 actions to reload
Siege			Bonus	Crew	Reload	
Ballista	25/50/100	3d8	+3	2	1	AP4
Bombard	50/100/200	3d8	+2	3	2	Black powder, HW
Bore	-	2d6	+3	6	-	AP 10, HW
Catapult						
-- Boulder	50/100/200	4d6	+3	6	2	AP10, MBT, HW
-- Incendiary	50/100/200	2d10	+3	6	2	LBT
Ram, Frame Mounted	-	2d6	+2	6	-	AP6, HW
Ram, Hand-Carried	-	2d6	+2	12	-	AP4, HW
Siege Tower	-	-	+2	12	-	Pace 3, 30 troops
Trebuchet						
-- Boulder	25/50/100	3d8	+2	4	1	AP4, SBT, HW
-- Incendiary	25/50/100	2d10	+2	4	1	MBT

Incendiary siege weapons give everything in the impact area a chance of catching fire.

Rams and bores increase damage +1d6 per turn up to 4d6.

THE NINE GODS



Lewis Hawkins sipped his tea and gestured with the mug. “Now, Iset holds my oath and faith, as is good and proper for an aleulama, but I’ve walked this earth many years. I’ve encountered noble followers of all of the four - and black priests of Iuno and Tivoli as well. Stein? Well, I’ve lost a few games of chance that I suspected weren’t as chancy as all that, so perhaps his followers too.”

The number of gods living before the War of the Gods is unknown, but in the aftermath, nine survivors emerged and began the reconstruction of civilization, each in his or her own way. The gods are not distant presences - they appear regularly to their worshippers to provide guidance and direction, but almost never intervene directly with their own powers.

THE FOUR

ISET

Goddess of Justice and Learning

Colors: Blue and silver

Symbol: Scales with a book on each pan

Clergy: Lorewardens



Iset is the patron goddess of many cities, and represents learning, wisdom, and just rule. Her domains tend to be relatively peaceful, but the punishments for heresy, especially worship of the devil or demon gods, can be harsh. Legends tell of Iset taking Jonas and Edward as lovers, and of her rivalry with Rahel and bitter hatred of Turlough and Tivoli. Relics of Iset often include books and scrolls, but relic weapons are not unheard-of.

EDWARD

God of Mages and Psychics

Colors: Gold and blue

Symbol: Staff with a star at one end

Clergy: Lightbringers



Edward is the patron of mages and psychics, of mystics of all sort. Myth states that he created the first spells and taught them to the first wizards. Edward is reputed to be Iset's lover and strong right hand, but rarely acts as patron of any known cities in his own right. Edward's Lightbringers are often concerned with recovering lost knowledge of the ancient world, as well as with researching new spells and applications of magic. Edward is known as a bitter enemy of Iuno and Vered. Edward's relics generally consist of powerful crafted magic items, often with a permanent glow.

JONAS

God of Tinkers and Alchemists

Colors: Green and grey

Symbol: Crossed hammer and wand

Clergy: Brightworkers



Of the Four, Jonas is perhaps the most mysterious, rarely appearing to even his most devout worshippers. Acolytes and temples of Jonas are rare, and legends of his deeds sparse. He is reputed to be the second of Iset's lovers and to have a romantic relationship with Edward as well. Jonas is known to be the patron of tinkers, alchemists, and engineers of all sorts, but his relations with the other gods are unclear. Relics of Jonas appear usually as relics of the ancient world, empowered with permanent abilities.

RAHEL

Goddess of Law and War

Colors: Red and silver

Symbol: Gavel

Clergy: Judges



Rahel is the most warlike of the Four, and her cities tend to expand aggressively. A loose assemblage of Rahelian cities forms the Rahelian Empire, but the cities within the empire struggle against each other about as often as against outsiders. Rahel is the patron of law and war, and her cities tend to be orderly and well-defended, sometimes at the expense of the people living in and around them. Rahel is married to Stein, and has an established rivalry with Iset. She is also a ruthless foe of Turlough. Rahel's Judges focus on bringing civilization and order to the wild places of the world, by force if need be, and often involve themselves in the politics and expansion efforts of their home cities. Rahelian relics generally run to weapons and armor.

THE CHURCH OF THE FOUR

Colors: Blue, gold, green and red

Symbol: A square with one side in each color

Clergy: Priests/Priestesses of the Four



The Church of the Four worships all four of the divine gods and goddesses, with some Priests favoring one or the other but no bias on the part of the Church as a whole. As a result, the Church and the Priestesses form a bridge between the Isetian and Rahelian cities, and often act as mediators or speak for an end to conflicts. Priests also pursue the study of many topics and often train teachers for children's schools in the more advanced areas.

THE FIVE

Stein

God of Luck and Greed

Colors: Grey and silver

Symbol: Coin

Clergy: Jesters



Stein is the least malevolent of the Five, more of a trickster and mischief-maker than a malign influence. Stein has few open followers, although merchants and other tradesmen often toss a coin in his honor when wishing for luck on a deal. However, most large cities have a Rogue's Congregation, a secret assemblage of thieves, assassins, and confidence artists, where Stein's Jesters reign. Stein is Rahel's husband, but does not support her efforts - indeed, legends say that he often frustrates her ambitions in the hopes that she will pay him more attention. Stein has no reputed enemies among the gods, but all are suspicious of his capricious nature. Stein has few relics; those known include dice and coins.

TURLOUGH

Demon God of Tyrants and Blood War

Colors: Orange and red

Symbol: Bloody ax

Clergy: Bloodwardens



Turlough is the patron god of the adharicans, and charges them with conquest and rule of the ancient cities. His Bloodwardens promote conquest and warfare against the humanoid races, and he is the patron of many cities. Turlough is reputed to have an adharcan wife of great stature and power, and also to be the occasional lover of Vered, and as the latter to have some command of Vered's monsters. He is an enemy of all of the Four, but especially of Iset and Rahel, whom he views as rivals for control of land and resources. Turlough's relics include axes, skulls of slain enemies, and hides with magical properties.



TIVOLI

Devil Goddess of Lust and Torment

Colors: Purple and gold

Symbol: Whip

Clergy: Dark Masters/Mistresses



Tivoli is patroness of lust, torment, and perversion. She is never worshiped openly, but her acolytes are found hidden within the power structures of many cities, pandering to the dark desires of the elites. Tivoli has reputedly slept with all of the Nine except Iset, and is obsessed with compelling Iset to her bed for that reason. Tivolian relics generally include instruments of torture.

VERED

Demon God of Beasts and Destruction

Colors: Green and red

Symbol: Jagged fang

Clergy: Chaosbringers



Vered's domain is monsters, and he has few worshipers among humanoids or adharicans; even many tannain choose to follow the saner worship of Turlough. Legends describe Vered as capricious and mad, delighting in chaos and destruction, and filled with hatred for beauty and grace. Vered has few relics, and those known generally consist of humanoid skulls.

IUNO

Devil Goddess of Disease and Death

Colors: Black and grey

Symbol: Black skull

Clerics: Deathsworn



Iuno is the most feared of the Nine, and legend holds her responsible for the great plagues and destruction that annihilated the ancient world. She is the patroness of the undead, her Deathsworn building armies of skeletons, zombies, and more fearsome creatures to command the ruins she helped create. Iuno's relics are usually medical instruments of the ancients, imbued with deadly curses.



POST-APOCALYPSE SOCIETY

The presence and influence of the Nine Gods has a profound influence on the society of Children of the Apocalypse. In many regions, rulers are part of an official religious system in which religious law informs secular practice. Most people follow one or more gods faithfully; agnostics and atheists are rare indeed. The least religious stance that one normally encounters is a belief that the business of the gods is their own, and people should manage their own lives. Even this degree of unbelief, however, can cause social shunning in many communities.

The patron god of a dominion or city-state has a great deal of influence over the social structure, industries, ambitions, and legal processes in that area. Isetian cities tend to emphasize learning and order, but also to punish forays into forbidden knowledge or worship of the devil and demon gods harshly. Isetian cities are more egalitarian than most, with the ruler ("Lord Protector") chosen from prominent families by the church. They generally have a wide range of trades and emphasize self-sufficiency.

Edwardian cities are rare, but tend to have some of the best psychic and magic practitioners. Most are hidden and practice deliberate isolationism, even though it deprives them of many goods that other cities have routinely available. They make up for this lack with the extensive use of powers. Their ruler, "The Senior", is chosen from the most experienced adepts in the city. Laws emphasize non-interference with others, and The Senior has the ability to exile offenders, which is the most common punishment.

Jonasite cities are also far less common than Isetian. They attract artificers and tinker mages, and their leader, a "Guildmaster", is chosen from and by the heads of the various guilds. They foster industry, trading finished products for raw materials furnished by Isetian or Rahelian cities. The legal code in Jonasite cities tends to be very similar to that of Isetian cities.

Rahelian cities emphasize conquest, whether by military or commercial means. They are aggressively capitalist and generally maintain disproportionate

large standing armies compared to other cities. Law codes tend to be harsh. Most Rahelian cities in the East belong to the Rahelian Empire, and their rulers' titles follow a feudal hierarchy from Barons up to the Emperor himself.

Turloughish cities tend to be adharcan strongholds. They are rough but often honorable sorts, with ritual combats as a major form of worship. Turlough's followers tend to the warlike, but also support order; they have been known to ally with Rahelian or Isetian cities from time to time. Most Turloughish cities are located in ruins, and monster husbandry is a major occupation for them.

None of the other gods have large dominions under their sway, although occasional strongholds or small fiefs might follow them. Iuno's dominions are lands of the dead, usually ruled by a powerful necromancer or liche. Stein's are thieves' hideaways or keeps of robber barons. Any territory holding allegiance to Vered will be ruled by powerful monsters and extremely hostile to humanoids. Tivoli almost always prefers to operate in secret, but occasionally might support a hidden fortress not unlike the Edwardian cities.

The equalizing power of magic and the leading role of female gods has reduced the difference in gender roles post-apocalypse; while warriors tend a bit more towards male, rulers, merchants, and adepts of all sorts are fairly evenly split between men and women. Noble titles like Lord or Baron are considered genderless. Social standing tends to follow learning and wealth, with the proportional importance of each varying from domain to domain.



Boston and Environs Gazetteer



Ruins Boston

The ruins of Boston are a battlefield; adharcan, undead, and humanoid forces have all tried to claim control over them at one time or another, and none has succeeded in driving out the concentration of Vered's beasts that still occupy the city. Dragons and drakes are some of the most formidable opponents there, but many other monsters occupy the city. Currently, the adharicans of Haverhill, the undead of Salem, and the Isetians of Plymouth all mount expeditions to the city on a regular basis, but none has built the strength to capture it once and for all. Boston lies on the coast on a broad harbor, and was most likely a port city in the ancient world. Many towering structures still stand, occasionally crumbling into ruin as their supports fail.

Major Features:

Charles River: the Charles cuts through the center of the ruin, spanned by two bridges that still stand – barely. The Charles is widely rumored to be poisoned by the ancient plague that destroyed Boston and most consider its waters unsafe to drink.

Dragongard: in one of the larger remaining structures about a mile inland from the harbor, a dragon rules a small cult of tannain. The tannain have a community in an adjacent ruin and guard the only land-based access to the dragon's tower.

Eldhall: this ancient low-slung complex of structures near the waterfront is reputed to contain a priceless artifact, but the density of hostile creatures nearby is so large that no adventurers or treasure hunters have ever returned from an expedition to explore it.

The Obelisk: across the river from Boston is an ancient obelisk of enormous size. The purpose and origin of this obelisk remains a mystery.

Bethcen: this complex of structures further inland from Dragongard contains a wide range of ancient artifacts, many of significant power for Tinker Mages. Despite a significant infestation of zombies, the site is a popular target for treasure hunters.

The Mire: near Eldhall is a great mire surrounded by crumbling ruins. Giant creatures inhabit the mire, hunting in the nearby ruins and posing a major hazard to explorers.

LOWELL

The ruins of Lowell have been emptied of most of their treasures as well as most of their adversaries; the ruins are in sufficiently poor shape that, thus far, no organized group has chosen to occupy them. A few items of value may be hidden here and there among the ruins, however.

Major Features:

Merrimack River: the Merrimack runs north of Lowell, dividing it from the smaller ruin known as Dracut. The Merrimack is a large and relatively swift river, and most bridges that once spanned it have collapsed. The only remaining span is Highbridge, controlled by the adharcans of Haverhill. Boating is the common method to cross the river. The large monsters that occupy the Merrimack make swimming dangerous.

Ancient Library: among a cluster of ruins just south of the Merrimack is an ancient library. While its purpose is clear from the shelving and a few remaining rotten scraps of books, the contents have long since succumbed to the ravages of time.

The Pit: this large building on the river appears to once have been a coliseum for gladiatorial battle or similar entertainment. The Pit gets its name from a group of Turloughite adharcans that briefly inhabited Lowell about 80 years ago and used the Pit for judicial and religious combat.

Fort Apt: in the center of Lowell, surrounded by the muddy remains of ancient moats, the remains

of fortress walls guard a small island. The history of Fort Apt is lost, but it appears to be an improvised creation, using materials from the surrounding ruins to build walls. The moats, however, seem older and may have been present at the time of the War of the Gods.

SALEM

Salem is one of the most dangerous areas outside Boston. Ruled by the Liche Queen, an ancient undead Deathsworn of Iuno, the ruins contain large numbers of zombies, skeletons, ghouls, and other necromantic creations, as well as a number of humanoid necromancers and Deathsworn. Over her centuries of occupancy, the Liche Queen has directed her minions to build fortifications around the core of the ruins, making Salem almost impenetrable.

Major Features:

Fortress walls: the outer walls surrounding Salem are a hodgepodge of different materials, making them easier than usual to scale; at their top, however, regular undead patrols watch for uninvited visitors.

Liche Queen's Vault: the Liche Queen herself inhabits a hidden vault on the Isle of Many Winters at the northeast corner of Salem. Her guards and attendants are always present in the vault. Rumors persist of a major hoard of treasures and artifacts that the Liche Queen has accumulated over her long life. (See page 53 for statistics on the Liche Queen.)



Iuno's Hall: at the western end of Salem is a large temple, one of the few in the world devoted to Iuno. In this temple captured or slain humanoids are converted into the Liche Queen's undead minions.

Lynnwood: In this hilly territory southwest of Salem, a group of aleulama have settled after their original home was destroyed by Haverhill forces. Their settlement is hidden magically and physically, but they do hunt and scout the surrounding area.

Essex: Essex is a small village northeast of Salem; it answers to no deity but there are clerics of Jonas and Edward in the town.

NASHUA

A powerful necromancer of Iuno has recently taken up residence in Nashua, having tried and failed to secure a foothold in Boston. The necromancer, Allen Vincent, is consolidating control over the local undead and looking for fresh bodies to increase his forces, and has therefore taken to raiding both Peterborough and Manchester. He has nearly 2000 skeletons and zombies under his command, as well as several ghost blades, nearly 100 ghouls, 75 wights, and 40 young vampires. He also has a personal bodyguard of 10 grave guardians and 3 corpse golems. His major current ambition is to create a liche as a viceroy, and he is seeking information on suitable magic-users that he could capture and sacrifice to that end.

Major Features:

The Falls: the necromancer's base of operations is in a small fort adjacent to a waterfall on the Nashua River. The falls and the adjacent lake act as a natural barrier on two sides, and the approach on the other is a mix of marsh and woodlands.

Allen Vincent



Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Intimidation d6, Knowledge (Arcana) d6, Notice d8, Spellcasting d10, Persuasion d6, Knowledge (Religion) d6, Boating d4, Riding d6

Pace:6; Parry: 4; Toughness: 7/5

Powers (30 PP): Wall of Decay (*barrier*), Illswarm (*blast*), Death Arrow (*bolt*), Aura of Doom (*damage field*), Iuno's Eyes (*darksight*), Dispel Magic (*dispel*), Speak to Dead (*divination*), Ghoul Touch (*drain power points*), Skeletal Finger (*draining touch*), Field of Corpses (*entangle*), Death's Horror (*fear*), Unholy Dead (*zombie*)

Gear: Mace (Str+d6), chain mail (+2), helm (+3), spellbook

Labyrinth: the center of Nashua is a twisted labyrinth of crumbled structures lying along the southern banks of the Nashua River. This labyrinth was once home to a variety of monsters, but Vincent has driven most out in a bid to secure the site for his undead.

KEENE

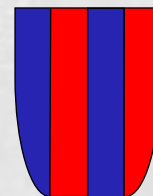
This smaller ruin on the Asheulot River has recently become the home of a small tannain cult who combine worship of Vered with veneration of a being known only as "The Undying". This cult has begun to raid the nearby Greatroad between Peterborough and Charlesport as well as some of the outlying farms of Peterborough.

ISETIAN COMMUNITIES

CHARLESTOWN

Colors: blue and red

Arms: blue and red vertical stripes



Charlestown is a larger city of 60,000, surrounded by a number of fort towns and villages. The city is split between a high and low town, with the low town running along the riverbank of the Connecticut and the high town above it on a series of bluffs. Lord Protector Melinda Rawls, a powerful psychic, rules the city and maintains a significant armed force to patrol the frontier (200 knights, 400 light cavalry archers, 600 light infantry, 400 crossbowmen, 200 musketeers). Charlestown is not currently beset by any significant opponents - Peterborough to the south, Hanover to the north, and Londonderry to the west are all solidly Isetian territory. To the east, the ruins of Concord are an adharcan holding, but their numbers are limited - it is basically an outpost of Haverhill. Melinda is therefore interested in adding Peterborough to her

dominion as the easiest way to expand Charlestown's protectorate.

Merchant interests are opposed to any sort of acquisitive war because of the potential disruption to trade in the south, down the Connecticut, which passes through Rahelian territory on the way to the sea. The Tinker's Guild wants to preserve access to the ruins of Boston, and would support Peterborough in any conflict (although they would also support maintaining control of the city). The military supports intervention in military matters, as they feel their troops are growing stale.

Major Features:

Protector's Council: the Protector's council provides advice and aid to the Lord Protector in governing Charlestown. The council consists of two representatives of the merchant class (Kyle Smith and Helen Townsend), the senior Lorewarden of the Shrine of Iset (William Pinkerton), the head of the Brotherhood of Tinkers (Mary Michaud), the head of the Church of the Four (Eileen Fogaren), and the Captain-General of the army (Lawrence Masterson).

Rogue's Congregation: Charlestown boasts one of the larger and more active Rogue's Congregations in the area. Rumor says that those wishing to contact the Rogues or contract for their services should ask for "Short Tom" at a tavern known as the Surly Wench.

Inn of the Three Dragons: This large inn is the common stop for nobles, adventurers, and wealthy merchants visiting the city, and is well-known for its secret-recipe spicy sausages.

Charlestown Greatschool: Like all large Isetian settlements, Charlestown boasts a Greatschool, a training ground for warriors, treasure hunters, and adepts of all sorts. Charlestown's Greatschool is particularly known for the quality of education of its Tinker Mages.

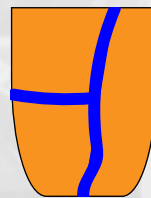
Charlesport: Downriver from Charlestown is Charlesport, a small fortified town that provides a base for ferries running from the Old West Road to Charlestown proper. Charlesport also provides services for merchant barges and ships traveling to and from the Rahelian cities further downriver.

The Bells: The Bells is a waterfall lying between Charlestown and Charlesport. A modest settle-

ment supports a newly-built series of locks allowing small- to medium-sized vessels to transit from the upper to lower river.

PETERBOROUGH

Colors: blue and gold



Arms: gold shield with blue river and brook

This city of 20,000 is nestled in a shallow valley along the banks of the Contoocook River. The Old City is walled, with the river and the Nubanusit Brook forming natural moats on two sides. The third side is a broad arc rising uphill, and just inside this arc is the Protector's Keep, where Lord Protector Andrew Hobart makes his residence. The River Gate opens on a bridge across the Contoocook, while the Brook Gate opens on a similar, but shorter bridge across the Nubanusit—the latter is protected by a small gate-fort on the opposite bank. Two landward gates open, one following each upstream road.

Market Town lies on the opposite bank of the Contoocook. Market Town contains shops, farmer's markets, and inns and taverns for the less-prosperous, as well as small river docks for skiffs and barges. In earlier years, barges coming upriver from the nearby ruin of Jaffrey carried a wide range of materials for recycling. Today, Jaffrey's wealth is largely plundered, and the river trade is modest. The Old North Road runs through Market Town, one of the roads of the ancients. To the north, it leads past many farms into wilderness and then to ruined Concord. To the south, it intersects with the Old West Road, which leads past the allied towns of Dublin and Marlborough to the ruins of Keene. A fork in the Old North Road leads to the allied domain of Charlestown, whose Protector is also a follower of Iset. To the east, the Old East Road leads to the undead city of Nashua via the outpost town of Wilton. The Old South Road leads eventually to many ruins as well as the Rahel-controlled city of Groton. Skirting Nashua by day allows an approach to Dracut, the city across the river from the great ruin of Lowell.

Across the Brook Gate lies New Town, where the Greatschool occupies a walled compound just north of the old road. New Town is the dwelling place of nobles and clergy, and also boasts the



PETERBOROUGH LANDMARKS	1. Protector's Keep
2. Church of the Four	3. Shrine of Iset
4. Greatschool	5. Market Square

First Hall of the Four and the Shrine of Iset.

The Protector maintains a significant armed force of 150 knights, 250 light cavalry archers, 300 pikemen, 400 light infantry, 200 crossbowmen, and 50 musketeers, about half of which are distributed around the domain in nodal fortifications. At present, another quarter are camped on the southeast frontier because of ongoing raids from Groton. A state of hostilities somewhere short of war exists between Peterborough and Groton. The Protector also maintains multiple adepts of various sorts in support of the city and the army.

Humans, aleulama, and bastelin form the bulk of the citizens of Peterborough, with many ritters dwelling outside the city in the broader domain. A small colony of sherzi lives upriver of the city and

occasionally trades with the city as well. The Lord Protector considers them part of his protectorate.

Several orders and guilds provide professional support for adepts and warriors. The Order of the River is the Shrine of Iset's military arm, while the Lorewardens are the corresponding clergy. The Order of the Shield is a knightly order specific to Peterborough. The Judges of Rahel have a presence in the town, and the Brotherhood of Tinkers includes both acolytes of Jonas and practicing Tinker Mages. The Lightbringers are the clergy of Edward, and the Order of Light the assemblage of Mages. The Seekers are the guild of psychics.

Major Features:

Peterborough Greatschool: The Greatschool trains squires, scouts, soldiers, clergy, mages, tinker mages, and psychics, as well as more general scholars and loremasters of all sorts. It was founded by the Lorewardens of Iset not long after the construc-

tion of the first hillfort at Peterborough, as survivors of the plague gathered around more secure points with access to farmlands. All those trained at the Greatschool must serve the Lord Protector for a year and a day, and many continue in his service long after.

Border towns: Marlborough and Wilton guard the outer limits of Peterborough's dominion along the Old West and Old East Roads respectively. Both are garrison towns surrounded by a supporting village and farmlands, and both have a knight and a company of regular troops stationed there to keep the peace.

Ringe: Ringe is typical of many small villages that exist along the periphery of Isetian communities; a small village with a population of 350 and ruled by a squire, it ekes out a moderate existence southwest of Peterborough proper and has little interaction with the large cities around it. The village has a longstanding rivalry with the nearby Rahelian village of Ashton.

PLYMOUTH

Colors: blue and silver

Arms: a silver stone on a blue field

Plymouth lies on the coast south of Boston and holds around 35,000 inhabitants. The surrounding area includes a great deal of marshland. The town is sheltered from the open water by a large sandbar, providing safe anchorage for small ships, although the harbor itself is shallow. Plymouth has had less concern about military forces, and so its armed forces are smaller than typical for other Isetian communities in the area (50 knights, 200 light cavalry archers, 200 pikemen, 300 light infantry, 250 crossbowmen, and 50 musketeers). In the past, Plymouth contended for control of Boston, but aside from a few scouting missions to ensure no one else has settled there, Lord Protector Katherine Smith has opted to leave the ruins be.

Plymouth's walls encompass the harbor and the adjacent land up to a small lake but much of the settlement extends beyond the walls into the surrounding pine forests. The boggy and sandy soil is poor for farming but aquaculture combined with ample fisheries provide Plymouth with sufficient foods. The Plymouth Greatschool is more religious

than most and focused on turning out Priestesses of the Four more than warriors or other adepts.

Major Features:

The Wooded Way: Plymouth lies along a Greatroad they have named "The Wooded Way". The Wooded Way provides a clear passage to the outskirts of Boston as well as south to Canaltown. Plymouth's contingent of light cavalry archers spends the bulk of its time patrolling this road.

The Stone of Plymouth: Legend says that the founders of Plymouth located the settlement by the glow of this stone. While its glow has faded with the years, the stone is still a powerful magical artifact. Rumors say that it generates a monster-repelling aura around the city.

Canaltown

Colors: blue and grey

Arms: a grey bar on a blue field

Canaltown began as a colony of Plymouth, built in the shadow of the ruins of an ancient bridge spanning a massive canal of the ancients. Over time, it became a prosperous Isetian community. Because it lacks the traditional Greatschool, Canaltown students instead attend school at Plymouth. Today, the community numbers around 12,000 inhabitants, with a town guard of 300 pikemen. With Plymouth to the north and the canal to the south, Canaltown has been a secure community for most of its existence, and as a result, has become a center for multiple industries, including weaving, smithing, and tanning.

Major Features:

New Bridge: Canaltown engineers have managed to construct a chain bridge spanning the canal using the ancient bridge footings. The chain bridge is only a few years old, and sees most of its use by hunters and scavengers seeking for game or goods south of the canal.

Smokes: The industrial section of Canaltown, known as Smokes, lies along the canal itself, below the town proper. The district is notorious for cheap, questionable food; terrible smells; and



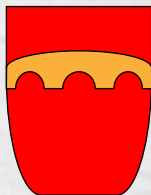
rough-and-ready law enforcement by the various craft guilds.

RAHELIAN IMPERIAL COMMUNITIES

WORCESTER

Colors: Red and gold

Arms: A gold bridge on a red field



The Duke of Worcester, Janet Reardon, rules a large territory from her seat in the formerly ruined city. The city itself is quite large, pushing 100,000 people, and the Duke's focus is mainly on scheming for greater influence in the broader Empire. The Duke maintains a regular military of nearly 3000 soldiers (including a whopping 300 musketeers and 250 knights), and can muster more than 10,000 peasant levies if needed. She is wary of the Count of Orange, who has been taking covert action against her for some time, and has little interest in Groton, which she views as something of a flyspeck. All faiths (including the hidden ones) are well-represented in Worcester, and many adventurers use it as a jumping-off point for exploration of the ruins of Boston, Providence, and Hartford.

Major Features:

Lake Quinsigamond: The eastern border of Worcester is a long, slender lake running north to south. The southern outlet joins the Blackstone River, which flows to the ruins of Providence. The many streams and brooks feeding the lake provide rich farmland east of Worcester.

Ducal Palace: The palace of the House of Reardon is a large reclaimed complex of ruins lying in the center of the western shore of Lake Quinsigamond. A fortified causeway bridge provides direct access to the eastern shore from the palace; two other bridges for general use span the lake on either side of the walled compound.

Greatroad: A Greatroad runs along the western border of Worcester, but there is little traffic along it other than local farmers, as one end runs to the

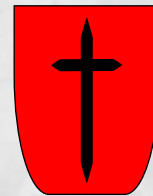


sea through largely unpopulated territory and the other into dense wooded hills to the north.

GROTON

Colors: red and black

Arms: black sword on red field



Groton is the principal city of the Barony of Groton, which owes allegiance to the Duke of Worcester, herself owing allegiance to the Rahelian Emperor. The Empire is necessarily a bit of a loose assemblage and local nobles are expected to handle their own disputes. Groton has around 33,000 people, and musters a significant armed force of 200 knights, 300 light cavalry archers, 400 pikemen, 500 light infantry, 300 crossbowmen, and 150 musketeers. Levies can produce a force of

another 3000 peasant infantry as well. Groton's Baron, Elizabeth Ross, is limited in her expansion by the undead of Lowell to the east and Rahelian nobles to the west (Count of Orange) and south (Duke of Worcester), and therefore looks to Peterborough territory as the natural direction of expansion. Groton maintains a significant spy network in Peterborough, including some who would be willing to conduct assassinations and sabotage. The Judges of Rahel exercise great influence in Groton, and have nearly stamped out the Rogues' Congregation there. They have not been as effective at eliminating a cell of Tivoli-worshippers hidden in the city. Merchants in the city live in fear of the Judges and the Baron and do not exert much political influence. The only countervailing force in the city is the Church of the Four, which does have significant followers and is attempting to temper the Baron's ambitions.

Groton lies on the southern reaches of the Nashua River, providing access to the north and southeast. Nearly all of the city is walled thanks to a program of construction initiated by Baron Elizabeth's father, the late Baron George. The surrounding area is a mix of hills and marsh, permitting a wide range of farming. A small number of iron mines are present in the hills; this allows Groton a native steel industry.

Major Features:

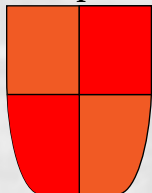
Tower of Fogaren: This tower has been home to the wizards of the Fogaren family line for longer than Groton has stood. Indeed, the first Baron of Groton fought one of the wizards of the line and defeated him to take possession of the area. The Fogarens are cheerful sorts for wizards and one or more can generally be found in one of Groton's taverns at any given time.

Court of Rahel: Groton's Rahelian church is a particularly splendid specimen built during a period when the Barony had found major riches on expeditions to Boston. The stained glass windows include glass salvaged from Boston itself, and the Court's vaults reputedly hold a relic of her power.

ORANGE

Colors: Red and orange

Arms: Quartered red and orange



The County of Orange is one of the oldest Rahelian settlements in the area; it predates not only Groton but Worcester as well. Originally, it was an independent Rahelian dominion led by a Lord, but the arrival of the much larger Rahelian empire led to a series of skirmishes and negotiations and eventually to the absorption of Orange into the empire as a County. The central city of Orange has roughly 65,000 inhabitants, most outside the ancient fortifications. Orange relies on mobile, aggressive forces rather than static walls for protection, and further conscripts adepts of all sorts for military use. Rumors suggest that the conscripts are controlled by both magical means and mundane use of hostages and the like.

In addition to conscripted adepts, the city's armed forces consist of 500 light horse archers, 300 knights, 300 mounted musketeers, and 1000 mounted crossbowmen. These forces patrol the County to prevent any hazards reaching the vulnerable center of the territory.

Orange straddles the Millers River, a tributary of the Connecticut, and what fortifications it has are on a nearby hill. The County stretches far to the east and west, following the rivers until it butts up against Groton on the east.

Major Features:

Fort Orange: The original fortifications of the County of Orange lie on a low hill east of the city center; the ancient hill-fort is now used primarily for recruit training of Orange's large mounted force

Horse Market: Orange is well-known for its excellent horse breeding and merchants from all over the area visit the covered horse market on the west side of town.

The Barracks: The conscripted adepts all live in the Barracks, a stone block building just north of Orange. The building is quite ominous and a wide range of rumors describe the goings-on inside.

TURLOUGHTE COMMUNITIES HAVERHILL

Colors: Red and black

Arms: Black severed head on a red field



Haverhill is the largest Adharcan community in the Boston region, as well as the oldest. Its origins are lost in history, but of all the Turloughite communities in the area, it has done the most to improve the ruins in which it makes its home. Haverhill's ruin lies along the Merrimack River, one of the largest rivers in the area, and its territory extends both north and south of the river. The current ruler, Queen Candice, is noted for her cruelty. Her depredations on her own people prompted the founding of Manchester. Some rumors suggest she truly follows Tivoli, not Turlough, but the Bloodwardens of Turlough remain a dominant presence in the city.

Haverhill has a substantial armed force, although recent excursions into Boston have depleted it somewhat. Its forces include 500 mounted raiders, 800 polearm infantry, 500 crossbowmen, and 1200 light infantry raiders. Of these, approximately a quarter are stationed in Concord, a ruin to the northwest set up as an outpost to counter any expansion in Manchester, and perhaps eventually as a base to conquer it.

Major Features:

The Warrens: Among three lakes in the center of Haverhill is a large warren of low buildings. This warren is the heart of Haverhill, and includes the residences of most of the generals, clergy, and other higher-level functionaries. The Queen's residence is a large tower on the edge of the largest lake.

Highbridge: The workers of Haverhill carefully maintain this ancient bridge over the Merrimack River. It is the only crossing of the Merrimack between Manchester and the sea, and thus a key strategic benefit (and risk) for Haverhill's military.

MANCHESTER

Colors: Red and orange

Arms: Red flames on an orange field



The self-styled Prince Taskill is an ambitious war leader who broke loose from the adharcan kingdom of Haverhill to establish his own rule in the ruins of Manchester. His forces eliminated monsters and undead to conquer the city. In the several years since then, he has been focused on consolidating his rule. Under arms, he has 200 ogrin heavy infantry, 500 light infantry, 300 wolf riders,

and an elite force of 100 Guards including many adepts of various stripes. The Bloodwardens of Turlough have some presence in the town, but not much, and no undergrounds have had time to establish themselves. Taskill sees Peterborough as a long-term threat but his focus is more on expanding into Concord than attacking to the West.

Major Features:

The Grand Arena: This ancient amphitheater has been repurposed as a battleground for ritual combat to honor Turlough. The ribs of a former roof arc over some of the seats and the interior grounds have been filled with sand to provide good footing.

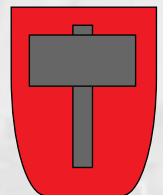
Hall of the Hunt: This hall was built from the native pines and serves as both throne and banquet room for Taskill. Taskill's hunting parties provide a wide range of game for the tables, and he often throws lavish feasts for his people.

The Pens: This large and ancient structure's original purpose is unknown but Taskill's people now use the long, low building as housing for their mounts and herd animals.

YORK

Colors: Red and grey

Arms: Grey warhammer on a red field



Smaller than Haverhill but larger than Manchester, York stands between the environs of Boston and the northern dominions of adharcans. This seaside citadel encircles a small natural harbor. The York adharcans are unusually comfortable with seagoing pursuits, feeding much of the population on fish and whales. York's ruler, a warrior named Ronan Highwater, is a canny survivor of many political infights and has been playing off Queen Candice's fears of the larger hordes of adharcans and tannain to the north as a means of maintaining his city's independence of Haverhill.

Ronan's forces include 600 pikemen, 300 light infantry skirmishers, 300 mounted raiders, 200 crossbowmen and a small force of 50 musketeers. He also maintains several coastal raiding ships, each with a small force of marines aboard. The city itself is walled, including fortifications just inside the wharf district.

Major Features:

Fort Neddy: This fortress sits on the cape above York Harbor, commanding the approaches to the harbor and providing a large light for navigational assistance for York's ocean-going ships. The fortress is the primary base for the York army.

Northern Greatroad: Just west of York, this greatroad runs north into the adharcan dominions and it would be a logical invasion route in either direction, with the fortifications of York proving an asset or obstacle depending on the invader's ability to enlist Ronan's aid.

Taps

Taps bills itself as an "Adventurer's Town" - in reality it is at least as much a safe harbor for brigands as a base of operations for adventurers seeking treasure in Boston. Taps is a fort consisting of a large inn, stables, tavern, and general store (no black powder available, all supplies 2x normal cost), all run by a pair of retired sherzi wizards. The town welcomes anyone solvent and doesn't ask many questions about how they got that way. The wizards ruthlessly enforce their rule

of no bloodshed within the walls. Travelers taking the Greatroad south from Haverhill will see placards advertising Taps' services, including the implied eponymous beer. Just about any sort of adventurer may be found in Taps and it is a common meeting place for parties of adventurers braving either nearby Salem or more distant Boston in search of artifacts.

WILDERNESS AREAS

The wilderness surrounding Boston is a mix of bogs and forest, with the forest itself a mix of deciduous and conifer trees, all leavened with a healthy allowance of rocks. The flood plains around the many rivers and creeks, including the bogs, are decent farmland. Most of the area has a varying density of ancient ruins but the majority of these are merely depressions in the ground where foundations once stood, with an occasional scrap of metal, ceramic, or brick the only indication of their former structures. The wilderness areas grow increasingly dangerous with distance from civilized towns, with a wide range of creatures inhabiting the area. Known dangers include harpies, wolves, bandits, jabber birds, and ghouls, with the occasional dragon or drake sighting as well (see the Allies and Enemies section for details).



GAMEMASTER LORE



TRUE HISTORY

The world before the fall was essentially identical to 21st century Earth. In 2027, a group of eugenicists from a company called Neurowide Biologics sought to enhance intelligence by means of a retrovirus piggybacked onto a seasonal flu bug, but were unable to obtain approval for clinical trials. They opted instead for clandestine testing on refugees from the Mediterranean Wars.

Unfortunately, the virus mutated, and proved lethal to over 90% of the world's population. In a handful of people, however, the retrovirus took and their offspring possessed phenomenal psionic powers – enough to warp the laws of the universe. All of these beings spent their childhood in the chaos of collapsing civilization - each reacted to this upbringing in his or her own way. Some became obsessed with their own survival and comfort at all costs; others sought to rebuild civilization, some by any means, some with themselves at the top, and some to benefit those around them. A few focused obsessively on their own abilities, seeking to understand them. Some of them found inspiration in fantasy literature and role-playing

games, and as a result, the reality warping powers of the gods became accessible to trained mortals, forming the basis of all types of magic. Some individuals also had lesser versions of these abilities, and trained as psionic adepts.

This tiny population of immensely powerful beings quickly came into conflict. Much of Europe and Africa was devastated by warfare among god-like beings with questionable sanity. A few were destroyed at tremendous cost, often in mutual destruction. The survivors, the Nine, agreed to limit their direct action in the world to proxies, out of the fear of the results of a direct conflict. The plague actually preceded the War of the Gods, but history (strongly influenced by the Nine) recorded things differently. Over the ensuing half millennium, the Nine (some more than others) carefully monitored the rediscovery of technology, limiting the biological sciences to ensure that genetic engineering technology would never present them with a new generation of rivals.

Despite the truce, the Nine continue to maneuver for advantage, and most have never given up on the idea of wiping out some or all of their rivals. In approximately 497 A.W.G. (After the War of the Gods), Iset discovered the existence of a proto-god, an immortal called “The Undying” who had been foretold as a harbinger of the death of gods. Iset began researching this prophecy, with an eye to ensuring that only her enemies among the gods perished...

Motivations of the Nine

After the War of the Gods, the Nine agreed on a non-intervention pact. They would not act directly against each other or their principal followers; their conflicts would play out using proxies. With only a handful of exceptions, the Nine have maintained this pact over more than 500 years; however, they have more than made up for it by manipulating mortals to do battle on their behalf.

Iset is the most benign of the Nine, focused on rebuilding a just civilization devoted to the well-being of all creatures. As such, she often finds herself opposed by all of the rest of the Nine in one way or another; to balance the scales, she has taken both Jonas and Edward as lovers, so that they rarely oppose her and often provide support. Iset is also one of the most interventionist of the Nine, and appears in person frequently to her supporters.

Jonas suffers from Asperger’s syndrome, and is obsessed with gadgetry and technology. Because of his neuro-atypicality, he has difficulty reading people and tends to latch on to a particular project or task with almost complete focus. He is the patron of alchemy and weird science, and lends those abilities to any who share his bent for technical learning. He rarely appears to even his more devoted worshippers, preferring instead to wander ruined centers of learning searching for new and interesting gadgets.

Rahel’s plans are for conquest of the world through order and force, and she has disguised her lack of concern for the humanoids around her by presenting herself as a goddess of law as well as war. However, her respect for order by far outweighs her interest in the quality of life within that order, and her adherents practice methodical, ruthless conquest. She interacts regularly with the leaders of her cult and of her aligned cities, and is married to Stein.

Iuno is the maddest of all the Nine; she became obsessed with death after her family was wiped out by raiders in her late adolescence. She used her abilities to raise her family, creating the first undead. Iuno believes that the dead should inherit the earth, and her high devotees work to raise many undead in ruined cities, establishing an ever-larger empire of death. Iuno cares little for the living other as fodder for her unnatural creations.

Edward is a high-functioning autistic man, who was the most fascinated with his own reality-warping abilities. As a result of his autism, he has difficulty forming relationships with other beings, and tends to be very reserved. He connects very strongly on an emotional and romantic level with Jonas, but also has a longstanding relationship with Iset. Edward established through force of will the basic rules by which magic operates to this day, and is delighted with watching people explore the rules and systems he created. He supports Iset firmly and spends a fair amount of time keeping Jonas out of trouble.

Stein grew up scavenging for survival, and as a result is entirely focused on his own material comforts. While he is married to Rahel, he secretly wishes she would give him more attention and so enjoys undermining her schemes when he can. He dislikes her orderly version of the world, and loves scoundrels, thieves, and con men. While he has no overt church, he has established “Rogue’s Congregations” in most cities governed by Iset, Rahel, or Turlough.

Turlough is the third of the Nine who has a major interest in creating a world order. He is also one of only two of the Nine born with non-human features, and more closely resembles an unusually handsome and large adharcan. Turlough promotes conquest, rapine, and pillage by the adharcans he resembles. He uses similar methods to Rahel but actually regards the adharcans with more sympathy, and allows them a considerably better life than the majority of serfs in Rahel’s domains. Turlough is bisexual and generally keeps an adharcan wife, but also has a longstanding sexual relationship with Vered.

Vered is the other non-human-appearing of the Nine, with a bizarre reptiloid appearance, and is also physically the smallest of the Nine. He greatly resembles a taller-than-average lizard/

man with more human features. Because he was shunned as a child, he has devoted much of his life to creating and unleashing monsters to torment all the peoples of the world. Only a few of these creatures have ever rebelled against his authority, notably the handful of good dragons. Vered is prone to sexual relations with his creations, in addition to his long-standing relationship with Turlough. Few humanoids worship Vered.

Tivoli's obsession is her own pleasure, and she sees all sentient beings including the Nine as avenues to that end. She is a sadomasochist and sexual omnivore who has seduced every one of the Nine except Iset over the last five hundred years, and as a result is obsessed with finding a way to compel Iset into her hands to "complete the set". She also boasts of having shared pleasure or pain with every sentient species on earth. Cultists of Tivoli are hidden in most large cities, conducting forbidden rites in imitation of their mistress.

OTHER FACTIONS

HOODED LANTERNS

The Hooded Lanterns are a secret society dedicated to preserving the knowledge of the pre-plague civilization and to working to preserve humanity's free will in the face of the gods. Hooded Lanterns go to great lengths to preserve ancient texts and some even have maintained electrical power to store and duplicate digital records. Within the Lanterns are two distinct factions, one of which (the Purists) completely eschews the use of any arcane powers out of principle, and the other (the Pragmatists) which uses them to further the ends of the organization. Hooded Lanterns have a sophisticated long-range communication network encompassing everything from preserved ham radio to carrier pigeons, and can be found in nearly every major city.

CHURCH OF THE FOUR

The Church of the Four is an ecumenical organization with ties to both the Shrines of Iset and the Towers of Rahel. As such, the Church often finds itself playing the role of middleman between warring Isetian and Rahelian communities.

APOCALYPSE IN YOUR NEIGHBORHOOD

Setting Children of the Apocalypse in a future version of Earth provides gamemasters with the opportunity to develop adventures set specifically in their own regions. The influence of the Nine is felt everywhere, and one sheet adventures or even the full adventure path could potentially be set in other parts of the world.

In the base setting, language has remained relatively static as a result of the ongoing presence of the gods - they speak 21st century English, therefore so do their worshippers. Gamemasters wishing to surprise their players with the nature of the world can, however, alter the language to present an illusion of a different world.

As a general rule, familiar names should be altered as they might have been through "lazy" speech (Chi-CA-go to CA-ga, BOS-ton to Bast). Personal names can fit local customs, using present-day language. Alternate languages are actually preserved old Earth languages (Old Speech - modern English; High Speech - Arabic; Wartalk - Hebrew; Adharcan - Irish Gaelic; Roguich - German); these languages stayed in use because the Nine originally spoke them. For non-English-speaking regions, Old Speech should be an archaic form of the local language. Campaigns set in Europe, the Middle East, and central Asia should reflect the widespread destruction caused by the War of the Gods in these regions.



PLOT POINT Campaign: THE UNDYING PROPHECY

PARTY SETUP

The characters in the Undying Prophecy begin as Novices just finished with their training at the Greatschool in Peterborough. As repayment for their schooling, they are bound to serve the Lord Protector for a year and a day, so their early adventures arrive as orders. However, the prestige they gain through success in their first two expeditions allows them some latitude to pursue areas of interest, and the Lord Protector will generally agree to short leaves of absence unless some crisis grips Peterborough. These leaves of absence allow for additional adventures (see the adventures below) to build character experience levels for the core campaign.

Each of the characters also has a special benefit that plays into the broader story. Depending on the size of the party, these benefits should be handed out in order as shown below, and the story adjusted as needed if some elements are missing.

Undying: This benefit will not become known to the character until he or she is incapacitated. Three rounds after incapacitation, the character is completely healed without scarring or other ill effects. The character also does not age.

Ancestral Weapon: The character's father or mother hands down a bastard sword that has been in the family for several generations. The weapon begins as a +2 Fighting weapon; at Seasoned, it adds +2 damage. At Veteran, it adds Improved Sweep, Improved First Strike, or Improved Block - the selection is in that order based on whether the character already has that benefit. At Heroic, it grants the player the Boost Strength power with Spellcasting skill d10 and 10 power points. At Legendary, it goes to +3 on Fighting and damage, and grants the Smite power with the Sonic trapping using the same skill and power points as Boost Strength. The weapon's name is "Arrad" (accent on the second syllable).

Ancient Artifact: The character's grandfather passes down a mysterious artifact retrieved from far Boston. The artifact is in the form of a leather bracelet with a cracked metal and crystal square in the middle. The artifact begins by conferring a +2 Notice bonus by producing an arrow in the crystal whenever the character looks for something. At Seasoned, the artifact adds Danger Sense (if the character has Danger Sense, add Combat Reflexes or Steady Hands instead). At Veteran, it adds Improved Luck (if the character already has Luck or Improved Luck, the benefit stacks). At Heroic, it grants the Light and Speak Language powers with Spellcasting skill d10 and 10 power points. At Legendary, it adds the Boost Smarts and Boost Spirit powers using the same Spellcasting skill, and grants 10 more power points. The artifact is known as the Bracer of Sung.

Friends in High Places: The character has a close relative who is a senior Lorewarden of Iset, active in the Shrine at Peterborough. The relative is a veteran level Miracles caster with appropriate miracles, which he or she will use on the party's behalf.

Hooded Lantern: The character is secretly a member of the Hooded Lanterns, and has access to their network of information. Treat this as a Connections edge, but one that cannot be used overtly, even with the rest of the party.

Iset's Favor: The character has drawn Iset's specific attention and affection, presumably by good deeds and character. As a result, the character can use a +2 bonus on any knowledge check once per day, and receives 5 additional power points. Any activities that compromise this favor will remove the benefit. This benefit can be adjusted for other gods as needed.

EXPEDITION — THE RUINS OF LOWELL

PETERBOROUGH

The characters are assigned to a small expedition seeking ancient texts in the ruins of Lowell. They are provided with maps of the ruins, including the rough location of the cache of texts, and a route to the city. Accompanying the characters is a pair of ritter scouts/light infantry familiar with the route, a Lightbringer of Edward (in command), a mage, a sergeant of the Protector's Guard, five crossbowmen, and five light infantrymen (sword and shield). The characters are provided with starting gear appropriate to their profession and have a day's leave in Peterborough before departing. The journey will be about 45 miles and take about 3 days; pack mules will carry supplies and provisions.

Human Alba Foley, Lightbringer of Edward

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

Skills: Climbing d4, Faith d6, Fighting d6, Guts

d6, Healing d4, Notice d6, Persuasion d8, Riding d4, Swimming d4

Pace: 6 Parry: 6/5 Toughness: 7/5

Hindrances: Heroic; Poverty, Vengeful (minor)

Edges: Arcane Background (Miracles), Holy Warrior

Gear: Spear (Str+d6 Parry +1, Reach 1, 2 hands), chain armor (+2)

Powers (10 PP): Cure (*healing*), Acid Arrow (*bolt*), Life's Ward (*environmental protection*)

Human Deion Reyes, Mage

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

Skills: Fighting d6, Intimidate d4, Investigate d6, Knowledge(Magic) d8, Notice d6, Persuasion d6, Spellcasting d8

Pace: 6 (flying) Charisma: -2 Parry: 5 Toughness: 7/6



Hindrances: Small, Quirk - Needlessly attempts to prove his superiority over formally educated wizards

Edges: Arcane Background (Magic), Wizard

Gear: Leather armor (Armor +1), club (Brass Topped Walking Stick; Str+d4), magical supplies, fine clothing

Powers (10 PP): bolt, deflection, light/obscure

Ritter Scout Corporals Faith Mason, Sonia Waters

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

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

Pace: 6; Parry: 6; Toughness: 7/6

Hindrances: Outsider, Cautious

Edges: Combat Reflexes, Marksman, Woodsman

Gear: Leather armor (+1), long sword (Str+d8), long bow (Range: 15/30/60, Damage: 2d6)

Human Crossbowmen (5) (Nutter, Bitfield, Lyhart, Corbett, Quincy) – p. 65

Ritter Light Infantry (5) (Victor, Kliment, Richards, Olive, Sutter) – p. 65

Nashua

The characters and the rest of the group spend the first day marching to Wilton, a fort-town on the eastern border of the Lord Protector's domain. There they dine with the Captain (Marlena Milton) of the cohort stationed at Wilton, who informs them of increasing raids from Groton and warns against passing Nashua at night. As a result, the characters make a short march the next day (only half the day) and set up a fortified camp, then make a long march the following day to skirt Nashua. This forced march requires Vigor rolls to avoid fatigue. They cross the river at an ancient bridge, where the scouts have hidden rafts, and stop only when they have reached a safe distance from Nashua. That night, the characters are asleep when a force of ritter bandits (p. 67) and Groton crossbowmen (disguised as bandits, p. 72) raid the camp. The bandits achieve surprise and kill the sentry on that side (Sonia Waters), but not without waking the characters.

Dracut

Dracut lies another day's march from the site of the raid. It is a largely empty ruin, occupied only by an occasional undead. The expedition reaches



a river crossing point where the scouts have cached more rafts about an hour before sunset. There are three rafts; the first to depart carries the characters, and also carries one pack mule, 2 light infantrymen, and 2 crossbowmen. The second raft has the sergeant, the mage, 1 light infantryman, and 2 crossbowmen. The third has the Lightbringer, the surviving scout, and the remaining soldiers (adjust for casualties from the raid). About halfway across the Merrimack River, a water elemental attacks!

The elemental instinctively attacks the second raft first because it senses that Deion, as a mage, is the greatest threat. The river is about 500 feet across, and the characters are around 350 feet across when the attack happens. The rafts' best speed is around 20 feet per round, so it will take 8 rounds to reach the shore. The rafts have toughness 10/8 and are the elemental's first target. Most likely one or both of the NPC rafts will be lost before the river is crossed. The elemental will not pursue beyond the river.

Water Elemental

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

Skills: Fighting d8

Pace: 6; Parry: 6; Toughness: 7

Special Abilities:

Elemental: No additional damage from called shots; fearless; immune to disease and poison

Invulnerability: Water elementals are immune to all non-magical attacks except fire. A torch or lantern causes them 1d6 damage but is instantly put out if it hits.

Seep: Water elementals can squeeze through any porous gap as if it were Difficult Ground.


Slam: Str+d6, nonlethal damage

Waterspout: Water elementals can project a torrent of rushing water in a Cone template. This automatically puts out any normal fires. Creatures within the cone must make a Strength roll at -2 or be Shaken.

LOWELL

The characters must now make camp in Lowell, likely with minimal guidance. None of the guardsmen on their raft have been there before. The river crossing was near their goal - only a few thousand feet separate them from the lost texts. During the night, one skeleton attacks for each survivor of the crossing. (p. 74)

RUINS OF THE UNIVERSITY OF MASSACHUSETTS, LOWELL

- 
1. Merrimack River
 2. Concert Hall
 3. Library
 4. Health and Social Science Building
 5. Medical Science Building
 6. Dean's Mansion
 7. Dining Hall
 8. Dorm



If the characters survive the night, they are able to locate the ancient building complex in an hour of searching. There are five large buildings in the area; they will be unable to determine which is which, but a successful Smarts roll will narrow the list to 3 (Health and Social Sciences, Concert Hall, Library). Searching each large building will take 2 hours; searching any of the three smaller buildings will take 1 hour. If the characters remain in Lowell overnight, they will be attacked again by double the number of skeletons from the previous night. The characters have 14 hours of daylight to work with.

Health and Social Sciences Building: This building contains many medium-sized and small rooms arranged around long central corridors. It is haunted by a ghost, which manifests when the characters reach the second floor. The ghost is not hostile and will attack only if provoked. If the characters attempt to communicate with the ghost (it understands only Old Speech), the ghost will gesture emphatically for the characters to follow. The ghost leads them to a box that appears to have a broken window. The ghost mimes speaking to the box, then looks at the characters expectantly. If the characters catch on, they must interpret the ghost's gestures to come up with the password - "Hawkmoon13". This will basically involve PC charades. If the characters can determine the password, the screen lights up and casts a beam into the corner of the room. There the characters find a notebook with a set of notes on the plague. A Tinker Mage can use these notes to create three Scrolls of Healing with 1 day's work per scroll and a successful Weird Science check. The notebook also contains a pen, which will act as a Wand of Speak Language in the hands of any spellcaster.

Ghost of Public Health Official

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

Skills: Fighting d6, Intimidation d12+2, Notice d12, Taunt d10, Stealth d12+4, Throwing d12

Pace: 6; Parry: 5; Toughness: 5

Gear: Thrown objects (Str+d4)

Special Abilities:

Ethereal: Ghosts are immaterial and can only be harmed by magical attacks.

Fear -2: Ghosts cause Fear checks at -2 when they let themselves be seen.

Library: This complex building has many large and many small rooms. It appears to have been thoroughly looted and damaged by weather; what appear to be many large windows have shattered and fallen in. Around 90 minutes into their search of the building, the characters come across a human man sitting in the midst of the wreckage; he appears to be examining some artifact from the ruins, a curiously shaped object a bit like a flattened "U" that he holds up periodically to the side of his head, then pokes with his finger. He does not appear to notice the characters, and if they approach, they find that they cannot get within 5 feet of him. The human appears to be in his mid-twenties, dark-haired and medium-complexioned with a hint of an epicanthic fold. After a minute or two, another human rounds a corner and approaches. This one is shorter and dirty blond, and smiles at the group. "Come along, Jonas," he says.

"But Edward, I've almost got this working again," the other whines.

"You can keep working on it at home." Edward looks at the characters. "You'll find what you're looking for in the basement, behind a blue door." Both men vanish.

With this information, the characters can easily locate the door, but it is stuck fast (it is a hollow-core steel door (Toughness 10/4)). The characters will have to devise a method of opening it, but if they do, they are rewarded with a cache of 23 biology books, nearly unspoiled, sitting on a shelf in a tiny office.

Concert Hall: The large concert hall just inside the main doors is the haunt of a sphinx (p. 74). The sphinx offers a reward to any character who can solve three riddles. A Smarts roll provides the character with a hint, but reduces the value of the eventual prize - a raise avoids this penalty.

Riddle 1: Thousands store gold within this house, but no man made it. Spears past counting guard this house, but no man wards it.

Hint: The gold comes from flowers.

Answer: Beehive

Riddle 2: Round she is, yet flat as a board, Altar of the lupine lords, Pearl on black velvet, jewel in the sea, Unchanged but e're changing, eternally.

Hint: Look upwards.

Answer: The moon

Riddle 3: I serve at the Prince's Pleasure
I am at the Prince's side.
A comrade in arms, beloved of my lord,
Hall-companion of the King.
Yet on me the fair-haired Queen
At times lays her hands.
Though she is proper and the daughter of an Earl.
I hold to my chest the bounty of the woods.
Sometimes I on a proud horse ride
At the head of the host.
Oft I give my reward to the singer
When he sounds the song of battle.
Hard is my tongue,
Clear is my speech,
Cloudy is my skin.
Speak my name.

Hint: I contain both water and air.

Answer: A horn.

If the characters answer the riddles incorrectly, the sphinx will attack. If the sphinx is killed, a Notice roll at -4 is required to find its treasure - the 2 Hints reward will be discovered if the sphinx is slain, along with \$100 in miscellaneous coins and a ruby worth \$200.

0 Hints Reward: Horn of Bellowing (ancient trumpet)

1 Hint Reward: Horn of Heroes (ancient French horn)

2 Hints Reward: Wand of Command (+2 Persuasion) (conductor's baton)

3 Hints Reward: Potion of Healing (water bottle)

Dorm: This building is a node of the undead forces that have begun to occupy Lowell. A liche (p. 73) holds court on the uppermost floor, and a small army of skeletons dwell within. For each 10 minute exploration turn the characters spend in the dorm, they encounter 2d10 skeletons (p. 74). If the characters survive a full hour in the dorm, they discover a Blade Wand (actually a toy lightsaber hilt). The liche herself has a personal guard of 20 skeletons.

Medical Science Building: This building is trashed, but free of hazard. Careful search produces a variety of metal artifacts of potential use to tinkers - the aggregate value is \$300.

Other adjacent buildings

Dean's Mansion: The dean's mansion is a burned-out brick shell. Exploring it is dangerous - a Notice check at -2 is required to avoid a 10 foot fall into the basement (2d6 damage and the character must be extricated somehow). A persistent search finds a small cache of half-melted gold wands (pens) worth \$300.

Dining Hall: The food in the dining hall has long-since rotted, but the main hall is the home of a beetle swarm (p. 75). The beetles will attack as soon as the characters enter the main hall. At the back, in the kitchens, is a +1 damage dagger (actually a kitchen knife).

RETURN

The characters have four options to escape the undead-haunted ruins. They can attempt to re-cross the river - if they take this option, the elemental will return on a 1 on a D4 and attack. They can also move west, south, or east. West will require a distance of 2 miles march to reach safe territory, and is the best option; south will require 6 miles and east 3.5. The characters must then navigate cross country to reach the safety of Wilton. Upon reaching Wilton, the survivors make their report to Captain Milton. If the characters are aware of the fact that some of their opponents were Groton soldiers, she will view this as a matter of high concern and draft a letter to the Lord Protector about it; in any case, she will patch up the characters and send them on their way. When they arrive in Pe-

terborough, the city will be buzzing; Groton troops have attached the Peterborough outpost at Potanipo Pond and driven them back towards the keep at Greenville. The Lord Protector will soon have more work for the adventurers...

EXPEDITION – CHARLESTOWN DIPLOMACY

Most of the troops in Peterborough have moved to the front when a message arrives from Marlborough - a dead man on a horse has appeared at the keep. He is the only sign that the envoy of 10 men sent to seek aid from Charlestown 4 days earlier has failed. The adventurers are among a small group that can be spared to try again. The Lord Protector charges them with requesting aid from Charlestown, and sends along a small escort - all he feels he can spare from the garrison. The party is provided with an escort of five crossbowmen and a sergeant mounted on ponies. They are also provided with rations sufficient for the journey to Charlestown plus 2 days and \$500 for expenses in Charlestown for the return trip. (Note - if any of the NPC crossbowmen survived the previous adventure, they are included in this group).

Human Sergeant Janine Wheatleigh

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

Skills: Fighting d8, Notice d8, Shooting d8, Stealth d6

Charisma: 0; Pace: 6; Parry: 6/5; Toughness: 8/6

Edges: Command, Improvisational Fighter

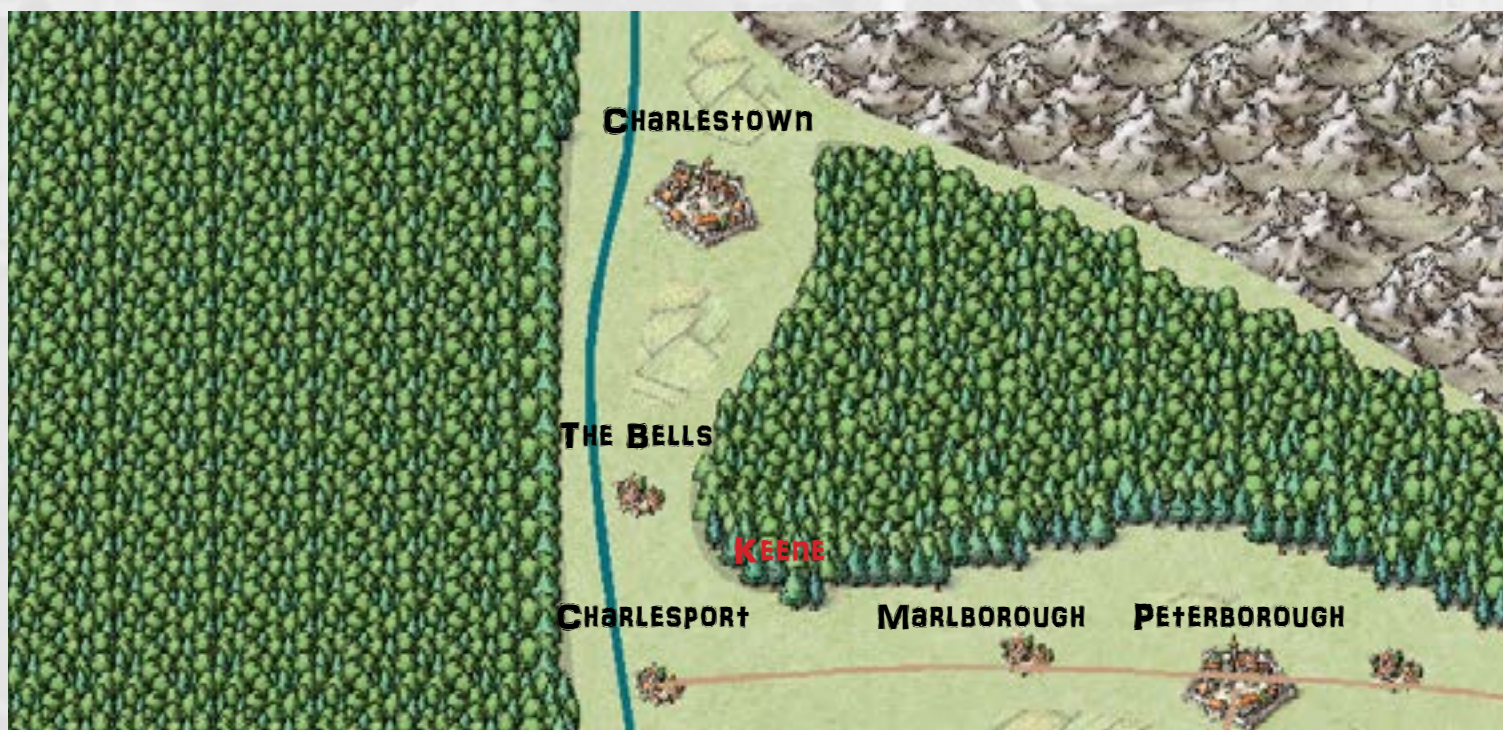
Gear: Chain armor (+2), short sword (Str+d6), medium shield (+1 Parry, +2 Armor to ranged shots that hit), crossbow (Range: 15/30/60 Damage: 2d6 ROF:1 AP 2, 1 action to reload), 20 bolts

Human Crossbowmen (5) (Hill, Gole, Bartlett, Poole, Nadjani) p. 65

Charlestown lies almost 50 miles away to the northwest by road and river. Notable landmarks include:

Dublin: Farm town around 8 miles' journey from Peterborough. Small market, 10-20 militia, a bit on edge because of the war. No exotic goods or weaponry, but food and drink and an inn are present. The first envoys stopped here only briefly.

Marlborough: 18 miles into the journey is the fort town of Marlborough, similar to Wilton in most respects, but with the garrison stripped bare; only 20 light infantry hold the keep under Captain Joshua Smith. Captain Smith has called in militia to reinforce his garrison, but still has less than 50 effectives. He is concerned because of raids on the western farms and thinks that the envoys likely



ran into the same trouble, perhaps associated with the ruins of Keene.

Keene: The ruins of Keene lie 8 miles further west from Marlborough. These ruins have been occupied by a tannain cult worshipping Vered, and they have effectively cut passage between Marlborough and Charlesport. Their leader is a charismatic Chaosbringer of Vered who is trying to establish a tannain kingdom in the frontier between the two Isetish cities. The tannain patrol the road and will set an ambush for the characters. They know the terrain and Notice checks to detect the ambush are at -4.

Cultists: Tannain Warriors (20 in ambush, 100 more in Keene) (p. 75)

Cult Leader Randolph Black



Tannain Chaosbringer of Vered

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

Skills: Fighting d8, Healing d8, Intimidation d6, Knowledge (Religion) d4, Knowledge (Monsters) d4, Miracles d10, Notice d8, Persuasion d6, Survival d4, Taunt d4, Throwing d6

Pace: 6, Parry: 7/6, Toughness: 8/6

Gear: Knife (Str+d4), spear (str+d6, +1 Parry, +1 Reach, requires 2 hands), holy symbol of Vered

Special Abilities: Armor +2

Powers (15PP): Beast Lord (*beast friend*), Vered's Spitting Ichor (*burst*), Aura of the Dragon (*fear*), Curse of the Dragon (*lower trait*), Find Weakness (*analyze foe*)

Beast Companion: Tulliverion (Giant Toad)

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Notice d10, Stealth d8

Pace: 6; Parry: 5; Toughness: 10

Special Abilities:

Bite: Str+d6

Engulf: Giant toads can swallow prey as large as Size +2 whole. While engulfed, the target is grappled as per the core rulebook with a -4 penalty to Strength rolls to escape and suffers 2d6 damage per round from digestive juices. Armor offers no protection.

Large: Attackers are +2 to attack rolls against the toad due to its size.

Size +4: Giant toads weigh over 4000 pounds.

Tongue: Reach 3. The tongue is coated in sticky saliva. If the toad scores a success on its Fighting roll, it has grappled its prey. Unless the foe can escape, it Engulfs him on its next action. On a raise, the victim is grappled and Engulfed in the same action.

If the adventurers defeat the ambush, the cultists pursue them as far as the river. If they fail to do so, the cultists imprison them for a day and then sacrifice them to their gods. The first person selected to be sacrificed is The Undying - this gives the party a surprise round to fight free.

Charlesport: Charlesport lies 18 miles further on from Keene, and is a "new town", one not built on the ruins of an ancient town or city. It lies on the east bank of the Connecticut River, and is a modest fort town of around 600, including a garrison of 100 Charlestown infantry and cavalry. The mayor is Angela Thornton, and the commander of the garrison is Elaine Fierri. Both are friendly towards the visitors, but will turn neutral if the Peterborough force reveals their mission. If they do not, the adventurers will be offered passage upriver on the next post ship; if they do, the characters must pay for their own passage (\$20 each, plus \$10 per mount). Charlestown is 17 miles upriver from Charlesport, which will take around 8 hours by sail (most merchant ships) or 6 by oar.

Charlestown: In Charlestown, the team confronts a complex political situation. Lord Protector Melinda Rawls is interested in supporting the war effort, but wishes to place Peterborough in a subordinate role to Charlestown in exchange for her aid. Charlestown's merchants, represented in the discussions by Kyle Smith and Helen Townsend, do not wish to offend the worshippers of Rahel, since their trade down the Connecticut

depends on transport through and markets in the Duchy of Worcester. The Shrine of Iset, represented by Lorewarden William Pinkerton, firmly supports going to the aid of Peterborough. The Brotherhood of Tinkers, represented by Mary Michaud, also supports Peterborough, wanting to maintain access to the southeastern ruins, while the Church of the Four supports negotiation and peaceful resolution. Captain-General Lawrence Masterson also supports intervention, feeling that Charlestown's troops need seasoning (and seeking glory for himself).

Groton has sent emissaries as well, led by Judge Evelyn Walsh. Judge Walsh and her party (Dame Jocelyn Crowninshield, Elise Tarrant, and John LeBeau, pp. 67-8) are attempting to influence the negotiations by whatever means necessary. John, in particular, is attempting to contact the Rogues' Congregation, whose influence in the court through blackmail and coercion could turn the day. A council meeting a week after the party's arrival will be the venue for the final decision. If the characters can directly convince or coerce Lord Protector Rawls, change the mind of one of the merchants, and avoid having the Groton emissaries change the minds of any allies, Charlestown may intervene.

Return (success):

If the adventurers are successful (even if it requires concessions from the Lord Protector in Peterborough), Charlestown details 50 knights, 150 cavalry archers, 300 light infantry, 100 crossbowman, and 200 musketeers to march to Peterborough's relief. If the adventurers promised that Peterborough would become a dependency of Charlestown, Lord Protector Rawls also commits to sending 2000 peasant levies and 50 knights in two weeks' time. With this force in place, Lord Protector Hobart leads her forces and the characters to an open field battle against Groton.

Peterborough Forces:

150 knights
250 cavalry archers
650 light infantry
200 pikemen
200 crossbowmen

225 musketeers
2000 peasant levies
20 war adepts

Groton Forces:

150 knights
200 cavalry archers
400 pikemen
350 light infantry
200 crossbowmen
150 musketeers
3000 peasant levies
15 war adepts

Based on the size and composition of the forces, Groton gets 8 tokens and Peterborough 7. Both Protector Hobart and Baron Ross have d10 in Knowledge (Battle) - adventurers assisting with tactical planning can add a +1 for any raise on their Knowledge (Battle) roll, and can participate in the battle as per standard Mass Battle rules. Either side will withdraw if they lose 4 or more tokens.

Return (failure):

If the adventurers are unsuccessful, Lord Hobart pulls his troops back to the Contoocook River, sacrificing Market Town. The resulting battle provides a +2 terrain bonus for Lord Hobart, but will result in a siege of Old Town if Peterborough loses more than 3 tokens.

Peterborough Forces:

100 knights
100 cavalry archers
350 light infantry
200 pikemen
100 crossbowmen
50 musketeers
2000 peasant levies
20 war adepts

Groton Forces:

150 knights
200 cavalry archers
400 pikemen
350 light infantry
200 crossbowmen
150 musketeers

3000 peasant levies
15 war adepts

Based on the composition of the forces, Groton gets 8 tokens and Peterborough 5. Both Protector Hobart and Baron Ross have d10 in Knowledge (Battle) - adventurers assisting with tactical planning can add a +1 for any raise on their Knowledge (Battle) roll, and can participate in the battle as per standard Mass Battle rules. Groton will withdraw if they lose 4 or more tokens.

In a siege, Peterborough counts as a concentric castle:

Fortification	Toughness	Wall	Gate	Defenders	Supplies	Bonus
Concentric Castle	16	26(10)	22(6)	400	6	+3

Groton deploys two bombards in the first two rounds of the siege, and adds two trebuchets and a ram in round 3. Note that Groton must have 6 tokens to make effective use of the bombards and 4 to make effective use of the ram or trebuchet.

Item	Range	Damage	Bonus	Crew	Reload	Notes
Bombard black powder weapon, HW	50/100/200	3d8	+3	3	2	AP 8;
Ram Frame mounted	—	2d6+	+2	6	—	AP 6, HW
Trebuchet Boulder HW	25/50/100	3d8	+2	4	1	AP 4; SBT,

MYSTERY — THE MISSING TEXTS (RECOMMENDED FOR SEASONED CHARACTERS)

Either in Charlestown or Peterborough, the team is approached by the Lord Protector, who informs them that the texts they had recovered from Lowell are both heretical and missing. The Lord Protector and the Shrine of Iset fear that heretics may be using the texts to craft forbidden necromancies, and ask the characters to seek out the thieves.

In actuality, the thieves are senior members of the Hooded Lanterns, seeking to preserve the texts from destruction at the hands of the Lorewardens. However, the Hooded Lanterns have planted a deliberate false trail to implicate the followers of Tivoli, as they are aware that Tivoli has a small following in Peterborough/Charlestown.

Any Hooded Lanterns in the party are not aware of this operation.

Clues: The texts were being stored in the Shrine of Iset pending destruction. The entry to the shrine was not forced, nor were there any other disturbances in the area. The texts themselves were located in a vault in the lower level of the Shrine. The vault was locked, with the only access being a key held by three senior Lorewardens. Careful examination of the lock shows signs of lockpicking (Notice -4). The vault itself is not used often; examination of the floor (Tracking -2) shows both booted (typical Lorewarden attire) and soft leather soled footprints. The forbidden texts were taken, as were another object based on the dust (Notice check). If persuaded (Persuasion check), the Shrine will admit that a gold icon of Iset was also taken.

Inquiry on the streets of Peterborough/Charlestown (Streetwise check) provides a hint that a fence is looking for buyers interested in ancient artifacts related to necromancy. The fence, Walter Forrestal, is located in the docks district above a bakery.

Forrestal is a low level sherzi fence and member of the Rogue's Congregation. As soon as he has any suspicions, he shouts for two Congregation enforcers (p. 74) for each adventurer; the enforcers immediately attack. The fence has \$1000 in silver and gold and \$500 worth of stolen goods in his office.

Walter Forrestal

Sherzi Fence

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

Skills: Fighting d4, Knowledge (Trade) d6, Notice d6, Shooting d4, Stealth d6, Language (Roughich) d8, Persuasion d6

Pace: 6; Parry: 4; Toughness: 5

Gear: Knife (Str+d4), improvised weapons (Str+d4)

If Forrestal is coerced, he admits to having a necromantic text sold to him by a mysterious woman,

but the text itself is a modern grimoire and not the missing books, nor is there any sign of the Isetian icon.

Heretic: At this point, the party discovers that a heretic has been captured, after desecrating the icon of Iset. If the characters can persuade the heretic to speak before he is executed, they discover that he was given the icon by a woman who claimed to be a senior Mistress of Tivoli in return for several ancient texts he was hiding from the Shrine. The heretic will be burned in two days.

The clues should point to Tivoli at this point; however, the texts were actually stolen by two senior members of the Hooded Lanterns, and the false trail laid deliberately to place the Tivolians at fault.

If the team uses Streetwise to determine where the Tivolians might keep the texts, they are referred to a safehouse on the outskirts of town. The house is heavily guarded and home to a mage in service to Tivoli. Guards include a Tivolian knight and two fanatics per character (p. 75).

Mage Carla Jacobson



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

Skills: Fighting d6, Intimidation d8, Knowledge (Arcana) d10, Notice d8,

Persuasion d8, Shooting d8, Spellcasting d12, Stealth d6, Streetwise d8, Taunt d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Bloodthirsty

Edges: Arcane Background (Magic), New Power, Power Points, Rapid Recharge, Wizard

Powers (25 PP): *armor, bolt, detect/conceal arcana, dispel, fly, light/obscure*

Tivolian Guard Captain Nick Sparish



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

Skills: Climbing d6, Fighting d12, Knowledge (Battle) d10, Intimidation d10,

Notice d8, Riding d8, Shooting d10, Stealth d6, Throwing d10

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

Hindrances: Loyal

Edges: Block, Combat Reflexes, Command, Feror, Hold the Line

Gear: Plate corselet (+3), chain limbs (+2), open helm (+3), longsword (Str+d8), war horse

The safe house has a hidden vault (Notice -2) with a locked safe. If the safe can be opened (Lockpicking or Strength check -4 to bash open), it reveals \$800 in silver, one of the stolen texts, a Ring of Arcane Resistance +2, a Die of Luck (as the edge), and a set of Bright Goggles (no penalties for lighting except in pitch darkness).

Without special intervention, the adventurers will not likely be able to see through the ruse by the Hooded Lanterns, but the facts of the case also won't add up. At this point, with the Tivolians eliminated or arrested and no clues as to the location of the rest of the texts, the adventurers will be at a dead end.

MYSTERY – THOSE WHO WOULD BE GODS (RECOMMENDED FOR VETERAN CHARACTERS)

The team receives an invitation from the family of Ambassador Harshaw to thank them for their diplomatic services between Peterborough and Charlestown. On their way, however, screams herald the arrival of a hideous beast with the appearance of a grossly distorted orange humanoid:

Abomination



Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12+2, Vigor d12

Skills: Climbing d4, Fighting d10, Notice d6, Throwing d10

Pace: 8; **Parry:** 7; **Toughness:** 10/8

Hindrances: Ugly, Death Wish

Edges: Berserk, Frenzy, Mighty Blow

Natural Armor: +2

Size: Large +1

Punch: Str+d8 damage

Thrown Large Object: Str+d8 damage

The creature fights until killed. On its body, deeply embedded in its neck (Notice roll required) is a holy symbol of the Church of the Four.

If the characters follow up with the Church, they will hear of the disappearance of a handful of junior acolytes and one senior Priest over the last month. The description of one acolyte could match up with the Abomination, assuming the creature was changed from human.

The following day, a second creature strikes in the market, this time a grey-skinned bastelin surrounded by whirling air. If the characters respond, they will arrive to find the creature already with one wound but still dealing significant damage. If they do not respond, the guard will eventually put the warrior down but with the loss of 8 guards and 27 more wounded.

Whirlwind Warrior



Attributes: Agility d12+2, Smarts d6, Spirit d6, Strength d10, Vigor d12

Skills: Climbing d6, Fighting d12+1, Spellcasting d8, Notice d8, Swimming d6, Throwing d8

Pace: 7; Parry: 10; Toughness: 8

Hindrances: Insane, Death Wish

Edges: Acrobat, Ambidextrous, Counterattack, First Strike, Two Fisted

Power Points: Unlimited

Sword: Str+d8

Dagger: Str+d4

Powers: *blast (air trapping, tornado), fly, quickness*

At this point, one of the adventurers who is not herself a Hooded Lantern will be approached by a shadowy figure. This source will tell the characters

that an individual called Mark Elsing is responsible for creating the monstrosities using kidnapped clerics. She fears that Elsing is capturing more powerful clerics to create even more powerful creatures, with the goal of creating something that could challenge the gods. She suggests that Elsing's whereabouts can be traced by following up on the kidnappings.

Just after this revelation, word comes that the relative of one of the party has vanished; most likely he or she is going to be a victim soon.

Streetwise reveals clues about the disappearances that suggest that the captured were taken to Market Town. If the characters pursue these leads, they encounter the latest attacker.

Lady of Light



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

Skills: Fighting d10, Notice d10, Spellcasting d12

Pace: 8; Parry: 7; Toughness: 8



Hindrances: Insane, Death Wish

Edges: Magic, Very Attractive, Arcane Resistance, Luck

Power Points: Unlimited

Staff: Str+d4

Powers: *armor, blast (light trapping), blind, fly, teleport*

The Lady of Light, when struck down, reveals that she was created by Elsing and that he is working on a new mutation even as they speak. She provides a location in Market Town. There Elsing is just finishing his greatest creation...

Grey Hunter



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

Skills: Fighting d12+3, Notice d10, Spellcasting d10

Pace: 8; Parry: 10; Toughness: 8

Hindrances: Insane, Death Wish

Edges: Magic, Attractive, Arcane Resistance, Luck, Block, Florentine

Power Points: Unlimited

Sword: Str+d8

Powers: *armor, damage field, dispel, fly, teleport, quickness*

Mark Elsing



Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d10, Knowledge (Arcana) d12, Notice d8, Shooting d10, Spellcasting d12+2, Stealth d6

Pace: 6; Parry: 5; Toughness: 6

Hindrances: Megalomania

Edges: Improved Rapid Recharge

Powers (40 PP): *armor, blast, bolt, detect/conceal arcana, dispel, fly, light, puppet, teleport*

If the characters manage to defeat Elsing, they find some of the missing biology texts and also find several other ancient texts; they also find Elsing's notes, and a treatise called "Preserving the Light", which describes a group called the "Hooded Lanterns" devoted to preserving ancient knowledge against the meddling of the gods. They also find indications that Elsing did his initial experimentation in an outlying village, Ringe, and that the remaining lost texts might be there. One character recognizes this as the home of his patron instructor at the Great School, Sir Devon Erikson. They also find the relative and one surviving acolyte along with the distorted bodies of three failed experiments. If Elsing survives, he will flee north and eventually be captured and executed in Charlestown.

EXPEDITION — RINGE (RECOMMENDED FOR VETERAN CHARACTERS)

The characters make the trek to Ringe to follow the lead about the books, only to find that the Isetian village of Ringe and the Rahelian village of Ashton are engaged in a holy war. Worse, both sides are making use of 14 Plague Hounds created by Elsing and controlled by his apprentice, Eleanor Dane, Squire of Ringe, and a Tinker Mage, Vanessa Waters, in Ashton. As a result, many of the citizens of both towns have been stricken with a sweating sickness.

Character tasks: Healers among the party can gain renown by curing the sickness. The Plague Hounds on both sides and their controllers must be hunted down. The adventurers must locate the hidden lab where Eleanor has the biology texts. Upon her defeat, the townsfolk offer the position of squire (ruler of Ringe) to one of the heroes, with Sir Devon as seneschal (administrator when the adventurer is away).

Healing: A Knowledge (Medicine) check, Healing check, and Knowledge (Arcana) check will allow development of an unguent that will relieve the symptoms of the illness. Development of the unguent will take 3 days, and a required ingredient is

chimera (p. 69) bile, which the party will have to hunt outside of town.

Destroying the Plague Hounds: Ringe has 8 plague hounds and Ash has 6; the Ashton contingent will attack Ringe shortly after the heroes arrive. Destroying the Ringe contingent will depend on discovering Eleanor's role or fighting them in Ashton.

Finding the Texts: Eleanor has the texts and the hounds in a ruined tower outside of Ringe. The tower is rumored to be haunted; adventurers could pick up hints about the haunting via Streetwise. Investigation will show that Eleanor disappears from the town on a weekly basis, and she could be tracked to the tower on the next excursion.

Eleanor Dane



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

Skills: Fighting d4, Intimidation d10, Knowledge (Arcana) d10, Notice d8, Shooting d8, Spellcasting d10, Stealth d6

Pace: 6; Parry: 4; Toughness: 6

Hindrances: Compulsive Liar

Edges: Improved Rapid Recharge, Wizard

Powers (40 PP): *armor, blast, bolt, burst, detect/conceal arcana, dispel, fly, light/obscure, puppet, summon ally*

Vanessa Waters



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

Skills: Fighting d4, Intimidation d10, Knowledge (Arcana) d10, Notice d8, Shooting d8, Tinker Magery d10, Stealth d6

Pace: 6; Parry: 4; Toughness: 6

Hindrances: Bloodthirsty

Edges: Improved Rapid Recharge

Devices (15 PP each): *armor, blind, bolt, burst, detect/conceal arcana, dispel, fear, fly, puppet*

Sir Devon Erikson



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

Skills: Fighting d10, Intimidation d6, Knowledge (Battle) d8, Notice d6, Riding d10

Charisma: +2; Pace: 6; Parry: 10/8; Toughness: 10/7

Hindrances: Code of Honor

Edges: Block, Combat Reflexes, Command, Fer-
vor, Frenzy, Level Headed, Noble

Gear: Corselet (+3), plates arms and legs (+3), closed helm (+3), long sword (Str+d8), large shield (+2 Parry), lance (Str+d8, Reach 2, AP2 when charging), war horse

Plague Hounds

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d8, Notice d8, Swim d6

Pace: 6; Parry: 6; Toughness: 12

Special Abilities:

Plague Bite: Any creature shaken or wounded by the bit of a plague hound must make a Vigor roll (including any wounds) at -2 or contract the sweating sickness. This causes an immediate die reduction in all physical skills and traits. A Vigor roll is required each day until four consecutive successes are rolled; on a failed roll, the dice reduce one more. If Strength or Vigor goes to zero, the affected person dies.

Bite: Str+d6.

Undead: +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage (except to the head)

Weakness (Head): Shots to a plague hound's head are +2 damage.

EXILE (RECOMMENDED FOR VETERAN CHARACTERS)

Iset has now decided to make her move and the adventurers will be forced out of their home city. The heroes are accused of heresy because of their association with the hidden texts (this accusation is actually prompted by Iset to cut the party off from other support). Iset has charged one of her Shrine Inquisitors, a warrior devoted to rooting out heresy, with apprehending the party. The Inquisitor will approach them with her force of Shrine Guards and formally charge them with heresy, demanding they lay down arms and surrender.

Elite Shrine Guards (1/character)



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

Skills: Fighting d8, Healing d6, Intimidation d6, Notice d6, Persuasion d8, Riding d8

Charisma: +2; Pace: 6; Parry: 7; Toughness: 10/7

Hindrances: Code of Honor, Vow

Edges: Command, Holy/Unholy Warrior, Noble

Gear: Corselet (+3), plates arms and legs (+3), closed helm (+3), long sword (Str+d8), medium shield (+1 Parry), lance (Str+d8, Reach 2, AP2 when charging), war horse

Shrine Inquisitor Lisa Rogers



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

Skills: Fighting d10, Faith d8, Intimidation d8, Knowledge (Battle) d6, Notice d6, Investigation d6

Charisma: 0; Pace: 6; Parry: 8; Toughness: 8/6

Hindrances: Code of Honor, Vow

Edges: Arcane Background (Miracles), New Power, Power Points

Gear: Chain mail (+2), battle axe (Str+d8), medium shield (+1 Parry), holy symbol

Powers (25 PP): *armor, blast, bless, boost/lower trait, smite*

If the adventurers are captured, the Hooded Lanterns break them out; otherwise, the Lanterns approach the party and smuggle them out of the city. During the escape, the Lanterns reveal their true agenda and the true history of the world.

Shortly after leaving their base, the heroes are attacked by a dragon (p. 65).

The dragon was sent by Iset to test the adventurers' mettle. If they defeat it, she will enter applauding; if they are in serious danger, she will intervene and destroy the dragon. Their success will affect the level of respect she accords the party. Iset will explain that she has been watching the heroes for some time, and that she needs their aid to complete a complex ritual. The ritual will remove all powers from the gods for approximately 12 minutes. During this time, Iset's pre-positioned agents will strike to kill all the gods except Iset, Edward, and Jonas. The ritual involves many of the artifacts the adventurers possess – the Undying must be struck through the heart by the sword Arrad, wielded by the automaton controlled by the Bracer of Sung. The automaton is the missing link, and it lies in the vault of the Lich Queen in Salem.

If the heroes agree to participate in the ritual, Iset teleports them to a point just outside the village of Essex; if not, she suggests that other forms of persuasion may be needed, and revives the dragon in triplicate, asking them again if they will help. If they still refuse, she abandons them to the dragons' mercies. Should any heroes other than the Undying survive, they will be approached again by the Lanterns, who ask them to complete the ritual in hopes of slaying ALL the gods, citing Iset's behavior and manipulation as a reason to do so. If the survivors still refuse, the campaign ends at that point.

EXPEDITION – SALEM (RECOMMENDED FOR VETERAN CHARACTERS)

Up until 50 years ago, Salem was the only place in the world where the Hooded Lanterns openly ruled. The reason was Kayin - a demi-god born just after the Plague. Her abilities were largely on



a par with the Nine, but she had only one purpose and focus - keeping her home city safe. Known outside Salem as the Witch Queen, she built a small army and used them to recruit people of knowledge to support the town. Salem had electricity, running water, even telecommunications up until Kayin died of old age. At that point, Iuno, who had been watching Salem carefully, pounced. She converted Kayin into a liche and devastated Salem before any of the others of the Nine could react. Kayin in turn slew many of the Hooded Lantern citizens and raised them as undead. Salem is now a mighty stronghold of Iuno, but with many relics of the ancient world and of the Hooded Lanterns who tried to preserve it.

Essex is a small village northeast of Salem. The village was founded by Salem refugees who are doing their best to eke out a modest existence. Because of the fall of Kayin and despite their origins as Hooded Lanterns, they have accepted clerics of Jonas and Edward to help support the town. There are about 200 people in the town, including 3 clerics, 1 mage, and 4 psychics, one of whom specializes in healing. If the adventurers were teleported by Iset, they will begin their adventure here.

Salem's walls are guarded by a mix of zombies and skeletons; typically there is a group of 3 of each for every 200 feet of wall. Patrols of 6 ghouls walk the shorelines where the fortifications are not in place. The streets are largely eerily empty, but on a face card draw for an encounter, the heroes encounter one of the following based on a d6 roll:

- 1 - Three ghouls guarding a group of 10 captured peasants. (pp. 71, 65)
- 2 - A 6 ghouls patrol group. (p. 71)
- 3 - A force of 10 zombies or skeletons. (pp. 76, 74)
- 4 - A ghost blade (p. 66)
- 5 - A human necromancer with 3 zombie attendants. (pp. 67, 76)
- 6 - Two black knights riding nightmares (pp. 69, 73)

Perimeter forts have a force of 100 zombies and 100 skeletons led by 10 ghouls and a black knight.

The Bracer of Sung will lead the party to the Isle of Many Winters, where they will find a black pit leading downwards. The pit leads to an ancient ammunition bunker where Kayin and her senior servants (2 black knights (p. 69), 2 ghost blades (p. 66)) dwell. The construct is there also, but will obey the Bracer's wielder. In addition to the con-

struct, the bunker holds artifacts worth \$5000, a +3/+3 crossbow, a Brooch of Gems, a set of +3 chain (Kayin is wearing it), a Purse of Unlimited Wealth, and a Roving Rat.

Kayin, the Liche Queen



Attributes: Agility d6, Smarts d12+2, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d12, Knowledge (Arcana) d12+2, Notice d10, Spellcasting d12

Pace: 6; Parry: 6; Toughness: 15/9

Gear: Magical armor (+6)

Special Abilities:

Death Touch: Liches drain the lives of those around them with a touch. Instead of a normal attack, a liche may make a touch attack. Every raise on its Fighting roll automatically inflicts one wound to its target.

Powers: Liches have 50 Power Points and know most every power available.

Undead: +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage.

Zombie: Liches are necromancers first and foremost. The undead they raise through the zombie spell are permanent.

Automaton

Attributes:

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

Skills: Fighting d6, Notice d10, Shooting d8

Pace: 10; Parry: 5 Toughness: 10/6

Gear: Broadsword (Str+d8).

Special Abilities:

Armor +4

Construct: +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.

Fearless: The automaton is immune to fear and Intimidation, but may be smart enough to react to fear-causing situations appropriately.

Sensors: The automaton is equipped with magical senses that halve penalties for darkness.

RITUAL AFTERMATH (RECOMMENDED FOR VETERAN CHARACTERS)

With the capture of the automaton, the party has everything needed to perform the ritual. To depower the gods, the Undying must be struck through the heart by the sword Arrad, wielded by the automaton controlled by the Bracer of Sung. This could potentially occur during the fight in Salem.

If the heroes perform the ritual, the Undying will actually perish, and then return as a Ghost Blade (p. 66). Any Arcane abilities the character had will persist in their new form. Iset's plan to assassinate the gods is successful, with only Iset, Edward, and Jonas surviving.

If the adventurers do not perform the ritual, Iset attempts to compel them, in which case the party is probably doomed. If they surrender and agree to perform the ritual, the story proceeds accordingly.

After the ritual, Iset will embark on a campaign of forced conversion or extermination, wiping entire cities off the face of the earth if they will not convert to her worship. Edward appears to the party and explains what has happened and that he did not foresee this outcome; he tells the adventurers Jonas is catatonic, but that Edward has a way to remove Iset's power by means of ancient science – a genetic virus. The god explains that, to create the virus, the heroes need a gene sequencer – the nearest one is in a ruin in Boston – LeBeau (p. 68) has been to the location before (The other three members of the Groton Four are dead at Iset's hands). If the adventurers coerce or convince LeBeau to accompany them, he will attempt to double-cross them at the worst possible time. If the party attempts to locate the sequencer themselves, it will require at least two days of exploration time in the ruins of Cambridge to locate it.

The gene sequencer is located in a dragon (p. 65) horde in Cambridge, underneath the old biotech district near MIT. The lair itself is an abandoned parking garage, and over time, the dragon has dragged anything it thinks is valuable into the lowest level. The dragon has also hatched several offspring who are not yet capable of flight, and are still being nurtured in the lair (use drakes, p. 66). They are scattered randomly around the upper two levels of the garage and will attack any intruder, crying out to alert their mother.

In addition to the sequencer, the lair contains \$20,000 worth of ancient relics; nearly anything a Tinker Mage might want is piled on the lowest level.

Iset as Goddess



Attributes: Agility d10, Smarts d12+8, Spirit d12+8, Strength d10, Vigor d12+8

Skills: Fighting d8, Intimidation d12+4, Knowledge (Arcana) d12+2, Notice d10, Spellcasting d12+8

Charisma: +2; Pace: 6; Parry: 6; Toughness: 20/14

Gear: Magical armor (+6), Staff (str+d6)

Powers: Iset has unlimited Power Points and knows every power available.

Special Abilities: Iset regenerates one wound per round unless incapacitated; Iset can cast two spells per action.

Final Battle (Recommended for Veteran Characters)

With the retrovirus in hand, the party must choose where to confront Iset. Where ever they choose, Edward will bring them there, infect Iset with the virus, and then convince Iset to attack them. Edward will bring Jonas to assist, but Iset will destroy both as a priority in her wrath at being partially depowered. Iset will also bring her personal guard of aleulama (1/adventurer).

Iset (Weakened by Virus)



Attributes: Agility d6, Smarts d12+2, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d12, Knowledge (Occult) d12+2, Notice d10, Psionics d12

Pace: 6; Parry: 6; Toughness: 15/9

Gear: Magical armor (+6), staff (Str+d6)

Powers: Iset has 50 Power Points and knows every power available.

Edward



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

Skills: Climbing d6, Fighting d6, Healing d8, Intimidation d8, Notice d4, Psionics d8, Stealth d6

Charisma: -2; Pace: 6; Parry: 6; Toughness: 6



Gear: Spear (Str+d6; Parry +1; Reach +1)

Powers: Depowered Edward has 15 Power Points and knows the following powers: *bolt, boost/lower trait, fear, and telekinesis*

Jonas



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

Skills: Fighting d4, Knowledge (Trade) d6, Notice d6, Shooting d4, Stealth d6

Pace: 6; Parry: 4; Toughness: 5

Gear: Knife (Str+d4), improvised weapons (Str+d4), rifle (Range 20/40/80 Damage 2d6+1 ROF 1 AP1)

Iset's Guard



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

Skills: Climbing d6, Fighting d6, Intimidation d8, Notice d8, Shooting d8, Spellcasting d10, Stealth d8

Pace: 6; Parry: 5; Toughness: 8

Edges: Combat Reflexes, Frenzy

Gear: Scimitar (Str+d8)

Special Abilities:

Flight: Iset's guards have feathered wings and have a Flying Pace of 8" and an Acceleration of 4".

Powers: Iset's guards have 30 Power Points and know the following powers: *armor, blast, deflection, detect/conceal arcana, dispel, fear, healing, obscure, shape change, smite, and speak language*

If Iset is defeated, humanity will be free of the gods for the first time in 500 years; however, all forms of magic other than psionics will immediately cease to function. It will remain to be seen what impact the death of the gods will have on society at large, and whether the party will be hailed as heroes - or condemned as the greatest force for evil in history.

Savage Tales

Boston – The Stones of Power (RECOMMENDED FOR NOVICE CHARACTERS)

A patron informs the adventurers of the need for Power Stones for use in a magical ritual. These stones may be found in the ruins of Boston, and the one needed must be at least a half-inch in diameter. The patron has provided a rough idea of the location, but the party must determine how to get there.

Powerstones are clear gemstones with a faint blue or yellow tint, and are known for being the hardest material on Earth. The ancients prized them as decor on rings, usually a large single stone with other stones sometimes added as accents.

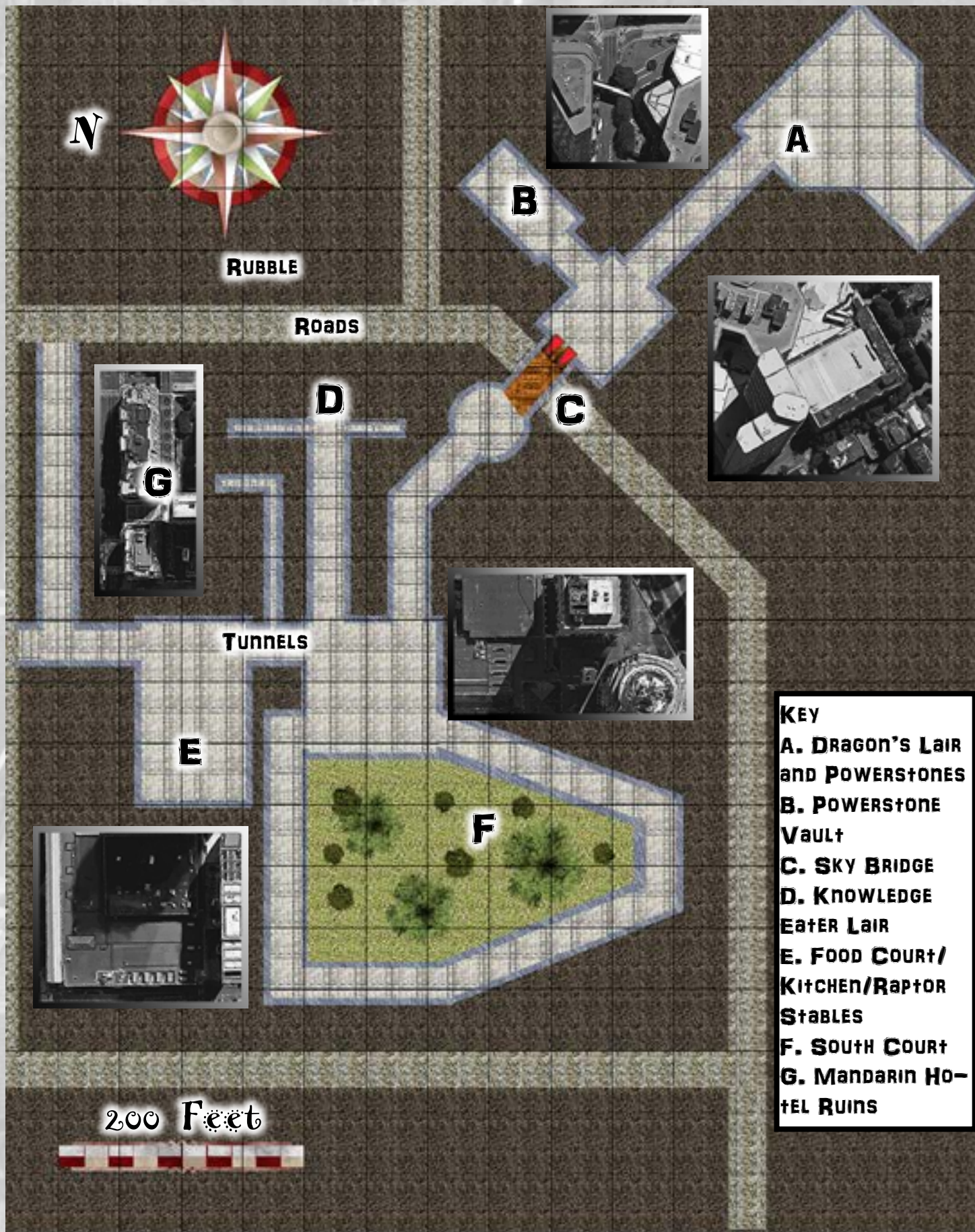
Boston: The ruins of Boston are a battlefield; adharcan, undead, and humanoid forces have all

tried to claim control over them at one time or another, and none has succeeded in driving out the concentration of Vered's beasts that still occupy the city. Dragons and drakes are some of the most formidable opponents there, but many other monsters occupy the city. Currently, the adharcan of Haverhill, the undead of Salem, and the Isetians of Plymouth all mount expeditions to the city on a regular basis, but none has built the strength to capture it once and for all.

All this information (except for the existence of Plymouth) is known in Peterborough/Charlestown and is readily available to the heroes. Other adventurers who have braved Boston recommend a stealthy approach; large concentrations of troops tend to attract the attention of the local monsters.

With careful scouting, the adventurers can determine that the Powerstones are located in a large structure which, unfortunately, is the abode of a

ANCIENT RUINS OF THE PRUDENTIAL CENTER



- KEY**
- A. Dragon's Lair and Powerstones**
 - B. Powerstone Vault**
 - C. Sky Bridge**
 - D. Knowledge Eater Lair**
 - E. Food Court/Kitchen/Raptor Stables**
 - F. South Court**
 - G. Mandarin Hotel Ruins**

dragon. However, the dragon leaves to hunt each morning on a predictable schedule, leaving a window of opportunity to seize the stone. Adding complexity, a group of tannain warriors is living in a ruined hotel adjacent to the dragon's lair, and appear to worship it as a god.

Entrances to the complex: The dragon (p. 65) and tannain (p. 75) have blocked all ground access to the dragon's lair except for the skybridge, which is guarded by two tannain at all times. Attempts to scale the bridge directly will almost certainly alert the guards, who will call for reinforcements. There are around 180 adult tannain living in the ancient mall.

There are two ways into the lair from the north and east, both skirting the ruined Mandarin Hotel. There are pit traps (Notice -2) on both entrances, which can be disabled with a hidden prop. Failure to disable the traps causes 2d6 damage and alerts 15 tannain warriors to respond to the entrance. The Hotel itself is partly collapsed, but tannain lair in the remaining rooms on the lower floors. The food court is their kitchen area, and they keep 6 velociraptors (p. 75) there as mounts. Typically, there will be 3d10 tannain in the kitchen area by day, and a 1 in 4 chance of 2d6 at night. In the corridor near the center court is a small colony (5) of Knowledge Eaters (p. 72); the lizardfolk amuse themselves by feeding captors to the Knowledge Eaters and tormenting the resulting idiots. In the South Court, the tannain keep a herd of goats tended by 2d4 herdsman (p. 75) and 4 crocottas (p. 70). If the characters choose to scale the building and cross the roof (Climbing at -2), they must maintain stealth to avoid alerting the tannain community.

Inside the dragon's lair, Evelyn Walsh, Dame Jocelyn Crowninshield, Elise Tarrant, and John LeBeau (p. 67) have just descended from the roof; they are also in pursuit of the powerstones. The stones themselves are collected in a large glass sculpture/bowl that has been dragged near the dragon's lair; some smaller ones are scattered in the nearby vault.

The leaders of the tannain are:

Cult Shaman Ezra Fowler



Tannain Chaosbringer of Vered

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

Skills: Fighting d8, Healing d8, Intimidation d6, Knowledge (Religion) d4, Knowledge (Monsters) d4, Miracles d10, Notice d8, Persuasion d6, Survival d4, Taunt d4, Throwing d6

Charisma: -4; Pace: 6, Parry: 7/6, Toughness: 8/6

Gear: Club (Str+d4), Spear (Str+d6, +1 Parry, +1 Reach, 2H), Holy Symbol of Vered

Spells (15 PP): Beast Lord (*beast friend*), Vered's Spitting Ichor (*burst*), Aura of the Dragon (*fear*), Curse of the Dragon (*lower trait*)

Cult Leader Eloise Rossum



Tannain Warrior

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

Skills: Climbing d6, Fighting d10, Intimidation d10, Notice d4, Stealth d6, Throwing d8

Charisma: -6; Pace: 6; Parry: 8/7; Toughness: 8

Hindrances: All Thumbs, Mean

Edges: Brawny, Combat Reflexes, Sweep

Gear: Flint spear (Str+d6; Parry +1; +1 Reach, 2H)

Escaping with the powerstones will depend on how alert the tannain settlement is and whether the raid has taken long enough that the dragon has returned. If the party defeats the Groton Four, they can potentially use their ropes to escape via the roof.

MANCHESTER — DEADLY DIPLOMACY (RECOMMENDED FOR SEASONED CHARACTERS)

The Lord Protector wishes to establish a non-aggression treaty with the adharcans of Manchester, with the idea that the undead of Lowell and the Rahelians are threats to Manchester as well, and

reducing one threat axis would simplify things. Based on their experience in the Charlestown/Perburgh negotiations, the Lord Protector taps the party to act as envoys.

Given their official status, the party enjoys a large escort of 50 light infantry; no random encounters would be expected against such a large group. Prince Taskill is expecting the group and invites them to his court, which is set up in the ruins of what appears to be a large amphitheater. He will invite a representative of the adventurers to participate in ritual combat to honor Turlough and the other gods; this combat will NOT be lethal in nature, but in fact is specifically required to be non-lethal to serve its ritual purpose. The hero chosen to fight will face:

Adharcan Chieftain



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

Skills: Fighting d12, Intimidation d10, Notice d6, Shooting d8, Stealth d6, Throwing d8

Pace: 6; Parry: 8; Toughness: 11/8

Gear: Plate breastplate (+3), chain arms and legs (+2), battle axe (Str+d10)

Edges: First Strike

Once the formalities are finished, and assuming there were no fatalities in the ritual combat (any death will result in the heroes' immediate expulsion from Manchester), Prince Taskill explains his situation. He may reveal more detail if the battle was particularly sporting. Taskill was once a warchief in the armies of

Haverhill to the east. He fought in numerous campaigns, particularly in the effort to capture Boston. His perspective is that Boston is a lost cause, and so he and a couple of his more loyal units broke off to found Manchester. Haverhill considers Manchester no more than a nuisance, but the Haverhill-sanctioned colony of Concord is another matter. Taskill would consider an active alliance with Peterborough against Concord and Groton, and will hint at this in the initial conversation.

Unlike Peterborough or Charlestown, there are no hidden factions within Manchester. Taskill is a benevolent dictator, well-liked by his people and respected for his care for their well-being (picture a horned Henry V). As such, the only way to influence Taskill is directly, and he appreciates plain-speaking.

Taskill will invite the characters hunting after a few days in Manchester. He will be accompanied by two adharcan chieftains (see above), and he has the following stats:

Prince Taskill



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

Skills: Climbing d6, Fighting d12, Knowledge (Battle) d10, Intimidation d10, Notice d8, Riding d8, Shooting d10, Stealth d6, Throwing d10



Charisma: 0; Pace: 6; Parry: 9; Toughness: 9 (3)

Hindrances: Loyal, Curious

Edges: Block, Combat Reflexes, Command, Fervor, Hold the Line

Gear: Plate corselet (+3), chain limbs (+2), open helm (+3), broadsword (Str+d8), war horse

The hunting party is seeking a wolf pack, but actually encounters a drake (p. 66).

If the party fights well, this will improve their standing with Taskill, and he will share the drake's hoard with the heroes. \$5000 in silver and gems and a potion of *boost smarts* with a raise will be the party's share.

WILDERNESS – THE ANCIENT TRIBE (RECOMMENDED FOR SEASONED CHARACTERS)

In the wilderness north of Boston, a village is under attack by mysterious tribesmen. A lone survivor, Kingston MacAuley, an acolyte of Edward, has reached the party and asked their aid in defending the village of Marshholt. The village lies a week's travel to the north, mostly through wilderness.

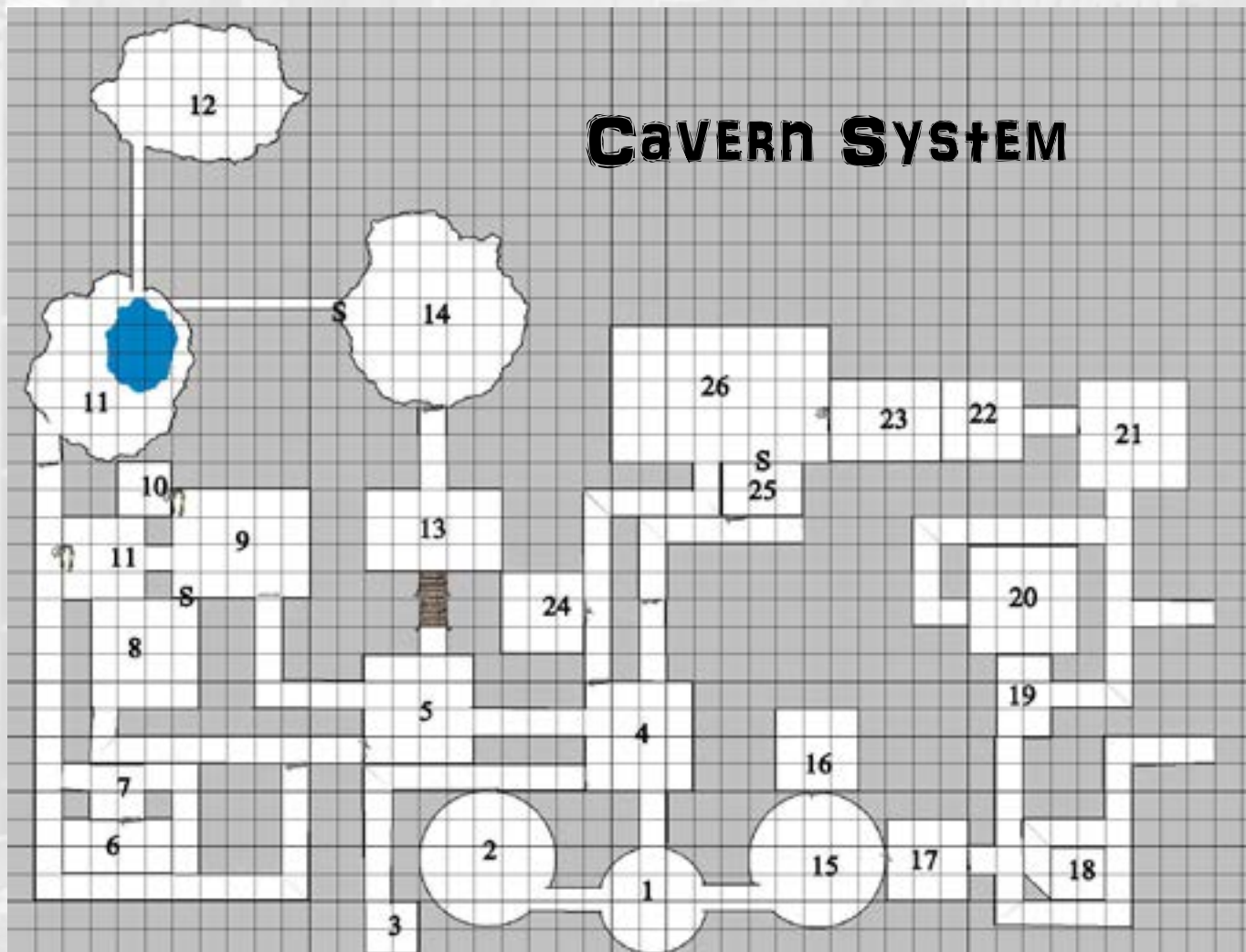
Marshholt has around 200 inhabitants, of whom 10 peasants are able bodied and combat capable (see p. 65). The remainder of the able-bodied warriors have already been killed by the tribesmen. The tribesmen attack each night and vanish, taking their dead with them. If the adventurers set up an ambush, they will face 20 tannain warrior tribesmen (p. 73) who will attack shortly after midnight and will retreat if more than 2 are incapacitated, taking their wounded with them.

A Tracking roll will allow the adventurers to follow the trail of the tribesmen to an ancient cavern system where they hide. Only the death of the Deathsworn of Iuno who lead the cult will stop the attacks. The entrance to the cave system is a bridge across a ravine guarded at all times by two warriors. The key to the cavern map is below.

1. This circular chamber is rough-hewn like the rest of the caverns, and lit with torch-

es. Piles of furs are stacked here and there in the chamber, likely waiting for use in the outside.

2. This circular chamber has a small spring in one corner that flushes a series of trenches out of a small hole (likely in the cliff face). A faint foul smell indicates this room is likely used as a latrine. There are two tannain tribesmen in the room, unarmed, and one woman.
3. This room has small holes exposing the outside of the cliff face, and is likely used as a sentry post. There is one armed tribesman in the room, asleep.
4. Fires smolder in the empty corners of this room, and rough tables stained with offal and blood sit in the center. The tables hold cleavers and saws for butchery, and old and new humanoid bones are piled near them.
5. This room, lit by torches, contains piles of rusting weaponry and armor taken from raids in the nearby towns. Careful search of the piles will reveal \$250 silver in coin and gems among the trash. There are also multiple serviceable weapons here, although none of special quality.
6. This room contains piles of torches, firewood, and stone tools.
7. This room, lit by torches, appears to be a workshop for making stone tools and weapons. Many bear claws are stored in a wicker bin, along with lengths of wood and pelts. There are two craftsmen in the room working.
8. This room is filled with low fur pallets and lit by many torches - it appears to be a sleeping space. If the adventurers arrive by day, there are ten tribeswomen sleeping in this room. By night there are none.
9. This room appears to be a sleeping space for fighters; there are many low fur pallets and racks for weapons and armor. If the heroes arrive by day, there are ten tribes-



CAVERN SYSTEM

men sleeping in this room. By night there are none.

10. Beyond a locked portcullis, this room contains a terrified sherzi bard named Sid Dowe that the tannain have kept captive for their amusement. He is half-mad and does not know anything about the area.
11. This large open cavern contains a ladder leading down to a pool fed by a waterfall. There is a ledge leading down to the cavern floor on one side and a narrower ledge leading around to the falls on the other. There are four tannain on guard at the bottom of the cavern, watching the ladder.
12. Reached by crawling through a stream-carved passage only, this cavern is a temple to death. The severed heads of victims of the tribe are suspended throughout the cavern, some decomposed to skulls, others fresh. A faint chanting fills the air over

the sound of running water, and three Deathsworn of Iuno preside here.

13. This room contains stone tables surrounded by furs, and appears to be a dining or celebratory hall. If the party arrives by night, there will be 20 tribesmen dining in the room served by 10 women. If by day, the room will be empty.
14. This room appears to be a sleeping space for fighters; there are many low fur pallets and racks for weapons and armor. If the heroes arrive by day, there are ten tribesmen sleeping in this room. By night there are none.
15. This room is set up with several bales of hay, and appears to be a target range for the tannain to practice with their spears. By night there will be three armed tribesmen practicing here, by day none.

16. This is the dwelling chamber of the chieftain of the tribe. It contains a fur pallet, his personal weapons and gear, and pallets for his servants and women. The chieftain will be here unless the tribe is alerted.
17. This is a guard post where a small number of tribesmen stand ready if the chieftain needs them. There are four armed tribesmen here at all times.
18. This room contains a small natural hot spring and pool used for bathing. There is a 50% chance of finding 1d4 tribesmen or women here, unarmed.
19. This is a storage room for spears and targets for room 15.
20. This large workshop appears to be devoted to construction of spears and other weapons. Multiple tables hold lengths of wood and flint spearheads. By night there will be seven craftsmen here, by day none.
21. This room is used as a sleeping chamber by the craftsmen who work on the spears. It contains several pallets and some crude chests for storage of personal goods. By day there will be six craftsmen sleeping here, by night none.
22. This sleeping chamber is used by the chief craftsman of the tribe, and contains a small private workshop in addition to the typical furs and storage chest. By day the craftsman will be sleeping here.
23. This large pen is used for confining tannain who have displeased the Deathsworn or the chieftain. There are six tannain tribesmen in the pen, unarmed, but not interested in aiding outsiders.
24. The iron door on this room seals in a pit of venomous snakes used in ritual by the Deathsworn. There are 12 vipers in the chamber who will attack anyone who disturbs them.
25. This is a room used by the Deathsworn to prepare for rituals in the adjacent temple.

Low tables contain pigments and costumes used in rituals.

26. This large chamber is a temple to Iuno used by the tribe at large. The floor is covered with rushes for kneeling and a low altar sits at the east end of the room, bloodstained and covered with skulls. Three Deathsworn chant rituals in this chamber.

Chieftain



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

Skills: Climbing d6, Fighting d10, Intimidation d10, Notice d4, Stealth d6, Throwing d8

Charisma: -6; Pace: 6; Parry: 8/7; Toughness: 8

Hindrances: All Thumbs, Mean

Edges: Brawny, Combat Reflexes, Sweep

Gear: Flint spear (Str+d6; Parry +1; Reach +1)

Deathsworn of Iuno



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

Skills: Climbing d6, Fighting d6, Healing d8, Intimidation d8, Notice d4, Spellcasting d8, Stealth d6

Charisma: -6; Pace: 6; Parry: 7/6; Toughness: 6

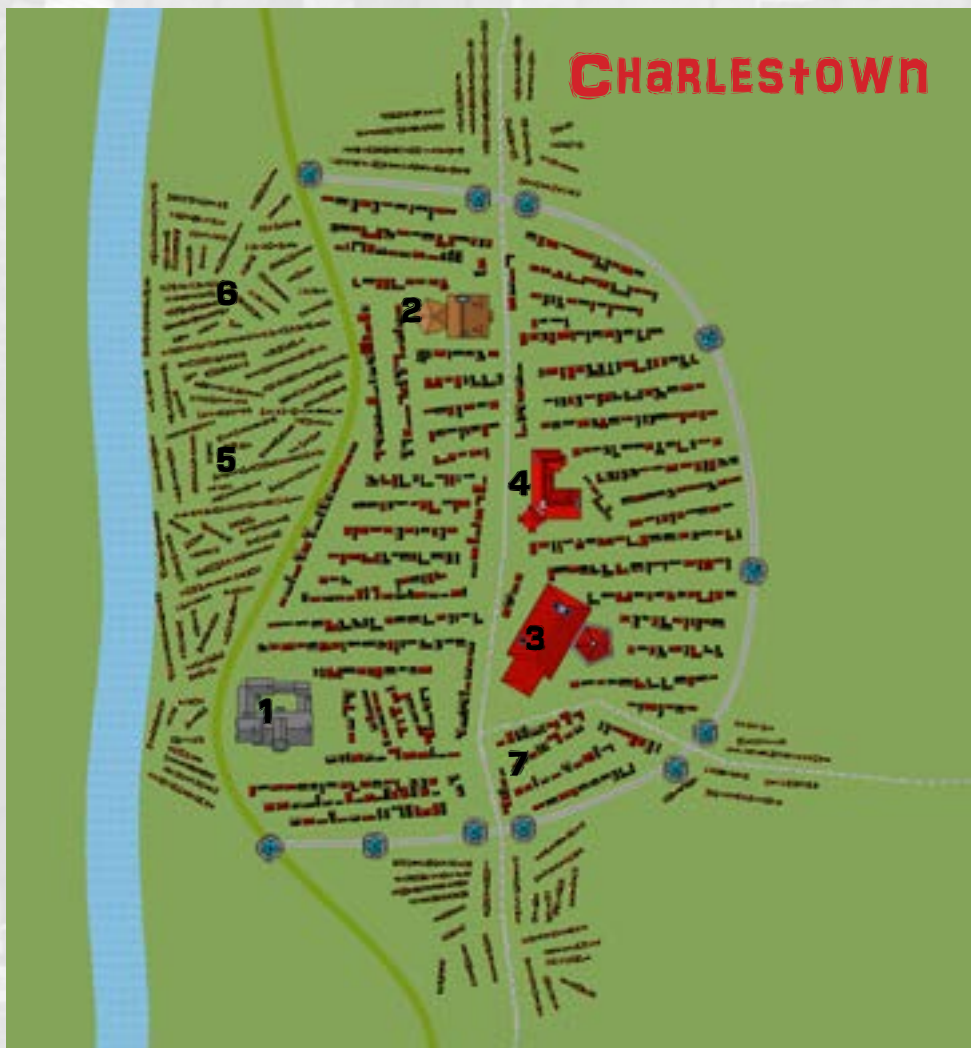
Hindrances: All Thumbs, Mean

Gear: Flint spear (Str+d6; Parry +1; Reach +1)

Spells (15PP): Viper Arrow (bolt), Curse of the Dragon (lower trait), Fountain of Blood (jet), Aura of the Dragon (fear), Vermin Cloud (damage field)

CHARLESTOWN – THE FRAME (RECOMMENDED FOR SEASONED CHARACTERS)

(Note – for those playing the Plot Point campaign, this adventure presumes that Peterborough survived the attack by Groton)



CHARLESTOWN FEATURES

1. Protector's Palace
2. Church of the Four
3. Shrine of Iset
4. Charlestown Greatschool
5. Low Town Market
6. The Surly Wench Tavern
7. Inn of the Three Dragons

The Lord Protector summons the party to ask that they carry the final version of the Peterborough/Charlestown alliance to Charlestown. There they will deliver it to Alexander Harshaw, the ambassador from Peterborough, who will present it to the Lord Protector of Charlestown. Secretly, however, Groton agent John LeBeau is plotting to shatter the alliance by assassinating the Captain-General, military leader of Charlestown, and blaming Harshaw - when the adventurers appear, he seizes the opportunity to frame one of them instead (whichever character is the sneakiest will be framed).

The day after the characters arrive, the Captain-General is found dead in his bed, his throat cut. There are signs of struggle, and the Captain-General has a torn piece of cloth in his hand. A guard at the Captain-General's residence reports a cloaked figure matching the general description of the suspect hero lurking near the house in the early evening. The hero's clothes from the previous day are found hidden in the basement of his/her res-

idence, covered in blood, and with a tear matching the fabric in the Captain-General's hand. This leads to a squad of 10 guards appearing to arrest the hero. If the party resists, eight of the guards will fight and the others will run for help.

Charlestown Town Guard

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

Skills: Climbing d6, Fighting d10, Intimidation d8, Notice d6, Shooting d10, Stealth d6, Throwing d8

Pace: 6; Parry: 7; Toughness: 8/6

Hindrances: Various

Edges: Combat Reflexes

Gear: Chain mail (+2), open helm (+3), club (Str+d4)

If they fight, the whole party will be wanted fugitives and will need to move with stealth through-

out the area. If not, they will have freedom of movement for three days before the suspect adventurer's trial.

Examination of the crime scene will not provide any additional information about the identity of the murderer, but a successful notice will determine that the assassin likely entered via climbing to a window; on a raise, additional information will suggest that the assassin was short. The guard who initially identified the character as a suspect is not in his quarters, and no one appears to know where he is; Investigation or Streetwise -2 will locate the guard's body in the low town, in an alley behind a tavern called the Sailor's Bane. A Notice or Healing check of the body reveals that the guard was stabbed upwards through the sternum - perhaps by a smaller man?

If the adventurers use Streetwise (or Persuasion with a little bribery) in the Sailor's Bane, they can discover that the guard, whose name is Joshua Taylor, met a few times in the Bane with a small man, possibly a sherzi. The man went cloaked and wore a hat with an eagle feather. A Smarts check or a Persuasion check on one of the locals reveals that the eagle feather is a characteristic sign of the Rogues' Congregation.

If the party uses Streetwise to try to locate the Rogues, they will be led into an ambush of 12 Rogue Enforcers (p. 74).

If the heroes capture a Rogue, a Persuade check will result in the Rogue saying that the Congregation had nothing to do with the assassination, and that the Sailor's Bane is not an authorized negotiation site. This will leave the team in something of a dead end.

At this point, the Grotonians tip their hand a bit. Judge Walsh and Dame Crowninshield (p. 65), allies of LeBeau, appear at court to negotiate a trade agreement with Charlestown. The general anti-Peterborough sentiment generated by the assassination helps their case prosper. However, this may clue the party in to the possible presence of LeBeau (p. 65).

At this point, another source appears: Jenny Allen, another guard at the Captain-General's residence. She tells the team that a sherzi approached

her with an offer to change shifts with Taylor on the night of the murder and paid her \$50 for her trouble. The sherzi matches LeBeau's description. She suggests (if needed) that the adventurers interrogate the guards at their residence to see if one of them was bribed too. One guard was - Albert Rodham, the guard captain to Harshaw. If the party attempts to interrogate him, he will attack without warning with the help of two of his sergeants, and then attempt escape. He will attempt to make it to the Groton embassy, leading to a chase.

If the heroes bring this evidence to the Charlestown authorities, they will authorize a search of the embassy, which will reveal that Walsh, LeBeau and company skipped town the day before.

Sir Albert Rodham



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

Skills: Fighting d10, Intimidation d6, Knowledge (Battle) d8, Notice d6, Riding d10

Charisma: +2; Pace: 6; Parry: 10; Toughness: 10/7

Edges: Block, Combat Reflexes, Command, Fervor, Frenzy, Level Headed, Noble

Gear: Corselet (+3), plates arms and legs (+3), closed helm (+3), long sword (Str+d8), large shield (+2 Parry)

Guard Sergeants



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

Skills: Climbing d6, Fighting d10, Intimidation d8, Notice d6, Shooting d10, Stealth d6, Throwing d8

Pace: 6; Parry: 7; Toughness: 8/6

Edges: Combat Reflexes

Gear: Chain mail (+2), open helm (+3), longsword (Str+d8)

Having traced the clues back to LeBeau, the party can present the evidence of their innocence and clear Peterborough of culpability in the assassination.

ADVERSARIES and ALLIES

ALLIES

Ritter Light Infantry

Ritters form the backbone of many armed forces, including those of the Protectorates of Iset. Armed with short sword and shield, light infantry typically perform skirmishing and scouting duties, but formations of light infantry are also effective against pikemen.

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

Skills: Fighting d8, Notice d6, Shooting d4, Stealth d4

Charisma: 0; Pace: 5; Parry: 7/6; Toughness: 6/5

Hindrances: Slow

Edges: Brawny, Block, Low Light Vision

Gear: Leather armor (+1), short sword (Str+d6), medium shield (+1 Parry, +2 Armor to ranged)

Human Crossbowmen

With the high cost of muskets, crossbowmen are the major missile troops for most city-states. While armed with short swords, their lack of shields makes crossbowmen vulnerable to infantry.

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

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

Charisma: 0; Pace: 6; Parry: 5; Toughness: 6/5

Hindrances: None

Edges: Marksman

Gear: Leather armor (+1), short sword (Str+d6), crossbow (Range 15/30/60, Damage 2d6, ROF 1, AP 2, 1 action to reload), 20 bolts



Peasant

Local farmers and peasants often have at least some ability to join battle at the side of adventurers, wielding farm implements as weapons - some with surprising effectiveness.

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

Skills: Climbing d6, Fighting d4, Notice d4, Shooting d4

Charisma: 0; Pace: 4; Parry: 5; Toughness: 5

Gear: Farm tools (Str+d4, some have reach)

ENEMY WILD CARDS

Dragon



Dragons are large, flying reptiloid creatures and one of Vered's most deadly creations. They come in various shades of green and brown, often with a lighter color under their wings and belly to provide camouflage from the air.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+9, Vigor d12

Skills: Fighting d10, Intimidation d12, Notice d12

Pace: 8; Parry: 7; Toughness: 20/16

Special Abilities:

Armor +4: Scaly hide

Claws/Bite: Str+d8

Fear -2: Anyone who sees a mighty dragon must make a Fear check at -2.

Fiery Breath: Dragons breathe fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire. A dragon may not attack with its claws or bite in the round it breathes fire.

Flight: Dragons have a Flying Pace of 24" and Climb 0.

Hardy: The creature does not suffer a wound from being Shaken twice.

Huge: Attackers add +4 to their Fighting or Shooting rolls when attacking a dragon due to its massive size.

Improved Frenzy: If a dragon does not use its Fiery Breath ability, it may make two Fighting attacks with no penalty.

Level Headed: Acts on the best of two cards

Size +8: Dragons are massive creatures. This version is over 40' long from nose to tail, and weighs well over 30,000 pounds.

Tail Lash: The dragon can sweep all opponents in its rear facing in a 3" long by 6" wide square. This is a standard Fighting attack, and damage is equal to the dragon's Strength -2.

Drake

Drakes are wingless dragons, sometimes thought to be an earlier stage in the draconic lifecycle.

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+6, Vigor d12

Skills: Fighting d10, Intimidation d12, Notice d8

Pace: 6; Parry: 7; Toughness: 17/13

Special Abilities:

Armor +4: Scaly hide

Claws/Bite: Str+d8

Fear: Drakes are frightening creatures to behold. Anyone seeing one must make a Fear check.

Fiery Breath: Drakes breathe fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire. A drake may not attack with its claws or bite in the round it breathes fire.

Large: Attackers add +2 to their attack rolls when attacking a drake due to its large size.

Size +5: Drakes are over 20' long from snout to tail, and weigh in at over 3000 pounds.

Tail Lash: A drake can sweep all opponents in its rear facing in a 3" long by 6" wide rectangle. This is a standard Fighting attack, and damage is equal to the creature's Strength -2.

Ghost Blade

Ghost blades are undead created from a weapon that had seen horrible battle. The incorporeal ghost blade warrior is invulnerable to harm unless the weapon that gives it life is destroyed. They appear as a ghostly figure wielding a sword or other melee weapon.

Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength d10, Vigor d4

Skills: Fighting d12

Pace: 6; Parry: 10; Toughness: 12

Special Abilities:

Fearless: Ghost blades are immune to Fear and Intimidation.

Ghost Warrior: The ghostly figure cannot be harmed or dispelled by any means. The sword, however, can be damaged as a regular character. The sword breaks when Incapacitated. Because the

ghostly warrior is a figment of the sword's memory and not a real being, it cannot be disarmed.

Great Sword: Str+d10, Toughness: 12

Improved Block: +2 Parry

Necromancer



Masters of the dark magics of Iuno, necromancers create undead warriors in her service, and usually are adept with other forms of spellcasting as well.

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

Skills: Fighting d4, Intimidation d10, Knowledge (Arcana) d10, Notice d8, Shooting d8, Spellcasting d10, Stealth d6

Pace: 6; Parry: 4; Toughness: 6

Hindrances: Compulsive Liar

Edges: Improved Rapid Recharge Wizard

Powers (30 PP): *armor, blast, bolt, detect/conceal arcana, dispel, fly, light, puppet, zombie*

War Tree



Dryads create war trees for their own protection by magically animating their home tree. War trees are fearsome foes, striking with their many limbs at any opponent within range.

Attributes: Agility d4, Smarts d4(A), Spirit d10, Strength d12+6, Vigor d10

Skills: Fighting d8, Notice d6

Pace: 6; Parry: 6; Toughness: 19/15

Special Abilities:

Armor +4: Thick bark

Branch Swipe: Str+d6, Reach 1

Huge: Attackers are +4 to attack rolls against a war tree due to its size.

Plant: Plants are not subject to Fear and Tests of Will.

Size +8: An average war tree is over 40' tall.

Stomp: Str+d10. The creature is naturally adept at using its full weight to smash its foes. Non-rigid armor (leather, chain mail) offers no protection against the stomp.

Sweep: A war tree can attack all adjacent opponents at no penalty.

Weakness (Fire): Fire attacks cause +4 damage.

THE GROTON FOUR

Elise Tarrant - Human



Elise is a bulky woman with an air of disapproving of everything she sees. She generally dresses in black, and her powers have a distinctive air of darkness about them.

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

Skills: Intimidation d6, Knowledge (Arcana) d10, Notice d8, Shooting d8, Spellcasting d10, Stealth d6, Taunt d10

Pace: 5; Parry: 2; Toughness: 6

Hindrances: Minor Vow (Chastity), Obese

Edges: Wizard, Soul Drain

Powers (25 PP): *mind reading, blind, confusion, invisibility, dispel, fly*

Gear: dagger (Str+d4), bow (Range 12/24/48, Damage 2d6, ROF 1)

Judge Evelyn Walsh – Human



Evelyn is a devout Judge of Rahel, and her leather armor is tooled with Rahelian symbols and sayings. While she barely tops five feet tall, her spirit makes her seem much larger, especially when she is leading her comrades in battle.

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

Skills: Intimidation d6, Knowledge (Religion) d10, Notice d6, Fighting d6, Miracles d10, Streetwise d6, Persuasion d10

Pace: 6; Parry: 5; Toughness: 6/4



Hindrances: Cautious, Minor Enemy (Lewis Hawkins), Small

Edges: Command, Fervor, Inspire, Natural Leader, Fortunate, Spirited

Spells (20 PP): Detect/Hide Magic (*sense/hide magic*), Aspect of Darkness (*fear*), Arrow of Ice (*bolt*), Swift Charge (*speed*), Dispel (*dispel*)

Gear: Axe (Str+d6), reinforced leather armor (+2 or +1 if hit with a raise), pot helm (50% chance of +3)

Dame Jocelyn Crowninshield - Ritter



Jocelyn is Evelyn's opposite - large even for a ritter, she is quiet outside the field of battle, and fiercely devoted to her comrades. Jocelyn loves jousting and is a formidable opponent in the lists.

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d12, Vigor d6

Skills: Fighting d10, Shooting d8, Riding d8, Knowledge (Battle) d6, Gambling d4, Climbing d4

Charisma: -4; Pace: 5; Parry: 7/8/9; Toughness: 9/6

Hindrances: Cautious, Minor Enemy (Fran Stern), Outsider, Loyal, Mean

Edges Brawny, First Strike, Counterstrike, Block, Quick

Gear: Full plate with helm (+3), medium shield (+1 Parry, +2 Armor vs. Ranged), greatsword (Str+D10, -1 Parry, 2H), lance (Str+d8, AP 2 when charging, Reach 2), crossbow (Range 15/30/60, Damage 2d6, ROF 1, AP 2, 1 action to reload), war horse with barding (+2)

John LeBeau - Sherzi



John is on the short side for a sherzi, but extremely nimble. He grew up on the streets in Groton and learned his trade in the Rogue's Congregation before converting to the worship of Rahel. His distinctive midnight purple hair is unusual even among sherzi.

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

Skills: Fighting d8, Throwing d6, Repair d6, Notice d6, Lockpicking d6, Stealth d8, Knowledge (Arcana) d4, Taunt d6, Survival d4, Investigation d4, Streetwise d4

Charisma: +2; Pace: 6; Parry: 7/6; Toughness: 6/4

Hindrances: Arrogant, Small

Edges: Thief

Gear: Reinforced leather armor (+2 or +1 if hit with a raise), rapier (Str+d4, +1 Parry), 2 daggers (Range:3/6/12, Damage: Str+d4, ROF 1), lock-picks

ENEMY EXTRAS

Arachnaurs

Arachnaurs are hideous creatures with the head and torso of a man on the body and legs of a giant spider. They tend to haunt wooded areas by preference.

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

Skills: Climbing d12, Fighting d8, Intimidation d10, Notice d8, Shooting d10, Stealth d8

Pace: 8; Parry: 6; Toughness: 8/7

Gear: Leather armor (+1), long sword (Str+d8)

Special Abilities:

Bite: Str+d4.

Poison (-2): The bite of an arachnaur causes instant paralysis for those who fail their Vigor roll. It lasts for 1d6 rounds.

Size +1: Arachnaurs measure 7' in length.

Webbing: Once per turn, arachnaurs can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

Assassin

Assassins are often members of the Rogue's Congregation, killers for pay who employ any means necessary to eliminate their targets.

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

Skills: Climbing d8, Fighting d8, Intimidation d6, Notice d8, Stealth d8, Shooting d6, Streetwise d6, Throwing d6

Pace: 6; Parry: 6; Toughness: 6/5

Hindrances: Wanted

Edges: Alertness, First Strike, Thief

Gear: Leather armor (+1), short sword (Str+d6), throwing knives (Range: 3/6/12, Damage: Str+d4)
Special Abilities:

Poison: The quickest way to kill someone is with poison. A typical poison requires a Vigor roll at -2 or take an automatic wound

Bandit

Roving groups of bandits are a common encounter in the wilderness between city-states.

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

Skills: Climbing d6, Fighting d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Charisma: -2; Pace: 6; Parry: 5; Toughness: 6(1)

Hindrances: Greedy, Outsider

Edges: Quick

Gear: Leather armor (+1), short sword (Str+d6), bow (Range 12/24/48, Damage 2d6, ROF 1), 20 arrows

Black Knight

Black Knights are a powerful magical creation fueled by the demonic energy of Vered. They appear as massive warriors completely enclosed in plate armor and wielding weapons enveloped in green flame.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d10, Intimidation d10, Knowledge (Battle) d10, Riding d10

Pace: 6; Parry: 9; Toughness: 11/8

Special Abilities:

Arcane Resistance: +2 Armor against damage-causing powers and +2 on trait rolls to resist opposed powers.

Armor +3: Black plate armor and a closed helm.

Balefire Weapons: Great sword (Str+d10) and lance (Str+d10), if mounted. Anyone struck by a weapon, whether injured or not, has a chance of catching fire.

Demon: +2 to recover from being Shaken; Immune to poison and disease; Half damage from non-magical attacks except for cold iron.

Elite Soldiers: Black knights have the following Combat Edges: Combat Reflexes, Improved Block, Improved Frenzy, Improved Sweep, and Level Headed.

Size +1: Black knights stand over 7' tall.

Summon Reinforcements: Once per day a black knight can summon forth 1d6 demonic soldiers per success and raise on a Spirit roll. The minions appear within 6" of the knight.

Weakness (Cold Iron): Demons take normal damage from cold iron weapons.

Chimera

Chimera are large, horrifying combinations of a variety of different creatures, both mundane and magical; many scholars believe they represent "rough drafts" of Vered's monstrous creations. Chimera almost universally breathe fire, and view humanoids as foodstuffs simply not cooked yet.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d12, Vigor d8

Skills: Fighting d8, Notice d8

Pace: 8; Parry: 6; Toughness: 8

Special Abilities:

Bite/Claw: Str+d6.

Fiery Breath: Chimeras breathe fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire. A chimera may not attack with its claws or bite in the same round it breathes fire.

Improved Frenzy: If a chimera does not use its Fiery Breath Ability, it may make an additional Fighting attack with no penalty.

Size +2: Chimera weigh over 500 pounds.

Two Fisted: A chimera may attack with its claws and bite in the same round with no multi-action penalty.

Corpse Golem

Necromancers create corpse golems by stitching together dead bodies, often of multiple species.

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d6, Stealth d6

Pace: 4; Parry: 6; Toughness: 8/7

Gear: Longsword (Str+d8)

Special Abilities:

Arcane Resistance: +2 Armor against damage-causing arcane powers and +2 on trait rolls to resist opposed powers.

Armor +1: Hard skin and muscle

Berserk: Corpse golems have the Berserk Edge.

Construct: +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease

Fear: Characters seeing a corpse golem must make a Fear check.

Fearless: Golems are immune to Fear and Intimidation.

Slow: Corpse golems have a Pace of 4 and roll a d4 for their running die.

Crocotta

Crocotta are dog-like reptiles with long, powerful jaws, and are often kept as pets and companions by tannain.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Notice d10

Pace: 8; Parry: 5; Toughness: 4

Special Abilities:

Bite: Str+d10, AP 10

Fleet Footed: The crocotta rolls a d10 when running instead of a d6.

Size -1: A crocotta is the same size as a dog.

Demonic Soldier

Magical creations of Vered's power, demon soldiers are most often found as minions of black knights or guardians of Vered's few shrines.

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

Skills: Fighting d6

Pace: 6; Parry: 5; Toughness: 5

Special Abilities:

Berserk: Demonic soldiers can go berserk at will.

Bite/Claws: Str+d6.

Demon: +2 to recover from being Shaken; Immune to poison and disease; Half damage from non-magical attacks except for cold iron.

Size -1: Demonic soldiers are rarely larger than 4' tall.

Weakness (Cold Iron): Demons take normal damage from cold iron weapons.

Dryad

While attractive in appearance, dryads are a creation of Vered and are always hostile to humanoids - some claim they consume human flesh and leave the offal as fertilizer for their trees.

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

Skills: Climbing d6, Fighting d4, Notice d10, Persuasion d8, Spellcasting d10, Stealth d10

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

Special Abilities:

Animate Tree: A dryad may animate her tree as a war tree (see War Tree). This costs 20 Power Points and has a fixed duration of one hour.

Attractive: Dryads resemble attractive human females, but often have a green or brown tint to their skin.

Powers: Dryads have 30 Power Points and know the following powers: *armor* (bark), *barrier* (wall of thorns), *beast friend*, *deflection* (tree branches get in the way), *entangle*, *healing*, *shape change*, *stun*

Tree Bond: Dryads share their soul with a particular tree. They must remain within 36" of the tree or their magic does not work. If the tree dies or becomes unhealthy, so does the dryad (and vice versa).

Ghoul

A common form of undead, ghouls are gaunt corpses with razor-sharp claws dripping with ichor.

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

Skills: Fighting d6, Intimidation d8, Notice d8, Stealth d10, Tracking d8

Pace: 6; Parry: 5; Toughness: 8

Special Abilities:

Claws: Str+d4

Infravision: Ghouls halve penalties (round down) for bad lighting when attacking living targets.

Keen Nose: Ghouls get +2 to Notice and Tracking rolls against living targets.

Paralysis: Victims of a ghoul's claw attacks must make a Vigor roll at -2 or be paralyzed for 1d6 rounds.

Undead: +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Immune to disease and poison.

Grave Guardian

Grave guardians provide necromancers with protection for their workshops and fortresses. They appear as blackened corpses with claws and yellow eyes.

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

Skills: Climbing d8, Fighting d10, Intimidation d10, Notice d8, Spellcasting d8, Stealth d8, Tracking d8

Pace: 6; Parry: 7; Toughness: 10

Special Abilities:

Arcane Resistance: +2 Armor against damage-causing arcane powers and +2 on trait rolls to resist opposed powers.

Claws: Str+d6

Fear -2: Anyone seeing a grave guardian must make a Fear roll at -2.

Powers: Grave guardians are not true spellcasters, but can use the following powers: *armor*, *burrow*, *detect/conceal arcana*, *environmental protection*, *fear*, and *obscure*. They have 15PP.

Regeneration: Grave guardians make a Vigor roll every round to heal all damage, except that caused by cold iron weapons.

Undead: +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Immune to disease and poison

Weakness (Cold Iron): Grave guardians cannot Regenerate wounds inflicted by cold iron weapons, but may heal them through natural Healing.

Harpies

Harpies are large vultures with the head and upper torso of women, known for their disgusting nests. Harpies are a scourge of outlying settlements, but have largely been wiped out in more civilized areas.

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

Skills: Fighting d6, Intimidation d6, Notice d6, Stealth d6

Pace: 2; **Parry:** 5; **Toughness:** 5

Special Abilities:

Claws: Str+d4

Flight: Harpies have a Flying Pace of 8" and a Climb of 4".

Poison (-2): Harpies live in unsanitary habitats, and their claws are caked in filth. Any victim wounded or Shaken by a claw attack must make a Vigor roll or the wound becomes infected. Each day, the victim must make a Vigor roll or gain a level of Fatigue. A successful Healing roll, also at -2, cleans out the infection. Fatigue levels are recovered at the rate of one per day once the infection is stopped.

Human Crossbowmen

With the high cost of muskets, crossbowmen are the major missile troops for most city-states. While armed with short swords, their lack of shields makes crossbowmen vulnerable to infantry.

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

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

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6/5

Edges: Marksman

Gear: Leather armor (+1), short sword (Str+d6), crossbow (Range 15/30/60 Damage 2d6 ROF 1 AP 2, 1 action to reload), 20 bolts

Jabber Birds

Jabber birds are small, extremely annoying birds that produce a loud cacophony when startled - so loud as to be nearly incapacitating.

Attributes: Agility d10, Smarts d6(A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Notice d6

Parry: 4; **Toughness:** 3

Special Abilities:

Flight: Pace 6", Climb 4".

Jabber: The jabbering of these birds fills a Medium Burst Template centered on the bird. Characters within the Template must make a Spirit roll, -1 for each additional Template they are caught in, or become disoriented. Disoriented characters suffer a -2 penalty to trait rolls and Pace so long as they remain within at least one Template and for 3 rounds after they leave.

Peck: Str+d4 melee attack

Size -2: Jabber birds are 1' tall.

Knowledge Eaters

Knowledge eaters resemble large spiders but have an extendable proboscis and a grey, pulsating, membranous body. They feed on the knowledge of their victims, literally sucking away intelligence.

Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 4

Special Abilities:

Ambush: Knowledge eaters lurk above ground level. When prey passes beneath, they attempt to drop onto its head. If a character passes beneath an undetected knowledge eater, it has the Drop. Its first attack is always a Called Shot to the head.

Infravision: Halve darkness penalties against living targets (round down).

Potion: The membranous body of a knowledge eater can be boiled to make a thick, grey sludge. Successfully creating the potion requires a Smarts roll or a Tinker Magery roll at +2. When drunk, the imbibor gains a +1 step increase in his Smarts and all linked skills for one hour.

Proboscis: Str+d4. If the victim of a Called Shot to the head is Shaken or wounded, the beast sinks its proboscis into his brain. Each round it remains attached, the victim suffers a permanent 1 die reduction in Smarts and all linked skills. If Smarts reaches zero, the victim is left a gibbering idiot.

Size -1: Knowledge eaters are the size of small dogs.

Liche

Liches are Iuno's chosen, the pre-eminent form of undead on Earth. Necromancers pray to Iuno that she will transform them into these skeletal creatures when they perish.

Attributes: Agility d6, Smarts d12+2, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d12, Knowledge (Occult) d12+2, Notice d10, Spellcasting d12

Pace: 6; **Parry:** 6; **Toughness:** 15 (6)

Gear: Magical armor (+6)

Special Abilities:

Death Touch: Liches drain the lives of those around them with a touch. Instead of a normal attack, a lich may make a touch attack. Every raise on its Fighting roll automatically inflicts one wound to its target.

Spells: Liches have 50 Power Points and know most every spell available.

Undead: +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage; ignores wound penalties.

Zombie: Liches are necromancers first and foremost. The undead they raise through the zombie

spell are permanent, so they are usually surrounded by 4d10 skeletons or zombies as they choose. Some liches have entire armies of the undead at their disposal.

Nightmare

Nightmares are jet black magical mounts created by Iuno and given to her most devout followers. Centuries ago, she shared some with Vered, and so his warriors sometimes also ride them into battle.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d12+4, Vigor d10

Skills: Fighting d8, Notice d8

Pace: 10; **Parry:** 6; **Toughness:** 10 or 13 (3)

Gear: Some necromancers give their nightmares barding (+3)

Special Abilities:

Brave: Nightmares are not prone to fright and gain +2 to Fear checks.

Fleet Footed: Nightmares roll a d8 for their running die. Nightmares run just above the surface of the ground and do not suffer movement penalties for Difficult Terrain.

Kick: Str+d6

Size +3: Nightmares weigh between 800 and 1000 pounds.

Ogrin Warrior

Ogrin are a large variant subtype of adharcans, generally known for their strength and lack of wit. Ogrin often congregate together as tribes in ruins or wilderness areas.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d6, Survival d6, Swimming d10, Throwing d8, Tracking d6, Survival d6

Pace: 6; **Parry:** 7/6; **Toughness:** 8/6

Gear: Club (Str+d4), spear (Str+d6, +1 Parry, +1 Reach, requires 2 hands)

Ritter Crossbowmen

With the high cost of muskets, crossbowmen are the major missile troops for most city-states. While armed with short swords, their lack of shields makes crossbowmen vulnerable to infantry.

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

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

Charisma: 0; Pace: 5; Parry: 5; Toughness: 6/5

Hindrances: Slow, Bloodthirsty

Edges: Brawny, Marksman

Gear: Leather armor (+1), short sword (Str+d6), crossbow (Range 15/30/60 Damage 2d6 ROF 1 AP 2, 1 action to reload), 20 bolts

Rogue Enforcers

The “entry level” member of the Rogue’s Congregation is typically a thug, a fighter employed by a more senior Rogue for protection, intimidation, or extortion. Those members who embrace this role rise to the level of enforcer, a much more capable fighter kept close by the most important leaders of the Congregation.

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

Skills: Climbing d6, Fighting d10, Intimidation d8, Notice d6, Shooting d10, Stealth d6, Throwing d8

Pace: 6; Parry: 7; Toughness: 8/6

Edges: Combat Reflexes

Gear: Chain mail (+2), open helm (+3), short sword (Str+D6)

Skeletons

These fleshless undead are common minions for necromancers, liches, and Deathsworn.

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

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 7; Parry: 5; Toughness: 7

Gear: Club (Str+d4), thrown rocks (Str+d4)

Special Abilities:

Bony Claws: Str+d4.

Fearless: Skeletons are immune to Fear and Intimidation.

Undead: +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

Sphinx

Sphinx are winged creatures with the body of lions and a human head. A quirk of Vered’s creation of the species made them obsessed with riddle games.

Attributes: Agility d8, Smarts d12+1, Spirit d10, Strength d10, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d6, Persuasion d10, Stealth d8, Taunt d12

Pace: 8; Parry: 6; Toughness: 8

Special Abilities:

Bite/Claw: Str+d6

Flight: Sphinxes have a Flying pace of 12” and a Climb of 6”.

Riddles: Rather than immediately attack sentient prey, sphinxes prefer to enter into riddle contests. If the prey loses, it gets eaten. Riddle contests are conducted as an opposed Smarts roll.

Size +2: Sphinxes are the same size as lions.

Strong Willed: As masters of trickery, sphinxes gets a +2 bonus on Tests of Will.

Wise: Sphinxes are renowned for their wisdom. They get +2 to all Common Knowledge rolls and roll a d8 for all Knowledge skills.

Swarm

Swarms come in many forms - rats, insects, spiders, and birds are all commonplace.

Swarms cover an area equal to a Medium Burst Template and attack everyone within every round.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; Parry: 4; Toughness: 7

Special Abilities

Bite or Sting: Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location (victims in completely sealed suits are immune).

Split: Some swarms are clever enough to split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by 2 (to 5 each).

Swarm: Parry +2; Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. Swarms are usually foiled by jumping in water (unless they are aquatic pests, such as piranha).

Tannain Warrior

Tannain tribesmen are a constant threat in the wilderness; the hideous humanoids typically cluster together far from cities and attack any intruders without mercy.

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

Skills: Fighting d6, Notice d8, Stealth d6, Survival d6, Swimming d10, Throwing d8

Pace: 6; Parry: 6/5; Toughness: 8/6

Gear: Club (Str+d4), spear (Str+d6, +1 Parry, +1 Reach, requires 2 hands)

Tivolian Fanatics

Tivolians are a hidden cult in any city, and their fanatical followers will die gladly to protect their

Masters or Mistresses.

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

Skills: Climbing d6, Fighting d10, Intimidation d8, Notice d6, Shooting d10, Stealth d6, Throwing d8

Pace: 6; Parry: 7; Toughness: 7/6

Hindrances: Death Wish

Edges: Combat Reflexes

Gear: Leather armor (+1), open helm (+3), scimitar (Str+d8)

Velociraptor

Velociraptors are large bipedal lizards often used as mounts by tannain or adharcan warriors.

Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d8, Notice d8, Stealth d8, Swim d6

Pace: 8; Parry: 6; Toughness: 9/7

Special Abilities:

Armor +2: Velociraptors have thick scaly hides.

Bite or Rake: Str+d8.

Size +1: Velociraptors are about 7' tall.



Wolf

Wolf packs roam the wilderness between cities, and can be a danger to adventurers caught unawares.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d10

Pace: 8; Parry: 5; Toughness: 4

Special Abilities:

Bite: Str+d4.

Fleet-Footed: Roll a d10 when running instead of a d6.

Go for the Throat: Wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.

Size -1: Wolves are relatively small.

Zombie

These rotting undead form the first line of defense for necromancers, liches, and Deathsworn.

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

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 4; Parry: 5; Toughness: 7

Special Abilities:

Claws: Str.

Fearless: Zombies are immune to Fear and Intimidation.

Undead: +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage (except to the head).

Weakness (Head): Shots to a zombie's head are +2 damage.

RANDOM ENCOUNTER TABLE

This table can be used for generating random encounters during wilderness exploration. Roll a d20 for the specific encounter.

1-2	Wolf Pack (3d6 wolves)
3	Dryad
4	1d6 Arachnaurs
5-6	10 Jabber Birds
7-9	2d6 Bandits
10-11	3d6 Zombies
12	1d6 Harpies
13	1d6 Crocotta
14	1d6 Velociraptors
15	Insect Swarm
16	3 Ghouls
17	2d6 enemy soldiers (use half bandits and half crossbowmen)
18-19	2d6 Skeletons
20	Roll again twice and take both results



ADVENTURE GENERATOR

The following tables can be used to generate a quick setup for an adventure in the world of Children of the Apocalypse.

Hook: this table provides options for how the adventurers hear about the issue

- 1 – Rumors heard in a tavern, on the street, etc.
- 2 – Patron – a powerful and friendly individual requests the adventurers' aid
- 3 – Personal – the issue affects one of the adventurers or their families directly
- 4 – Enemy – an old enemy resurfaces
- 5 – Encounter – the issue begins with a random fight or other encounter
- 6 – Plea – a peasant or townsman begs the adventurer's help

Goal: this table provides a list of possible missions

- 1 – Retrieval – recover a person (1-3) or object (4-6)
- 2 – Destruction – destroy an enemy force
- 3 – Espionage – find a key piece of information
- 4 – Negotiation – persuade someone of something
- 5 – Exploration – head into the unknown
- 6 – Defense – protect one or more people

Adversary: this table defines the primary enemy type

- 1 – Mastermind and Minions – powerful enemy

with assorted henchmen

- 2 – Power Team – small team of powerful foes
- 3 – Supervillain – individual extremely powerful adversary
- 4 – Environment – Wilderness – a dangerous region or area
- 5 – Environment – Urban – a dangerous city area
- 6 – Environment – Dungeon – a dangerous underground warren
- 7 – Environment – Social – a dangerous political or social situation
- 8 – Legal System – the local law is working against you

Complication: this table provides a complication in the way of success on the adventure

- 1 – Old enemy – the party encounters an old adversary
- 2 – Traitor – someone involved with the mission is actually plotting against it
- 3 – Fiendish device – the party must defeat or disable a clever magical artifact
- 4 – Conflict of interest – a friend or patron of the party wants the mission to fail
- 5 – Tradeoff – in order to succeed, one or more party members must sacrifice something of importance
- 6 – Red herring – the mission presented is not the actual intent – there's another mission that actually needs accomplishing (roll again on the goal table)



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CHILDREN OF THE APOCALYPSE

CHARACTER NAME

PLAYER NAME

ATTRIBUTES

AGILITY	D	PACE
SMARTS	D	PARRY
SPIRIT	D	TOUGHNESS
STRENGTH	D	CHARISMA
VIGOR	D	

DESCRIPTION

RACE	
GENDER	DEITY
HEIGHT	HAIR
WEIGHT	EYES
PROFESSION	

SKILLS

BOATING (AG)	D	LOCKPICKING (AG)	D
CLIMBING (ST)	D	NOTICE (SM)	D
DRIVING (AG)	D	PERSUASION (SP)	D
FIGHTING (AG)	D	PILOTING (AG)	D
GAMBLING (SM)	D	REPAIR (SM)	D
HEALING (SM)	D	RIDING (AG)	D
INTIMIDATION (SP)	D	SHOOTING (AG)	D
INVESTIGATION (SM)	D	STEALTH (AG)	D
KNOWLEDGE	D	STREETWISE (SM)	D
KNOWLEDGE	D	SURVIVAL (SM)	D
KNOWLEDGE	D	SWIMMING (AG)	D
KNOWLEDGE	D	TAUNT (SM)	D
KNOWLEDGE	D	THROWING (AG)	D
KNOWLEDGE	D	TRACKING (SM)	D

EDGES and HINDRANCES

STARTING EDGES AND RACIAL BENEFITS

HINDRANCES AND RACIAL DRAWBACKS

ADVANCES XP

5
10
15
S
25
30
35
V
45
50
55
H
65
70
75
L
90
100
110
120

GEAR

WEAPON RANGE ROF DAMAGE AP WT MONEY NOTES

ARMOR COVERAGE BONUS WT GEAR WT

OTHER GEAR WT

POWERS

POWER NAME PP COST RANGE DURATION EFFECT

POWER POINTS CURRENT

MAX

CHARACTER BACKGROUND

NOTES

CHILDREN OF THE APOCALYPSE

EPIC Fantasy on a Twisted Future Earth

- **8 NEW RACES CREATED BY THE NINE GODS TO SERVE THEIR WILL**
- **A GAZETTEER FOR POST-APOCALYPTIC BOSTON**
- **GUIDANCE FOR ADAPTING ANY PRESENT-DAY GEOGRAPHY TO THE WORLD OF THE NINE GODS**
- **SETTING RULES FOR BLACK POWDER AND HIGH MAGIC**
- **ADVERSARIES RANGING FROM MONSTERS TO A RIVAL BAND OF ADVENTURERS DETERMINED TO THWART THE PARTY'S EVERY MOVE**
- **A COMPLETE PLOT POINT CAMPAIGN, PROPHECY OF THE UNDYING – CAN THE ADVENTURERS SURVIVE AGAINST THE GODS THEMSELVES?**

