

# DRAGON KINGS



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Dragon Kings®



## Savage Worlds Roleplaying Game Supplement

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## Chapter 2: The Struggle for Khitus

### Bev al-Khim (The Pale)

This strange humanoid creature has very pale skin and thin, withered limbs and face.

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

**Skills:** Fighting d4, Intimidate d6, Knowledge (Mercantilism) d8, Notice d6, Persuasion d8, Persuasion d8, Streetwise d8, Taunt d6

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

**Hindrances:** Loyal (Masters of the Black Fortress)

**Edges:** Arcane Resistance, Charismatic, Strong Willed, Rich

**Gear:** Dagger (Str+d4)

#### Special Abilities

- **Cunning:** Bev al-Khim are clever in their dealings with others, gaining a +2 to Persuasion rolls.
- **Low-light Vision:** Bev al-Khim do not suffer penalties due to Dim or Dark lighting.
- **Weakness (Light Sensitivity):** Bright light hurts the Bev al-Khim, when in light equivalent to daylight or brighter, they suffer a -2 to all Trait rolls.

### Yenfansa (White Eyes/The Devil's Children)

This diminutive humanoid is hairless with stark, pupil-less white eyes.

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

**Skills:** Fighting d4, Intimidation d8, Knowledge (Arcana) d10, Notice d8, Survival d8

**Charisma:** -2; **Pace:** 6; **Parry:** 4; **Toughness:** 4

**Gear:** Dagger (Str+d4)

#### Special Abilities

- **Alertness:** Yenfansa have extraordinary senses, gaining a +2 to Notice rolls.
- **Arcane Resistance:** Yenfansa gain 2 points of Armor against damaging arcane powers, and adds +2 to Trait rolls when resisting opposed powers.
- **Claw:** Str+d4.
- **Damage Resistance (mundane weapons):** Yenfansa have a resistance against mundane damage. Damage from non-magical attacks is halved.
- **Fear:** Those seeing a yenfansa must make a roll on the Fear table.
- **Level Headed:** Yenfansa draw two initiative cards each round and act on the best one.

- **Low Light Vision:** Able to see in dark environs, yenfansa do not suffer Dim or Darkness lighting penalties.
- **Size -1:** Yenfansa are the size of a child.
- **Weakness (Magic):** Yenfansa suffer normal damage from enchanted weapons and magical attacks.

## Chapter 3: Races and Realms

This section contains information on the new races found in *The Dragon Kings World Book*, including rules for creating characters.

### Races

#### Bev al-Khim (The Pale)

All Bev al-Khim have the following racial traits.

- **Cunning:** Bev al-Khim are clever in their dealings with others, gaining a +2 to Persuasion rolls.
- **Low-light Vision:** Bev al-Khim do not suffer penalties due to Dim or Dark lighting.
- **Weakness (Light Sensitivity):** Bright light hurts the Bev al-Khim, when in light equivalent to daylight or brighter, they suffer a -2 to all Trait rolls.

#### Cold Skins (Oritahl)

All cold skins have the following racial traits.

- **Environmental Weakness, Cold:** Orithal are not comfortable in cold environments. They suffer a -4 penalty to resist cold environmental effects, and suffer +4 damage from cold or ice-based attacks.
- **Infravision:** Cold Skins can sense thermal radiation. This allows it to halve (rounding down) penalties for bad lighting sensing targets that radiate heat.
- **Natural Weaponry:** Orithal can use their teeth and claws as formidable weapons in combat dealing Str+d6 damage.
- **Outsider Hindrance:** Cold skins face significant prejudice and even outright hostility from the other races, who consider them pests that are only useful for hard labor. They start with the Outsider Hindrance.
- **Primal:** Even emergent orithal are simpletons compared to many other races. Cold skins suffer -1 to Smarts trait tests.
- **Scaly Skin:** Cold skins have a thick scaly skin that grants +1 Toughness.



## Human

The various human tribes are (Attites, Chindi, Madakan, Nordor, Prajalu)

- **Adaptable:** Humans are a large and varied species. They begin play with any Novice Edge of their choosing. They must meet its Requirements as usual.

## Krikis

All krikis have the following racial traits.

- **Outsider Hindrance:** Krikis are alien to other races and suffer a -2 when interacting with others not of their own species.
- **Chitin:** Krikis have overlapping chitin plates which grant +4 Armor.
- **Leapers:** Krikis can leap great distances they leap twice normal distance, and add +1d6" with a successful Strength roll.
- **Low-Light Vision:** The krikis possess superior low light vision, allowing them to ignore penalties for Dim and Dark lighting.
- **Racial Enemy:** Cross-color racial rivalry and hatred runs deep, and the different factions battle constantly over resources. Krikis suffer a -4 penalty to Charisma when dealing with Krikis of a different color.

## Pachyaur

All pachyaur have the following racial traits.

- **Careful Thinkers:** Pachyaur are methodical planners and thinkers never rushing a decision. Once their mind is made up it is nearly impossible to change. Pachyaur start with the Cautious and Stubborn Hindrances.
- **Long Memory:** Pachyaur have an exceptional good memory. They gain a +2 to all Common Knowledge rolls.
- **Size +3:** Pachyaur stand 9 feet in height and weigh almost a ton. They start with +3 Toughness.
- **Strength:** These powerful creatures start with d8 Strength.
- **Stubby Fingers:** Pachyaur have short, stubby fingers that make it difficult to manipulate tools and objects not designed for them. Pachyaur using such items suffer a -4 penalty.
- **Natural Weaponry:** Pachyaur can use their tusks or hooves as weapons dealing Str+d4 damage.
- **Ungainly:** Not as agile and dexterous as other races, pachyaur suffer a -2 to all Agility rolls.

## Penmai

All penmai have the following racial traits.

- **Agile:** Penmai are agile creatures and start with d6 Agility.
- **Diminutive:** Penmai are slightly over three and a half feet tall, and although their long limbs allow them to move as fast as a human, they have considerably less muscle mass. Their Toughness is reduced by 1.
- **Prehensile Tail:** Penmai have a long, flexible tail that can be used to carry objects. A penmai can perform an additional action with their tail without suffering multi-action penalty.
- **Slow:** Penmai are slower than humans and start with a Pace of 4, but retain the d6 running die.
- **Tree Dweller:** Penmai start with Climbing d6 and while in areas of heavy vegetation they can walk on vertical surfaces normally, or inverted surfaces at half Pace.
- **Weak:** Penmai suffer -2 to all Strength tests including damage.

## New Skills

### Perform (Spirit)

Like Knowledge, Perform is a catch-all skill that requires a focus of some sort, like Perform (Singing) or Perform (Wind Instruments). It may be taken several times but each skill should have a separate focus, typically a type of instrument (string, percussion, etc.) or style of singing (chanting, folk, theater, etc.). A character with this skill can make a living by solely performing. Skilled performers are often sought out for assistance in performing Harmonious Magic Rituals.

## Hindrances

### Sorcery's Wrath (Minor/Major)

The character's dabbling with magic garners the attention of Sorcery's Wrath more than others. As a Minor Hindrance when the character dabbles in magic, he draws two cards instead of one, to determine if he has gained the displeasure of Sorcery. As a Major Hindrance, the character draws three cards. This Hindrance may only be taken by those that have the Arcane Background (Magic) Edge.



## Edges

**Restricted Edges:** Arcane Background (Super Powers), Arcane Background (Weird Science), Gadgeteer, Mr. Fix It.

### Desert Dweller (Background)

**Requirements:** Novice, Vigor d6+

The character has grown up in the desert and has adapted to its harsh ways. The character adds +2 to Vigor rolls made to resist Fatigue due to heat and thirst.

### Bloodsheath (Professional)

**Requirements:** Seasoned, Assassin, Vigor d6+

You are able to hide small, unobtrusive weapons within your very flesh. You may hide up to a number of small daggers or darts (dealing Str damage) equal to half your Vigor die value. Locating hidden weapons requires successful Notice roll at -6 visual or -2 physical searching.

## Chapter 4: The Cities

### Borrkan

The following is the stats for the creature known as the Stranger; adjust his stats as necessary to fit your campaign.

#### (WC) The Stranger

**Attributes:** Agility d4, Smarts d10, Spirit d12, Strength d12+4, Vigor d12

**Skills:** Fighting d10, Intimidation d10, Notice d8, Spellcasting d10

**Pace:** 4; **Parry:** 7; **Toughness:** 13 (3)

**Gear:** Ancient armor (+3), long sword (Str+d8).

#### Special Abilities

- **Arcane Background (Magic):** The Stranger knows the following powers: *barrier* (wall of darkness), *bolt* (swarm of scarabs), *deflection* (bandages and wrappings deflect attacks), *fear* (unearthly cry), *obscure* (area of darkness), and *zombie* (ritual preparation). He has 30 Power Points.
- **Death Rot:** Anyone touched by the Stranger, whether he is damaged or not, must make a Vigor roll. Failure means the character has “death rot” and suffers an immediate wound.
- **Fear:** Anyone seeing the Stranger must make a Fear test.
- **Fearless:** The Stranger is immune to Fear and Intimidation.

- **Fist:** Str+d6.
- **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magic effects. This ability does not inhibit spells he may cast upon himself.
- **Shuffling Gait:** The Stranger rolls a d4 running die due to the constraint of his dressings and desiccated flesh.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **Weakness (Fire):** The Stranger is wrapped in dried rags and suffers +4 damage from fire.

## Chapter 5: Traversing the Wastelands

The following section includes information on special game mechanics for dealing with natural phenomena in Khitus.

### Metal Scarcity

Any weapon, armor, or piece of gear made of steel costs 10 times the normal listed price. Items are commonly made from bronze (the normal base price of equipment listed), or bone, obsidian, and/or stone (one-half the base price listed). The quality of material from the best to worse is steel, bronze, bone, obsidian, stone.

The effects of using lesser quality material is that when a character rolls a 1 on his Fighting die regardless of the Wild Die and his opponent is using a weapon, shield or armor of harder material, the character’s weapon breaks.

### The Iron Virus

This affliction only affects iron and steel objects. Any time an iron or steel item comes within 10 feet of another item infested with the Iron Virus, there is a 1 in 10 chance of the infestation spreading to the untainted object(s). If an item comes into actual contact with an afflicted object (if an untainted shield blocks a tainted sword in combat), the chance increases to 5 in 10. Once the taint has spread to the new item, the item starts to deteriorate. Each day the item loses a point of Toughness (see Object Toughness, in *Savage Worlds*) until it reaches zero at which point it is destroyed.



## Obsidian Mountains

Traveling through the remains of an obsidian mountain is daunting task. Characters must make an Agility roll every hour spent moving through the area. If the roll fails the character suffers a level of Fatigue, as per Bumps and Bruises. This can lead to Incapacitation (and even death if the character is constantly dragged through the razor sharp rock). A level of Fatigue is recovered after 24-hours of rest. In combat obsidian mountains count as difficult terrain. Any creature running must make an Agility roll each round it runs or suffer a level of Fatigue from cuts and grazes.

## Fire Rain

Any character seeing the black clouds in the distance that presage fire rain may discern their true nature with a successful Survival roll at -2. Any unprotected creature caught in fire rain suffers 2d0 damage each round from the combined effects of fire and heat. Flammable objects have a chance to catch on fire.

## Ghost Lightning

Characters in the vicinity of a charged area may make a Notice roll to detect the static charge in the air. Anyone caught in a region of ghost lightning must make a successful Agility roll each turn to avoid suffering damage from discharges. If the Agility roll fails the character suffers 2d4 electrical damage, which ignores armor. Those carrying more than ten pounds of conductive metal suffer 3d4 damage.

Spell casters that have electricity as a trapping add an additional damage die equal to the base damage die.

## Minute Terrors

The following afflictions are menaces to the inhabitants of Khitus.

When a character is exposed to an infliction he must make a successful Vigor roll or be affected. Once infected the character must make a Vigor roll each interval as determined by the infliction. With a failure, the character suffers the listed Effect. If the roll is successful, the character is still infected but suffers no other ill-effects for that interval; only with a raise does the character overcome the infliction.

## Bone Fleas

**Symptoms:** excruciating pain, loss of teeth; **Vector:** ingestion; **Effect:** Reduce Vigor by a die (death if Vigor drops below d4). Once overcome lost Vigor is recovered after 1d4 days; **Frequency:** 1/every four hours (-2 Vigor).

## Sand Tick Sickness

**Symptoms:** Shakes, cannot walk or hold items; **Vector:** contact or ingestion (tainted water); **Effect:** Exhaustion (Fatigue is recovered at 1 level per 24-hours) and paralysis (after 3 days); **Frequency:** 1/day for 1d6+4 days. At the end the character must make a Vigor roll. If failed the character dies otherwise he gains the Bad Eyes Hindrance.

## Umbur Aphids

**Symptoms:** Weakened armor and carapace, itching, discomfort; **Vector:** contact (krikis only); **Effect:** Reduce natural Armor by 1 point; **Frequency:** 1/day (washing or scrubbing with sand grants +2 to the Vigor roll).

## Caravans

The following are example NPCs found in a typical caravan.

### Traveling Merchant

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6  
**Skills:** Fighting d4, Intimidate d6, Knowledge (Mercantile) d6, Persuasion d8, Notice d6, Streetwise d6, Taunt d6  
**Charisma:** +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5  
**Hindrances:** Greedy  
**Edges:** Charismatic, Strong Willed  
**Gear:** Knife (Str+d4), caravan, guards

### Caravan Guard

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8  
**Skills:** Fighting d8, Notice d8, Shooting d8, Stealth d6  
**Charisma:** —; **Pace:** 6; **Parry:** 6; **Toughness:** 9(2)  
**Hindrances:** Loyal  
**Edges:** Brawny, Combat Reflexes  
**Gear:** Chain mail (+2), medium shield (+1 Parry, +2 AR vs ranged attacks), scimitar (Str+d8), short bow (Range 12/24/48, Damage 2d6)



## Teamster

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

**Skills:** Driving d8, Fighting d4, Notice d6, Riding d6, Survival d4

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

**Hindrances:** Greedy

**Edges:** Charismatic

**Gear:** Dagger (Str+d4)

## Bandit

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

**Skills:** Climbing d4, Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d6, Survival d6.

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

**Hindrances:** Wanted

**Edges:** None

**Gear:** Leather armor (+1), small shield (+1 Parry), short sword (Str+d6) or club (Str+d4)

- **Bandit Leader:** One in ten bandits is a rugged leader who keeps the band at his heel. He has Strength and Vigor d8, Fighting d8 and is usually better equipped: chain armor (+2), medium shield (+1 Parry, +2 AR vs ranged attacks) and battle axe (Str+d8).

## The Pock & Environs

At the time of their demise or disappearance during the course of their historic battle, Yhethinar and Bethayalbub were rumored to possess the following abilities and items:

### (WC) Yhethinar

**Attributes:** Agility d10, Smarts d12+1, Spirit d6, Strength d4, Vigor d6

**Skills:** Fighting d6, Intimidation d8, Knowledge (Arcana) d12, Notice d8, Persuasion d10, Spellcasting d12+2, Taunt d6

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

**Hindrances:**

**Edges:** Arcane Background (Wizardry), Charismatic, Improved Level Headed, Strong Willed

**Powers:** Yhethinar knows a dozen powers. **Power Points:** 30

**Gear:** Enchanted robes (+2), staff (Str+d5, 2-hands, +1 parry, reach 1), other magical items.

### (WC) Bethayalbub

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

**Skills:** Fighting d8, Knowledge (Arcana) d6, Notice d6, Persuasion d8, Spell Casting d8, Stealth d6, Streetwise d6, Taunt d6

**Charisma:** +6; **Pace:** 7; **Parry:** 7; **Toughness:** 8

**Powers:** *bolt*, *boost/lower trait*, *disguise*, *intangibility*, *mind reading*, *puppet*, *teleport* **Power Points:** 25

**Gear:** Spear (Str+d6, +1 Parry, Reach 1)

#### Special Abilities

- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Four Arms:** Bethayalbub has four arms, so she can make two attacks per round without any multi-action penalty, or four attacks with a -2 penalty.
- **Innate Powers:** Bethayalbub is able to cast her *disguise* and *puppet* powers without expending power points. Nor does she need to expend power points to maintain them. Each power ends when she is rendered unconscious or sleeps.
- **Low Light Vision:** Bethayalbub can see in dim and dark lighting conditions.
- **Size +2:** The true form of a Bethayalbub is only slightly bigger than that of a human but, including her snake tail; her total size is comparable to that of a horse.
- **Snake Body:** This creature crawls. She is quite fast, but cannot run.
- **Supernatural Beauty:** Bethayalbub has been gifted with supernatural beauty the no mortal can compete with. She has a Charisma +6

## The Vermilion Crater

The following statistics block defines the creature found inside the structure within the Vermilion Crater.

### (WC) Creature of the Crater

This strange beast is a true nightmare, with six insect-like legs, four large reptilian arms, two smaller humanoid arms that flail from the center of its chest, three hairless humanoid heads painfully melted together, and a long spine-covered tail.

**Attributes:** Agility d6, Smarts d4, Spirit d8, Strength d12+1, Vigor d10

**Skills:** Climbing d8, Fighting d10, Notice d10

**Pace:** 6; **Parry:** 7; **Toughness:** 13(4)



### Special Abilities

- **Armor +4:** Hardened calcified skin.
- **Claw:** Str+d8, AP2
- **Fear (-2):** Anyone seeing the Creature of the Crater must make a Fear roll at -2.
- **Four Arms:** The Creature of the Crater has four arms and may make two attacks around without a multi-action penalty or four attacks at -2.
- **Low-light Vision:** The Creature of the Crater does not suffer penalties due to Dim or Dark lighting.
- **Size +2:** The Creature of the Crater is a large creature standing 10 feet in height.
- **Tail:** Str+d6, Reach 1.
- **Vermilion Zombie:** The Creature of the Crater has the *zombie* power and 30 power points. The power only works on corpse coated with vermillion fungus and creates vermillion zombies.

### Vermilion Fungus Zombie

This animated corpse rises from the stones, a red haze of some kind swarming around its decayed flesh.

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

**Skills:** Fighting d6, Intimidation d6, Notice d4

**Pace:** 4; **Parry:** 5; **Toughness:** 7

#### Special Abilities

- **Claws:** Str. Targets Shaken by the zombie's claw attack must make a Vigor roll or be infected by the vermillion fungus.
- **Death Burst:** When a vermillion fungus zombie is killed, the creature explodes in a burst of decay and vermillion fungus spores. All creatures in a Small Burst Template centered on the creature must make a Vigor roll be infected by the vermillion fungus. Holding one's breath grants a +1 bonus to the Vigor roll.
- **Fearless:** Vermilion Zombies are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage; immune to disease and poison.

## Chapter 6: Traces of the Daragkarik

The following statistics blocks detail some of the creatures and characters mentioned in Chapter 6:

### (WC) Black Knight

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

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

**Charisma:** -2; **Pace:** 6; **Parry:** 8; **Toughness:** 10(3)

**Hindrances:** Loyal, Mean

**Edges:** Beast Bond, Combat Reflexes, Command, Command Presence, Common Bond, Fervor, Hold the Line!, Improved Block, Improved Frenzy, Improved Trademark Weapon (Great Sword), Martial Arts, Mighty Blow

**Gear:** Ganshyer plate armor (+3), great sword (Str+d10, -1 Parry, d8 bonus damage on a raise), warhorse

#### Special Abilities

- **Coordinated Effort:** A black knight is in sync with her sister's thoughts and actions. A black knight may choose to act on her twin's card instead of her own.
- **Mystic Link:** A Black Knight shares a mystical and empathic link with her twin sister. The black knight is able to communicate with her sister empathetically and telepathically within a range of Spirit × 5".
- **Presence:** As an extension of Shaqnathrix presence, while in Chatoon, a Black Knight gains +4 to Intimidation rolls.
- **Subordinate:** Given the close bond between a black knight and her twin sister, a black knight gains the benefits of her twin's Command Edges.



## Chapter 7: Bestiary

All of the following entries detail creatures found in Chapter 7: Bestiary of the *Dragon Kings World Book*.

### Azurat (Blue Watcher)

This tiny, dazzling blue creature looks faintly like a watery angel as it leaps and frolics playfully.

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

**Skills:** Notice d8, Swimming d8

**Pace:** —; **Parry:** 2; **Toughness:** 3

#### Special Abilities

- **Aquatic:** Pace 8.
- **Brain Burrow:** An azurat may attempt to enter an mesmerized victim, through his mouth, where the azurat oozes its way into the cranial cavity by burrowing through the sinuses and auditory canals. Once enmeshed in the victim's brain the azurat is in complete control of its victim, gaining access to all his skills, memories, and even sorcerous powers (if the host has them). The host can never break free unless someone removes the azurat. Removing the azurat is exceedingly difficult; force almost always kills the host.
- **Mesmerize:** The azurat dances playfully to lure its victim close. The azurat has the *puppet* power with unlimited power points and uses its Spirit die as the arcane skill.
- **Small:** Due to their diminutive size, attacks against Azurat suffer a -2 penalty.
- **Weakness (Heat/Fire):** Azurat suffer +4 damage from heat or fire attacks, and a -4 penalty to resist any other effects.

### Cold Skin Warrior

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

**Skills:** Fighting d6, Notice d6, Stealth d4, Throwing d6

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

**Hindrances:** None

**Edges:** None

**Gear:** Leather Shirt (+1), medium shield (+1 parry, +2 AR vs ranged attacks), club (Str+d6), Javelin (Range 3/6/12, Damage Str+d6, may be used as a spear without Reach)

#### Special Abilities:

- **Armor +1:** Scaly skin.
- **Claws:** Str+d6.
- **Primal:** Cold skins suffer -1 to Smarts Trait tests.

- **Infravision:** Halves penalties for poor light vs. warm targets.
- **Weakness (Cold):** Oritahl suffer a -4 penalty to resist cold environmental effects, and suffer +4 damage from cold or ice-based attacks.

### (WC) Daragkan (Khitan Dragons)

Use the Dragon entry in *Savage Worlds* rulebook, with the following changes:

- **Breath Weapon:** Khitan possess different breath weapons, each individual subspecies breath attack is listed below.

### Daragk'gael (Wind Dragons)

- **Flight:** Flying Pace of 24" and Climb 1.
- **Wing Buffet:** The Dragk'gael can create powerful buffets of wind with its wings. Treat this as the *pummel* power, using Vigor as the arcane die; and may be performed as an action requiring no Power Points and does not incur Backlash.

### Daragk'huck (Coal Dragons)

- **Firey Breath:** Daragk'huck can spew forth magma using the Cone Template. Every target touching the 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. This attack may not be used in the same round the daragk'huck has attacked with its bite or claws.

### Daragk'ralsh (Mud Dragons)

- **Steam Blast:** Daragk'ralsh breathe blistering hot steam using the Cone Template. Every target touching the cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage. In addition targets that suffer a Shaken result or wound from the attack must make a Vigor roll or suffer a level of Fatigue. The Fatigue is recovered in 24-hours. This attack may not be used in the same round the daragk'ralsh has attacked with its bite or claws.

### Daragk'reg (Rock Dragons)

- **Armor +5:** Scaly hide reinforced with stone and gems.
- **Breath Attack:** Daragk'reg swallow boulders and melt them to magma in their guts, vomiting them forth as fiery projectiles using the Cone Template. Every target touching the 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. This attack may not be used in the same round the daragk'ulnar has attacked with its bite or claws.

- **Glide:** Unable to fly like their brethren (they do not possess the Flight special ability), Daragk'lunar launch themselves and glide with a Pace of 12" and Climb –2.

## Daragk'ulnar (Bone Dragons)

- **Concussive Blast:** Daragk'ulnar can unleash blast of concussive energy, using the Cone Template. Every target touching the cone may make an Agility roll at –4 to avoid the attack. Those who fail suffer 2d10 damage. Targets that suffer a Shaken result from the attack must make a Strength roll against the damage suffered or be knocked prone. This attack may not be used in the same round the daragk'ulnar has attacked with its bite or claws.

## Elephant and Colossadant

### Elephant

**Attributes:** Agility d6, Smarts d4 (A), Spirit d6, Strength d12+4, Vigor d10

**Skills:** Fighting d6, Notice d6

**Pace:** 6; **Parry:** 5; **Toughness:** 12

#### Special Abilities

- **Large:** Attacks directed at an elephant are made at +2.
- **Size +5:** An Elephant weighs at least 5,000 pounds.
- **Trample:** An Elephant can trample opponents simply by moving over them. The beast must run to use this attack. Targets along the path of a running Elephant must make an Agility roll against the Elephant's Fighting roll or be trampled (Str+Size damage).
- **Trunk:** Str+d6.
- **Weakness (Fear of Fire):** Elephants fear fire, so any fire-based attack requires them to make a fear check and any Trick based on fire receives +4 against them.

### Colossadant

**Attributes:** Agility d6, Smarts d4 (A), Spirit d6, Strength d12+8, Vigor d12

**Skills:** Fighting d6, Notice d6.

**Pace:** 6; **Parry:** 5; **Toughness:** 17(2)

#### Special Abilities

- **Armor +2:** Thick hide
- **Hardy:** A second Shaken result does not cause a wound.

- **Huge:** Due to a colossadant's size attacks against it are made at +4.
- **Size +7:** A colossadant is eight yards tall and weighs 20 tons.
- **Trample:** A colossadant can trample opponents simply by moving over them. The beast must run to use this attack. Targets along the path of a running colossadant must make an Agility roll against the colossadant's Fighting roll or be trampled (Str+Size damage).
- **Trunk:** Str+d8.
- **Weakness (Fear of Fire):** Elephants fear fire, so any fire-based attack requires them to make a fear check and any Trick based on fire receives +4 against them.

## Fullet

This small but fleet creature has two powerful hind legs but only vestigial upper arms and a long, thin neck. Its distended belly holds its prize.

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

**Skills:** Notice d6

**Pace:** 8; **Parry:** 2; **Toughness:** 4

#### Special Abilities

- **Bite:** Str.
- **Fleet-Footed:** Fullets roll d10 running die instead of d6.
- **Size –1:** A fullet is only three feet tall fully grown.

## Huckratha (Coal Crab)

This six-legged creature darts and weaves between boulders as it scrabbles toward its prey, pinchers clacking.

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

**Skills:** Fighting d8, Notice d8

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

#### Special Abilities

- **Armor +2:** Hardened exoskeleton.
- **Grapple:** A coal crab who successfully grapples an opponent, inflicts Str damage on subsequent rounds.
- **Infection (Coal-flesh):** A victim that suffers as wound from a huckratha must make a successful Vigor roll or the wound becomes infected. Each subsequent day the character must make a Vigor roll. On a Failure the character's Vigor reduces by a die (d8 becomes a d6, etc.) to a minimum of d4. If the character's Vigor is d4, he instead suffers a level of Fatigue which can lead to death. The infection may only be removed



with fire, which deals d10 + 1 per day of infection. Once the infection is removed the Fatigue and Vigor are recovered one per 24 hours.

- **Pincers:** Str+d6, AP 2.
- **Size -1:** Huckratha are two feet wide and three feet tall.

## Jaladam

This malevolent creature sports a single deadly horn, powerful fins, and a large tail.

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

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

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

### Special Abilities

- **Armor +2:** Demonic flesh.
- **Demonic:** Jaladam are immune to poison and disease. They gain a +2 to recover from being Shaken.
- **Renewing Fight:** Unless destroyed in both the physical and shadow realm, Jaladam that are Incapacitated returns and renews the fight. An Incapacitated jaladam returns in 1d6 hours after being slain and will seek out the last combatant it faced. Each time slain in the physical world, the jaladam returns with an additional jaladam to help in the fight (2 if slain once, 3 if slain twice, etc.). Subsequently summoned jaladam once slain do not return to fight.
- **Fear (-2):** Each time someone encounters a Jaladam he must make a Fear test.
- **Fin or Tail:** Str+d6. A jaladam that scores a raise on its Fighting roll may initiate a Push as a free attack.
- **Horn:** Str+d6, AP 2. Jaladam gain a +1 bonus to Fighting when attacking with their horn.
- **Immunity (mundane weapons):** Jaladam are immune to mundane weapons. Only enchanted weapons and magic may harm them.
- **Level Headed:** Jaladam are dealt two cards for Initiative and act on the better one.
- **Low Light Vision:** Jaladam do not suffer lighting penalties for Dim or Darkness.
- **Weakness (Magic):** Jaladam take normal damage from magical attacks, but may only be completely slain by magical powers.

## Kardillo

This ferocious predator blends like a chameleon into its surroundings before attacking to rend with its claws and fangs.

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

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

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

### Special Abilities

- **Bite or Claws:** Str+d6.
- **Camouflage:** When stationary kardillo gain a +2 bonus to Stealth their skin and coats adapt to their surroundings.
- **Disease:** A person Shaken or wounded by a kardillo must make a Vigor roll or become infected by a Long-Term Chronic, Minor Debilitating disease.
- **Size +1:** Male kardillo can weigh over 300 pounds.

## Krikis Warrior

This upright insect creature has a thick, chitinous shell and studies its surroundings with both antennae and multifaceted eyes.

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

**Skills:** Fighting d6, Intimidate d6, Notice d6, Stealth d4

**Charisma:** -2; **Pace:** 6; **Parry:** 5; **Toughness:** 9(4)

**Hindrances:** None

**Edges:** None

**Gear:** Spear (Str+d6, Parry +1)

### Special Abilities

- **Armor +4:** Chitinous shell.
- **Leaper:** Krikis can leap great distances they leap twice normal distance, and add +1d6" with a successful Strength roll.
- **Low-Light Vision:** Krikis posses superior low light vision. They ignore penalties for Dim and Dark lighting.

## Lu'urat (Ghost Snake)

This milk-white snake is about ten feet long and weighs around 80 pounds.

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

**Skills:** Fighting d6, Notice d10, Stealth d6

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

### Special Abilities

- **Bite:** Str.
- **Truth Venom:** A character that is Shaken or suffers a wound from the Lu'urat's bite must make a Vigor



roll (-2). On a failed roll the character's Smarts die is reduced on die type. If the result is 1 or less the character's Vigor is also reduced a die type. The Vigor roll is repeated each hour and for eight hours and then each eight hours thereafter; until a success Vigor roll is made. If the character wishes to lie while poisoned it requires a successful Smarts roll. If the character's Smarts drops below a d4 he becomes a weakened mindless zombie under the control of the GM, if Vigor drops below d4 the character dies. Once the poison is overcome the character's Smarts and Vigor returns one die per 24-hours of rest.

## Manju

This large, furry rodent has been domesticated for its meat, fur, and milk.

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

**Skills:** Fighting d4, Notice d8, Swimming d6

**Pace:** 8; **Parry:** 4; **Toughness:** 4

### Special Abilities

- **Bite:** Str+d4
- **Danger Sense:** Manju are especially empathic with their surroundings. A manju often instinctively knows of approaching danger. Manju poses the Danger Sense Edge.
- **Size -1:** Manju are the size of a large dog.

## Maradoch

This vermin is roughly the size of a small dog and is aggressive and territorial.

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

**Skills:** Fighting d6, Notice d8, Tracking d8

**Pace:** 8; **Parry:** 5; **Toughness:** 4

### Special Abilities

- **Bite or Claw:** Str+d4.
- **Keen Smell:** Maradoch possesses a keen sense of smell and gain +2 to Notice rolls involving scent.
- **Size -1:** Small creature.

## Matakata

This giant tortoise creature slowly plods along the scorching wastes with its massive shell to protect it.

**Attributes:** Agility d4, Smarts d6 (A), Spirit d6, Strength d12+6, Vigor d12

**Skills:** Fighting d8, Notice d10

**Pace:** 4; **Parry:** 6; **Toughness:** 18 (4)

### Special Abilities

- **Armour +4:** Hard shell.
- **Bite:** Str+d8.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Large:** Attacks directed at the matakata gain a +2 bonus.
- **Lunge:** Matakata are able to lunge and pin their prey using their massive shells. A matakata that hits with a raise has pinned his foe. The opponent may only attempt to escape on his action, which requires a raise on an opposed Strength roll. A matakata automatically deals Str damage to a pinned foe.
- **Shell:** A matakata can pull its extremities and head into its shell gaining the advantages of sealed armor. It can't move or attack as long as it remains in this state.
- **Size +6:** Matakata are 9 feet tall and 18 feet long.

## Mesachnat (Hypno Spider)

This massive spider's fur sparkles and refracts the light of the sun in a myriad of dazzling colors.

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

**Skills:** Climbing d12+2, Fighting d8, Intimidation d10, Notice d8, Shooting d10, Stealth d10

**Pace:** 8; **Parry:** 6; **Toughness:** 4

### Special Abilities

- **Bite:** Str+d4.
- **Crystalline Fur:** By positioning itself directly in the sun and reflecting the light through its crystalline fur, a mesachnat can blind and partially incapacitate a victim with an intense headache. Place the small end of the Cone Template on the mesachnat. Anyone touching the template must make a Vigor roll at -2 or be stunned. Stunned victims are Shaken and cannot attempt to recover for 1d4 rounds.
- **Poison (-2):** Anyone Shaken or wounded by a bite attack must make a Vigor roll or be paralyzed for 2d6 rounds.
- **Wall Walker:** Can walk on vertical surfaces at Pace 8.
- **Webbing:** A mesachnat can cast webs from its 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.



## Pachyaur Warrior

This large, intelligent creature looks like a cross between an elephant and a centaur.

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

**Skills:** Fighting d8, Intimidation d6, Notice d6, Survival d6

**Charisma:** —; **Pace:** 6; **Parry:** 6; **Toughness:** 10(2)

**Hindrances:** Cautious, Stubborn

**Edges:** None

**Gear:** Chain Shirt (+2), Spear (Str+d6, Parry +1)

### Special Abilities

- **Long Memory:** Pachyaur have an exceptional good memory. They gain a +2 to all Common Knowledge rolls.
- **Size +3:** Pachyaur stand 9 feet in height and weigh almost a ton.
- **Stubby Fingers:** Pachyaur have short, stubby fingers that make it difficult to manipulate tools and objects not designed for them. Pachyaur using such items suffer a -4 penalty.
- **Tusk/Hoof:** Str+d4
- **Ungainly:** Not as agile and dexterous as other races, pachyaur suffer a -2 to all Agility rolls.

## Pavouk Spiders

Spiders of every size imaginable inhabit the city of Pavouk, venerated by the city's other citizens.

### Pavouk Spider, Swarm

Use the Swarm profile from *Savage Worlds*. rulebook.

### Pavouk Spider

Use the Spider, Giant profile from *Savage Worlds* rulebook. Adjust the stats as necessary to create larger and smaller spiders.

## Penmaí Ranger

This small humanoid uses its remarkably long and dexterous limbs and tail to help it climb and jump through the forest canopy.

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

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

**Charisma:** —; **Pace:** 4; **Parry:** 5; **Toughness:** 5(1)

**Hindrances:** Cautious

**Edges:** Acrobat, Woodsman

**Gear:** Leather Armor (+1), Short Sword (Str+d6), Short Bow (Range 12/24/48, Damage 2d6)

### Special Abilities

- **Prehensile Tail:** Penmai have a long, flexible tail that can be used to carry objects. A penmai can perform an additional action with their tail without suffering multi-action penalty.
- **Tree Dweller:** In areas of heavy vegetation they can walk on vertical surfaces normally, or inverted surfaces at half Pace.
- **Weak:** Penmai suffer -2 to all Strength tests including damage

## Peer'urat (Screaming Cobra)

This huge, malevolent snake issues a terrible ear-splitting scream right before it strikes.

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

**Skills:** Fighting d6, Notice d10, Stealth d6

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

### Special Abilities

- **Bite:** Str.
- **Poison (-2):** Venomous poison (see *Savage Worlds* rulebook).
- **Scream:** Before striking initially, a peer'urat can unleash an ear-piercing scream. this is treated as an Test of Wills (using Spirit instead of Intimidation) against all targets underneath a Large Burst template that is placed adjacent to the peer'urat.

## (WC) Regelth (Stone Worm)

This massive creature is 20 meters and four tons of living rock, gliding easily through the earth.

**Attributes:** Agility d6, Smarts d6 (A), Spirit d10, Strength d12+5, Vigor d10

**Skills:** Fighting d6, Notice d10, Stealth d10

**Pace:** 6; **Parry:** 5; **Toughness:** 18 (4)

### Special Abilities

- **Armor +4:** Thick slimy skin.
- **Bite:** Str+d6
- **Burrow (10''):** Regelth can disappear and reappear on the following action anywhere within 10''.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Inhale:** A regleth can draw potential prey into its mouth. Place a Cone template in front of him. The regelth makes a Vigor roll and if successful, targets touching the template must make a Strength roll (at -2 if the regelth gets a raise). Those that fail are



knocked prone and dragged 2d6" towards the regleth. Should a victim strike an inanimate object, he is also Shaken. Flying creatures suffer an additional -2 to their Strength roll.

- **Large:** Regleth are Large and thus suffer +2 to attacks against them.
- **Size +7:** Regleth are typically 60 feet long and weigh over five tons.
- **Swallow:** Regleth who receive a raise on their bite attack swallow creatures, Size +1 or smaller, whole. A swallowed target suffers 2d6 damage a round from the strong digestive acids. A victim may attempt to cut free, which requires dealing at least dealing a Wound to the regleth. While engulfed the target is at -4 to all Trait and damage rolls.

## (WC) Regelthex (Greater Stone Worm)

This colossal specimen is four times the size and mass of its lesser kin, but thankfully especially rare.

Use the Giant Worm profile in *Savage Worlds* rulebook with the following additional Special Abilities:

- **Destructive Harmonics:** A regelthex can project a blast of sonic energy 12" long and 1" wide (a 12" ruler works perfectly for this). Targets within this area must make an Agility roll or suffer 2d10 damage.
- **Inhale:** A regelthex can draw potential prey into its mouth. Place a Cone template in front of him. The regelthex makes a Vigor roll and if successful, targets touching the template must make a Strength roll (at -2 if the regelthex gets a raise). Those that fail are knocked prone and dragged 2d6" towards the regelthex. Should a victim strike an inanimate object, he is also Shaken. Flying creatures suffer an additional -2 to their Strength roll.
- **Swallow:** Regelthex who receive a raise on their bite attack swallow creatures, Size +5 or smaller, whole. A swallowed target suffers 3d6 damage a round from the strong digestive acids. A victim may attempt to cut free, which requires dealing at least dealing a Wound to the regelthex. While engulfed the target is at -4 to all Trait and damage rolls.

## Sanid

This majestic bird flies high over the hot plains, circling upon the updrafts while it watches for prey.

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

**Skills:** Fighting d8, Notice d10, Stealth d8

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

## Special Abilities

- **Flight:** Sanid fly at a Pace of 12, Climb 2.
- **Size -1:** Weighs 25 pounds and has a six foot wing-span.
- **Talons or Beak:** Str+d6.

## Swafa

This wild, ostrich-like savannah lizard has short fore-claws, powerful back legs, and a long tail that helps it keep its balance, and it chirps when it runs.

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

**Skills:** Fighting d4, Notice d8

**Pace:** 10; **Parry:** 4; **Toughness:** 8

## Special Abilities

- **Claws:** Str+d4.
- **Foaming Spittle:** Swafa can spray foaming saliva to facilitate escape. This counts as an Agility Trick with a +2 modifier.
- **Size +2:** Swafa are roughly the size of a horse.

## Tabahk (Thorn Lizard)

This thorny-hided animal grows to one meter tall and preys on herd animals and small rodents.

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

**Skills:** Climbing d6, Fighting d6, Notice d6

**Pace:** 8; **Parry:** 5; **Toughness:** 8 (3)

## Special Abilities

- **Armor +3:** Thick, scaly hide.
- **Bite or Claws:** Str+d6.
- **Frenzy:** Tabahk can attack with both claws in the same action with a -2 penalty.
- **Weakness (Neck):** Tabahk have a small weak spot at the base of the neck. Called shots to this location (-6) do an additional +4 damage and ignores the tabahk's Armor.

## Thakal

This foul-smelling but powerful lizard moves quickly across the desert floor despite its uneven, loping gait.

**Attributes:** Agility d8, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10

**Skills:** Fighting d6, Notice d6

**Pace:** 8; **Parry:** 5; **Toughness:** 11(1)

## Special Abilities

- **Armor +1:** Scaly skin.
- **Bite or Claws:** Str+d6.



- **Fleet-Footed:** Thakal are quick runners and roll a d8 when running instead of a d6.
- **Size +3:** Large powerful creatures.

## Uludur

This sluggish herd animal has small tentacles and its meat is considered a delicacy.

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

**Skills:** Notice d6, Swimming d6

**Pace:** 4; **Parry:** 4; **Toughness:** 3

### Special Abilities

- **Size -2:** Uludur are no more than eighteen inches at the shoulder.
- **Small:** Attacks rolls directed at an uludur suffers a -2 penalty.
- **Stinger:** Str.
- **Water Purification:** An uludur can purify polluted or poisoned water. Toxic and even salt water is purified into fresh drinkable water and stored in the creature's gullet. The water can be extracted though the uludur's mouth with a gentle squeeze, which does not harm it. An uludur is able to purify five liters of water a day.

## Ulweppa (Blood Crawler)

This eight-foot-long worm stands tall, its tail buried in the sand, its open mouth as high in the air as possible, while it makes an eerie sucking sound that carries for miles.

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

**Skills:** Fighting d8, Notice d6

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

### Special Abilities

- **Berserker:** When an ulweppa tastes blood (Shakes or wounds an opponent), it goes berserk. It gains +2 to all Fighting and Strength rolls and its Toughness, but Parry is reduced by 2. It also ignores wound penalties.
- **Blood Bennies:** When a blood crawler deals a wound to a target it gains a Blood Token. Each Blood Benny may only be used for Soak rolls, representing the fast healing nature of a freshly feed Ulweppa. Once a blood crawler obtains three four tokens, it is bloated and unable to move. Unused Blood Bennies are lost at the rate of one per five minutes.
- **Burrow (8''): Ulweppa can burrow through soft dirt and sand, disappearing and reappearing up to 8'' away.**

- **Disease:** If a ulweppa deals a wound, the target must make a Vigor roll or be infected by parasitic seed-worms. Each day the victim must make a Vigor roll. If the roll fails he suffers a level of Fatigue, this can lead to death. Once the parasites have been purged via magic or caustic poisons, the fatigue recovers at the rate of one level per twenty-four hours.
- **Size -1:** Ulweppa grow about eight feet in length and are the thickness of a grown man's thigh.

## Urshev

This lanky, bear-like creature is covered in shaggy fur to protect it from the cold.

Use the Bear profile from *Savage Worlds* rulebook.

## Xursha (Constrictor)

**Attributes:** Agility d4, Smarts d4 (A), Spirit d8, Strength d12+2, Vigor d10

**Skills:** Fighting d8, Notice d10, Swimming d8

**Pace:** 4; **Parry:** 6; **Toughness:** 12 (2)

### Special Abilities

- **Aquatic:** Pace 8.
- **Armor (+2):** Thick scales.
- **Bite:** Str.
- **Constrict:** Xursha bite when they succeed at a Fighting roll, and entangle when they succeed with a raise. The round they entangle and each round thereafter, they cause damage to their prey equal to Str+d6. The prey may attempt to escape on his action by getting a raise on an opposed Strength roll.
- **Size +3:** Grow to lengths of 45 feet or longer.

## Yethawar (Sonic Beetle)

This small brown beetle has two fanned antennae on the forward dorsal ridge just behind its eyes.

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

**Skills:** Notice d10

**Pace:** 6; **Parry:** 2; **Toughness:** 3 (1)

### Special Abilities

- **Armor +1:** Chitin exoskeleton.
- **Bite:** Str.
- **Size -2:** Twice the size of a man's fist.
- **Small:** Attacks rolls against a yethawar are made at -2.
- **Sonic Blast:** A yethawar can emit a loud, piercing sonic pulse that damage brittle objects and causes discomfort to creatures. Place a Cone Template adjacent to the yethawar. All hard objects under the template



suffer 2d6 damage, whereas living creatures must make a Vigor roll or be deafened. Those that fail are deafened for 1d4 minutes, while with a success 1d4 rounds, and unaffected with a raise. Deafened creatures suffer -2 to Notice rolls involving sound.

## Yulugh

This slug-like pest is made of soft, moist flesh with a rubbery, cartilage-like skeleton.

Treat as a Swarm from *Savage Worlds* with the additional following Special Ability:

- **Burrow (6'')**: A yulugh swarm can disappear and reappear on the following action anywhere within 6''.

## Chapter 8: Sorcery's Mind

The following rules are used to create the effects of Sorcery's Wrath.

### Triggers

In addition to facing Backlash, wizards must always contend possibly provoking Sorcery's Wrath. Each time a wizard casts a spell, and the final Trait roll (regardless of success) is less than the Power Point cost of the spell he is at risk. The character draws a card from a freshly shuffled Action Deck. If the result is a face card or Joker, the wizard is the target of Sorcery's Wrath. A face card indicates the wizard suffers from a personal affliction, whereas the Joker represents a regional affliction.

### Afflictions

#### Personal

**Duration:** The drawn card's suit determines the time increment: Clubs (days), Diamonds (hours), Hearts (minutes), and Spades (rounds). The character rolls a d6 to determine how long the affliction lasts; note this die can Ace. The affliction only affects the offending wizard. Roll 1d20, and consult the following table:

Die Result	Personal Affliction
1-3	Physical Irritation
4-5	Pain
6-7	Non-debilitating Sickness
8-9	Sores and Lesions
10-11	Phobias
12	Hallucinations
13	Depression
14	Nightmares
15	Rage
16	Forgetfulness
17	Physically Wretched
18	Stress
19	Infestations
20	Aging

**Physical Irritation:** While the affliction lasts, the wizard must make a Vigor roll each morning or suffer a -1 to all Trait rolls for the day.

**Pain:** The character is affected by a Long-Term Chronic, Major Debilitating disease (see **Hazards** in *Savage Worlds*).

**Non-debilitating Sickness:** The character is affected by a Long-Term Chronic, Minor Debilitating disease (see **Hazards** in *Savage Worlds*).

**Sores and Lesions:** The wizard gains the Outsider Hindrance.

**Phobia:** Gains the Phobia (Minor) Hindrance, or an existing Phobia becomes a Major Hindrance.

**Hallucinations:** Whenever the wizard rolls a 1 on a Smarts roll or Smarts based Skill regardless of the Wild Die, he is Shaken as he suffers from a bout of hallucinations.

**Depression:** The character is depressed and contemplates the purpose of life. He suffers a -4 to Charisma and if he has any Leadership Edges, the command radius is halved.

**Nightmares:** When wizard sleeps for the night (or whenever, but no more than once a day) he makes a Spirit roll or suffer a level of Fatigue. He recovered the Fatigue the next time he is able to sleep fully through the night.

**Rage:** The character subtracts 2 from all attempts to resist Taunt in a Test of Wills or Social Conflict.

**Forgetfulness:** The wizard gains the Clueless Hindrance.

**Physically Wretched:** The caster gains the Anemic Hindrance.

**Stress:** The caster is wound up and unable to sleep or think straight. He suffers a -1 to all Smarts, Spirit, and linked skill rolls.

**Infestations:** The character gains the Outsider Hindrance.



**Aging:** The character suffers from rapid aging and must roll on the Injury Table (see *Savage Worlds* rulebook) to determine what effect the aging has upon him. Unlike the other afflictions, the aging and effect is permanent.

## Regional

Regional afflictions occur over a wide area (in a radius equal to 1 mile per Power Point of the offending spell). Their effects are beyond the scope of game mechanics and are better served through roleplaying.

## Manipulating the Wrath

When a wizard suffers from Sorcery's Wrath if he was prepared he may try to redirect it to another individual. The individual must be someone within the wizard's circle of personal relationships (regardless if it's a true relationship or not). Manipulating Sorcery's Wrath is not without risk, however, as a failed attempt often redoubles its efforts against the caster. To change the focus of Sorcery's Wrath the wizard must make a Spirit roll at -4. A successful roll means the chosen target suffers from a Misfortune. With a failure a target chosen by the GM suffers from a Misfortune as well as the wizard.

## Misfortunes

Regardless of the target, the result of intentionally redirecting Sorcery's Wrath at an individual produces one of the listed misfortunes (see *Dragon Kings World Book*). Misfortunes are best handled through roleplaying and GM discretion. Misfortunes are subtle and occur at random and inexplicable times, leaving the wizard to contemplate if it was Sorcery's Wrath, or just bad luck.

## Harmonious Magic

**Rituals** from *Savage Worlds: Horror Companion*, emulate the concept of harmonious magic on Khitus. There are slight alterations to the base rules. Wizards may not use the Participants option, only Additional Casters may assist in arcane spell casting. Priests using the Participants option requires that all assistants be followers of the priest and roll Knowledge (Religion) or Perform at -2 as the cooperative skill. Should a ritual fail, all participants including the lead caster suffer from Sorcery's Wrath (see above).



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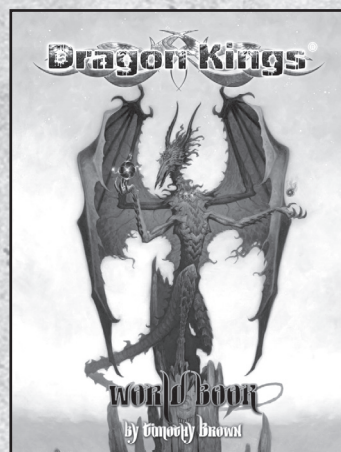
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