Battle for Oz
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The Great Witch Lurline

Introduction: You're Not In Kansas Anymore

Welcome to the Battle for Oz, an adventure setting in a modernized version of L. Frank Baum's legendary Land of Oz. The events of Baum's original stories are a century in the past. The original Wizard and Dorothy are gone although many of their friends and companions are still around (most of the indigenous people of Oz were immortal!).

A new Wizard is enthroned in the Emerald City but his intentions are purely wicked. Heartless Tin-Men soldiers police the lands of Munchkin, Winkie, and Quadling while sinister Straw-Men assassins instill fear in those who oppose his will. Only the land of Gillikin still holds out against the Evil Wizard and pockets of resistance led primarily by the Beast-Men harass his every move within the conquered lands.

History & Background

Prehistory

Long before the dawn of recorded history, a giant, emerald crystal stood in the center of an ancient continent that lay in what would one day become the Atlantic Ocean. Where this Emerald originated is shrouded in myth and legend. Some ancient stories tell of how it fell from the sky and that the entire continent was created in the cataclysm of its impact. Others say that it was a piece of the Earth's heart that had somehow risen from the fiery core and burst onto the surface.

Regardless of its origin, the Emerald gave off strange, magical energies that were unique in the world. Plants and trees thrived in its energy and as animals approached the Emerald they sometimes evolved and even occasionally became fully sentient. The lands around the Emerald soon became a wondrous, magical garden.

The First People

Eventually, ancient humans migrated west to the ancient continent across a small ocean gap from what would later become known as Europe. As these early humans drew close to the Emerald they began manifesting mysterious, arcane abilities. After thousands of years living near the Emerald these people evolved into an innately magical race.

At first they exploited their new powers and created wondrous cities across the continent they now called Nonestica. But eventually factions developed and small power struggles turned into devastating wars. Cities crumbled and thousands died until a small group calling themselves the Evain convinced some of the others to turn to a simpler life.

The Evain now live in harmony with the land and the beasts around the Emerald and they worship its power. They draw energy and long life from it through the land which they called the Fae. Over the millennia the Evain have developed a culture of peace & acceptance and a love for the Fae. The most powerful of them are called druids.

The New Ones and the Niave

In time, more human tribes began to migrate from the East and populated Nonestica. They created many advanced civilizations based upon the magic they gained from the Emerald.

Most of the ancient Evain adhered to their belief in peace & acceptance and simply faded away into the forests and mountains of the Fae. They were soon forgotten as legend and spoken of as Faeries of the forest. But a small, zealous group calling themselves the Niave saw the new comers as desecraters of the land and followers of the old ways. They waged a holy war against the new-

comers. However, vastly outnumbered by the new tribes the Niave eventually retreated into magical strongholds and resorted to terror tactics on anyone who ventured near their areas.

THE RISE OF THE PASTORIANS

The tribes of Munch, Quad, Gillik, Wink, and Pastor (collectively known as the "Kinfolk") settled the closest to the Emerald. These lands were the most fertile and magical of all Nonestica and their people fought many brutal and magical wars in order to control them. Those who devoted their lives to the study of the arcane arts became known as Witches, Wizards and Sorcerers. The most powerful of the arcane users usually proclaimed themselves ruler of their clan or tribe and would set about trying to conquer the others.

Gaining control of the Emerald itself, a clan called the Pastorians eventually gained hegemony over all the Kinfolk. They coerced the others to join a loose confederation of kingdoms based around the original tribes with the Pastorian ruler becoming the "King of Kings".

THE CREATION OF THE EMERALD CITY AND PAX PASTORIA

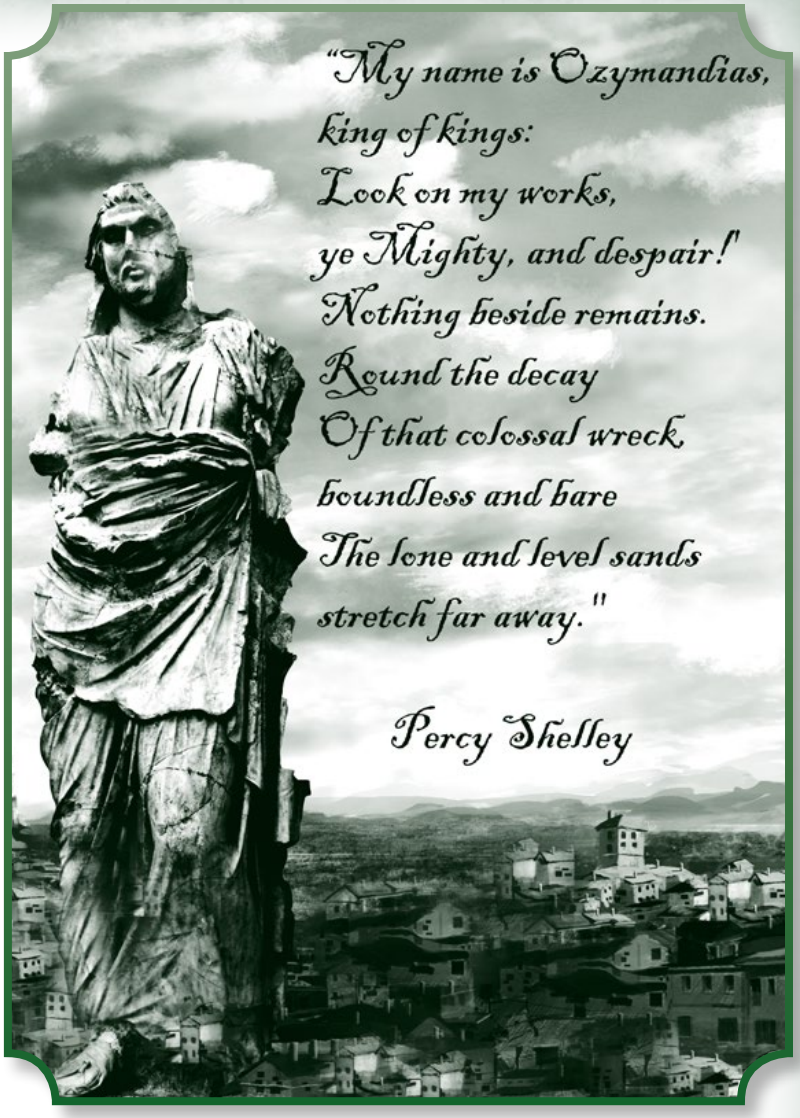
Study of the arcane progressed and it was found that the Emerald itself could be reshaped by extremely powerful Witches and Wizards. It was eventually transformed by the powerful Witch Lurline into an "Emerald City" composed entirely of the one giant crystal.

Many Pastorians moved into the wondrous new city and began a life of ease. Thanks to the magic of their city all of their physical needs were instantly met. Many of the Pastorians thus relieved of daily burdens devoted their lives to philosophy and metaphysics.

The magical lands of the confederation and the Emerald City were ruled over by King Pastoria the Philosopher who founded the University of Arts and Athletics and began the creation of a system of Yellow Brick Roads to foster commerce and relations throughout the kingdoms. This short but glorious time became known as the Pax Pastoria.

OZYMANDIAS THE GREAT

After decades of peace an ambitious Sorcerer in Pastoria's court assassinated the king and crowned himself Ozymandias the Great, King of Kings. Not content with just the kingdoms of the old confederacy, he launched a bloody attack on the other kingdoms of Nonestica. Most fell quickly.



Ozymandias eventually gained control of the entire continent and ruled tyrannically from the Emerald City. He later threatened to launch a magical invasion of the rest of the world. A few heralds were dispatched to the old world to proclaim his glory and offer peace to any who would bow before him.

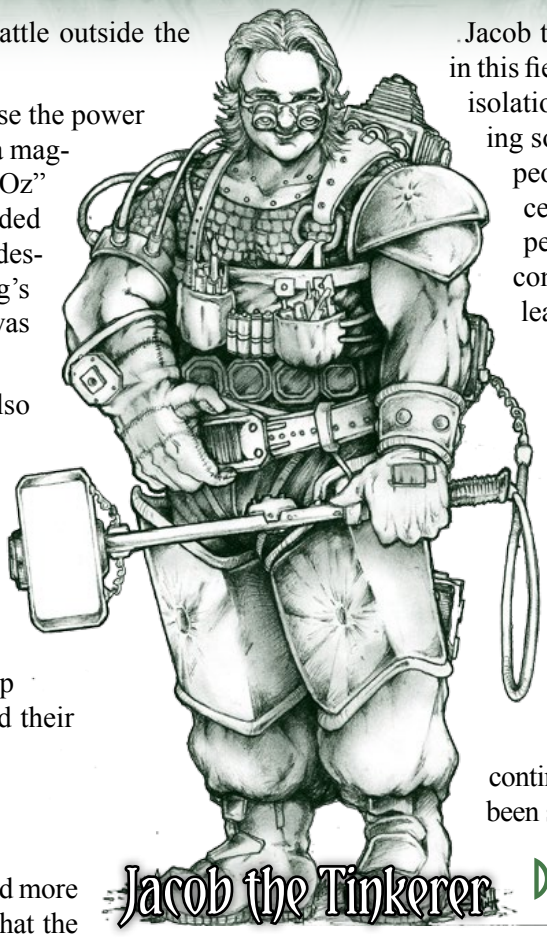
THE SINKING OF NONESTICA AND THE SHIELD OF TIME

The great Witch Lurline and some companions thwarted Ozymandias' plans by "folding" or "sinking" the entire continent of Nonestica into a fourth spatial dimension and thus seemingly removed it from the rest of the Earth. The sinking of Nonestica was recorded in the old world by the ancient Greeks who had called the continent "Atlantis". Later Lurline and her forces de-

feated Ozymandias in a great battle outside the Emerald City.

So that others could not abuse the power of the Emerald, Lurline created a magical shield over the "Lands of Oz" within Nonestica and surrounded them with an impenetrable desert. The former Pastorian king's daughter, Princess Ozma, was crowned the new Ruler of Oz.

Lurline's magical shield also bestowed an anti-aging spell to all of Oz's inhabitants at the time of the enchantment. Everyone within the shielded lands seems to have stopped aging though they can still die by unnatural means. Children and newborns will still grow up but seem to stop aging at around their twenty fifth birthdays.



Jacob the Tinkerer

JACOB THE TINKERER

As the people lived longer and more sedentary lives they also found that the birth rate among the inhabitants of Oz plummeted. Many believed that with virtually endless lifespans it would unbalance the land to go on reproducing as before and so Lurline's shield must somehow be the reason. Others believed it to be a curse left behind by Ozymandias. Whatever the cause, children in Oz are now very rare.

Even with their long lives, some mourned for the loss of the "spark of creation" and set about on the quest to create life through alternate methods. A few attempted to reanimate the souls of the dead. This resulted in the creation of the Pumpkin-heads and other creatures that were termed the "undead". Others tried to catch the souls of the dying and infuse them into a crafted body like that of the Straw-Men. Most of these tests however usually turned dark and evil so the practices were outlawed by Ozma.

Jacob the Tinkerer was the foremost thinker in this field and he continued his work in secret isolation. He tried several methods of crafting souls for his patchwork and clockwork people and eventually perfected the process. To this date he is the only known person to have crafted new souls. He continues creating his "children" and releasing them to live out their lives in Oz.

A few wizards have sought out Jacob over the centuries and attempted to learn his craft. The greatest of Jacob's students was Winderek who was able to produce wondrous clockwork beings but could never create souls for them. These clockworks were used as soldiers or for labor but were never truly alive like Jacob's children. Winderek was extremely upset with his failure and withdrew into a private fortress where it is assumed he still continues his experiments though he has not been seen in many decades.

DOROTHY AND THE WIZARD

After many centuries, cracks in the magical shield began to develop. Dorothy Gale and the original "Wizard of Oz" were some of the first humans in many ages to be transported from the outside world to this lost continent and enter Oz.

The Wizard of Oz temporarily ruled over Oz after Ozma had been kidnapped by the Wicked Witch Mombi. Later Glinda the Good (a Good Witch) rescued Ozma and she was reinstated as its rightful ruler.

Dorothy and her companions had many adventures in Oz and even helped to repel invasions by the Gnome King who tunneled under the impassible desert in order to conquer the Emerald City. Dorothy married a Gillikin prince named Alain who fought with her in the last Gnome King War and they had a daughter named Amber.

Prince Alain was struck down in one of the final battles against the Gnome King's forces. It is believed that he was laid to rest in a hidden vineyard that Glinda created for Dorothy in the Dunwood Mountains.

Dorothy Gale

OZYMANDIAS II AND THE CONQUEST OF OZ

More than a hundred years after Dorothy's arrival, a new traveler from the "normal" world named Joseph Thater was transported to Oz via a storm in the Bermuda triangle. He gained the knowledge of the Emerald and delved deeply into Technomancy (the combination of Magic and Science). For a while Thater worked in Ozma's court as one of her more powerful wizards. But when creatures and materials started disappearing across Oz and the trail led to him, Thater vanished and was not seen again for many years.

Joseph Thater

Several years ago, a labor gang working on expanding the Yellow Brick Roads was overrun by an army descending from the Yip Tableland in southwest Winkie Country. In only a few weeks the hoard destroyed all resistance in its path and was at the gates of the Emerald City. Ozma and Glinda led a last, valiant effort to defend the city from Thater and his army. But the city finally fell. Glinda has not been seen since and Thater imprisoned Ozma along with anyone else who opposed him. He then set himself up as the new emperor of Oz and now calls himself Ozymandias II.

AFTER THE FALL— OZ IN CHAINS

Ozymandias has conquered all of the people and Lands of Oz except for the nomadic herders of the Gillikin territory. Some say he hasn't taken that land because he is building up his army, while others think he simply has no reason to subdue the nomads of the north, and still others say it's because Lurline has returned and is using her magic to thwart another would be despot.

After the "Fall" (as Ozymandias' conquest is generally referred to by most of the inhabitants) came what many have called the "Realignment". Every leadership position in Oz is now in the hands of someone loyal to the Evil Wizard no matter how cruel or incompetent (and generally both).

Oz is now a dark and dangerous place as the new emperor and his many thugs keep the population under control by fear and murder. While he attempts to find a way to break out of Lurline's shield and continue his conquests, pockets of resistance led primarily by Beast-Men try to thwart his plans. And there are even rumors of a new force building in the north under the leadership of a famous bloodline.

Welcome to Oz. You're not in Kansas anymore!

An Outsider

LIFE IN OZ

OUTSIDERS AND GETTING TO OZ

Anyone who travels to Oz from the "normal" world is usually referred to as an "Outsider". Outsiders generally arrive in Oz following strange occurrences or events, usually involving powerful environmental forces like tornados or hurricanes. Often there is a defect or weakness in the spatial dimensions in a particular area (such as found in the Bermuda Triangle and in a place called Kansas) and a powerful environmental force can temporarily breach the divide and teleport an object or person into the dimension occupied by Oz

(and all Nonestica). Depending on the power involved and the size of the breach, anything from a flower to an ocean liner might possibly pass through.

Witches & Wizards, Evain & Niave, Technomancers, Alchemists, and Minstrels

There are many forms of magic in Oz. The Evain and the Niave are the most in tune with the magic of the Emerald. They can draw arcane power already absorbed from it into the land itself. They do not directly draw energy from the Emerald but rather recycle the energy already released.

Witches and Wizards (aka Sorceresses & Sorcerers) draw their power directly from the Emerald. Their power may be affected by distance from the Emerald or by its current strength.

A Technomancer powers his strange scientific devices with arcane energy. They usually draw the energy directly from the Emerald but they then store it in batteries or crystals.

Alchemists grind up crystals and use them to create powerful potions and concoctions while Minstrels attempt to generate musical harmony with the arcane through the use of music.

The Six Tribes of Men

The Evain (and their cousins the Niave) are the descendants of the first human tribe to cross over to Nonestica and come into contact with the Emerald. They have evolved over thousands of years to become very efficient conduits for its energies.

The five later tribes to settle in Oz have had far less exposure to the Emerald's energy. However, some distinctive physical differences have developed between the groups. It is believed that the Emerald's power amplifies traits that are already present.

Therefore any slight differences between the groups (such as height, skin color, intelligence, dexterity) have been magnified over a short time by the Emerald's power.

The Yellow Brick Roads, Rivers, and Getting Around

All horses in Oz are sentient beings and as such cannot be ridden without the horse's consent. However, this is looked upon as degrading and reminiscent of when they were only used as beasts of burden. Therefore riding is extremely rare and carts are usually hand drawn or pulled by oxen (there are a few sentient Oxen as well but they are rare and do not seem to be very concerned with their lower brothers). But there are several alternatives to help with travel.

Travel on the Yellow Brick Road system is said to benefit from special magical spells carved upon runes and built into the road itself. Some spells give a benefit to travel speed. Still, others are rumored to protect travelers from random monsters.

The Evain and Niave

There is also an extensive network of rivers and lakes that are used heavily for travel and commerce. Lake Quad was a very busy transportation hub before the Fall and still sees quite a large number of vessels each day. Underground rivers and caverns also honeycomb most of Oz and are primarily used by the Mer-folk and anyone who can traverse its depths.

DOROTHY'S LEGACY

Many of Dorothy's friends and companions are still around though some are not doing so well. Nick Chopper, the original Tin-Man, was most recently the King of the Winkies. Unfortunately, he was arrested during a peace mission to try to convince Ozymandias to end the war. He has been pinned down by magical crystal spikes and rusted into place at the foot of Ozymandias' throne room.

The original Straw-Man is still free and currently working as an intellectual advisor to Skywin Springforth, The good Witch of the North. To most he is known as Solomon Straw and does not like being called just "the Straw-Man" or "the Scarecrow" anymore.

Toto, though usually called "Patch" these days, is over 100 years old. After being in Oz for many years he had slowly started to grow sentient and learned to speak a little. However, for his many brave deeds he was rewarded by Glinda the Good who cast a spell to make him fully sentient and articulate. He lost an eye during a battle with the Gnome King which along with his many years has made him a bit grumpy. He is Amber's constant companion and to her chagrin he still calls her "child" and acts like a mother hen when she is around.

The former "Cowardly Lion", now known as King Blacktail the Brave, is a fearless freedom fighter and King of all Beast-Men. He lives with the Lion-Men who inhabit the Yma Jungle deep in Quadling Country and leads a resistance force from there.

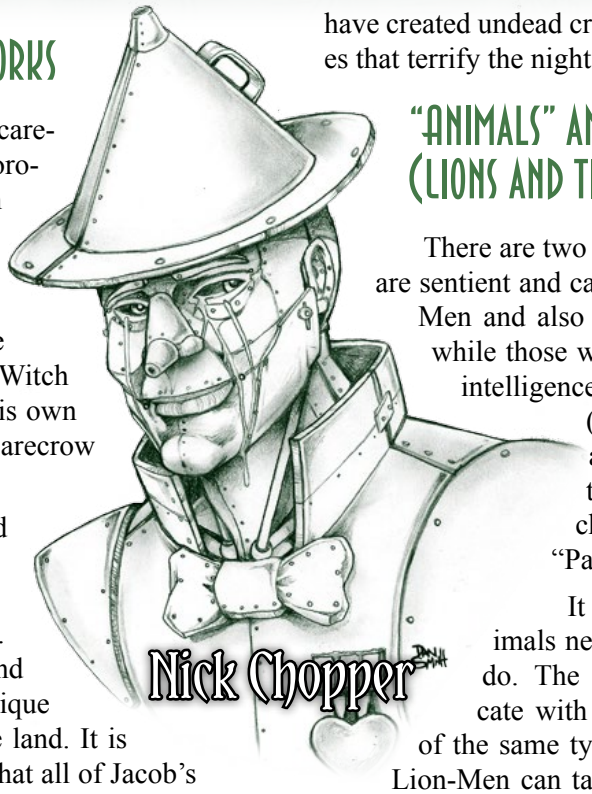
Amber Gale, Dorothy Gale and Prince Alain's daughter, is currently the Steward of Free Oz. She along with Skywin Springforth lead the free forces of Oz from bases in Gillikin country and look for the day that Ozma is freed and reinstated as the proper ruler of Oz.

Tin-Men & Straw-Men vs. Clockworks & Patchworks

The original Tin-Man and Scarecrow were unique in Oz when Dorothy first showed up. The Tin-Man was originally a Munchkin woodsman but was turned into a mechanical man by Jacob Ku-Klip in order to save his life after a curse from the Wicked Witch of the East made him chop off his own body parts. The origin of the Scarecrow was a bit more obscure.

Later, Ku-Klip was forced into hiding to continue his work on creating life and became simply known as Jacob the Tinkerer. Since then, living Patchworks and Clockworks with their own unique souls have started wandering the land. It is also well known throughout Oz that all of Jacob's creations have kind and good souls.

However, since the conquest of Oz by Ozymandias II, new "men" have been seen throughout Oz. The new Tin-Men are mostly heartless automaton soldiers in the Oz Corps, void of any personality or soul. And the Straw-Men are evil, undead assassins created from pieced together bodies and animated with the enslaved souls of the dead.

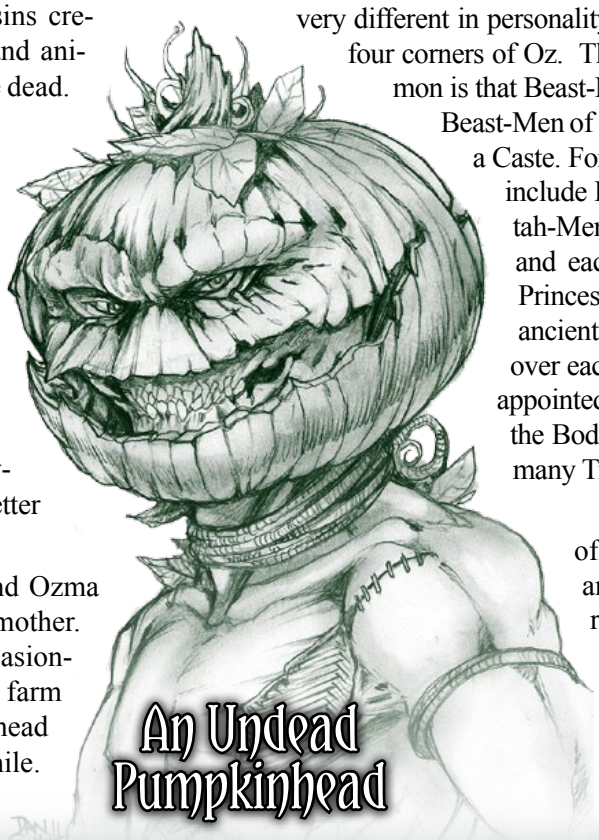


Nick Chopper

Pumpkins and Heads

Jack Pumpkinhead was originally constructed as a sort of scarecrow by a boy named Tippetarius (who was actually a transformed Princess Ozma) which he had made in order to scare the witch Mombi. However, when Mombi first saw him she decided to test her new Powder of Life on him which worked better than she had expected.

Jack was a friend of Amber and Ozma and even called Princess Ozma his mother. She carved new heads for him occasionally when needed. Jack lived on a farm and grew pumpkins to replace his head which eventually spoils after a while. He later buried the old heads in a graveyard on his farm.



An Undead Pumpkinhead

Since the Fall of Oz, Ozymandias and his wizards have created undead creatures grown in pumpkin patches that terrify the night throughout all of Oz.

"Animals" and "animals" (Lions and Tigers and Bears)

There are two types of beasts in Oz. Those that are sentient and can speak are referred to as Beast-Men and also "Animals" (with a capital "A") while those who still retain the original lower intelligence of their kind are called "animals" (with a lower case "a"). There are also a few rare cases that fall between the two extremes and have characteristics of both (Toto, aka "Patch", being an example).

It is unknown as to why some animals never attain sentience while others do. The Beast-Men can still communicate with their lower brothers and sisters of the same type but not with other types (i.e. Lion-Men can talk to lions but not with hawks). However, the lower animals still only have "animal" intelligence and can only answer and understand the Beast-Men about as well as a very well trained pet.

The Beast-Men of Oz are a diverse group of Animals that have evolved from their lower brethren. They are each very different in personality and traits and have settled all four corners of Oz. The one thing they have in common is that Beast-Men are always tribal in nature. Beast-Men of one group of Animals are called a Caste. For example, the Cat Caste would include Lion-Men, Panther-Men, Cheetah-Men, etc. Each Caste has Tribes and each Tribe is led by a Prince or Princess, a tradition taken from their ancient friends, the Fae. A King rules over each Caste and the King is always appointed by a collective of elders called the Body with representatives from the many Tribes within that Caste.

For hundreds of years, many of the Castes warred with one another over land territories and resources. Glinda the Good, a direct descendant of Lurline and the ancient Fae, helped the many Castes form the Spirit Compact, a document that created jurisdictional borders and peace between

the Castes. Though there were always some who could not allow the old blood feuds go, the Spirit Compact held until the rein of the wicked sister witches of the East and West. Seeking power, some Tribes seceded from the Compact and allied themselves with the powerful witches.

When the great witch slayer, Dorothy Gale, freed the people from their grasp, Glinda and her cousin Skywin helped reunite the Tribes and the Spirit Compact was rewritten to include a new Body or Representatives called the Spirit Council, made up of Beast-Men from all of the different Castes. The new Compact also provisioned a High King elected by the Spirit Council to rule over all the Castes. The first High King elected was Blacktail the Brave, King of the Lion-Men and friend to Dorothy.

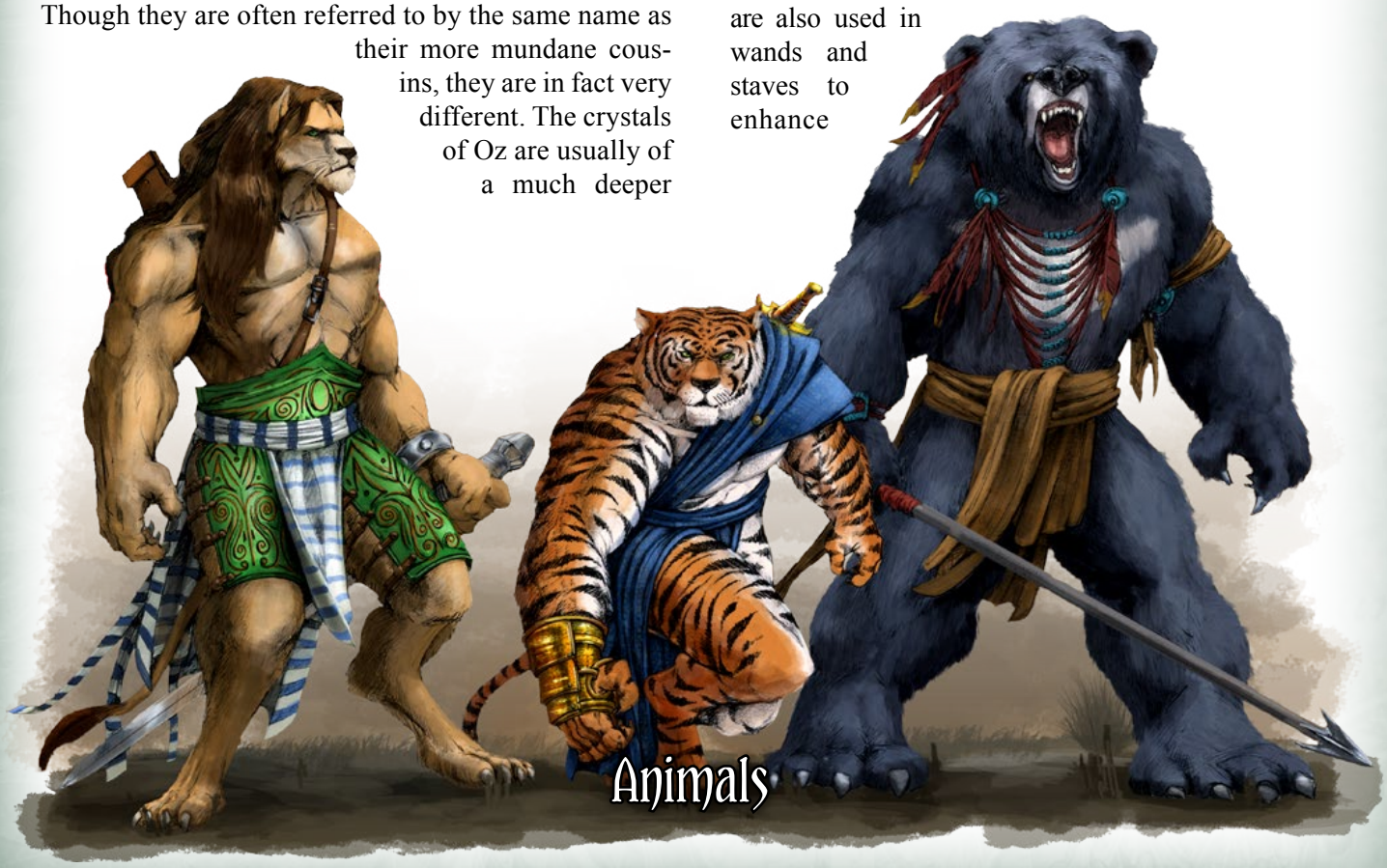
Though many Castes still hold old grudges and may not be very friendly with one another, under Blacktail's leadership, the Castes have enjoyed peace for over a century. Today the Beast-Men have become Amber Gale's most powerful allies. They comprise the bulk of Amber's army and act as soldiers, spies, and engineers in the Free Army of Oz.

CRYSTALS

There are many magical crystals found in Oz and throughout Nonestica. They come in various colors including green, red, blue, yellow, purple and clear. Though they are often referred to by the same name as their more mundane cousins, they are in fact very different. The crystals of Oz are usually of a much deeper hue and seem to shimmer and pulsate. As with "Animals and animals", the magical crystals are referred to as Emeralds, Rubies, Sapphires, Citrines, Amethysts and Diamonds with a capitalized first letter while the more mundane (and generally considered worthless) ones are simply known as emeralds, rubies, sapphires, citrines, amethysts and diamonds with a lower case first letter.

For many thousands of years the only green crystal ever known of was that which made up the Emerald City. However, after one of the final battles of the last Gnome King War a new Emerald was seen. It is the Emerald sword called "Twister" that has been carried by the Gale family ever since (first by Dorothy and now by Amber). It is rumored that it was with Twister that Dorothy slew the Dragon-Man commander who had just killed her husband. Where the sword came from and how it came into Dorothy's possession is known only by her friends and family.

The other crystals are all much more numerous than Emeralds. Sapphire City, like the Emerald City, is made up entirely of crystal. However, unlike the Emerald City which is composed of the one gigantic Emerald, Sapphire City is made up of thousands of smaller crystals. In the distant past some crystals were used by the Evain's ancestors to create powerful weapons and suits of armor which they used in their wars with each other. Many of the crystals are also used in wands and staves to enhance



Animals

the spells of Witches and Wizards. They are also ground up by Alchemists in order to make powerful potions.

The different crystal types are associated with the different qualities of life. Diamond is Strength; Ruby is Agility; Amethyst is Vigor; Sapphire is Spirit; and Citrine is Smarts while Emerald is Magic. It is the mixing of these qualities with technology that creates Technomancy. When ground up and mixed with other natural ingredients we get Alchemy. And when used as focusing devices Witchcraft can be greatly enhanced.

THE FREE ARMY OF OZ

The Free Army of Oz consists of all who have rallied around Amber Gale and Skywin Springforth, The good Witch of the North. With the fall of Ozma and the disappearance of Glinda, Amber Gale has reversed the ban on magic allowing many new good wizards and witches to join the cause. Most recently, the Evain have joined the fray, having been fierce allies of Glinda. Commander Gale's Captain General is the King of the Beast-Men, and her mother's old friend, the Lion-Man, who his people call, Blacktail.

THE EMERALD GUARD

Ozma's elite group of personal bodyguards was known as The Emerald Guard. It was originally commanded by the clockwork Tik-Tok however he disappeared several decades ago under strange circumstances. Command of the Guard was then passed on to Jack Pumpkinhead. Ozymandias claims he has wiped out all of Ozma's Guard however, rumors abound that a few survived and are in hiding, waiting to make their next move.

THE OZONERS

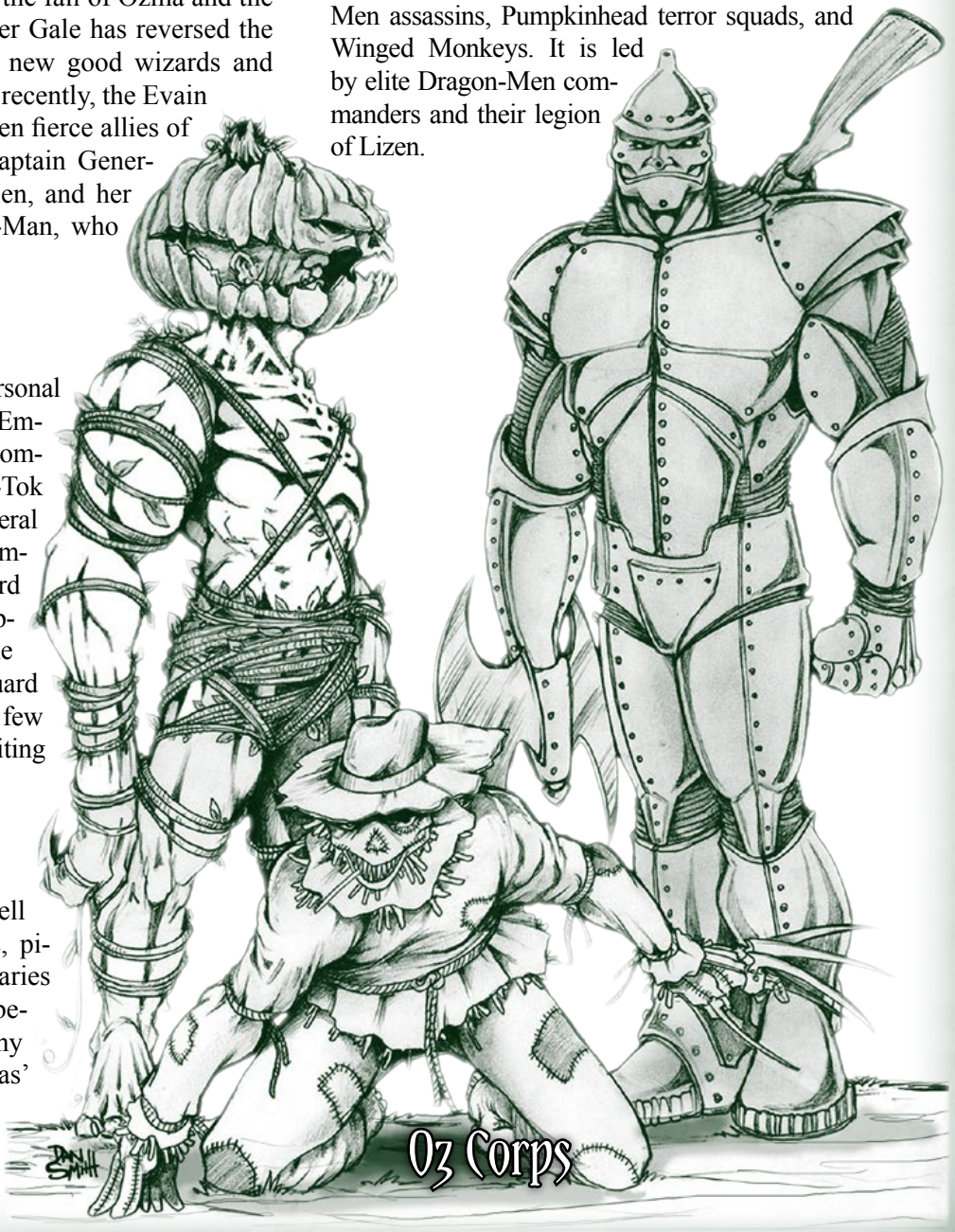
The Ozoners are a very well organized group of merchants, pirates, smugglers, and mercenaries who profit off of the conflict between Amber's rebellious Army and the forces of Ozymandias' new order. No one knows for sure who leads the group, but rumors persist that it is Captain Lancero and he is steadily moving up Ozymandias' list of most wanted. The Ozoners primary asset is a strange ship that is said to be able to sail under water.

LURLINE'S AEGIS

Lurline's Aegis (or just The Aegis) is a fanatical religious order that prays for the Sorceress Lurline's return to rescue OZ from the grip of Ozymandias II. Witch "priestesses" often roam the Lands of Oz looking for signs of her approach.

OZ CORPS

The magical Army of Ozymandias is known as the Oz Corps. It consists primarily of Tin-Men soldiers, Straw-Men assassins, Pumpkinhead terror squads, and Winged Monkeys. It is led by elite Dragon-Men commanders and their legion of Lizen.



Oz Corps

Arden Marie

Chapter One: Getting Started (Character Creation)

Character Generation and Leveling

Along with a familiar yet new setting, the ***Battle for Oz*** also has an optional Archetype based character generation system. The ***Battle for Oz*** is based on the Deluxe Edition of Savage Worlds and this book contains additions and optional changes to those rules for use in the setting.

Character Creation Steps

1) Choose a Race

The major races of Oz can be found in the section *Races & Cultures* ***(p.33)***. Along with specific abilities and hindrances, each race has a brief description of its Appearance, History & Background, and Pertinent Culture.

2) Choose Traits

Decide on your character's **Traits** using standard Savage Worlds character creation (see Savage Worlds Deluxe) or choose an **Archetype** from the *Archetypes* section. See the section on *Skills, Edges & Hindrances* ***(p.20)*** to see which Skills are available.

Archetypes give your character his initial Attributes and Skills along with possible Edges and/or Hindrances. Write these numbers down on your character sheet.

3) Choose Hindrances

Choose up to one **Major Hindrance** (worth 2 points) and/or two **Minor Hindrances** (worth 1 point each). See the section on *Skills, Edges & Hindrances* ***(p.20)*** to see which Hindrances are available.

These are flaws in your character's physical or mental makeup. Hindrance points may be used to purchase additional abilities. One Hindrance point can gain you another skill point or an additional 1000 ozzies worth of starting gear. Two Hindrance points can gain a new skill or you can raise an attribute by one die type.

4) Choose Your Edges

Edges are special abilities that your character has. See the section on *Skills, Edges & Hindrances* ***(p.20)*** to see which Edges are available.

5) Character Sheet

Fill in your Character Sheet and Compute Derived Stats.

Your character sheet contains a few other statistics you need to fill in, described below.

Pace is how fast your character moves in a standard combat round. *Unless otherwise stated for a particular race, characters walk 6" in a round and can move an additional 1d6" if they run*. Write 6" on your character sheet beside the word Pace. This is 6" on the tabletop—every inch on the board represents approximately 2 yards in the "real world."

Parry is equal to *2 plus half your character's Fighting die* (a total of 2 if a character does not have any Fighting skill), plus any bonuses for shields or certain weapons. This is the Target Number (TN) to hit your hero in hand-to-hand combat. For stats such as d12+1, add half the fixed modifier, rounded down. For instance, a Fighting skill of d12+1 grants a Parry of 8, whereas a d12+2 grants a Parry of 9.

Charisma is a measure of your character's appearance, manner, and general likability. It is a *0 unless you have Edges or Hindrances that modify it*. Charisma is added or subtracted to Persuasion and Streetwise rolls, and is used by the GM to figure out how non-player characters react to your hero.

Toughness is your hero's damage threshold. Anything at or over this causes him to be rattled or worse. Similar to Parry, Toughness is *2 plus half your hero's Vigor die, plus Armor* (use the armor worn on the various hit locations to determine his toughness at any given location). Vigor dice over a d12 calculate Toughness similar to Parry.

6) Gear

If using the core rules system then Characters start with 500 "Ozzies". Use this to purchase weapons, armor, and other gear for your character. If you are using the Archetype generation system then the Starting Gear and currency is assigned by the Archetype and is listed in that section.

7) Background Details

Fill in any history or background you care to. Ask yourself where your hero was during the Fall and what she has been doing since. Or you can just start playing and fill in these details as they become important.

Skills, Edges, Hindrances, & Powers

All Skills, Edges, and Hindrances from the Savage Worlds Deluxe core book are used in Battle for Oz with the following exceptions:

The **Riding** skill is not used. The **Driving** skill refers to driving a wagon pulled by oxen or giants.

The **Doubting Thomas** Hindrance is not used. There is after all far too much magic in the land for someone to still doubt the existence of the supernatural.

The **All Thumbs** Hindrance also gives a -2 to certain crafting skill rolls. These include the following knowledge skills: Brewing, Jewelcrafting, Leatherworking, Medicine, Tinkering, and Woodworking.

Someone with the **Noble** or **Rich** Edge starts with 5000 Ozzies and someone with the **Filthy Rich** Edge starts with 20,000 Ozzies. These Ozzies are in addition to the starting funds given to players based on their Archetype and are usually given in bank notes that can be cashed in at a bank in any town or city with at least 800 inhabitants.

New Skills

The following new skills are used with Battle for Oz. For rules governing the listed examples of ***Dramatic Tasks*** see the section covering them in the Setting Rules chapter.

Fae Magic (Spirit)

The Fae Magic skill is used when casting Fae Magic powers. See Arcane Background: Fae Magic.

Knowledge: Ancient Pre-Evain (Smarts)

Characters with this skill can attempt to read ancient texts and inscriptions as well as the names inscribed on crystals that are used as magical weapons and armor. Evain characters may make unskilled attempts at reading Ancient Pre-Evain with only a -1 instead of the normal -2 modifier.

Knowledge: Appraisal (Smarts)

Characters with this skill can attempt to haggle for a better price with a merchant. See the rules for Haggling as Social Conflict in the Setting Rules section.

Knowledge: Brewing (Smarts)

Characters with this skill can make ales as well as other concoctions.

Dramatic Task: Brewing an Ale in quantities to sell or to have a large party
Skill: Knowledge: Brewing
Time Unit: 1 hours/roll
Difficulty: Average (no modifier)
Notes: Failure destroys components and the brew is undrinkable.

Knowledge: Crystal Lore (Smarts)

Crystal Lore allows the hero to determine the powers of various crystals. It can be used to safely grind some crystals into powders which are used in Alchemy or to select which ones may be used in Jewelcraft and with Technomancy.

Dramatic Task: Identifying magical Crystals from mundane ones in a 1 pound batch of newly mined crystals.
Skill: Knowledge: Crystal Lore
Time Unit: 1 minutes/roll
Difficulty: Hard (-2 to all rolls)

Notes: Each success and raise is one magical Crystal found. Cannot be assisted. *Sizes* and *Quality* found are random. Roll a d10 for each. For *Sizes* – 1-4: Small, 5-7: Medium, 8-9: Large, 10: Extra Large. For *Quality* – 1-4: Low, 5-7: Moderate, 8-9: High, 10: Very High.

Dramatic Task: Grinding crystals (enough for one potion)
Skill: Knowledge: Crystal Lore
Time Unit: 1 hour/roll
Difficulty: Moderate (-1 to all rolls)
Notes: Failure indicates 2d6 explosion plus an additionsl 1d5 damage per each required success and raise that was not made. Area of effect is a Large Burst Template.

Knowledge: Fae (Smarts)

Characters with this skill have a deep understanding of the wilderness and the creatures that live in it. He may use this skill when attempting to identify any plant or animal in the wild or when assisting in Survival rolls.

Knowledge: Jewelcrafting (Smarts)

Characters with this skill can make and repair jewelry including magical jewelry if they also possess the Gem Setter Edge.

Dramatic Task: Create non-magical jewelry
Skill: Lower of Knowledge: Jewelcraft and agility
Time Unit: 1 hours/roll
Difficulty: Average (no modifier)
Notes: Failure destroys components.

Knowledge: Leatherworking (Smarts)

Characters with this skill can create and repair leather armor, bags, and various survival gear as well as assorted items such as Slings. This skill is also used when fitting leather armor to a new wearer.

Dramatic Task: Sewing a tent or bedroll
Skill: Knowledge: Leatherworking
Time Unit: 1 hour/roll
Difficulty: Average (no modifier)
Notes: Requires 50% of the item's worth in parts. Failure means the item created doesn't function correctly (tent leaks, bedroll lets cold air in, etc...). Depending on the character's current location, parts can sometimes be found by scavenging using the Survival skill.

Dramatic Task: Repairing leather armor/weapon
Skill: Knowledge: Leatherworking
Time Unit: 1 hour/roll
Difficulty: Average (no modifier)
Notes: Requires 10% of the item's worth in parts. Failure destroys the armor or weapon. Depending on the character's current location, parts can sometimes be found by scavenging using the Survival skill.

Dramatic Task: Fitting leather armor to a new wearer
Skill: Knowledge: Leatherworking
Time Unit: 1 hour/roll
Difficulty: Average (no modifier)
Notes: Failure damages the armor as if it had been in two battles.

Dramatic Task: Creating a piece of leather armor (guantlets, boots, etc...) or a single weapon
Skill: Knowledge: Leatherworking
Time Unit: 1 day/roll
Difficulty: Moderate (-1 to all rolls)
Notes: Requires 50% of the item's worth in parts. Failure destroys the item. Item quality gains +1 for every 3 extra successes and raises within the five rolls. Depending on the character's current location, parts can sometimes be found by scavenging using the Survival skill.

Knowledge: Masonry (Smarts)

Characters with this skill understand masonry and general construction. They also gain a bonus when rolling for any knowledge dealing with the Yellow Brick Road. And they are able to construct and repair stone & brick buildings and fortifications.

Dramatic Task: Repairing a Fortification (6" long section)

Skill: Knowledge: Masonry
Time Unit: 1 hour/roll
Difficulty: Average (no modifier)
Notes: If unsuccessful within five rolls then continue rolling until five successes and raises are met but project delays turn the Time Unit per roll into 2 hours each.

Dramatic Task: Constructing a Fortification (12" long perimeter)
Skill: Knowledge: Masonry
Time Unit: 1 week/roll
Difficulty: Average (no modifier)
Notes: Requires four laborers to help (who cannot Assist). For every missing laborer double the Time Unit per roll (i.e. 2 weeks if one is missing, 4 weeks if two are missing, 8 weeks per roll if three are missing, etc...). More laborers does not speed it up. If unsuccessful within five rolls then continue rolling until five successes and raises are met but project delays turn the base Time Unit per roll into 2 weeks each.

KNOWLEDGE: MEDICINE (SMARTS)

Characters with this skill can select the correct herbs and plants along with making bandages in order to create Healing Kits (without one all Healing Skill checks are at a -2). This knowledge is also needed in order to select the components needed by an Alchemist to make Healing Potions.

Dramatic Task: Making components for a Healing Potion
Skill: Knowledge: Medicine
Time Unit: 1 hour/roll
Difficulty: Average (no modifier)
Notes: Failure destroys the concoction.

Dramatic Task: Making a Poison Antidote
Skill: Knowledge: Medicine
Time Unit: 1 hour/roll
Difficulty: Moderate (-1 to all rolls)
Notes: Failure destroys the concoction.

Dramatic Task: Making a Healing Kit
Time Unit: 1 hour/roll
Difficulty: Average (no modifier)
Notes: Requires 25 Ozzies worth of components. Failure destroys the kit.

KNOWLEDGE: METALWORKING (SMARTS)

Characters with this skill can create and repair metal armor and weapons as well as some components necessary for Tinkering. This skill is also used when fitting metal armor to a new wearer.

Dramatic Task: Smelting iron ore into iron
Skill: Knowledge: Metalworking
Time Unit: 1 hour/roll
Difficulty: Average (no modifier)
Notes: Must have access to a furnace. Each success and raise is ½ pound of iron produced. Requires 20 pounds of iron ore.

Dramatic Task: Repairing metal armor/weapon
Skill: Knowledge: Metalworking
Time Unit: 1 hour/roll
Difficulty: Average (no modifier)
Notes: Requires 10% of the item's worth in parts. Failure destroys the armor or weapon.

Dramatic Task: Fitting metal armor to a new wearer
Skill: Knowledge: Metalworking
Time Unit: 1 hour/roll
Difficulty: Average (no modifier)
Notes: Failure damages the armor as if it had been in two battles.

Dramatic Task: Creating a piece of armor (helmet, vambrace, etc...) or a single weapon
Skill: Knowledge: Metalworking
Time Unit: 1 day/roll
Difficulty: Moderate (-1 to all rolls)
Notes: Requires 50% of the item's worth in parts. Failure destroys the item. Item quality gains +1 for every 3 extra successes and raises within the five rolls.

KNOWLEDGE: MINING (SMARTS)

Mining allows the hero to find metal or crystal formations to dig up.

Dramatic Task: Starting a mining quarry
Skill: Knowledge: Mining
Time Unit: 1 week/roll
Difficulty: Average (no modifiers)
Notes: If unsuccessful within five rolls then continue rolling until five successes and raises are met but project delays turn the Time Unit per roll into 2 weeks each.

Dramatic Task: Mining for iron ore from a quarry
Skill: Knowledge: Mining
Time Unit: 1 day/roll
Difficulty: Moderate (-1 to all rolls)
Notes: Four pounds of ore is found for each success and raise.

Dramatic Task: Mining for crystals from a quarry
Skill: Knowledge: Mining
Time Unit: 1 week/roll
Difficulty: Hard (-2 to all rolls)
Notes: One pound of crystals are found for each success and raise.

KNOWLEDGE: NAVIGATION (SMARTS)

Navigation allows the hero to find his way across unfamiliar territory and to make out features and terrain markings.

KNOWLEDGE: SHIPBUILDING (SMARTS)

Characters with this skill can create and repair boats.

Dramatic Task: Create raft or canoe (4 passengers, river and stream traffic only)
Skill: Knowledge: Shipbuilding
Time Unit: 1 day/roll
Difficulty: Average (no modifier), -2 if no access to basic tools
Notes: If unsuccessful within five rolls then continue rolling until five successes and raises are met but project delays turn the Time Unit per roll into 2 days each.

Dramatic Task: Create small sailing ship (6 passengers, may go on lakes)
Skill: Knowledge: Shipbuilding
Time Unit: 1 week/roll
Difficulty: Moderate (-1 to all rolls), -2 if no access to basic tools
Notes: Requires three laborers to help (who cannot Assist). For every missing laborer double the Time Unit per roll (i.e. 2 days if one is missing, 4 days if two are missing, and 8 weeks per roll if no help is available). More laborers does not speed it up. If unsuccessful within five rolls then continue rolling until five successes and raises are met but project delays turn the base Time Unit per roll into 2 weeks each.

KNOWLEDGE: TINKERING (SMARTS)

Characters with this skill can create and repair mechanical devices. They may also repair Tin-Men and Clockworks.

Dramatic Task: Repairing a Clockwork or Tin-Man
Skill: Lower of Repair and Knowledge: Tinkering
Time Unit: 1 hour/roll
Difficulty: Average (no modifier), -1 per damage point still around when making a roll, -2 if no access to basic tools, Tricky (negatives apply from failed assist rolls)
Notes: Failure means the damage was beyond the Tinkerer's knowledge and must be fixed by someone else.

KNOWLEDGE: WOODWORKING (SMARTS)

Characters with this skill can create and repair wooden items as well as some components necessary for Tinkering. Woodworking can also be used to create shields and bows as well as musical instruments used by a Minstrel.

Dramatic Task: Building a small dwelling (3"x3")
Skill: Knowledge: Woodworking
Time Unit: 1 day/roll
Difficulty: Average (no modifier)
Notes: If unsuccessful within five rolls then continue rolling until five successes and raises are met but project delays turn the Time Unit per roll into 2 days each.

Dramatic Task: Creating a musical instrument, shield, bow, or other wooden weapon or armor piece.
Skill: Knowledge: Woodworking
Time Unit: 1 day/roll
Difficulty: Average (no modifier)
Notes: Failure destroys the components. Item quality gains +1 for every 3 extra successes and raises within the five rolls.

PERCUSSION INSTRUMENT (SPIRIT)

This skill allows a Minstrel to use a Percussion instrument such as drums or bongos when performing Songs. The Song must be performed every round to stay in effect. Once a song has begun (after the first success) then each subsequent roll is made at +1 to continue.

SCAR MAGIC SPELLS (SPIRIT)

Each spell cast by using scar magic is a separate skill that must be raised separately. When a Scar Mage gains a new power (via a Scar Carving Ritual) he gains a skill of the same name at a d4. All Scar Magic powers are linked to the Spirit Attribute.

STRING INSTRUMENT (AGILITY)

This skill allows a Minstrel to use a stringed instrument during his Song performances. The Song must be performed every round to stay in effect. Once a song has begun (after the first success) then each subsequent roll is made at +1 to continue.

VOCAL INSTRUMENT (SPIRIT)

Minstrels with this skill are able to use their voice to sing some Songs. Singing is a Free action so that the hero may also attack with his hands. The Song must be performed every round to stay in effect. Once a song has begun (after the first success) then each subsequent roll is made at +1 to continue.

Wind Instrument (Vigor)

This skill allows a Minstrel to use a Wind Instrument during his Song performances. The Song must be performed every round to stay in effect. Once a song has begun (after the first success) then each subsequent roll is made at +1 to continue.

Witchcraft (Smarts)

Witchcraft is used when casting Witch/Wizard powers. It is also used when writing spells into Spell Books or onto Scrolls.

Dramatic Task: Creating a Spell Book
Skill: Witchcraft
Time Unit: 1 hour/roll
Difficulty: Average (no modifier)
Notes: Failure destroys the book being created and the Witch/Wizard may not attempt to create another Spell Book for 1 week.

Dramatic Task: Writing a Spell onto a Scroll or into a Spell Book
Skill: Witchcraft
Time Unit: 1 hour/roll
Difficulty: Average (no modifier)
Notes: Failure destroys any Scroll being copied or being written to and the Witch/Wizard may not attempt to write another Spell for 1 day.

Dramatic Task: Memorizing a new spell (Gypsies only)
Skill: Witchcraft
Time Unit: 1 hour/roll
Difficulty: Average (no modifier)
Notes: Failure destroys any Scroll being memorized and the Witch/Wizard may not attempt to memorize another Spell for 1 day.

New Edges

The following new Edges are used with ***Battle for Oz***.

Alchemist

Requirements: Seasoned, Knowledge: Crystal Lore d6, Knowledge: Brewing d8.

An Alchemist can brew potions with magical properties. A list of these potions can be found in the section on "Alchemy, Gem Setting and Technomancy".

The character must have the Alchemist Edge in order to create Potions that use Alchemical Powers. In order to learn a new type of Power to make into a Potion a character must find and study a Formula or create a new Formula. Studying and Creating Potion Formulae are Dramatic Tasks.

Dramatic Task: Crafting a potion
Skill: Lower of Knowledge: Crystal Lore and Knowledge: Brewing. Must have the Alchemist edge.
Difficulty: Hard (-2 modifier), must have access to a small lab, +2 with access to a full lab, Tricky (negatives apply from failed assist rolls, assistants need Knowledge: Crystal Lore or brewing but do not need the Alchemist Edge).
Time Unit: 1 day/roll
Notes: Failure means the potion explodes doing 2d10 damage in a LBT. Requires 50% of the Potion's worth in components (half of that in ground crystals). Failure destroys the components being used. Healing potions require a component created by someone with Knowledge: Medicine. If the Alchemist gains 3 successes and raises more than the required 5 then the potion gains a bonus – for AoE potions, the blast radius is increased to an LBT; for Drinkable potions, the potion is made concentrated for the cost of only a single dose, if already crafting a concentrated potion then two are made for the price of one.

Dramatic Task: Inventing an Alchemical Formula
Skill: Lower of Knowledge: Crystal Lore and Knowledge: Brewing. Must have the Alchemist edge.
Time Unit: 1 week/roll
Difficulty: Formidable (-4 modifier), Tricky (negatives apply from failed assist rolls, assistants need Knowledge: Crystal Lore and the Alchemist Edge).
Notes: Failure means the Formula cannot be made.

Dramatic Task: Studying an Alchemical Formula from a book or scroll
Skill: Lower of Knowledge: Crystal Lore and Knowledge: Brewing. Must have the Alchemist edge.
Time Unit: 1 day/roll
Difficulty: Hard (-2 modifier)
Notes: Failure means the Formulae cannot be learned. This task cannot be assisted.

Animal Hide

Requirements: Seasoned, Vigor d8, a Beast-Man or Winged Monkey Outcast race.

A Beast-Man or Winged Monkey Outcast who does not wear any armor gains +2 toughness from naturally toughening his hide.

Improved Animal Hide

Requirements: Animal Hide, Veteran.

A Beast-Man or Winged Monkey Outcast who does not wear any armor gains +4 toughness (total) from naturally toughening his hide.

Crystal Warrior

Requirements: Seasoned, Spirit d8.

This individual is adept at using crystal armor and weapons. They may activate one crystal each round as a free action (up to the limit of two total crystals).

Improved Crystal Warrior

Requirements: Crystal Warrior, Veteran.

This individual is exceptionally adept at using crystal armor and weapons. They may activate two crystals in one round as a free action.

Gem Setter

Requirements: Seasoned, Knowledge: Crystal Lore d6, Knowledge: Jewelcrafting d8.

A Gem Setter can imbue items with magical properties. A list of these items can be found in the section on "Alchemy, Gem Setting and Technomancy".

The character must have the Gem Setter Edge in order to create Magical Items that uses Gem Setter Powers. In order to learn a new type of Power to make into a Magical Item a character must find and study a Pattern or create a new Pattern. Studying and Creating Magical Item Patterns are Dramatic Tasks.

Dramatic Task: Crafting a Magical Item
Skill: Lower of Knowledge: Jewelcrafting and Knowledge: Crystal Lore. Must have Gem Setter Edge.
Time Unit: 4 hours/roll
Difficulty: Moderate (-1 to all rolls), must have access to a set of Jeweler's tools, Tricky (negatives apply from failed assist rolls, assistants need Knowledge: Crystal Lore but do not need Gem Setter Edge).
Notes: Failure means the item explodes destroying the components being used and doing 2d10 damage in a LBT (including the crafter and any assistants). Requires crystals listed in the Item's description plus at least a 100z worth piece of non-magical jewelry.

Dramatic Task: Inventing a Magical Item Pattern
Skill: Lower of Knowledge: Crystal Lore and Knowledge: Jewelcrafting. Must have the Gem Setter edge.
Time Unit: 1 week/roll
Difficulty: Formidable (-4 modifier), Tricky (negatives apply from failed assist rolls, assistants need Knowledge: Crystal Lore and the Gem Setter Edge).
Notes: Failure means the Pattern cannot be made.

Dramatic Task: Studying an Item Pattern
Skill: Lower of Knowledge: Crystal Lore and Knowledge: Jewelcrafting. Must have the Gem Setter edge.
Time Unit: 1 day/roll
Difficulty: Hard (-2 modifier)
Notes: Failure means the Pattern cannot be learned. This task cannot be assisted.

Dramatic Task: Crafting a Crystal Melee Weapon or set of Armor
Skill: Lower of Knowledge: Jewelcrafting, Knowledge: Ancient Pre-Evain, and Knowledge: Crystal Lore. Must have the Gem Setter Edge.
Time Unit: 1 day/roll
Difficulty: Formidable (-4 to all rolls), must have access to a set of Jeweler's tools, Tricky (negatives apply from failed assist rolls, assistants need Knowledge: Crystal Lore but do not need Gem Setter Edge).
Notes: Failure means the crystal explodes destroying the components being used and doing 2d10 damage in a LBT (including the crafter and any assistants). Attempts require an Extra Large, Very High Quality crystal of the type which matches the type of Crystal Armor or Melee Weapon being crafted from the Equipment section.

Scar Warrior

Requirements: Veteran, a minimum of 4 Scars, Niave race only.

This individual is adept at using Scar magic. Once per day they may cast any Scar spell with an automatic Success plus a Raise. However, they inflict 1d6 damage to themselves for each Rank of the spell (i.e. Novice is 1d6, Seasoned is 2d6, etc...). This damage bypasses all armor.

Technomancer

Requirements: Seasoned, Knowledge: Crystal Lore d6, Knowledge: Tinkering d8.

A Technomancer can create devices with magical properties. A list of these devices can be found in the section on "Alchemy, Gem Setting and Technomancy".

The character must have the Technomancy Edge in order to create Devices that use Technomancer Powers. In order to learn a new type of Power to make into a Device a character must find and study a Design or create a new Design. Studying and Creating Designs are Dramatic Tasks.

Dramatic Task: Crafting a Technomancy Device
Skill: Lower of Repair and Knowledge: Tinkering. Must have the Technomancer Edge.
Time Unit: 1 week/roll
Difficulty: Variable by Device (GM has final decision), must have access to Tinkerer's tools, +2 for a full Tinkerer's workshop. Tricky (negatives apply from failed assist rolls, assistants need Knowledge: Tinkering but do not need Technomancer Edge).
Notes: Failure means the device explodes doing 2d10 damage in a LBT. Requires components as listed in the Design description (see section on Devices). Failure destroys the components being used.

Dramatic Task: Inventing a Technomancy Device Design
Skill: Lower of Knowledge: Crystal Lore and Knowledge: Tinkering. Must have the Technomancer edge.
Time Unit: 1 week/roll
Difficulty: Formidable (-4 modifier), Tricky (negatives apply from failed assist rolls, assistants need Knowledge: Tinkering and the Technomancer Edge).
Notes: Failure means the Design cannot be made.

Dramatic Task: Studying a Technomancy Device Design
Skill: Lower of Knowledge: Crystal Lore and Knowledge: Tinkering. Must have the Technomancer edge.
Time Unit: 1 day/roll
Difficulty: Hard (-2 modifier).
Notes: Failure means the Design cannot be learned. This task cannot be assisted.

New Hindrances

The following new Hindrances are used with ***Battle for Oz***.

Scar (Minor)

Your hero covers himself with Scars in order to invoke his magical abilities. Unfortunately most people do not find this very attractive. He has -1 Charisma for all visible Scars received during Scar Rituals. This is an Archetype specific hindrance that is automatically given to Niave Scar Mages.

New Powers

The following new and modified powers are used with ***Battle for Oz***.

Cantrip

Rank: Novice
Power Points: 1
Range: Smarts
Duration: Instant

A puff of wind to blow out a candle, a knock on a door, a noise in a bush to distract a sentry, a card trick that defies explanation, a quill writing in a book by itself, a small jar of crystal dust floating over from a shelf. These are a few of the "normal" things that one usually connects with the use of Magic. Any small "magical" effect not covered by a full Power can be considered a Cantrip. The GM of course has the final say in what can and cannot be used with this minor catch-all Power.

Chameleon

Rank: Novice
Power Points: 4
Range: Touch
Duration: 4 (1/round)

A good camouflage job is like a lesser form of invisibility. With a success the character has blended into his surroundings. This adds a +2 to Stealth rolls if the character does not move faster than Pace 2 and gives opponents a -2 to Notice if the character stays still. With a raise the bonus is increased to +4 to Stealth and -4 to Notice.

Control Weather

Rank: Seasoned
Power Points: 6
Range: Smarts x 1 mile radius
Duration: Instant

If you don't like the weather then just change it. This power allows the character to alter the local weather. He can't make it snow in the summer but he can start or stop the rain and increase a snow storm into a blizzard. This power must be performed as a ritual.

Curse

Rank: Veteran
Power Points: *
Range: Smarts x 10 miles
Duration: Until removed via Dispel power

Sometimes you just hope something really nasty happens to your enemies. This power can be used to place any kind of curse upon a character with the GM's approval and difficulty settings. The GM also sets the PP cost. An item belonging to the person is often required and the cost & difficulty is usually very high. This power must be performed as a ritual.

DIMENSIONAL DOOR

Rank: Seasoned
Power Points: 2
Range: Smarts
Duration: Instant

A blink of an eye and your across a crowded room. This power is a lesser form of teleport. The range is very limited and the caster must be able to see where he's going.

ILLUSION

Rank: Novice
Power Points: 3
Range: Smarts x 2
Duration: 3 (1/round)

Sometimes an illusory dragon or a fake door could come in handy. This power allows the caster to create an Illusion to scare or confuse others. When performed as a Ritual the duration can be increased to 24 hours (48 with two extra successes and raises).

LEAP

Rank: Novice
Power Points: 2
Range: Touch
Duration: Instant

Leaping tall buildings in a single bound is definitely the way to go. This power allows the caster to jump high and far. With a success he can jump forward his Smarts and up to half his Smarts upward. Double both with a raise.

LEVITATE

Rank: Seasoned
Power Points: 2
Range: Touch
Duration: 3 (1/round)

Floating in mid-air would be heavenly. This power allows the caster to raise a target (himself possibly) up to twice his Smarts straight up. Four times with a raise. Climbing speed is 6" per round. For double the power points he can bring along up to three friends with him.

LOCK/UNLOCK

Rank: Novice
Power Points: 2
Range: Touch
Duration: Instant

A locked door or chest can be very frustrating. This power allows the caster to open any normal or magically locked door, portal, or chest. It can also be used to seal any door, portal, or chest with a magical lock that can only be opened by more magic.

PARALYZE

Rank: Seasoned
Power Points: 4
Range: Smarts
Duration: 3 (1/round)

Freeze where you are. This power completely immobilizes a target. They can't move, speak, or blink. This is an opposed arcane roll versus the target's Spirit. Once paralyzed, a character may attempt to unfreeze each round by making a Spirit roll at -2.

PUMPKIN PATCH

Rank: Veteran
Power Points: 3/Pumpkinhead
Range: Smarts
Duration: Instant

Hasn't everyone wanted their own pumpkin person? This power is used to desecrate a pumpkin patch in order that it can grow Pumpkinhead zombies. See the Bestiary for stats on risen Pumpkinheads. This power must be performed as a ritual.

RAISE DEAD

Rank: Veteran
Power Points: 25
Range: Touch
Duration: Instant

Sometimes friends and loved ones leave us too soon. Using this power, casters can restore life to someone who's been dead for five days or less. All existing parts of the body must be present and touching. This power must be cast as a ritual.

READ SURFACE THOUGHTS

Rank: Novice
Power Points: 3
Range: Smarts
Duration: 3 (1/round)

Guess what I'm thinking. This power allows limited mind reading. Only the target's current thoughts can be accessed. It is most helpful to be questioning the person while trying to do the reading.

SILENCE

Rank: Novice
Power Points: 1

Range: Smarts
Duration: 3 (1/round)

Librarians would kill to do this. With this power the caster can prevent/negate all noise (including speech) within a LBT. If the target is a person then the bubble of silence moves with that person. Can be dissipated with a Dispel spell. Only a Scar Mage can normally cast powers without needing to make a sound.

Sleep (Modified Slumber)

Rank: Seasoned
Power Points: 2
Range: Smarts x 2
Duration: 1 minute (1/minute)

This is the same as the Slumber power from the Core Rulebook but with the change that sleepers are not awoken by loud noises or other natural means. They may only be awoken with a Dispel Magic power or when the duration runs out.

Summon Magical Weapon

Rank: Novice
Power Points: 3
Range: Self
Duration: 3 (1/round)

Forgot your sword at home? No problem. This power summons a temporary weapon. Any melee or ranged weapon can be summoned though no ammunition is created. Weapons created have the same stats as the real weapon but it also acts as a magical weapon in cases where creatures can only be hit by them.

Ward the Dead

Rank: Novice
Power Points: 1
Range: Smarts
Duration: Instant

Shoo ghost, don't bother me. When this power is cast, spirits and undead must make a Spirit roll at -2 (-4 with a raise) to enter the area (up to a 4"x4" sealed room or an unsealed area roughly the size of an LBT). This power must be performed as a ritual.

New Arcane Backgrounds

There are many different types of Arcane Backgrounds used in the Battle for Oz setting. Each type of Arcane Background has its own set of unique rules. So while Fae Magic and Witchcraft are both "Arcane" magic, they possess slightly different game mechanics and spell lists.

Arcane Background: Witchcraft

Witchcraft is a form of Arcane Background: Magic and functions like that background does in the Savage Worlds Deluxe Edition handbook (including Backlash) but with the following changes:

Arcane Skill: Witchcraft (Smarts)

Starting Power Points: 4

Starting Powers: 3

Spell List: See Available Spell Chart

Witches and Wizards automatically gain a new power (in the form of a new scroll received from a mentor or acquaintance) and 4 power points at each Rank progression (i.e. once they hit Seasoned, Veteran, Heroic, etc…). These extra powers and power points are gained for free and do not prohibit extra powers or power points received during normal leveling. In addition, Witches and Wizards gain an additional bonus number of power points (BPP) based on the distance they are currently away from the Emerald City. Within the Emerald City they gain a bonus of 10 power points. They gain two less points for each range band that they are distant from the city ***(see pp. 62-63).***

The trappings for all spells used by Witches and Wizards must deal with the elemental forces of fire, water, earth, and air. For example, the Light power for a Witch or Wizard could be to create a floating, fiery torch.

Spell Books and Scrolls

Witches and Wizards are magically linked with a Spell Book. They start with a Spell Book and three spells already written within the book. In order to learn a new spell the caster must first write the spell into his Spell Book. This could be transcribing it from a Scroll or from one that he learned on his own (like the free one received at rank progression). Except for Rituals, the caster does not need to have his Spell Book around in order to cast but the spell must be in his book. In order to perform a Ritual the caster must have his Spell Book at the performance. If a caster's book is destroyed then he is unable to cast any spells until he creates a new book. Spells Books are destroyed if their owner dies and a Spell Book cannot be read by anyone but its owner. Experienced casters often keep scrolls of their known spells handy in case they have to create a new Spell Book because of damage or theft.

Creating a book and writing a spell into a Spell Book is a Ritual. Writing a Spell from a Scroll into a Spell Book consumes the Scroll. A ritual can also be

performed to write a spell from a Spell Book onto a Scroll which can then be used as a one-time spell by anyone with an Arcane Background (even Minstrels and Alchemists). Using a spell from a Scroll consumes the Scroll. These rituals are Dramatic Tasks as described in the chapter on Setting Rules and detailed under New Skills.

Writing in Spell Books or on Scrolls requires special ink that can be made by someone with Crystal Lore like an Alchemist grinding up the appropriate crystals and mixing them with normal ink.

Gypsies

Gypsies are special types of Witches who do not need Spell Books. However, all spells must be performed as a ritual (though they do not need to read from a Spell Book during the performance like other witches). Any spell can be cast as a Ritual. These rituals are performed as Dramatic Tasks as described in the chapter on Setting Rules.

A player can choose between being a regular Witch/Wizard or a Gypsy during character creation. Learning a new spell for a Gypsy is a Ritual just like for other Witches but does not require the Spell Book component (see Witchcraft in the section for New Skills).

Available Spells

Not all powers can be used by all Arcane Backgrounds. The following powers may be learned and cast by Witches and Wizards. Note that powers from the Savage Worlds Deluxe core rulebook are listed in normal font. Those from The Battle for Oz setting book are listed in **bold**.

Armor, Banish, Barrier, Blind, Bolt, **Cantrip**, Confusion, **Curse** (Ritual only), Damage Field, Darksight, Detect/Conceal Arcana, **Dimensional Door**, Divination, Drain Power Points, Elemental Manipulation (Air), Elemental Manipulation (Earth), Elemental Manipulation (Fire), Elemental Manipulation (Water), Fear, Havoc, **Illusion**, Intangibility, Jet, **Levitate**, **Lock/Unlock**, Light, Obscure, **Paralyze**, Pummel, **Pumpkin Patch** (Ritual only), Puppet, **Read Surface Thoughts**, **Silence**, **Sleep/Slumber**, Speak Language, Stun, Summon Ally, **Summon Magical Weapon**, Telekinesis, Wall Walker, Warrior's Gift, **Ward the Dead** (Ritual only), Zombie (Ritual only).

Arcane Background: Fae Magic

Fae Magic is a form of **Arcane Background: Magic** and functions exactly like that arcane background does in the Savage Worlds Deluxe Edition handbook (including Backlash) but with the following changes:

Arcane Skill: Fae Magic (Spirit)

Starting Power Points: 5

Starting Powers: 2

Spell List: See Available Spell Chart

Fae Magic is used by Evain Fae Druids and is gained at character creation. It cannot be learned by any other race. Fae Druids automatically gain one new power and 5 power points at each Rank progression (i.e. once they hit Seasoned, Veteran, etc…). These extra powers and power points are gained for free and do not prohibit extra powers or power points being received during normal leveling.

The trappings for all spells used by Fae Druids must deal with nature and the earth. For example, the Light power for a Fae Druid could be summoning a group of fireflies.

Fae-Walk

When in the wild, Fae Druids may perform a "Fae-walk" once per day. When Fae-Walking, the Fae Druid may make Stealth skill rolls with a +4 bonus as a Free

Action. The Fae-Walk effect lasts for 4 rounds or until the Fae Caster makes an attack.

Available Spells

Not all powers can be used by all Arcane Backgrounds. The following powers may be learned and cast by a Fae Druid. Note that powers from the Savage Worlds Deluxe core rulebook are listed in normal font. Those from The Battle for Oz setting book are listed in **bold**.

Armor, Banish, Barrier, Beast Friend, Blast, **Bless**, Boost Trait, Burrow, Burst, **Cantrip**, Darksight, Deflection, Detect Arcana, Divination, Dispel, Elemental Manipulation (Air), Elemental Manipulation (Earth), Elemental Manipulation (Fire), Elemental Manipulation (Water), Entangle, Environmental Protection, Farsight, Greater Healing, Healing, **Leap**, Light, **Lock/Unlock**, Obscure, Pummel, **Raise Dead**, **Read Surface Thoughts**, Shape Change, Smite, Speak Language, Speed, Stun, Succor, Summon Ally, **Sleep/Slumber**, Teleport (Ritual only), **Ward the Dead** (Ritual only)

Arcane Background: Scar Magic

Scar Magic is a form of Arcane Background: Super Powers and functions similar to how that arcane background does in the Savage Worlds Deluxe Edition handbook but with the following changes:

Arcane Skill: Special (Spirit)

Starting Power Points: 15

Starting Powers: 1 (at a d6)

Spell List: See Available Spell Chart

Scar Magic is innate to all Niave and is gained at character creation. It cannot be learned by any other race. Scar Mages automatically gain 5 power points at each Rank progression (i.e. once they hit Seasoned, Veteran, etc…). These extra power points are gained for free and do not prohibit extra power points being received during normal leveling.

The trappings for all spells used by Scar Mages must involve touching the scar she is using, uttering a few words in her ancient tongue and must deal with nature and the earth but slightly twisted somehow. For example, the Light power for a Scar Mage could be summoning a glowing Eel-snake that slithers along with the player for a while.

Like with normal Savage Worlds Super Powers, each power is a separate skill that must be trained. All power skills must be linked with the Spirit attribute. The Scar Mage starts with only one power with a skill of d6 but has more power points initially than other magic users and there is no drawback for using the power (it either works or it doesn't).

Scar Carving

Scar Mages can gain the use of any spell that they observe in use or can research in books or scrolls. However, to gain the use of a spell the Scar Mage must perform the Scar Carving Ritual. This is a Dramatic Task. See the section on Dramatic Tasks for more details. During the ritual, the Scar Mage must meditate until he reaches the appropriate mental state for the carving. In order to do this he must make five successes and/or raises in five or less Spirit rolls. Each roll requires one day. With each roll the mage is dealt a card in order to determine any complications (he must roll with a -2 when a Club is drawn). An additional -1 penalty is cumulatively added per roll after the second one (as he tries to stay awake). At the end, the carving is performed and the Scar Mage takes damage equal to 1d4 per rank of the spell (i.e. 1d4 for a Novice level spell, 2d4 for Seasoned, etc...). There is an additional +1 damage for every scar after the first one carved. Edges that provide bonuses to toughness apply but no armor can be worn or used (note that the Scar Mage can only carve a Scar up to the same Rank that he is currently at). A particularly bad carving can seriously wound or even kill the Scar Mage (damage dice may Ace as usual). Additionally, a Scar Mage may only attempt to undertake a Scar Carving Ritual once per lunar month.

Dramatic Task: Scar Carving

Skill: Spirit.

Time Unit: 1 day/roll

Difficulty: Average (no modifier). -1 penalty is cumulatively added per roll after the second one.

Notes: Failure means the Scar cannot be carved this lunar cycle. This task cannot be assisted. Success means the Scar Mage gains the Power with a d4 skill level.

For Spells with multiple ranks (e.g. Shape Change or Summon Ally) the Rank of the level that the Scar was carved at is the highest level that the Spell may be used. For example, if the Scar for Summon Ally was carved at a Veteran level then an Elemental would be the most powerful creature capable of being summoned by that Scar. Because of this, some spells may be carved multiple times at different Ranks.

Available Spells

Not all powers can be used by all Arcane Backgrounds. The following powers may be learned and cast by Scar Mages. Note that powers from the Savage Worlds Deluxe core rulebook are listed in normal font. Those from TheBattle for Oz setting book are listed in **bold**.

Armor, Beast Friend, Blast, Blind, Burrow, Burst, **Cantrip**, Conceal Arcana (see Detect/Conceal Arcana), Concentrate, **Control Weather**, Damage Field, Darksight, Dispel, Divination, Drain Power Points, Elemental Manipulation (Air), Elemental Manipulation (Earth), Elemental Manipulation (Fire), Elemental Manipulation (Water), Entangle, Fear, Havoc, **Leap**, Light, **Lock/Unlock**, Lower Trait (see Boost/Lower Trait), **Paralyze**, Shape Change (one shape per scar), Slow, Smite, Speak Language, Speed, Stun, Summon Ally (one ally type per scar), **Summon Magical Weapon**, Teleport (ritual only), Wall Walker, **Ward the Dead** (ritual only), Warrior's Gift.

Arcane Background: Minstrel

The Minstrel is a form of Arcane Background unlike most found in Savage Worlds. It follows these rules:

Arcane Skill: Special (special)

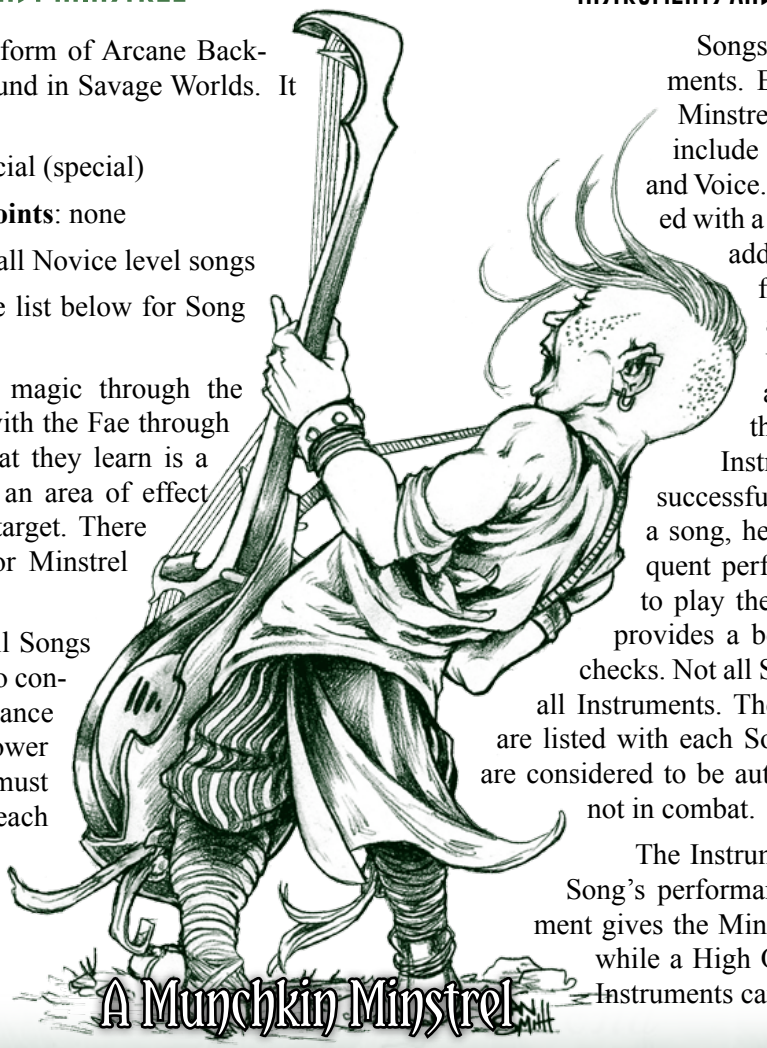
Starting Power Points: none

Starting Powers: all Novice level songs

Spell List: See the list below for Song descriptions.

Minstrels harness magic through the harmony they create with the Fae through music. Each power that they learn is a Song. Each Song has an area of effect and not just a single target. There is also no backlash for Minstrel Songs.

The Duration of all Songs is for just one round. To continue with the performance (and to keep the power going) the Minstrel must make a Skill check each round.



A Munchkin Minstrel

Practicing New Songs

Minstrels automatically gain a new power (Song) at each Rank progression (i.e. once they hit Seasoned, Veteran, Heroic, etc…). These extra powers are gained for free and do not prohibit extra powers received during normal leveling.

To learn a new power the Minstrel must Practice the new Song. This is a Dramatic Task. Failure means the Minstrel cannot learn that song and must choose another. Only one failure can occur per Rank and all songs after that are automatically learned until the next rank. However, songs that were failed can never be learned.

Dramatic Task: Practicing a new Song

Skill: Any Instrument.

Time Unit: 1 day/roll

Difficulty: Hard (-2 modifier).

Notes: Failure means the Song cannot be learned. This task cannot be assisted.

Instruments and Songs

Songs are performed with Instruments. Each Instrument type that a Minstrel learns is a new Skill. These include Percussion, Wind, String, and Voice. Each Instrument is associated with a different linked Attribute. In addition, when a Minstrel performs a Song he must spend an action each round based upon the Instrument type and the Area of Effect for that song is influenced by his Instrument type. After the first successful performance when playing a song, he receives a +1 to all subsequent performances that he continues to play the same song. Charisma also provides a bonus to all Instrument skill checks. Not all Songs can be performed with all Instruments. The required Instrument types are listed with each Song. All Song performances are considered to be automatically successful when not in combat.

The Instrument's Quality also affects a Song's performance. A Low Quality Instrument gives the Minstrel a -1 to all Skill checks while a High Quality one gives him a +1. Instruments can be made by Woodcrafters.

SONG LIST

Name	Effect Description (Success/Raise)*	Usable Instrument Types	Minimum Rank Required
Inspire Movement	Doubles Pace (including travel)	W / S / V	Novice
Harden	(+1/+2) Toughness	P	Novice
Blur	(+1/+2) Deflection	W / S	Novice
Instill Courage	(+1/+2) to Fear check rolls	W / S / V	Novice
Inspire Attack	(+1/+2) to Attack	any	Novice
Anger	(+1d6/+1d8) Damage	any	Seasoned
Raise Character	(+1d/+2d) to linked Attribute of Instrument	any	Seasoned
Enrage	Everyone within range gains the Berserk Edge as long as they are in the AoE	P	Seasoned
Restoration	Heal (1/2) Fatigue Wounds	W / S / V	Seasoned
Inspire Skill	(+1d/+2d) to any Skill	W / S / V	Seasoned
Inspire Initiative	Grants the Quick Edge to all affected on their next turn	W	Veteran
Inspire Character	(+1d/+2d) to any Attribute	any	Veteran
Inspire Health	(1/2) Free Soak rolls per turn	S	Veteran

*When two numbers are listed, the first is for a Success when performing the Song and the number after the slash is received with a Raise.

INSTRUMENT LIST

Skill*	Linked Attribute	Area of Effect	Action Type Required	Hands Required
Percussion (P)	Strength	6" radius	Standard (plus the performer may only move at ½ speed)	Two
Wind (W)	Vigor	LBT	Standard	Two
String (S)	Agility	MBT	Standard	Two
Voice (V)	Spirit	SBT**	Free	None

* Charisma gives a bonus on all Skill checks

** On a Raise the AoE of Voice is increased to MBT

Races & Cultures

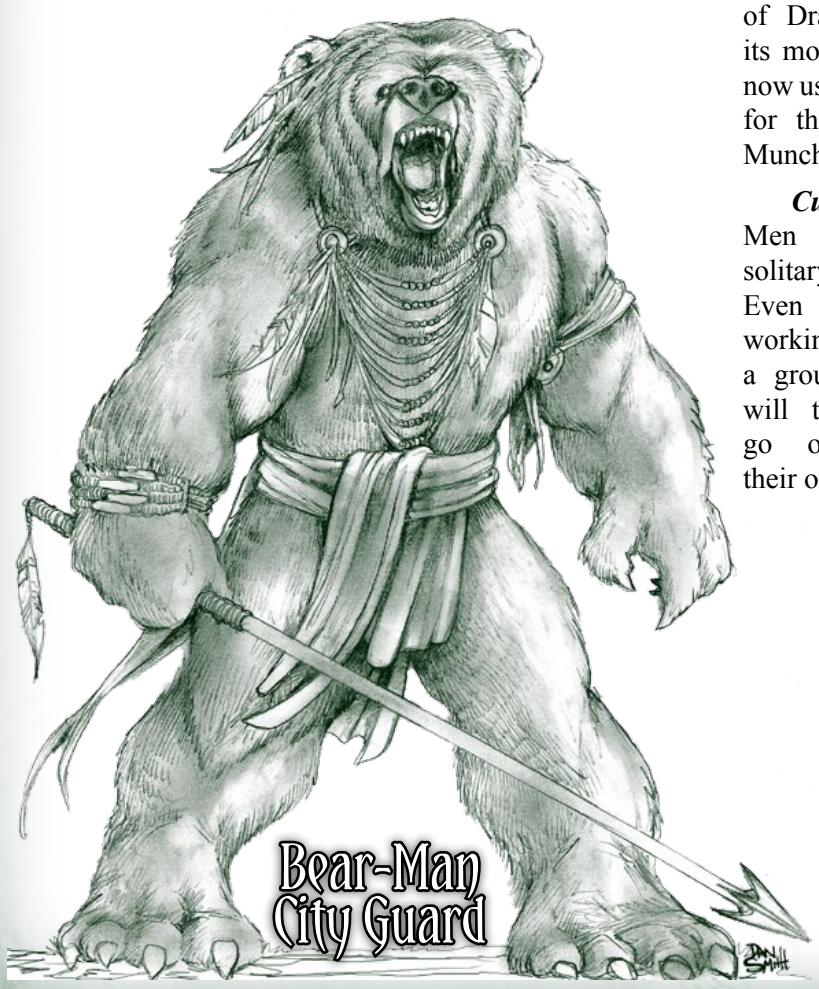
Beast-Men (Bear-Men)

Racial Edges and Hindrances: +1d Vigor; Claws (Str+d6 natural attack). Racial Enemy: Wolf-Men, -4 charisma when dealing with them (Minor); All Thumbs (Minor).

Appearance: Bear-Men appear to be a cross between a man and a bear. They are usually very large and intimidating. However their massive clawed hands make delicate work difficult.

History and background: Bear-Men are magically evolved from the lower bears, and are mostly from the Moojer Mountain area. They still retain a basic understanding with their lower brothers and can communicate with them to an extent.

Culture: Bear-Men are very family oriented and are often encountered in extended family units. A Bear-Man usually never goes off adventuring unless something has happened to upset his family life.



Bear-Man City Guard

Beast-Men (Bird-Men)

Racial Edges and Hindrances: +1d Agility; Limited Flight: fly at normal pace (including running), 2" to climb 1", must land at end of every third round; Claws (Str+d4 natural attack); and Low Light Vision OR +2 Notice (depending on the type of bird – for example Owl vs. Eagle). Racial Enemy: Gnomes, -4 charisma when dealing with them (Minor); Light Bones: -1 Toughness (Major); and All Thumbs (Minor).

Appearance: Bird-Men appear to be winged creatures with arms and legs similar to that of men. They have evolved from a wide variety of different bird species so there is not just one general look. Some have downy feathers, large eyes and owl like faces; some have brown feathers and keen eagle eyes; while still others have colorful feathers and interesting beaks.

History and background: One of the only Bird-Men sub-castes to have created a true civilization of their own was the famous Hawk-Men of Mount Munch. The few travelers without wings to have ever glimpsed it still speak of its wonders. However shortly after the Fall of Oz to the new Wizard an army of Dragon-Men invaded its mountain heights and now use its ruins as a base for the subjugation of Munchkin Country.

Culture: Bird-Men are usually solitary creatures. Even when working with a group they will tend to go off on their own.

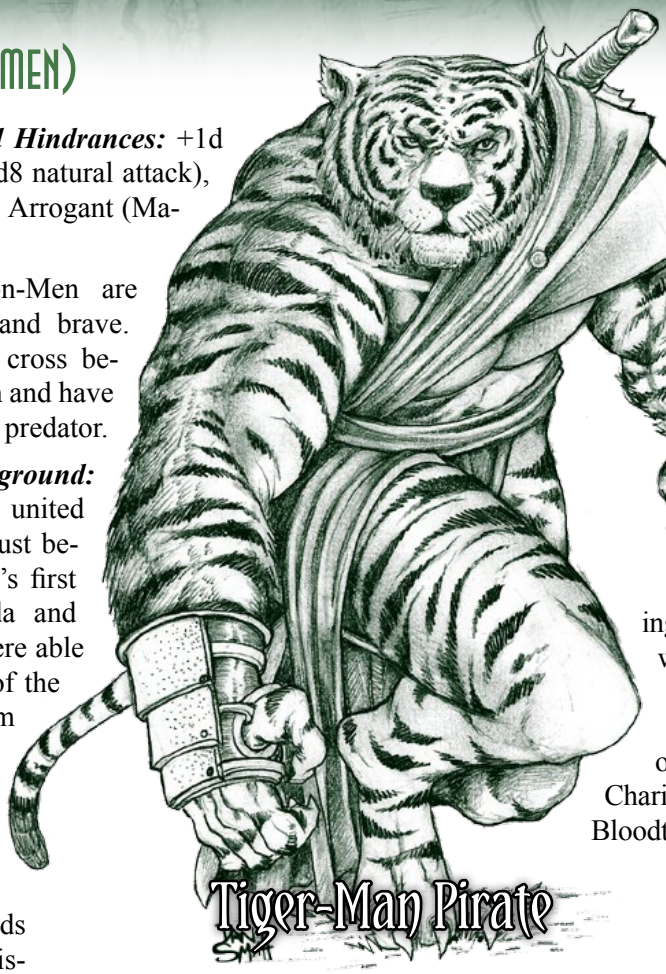
Bird-Man Scholar

Beast-Men (Lion-Men)

Racial Edges and Hindrances: +1d Strength; Claws (Str+d8 natural attack), and Low Light Vision. Arrogant (Major); Heroic (Major).

Appearance: Lion-Men are exceptionally strong and brave. They appear to be a cross between a man and a lion and have the look of a ferocious predator.

History and background: Blacktail the Brave united the Lion-Men of Oz just before the Gnome King's first invasion. With Glinda and Skywin's help they were able to gather the leaders of the various castes and form the Spirit Compact ending thousands of years of racial wars. Blacktail still rules from his home in the Yma Jungle and leads the Beast-Men in resistance to Ozymandias' new order.



Tiger-Man Pirate

Culture: Many Lion-Men feel it is their right to lead the other Beast-Men. They are extremely prideful and heroic but can also be arrogant and demeaning. There are many who without Blacktail's wise and thoughtful leadership could easily lead the others into tyranny and destroy the Spirit Compact with their own ambition.

Beast-Men (Tiger-Men)

Racial Edges and Hindrances: +1d Agility, Claws (Str+d6 natural attack), and Low Light Vision. Curious (Major); Stubborn (Minor).

Appearance: Tiger-Men are nimble and strong. They appear to be a cross between a man and a tiger.

History and background: The Trackless Lands of Gillikin are the ancestral home of the Tiger-Men. They are led by Princess Tearsa who once allied with the Gnome King during his first invasion but later changed sides after being convinced by Blacktail. She is no friend of the Wizard but has only nominally given support to the insurgency. Splinter groups of Tiger-Men who show allegiance to no one can sometimes be encountered with dangerous results.

Culture: Tiger-Men are generally solitary hunters and often set off on individual adventures in search of fame and wealth or just out of a sense of curiosity. Though most will usually follow Tearsa's commands they may take a while to get around to it.

Beast-Men (Wolf-Men)

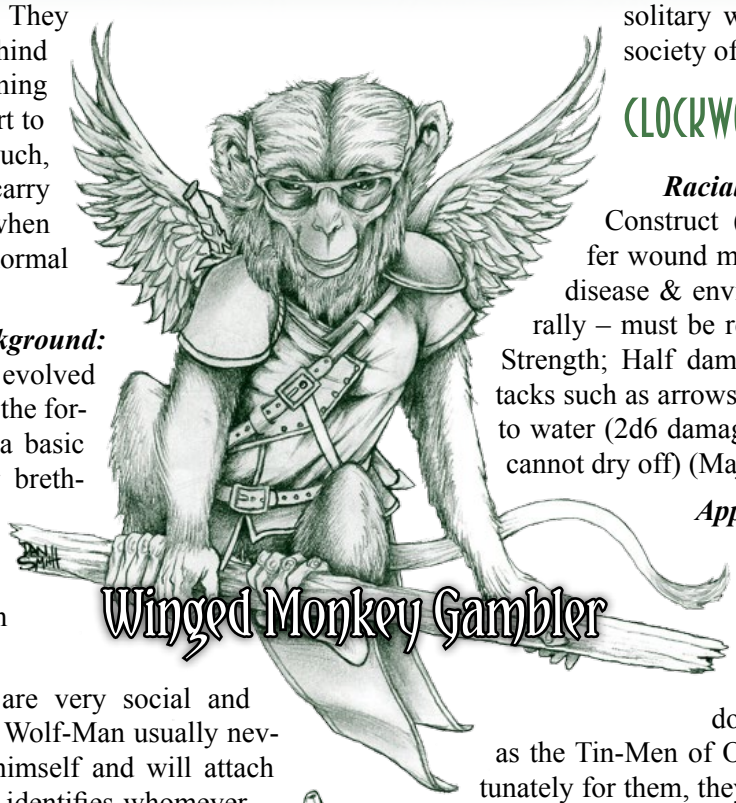
Racial Edges and Hindrances: Fleet footed: pace 8" with d10 running die (only usable if not carrying anything in their hands and if not wearing any armor other than leather); Claws (Str+d6 natural attack); +1d Spirit; and Beast Bond (with Wolves only). Racial Enemy: Bear-Men, -4 Charisma when dealing with them (Minor); Bloodthirsty (Major); and Loyal (Minor).

Wolf-Man Scout

Appearance: Wolf-Men appear to be a cross between a man and a wolf. They generally walk on their hind two legs but when running full speed they often resort to using all four limbs. As such, they cannot normally carry anything in their hands when moving faster than the normal 6" (d6 run die) pace.

History and background: Wolf-Men are magically evolved from the lower wolves of the forest. But they still retain a basic understanding with their brethren. They can communicate with them to an extent and often look after them as protectors (with the Beast Bond Edge).

Culture: Wolf-Men are very social and are often pack hunters. A Wolf-Man usually never goes adventuring by himself and will attach with a group. He usually identifies whomever he deems is the "alpha" of the group and becomes extremely loyal to him or her.



Winged Monkey Outcast

Racial Edges and Hindrances: +1d Agility; +2 Climb; and Limited Flight: fly at normal pace (including running), 2" to climb 1", must land at end of every other round; Light Bones: -1 Toughness (Major); and Outsider (Minor).

Appearance: Winged Monkey Outcasts appear to be small winged primates. Their stumpy wings make them awkward flyers but they are extremely nimble and quick.

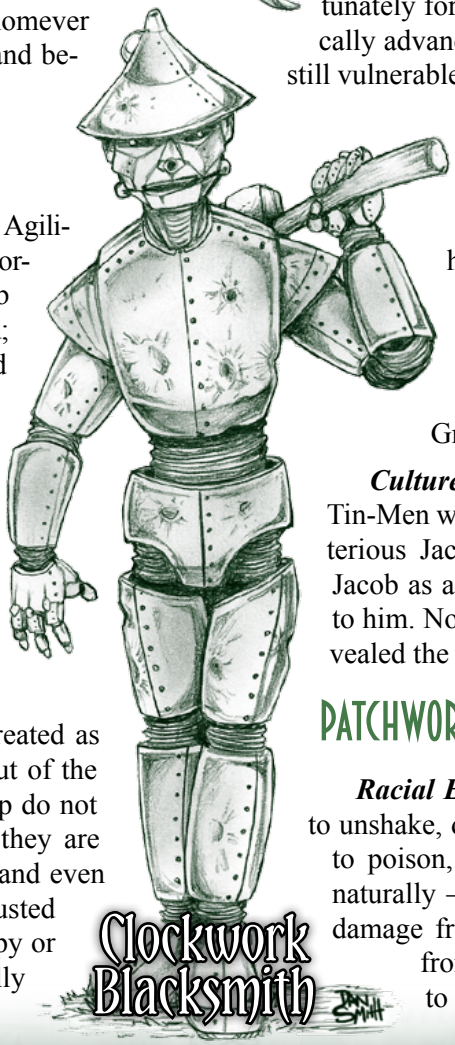
History and background: When Winged Monkeys are born with stunted wings or other defects they are banished from their normal society and treated as Outcasts. Because they were kicked out of the troop the commands of the Golden Cap do not have any power over them. As such they are looked upon by the others with scorn and even hatred. However they are still mistrusted by everyone else as possibly being a spy or informant for the Wizard and are usually loners.

Culture: Winged Monkey Outcasts are generally solitary wanderers and have no true society of their own.

Clockwork Tik-Toks

Racial Edges and Hindrances: Construct (+2 to unshake, don't suffer wound modifiers, immune to poison, disease & environment, cannot heal naturally – must be repaired by a Tinkerer); +1d Strength; Half damage from piercing type attacks such as arrows and pitch forks. Vulnerable to water (2d6 damage each round it gets wet or cannot dry off) (Major).

Appearance: Clockworks appear to be robotic Tin-Men. However, these are not mindless automatons but are living beings with unique souls. As such they do not move as mechanically as the Tin-Men of Ozymandias' service. Unfortunately for them, they are also not as technologically advanced as his Tin-Men either and they are still vulnerable to water damage and are not nearly as combat oriented.

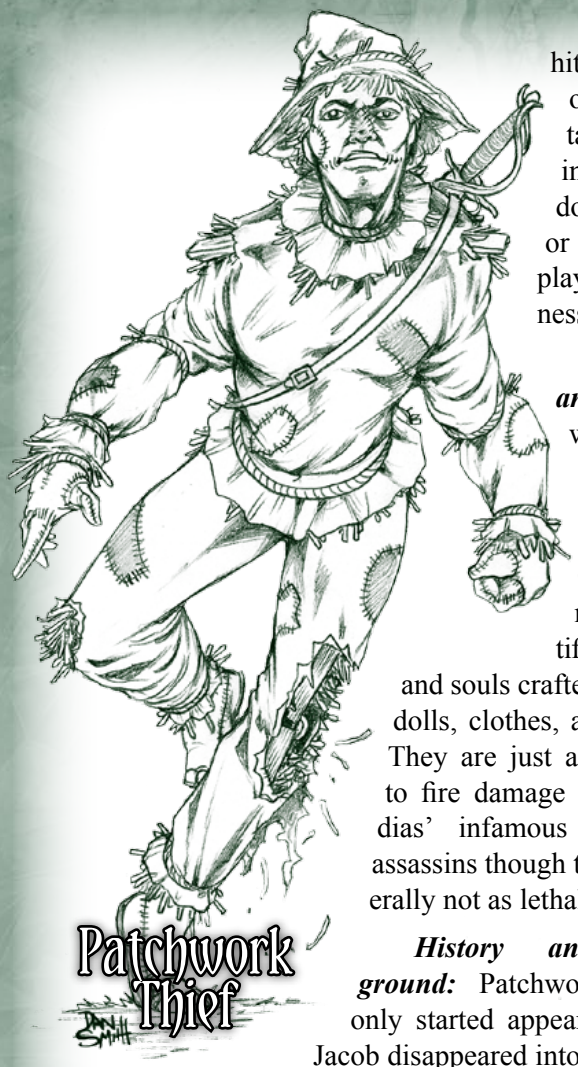


History and background: Clockworks have only started appearing since Jacob disappeared into his hidden tinker shop. They do not have any kind of history as a group though there have been several famous Clockworks who served as soldiers in Ozma's army during the Gnome King Wars.

Culture: Clockworks are a form of robotic Tin-Men with a body and soul crafted by the mysterious Jacob the Tinkerer. They often worship Jacob as a kind of god and are completely loyal to him. No Clockwork or Patchwork has ever revealed the location of Jacob's workshop.

Patchwork

Racial Edges and Hindrances: Construct (+2 to unshake, don't suffer wound modifiers, immune to poison, disease & environment, cannot heal naturally – must be repaired); +1d Agility; Half damage from bludgeoning type attacks such as from hammers and maces. Vulnerable to Fire: automatically catches fire when



hit by heat or flame attack (including hits that do not meet or exceed the player's toughness) (Major).

Appearance: Patchworks appear to be highly flexible; patched together men with artificial bodies and souls crafted from rags, dolls, clothes, and/or straw. They are just as vulnerable to fire damage as Ozymandias' infamous Straw-Men assassins though they are generally not as lethal.

History and background: Patchworks have only started appearing since Jacob disappeared into his hidden tinker shop. They do not have any kind of history as a group though there have been several famous Patchworks who served as scouts during the Gnome King Wars.

Culture: Patchworks are constructs with a body and soul crafted by the mysterious Jacob the Tinkerer. They often worship Jacob as a kind of god and are completely loyal to him. No Clockwork or Patchwork has ever revealed the location of Jacob's workshop.

Evain (Faeries)

Racial Edges and Hindrances: +1d Spirit; Keen vision (+2 to normal sight based Notice rolls); when in the wild they may perform a "Faewalk" once per day which grants them a +4 Stealth for 4 rounds or until they attack someone; and Ancient: +2 Common Knowledge. Frail: -1 Toughness (Major); Cautious (Minor); and Pacifist (Minor)

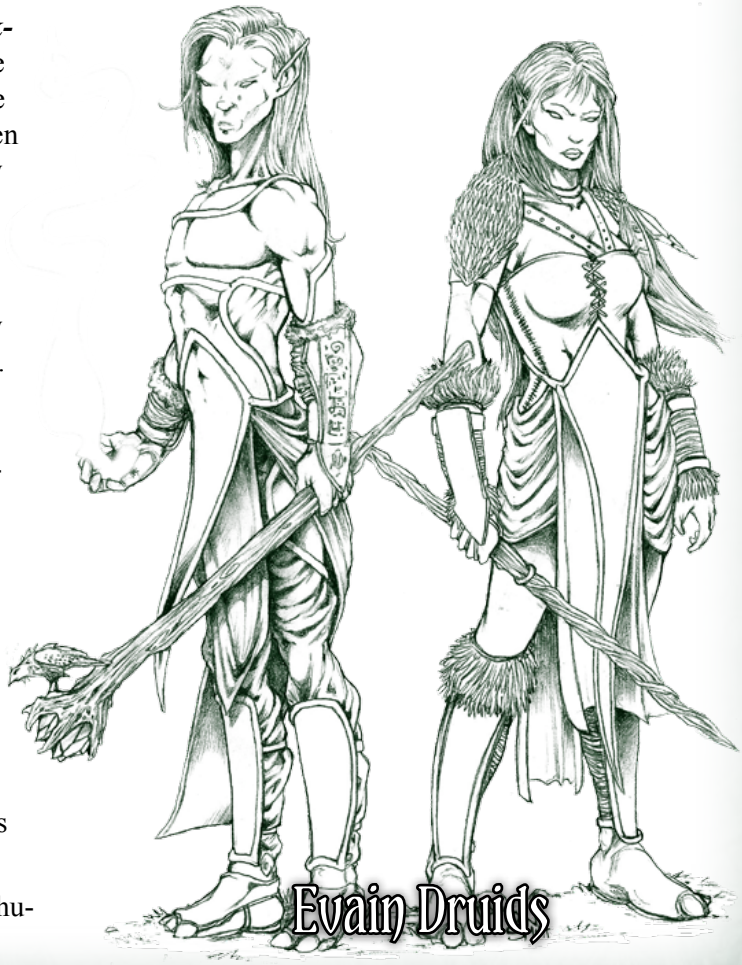
Appearance: Evain appear to be pale, slender humans with delicate features and extremely long ears.

History and background: The Evain (sometimes referred to as Faeries) are an ancient, immortal race (they cannot die of old age but can be killed) who walked the lands of Nonestica long before any other humans discovered the magical realm.

Culture: Once they built wondrous cities and lived as gods. But now the Evain have become magical, reclusive forest dwellers who worship the land and draw their power from it. Whereas Witches and Wizards draw their power directly from the Emerald and so the strength of their powers is proportional to their distance from it, Evain spell casters draw their power from the land that has been soaking in the magic of the Emerald for thousands of years. But the Evain are always careful never to abuse the magic and never to draw more than the land can give.

Niave Renegade (Dark Faeries)

Racial Edges and Hindrances: +1d Spirit; Ancient: +2 Common Knowledge; and Low Light vision. Arrogant (Major); Outsider: -2 Charisma with other races (Minor).



Appearance: Niave appear to be dark grey skinned, humans with long features and extremely long ears. Their Scar Mages are generally covered with Scars that they use as part of their magic ability.

History and background: The Niave (sometimes referred to as the dark Faeries) are the cousins of the Evain. They splintered off many thousands of years ago when the Kinfolk first appeared.

Culture: The Niave are an off-shoot of the Evain. They adhere to their own special form of magic that allows them to draw upon more power without sapping the land. The Niave are extremely reclusive and disdainful of other races. Only a few Renegade Niave have been seen outside their wilderness strongholds battling either with or against Ozymandias and his army. Very little is known about normal Niave culture within their Strongholds.

Kinfolk (Munchkins)

Racial Edges and Hindrances: Luck: +1 Benny per game session; and +1d Agility. Short: 4' to 5' tall, -1 Toughness (Major).

Appearance: Munchkins appear to be short humans with pale to slightly blue complexions, white to golden hair, and varying eye colors.

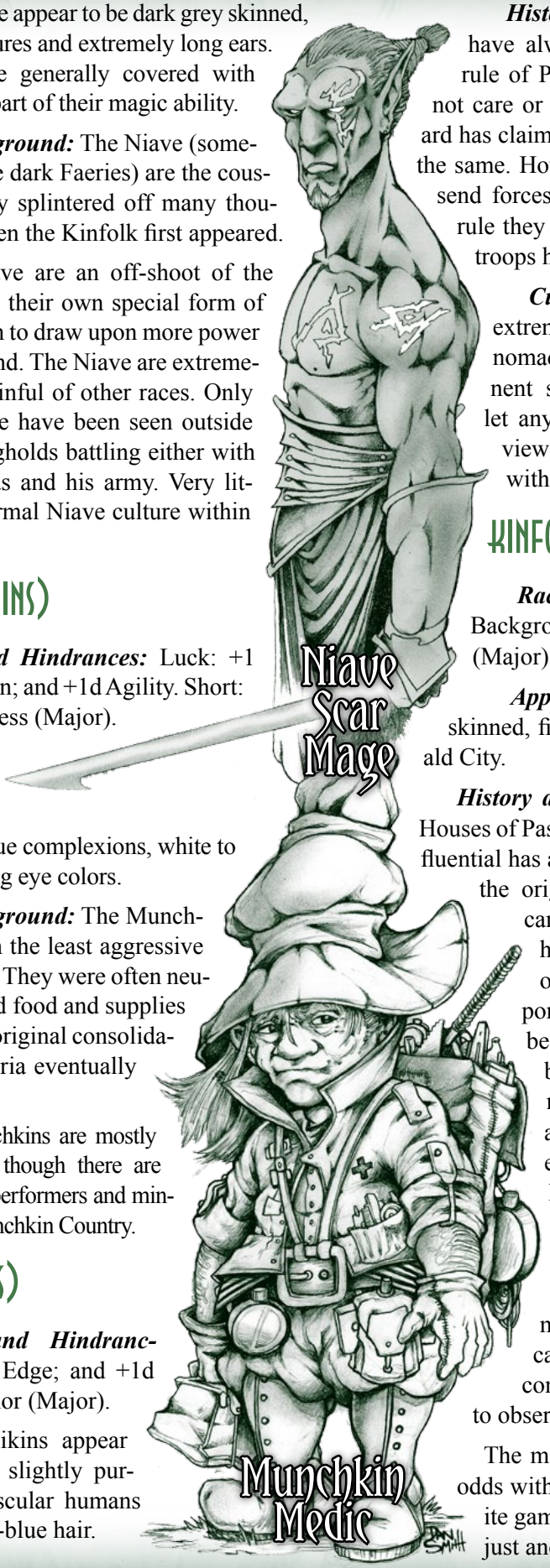
History and background: The Munchkins have always been the least aggressive of all the human races. They were often neutral observers who sold food and supplies to all sides during the original consolidation wars which Pastoria eventually won.

Culture: The Munchkins are mostly farmers and shepherds though there are also many well-known performers and minstrels who hail from Munchkin Country.

Kinfolk (Gillikins)

Racial Edges and Hindrances: Free Background Edge; and +1d Strength. Code of Honor (Major).

Appearance: Gillikins appear to be light brownish, slightly purplish tinted, very muscular humans with black or blackish-blue hair.



History and background: The Gillikins have always only nominally been under the rule of Princess Ozma and many Gillikins do not care or even seem to notice that a new Wizard has claimed the ancient throne. To them it is all the same. However, whenever Ozymandias tries to send forces into Gillikin Country to impose his rule they are met with fierce resistance and his troops have made little headway into the area.

Culture: Gillikins are shepherds in an extremely harsh land. They are tribal and nomadic. In fact, there is no actual permanent settlement larger than a small hamlet anywhere in Gillikin Country. They are viewed by most as having more in common with the Evain than with the other Kinfolk.

Kinfolk (Pastorians)

Racial Edges and Hindrances: Free Background Edge; and +1d Spirit. Un-curious (Major): -2 Notice rolls.

Appearance: Pastorians are golden skinned, fiery red haired people from the Emerald City.

History and background: There are six great Houses of Pastoria. By far the most powerful and influential has always been House Pastor from which the original King and then Princess Ozma came. The high ranking members of that house are all imprisoned now. Of the other five, House Spitzer has fully supported Ozymandias. House Ardour has been openly defiant and most of its members have fled the Emerald City and are now wanted. Houses Sunder, Boumir, and Rancour have been passive in general though there are members of every house that have declared themselves either for or against the new ruler.

Culture: After millennia of carefree living in the Emerald City with most of their needs taken care of magically, many Pastorians have grown quite complacent about the world and often fail to observe things around them.

The many Houses of Pastoria are usually at odds with each other and politics is their favorite game. Some see the new King of Kings as just another Pawn in their game.

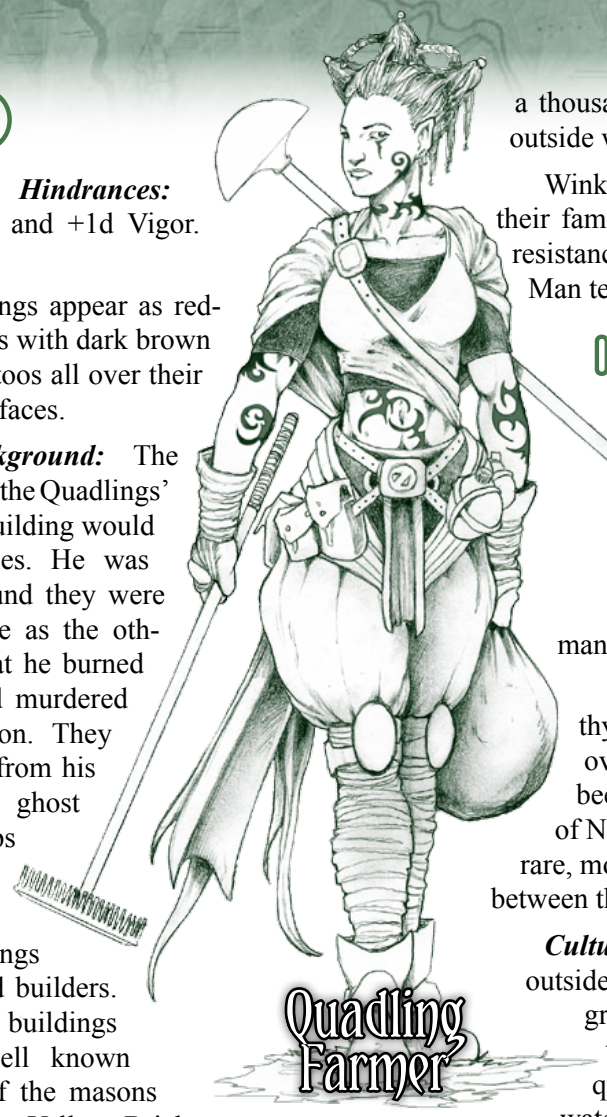
Kinfolk (Quadlings)

Racial Edges and Hindrances: Free Background Edge; and +1d Vigor. Arrogant (Major).

Appearance: Quadlings appear as reddish/rosy skinned humans with dark brown hair. They often have tattoos all over their bodies and even on their faces.

History and background: The Gnome King thought that the Quadlings' affinity for mining and building would make them natural allies. He was quite upset when he found they were as much against his rule as the other Kinfolk were. For that he burned most of their towns and murdered many of their population. They still have not recovered from his decimation and several ghost towns and shattered keeps can be seen throughout Quadling Country.

Culture: Quadlings are primarily miners and builders. Their craftsmanship in buildings and fortifications is well known throughout Oz. Many of the masons who have worked on the Yellow Brick Road system have come from Quadling Country.



Kinfolk (Winkies)

Racial Edges and Hindrances: Free Background Edge; and +1d Smarts. Curious (Major).

Appearance: Winkies appear to be dark haired humans with a yellow to orange tinted skin. Their features are often sharp and pointed.

History and background: Winkies were the most advanced and war like of the kinfolk. It was only simple geography (and the location of the great Emerald) that allowed the Pastorians to become the dominant tribe. Winkies were often the most skilled and professional of Ozma's troops during the Gnome King Wars.

Culture: Winkies are usually very creative and many tinkerers hail from Winkie Country. This creativity has also gone into their weaponry designs which some Outsiders have compared to those used by Japanese Samurai in the "real" world. The designs of these weapons are believed to have been originally adapted from those carried by an Outsider who appeared in Oz a thousand years ago but later returned to the outside world.

Winkies are highly organized and bands of their famous Rangers have formed the heaviest resistance to Ozymandias' rule outside of Beast-Man territories.

Outsiders

Racial Edges and Hindrances: Free Background Edge; and +2 to any one skill. Clueless (Major): -2 common knowledge rolls.

Appearance: Outsiders are normal humans from the outside world.

History and background: Until Dorothy and the Wizard appeared in Oz a little over a hundred years ago there had not been many outside visitors since the time of Nonestica's sinking. Though they are still rare, more have crossed over lately as the walls between the two worlds have started weakening.

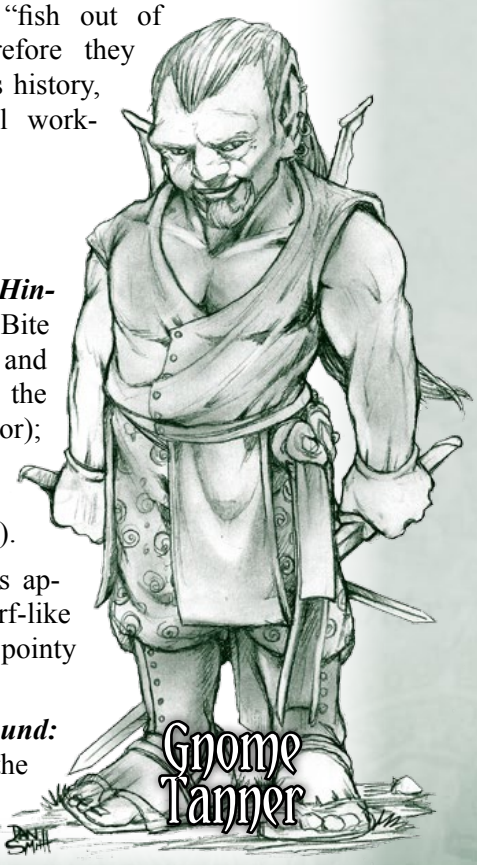
Culture: These are normal humans from the outside world. They can come from any background in the real world today. However, they are new to Oz and quite the "fish out of water". Therefore they are clueless to its history, background, and normal workings.

Gnomes

Racial Edges and Hindrances: +1d Vigor; Bite (Str+d4 natural attack), and Dark Vision (can see in the dark). Pace of 5" (Minor); Racial Enemy: Bird-Men, -4 Charisma when dealing with them (Minor).

Appearance: Gnomes appear to be a small, dwarf-like race with wide ears and pointy teeth.

History and background: A half century ago the Gnome King of Northwestern Nonestica led



several invasions into the Land of Oz. They were eventually repulsed by Ozma's forces but with great loss of life on both sides. When the Gnome King was captured following the final battle his army collapsed. Many worked their way back through the tunnel they had used to invade with. However, a large group defected and were left behind. Most of these ex-invaders have slowly integrated into Oz society though there are many Kinfolk who will still have nothing to do with them.

Culture: Gnomes are generally underground dwelling miners. Most of the ones in Oz defected from the army of the Gnome King after he invaded Oz about 50 years ago.

ARCHETYPES

Archetypes are part of the optional character generation system and may be picked randomly or if the GM prefers, the players may choose one.

BLACKSMITH

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

Skills: Climbing d4, Fighting d4, Knowledge: Metalworking d8, Lockpicking d6, Persuasion d6, Repair d4, Driving d6, Streetwise d6, Survival d4.

Weapon Proficiencies: Mauls.

Starting Gear: Hammer (Str+d4), leather apron (+1 armor to chest and legs from front), blanket, flint & steel, and 1d4*100 Ozzies.

Concept: Blacksmiths work with fire and metal. They are generally stronger and heartier than the average due to their strenuous work. They are trained in the knowledge of various metals and ores.

BREWER

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

Skills: Gambling d4, Healing d4, Investigation d6, Knowledge: Brewing d6, Notice d6, Persuasion d6, Repair d6, Streetwise d6, Throwing d4.

Weapon Proficiencies: Grenades.

Starting Gear: Brewer's kit, canvas sack, knife (Str+2), bedroll, and 1d6*100 Ozzies.

Concept: Brewers are skilled in creating various concoctions ranging from alcoholic beverages to non-magical medicinal drafts that speed recovery.

BRICKLAYER

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

Skills: Climbing d8, Fighting d6, Gambling d6, Knowledge: Masonry d8, Repair d6, Streetwise d6, Throwing d4. In addition, Bricklayers receive a +2 on all common knowledge rolls regarding the Yellow Brick Road system.

Weapon Proficiencies: Mauls and Axes.

Starting Gear: Sledge hammer (Str+d6, 2H), canvas sack, bedroll, and 1d4*100 Ozzies.

Concept: Bricklayers are skilled masons who have spent large amounts of time working on the Yellow Brick Road system that crisscrosses Oz. They are used to hard labor but are still highly skilled craftsmen.

CARPENTER

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

Skills: Climbing d6, Fighting d4, Knowledge: Woodworking d10, Persuasion d6, Repair d8, Streetwise d8.

Weapon Proficiencies: Axes OR Mauls.

Starting Gear: Carpentry tools, knife (Str+2), blanket, and 1d6*100 Ozzies.

Concept: Carpenters are craftsmen and woodworkers who can build a house, construct a wagon wheel, or design a cabinet.

CITY GUARD

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

Skills: Fighting d6, Gambling d6, Intimidation d4, Investigation d6, Notice d6, Streetwise d6, Survival d4, Throwing d4, Tracking d6.

Weapon Proficiencies: Blades and Pole Arms.

Starting Gear: Spear (Str+d6, Parry +1, Reach 1, 2H), full leather armor (+1 torso, arms, legs, & feet), bedroll, and 1d4*100 Ozzies.

Concept: City Guards are the typical soldiers and police of Oz. They are generally skilled in observation and investigation as well as in weapons.

Fae Druid

Note: *This Archetype is only available to Evain characters and is given to them automatically at character creation if they choose to take it.*

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

Skills: Fae Magic d4, Healing d4, Knowledge: Fae d8, Knowledge: Navigation d8, Notice d6, Persuasion d6, Survival d6, Tracking d6.

Weapon Proficiencies: none.

Edge: Arcane Background: Fae Magic.

Hindrance: Vow – Always protect the Fae (Major);

Starting Gear: Staff (Str+d4, Parry +1, Reach 1, 2H), bedroll, and 1d6*100 Ozzies.

Concept: Fae Druids are the elite magic users of the Evain. They are the true fairies of the woods and protectors of the forest.

Farmer

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

Skills: Climbing d4, Fighting d4, Knowledge: Farming d8, Notice d4, Persuasion d6, Repair d6, Streetwise d4, Survival d6, Throwing d4, Tracking d4.

Weapon Proficiencies: Pole Arms.

Starting Gear: Pitchfork (Str+d4, Parry +1, Reach 1, +1 to Disarm called shots, 2H), canvas sack, bedroll, and 1d4*100 Ozzies. If the player is a Munchkin then he receives a Munchkin Nunchaku instead of a Pitchfork.

Concept: Farmers are the basic commoners who work the land. They are skilled in growing things as well as everything else that might be needed to keep their farms going. This usually makes them stronger and true survivors.

Gambler

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

Skills: Fighting d4, Gambling d8, Intimidation d6, Investigation d4, Lockpicking d4, Notice d6, Persuasion d4, Streetwise d6, Taunt d6.

Weapon Proficiencies: Blades.

Starting Gear: Dagger (Str+d4), dice, cards, bedroll, and 2d6*100 Ozzies.

Concept: Gamblers make their way by taking risks. This is usually in the form of games of chance but many often stray into areas not fully within the law.

Healer

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

Skills: Healing d8, Investigation d6, Knowledge: Medicine d10, Notice d4, Persuasion d6, Streetwise d4, Survival d6.

Weapon Proficiencies: none.

Starting Gear: Medical kit (10 treatments), knife (Str+2), bedroll, and 1d6*100 Ozzies.

Concept: Healers are always well respected in any community and are often some of the brightest and most intelligent people in Oz. They are usually more skilled at repairing injuries than in curing diseases since those are extremely rare in Oz.

Jewelcrafter

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

Skills: Gambling d6, Knowledge: Jewelcrafting d6, Knowledge: Crystal Lore d4, Notice d6, Lockpicking d6, Persuasion d6, Repair d6, Streetwise d6.

Weapon Proficiencies: none.

Starting Gear: Jeweler's tools, knife (Str+2), bedroll, and 1d6*100 Ozzies.

Concept: A Jewelcrafter is skilled at making non-magical jewelry out of mundane crystals and precious metals. Those who go on to become Gem Setters can work with magical crystals in order to create powerful items to wear.

Merchant

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

Skills: Gambling d4, Intimidation d4, Investigation d4, Knowledge: Appraisal d8, Notice d6, Persuasion d8, Streetwise d8, Taunt d4.

Weapon Proficiencies: none.

Starting Gear: Knife (Str+2), backpack, bedroll, and 4d6*100 Ozzies.

Concept: Merchants are adept at buying and selling things. They can appraise things for their true value and are skilled at negotiating a good price.

MINSTREL

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

Skills: (one type of instrument) d4, Climbing d6, Knowledge: Performance d8, Notice d6, Persuasion d8, Stealth d6, Streetwise d6.

Weapon Proficiencies: none.

Edge: Arcane Background: Minstrel

Starting Gear: Instrument (low quality), bedroll, and 1d4*100 Ozzies.

Concept: The Minstrels of Oz are performers of magical songs. They inspire characters in battle and help them to recover afterward. They can soothe a beast or enrage the timid.

PIRATE

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

Skills: Boating d6, Climbing d6, Fighting d4, Gambling d4, Intimidate d4, Knowledge: Navigation d6, Notice d6, Shooting d4, Taunt d6, Swimming d4.

Weapon Proficiencies: Blades.

Starting Gear: Cutlass (Str+d6), blanket, and 1d4*100 Ozzies.

Concept: Though they don't sail in large ships like Black Beard or Captain Kid, the Pirates of Oz can still strike fear into the hearts of decent sailors. Most are only commerce raiders in small, fast galleys but a few infamous ones were just as bloody as those on the Spanish Main.

SAILOR

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

Skills: Boating d8, Climbing d6, Fighting d6, Gambling d4, Knowledge: Navigation d6, Notice d6, Shooting d6, Swimming d4.

Weapon Proficiencies: Blades and Axes.

Starting Gear: Cutlass (Str+d6), canvas sack, blanket, and 1d4*100 Ozzies.

Concept: Sailors transport more grain, crystals, ore, and trade goods than all other means of transportation combined. There are many waterways throughout Oz and they are all alive with ships and sailors.

SCAR MAGE

Note: *This Archetype is only available to Niave characters and is given to them automatically at character creation if they choose to take it.*

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

Skills: (*One random scar spell*) d6, Healing d4, Intimidation d6, Knowledge: Fae d6, Knowledge: Navigation d6, Survival d6, Taunt d6, Tracking d6.

Weapon Proficiencies: none.

Edge: Arcane Background: Scar Magic.

Hindrance: Scar Hindrance (Minor).

Starting Gear: Canvas sack, knife (Str+2), bedroll, and 1d6*100 Ozzies.

Concept: Scar Mages are unique to the Niave. They have learned to enhance their magical abilities by carving magical runes into their bodies that soak up the energy of the Emerald. Then they release the energy in powerful ways with only a touch of the scar.

SCHOLAR

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

Skills: Healing d4, Investigation d6, Knowledge: (player pick) d8, Knowledge: (player pick) d8, Persuasion d6, Repair d6, Streetwise d6.

Weapon Proficiencies: none.

Starting Gear: Four books (on subjects chosen by player), canvas sack, knife (Str+2), bedroll, and 1d6*100 Ozzies.

Concept: Scholars are always trying to learn about everything around them. They delve into equations, maps, medicine, and numerous other disciplines in an endless quest to quench their thirst for knowledge.

SCOUT

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

Skills: Fighting d4, Knowledge: Navigation d8, Knowledge: Fae d6, Notice d6, Tracking d8, Shooting d4, Stealth d4, Survival d6.

Weapon Proficiencies: Blades and Bows.

Starting Gear: Bow (2d6 dmg, range 12/24/48, RoF 1), backpack, bedroll, and 1d4*100 Ozzies.

Concept: Scouts are the best woodsmen in Oz. They can track an animal or a man. They can lead a caravan across the Trackless Lands of Gillikin or through the mountain passes in Quadling Country.

SHIPWRIGHT

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

Skills: Climbing d6, Fighting d4, Gambling d4, Knowledge: Shipbuilding d8, Persuasion d6, Repair d6, Streetwise d6, Swimming d6.

Weapon Proficiencies: Axes.

Starting Gear: Axe (Str+d4), blanket, flint & steel, and 1d4*100 Ozzies.

Concept: Shipwrights create the boats and ships that sail the rivers and lakes of Oz. They can make a raft, dig out a canoe, and draw up plans for a cargo ship with three masts.

TANNER

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

Skills: Climbing d4, Fighting d4, Knowledge: Leatherworking d8, Persuasion d4, Repair d6, Streetwise d6, Survival d6, Throwing d4, Tracking d6.

Weapon Proficiencies: Pole Arms and Throwing Weapons.

Starting Gear: Knife (Str+2), backpack, leather jerkin (+1 torso and arms), blanket, and 1d4*100 Ozzies.

Concept: Tanners work in leather and cloth to make useful items for work and war. They can skin a wolf, turn a piece of rawhide into a leather jerkin, and adjust a pair of boots to fit a new owner.

THIEF

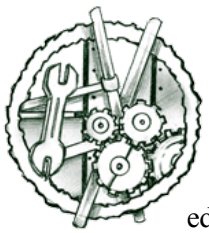
Attributes: **Agility** d8, **Smarts** d6, **Strength** d4, **Spirit** d6, **Vigor** d6

Skills: Climbing d6, Fighting d4, Gambling d4, Lockpicking d8, Notice d6, Persuasion d4, Stealth d6, Streetwise d8.

Weapon Proficiencies: Blades.

Starting Gear: Lockpicking tools, Knife (Str+2), backpack, blanket, and 1d4*100 Ozzies.

Concept: Thieves are often the outcasts and less fortunate who turn to a life of crime to get by. But there are also those who do it simply for the thrill. They are good at opening a chest or quickly hiding a wallet that they just lifted.



TINKERER

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

Skills: Investigation d6, Knowledge: Tinkering d8, Knowledge: Metalworking d6, Knowledge: Woodworking d4, Lockpicking d4, Notice d6, Repair d8, Streetwise d4.

Weapon Proficiencies: none.

Starting Gear: Tinkerer's tools, Knife (Str+2), blanket, and 1d4*100 Ozzies.

Concept: Tinkerers are the mechanically inclined. They can build a clock from scratch or repair a Clockwork man. Those that later delve into Technomancy can mix magic with their creations to make some truly astounding devices.

WITCH/WIZARD

Note: *This Archetype is available to all races* ***except*** *for Evain and Niave characters.*

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

Skills: Healing d4, Investigation d6, Knowledge: Crystal Lore d4, Witchcraft d4, Persuasion d6, Repair d6, Streetwise d6.

Weapon Proficiencies: none.

Edges: Arcane Background: Witchcraft.

Hindrances: Outsider (Minor), Quirk (Minor).

Starting Gear: Staff (Str+d4, Parry +1, Reach 1, 2H), bedroll, and 1d6*100 Ozzies.

Concept: These heroes have learned to channel the magic given off by the Emerald. Their power grows proportional to their distance from the Emerald. They are also the only ones who can fly (with a broom of course).

MONEY AND EQUIPMENT & GEAR

The Prices below are listed in Ozzies which look like engraved, shiny green pebbles and are the standard unit of currency throughout the Land of Oz. The symbol for the Ozzie when writing amounts is a trailing "z" (e.g. 500 Ozzies is usually written as 500z).

The banks in Oz are often linked by magical ledgers which can transfer funds between branches by simply writing the amounts to move in a book. Remarkably, even after the Fall the banking system seems to still be functioning normally. Although many of those in charge of the banks have changed.

Finding a seller for goods is dependent on location and the customer's Streetwise skill. Gear is also rated by Availability (or rather Scarcity) as Common (C), Uncommon (U), Scarce (S), Rare (R), Very Rare (V) and Quest (Q). This determines how hard it is to find an item to purchase in post Fall Oz. Quest (Q) items are not available for purchase at any price and must be found during gameplay. See Haggling in the section on Optional Setting Rules for more details.

HAND WEAPONS

BLADES

Type	Damage	Wgt	Avail	Cost	Notes
Knife	Str+2	1	C	10	
Dagger	Str+d4	1	U	25	
Great sword	Str+d10	12	R	400	Parry -1, 2 hands
Winkai	Str+d4	4	V	500	Parry +1, +1 to disarm called shots
Winkto	Str+d4	4	V	600	AP 1, Parry +1
Winkasha	Str+d6	5	V	800	AP 1, 1H or 2H, +1 dmg and AP 2 if 2H
Winkana	Str+d6+1	6	V	1000	AP 1, 1H or 2H, additional +1 dmg and AP 2 if 2H
Long Sword	Str+d8	8	S	300	Includes scimitars
Bastard Sword	Str+d8	10	S	350	1H or 2H, +1 dmg if 2H, Parry -1 if 1H
Rapier	Str+d4	3	S	150	Parry +1
Cutlass	Str+d6	4	U	200	
Short Sword	Str+d6	4	U	200	

AXES

Type	Damage	Wgt	Avail	Cost	Notes
Axe	Str+d6	2	C	200	
Battle Axe	Str+d8	10	S	300	
Great Axe	Str+d10	15	R	500	AP 1, Parry -1, 2 hands

FLAILS

Type	Damage	Wgt	Avail	Cost	Notes
Light Flail	Str+d4	6	U	150	Ignores 1 point of Shield/Weapon Parry and Cover bonus
Flail	Str+d6	8	U	200	Ignores Shield/Weapon Parry and Cover bonus
Great Flail	Str+d8	8	S	200	AP 2 vs. rigid armor, -1 Parry, Ignores Shield/Weapon Parry and Cover bonus, 2 hands
Munchuk	Str+d4	6	U	200	+1 Parry, Ignores 1 point of Shield/Weapon Parry and Cover bonus

HAND WEAPONS (CONTINUED)

MAULS

Type	Damage	Wgt	Avail	Cost	Notes
Hammer	Str+d4	4	C	8	
Sledge Hammer	Str+d6	8	C	10	Parry -1, 2 hands
Club	Str+d6	6	C	10	
Maul	Str+d8	20	U	400	AP 2 vs. rigid armor, Parry -1, 2 hands
Morning Star	Str+d6	12	S	300	AP 2 vs. rigid armor (plate mail)
Warhammer	Str+d6	8	S	250	AP 1 vs. rigid armor (plate mail)

POLE ARMS

Type	Damage	Wgt	Avail	Cost	Notes
Halberd	Str+d8	15	U	250	Reach 1, 2 hands
Pike	Str+d8	25	U	400	Reach 2, requires 2 hands
Staff	Str+d4	8	C	10	Parry +1, Reach 1, 2 hands
Pitch Fork	Str+d4	5	C	100	Parry +1, Reach 1, 2 hands, +1 to disarm called shots
Spear	Str+d6	5	C	100	Parry +1, Reach 1, 2 hands

CRYSTAL WEAPONS (NOT A PROFICIENCY CATEGORY)

Type	Damage	Wgt	Avail	Cost	Notes
Citrine Maul	Str+d8	8	Q	—	AP2 vs. rigid armor, Parry -1, 2 hands, -1 to target's Smarts based rolls upon shake or wound*
Amethyst Dagger	Str+d6	1	Q	—	AP1, -1 to target's Vigor based rolls upon shake or wound*
Ruby Staff	Str+d8	8	Q	—	-1 to target's Agility based rolls upon shake or wound*
Sapphire Battle Axe	Str+d10	10	Q	—	2 hands, AP2, -1 to target's Spirit based rolls upon shake or wound*
Diamond Long sword	Str+d8	8	Q	—	AP 1, -1 to target's Strength based rolls upon shake or wound*

*Cumulative up to -3 total. Effect wears off at a rate of one -1 per hour.

THROWN WEAPONS

AXES

Type	Range	Damage	RoF	Cost	Wgt	Avail	Min Str	Notes
Axe, throwing	3/6/12	Str+d6	1	75	2	U	—	—
Axe	3/6/12	Str+d6	1	C	200	C	—	-1 Throwing (unbalanced)

KNIVES

Type	Range	Damage	RoF	Cost	Wgt	Avail	Min Str
Knife	3/6/12	Str+2	1	10	1	C	-
Dagger	3/6/12	Str+d4	1	25	1	U	-

SPEARS

Type	Range	Damage	RoF	Cost	Wgt	Avail	Min Str
Javelin	6/12/24	Str+d4	1	100	4	C	d6
Spear	3/6/12	Str+d6	1	100	5	C	d6

SHOOTING WEAPONS

SLINGS

Type	Range	Damage	RoF	Cost	Wgt	Avail	Min Str
Sling	4/8/16	Str+d4	1	10	1	C	-

BOWS

Type	Range	Damage	RoF	Cost	Wgt	Avail	Min Str	Notes
Bow	12/24/48	2d6	1	250	3	S	d6	
Crossbow	15/30/60	2d6	1	500	10	R	d6	AP 2, 1 action to reload
Gillikin Long Bow	15/30/60	2d6	1	400	5	R	d8	AP 1

GUNS

Type	Range	Damage*	RoF	Cost	Wgt	Avail	Min Str	Notes
Crystal Pistol	5/10/20	1-3d6	1	—	2	V	d6	Weird Science**
Crystal Blaster	10/20/40	1-3d8	1	—	12	V	d8	Snapfire, Weird Science**
Crystal Rifle	15/30/60	1-3d6	1	—	10	V	d8	Weird Science**
Emerald Pistol	5/10/20	1-4d6	1	—	1	Q	-	Weird Science**
Emerald Blaster	10/20/40	1-4d8	1	—	10	Q	d6	HW, Snapfire, Weird Science**
Emerald Rifle	15/30/60	1-4d6	1	—	8	Q	d6	Weird Science**

*All Crystal and Emerald range weapons have a shot capacity of 24. Increasing the damage per attack uses a like number of shots. A 3d6 attack, for instance, uses up 3 shots. Crystal Weapons recharge 1 shot per hour. Emerald Weapons recharge 1 shot per 30 minutes.

**A one on the shooting die means the power crystal is drained. A critical failure causes a Weird Science type of Malfunction (see Savage Worlds Deluxe edition page 105).

GUNNERY/ARTILLERY

Type	Range	Damage	RoF	Crew	Avail	Notes
Ballista	25/50/100	3d8	1/2	2	U	AP 4, can target individual troops
CATAPULT						
Boulder	50/100/200	4d6	1/3	6	R	AP 10, MBT, HW
Incendiary	50/100/200	2d10	1/3	6	R	LBT, everything in template may catch fire
TREBUCHET						
Boulder	25/50/100	3d8	1/3	4	R	AP 4, MBT, HW
Incendiary	25/50/100	2d10	1/3	4	R	MBT, everything in template may catch fire

SPECIAL WEAPONS

SIEGE ENGINES

Type	Range	Damage	RoF	Crew	Avail	Notes
Ram, Framed	—	2d6**	—	6	R	AP 6, HW covered
Hand carry	—	2d6**	—	12	U	AP 4, HW
Siege Tower	—	—	—	*	R	Pace 3, carries up to 30 troops

* Siege Towers are normally pulled by an enslaved giant.

** Damage increases by 1d6 per round up to 4d6 after three consecutive rounds.

ARMOR

PERSONAL

Type	Armor	Wgt*	Cost	Avail	Notes
Leather Jerkin	+1	15	50	U	Covers torso & arms
Leather Pants	+1	15	50	U	Covers legs
Leather Gloves	+1	15	50	U	Covers hands
Leather Boots	+1	15	50	U	Covers feet
Chain Hauberk	+2	25	300	S	Covers torso, arms, legs
Plate Corselet	+3	25	400	R	Covers torso
Plate Arms (vambrace)	+3	10	200	R	Covers arms
Plate Leggings (greaves)	+3	15	300	R	Covers legs & feet
Plate Guantlets (hands)	+3	15	200	R	Covers hands
Full Plate w/ Steel Helmet	+3	70	1000	R	Covers full body, Notice -1 (-2 when closed)
Chain Hood	+2	4	70	S	50% vs. head shot
Pot Helm	+3	4	75	S	50% vs. head shot
Steel Helmet (enclosed)	+3	8	150	R	Covers head, Notice -1 (-2 when closed)
Crystal Ruby Armor	+3	20	—	Q	Covers full body, Notice -2, +1d to Agility
Crystal Citrine Armor	+3	25	—	Q	Covers full body, Notice -2, +1d to Smarts
Crystal Amethyst Armor	+3	25	—	Q	Covers full body, Notice -2, +1d to Vigor
Crystal Sapphire Armor	+3	25	—	Q	Covers full body, Notice -2, +1d to Spirit
Crystal Diamond Armor	+3	30	—	Q	Covers full body, Notice -2, +1d to Strength

SHIELDS**

Type	Armor	Wgt*	Cost	Avail	Notes
Small Shield (Buckler)	—	8	25	C	+1 Parry
Medium Shield	—	12	50	U	+1 Parry, +2 Armor vs. ranged shots
Large Shield (Kite, Pavise)	—	20	200	S	+2 Parry, +2 Armor vs. ranged shots

*This is effective weight when worn. Most armor weighs quite a bit more when carried rather than worn.

**Shields protect only against attacks from the front and left (assuming a right-handed character).

MUNDANE ITEMS

ADVENTURING GEAR

Item	Cost*	Wgt	Avail
Alchemist portable lab	1000	10	R
Alchemist full lab equipment	10000	100	V
Backpack	50	2	U
Bedroll (sleeping bag; Winterized)	25	4	U
Blanket	10	4	C
Book, Reference (any subject)	200	2	U
Book, Beginner's Guide (Any subject)	200	2	U
Brewer's Kit	500	10	S
Candle (provides Light in 2" radius)	1	1	C
Canteen (waterskin)	5	1	C
Flask (ceramic)	5	1	C
Flint and steel	3	1	C
Grappling hook	100	2	U
Hammer	10	1	C
Healing Kit (10 uses)	50	1	S
Jeweler's Tools	500	5	S
Lantern (provides Light in 4" radius)	25	3	U
Lockpicks	200	1	R
Handcuffs (manacles)	15	2	S
Oil (for lantern; 1 pint)	2	1	S
Poison Dagger Sheath**	100	1	R
Quiver (holds 24 arrows/bolts)	25	2	R
Rope (10")	10	15	C
Sack	5	1	C
Shovel or Pick	5	5	C
Tent (2 man)	100	10	U
Tent (4 man)	150	15	S
Tent (8 man)	300	40	S
Tinkerer's Tools	500	5	R
Tool Kit	200	5	S
Torch (1 hour, 4" radius)	5	1	C
Whistle	2	-	U
Whetstone	5	1	C

CLOTHING

Item	Cost*	Wgt	Avail
Boots	100	-	C
Normal clothing	20	-	C
Formal clothing	200	-	U
Winter gear (cloak / parka)	200	3	S
Winter boots	100	1	S

FOOD

Item	Cost*	Wgt	Avail
Standard meal (cheap meal)	5	1	C
Good meal (expensive)	15+	-	S
Trail rations (5 meals;keeps 1 week)	10	5	S

CRYSTALS***

Item	Cost*	Wgt	Avail
Small Crystal (< 1 carat)	1	-	U
Medium Crystal (1-4 carat)	4	-	S
Large Crystal (5-6 carat)	16	-	R
Extra Large Crystal (> 6 carat)	64	-	VR

Crystals are rated by quality and size. The quality of a crystal is given as follows:

Level	Rarity (CM)	Uses
Mundane	Common (0)	none
Low	Uncommon (1)	grinding for potions
Moderate	Scarce (4)	focus pieces
High	Rare (16)	magical jewelry
Very High	Very Rare (64)	crystal armor or weapons

The value of a crystal is computed by its cost per carat weight times the Rarity Cost Multiplier (CM).

* Costs are in Ozzies.

** Holds up to one vial of Blade Poison and automatically reapplies the poison whenever the dagger is sheathed.

***Listed crystal prices are multiplied by their Rarity Cost Multiplier. These prices are for Amethysts, Citrines, Diamonds, Rubies, and Sapphires. Emeralds are considered Priceless.

Diandra and Jumabee

Diandra and Jumabee

(Story Inspired by Kickstarter Backers Andrea Gaulke and Buzzy Brown,
Art Inspired by Stacey Hardee and Julie Brown)

Diandra Delia came of age during the Gnome King Wars and her experiences in it made her truly ruthless. She preferred working alone as a scout or assassin and was very good at her work. After the war she turned her skills, beauty and charisma to thievery and espionage in the heart of the Emerald City. She became a high priced courtesan who sold secrets on the side and she truly loved her job – until she met Erik. He was just a soldier in Ozma's elite guard but for the first time in her life she was in love. However, Ozymandias' invasion shattered all of that. When he stormed the Emerald City's inner keep Erik had given his life defending Ozma to the end. From then on Diandra burned for vengeance.

Jumabee was born into a life of privilege as a member of the Pastorian House Ardour. There she led a relatively sheltered existence before Ozymandias' rise. She spent time caring for the needy and became somewhat of a good healer. She married a good man and was happy. But when Ozymandias took over, her house defied his rule and so he had many of their members put to death, including her husband. Jumabee and her two young daughters were forced into the streets to survive by stealing and the occasional backstabbing of unsuspecting guards. During this time her talents and charms drew the attention of the Lullaby Guild; a secret society whose current goal was the overthrow of Ozymandias and the resumption of "normal" crime.

Diandra and Jumabee were recruited around the same time and became part of a plan to get all the way into Ozymandias' inner circle. Their goal was to make Ozymandias think that a small group of the resistance secretly supported him. The Guild started rumors and planted evidence after battles to make Ozymandias' troops think that the supposed traitors were having a not insignificant effect on his war. They hoped to eventually get Ozymandias to trust someone in their group so they could eventually eliminate him.

Diandra and Jumabee swore the Guild oath and joined the resistance as healers who could also fight (quite well). Many months later a battle started as a small skirmish, but from their Guild contacts they knew a much larger force was on the way. When reinforcements didn't arrive, defeat was likely inevitable. At this point Diandra and Jumabee saw their opportunity. They betrayed their position to Ozymandias' forces and even killed many members of the resistance. Their bravery and actions in the battle merited a meeting with Ozymandias himself. Once in the inner chambers they made their move. With blinding speed and skill they quickly dispatched the two elite bodyguards and were on Ozymandias in a flash. But fate was not on their side. Just as their two dagger points touched the usurpers skin, his magical Emerald Armor encased his body in an instant and shattered their weapons.

What became of Diandra and Jumabee is unknown. But most agree it was unlikely to have been very pleasant.

Nova the Cute

Chapter Two: Well...More Like Guidelines than Rules

The following Setting Rules are used in the ***Battle for Oz*** and many can be used in other Savage Worlds settings at the GM's discretion. They are optional of course and the GM can decide to not use any or all of them if he so desires. However, many descriptions in the book make reference to some of the rules from this section such as Crystal Armor or Expanded Dramatic Tasks.

New NPC Types - Henchmen and Lieutenants

Savage Worlds Deluxe Edition describes two character types: Wild Cards and Extra. To give the Game Master more options, The ***Battle for Oz*** adds two additional varieties to this mix: Lieutenants and Henchmen.

NPC Quick Reference

NPC Type	Bennies	Wild Die	Wounds To Incap
Villain	2	Yes	4
Lieutenant	1	Yes	3
Henchman	0	Yes	2
Extra	0	No	1

Villains should be the equal of the player characters. They are the biggest threats in the adventure. They are treated as Wild Cards as described in the core rules.

A Villain typically has one or more accomplices. These we call the Lieutenants. Lieutenants are usually in charge of large groups of NPC's or have a special function. They are like mini-bosses.

Lieutenants in turn usually have several Henchmen working for them who act as goon squad bosses. The goons are the Extras that the higher ups throw at the Heroes in order to wear them down.

Lieutenants are a step below the Villain. They receive one benny, can use a Wild Die, and can take one less wound (three in total) than the Villain before becoming incapacitated.

Henchmen are a step above standard Extras. They allow the GM to make a fight slightly more challenging to the Heroes. A Henchman is created as a normal Extra, but they receive one extra wound (two in total) and possess the ability to use a Wild Die when rolling.

Crystal Armor and Weapons

There are many magical crystals in Oz that can be used to generate a suit of armor or a magical weapon and are listed in the Equipment & Gear section. These Weapons and Armor when not activated appear as simple gems about the size of a Quarter. On closer examination there can be seen Ancient Pre-Evain etchings in each crystal which is part of an incantation and also lists the "magic word" used to activate the crystal. All crystals have their own unique magic word. The Armor or Weapon activates whenever a crystal is held in the character's hand and its magic word is spoken.

Only two crystals may be activated by a character at one time — one per hand (unless the player is missing a hand or has grown an extra limb). This may be a weapon and an armor OR two weapons. However, if a piece of armor and a weapon are both activated then the character may still use a shield or normal weapon in the hand in which he activated the armor crystal.

Deactivating the armor or weapon is accomplished by again saying the magic word for the crystal. Also, if a weapon is dropped or tossed then it immediately transforms back into the crystal. Activating or deactivating each crystal requires a standard action.

All Crystal Armor and Weapons have the "Magical" quality which is sometimes required in various situations. For example a weapon must be "Magical" in order to be able to strike an Elemental or Spirit.

INCREASING BONUS DIE FOR RAISES

For every Raise on an attack roll over the Target Number (TN) there is a Damage Bonus die added to the Damage Roll. The die type increase starts after the d6 for the first raise. It grows to a d8 on the second raise and so on. There is only one bonus die added; only the die type increases — not the number of dice.

BONUS DIE TYPE FOR RAISES

Attack Roll	*Damage Bonus*
<TN	miss
TN	0
TN+4	1d6
TN+8	1d8
TN+12	1d10
>TN+16	1d12

GRITTIER DAMAGE

This rule works much the same as the optional Setting Rule on page 94 of the *Savage Worlds Deluxe* edition rule book but with the expanded Injury Table shown below. Also, all damage rolls may be re-rolled by paying a benny.

Armor designates what locations it covers so the roll on this table is made before the damage roll to determine hit location in order to find the base toughness + armor in that location. If a wound occurs in the designated location then a Vigor roll is made (this is not a Soak roll). If failed then the additional temporary Bonus Wound Effect associated with that location is also incurred. If a player becomes incapacitated from a wound but survives then the injury effect is permanent. If he does not become incapacitated then the effect remains until all wounds are healed. Note that it is usually easiest to just roll a d20 with each Attack and only look up the Location if the Attack is successful.

SURVIVAL IN THE FAE

The character of the Fae is directly related to the mood and disposition of the leader sitting on the Emerald Throne. Since Ozymandias took over the woods

EXPANDED INJURY TABLE (ROLL ONE D20)

Location	Roll	Chance	Bonus Wound Effect
Face	1	10%	Lose use of an eye & -2 CHA
Head	2	—	SMA -1d & -1 CHA
Chest	3-4	30%	VIG -1d
Abdomen	5-6 .	—	AGI -1d
Groin	7-8	—	STR -1d
Main Arm	9-10	10%	Lose use of arm
Off Arm	11-12	10%	Lose use of arm
Main Hand	13	5%	Lose use of hand
Off Hand	14	5%	Lose use of hand
Left Leg	15-16	10%	Lose use of leg
Right Leg	17-18	10%	Lose use of leg
Left Foot	19	5%	Lose use of foot
Right Foot	20	5%	Lose use of foot

have grown darker, the seasons are harsher, and the weather is more violent.

When Ozma was on the throne a traveler could traverse from Winkie to Munchkin with a blanket and a few rations. However, now things are quite different.

Weather should be checked each day. Draw a card — an Ace through Nine is a clear day; on a Jack there is a light storm (like a shower or simple snow fall); on a Queen there is a moderate storm (like a heavy shower or a thick snow fall); and on a King there is a heavy storm (like a blizzard or tropical storm). If a Joker is drawn then there is an extreme hazard like a tornado or violent earthquake.

Travel speed is reduced by 25% for each level of storms (25% for light, 50% for moderate, 75% for heavy, travel is impossible in an extreme storm). Travelling during a storm without the proper clothing can result in delays and problems for the heroes. For every four hours traveling in a storm have the heroes make a Vigor roll. Subtract one for every storm level (-1 for light, -2 for moderate, -3 for heavy). Add an additional -1 for Fall and -2 for Winter (regardless of weather). If wearing the proper clothes then the heroes should still make a check but only once per eight hours and the modifier from the season is reduced by one. A failure results in a Fatigue level.

Additionally, a roll should be made for each night spent in the Fae and each day spent not traveling during storms and even for clear weather in the Fall and Winter.

The following modifiers for available gear are also used with the hero's survival rolls. A failure results in a Fatigue level. Any Fatigue levels from season and

weather can only be removed when the character sleeps for eight hours in a bed and eats a hot meal.

Survival Gear Bonuses

Item	Bonus
Blanket*	+1
Winter Blanket or Bedroll*	+2
Tent or makeshift shelter	+1
Bonus from a fire	+2

*Note: bonuses from multiple blankets and bedrolls do not stack.

Expanded Dramatic Tasks

This is an extension of the basic Dramatic Task rule from the Savage Worlds Deluxe core rulebook and GM's should be familiar with it. This rule is used when performing a task out of combat such as building a shelter, sewing a tent from scraps, or building a boat. It is most often used with craft type work or Knowledge based skills but can also be used for other skills when appropriate. Note that throughout Battle for Oz we include a lot of these Expanded Dramatic Tasks. If the GM does not wish to use them then he should still have the players make an appropriate skill roll and encourage the players to role play the scene.

The usual five successes in five rolls are still used for Dramatic Tasks. The **Difficulty** of the job at hand gives a positive or negative die modifier to each roll. The difficulty levels and their modifiers are listed below. As with normal Dramatic Tasks, the GM is encouraged to add additional modifiers based on role-play by the players. If the group is trying to talk their way past guards and a player comes up with a really good reason for them being allowed entrance then they should be given an additional +2 or whatever the GM sees fit. If however, someone blurts out a suspicious remark then they might receive a -2 modifier for the gaff.

Dramatic Task Difficulty Die Modifiers

Difficulty	Die Modifier
Very Easy	+2
Easy	+1
Average	0
Moderate	-1
Hard	-2
Very Hard	-3
Formidable	-4

Note that Easy and Very Easy tasks should usually be considered to be accomplished automatically unless the GM determines that there is a specific reason why the task must be rolled.

Deal a card before each roll just like with Dramatic Tasks. However, this card is only used to determine if a complication occurs (which gives a -2 die modifier to that turn's roll if a Club is drawn). Allies with appropriate skills may attempt to assist but with the standard +4 total maximum bonus. Tasks that are identified as ***Tricky*** however give negatives to the roll if the assistants fail their rolls. They give a -1 for each failure and -2 for a Critical Fail. The Difficulty Modifier is only applied to the main character performing the task. It does not apply to characters who assist.

The GM should also determine a time frame that a task requires and divide by four. This is the **Time Unit** that each roll requires. For example a mason repairing a stone bridge might need four days while a leatherworker sewing a backpack might need four hours. For these cases the Time Units will be "1 day" and "1 hour" respectively. Therefore a successful task should take anywhere from 25% to 125% of the base time frame.

When rolling, if the hero gets five successes and raises in five rolls or less then the task is successful. The amount of time taken is equal to the number of rolls times the Time Unit.

Alexander Masaki

The hero may also attempt to add on more successes in order to raise the quality of the work. A bridge repaired in three rolls instead of the required five might be finished faster but a leatherworker who gets two extra successes than needed in the five rolls might make a backpack that distributes the burden exceptionally well and negates 20% of the carried weight.

Handling failures should be based on the situation. Simple tasks should always eventually be successful but should take considerably longer time if not completed in five rolls. The GM should have the hero continue to roll until the five successes and raises are met but then multiply the number of rolls taken by double the Time Unit. Some crafting tasks when not successful might destroy any components used in the task. Some tasks when unsuccessful are just beyond the hero's abilities and cannot be reattempted.

Example Dramatic Tasks:

Dramatic Task: Tracking an animal or person
Skill: Tracking
Time Unit: 1 day/roll (or as GM decides)
Difficulty: Use Tracking Modifiers per the Savage Worlds Deluxe rulebook.
Notes: If unsuccessful within five rolls then the trail is lost.

Dramatic Task: Repairing a truck engine
Skill: Repair
Time Unit: 1 hour/roll
Difficulty: Average (no modifier), -1 per damage point, -2 penalty if no access to basic tools
Notes: If unsuccessful within five rolls then continue rolling until five successes and raises are met but delays turn the Time Unit per roll into 2 hours each.

Dramatic Task: Repairing an alien warp engine
Skill: Lower of Repair and Knowledge: Space Engines
Time Unit: 1 hour/roll
Difficulty: Hard (-2), -1 per damage point, -2 penalty if no access to basic tools
Notes: If unsuccessful within five rolls then continue rolling until five successes and raises are met but delays turn the Time Unit per roll into 2 hours each.

Dramatic Task: Attaching a cybernetic arm
Skill: Lower of Healing and Knowledge: Cybernetics
Time Unit: 1 hour/roll
Difficulty: Hard (-2), Tricky (negatives apply from failed assist rolls)
Notes: If unsuccessful then the patient suffers 1d4 wounds and the operation fails.

PERFORMING A SPELL AS A RITUAL

Any spell can usually be performed as a Ritual. The GM can set the Time Unit and Difficulty based on the type of Spell. This should typically be about 10 minutes per rank (i.e. 10 minutes for Novice, 20 minutes for Seasoned, etc...) and a -1 per rank past Novice (i.e. 0 for Novice, -1 for Seasoned, etc...).

In exchange for the added time and effort to perform the spell as a Ritual the caster can pick one of the following bonuses (and one extra for every two successes more than the required five to complete the Ritual): double his power points (each power point he possesses counts as two), quadruple the spell's range (4x normal range),double the normal duration of the effect, triple the damage (3x normal damage), or add a +2 to any effect of a spell.

Dramatic Task: Performing a spell as ritual (typical)
Skill: Applicable arcane skill (i.e. Witchcraft, Fae Magic, etc...)
Time Unit: 10 minutes per spell rank per roll
Difficulty: -1 per spell rank above Novice, Tricky (negatives apply from failed assist rolls)
Notes: If unsuccessful then the spell backfires causing 1d4 shake and wounds; this roll cannot explode (i.e. a maximum of a Shake + 3 Wounds).

ROLE PLAYING REWARDS

This optional rule can be used to help encourage role playing and can often induce many players to try to outdo one another. At the end of every game session the players vote by secret ballot on who they thought did the best job of role playing. This should not be a vote for who did the most battle damage or killed the most creatures. It should be a vote for who contributed the most to the group's enjoyment and the overall story advancement. The GM should only vote in order to break ties. The player who receives the most votes is awarded an extra experience point OR an extra benny or adventure card at the start of the next game session.

HAGGLING AS SOCIAL CONFLICT

Prices in Oz vary from place to place and by population. Since the Fall, the cost of most items has skyrocketed. But the cost is always negotiable.

LOCATING A SELLER

Refer to the Haggling Table and find the size of the dwelling area where the heroes are currently located. Perform a Streetwise **Dramatic Task** as described in the section discussing those tasks and using the Availability modifier listed in the table for each roll. Also adjust the modifier by the Item's Rarity. The Task's **Time Unit** for each roll is 10 Minutes for Common, 1 hour for Uncommon, 4 hours for Scarce, 1 day for Rare, and 1 week for Very Rare.

HAGGLING

	Modifiers		Dwelling Size	
Price / Availability Level	Buy/Sell Price **	Availability*	Type	Population
1	-25% / —	+2	—	—
2	-10% / —	+2	—	—
3	Base cost / —	+2	—	—
4	+10% / -90%	+2	—	—
5	+20% / -80%	+2	—	—
6	+40% / -60%	+2	Big City	10000+
7	+60% / -40%	0	City	<10000
8	+80% / -20%	-2	Town	<1000
9	+100% / —	-4	Small Town	<500
10+	+200% / —	-6	Hamlet	<100

* Item Rarity Modifiers for Availability (Common = +4, Uncommon = +2, Scarce = 0, Rare = -2, Very Rare = -4)

** Item Quality Modifiers for Price Adjustment (Mundane = -2, Low = 0, Moderate = +1, High = +2, Very High = +4)

NEGOTIATING A PRICE

Find the size of the dwelling area where the heroes are located. Move up or down a number of levels equal to the item's Quality modifier. Then use the level's associated Price Modifier to adjust the sale price. Players may attempt to haggle by performing a Social Conflict with the seller — each using the lower of his Persuasion and Knowledge: Appraisal skills. Charisma modifiers are in effect when using either since the conversation is ultimately a negotiation and the lowest skill is just the constraining factor on which die type to use.

After concluding the Social Conflict, decrease the Cost Level by the Margin of Victory if the Hero won. If he lost increase the Cost Level by his Margin of Defeat. Note that if the combined Availability minus the Rarity modifiers are +4 or greater, then the item can be obtained automatically for -25% of base.

When attempting to sell an item locate a buyer by using the same rules as with locating a seller but adjust the Availability Modifier by -2. Also, perform the price negotiation as before.

BENNY HEADED

During the initiative deal phase, a player is allowed to spend a benny in order to gain another card. This works like Level Headed but costs a benny.

DUCK AND COVER

If a player is being attacked by a ranged weapon and has not taken his turn yet in that round, he may spend a benny and burn his initiative card to "take cover". The hero is moved up to 6" towards the nearest cover, made prone, and all rangedattacks against the character in that round are made at a -6.

NATURAL FIGHTING ATTACKS

Since the Beast-Men of Oz are evolved from lower animals they are well versed in how to use their natural weapons. All characters and creatures with a Natural Attack (i.e. from claws, bite, etc...) receive no penalty for being untrained in Fighting when using that attack. If a character is unskilled in Fighting but has Claws,then his attack with those Claws is made at a d4 skill while attacks made with all other weapons would be at d4-2.

HEALING

All Healing in Oz utilizes some form of magic. Therefore the Healing skill may be used during combat. Additionally, "dead" characters may attempt to be revived within the first two minutes of death by performing a Dramatic Task as follows:

Dramatic Task: Emergency reviving a dead character (within the first 2 minutes of death)
Skill: Healing
Time Unit: 5 minutes/roll
Difficulty: The attempt is made at the -3 modifier for the dead player's wounds. There is another -2 if there is no access to medical supplies. Tricky (negatives apply from failed assist rolls).
Notes: If unsuccessful then the patient is dead. If successful the character is alive with three wounds. One

wound becomes permanent (if not already rolled then determine location using the Grittier Damage table).

NOTICE FROM ABOVE

Characters who are able to fly above an area receive a +2 to Notice checks made against things in the air and in the open on the ground below them.

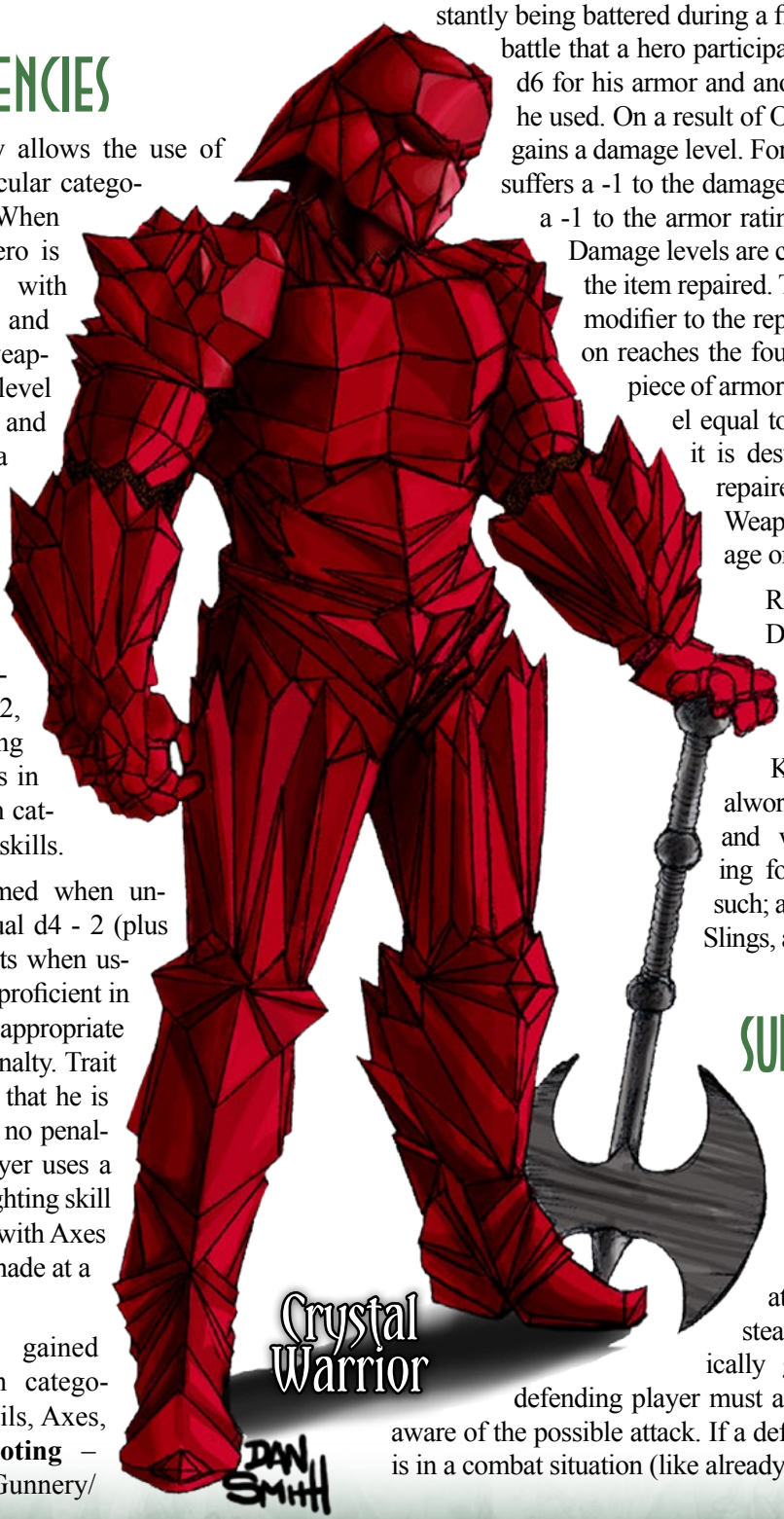
WEAPON PROFICIENCIES

A Weapon Proficiency allows the use of all weapons within a particular category without any penalties. When trained in Fighting, the hero is automatically proficient with unarmed melee combat and gains Proficiency in one weapon category for each skill level he attains. For Shooting and Throwing the hero gains a Proficiency per Skill level in the applicable Skill.

Characters gain a number of Melee Weapon Proficiencies equal to the die level of his Fighting skill (i.e. d4 = 1, d6 = 2, etc...). They gain Shooting and Throwing proficiencies in the same way with weapon categories applicable to those skills.

All Trait tests performed when untrained are made at the usual d4 - 2 (plus Wild Die - 2). All Trait tests when using a weapon that he is not proficient in though he is trained in the appropriate Skill are made with a -1 penalty. Trait tests when using a weapon that he is proficient in are made with no penalty. So for example if a player uses a Battle Axe when he has a fighting skill of a d6 but is not proficient with Axes then his attack roll will be made at a d6 - 1 (plus a Wild Die - 1).

Proficiencies can be gained in the following weapon categories: **Melee** — Blades, Flails, Axes, Mauls, Pole Arms; **Shooting** – Slings, Bows, Guns, and Gunnery/ Artillery (large weapons like Catapults and Ballista); and **Throwing** – Axes, Knives, Spears and Grenades (primarily throwing potions).



ARMOR AND WEAPON REPAIR

Battles take a toll on equipment. Regardless of how much damage a hero does or takes his equipment is constantly being battered during a fight. As such, for each battle that a hero participates in he should roll a d6 for his armor and another for each weapon he used. On a result of One on the die the item gains a damage level. For each damage level he suffers a -1 to the damage dealt by a weapon or a -1 to the armor rating for an armor piece. Damage levels are cumulative until he has the item repaired. They are also used as a modifier to the repair roll. Once a weapon reaches the fourth damage level or a piece of armor reaches a damage level equal to its total armor rating it is destroyed and cannot be repaired. Crystal Armor and Weapons never take damage or need repair.

Repairing is made as a Dramatic Task as described above using the lower of Repair or the appropriate Knowledge skill (Metalworking for metal armor and weapons; Woodworking for Shields, Bows, and such; and Leatherworking for Slings, and Leather armor).

SURPRISE BUT NOT THE DROP

Characters who attack a player from stealth do not automatically gain The Drop. The defending player must also be completely unaware of the possible attack. If a defender is aware that he is in a combat situation (like already engaged with another

opponent for example) and he is attacked by a player whom he does not Notice is attacking him from Stealth then the attacker still has an advantage. As such, he gains a +2 to hit and +2 to damage.

Reference Books and Beginner's Guides

Reference Books can be used as reference when performing out of combat Dramatic Tasks. They can be used to give a character a +1 on a skill roll (each round) or to allow a task to be performed or assisted by someone who is untrained in the appropriate Skill. As usual, the untrained character's roll is made at d4 -2.

Special "Beginner's Guide" books are also available that do not grant a +1 to any roll but do allow for untrained rolls to be made at a d4 -1 instead of the usual d4-2. Also, once per Rank, a character can use a Beginner's Guide to train a new skill without using XP. However doing so destroys the book as it becomes worn out from the character rapidly studying it.

Books cannot be used during in-combat Dramatic Tasks as there is not enough time during rounds to read up on the subject.

Item Quality

High Quality items can sometimes be crafted by skilled tradesmen. Items crafted gain a +1 for every three additional successes and raises gained during the creation task. Items of +1 quality are said to be High Quality while +2 or greater are considered to be Very High Quality.

The quality rating of an item is added as a bonus to all trait and damage rolls made with the item and also as a bonus to Toughness if the item is a piece of armor.

Alchemy, Gem Setting, and Technomancy

Special Potions, Items, and Devices can be crafted by characters with certain Skills and Edges. All require the Knowledge: Crystal Lore skill along with a craft specific Edge and Skill. For Alchemy, the Knowledge: Brewing skill and Alchemist Edge are required. For Gem Setting, the Knowledge: Jewelcrafting skill and Gem Setter Edge are required. For Technomancy, the Knowledge: Tinkering skill and Technomancer Edge are required.

Potions are made from *Formulae*, **Items** are made from *Patterns*, and **Devices** are made from *Designs*. Each type of craft has three primary types of Dramatic Tasks. These include Crafting a Potion, Item, or Device; Inventing a new Formula, Pattern, or Design; and Studying an existing Formula, Pattern, or Design.

The following subsections list many of the more common Potions, Items and Devices. These lists are not intended to be all encompassing and players are encouraged to add their own inventions to these lists in agreement with the GM.

Potions

The following list of standard Potions can be bought on the black market (they along with Alchemy are banned by Ozymandias) or crafted by a character with the Alchemy Edge. When buying from the black market the character must always haggle for the final price (see Setting Rules for Haggling). The GM should work with Alchemist players to allow other potions of their own creation to be introduced. To maintain game balance, the GM of course would have final say on the effects and cost of any newly created potions.

Unless otherwise stated, the duration of each is 10 minutes. Prices are for standard potions and listed in Ozzies (z). Potions usually come in glass bottles and are either Drinkable, Apply-able or made to burst with an Area of Effect of a Medium Burst Template using normal Throwing ranges (3/6/12). Throwing a potion uses the Grenades Weapon Proficiency (see Setting Rules covering Weapons Proficiencies).

For triple the cost, drinkable potions can be made into concentrated form which allows for one sip to equal a full dose and a single vial to hold 5 doses. Unless otherwise stated, the effects from multiple sips do not stack (i.e. two sips from Boost Agility still only gives a single die type improve).

When creating a potion the Alchemist must have access to at least a small portable lab which can be carried in a trunk. If he has access to a fully stocked lab, it grants a +2 on skill rolls during potion creation.

Armor: 500z, Drinkable, Gives the subject +2 to his Armor (stacks with worn armor).

Bless: 500z, Drinkable, Increases a single Skill of the drinker's choosing by 1 die type (Concentrated potions can be used multiple times but must be for different skills).

Blast, Electric: 400z, AoE, Does 3d6 Electrical damage in a MBT.

Blast, Fire: 400z, AoE, Does 3d6 Fire damage in a MBT.

Blast, Ice: 400z, AoE, Does 3d6 Ice damage in a MBT.

Blind: 400z, AoE, Temporarily blinds enemies in a MBT.

Boost Agility: 500z, Drinkable, boosts Agility by 1 die type.

Boost Smarts: 500z, Drinkable, boosts Smarts by 1 die type.

Boost Spirit: 500z, Drinkable, boosts Spirit by 1 die type.

Boost Strength: 500z, Drinkable, boosts Strength by 1 die type.

Boost Vigor: 500z, Drinkable, boosts Vigor by 1 die type.

Darksight: 200z, Drinkable, Negates up to 4 points of negatives due to darkness.

Disguise: 800z, Drinkable, Causes the drinker to appear exactly like someone else of their choosing including their voice but not their clothing or equipment. The Drinker must have seen (and heard for the voice to be correct) the person they are transforming into. The character cannot change more than 2 size levels. Recognition requires a Notice roll at -2 for someone familiar with the person and -4 for someone unfamiliar with the person.

Environmental Protection – Fire: 500z, Drinkable, Protects from all fire or heat based damage.

Environmental Protection – Ice: 500z, Drinkable, Protects from all ice or cold based damage.

Environmental Protection – Water: 500z, Drinkable, Protects from all water based damage including drowning.

Environmental Protection – Electricity: 500z, Drinkable, Protects from all electrical based damage.

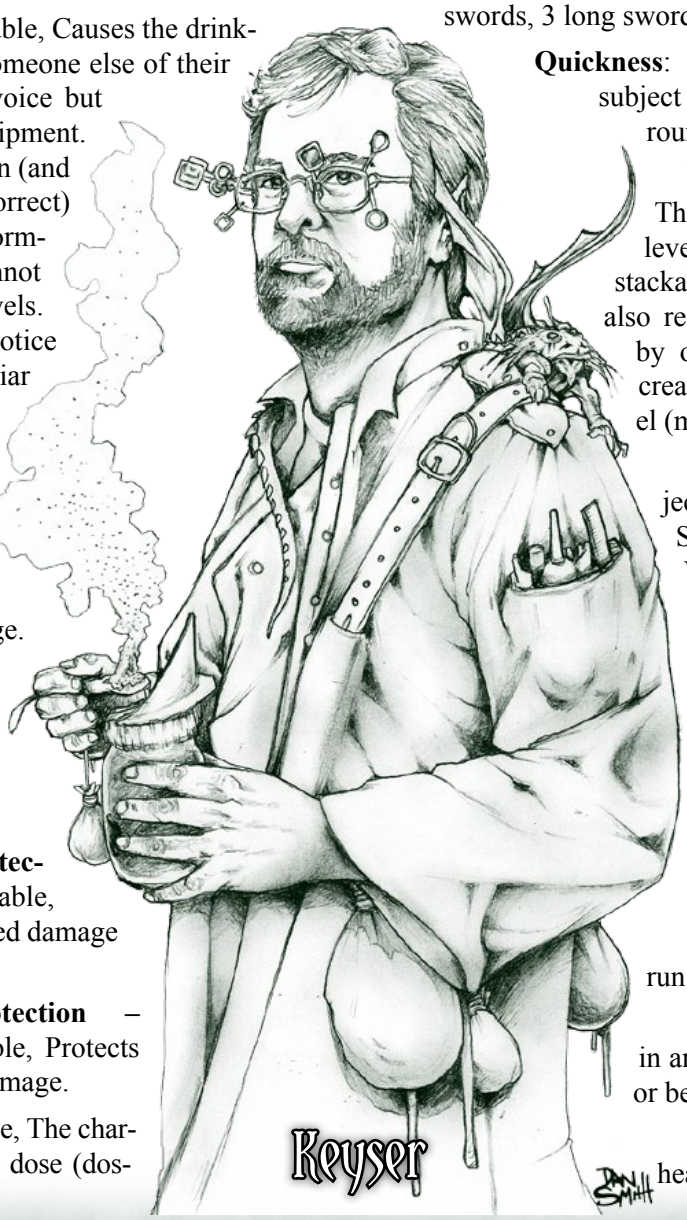
Grow: 1000z, Drinkable, The character gains 1 size level per dose (doses are stackable). Each size level increase also gives +1 toughness and one die level increase in Strength.

Healing: 200z, Drinkable, Heals one wound.

Invisibility: 1000z, Drinkable, Turns the subject invisible.

Poison, AoE: 1000z, AoE, All subjects in blast area must make a Vigor roll or immediately suffer a wound. The noxious cloud lingers in the blast area for 1d6 rounds and the effect is rolled whenever a player starts his round inside the blast cloud or moves into it.

Poison, Blade: 500z, Apply-able, Anyone hit by a blade or a projectile dipped in this poison must make a Vigor check or immediately suffer a wound. The effect is triggered on the first time that the blade or projectile hits a target (regardless of whether any damage is actually done). Afterward, the poison must be reapplied. One vial is enough to poison up to 6 daggers, 4 short swords, 3 long swords or 24 arrows.



Quickness: 1000z, Drinkable, Gives the subject an additional action each round.

Shrink: 250z, Drinkable, The character is reduced by 1 size level per dose (multiple doses are stackable). Each size level decrease also reduces the subject's toughness by one (minimum of 2) and decreases his Strength by one die level (minimum of d4).

Sleep: 400z, AoE, All subjects in blast area must make a Spirit roll at -2 or fall asleep. Victims may not be awoken except by the Dispel magic power or when the duration ends.

Speak Language: 500z, Drinkable, Allows the affected to read, write, and speak any language that he sees written or hears someone speak.

Speed: 500z, +2 to pace, +2 to run die rolls.

Stun: 400z, AoE, Causes all in area to make a Vigor roll at a -2 or become shaken.

Succor: 150z, Drinkable, heals one Fatigue wound.

ITEMS

The following magical Items can very rarely be found on the black market (Very Rare items) or can be crafted by a skilled Gem Crafter. When buying from the black market the character must always haggle for the final price (see Setting Rules for Haggling).

When crafting, the crystal type is listed in the description below. The size must be Medium (M), Large (L), or Extra Large (XL). Bonuses from items that enhance the same Trait do not stack. The quality of the crystal must be High or Very High.

A maximum of four items — one Amulet, one Ring per hand, and one Piercing can be worn at a time (the magic from multiple sources interferes with each other). Piercings refer to things such as an Ear Ring, a Nose Ring, etc...

Crystal Armor and Melee Weapons may also be crafted by highly advanced Gem Setters who also know the ancient pre-Evain language (see the Task description under *Gem Setter* in the New Edges section). These items are listed in the Equipment & Gear section and require an Extra Large, Very High Quality crystal of the same type as the name of the item being crafted from the list. A unique name for the weapon or armor must be chosen and engraved on the crystal as per the Dramatic Task instructions.

Amulet of Strength (1 x Diamond): 4000z/6000z/8000z, boosts Strength rolls (including Damage rolls) by by an amount depending on crystal size (+1 for M, +2 for L, +3 for XL).

Amulet of Agility (1 x Ruby): 4000z/6000z/8000z, boosts Agility rolls by an amount depending on crystal size (+1 for M, +2 for L, +3 for XL).

Amulet of Vigor (1 x Amethyst): 4000z/6000z/8000z, boosts Vigor rolls (including Soak rolls) by an amount depending on crystal size (+1 for M, +2 for L, +3 for XL).

Amulet of Spirit (1 x Sapphire): 4000z/6000z/8000z, boosts Spirit rolls (including Unshake rolls) by an amount depending on crystal size (+1 for M, +2 for L, +3 for XL).

Amulet of Smarts (1 x Citrine): 3000z/4000z/5000z, boosts Smarts rolls (including Common Knowledge rolls) by an amount depending on crystal size (+1 for M, +2 for L, +3 for XL).

Amulet of Arcana (1 x Emerald): 6000z/8000z/10,000z, boosts Arcane skill rolls (e.g. Witchcraft) by an amount depending on crystal size (+1 for M, +2 for L, +3 for XL).

Amulet of Resist Arcana (1 x Emerald, 1 x L Diamond): 6000z/8000z/10,000z, boosts Arcane resistance (e.g. Witchcraft) by an amount depending on the Emerald crystal size (+1 for M, +2 for L, +4 for XL).

Ring of Ascent (1 x L Diamond, 1 x M Ruby, 1 x M Amethyst): 6000z, boosts Climbing skill rolls by +2.

Ring of Assault (1 x L Ruby, 1 x L Diamond): 8000z, boosts Fighting skill rolls by +2.

Ring of Gambling (1 x L Citrine, 1 x M Sapphire, 1 x M Ruby): 6000z, boosts Gambling skill rolls by +2.

Ring of Luck (1 x L Citrine, 1 x L Sapphire, 1 x M Ruby): 10000z, grants one extra benny per game session.

Ring of Great Luck (1 x L Citrine, 1 x L Sapphire, 1 x L Ruby): 12000z, grants two extra bennies per game session.

Ring of Mending (1 x XL Citrine, 1 x L Ruby): 8000z, boosts Healing skill rolls by +2.

Ring of Knowledge (1 x XL Citrine, 1 L Sapphire): 10,000z, boosts all Knowledge based skill rolls by +2.

Ring of Thievery (1 x L Ruby, 1 x M Citrine, 1 M Sapphire): 6000z, boosts Lockpicking skill rolls by +2.

Ring of Alertness (1 x L Citrine, 1 x L Ruby): 6000z, boosts Notice skill rolls by +2.

Ring of Influence (1 x L Sapphire, 1 x M Citrine, 1 x M Amethyst): 6000z, boosts Persuasion and Intimidation skill rolls by +2.

Ring of Guidance (1 x XL Ruby, 1 x M Citrine): 10,000z, boosts Shooting and Throwing skill rolls by +2.

Ring of Shadows (1 x L Ruby, 1 x M Citrine, 1 x M Amethyst): 6000z, boosts Stealth skill rolls by +2.

Piercing of Quickness (1 x L Amethyst, 1 x XL Ruby, 1 x L Diamond): 4000z, grants one extra Action per turn.

Piercing of Speed (1 x L Amethyst, 1 M Ruby): 4000z, increases Pace by 1 and adds +1 to Run die rolls.

Piercing of Extra Speed (1 x L Amethyst, 1 L Ruby): 6000z, increases Pace by 2 and adds +2 to Run die rolls.

Piercing of Fortitude (1 x L Amethyst, 1 M Diamond): 8000z, increases Toughness by 1.

Piercing of Extra Fortitude (1 x L Amethyst, 1 L Diamond): 10,000z, increases Toughness by 2.

Piercing of Charisma (1 x L Sapphire, 1 M Amethyst): 6000z, increases Charisma by 1.

Piercing of Extra Charisma (1 x L Sapphire, 1 L Amethyst): 8000z, increases Charisma by 2.

In addition to the above, magical weapons, instruments, and armor can also be crafted by adding a High or Very High Quality Crystal to a High Quality item specially crafted by a tradesman. Items embued with Crystals have the "Magical" quality which is sometimes required in various situations. For example a weapon must be "Magical" in order to be able to strike an Elemental or a Spirit. Also, the following chart describes additional Item Bonuses gained based upon the Crystal type and size. Bonuses are +1 for Large Crystals or +2 when Extra Large ones are used. Up to two Crystals can be embedded in any weapon, instrument or armor piece. Bonuses are only gained if the weapon or instrument is in the characters hand or if the armor piece is currently worn. Effects from weapons, insturments, or armor pieces as well as from other worn items do not stack.

Crystal	Item Bonus (In: Instrument, Wp: Weapon, Ar: Armor)
Diamond (Str)	In: bonus to Percussion instruments only Wp: bonus to Weapon damage rolls Ar: bonus to Armor Rating
Ruby (Agi)	In: bonus to String instruments only Wp: bonus to Attack rolls Ar: bonus to Stealth rolls
Amethyst (Vig)	In: bonus to Wind instruments only Wp: bonus to Armor Piercing Ar: bonus to Soak rolls
Citrine (Sma)	In: bonus in inches to Song AoE radius Wp: bonus to Notice rolls Ar: bonus to Notice rolls
Sapphire (Spi)	In: bonus to Fear based rolls Wp: bonus to Fear based rolls Ar: bonus to Unshake rolls
Emerald (Arcane)	In: bonus to all instrument types Wp: bonus to damage and makes it a HW Ar: bonus to Arcane Resistance

DEVICES

The following is a sample list of magical Devices that can be crafted by a skilled Technomancer. They cannot normally be purchased at a market though sometimes *Design* plans for them do go on sale at Tinkering

shops. These devices all use some kind of crystal power source and can be created from different materials depending on the Technomancer's *Design* plans.

Example Difficulty ratings and Component Costs are listed however, the GM should adjust both of these based upon the situation and the specific *Design* being created by the character. The Difficulty ratings should also be used as guidelines for the GM when a player is trying to invent a similar *Design* plan on his own.

At least half of the Component Costs are for crystals of various sizes and qualities. Also, remember that Components can be found or scavenged and not necessarily purchased so a good Streetwise skill is just as important as deep pockets. However, since half of the cost is for crystals that means the cost cannot be reduced by more than that due to scavenging. But a good Knowledge: Mining skill could also come in handy.

Clockwork Burrower (Formidable): 10,000z. This is a large device which can burrow a 2" high by 2" wide by 1" deep tunnel per hour. A driver must sit in the device to operate it. Dirt and rock are incinerated

while metals and crystals are ejected out the back into a wagon. The device cannot burrow through metal walls.

Clockwork Porter (Formidable): 8,000z. Can carry your stuff and follow very simple commands. Cannot fight or do any trait test related task.

Clockwork Steam Engine, Small (Average): 2,000z. Can propel a small cart (seats one) at pace 6 (up to 200lbs for cart and cargo). The device requires water periodically but no fuel is needed.

Clockwork Steam Engine, Medium (Moderate): 4,000z. Can propel a cart (seats one) at pace 6 (up to 800lbs for cart and cargo). The device requires water periodically but no fuel is needed.

Clockwork Steam Engine, Large (Hard): 8,000z. Can propel a wagon at pace 6 (up to 2000lbs for cart and cargo). It can also be used to raise a heavy gate or other such work. The device requires water periodically but no fuel is needed.

Clockwork Steam Engine, Giant (Very Hard): 16,000z. Can propel a small ship through the water. It can also be used to raise a draw bridge or other such work. The device requires water periodically but no fuel is needed.

Crystal Pistol (Formidable): 2,000z. A ranged energy weapon with crystal power supply. See the Equipment & Gear section for details.

Crystal Blaster (Formidable): 6,000z. A ranged energy weapon with crystal power supply. See the Equipment & Gear section for details.

Crystal Rifle (Formidable): 7,000z. A ranged energy weapon with crystal power supply. See the Equipment & Gear section for details.

Crystal Torch (Average): 500z. This a lantern that operates similar to a large flashlight but never runs out of power.

Damage Field Generator (Formidable): 10,000z. This device projects a glowing field up to one hundred square inches which can be shaped in any way input by the controller (i.e. 1" tall by 100" long, 10" tall by 10" long, etc...). Any living creature touching the field takes 2d10 damage and is repelled back.

Life-force Compass (Hard): 1,000z. When a hair strand from a person is placed inside a needle will always point towards that person.

Weather Clock (Hard): 500z. Can predict the weather up to 24 hours ahead.

The Impassable Desert
The Tunnel of the Gnome King
Ogabo
Lake Ogabo
The Mountains of Faith
Sherwood
The Western Trackless Lands
Gillikin
The Forest of Guru
Forest of the Winged Monkeys
The Hermitage
The Western Mud Plains
Crow's Head
Old Momba's Keep
Westfork
Truth Pond
Winkie Country
The Emerald
Great Orchard
Thi
Umber
The Deadly Desert
Lake Quad
Red Oak
Roundtop Mountains
Herku
The Rolling Forest
Forest of the Fighting Trees
Rigmarole
Bunburry
Dori
Sanctuary Aerie
Northern Hammerhead Mountains
Hammerhead Mountains
Yip Tableand
Yoop Hills
Quadling Country
The Great Waterfall
Trix River
Palace of Glinda the Good
*bpp=bonus power points for witches or wizards
The Great

Pumperdink
The Dragon's Lair
The Dragon Spine Mountains
The Eastern Trackless Lands
Country
Tower of Mombi
City of Eternal Elmira
Gale
Dorothy's Farm House
Magic Island
Dunwood Keep
The Eastern Mud Plains
Enilrul Abbey
Mount Munch
Dunwich
Jinjur's Farm
Orefeld
Billington
Moojer Mountain
Munchkin Country
The College of Arts And Athletics
10 bpp
8 bpp
6 bpp
4 bpp
2 bpp
0 bpp
City
The Great Wheat Field
Quad Town
Muab
The Shifting Sands
The Lessiz Moor
Morrow Lodge
Sapphire City
Horizon's Stronghold
Lake Orizon and the Ozure Isles
Gambollington
The Salt Swamp
The Unicorn Forest
Yma Jungle
The Red Road
The Bottomless Gorge
Horner Mountains
Jinxlond
Sandy Waste

Ryla the Young

Chapter Three: Just Follow the Yellow Brick Road...

The Lands of Oz

Oz is located in the center of the continent of *Nonestica*. A (somewhat) impenetrable ring of deserts surrounds it within Nonestica and the entire continent is magically removed from the rest of the Earth into a separate spatial dimension.

The continent and Oz can only be reached by cataclysmic events such as through a powerful storm or by way of a magical "hole" in the fabric of space found within places such as the Bermuda triangle. "Holes" can temporarily occur anywhere enough energy is present. However, the Bermuda Triangle and a place called Kansas seem to be where these events occur most frequently.

Note that whenever the word "human" is used in Oz it normally includes Outsiders, Gnomes, the five Kinfolk races (Munchkins, Gillikins, Winkies, Quadlings, and Pastorians), and the two Fae races (the Niave and the Evain). It does not normally include Constructs (Clockworks and Patchworks) or any of the Beast-Men.

Listed with each description in this section is the BPP (bonus power points) received by Witches and Wizards when in that area. If an area spans multiple zones then both are listed (e.g. 4/2 BPP for the Great Wheat Field). The map can be used to determine the exact BPP of areas that span multiple zones and places not described here.

Munchkin Country

Population: approximately 300,000. 89% Munchkin, 1% Giant, 10% Beast-Men (mostly Bear and Bird)
Capital: Muab (28,000)
Notable Settlements: Billington (11,000, Orefeld (18,000), Sapphire City (155,000), City of Eternal Elmira (12,000), Dunwich (2,500)
Ruler: The Lord High Commander of the Oz Corps
Notable NPC's: Eva Darkbow, Krak Long Toothed, Adhjoin Qext Jhael, Alton, Doodle, Professor Wogglebug

Munchkin Country is a land of mostly plains and farmland ruled by a king who is in turn a vassal to the Ruler of the Emerald City. The Munchkin people are short (about 4.5 to 5.0 feet on average) with pale blue complexions and white or golden hair.

Many Munchkins live outside of the cities and towns. Having the most fertile land in Oz for growing, Munchkin Country is the most densely populated area of the Kinfolk. Small *Farmsteads* consisting of one or two extended families (10 to 20 people) can usually be found every five to ten miles and one in ten of those will be more of a *Hamlet* with five to ten extended families (50 to 100 people).

Billington (Population 11,000; 6 BPP)

Billington is a large city to the west of Moojer Mountain. It is built upon the ruins of an ancient Evain city and the Niave still consider it heretical for the Munchkins to be living there. During their war with the Kinfolk the Niave launched three full scale assaults upon the city. For this reason it is believed by many that there must be some hidden chamber or secret that makes the city so valuable. However, nothing definitive has ever been discovered.

City of Eternal Elmira (Population 12,000; 2 bpp)

This small "city" is hidden in a thick forest in northern Munchkin Country. The forest is woven thickly with illusion so that where the forest starts and ends is unknown. Those who find the city are sworn to never reveal its' location.

Small groups are welcome but never armies. Resistance members move in small groups safely through the forest but any larger force, even one for Ozma is always attacked. The city is ruled by Nova the Cute, an Outsider who has become a powerful wizard (albeit reclusive and eccentric).

College of Arts and Athletics (6 bpp)

A former center of higher education, the College of Arts and Athletics is now used primarily by Ozimandias' scribes for magical research. There is a great Library of Magic in it. All books are magically bound to the College and cannot be removed.

The College is run by Professor Wogglebug. When Ozymandias first arrived in Oz he studied under Wogglebug who delved into Technomancy as a hobby (despite Ozma's ban on magic at the time). Along with Winderek the Tinkerer, he is believed to have been one of Ozymandias' two most influential teachers.

Dunwich (Population 2,500; 6 bpp)

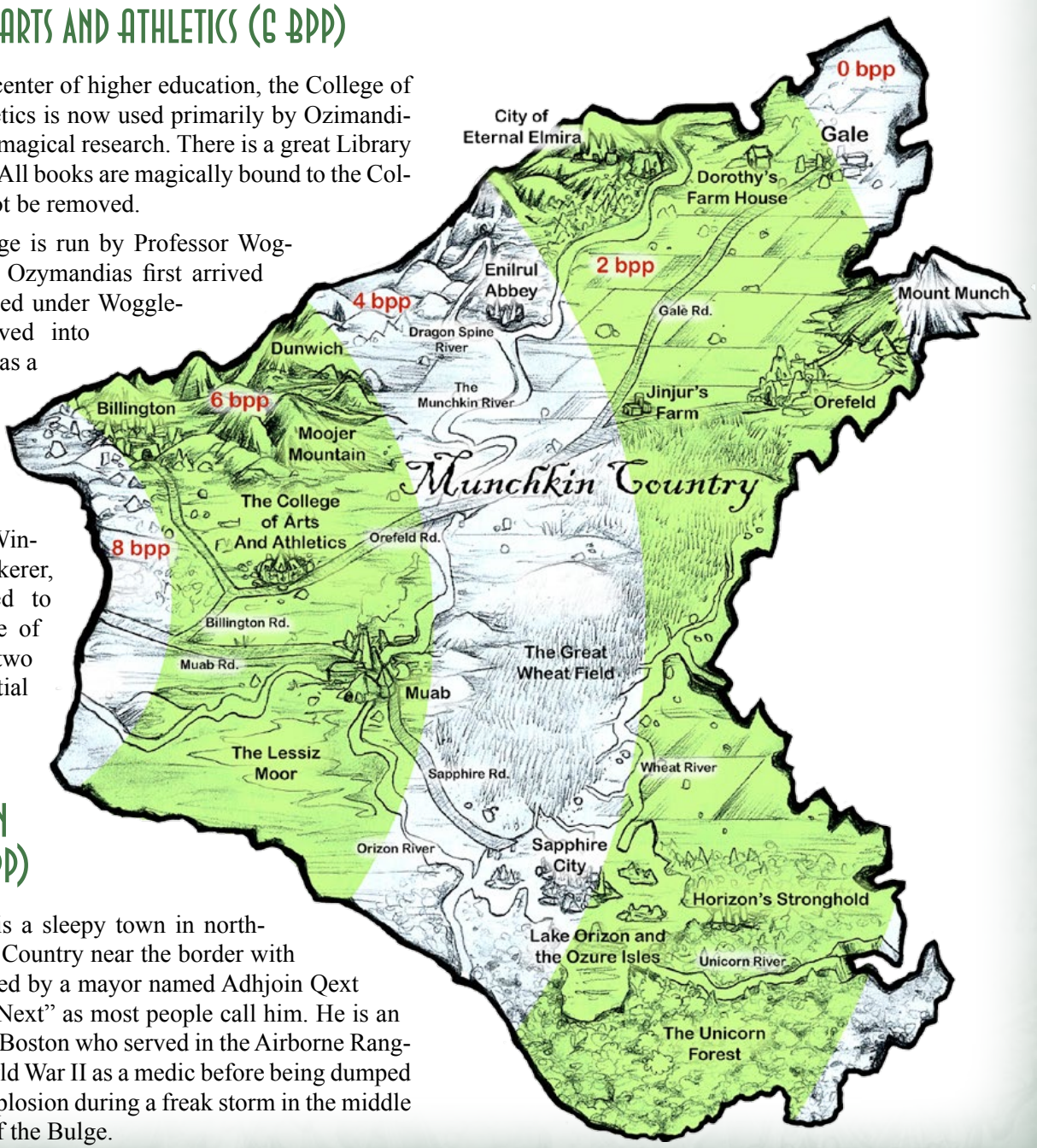
Dunwich is a sleepy town in northern Munchkin Country near the border with Gillikin. It is led by a mayor named Adhjoin Qext Jhael, or "Dr. Next" as most people call him. He is an Outsider from Boston who served in the Airborne Rangers during World War II as a medic before being dumped in Oz by an explosion during a freak storm in the middle of the Battle of the Bulge.

Enilrul Abbey (Population 100; 4 bpp)

The high mountain fortress of Enilrul Abbey is the home of the witch-priestesses known as Lurline's Aegis. It has been under siege off and on since the Fall of Oz. However, Ozymandias' forces have never been able to break through the abbey's high walls and strong, magical fortifications in this remote, mountain region. But fighting has died down lately in the area and the abbey is enjoying a period of relative peace.

Gale (Population 400; 2/0 bpp)

Gale is a small, remote farming town in northwest Munchkin Country. It is renowned as the place where



Dorothy Gale first landed over a hundred years ago. After she had defeated multiple evil witches the villagers renamed the town in her honor. They also rebuilt the farmhouse she originally arrived in on a plot of land to the west of town. It serves mostly as a museum to Dorothy's memory.

Great Wheat Field (4/2 BPP)

The Great Wheat Field is the breadbasket of Oz. Ninety percent of all wheat along with many other foods are grown in this extremely fertile area. Wagon carts, sometimes pulled by enslaved giants, haul the grain and other food to the Emerald City and beyond daily.

Horizon's Stronghold (Population 450; 2 BPP)

Horizon's Stronghold is a village in Munchkin Country on the eastern shore of Lake Orizon. It is very multi-racial and draws many rogues and illegal traders. The main haunt of many of them is the Red Poppy Tavern owned and operated by Preena Glass, who is also the mayor. She loves to hear and tell stories and is a constant conduit of information in the area.

Jinjur's Farm (2 BPP)

Jinjur and her husband live on a farm near a fork in the Yellow Brick Road West of Orefeld. She had been faithful to her word in obeying Ozma and her rule ever since her parole. However, since the Fall of Oz she has been seen in the company of many supporters of Ozymandias.

Lake Orizon (4/2 BPP)

Lake Orizon is a large inland sea in the middle of a range of high mountains in the southeast corner of Munchkin territory. There are five islands in the lake. The sea serpent ***Quiberon*** was released from its magical imprisonment and is now terrorizing the lake once again.

Lessiz Moor (6 BPP)

The Lessiz Moor is a large boggy area in Southwest Munchkin Country. The area smells of peat and is dominated by grasses and sedges. It was once the site of a great battle between the Gnome King and the forces of Oz lead by Prince Alain of Gillikin. The Moor is believed to still be haunted by the ghosts of the Gnomes who were crushed in what proved to be the turning point of the war. It is said that the Gnome King himself cursed his own fallen soldiers to wander the moor for eternity after failing him.

The Moor is one of the few areas in Munchkin Country devoid of Farmsteads and Hamlets. Most of the land Southwest of Muab is avoided by travelers and used only by peat miners and the occasional bandit.

Ozymandias has started sending prisoners into gulags deep in the moor to gather peat and bog iron for smelting in Muab. Most who are sent to these gulags do not last more than a month.

Moojer Mountain (aka Bear Mountain; 6 BPP)

In the north of Munchkin Country lies a low, forest covered mountain that is the ancestral home of the Bear-Men. It is riddled with many of their Dens. The largest and deepest is the home of the Bear Prince and is occasionally used as a resistance hideout. In the woods down on the eastern slope of the mountain is the camp of Ridian and his local Munchkin resistance cell.

Mount Munch (0 BPP)

Mount Munch is a steep, flat topped mountain that is exceptionally hard to climb and is the original home of the Hawk-Men. They were driven out by the Dragon-Men who now use the ruins of the Hawk-Men's city as a breeding ground.

Muab (Population 28,000; 6 BPP)

Muab is a highly industrialized city by Oz standards. Farmers often gather peat and bog iron down in the Lessiz Moor and sell it in Muab. There are many metalworking facilities and the smog from the burning peat that fires the smelting furnaces can be thick and choking at times.

Of late Ozymandias has started sending prisoners to work in the moor

at gulags gathering more and more peat and bog iron to keep the furnaces of Muab going night and day. The iron is shipped weekly to the Emerald City for use in making more Tin-Men soldiers.

Munchkin River (8/6/4/2 BPP)

The Munchkin River is the largest river in Munchkin Country. It is a wide and winding river that flows from the mountains in the northeast towards the western border with the Emerald City District and on into Lake Quad. It is fed by many streams and brooks throughout Munchkin Country.

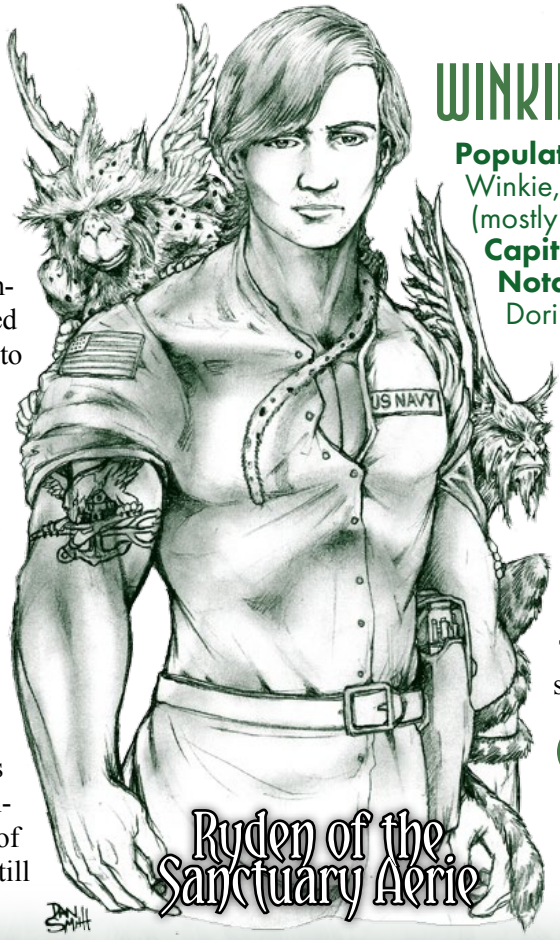
Orefeld (Population 18,000; 2 BPP)

Orefeld is a crossroads city though it only has one road leading to it. Half of its population is involved with farming in the Great Wheatfield and the other half deals with the mines and quarries near Mount Munch. For centuries the miners and farmers lived in harmony. However, after the Fall things have changed drastically.

The mining family of Dunn has backed Ozymandias' rule and has been rewarded handsomely. The family's leader Wrigly was named Mayor General and has instituted an oppressive rule and forced labor in the mines. Many farmers now can only work their farms for three days a week and then spend the other four working in the mines. This has made the Dunn family and several other mining families extremely rich and hated. To keep the populace under control the mayor has purchased the help of many mercenaries to augment the city guard.

Ozure Isles (4/2 BPP)

Five islands made mostly of a crystalline rock rise from Lake Orizon and make up the Ozure Isles. They are honeycombed with passages and mining shafts as people have tried (often times in vain) for thousands of years to find magical Crystals within them. Even so, the stories of their wealth and treasure still abound.



Sapphire City (Population 155,000; 4 BPP)

The large metropolis of Sapphire City was built into the crystalline structure of one of the Ozure Isles. Many arches and bridges connect its many spires and it is often called the City of Bridges. It is considered the second greatest city in Oz after the Emerald City.

Unicorn Forest (2 BPP)

In southeast Munchkin Country lies a misty rain forest that is rumored to be home of a silvery lake that unicorns are said to drink from. These beasts are so rare that many still believe they are only myth.

Yellow Brick Roads (10 – 0 BPP)

Yellow Brick Roads are a system of roads that cross Munchkin, Winkie, and Quadling Countries and converge on the Emerald City. They are primarily used for transporting grain and farm produce to the Emerald City. Only Gillikin with its mud plains and lack of cities and villages is left unconnected from the new network. Spells of protection and travel are embedded within the bricks of the roads to aid travelers in their journey (see the Setting Rules and GM sections for details).

Winkie Country

Population: approximately 150,000. 80% Winkie, 12% Yip, 1% Giant, 7% Beast-Men (mostly Wolf)
Capital: Herku (35,000)
Notable Settlements: Thi (25,000), Dori (12,000), Westfork (1,500)
Ruler: Scurgewin, Wicked Wizard of the West
Notable NPC's: Ryden

Winkie Country is primarily rolling hills and scattered forests. It is ruled by a king who is in turn a vassal to the Ruler of the Emerald City. The Winkies are accomplished and talented crafters and smiths. They also enjoy music. They have various shades of yellow and orange complexions.

Crow's Head (4 BPP)

The Scarecrow's former estate of Crow's Head was confiscated by the new Ozymandias and is now used by his henchmen.

Dori (Population 12,000; 0 bpp)

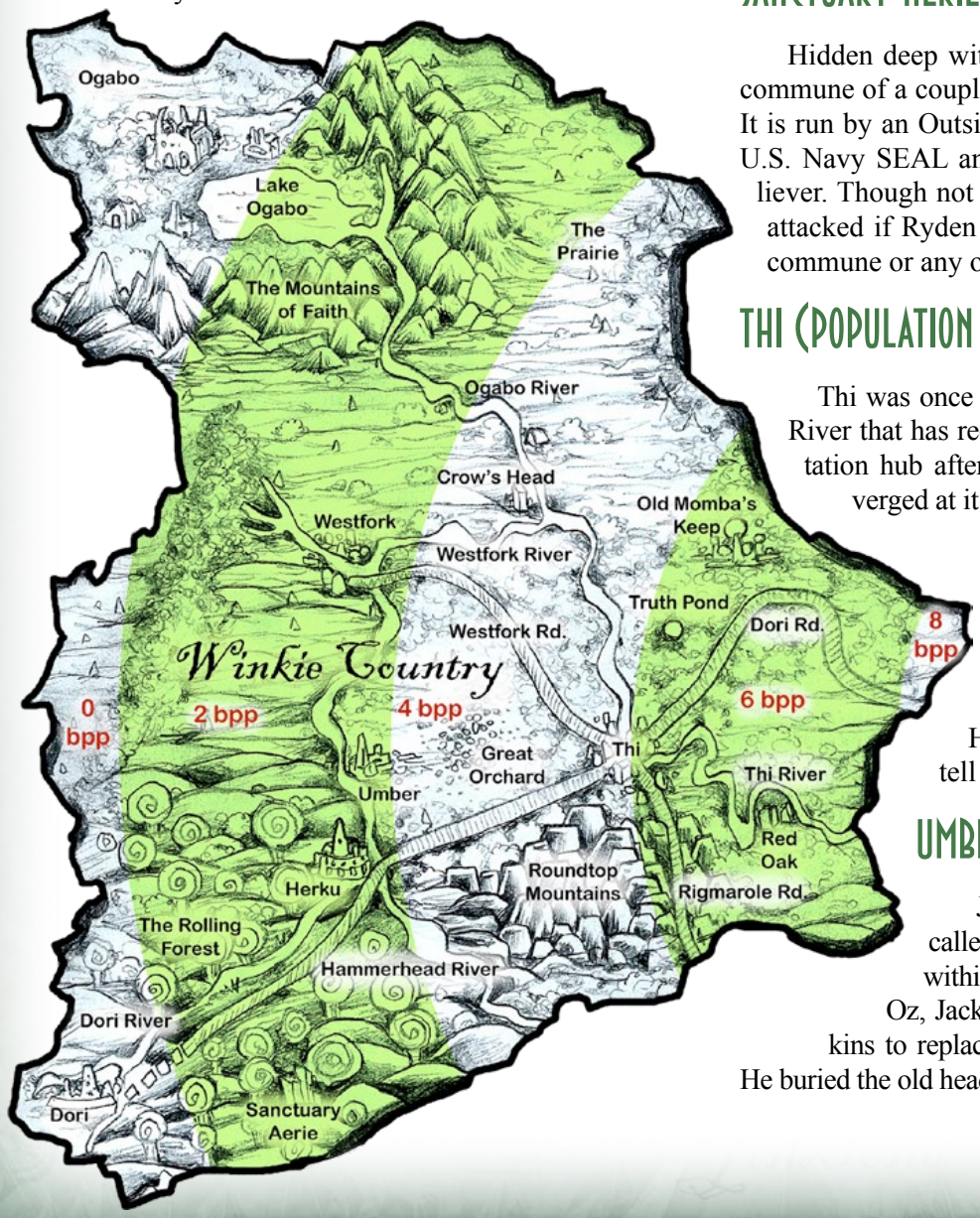
Dori was a small farm village in the southwest corner of Winkie Country. It was the first place to be overrun by Ozymandias' forces when he first unleashed them from the Yip Tableland. It has since swollen in size as a major Oz Corps military base.

Herku (Population 35,000; 2 bpp)

Herku serves as the capitol of Winkie Country. Giants in chains and magical collars are used as slave labor to build grand marble public works throughout the city.

Old Momba's Keep (6 bpp)

Old Momba's Keep is an ancient tower once occupied by Momba, the former Wicked Witch of the West from Dorothy's time.



Red Oak (6 bpp)

Red Oak is the home of the original Tin Woodsman. Since his new imprisonment it has fallen into the hands of strange creatures.

Rolling Forest (2/0 bpp)

The Rolling Forest is a large area of rolling hills covered with ancient Oak trees. It is full of wild game and frequented by many hunters.

Roundtop Mountains (4 bpp)

The Roundtop Mountains are a small mountain range that is home to many giants. Many of the mountains are flattened on top with steep, round bases.

Sanctuary Aerie (2 bpp)

Hidden deep within The Rolling Forest is a secret commune of a couple dozen Winged Monkey Outcasts. It is run by an Outsider named Ryden who was once a U.S. Navy SEAL and is an extreme animal rights believer. Though not exactly welcome, visitors are only attacked if Ryden deems them to be a danger to the commune or any other animal.

Thi (Population 25,000; 6/4 bpp)

Thi was once a small farm village on the Winkie River that has recently turned into a major transportation hub after several Yellow Brick Roads converged at it.

Truth Pond (6 bpp)

The Truth Pond is a magical body of water that can cure any wound and remove any curse. However those healed must always tell the truth from then on.

Umber (2 bpp)

Jack Pumpkinhead's home is a farm called Umber located in a forest clearing within Winkie Country. Before the Fall of Oz, Jack lived on the farm and grew pumpkins to replace his head which eventually spoils. He buried the old heads in a graveyard on his farm.

Ozymandias and his troops have taken over Jack's farm and now use Jack's old heads to create terrifying undead creatures. The rotten heads are placed on the bodies of those tortured to death by Ozymandias and reburied. During the next full moon the monstrosities rise from the ground and spread fear throughout Oz to anyone who ventures out of doors at night.

Westfork (Population 1,500; 2 bpp)

Westfork is an outpost on the Winkie River where hunters and farmers gather to trade and to ship goods down to Herku or towards the Emerald City.

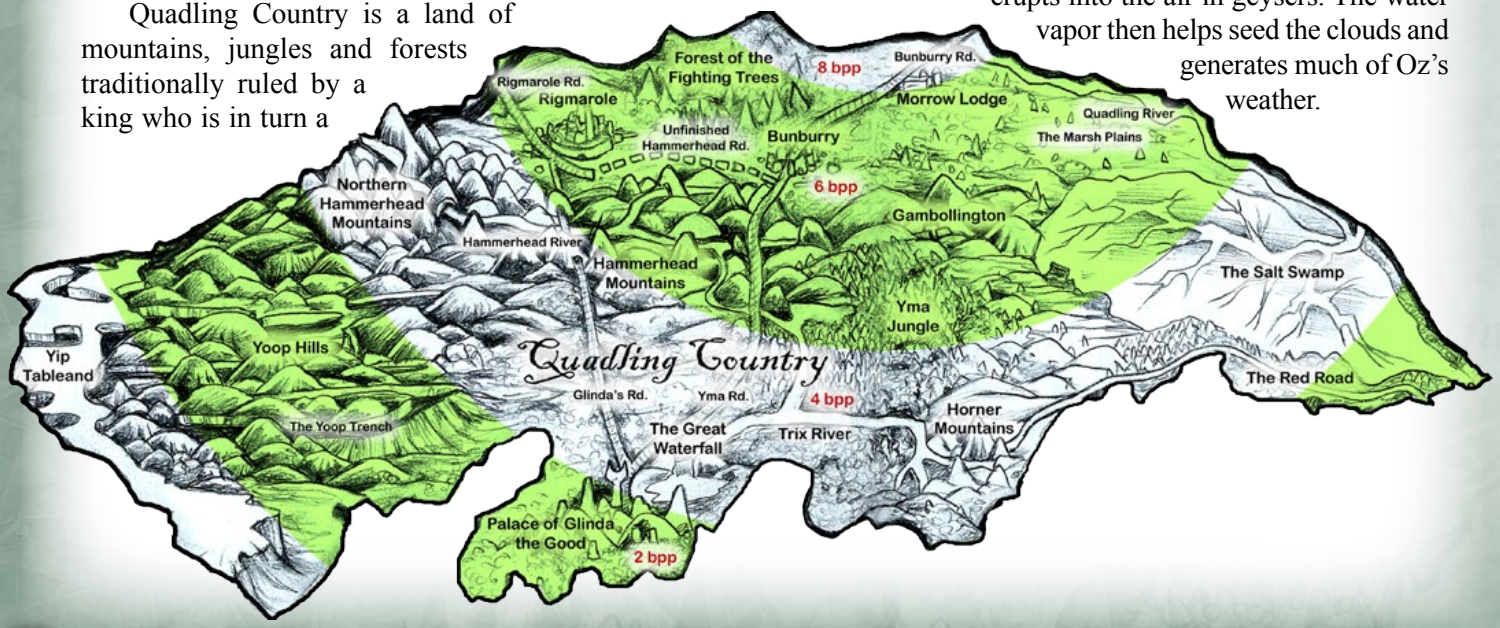
Yip Tableland (0 bpp)

The Yip Tableland is a large, remote tableland in the southwest corner of Winkie Country. The slopes around the tableland are covered with brambles and cliffs which keeps the area isolated. A savage race of blue men called the Yips roam the brush covered land. The new Ozymandias made his original workshop here out of sight from the rest of Oz while he developed the equipment and created the army which he later conquered Oz with.

Quadling Country

Population: approximately 95,000. 70% Quadling, 11% Giant, 19% Beast-Men (mostly Lion and Tiger)
Capital: Rigmarole (28,500)
Notable Settlements: Bunburry (13,000)
Ruler: Xochi, Wicked Witch of the South
Notable NPC's: Faelan the Betrayer, Keyser, Diana Gambol, Blacktail, Daken Bloodborn, Jimmi, Jake Pastor

Quadling Country is a land of mountains, jungles and forests traditionally ruled by a king who is in turn a vassal to the Ruler of the Emerald City. The Quadling people are large and muscular with a rosy complexion.



Bunburry (Population 13,000; 6 bpp)

Bunburry is a poor mining city near the base of the central Hammerhead Mountains. Though poor, like other Quadling settlements, it is surrounded by a strong stone wall. After the Fall of Oz, the mayor and many of the prominent residents were taken away to the dungeons of the Emerald City. The new mayor and his guards are puppets of Ozymandias and exceptionally loyal and cruel.

Forest of the Fighting Trees (6 bpp)

The Forest of the Fighting Trees is an ancient, dark forest with an evil race of walking trees. It is said that the oldest trees in the forest eventually absorb enough magic from the land that they begin to grow sentient and later learn to walk and even talk.

Gambollington (Population 800; 6 bpp)

Nestled in a small valley of the Hammerhead Mountains to the southeast of Bunburry is the secluded little mining village of Gambollington. The town is protected from wandering giants and (so far) from Ozymandias' forces by its beautiful, dancing Mayor Dianna Gambol.

Great Waterfall (4 bpp)

The Trix River flows over a Great Waterfall in southern Quadling Country into a magical lake. For many months the lake fills up until it is full. Then the flow mysteriously reverses and water flows back up the falls and river back into the Horner Mountains where the water erupts into the air in geysers. The water vapor then helps seed the clouds and generates much of Oz's weather.

Hammer Head Mountains (6/4 BPP)

The Hammerhead Mountains, a long mountain range that is home to race of exceptionally large creatures with stubby arms, large legs & mouths, and a horn covered head.

Horner Mountains (4 BPP)

The Horner Mountains lie in the south, center of Quadling Country. They are low, ancient mountains with many crystal mines. There is also a furry, ape-like creatures with horns and a nasty disposition that plagues the miners. And there are many geysers that spout off violently whenever the Trix River is flowing in reverse. This all tends to make mining in the Horner Mountains a fairly dangerous job.

Morrow Lodge (Population 100; 8 BPP)

Morrow Lodge is a small hamlet with King Pastoria's original hunting lodge and a few dozen surrounding buildings.

Palace of Glinda the Good (2 BPP)

Nestled high upon a mountain in the far south of Quadling Country lies the Palace of Glinda the Good. It is said to be impenetrable and though Glinda has not been seen since the Fall, her elite guard of 250 beautiful maidens (50 from each of the five Kinfolk Countries) are said to still hold it and are providing shelter and food for thousands of refugees.

Red Road (4/2 BPP)

An ancient and mysterious red brick road runs along the southeastern border of Quadling Country from the Horner Mountains to the bridge crossing the Bottomless Gorge into Jinxlond. It is so old that its origins are shrouded in legend & myth. No one is quite sure as to what original purpose it served.

Rigmarole (Population 28,500; 6 BPP)

The city of Rigmarole is the capitol of Quadling Country. It is nestled in an area of rolling hills near the western Hammerhead Mountains and surrounded by large stone walls. Outside of the Emerald City and Enilrul Abbey, Rigmarole is said to have the strongest fortifications in Oz.

Salt Swamp (6/4/2 BPP)

The Salt Swamp is a large, dying lake bed that was once larger than Lake Quad. The waters flowing down from Lake Orizon evaporate in its hot, marshy plains where only the most rugged creatures still survive.

Trix River (4 BPP)

The Trix River is a deep, mysterious waterway inhabited by strange creatures. Its flow reverses direction periodically.

Yma Jungle (6/4 BPP)

The Yma is a wild and dangerous jungle inhabited by saber tooth tigers and is also the ancestral home of the Lion-Men. It's hot and humid depths are exceptionally difficult for Kinfolk to traverse.

Yoop Hills (2/0 BPP)

The rolling Yoop Hills are pitted with deep caverns and infested with cannibalistic giants.

Gillikin Country

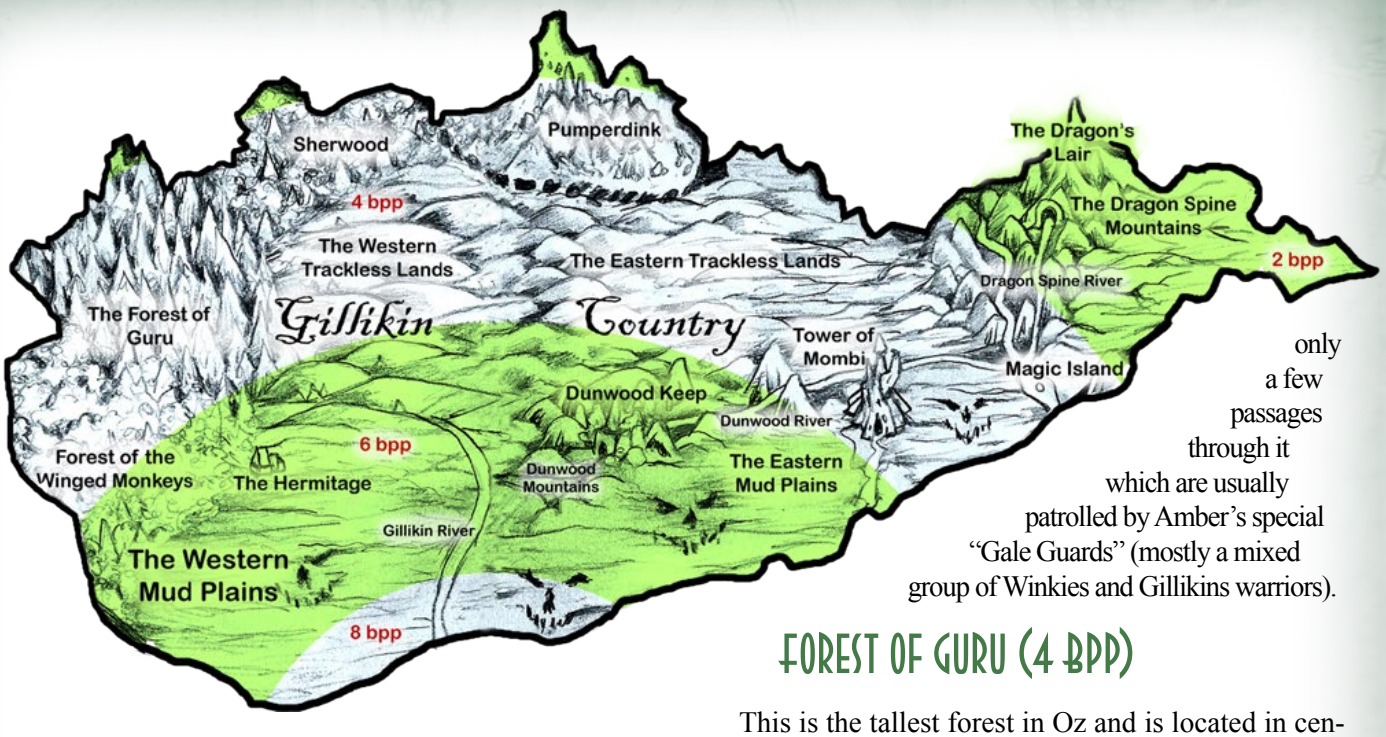
Population: approximately 10,000. 77% Gillikin, 5% Giant, 5% Winged Monkey, 10% Dragon-Men, 3% Beast-Men (mostly Wolf with a few Winged Monkey Outcast)
Capital: Dunwood Keep (500)
Notable Settlements: none
Ruler: Skywin Springforth
Notable NPC's: Amber Gale, Patch, Reera the Red, Mombi, General Chopfyt, Obediah Grillnik, Solomon Straw, Raoul the Hermit, Charlemagne deMorel

Gillikin Country is a land of rolling grasslands and muddy barren plains. Like the other countries, it is ruled by a king who is in turn a vassal to the Ruler of the Emerald City. The Gillikin people are nomadic herders with a dark, purplish brown complexion. There are no cities or towns in Gillikin as the people constantly wander the land with their herds.

Mist Maidens travel around in fog banks luring boys and men like mermaids away from their families to never be seen again. *Flathead* savages also hunt for prey including straggling Gillikins.

Dorothy's Vineyard (6 BPP)

Dorothy's Vineyard is a secret farm villa hidden in a secret valley within the Dunwood Mountains. A monument to Dorothy Gale and her husband lie in a corner of the vineyard. The entire place is hidden by several magical incantations and has never been found by anyone who wasn't specifically invited to come.



only a few passages through it which are usually patrolled by Amber's special "Gale Guards" (mostly a mixed group of Winkies and Gillikins warriors).

Dragon's Lair (2 bpp)

A mythical cavern located in the Dragon Spine Mountains from which the Dragons of Oz rise forth and search for food every hundred years.

Dragon Spine Mountains (4/2 bpp)

The Dragon Spine Mountains are a very rugged and rocky mountain range in North East Gillikin. It is said to be the home of the Dragon's Lair.

Dunwood Keep (aka the Palace of the Good Witch of the North) (Population 500; 6 bpp)

The home of Skywin Springforth, the Good Witch of the North, Dunwood Keep is the only permanent multi-family dwelling in Gillikin. It is considered the "capital" of the country in so far as a land of widely dispersed tribes with no commerce or infrastructure can be called a country. Dunwood Keep is where Amber Gale and her companions lead the opposition to Ozymandias from.

Dunwood Mountains (6 bpp)

The Dunwood Mountains are exceptionally tall and rocky. It is very difficult to scale most of its peaks and there are

Forest of Guru (4 bpp)

This is the tallest forest in Oz and is located in central western Gillikin Country. It is quite dense and most of it has never been seen by kinfolk or other humans. The forest has the most densely populated animal life in all of Oz and supports an extremely varied population.

Forest of the Winged Monkeys (6/4 bpp)

A forest near the border with Winkie Country, it is the home of the Winged Monkeys. They unquestioningly obey the wearer of the enchanted Golden Cap.

Hermitage (6 bpp)

Reera the Red's shack, sometimes called The Hermitage, is located in grassland near the Forest of the Winged Monkeys. Reera is an ancient shapeshifting hermit with Oracle like powers.

Hedge and Brook (4 bpp)

Deep in the Trackless Lands in the northwest of Gillikin Country lies the small forest of Hedge and Brook. Raoul the Hermit's spirit walks the forest and can be seen by visitors friendly to the Fae. The area is impenetrable to those who wisht to harm the forest or anyone it protects.

Kingdom of the Mer Queen (10 – 0 bpp)

Large underground rivers and caverns honeycomb most of Oz. Along with the rivers and lakes they form a vast network for travel by those who can survive in the

harsh environment. This is known as the Kingdom of the Mer Queen and is ruled by the Evil Witch Ea'Soul.

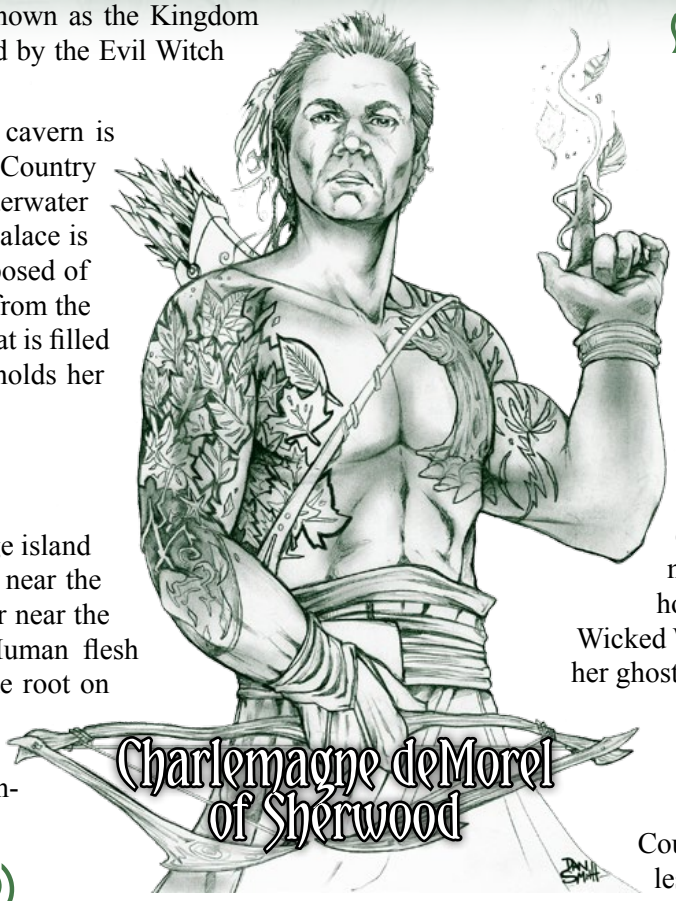
The largest underground cavern is located deep below Gillikin Country and is the capital of this underwater kingdom. The Mer Queen's palace is a multi-colored wonder composed of many crystals. It is enclosed from the sea by a giant crystal dome that is filled with air and where Ea'Soul holds her court.

Magic Isle (4 BPP)

The Magic Isle is a strange island that stands in a river flowing near the Gillikin and Munchkin border near the Dragon Spine Mountains. Human flesh and animal tissue start to take root on the island if they stand still too long. Wood and metal are immune. It is the home to dangerous dark magical energy.

Mud Plains (8/6/4 BPP)

Covered by fog and perpetual mist, the Mud Plains of Gillikin are an extremely dangerous place for visitors. Mist Maidens and Giant Purple Spiders as well as nomadic gypsies make life very tenuous throughout the plains.



Charlemagne deMorel of Sherwood

Sherwood (4 BPP)

Sherwood is a forest of several thousand acres in northwest Gillikin Country just south of the Pumperdink border. It is the home of a fanatical Niave band lead by Charlemagne deMorel.

Tower of Mombi (4 BPP)

The ruins of a mage tower that stands tall over a large muddy plain. It was once the home of Mombi, the former Wicked Witch of the North. Some say her ghost still haunts the ruins.

Trackless Lands (6/4 BPP)

Most of northern Gillikin Country is known as the Trackless land. It is a vast area of steppe with low, rolling hills covered by grass and occasional patches of snow. It is quite easy for non-natives to get lost in its featureless terrain. Bands of Gillikin nomads and gypsies wander the land following their herds.

Munchkin Brothers

PASTORIA
(AKA THE EMERALD CITY DISTRICT)

Population: approximately 300,000. 90% Pastorian, 10% other
Capital: Emerald City (250,000)
Notable Settlements: Quad Town (30,000)
Ruler: Ozymandias II

The Emerald City District is a city state at the center of the Land of Oz and primarily consists of the Emerald City itself and the surrounding countryside.

EMERALD CITY (POPULATION 250,000; 10 BPP)

The main part of the Emerald City appears to be created from one solid green crystal originally the size of a small mountain. There are no joints or connections anywhere and the towers, houses, streets, and palace all flow seamlessly into each other. Legend says that the powerful witch Lurline used her magic to transform the one ancient, enormous Emerald into the magnificent city it is today.

Inside the Inner Wards, tapestries and rugs adorn many of the walls and floors to add color and warmth to the hard crystal. Still, many visitors unaccustomed

to the glare must wear special glasses in order to shield their eyes.

THE YELLOW BRICK WALL

A tall, yellow brick wall with its own towers and gates surrounds the entirety of the Emerald City including the Outer Wards. It was added as the first layer of city defense during the height of the Gnome King Wars. There are gates in the North, South, East and West with Yellow Brick Roads leading out and away in all directions except the North which just opens up to the Emerald Hills and beyond. The road to the South immideately runs along Lake Quad straight to Quad Town.

THE OUTER WARDS

Outside the main city are many wards and districts built conventionally into the surrounding hills where many of the workers and servants live as well as those required for the industries that support the largest and most modern city in Oz.

THE EMERALD WALL

The first layer of the true Emerald part of the City is the Emerald Wall which surrounds the inner area. There is only one gate which enters from the South. Like the rest of the city, the walls are impervious to all forms of

magic and act as heavy armor with extremely high durability. Even modern military weapons would have a difficult time penetrating them.

Emenating from the wall and covering the central Emerald City is an invisible and impenetrable magic dome. Any creature flying too close to it is stunned and repulsed. There are several residents of the Outer Wards permanently employed with cleaning up birds and other things that fall to their deaths after being stunned by the field.

THE FLOATING TOWERS

Floating above the inner city are three towers. All are bound with a teleport device that is located somewhere directly below them. These devices can only be activated by special magical keys.

The central tower is the Royal Tower which is the main residence area of the Palace and where Ozma once lived. It is now occupied by the evil wizard Ozymandias. The only way to enter the Royal Tower is via a teleport pedestal located in the Royal Gardens below.

The tower to the East is the High Council Tower. It is where Dorothy, Amber, Patch, Blacktail, Solomon Straw, Nick Chopper, General Chopfyt and many of Ozmas most trusted advisers met to discuss events in Oz. It is now used by Ozymandias' War Council, presided over by Lord High Commander Hansmarc.

The tower to the West was the home of the Mage's Guild. It is now used by Ozymandias and the worst of his allies for carrying on magical experiments and torture. It is now one of the most feared places in all of Oz.

THE PALACE

Towering above the center of the city is the Palace. It is the largest part of the inner city and is the ancestral home to the Pastor family. King Pastor (Ozma's father) occupied it for many centuries before he was killed by the first Ozymandias. After that, Ozma and many of her closest relatives called it home until the new Ozymandias conquered the city and took possession.

Located inside the center of the palace tower is the throne room of the Ruler of Oz along with the Hall of Records which houses Glinda's *Great Book of Records*. However, few these days have ever gained access to the inner sanctums and returned.

THE PALACE GARDEN

Outside the palace towers is a large garden area surrounded by a tall wall. Plants and trees from all over Oz can be found on its grounds. In a corner of the garden

is the Forbidden Fountain which contains the Water of Oblivion. It is considered one of the most dangerous things in all of Oz. One sip of the water will permanently erase all of a person's memories.

THE SAPPHIRE TOWER

The Sapphire Tower is the home of the Royal Bank of Oz. All banks and lenders throughout the five kingdoms are magically linked with the RBO. The largest loans and transactions can only be handled by the Sapphire Tower directly. Magically sealed safety deposit boxes can be rented (or purchased for long term deposits).

THE GOLDEN TEMPLE

The Golden Temple is the holiest of places in Oz. Shrines to the most famous of Oz's living and dead are housed here. The Empty Tomb of Dorothy stands next to the Shrine of King Pastor and a Statue of Lurline. Many of their most prized possessions are encased and on display.

EMERALD HILLS (8 BPP)

Lush, green grass carpets the hills surrounding the Emerald City and the area just north of Lake Quad. The Emerald Hills are constantly patrolled by Ozymandias' Tin-Men soldiers. The Hills are dotted with poppy fields that drug and kill anyone who unwittingly stumble into them.

QUAD TOWN (POPULATION 30,000; 8 BPP)

Quad Town is the main port in all of Oz. It is the central hub for all cargo shipping throughout the land and it is where 90% of all goods traveling to and from the Emerald City pass. Since the Fall of Oz it has become busier and shadier than ever before as Ozymandias' war machine continues to expand, fueling the need for more and more raw materials.

OGABO (2/0 BPP)

Population: approximately 40,000. 100% Mixed Human
Capital: Ogabo City (22,500)

An autonomous monarchy located in a valley among the mountains in the northwest corner of Winkie Country. It is the home of a monastic order of knights dedicated to Lurline worship.

PUMPERDINK (4 BPP)

Population: approximately 8,000. 100% Niave
Capital: none

Pumperdink is a reclusive Niave kingdom in a remote area of Gillikin Country. Visitors are generally not welcome and its inhabitants are known for carving magical runes onto the backs of any trespassers. These runes cause intense pain to the person if they return to within a hundred miles of Pumperdink.

JINXLOND (2/0 BPP)

Population: approximately 25,000. 100% Mixed Human
Capital: none

Jinxlond is an autonomous kingdom separated from the rest of Quadling country by a deep (believed bottomless) gorge with a single, long cable bridge crossing.

LAKE QUAD (8 BPP)

Lake Quad is a giant inland lake comparable in size to Lake Erie. It comprises most of the border between Quadling Country and the Emerald City District anchored by Quad Town.

River traffic from the Five Kingdoms converges and mingles on the lake before branching off again towards their various destinations.

Violent storms and water spouts can suddenly appear without warning and only the most experienced sailors perform the crossings.

Ozymandias II

Chapter Four: Behind the Curtain (What's Really Going On)

Behind the Scenes

Ozymandias has learned how to harness the powers of the Emerald better than anyone who has seen it in the last 10,000 years. He is even "chipping" off small pieces of it to power his strange Technomancy weapons and constructs (from hand held blasters to giant battle mechs). However, whenever he chips off a new piece a tremor or small earthquake is felt throughout Nonestica. The GM should periodically introduce a tremor or small earthquake into a game session. No one outside of the Emerald City and Ozymandias II's trusted allies know exactly what is causing the tremors. But the tremors are growing more frequent and stronger as he expands his army in the hope of conquering the entire world.

Groups in Oz

Lurline's Aegis

Lurline's Aegis is a fanatical religious order that protects the Sorceress Lurline while she rests in order to recover her strength. They are based in the fortress of Enilrul Abbey in Northern Munchkin Country. There are many in the order who wander the land to collect information and detect possible threats. Their secret intelligence network is much more effective than those in use by Ozymandias or Amber. The order is run by a witch-priestess known simply as the Abbess of Enilrul.

Ozoners

Captain Lancero leads a smuggling organization known as the Ozoners from his ship the Mako which is actually a World War I submarine. Lancero and his original crew were transported to Oz in 1918 during a hurricane in the Bermuda Triangle.

The Ozoners often seem to be only out for profit. After all, conflict is good for business. But lately Ozymandias has been cracking down on Ozoner operations and so they've recently taken a more active role in the resistance.

The Free Army of Oz

With the fall of Ozma and Glinda, Skywin has reversed the ban on magic allowing many new good wizards and witches to join the cause. Most recently, the Evain have joined the fray, having been fierce allies of Glinda. Commander Gail's Captain General is the King of the Beast-Men, and her mother's old friend, the Lion-Man his people call, Blacktail.

The Emerald Guard

Jack Pumpkinhead still leads the remnants of Ozma's elite personal guard. He is obsessed with rescuing her and defeating Ozymandias II. Losing Ozma and seeing the kingdom crumble around him has pushed Jack over the edge. He will stop at nothing in pursuit of his goal.

THE OZ CORPS

The Oz Corps is the magical army of Ozymandias II, consisting of Tin-Men soldiers, Straw-Men assassins, Pumpkinhead terror squads, and Winged Monkeys. It is led by the elite Dragon-Men commanders and their legion of Lizen.

THE MINSTREL GUILD

The Minstrel Guild was once a famous group of magical musicians whose members travelled Oz to do performances throughout the land. But when Ozymandias came to power he violently tried to suppress the organization which he saw as too free spirited and uncontrollable.

Princess Arden Marie, the youngest member of House Pastor, who is the guild's current leader, has taken the group underground and now works secretly with the main resistance movement. The famous Outsider "Alton" continued to train new recruits at the College of Art and Athletics until a recent crackdown at the school placed him and all his students under arrest and into the dungeon.

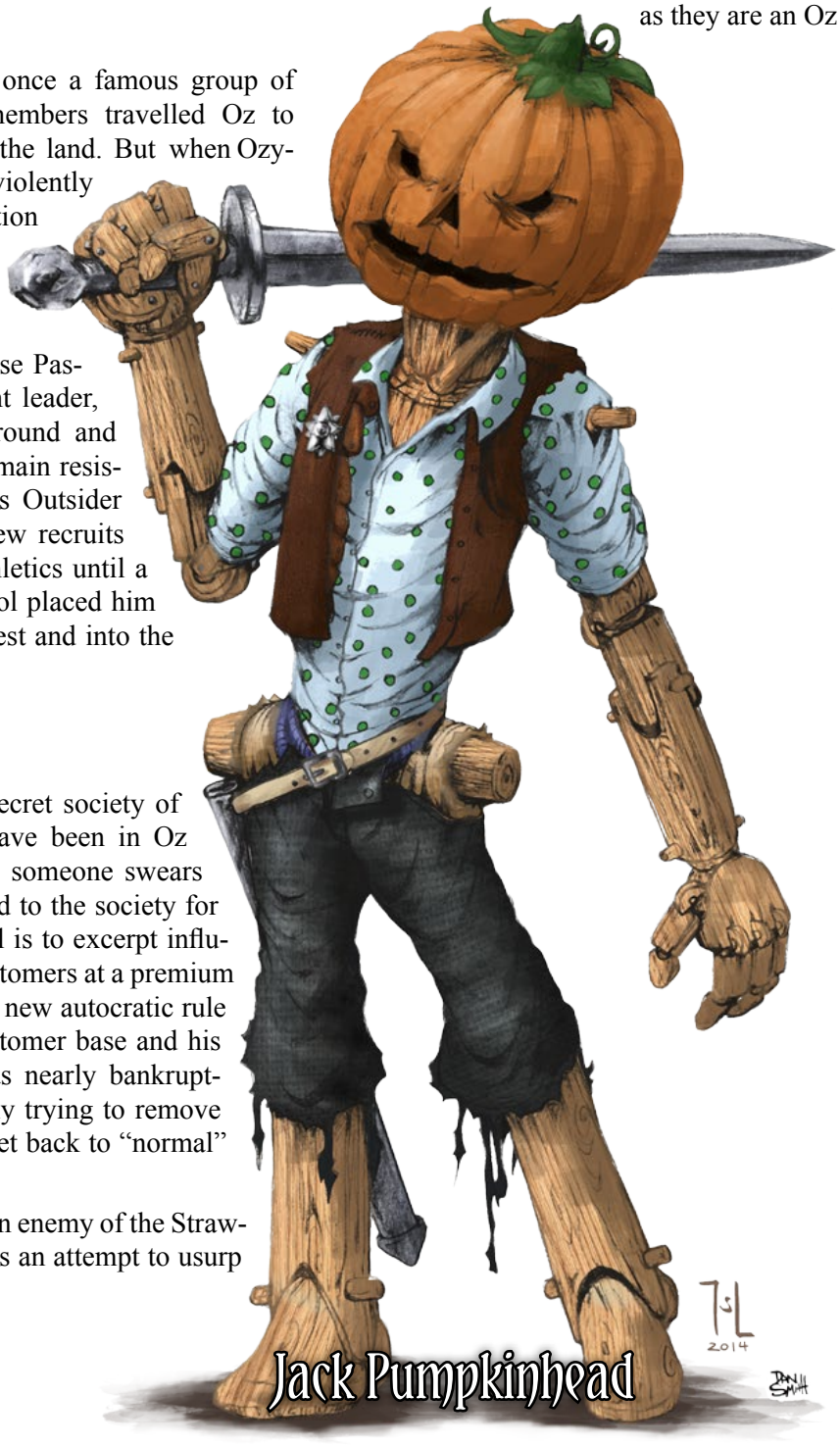
THE LULLABY GUILD

The Lullaby Guild is a secret society of thieves and assassins who have been in Oz for thousands of years. Once someone swears the Guild Oath they are bound to the society for life. The Guild's primary goal is to excerpt influence behind the scenes for customers at a premium price. However, Ozymandias' new autocratic rule has severely limited their customer base and his insistence on cheap labor has nearly bankrupted them. They are now openly trying to remove him from power in order to get back to "normal" crime.

The Guild is also the sworn enemy of the Straw-Men assassins who they see as an attempt to usurp their rightful role in society.

SOCIETY OF THE UNBOUND

The Society is a loose organization of anarchists living and operating in southern Munchkin Country. Their "leader" who is seen more as a spiritual guide is Krak Long Toothed. He preaches freedom from Ozma and all rules as well as freedom from Ozymandias. His followers are just as likely to attack a resistance group as they are an Oz Corps patrol.



Jack Pumpkinhead

SPECIAL CONDITIONS IN OZ

THE YELLOW BRICK ROADS, RIVERS, AND GETTING AROUND

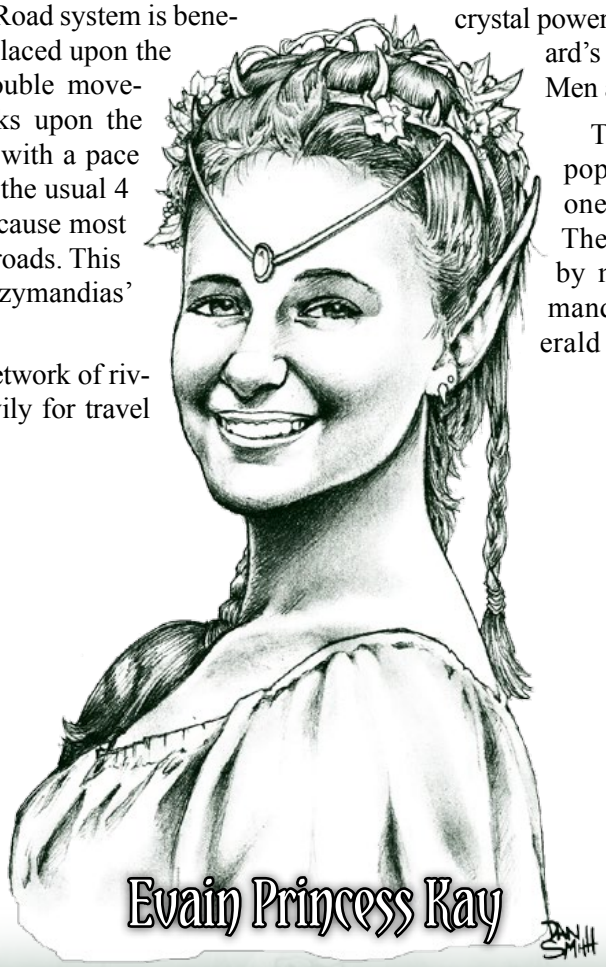
Travel on the Yellow Brick Road system is benefited by special magical spells placed upon the road itself. One spell gives double movement rate to anyone who walks upon the road. For example, a character with a pace of 6 travels at 8 mph instead of the usual 4 mph. Also, spells of protection cause most animals and beasts to avoid the roads. This however does not apply to Ozymandias' army.

There is also an extensive network of rivers and lakes that are used heavily for travel and commerce along with a honeycomb of underground rivers and caverns.

BACK AT THE EMERALD CITY

The Emerald Guard is Ozymandias' elite personal guard. It consists of Dragon-Men who wield Emerald crystal powered blasters. They protect the Wizard's inner palace area while and Tin-Men and Yips patrol the city.

The city itself is surrounded by poppy fields that drug and kill anyone who approaches unannounced. The drug effect can be turned off by magic known only to the Ozymandias and the officers of the Emerald Guard.



Evain Princess Kay

Ozma

CHAPTER FIVE: ENCOUNTERS

The following encounter tables can be used any time the party is wandering in a land or between adventures. This is a good way to add a little more flare to an adventure or to let the party gain some more experience before taking on a particularly hard plot point encounter. Do not draw on the tables when in a city or settlement.

Draw a card from the Action Deck once per day when the party is traveling in the Lands of Oz or at whatever pace the GM sees fit. On a Red Joker the GM gains an At Large Benny. On a Black Joker each party member gains a Benny. On a face card deal another card out of site of the players and consult the tables below based on the location the players are currently located in and the number and suit from the second card drawn.

GILLIKIN ENCOUNTERS

CLUBS (OBSTACLE OR HAZARD)

Deuce-Three	A herd of giant buffalo stampede toward the party. Finding cover in time requires the characters to each make an Average, Agility based, Dramatic Task (no assisting allowed). The Time Unit is 1 round per roll. On a failure, the character is kicked by a few animals as they thunder past, and suffers 2d6 damage for every roll below the required five (i.e. if he only gets 3 successes and raises in the 5 rounds then he takes 4d6 damage).
Four-Five	The party discovers a gypsy hermit shack (see Bestiary for Gillikin Gypsy). The hermit has a random reaction to the party when they arrive.
Six-Seven	A brush fire flares up around the party. To escape the fire, the characters must each make an Average, Survival skill, Dramatic Task (no assisting allowed). The Time Unit is 30 seconds per roll. With a failure, the character suffers 1d10 + 1d10 damage for every roll below the required five (i.e. if he only gets 4 successes and raises in the 5 rounds then he takes 2d10 damage, with only 3 successes he takes 3d10 damage).
Eight-Nine	A dense morning fog rolls in and engulfs the party. Players have difficulty finding their bearings and even each other. Remaining together and finding shelter requires all characters to make an Average (no modifier), Survival based Dramatic Task (no assisting allowed). The Time Unit is 5 minutes per roll. Anyone who fails to make five successes and raises in five rolls is separated from the party. The party must regroup and individuals on their own are subject to attacks by wandering predators.
Ten-Jack	The party discovers the entrance to a large underground cavern. It is empty but it might take some time to discover this and there are obstacles like crevasses and things that could waste time and bennies. For a crevasse the lead character makes a Notice roll at –2 to detect a hidden crack. Failure means a tragic fall. The depth of the crack is 1d10 x 10". Falling damage applies as normal. Climbing out or going down to get him should be a Climbing skill based Dramatic Task.
Queen-King	A flash flood comes sweeping in. Finding high ground in time requires the characters to each make an Average, Agility based, Dramatic Task (no assisting allowed). The Time Unit is 1 round per roll. On a failure, the character is swept away with the flood waters and must make a Hard (-2) Swimming Dramatic Task (1 round per roll) or drown. Reviving drowned players can be attempted within five minutes of the drowning with a Hard (-2) Healing Dramatic Task.

Ace	A large Tornado rapidly tears through the area. It is preceded by hail and rain. Finding cover requires an Agility roll at -2. On a failure, the character is battered by flying debris and suffers 2d12 damage. On a critical failure, the character is tossed around by the funnel and suffers an immediate Shake plus 1d6 wounds. Afterward, the group possibly finds an Outsider who was carried into Oz by the event.

Hearts (Wandering NPC's)

Deuce-Three	A cart with a Gillikin Gypsy fortune teller passes near the party (initial reaction to the party is Neutral to Friendly).
Four-Five	A Gillikin warrior patrol investigates the players (initial reaction to the party is Neutral to Friendly).
Six-Seven	A large group of nomadic Gillikin herdsmen pass by with their herd of sheep (initial reaction to the party is Uncooperative to Helpful).
Eight-Nine	The party encounters a family of Munchkin refugees fleeing their homes and traveling to a small town in Gillikin to look for work. They can give the party news of Munchkin country (initial reaction to the party is Uncooperative to Friendly).
Ten	A traveling troupe of entertainers offer to perform a show for the players. They are willing to give the party lots of knowledge of the rest of Oz if some of the players do a performance for them in return.
Jack	The group bumps into several Pastorian gamblers roaming the world. They try to strike up a game with the party.
Queen	The party encounters a Gillikin merchant caravan (initial reaction to the party is Neutral to Friendly).
King	The players run into a group of partisans on their way to Dunwood Keep.
Ace	The party discovers a group of Winkie scientists trying to study the local flora and fauna.

Diamonds (Random Fortune)

Deuce-Three	An outcropping of stone shows a vein of iron ore. Knowledge: Mining can be used to maximize any excavation.
Four-Five	An outcropping of stone shows several random crystals. Knowledge: Mining can be used to maximize any excavation.
Six-Seven	A gypsy hermit shack is discovered but the occupant is nowhere to be found. She seems to have left behind several random items.
Eight-Nine	An old Giant Purple Spider nest is discovered. The mummified remains of several victims along with their belongings are still hanging from the roof.
Ten-Jack	The bodies of several Gillikins are found with all their personal belongings. From the looks of it they were attacked a long time ago by lions.
Queen-King	An underground cavern entrance. Inside is a treasure stashed by a group of long dead bandits.
Ace	An abandoned merchant caravan is discovered. In several directions bodies are found with their life sucked out of them. They apparently fell prey to a group of Mist Maidens.

Spades (Enemy or Monster)

Deuce	A rogue Woolly Mammoth bull attacks (see the Bestiary).
Three	A Storm Elemental attacks (see the Bestiary).
Four	A pack of Frost Wolves attacks (see the Bestiary).
Five	A group of Plains Raptors stalks and attacks the party (see the Bestiary).
Six	A group of Rock Rhinoceros charge the party (see the Bestiary).

Seven	A flight of Winged Monkeys swoops in to attack the party (see the Bestiary).
Eight	A roaming band of Niave from Pumperdink stalks the party (see the Bestiary).
Nine	A war-party of Flatheads attacks the party (see the Bestiary).
Ten	A roaming Lion pride attacks the party (see the Bestiary).
Jack	Gillikin bandits (use Gillikin Warrior stats in the Bestiary) ambush the party.
Queen	A Straw-Man assassin squad attacks (see Bestiary).
King	Mist Maidens (see the Bestiary) approach the group. A dense morning fog rolls in and engulfs the party. Players have difficulty finding their bearings and even each other. During this fog several Mist Maidens attempt to lure party members away from the group (see the Mist Maidens' Siren Song in the Bestiary for specifics).
Ace	The party passes a Giant Purple Spider nest (see Bestiary). One or more spiders lurch out and ambush the party.

High Level NPC or Named Monster (Joker)

Joker	A Young Dragon (see the Bestiary) flies in and attacks the party.

Munchkin Encounters

Clubs (Obstacle or Hazard)

Deuce-Three	A hail storm sweeps in. If players do not have a shelter then they must each take 2d6 damage from falling hail stones.
Four-Five	The party discovers a farmstead (use Munchkin Warrior stats from the Bestiary). The farmer and his hands have a random reaction to the party when they arrive.
Six-Seven	The party discovers the entrance to an underground cavern. It is the home of a family of Plains Raptors. The parents are away but may return any minute. A clutch of eggs are in the nest.
Eight-Nine	Smoke ahead appears to be from a small inn that is on fire. Putting it out is an Average, Agility or Strength based Dramatic Task. The Time Unit is 5 minutes per roll.
Ten-Jack	A sinkhole opens up around the players. All must make an Agility roll at -2 or fall 40 feet down (taking 4d6 damage). Climbing back out should prove to be a Difficult, Climbing skill based Dramatic Task.
Queen-King	A dust storm engulfs the party. Remaining together and finding shelter requires all characters to make a Hard (-2), Survival based Dramatic Task (no assisting allowed). The Time Unit is 5 minutes per roll. Anyone who fails to make five successes and raises in five rolls is separated from the party and caught out in the storm. They must make a Vigor roll at -2 or become Fatigued. The party must regroup and individuals on their own are subject to attacks by wandering predators.
Ace	A large Tornado rapidly tears through the area. It is preceded by hail and rain. Finding cover requires an Agility roll at -2. On a failure, the character is battered by flying debris and suffers 2d12 damage. On a critical failure, the character is tossed around by the funnel and suffers an immediate Shake plus 1d6 wounds. Afterward, the group possibly finds an Outsider who was carried into Oz by the event.

Hearts (Wandering NPC's)

Deuce-Three	A group of former Gnome King Warriors who are now out of work mercenaries comes across the party.
Four-Five	A Munchkin partisan patrol investigates the party (initial reaction is Uncooperative to Neutral).
Six-Seven	A wagon train of iron ore is seen traveling towards the Emerald City direction (initial reaction is Hostile to Neutral).

Eight-Nine	A wagon train of wheat carts is seen traveling towards the Emerald City direction (initial reaction is Neutral).
Ten	A wounded Winkie is seen hobbling along. He is an Oz Corps deserter who was wounded during a fight with the resistance. He is weary of both sides now.
Jack	A traveling group of Minstrels (use Munchkin Minstrel stats from the Bestiary) offer to play some songs for the players. They are willing to give the party lots of knowledge of the rest of Oz if one player can sing a song they have never heard (should be easy for an Outsider).
Queen	The party encounters a group of Krak Long Toothed soldiers (initial reaction is completely random). Use warriors of various races from the Bestiary.
King	The party comes across an Alchemist traveling to a local town (initial reaction is Neutral).
Ace	A Yookoohoo disguised as a beautiful Munchkin woman asks the group for protection as a deception to allow her time to rob from them by transforming into various party members whenever she can.

Diamonds (Random Fortune)

Deuce-Three	A group of Munchkin Miners are trying to repair their broken ox cart. They offer the players four random crystals pulled from one of their bags as payment for help.
Four-Five	An abandoned mining wagon still with several large sacks of iron ore is found. The wheel is broken.

Six-Seven	A few Ozzies lie on the ground along with some blood. Searching finds a few more Ozzies and some more blood off in one direction. Several more spots can be found by following the path until the body of a dead thief is discovered still holding the torn sack. In all, he had 250z and an ornate dagger. He was probably wounded during the attack when he took the money.
Eight-Nine	A wagon carrying sacks of wheat passes on its way to the Emerald City. Several minutes later the party comes across a sack of wheat that obviously fell off.
Ten-Jack	A ring is found shining in a puddle. Roll randomly for one of the magical rings listed in the section on Items.
Queen-King	The players stumble across a pair of plate greaves. Their dented and rusty but could be repaired with some Metalworking.
Ace	An abandoned mining cart is discovered. In several directions mutilated bodies are found. They apparently fell prey to a group of prowling Moor Ghouls. Inside the cart is a large sack with about a hundred crystals between small and medium size. On one of the bodies is a pouch with eight large crystals.

SPADES (ENEMY OR MONSTER)

Deuce-Three	Moor Ghouls have wandered out from the Lessiz Moor (see Bestiary).
Four-Five	A group of desperate Munchkin bandits attacks the group (see Munchkin Warriors in the Bestiary).
Six-Seven	A pack of Large Feral Wolves looking for food attacks the party (see Bestiary).
Eight-Nine	A foraging Goblin Cavefolk war party attacks the party (see Bestiary).
Ten	The players startle a Rock Rhinoceros that they mistake for a simple rock formation (see Bestiary).
Jack	The party is attacked by a pack or Plains Raptors (see Bestiary).
Queen	An Oz Corps Soldier (see Bestiary) patrol discovers the players and checks them for partisans (Hostile to Neutral).
King	A group of newly risen Pumpkinheads attack the party at night (see Bestiary).
Ace	A Tin-Man scouting party (see Bestiary) discovers the players and checks them for partisans (initial reaction is Hostile to Neutral).

HIGH LEVEL NPC OR NAMED MONSTER (JOKER)

Joker	A passing Unicorn is interested in the party and looks it over. It is very cautious and will flee if it perceives any threat.

WINKIE ENCOUNTERS

CLUBS (OBSTACLE OR HAZARD)

Deuce-Three	A hail storm sweeps in. If players do not have a shelter then they must each take 2d6 damage from falling hail stones.
Four-Five	The party finds the entrance to a large underground cave area with bones on the floor inside. It was once a Feral Wolf den but the animals have moved on. Searching might yield random items left on some of the bodies dragged back.
Six-Seven	The group comes along a strange thicket with bones spread around the ground. It was once a Solanum Blood Briar patch but the briars were deprived of blood and have reverted to large prickly spores about the size of a grapefruit (six in all). Agility rolls are needed to pick one up without pricking a finger and awakening the plant with a drop of blood.

Eight-Ten	A large herd of Giant Buffalo lie between the party and their destination. Going around could take all day. Going through could cause a stampede if they aren't careful. Going through is an Average Agility based Dramatic Task with a Time Unit of 20 minutes. Each player must roll for himself and no Assisting is possible. Keep rolling till all of the players are through. However, if anyone rolls a Critical Failure at any time then the animals stampede. See the Buffalo Stampede in the Obstacle and Hazard section under Gillikin Encounters.
Jack-King	An Oz Corps battlefield graveyard from one of the first battles of Ozymandias' conquest is nearby. Rumors are that some of Ozymandias' troops were buried with the weapons and loot that they had been plundering along the way.
Ace	A large Tornado rapidly tears through the area. It is preceded by hail and rain. Finding cover requires an Agility roll at -2. On a failure, the character is battered by flying debris and suffers 2d12 damage. On a critical failure, the character is tossed around by the funnel and suffers an immediate Shake plus 1d6 wounds. Afterward, the group possibly finds an Outsider who was carried into Oz by the event.

Hearts (Wandering NPC's)

Deuce-Three	The players discover a group of Patchwork pilgrims on a pilgrimage to a shrine to Jacob the Tinkerer.
Four-Five	The players discover a group of Clockwork pilgrims on a pilgrimage to a shrine to Jacob the Tinkerer.
Six-Seven	A Winkie partisan patrol investigates the party (initial reaction is Uncooperative to Neutral).
Eight-Nine	A traveling Winkie Tinkerer in an ox drawn wagon passes by.
Ten	A wandering Witch-Priestess for Lurline's Aegis passes by. She seems very eccentric and almost a touch mad as she talks about Lurline almost as a god who will return any moment to right all wrongs and set things right.

Corrupted Winged Monkey

Jack	A slaver with a wagon load of Winkie females is heading for the Emerald City to sell them as courtesans. He has a pair of large thugs as bodyguards.
Queen	The party comes across a group of Bricklayers on their way to work on the road near Dori.
King	Several Winkie scholars pass on their way to Herku. They are skilled in Ancient Pre-Evain, Medicine, Navigation, and the Fae.
Ace	A Tin-Man scout party discovers the party and checks them for partisans (initial reaction is Hostile to Neutral).

Diamonds (Random Fortune)

Deuce-Three	An outcropping of stone shows a vein of iron ore. Knowledge: Mining can be used to maximize any excavation.
Four-Five	A wagon carrying some books passes on its way to the Emerald City. Several minutes later the party comes across a pair of books that must have fallen off. One is a Reference Book and the other a Beginner's Guide. Roll randomly to determine the subject matter of each.
Six-Seven	An ear ring is found on the ground. Roll randomly for one of the magical piercings listed in the section on Items.
Eight-Nine	A broken Weather Clock is found discarded. It looks like it could be repaired with some Tinkering skill.
Ten-Jack	The party sees a light piercing from out of the underbrush or from behind a rocky outcropping nearby. Investigation reveals it to be a Crystal Torch still in excellent condition.
Queen-King	A broken down cart with a small clockwork steam engine is found half submerged in a pond. The cart is mostly rusted but the engine still appears to be in operating order.
Ace	The players stumble across the scene of a last ditch stand by a Winkie Ranger from the original invasion. His decaying body lies in the middle of twelve Yip corpses. He must have killed all of them because all the bodies still have their original possessions. Most are rotted or rusted but his Winkana still looks as shiny and new as the day it was made.

Spades (Enemy or Monster)

Deuce-Three	A group of Flathead Warriors (one per two players) led by a Chieftain attack the party (see the Bestiary).
Four-Five	A pair of Jaguars stalk the players (see the Bestiary).
Six-Seven	A pack of Feral Wolves attacks the party (see the Bestiary).
Eight-Nine	A flight of Winged Monkeys swoops in to attack the party (see the Bestiary).
Ten	A group of renegade Winkie Rangers (1 per player) turned highwaymen attempt to hold up the party (see the Bestiary). If they turn over their money and jewels they can move on. They can keep their weapons and gear.
Jack	A Murder of Soulcatcher Crows (two per player) attacks the group (see the Bestiary). Anyone incapacitated in the battle will have their soul captured and whisked away to become a Straw-Man Assassin.
Queen	Several Wolf-Men bandits with Feral Wolf pets attempt to surprise the party and steal their possessions (see the Bestiary).
King	A group of newly risen Pumpkinheads attack the party at night (see the Bestiary).
Ace	A Tin-Man scouting party discovers the party and checks them for partisans (Hostile to Neutral).

High Level NPC or Named Monster (Joker)

Joker	An elite Straw-Man assassin tries to attack the party stealthily.

QUADLING ENCOUNTERS

CLUBS (OBSTACLE OR HAZARD)

Deuce-Three	An earthquake rumbles through the area opening large cracks in the ground around the players. All must make an Agility roll at -2 or fall 20 feet into a crack (taking 2d6 damage). Climbing back out should prove to be an Average, Climbing skill based Dramatic Task.
Four-Five	A recent rainstorm has transformed a tiny stream into a small, raging river. It lies directly across the players' path. Crossing it requires a Moderate (-1) Swimming Dramatic Task with a Time Unit of one round per roll.
Six-Seven	A mudslide in the area has wiped out the path ahead. Going over or around could be tricky.
Eight-Nine	A large force of Oz Corps soldiers are moving through the area. At least several hundred can be seen marching in the same direction that the party was headed.
Ten-Jack	The party finds the entrance to a large cave area with bones on the floor inside. It was once a Hammerhead Giant den but the creature has moved on. Searching might yield random items left on some of the bodies dragged back.
Queen-King	Ahead lays a river in a deep gorge. There's only one old rickety bridge crossing it. Going over is an Average Agility based Dramatic Task with a Time Unit of one round per roll. Each player must roll for himself and no Assisting is possible. Keep rolling till all of the players are across. However, if anyone rolls a Critical Failure at any time then a board breaks and the player must make an Agility roll at -2 to hang on or plummet into the river.
Ace	A large Tornado rapidly tears through the area. It is preceded by hail and rain. Finding cover requires an Agility roll at -2. On a failure, the character is battered by flying debris and suffers 2d12 damage. On a critical failure, the character is tossed around by the funnel and suffers an immediate Shake plus 1d6 wounds. Afterward, the group possibly finds an Outsider who was carried into Oz by the event.

HEARTS (WANDERING NPC'S)

Deuce-Three	A Quadling Brewer is on his way to Bunburry with several barrels of ale. He seems to be having a good time and has tapped one for the road. He offers drinks to all the players.
Four-Five	Quadling farmers taking their grains to Bunburry pass by.
Six-Seven	A band of Quadling scouts investigates the party.
Eight-Nine	A neutral witch has several random scrolls for sale.
Ten	A group of Quadling Bricklayers heading to work on the road near Rigmarole passes by.
Jack	A wounded Lion-Man partisan is found dying. He has three wounds and is incapacitated.
Queen	A wandering Witch-Priestess for Lurline's Aegis passes by. She seems very eccentric and almost a touch mad as she talks about Lurline almost as a god who will return any moment to right all wrongs and set things right.
King	A lost and crying little girl refugee approaches the party and says she was separated from her family on their way to Rigmarole.
Ace	A newly arrived Outsider is found wandering in a daze. He was bar tender on a cruise ship who fell overboard during a storm in the Bermuda Triangle. The only thing he knows how to do is make a good drink.

DIAMONDS (RANDOM FORTUNE)

Deuce-Three	An outcropping of stone shows several random crystals. Knowledge: Mining can be used to maximize any excavation.
Four-Five	An abandoned farm is discovered. The former occupants are nowhere to be found. However they seem to have left behind several random items including a Pike and a Pitch Fork.

Six-Seven	A traveling Alchemist is selling potions for half price.
Eight-Nine	A pair of Goblin Cavefolk wants to trade an Amulet of Smarts (+1) for some food.
Ten-Jack	An outcropping of stone shows a vein of iron ore. Knowledge: Mining can be used to maximize any excavation.
Queen-King	A Quadling Healer passing by offers a Potion of Healing in exchange for any news of the war.
Ace	The body of a Quadling gambler is found with a dagger in his heart. He's still wearing his Ring of Luck (+2 to Gambling skill rolls).

Spades (Enemy or Monster)

Deuce-Three	A pair of Lions stalk the players (see the Bestiary).
Four-Five	A pride of Sabre-Toothed tigers stalk the party (see Bestiary).
Six-Seven	A band of Quadling Warrior bandits attack the party (see Bestiary).
Eight-Nine	A group of Yip Grunts (one per two players) led by a Yip Veteran attacks the party (see Bestiary).
Ten	Several Lion-Men bandits with Lion pets attempt to surprise the party and steal their possessions (see the Bestiary).
Jack	A group of newly risen Pumpkinheads attack the party at night (see the Bestiary).
Queen	A Hammerhead Youth attacks the players (see the Bestiary).
King	The wandering Fighting Tree Warrior charges the players (see Bestiary).
Ace	A Tin-Man scouting party discovers the party and checks them for partisans (initial reaction is Hostile to Neutral).

High Level NPC or Named Monster (Joker)

Joker	A wandering Yoop Giant comes charging down on the party.

Krak, the Long-Toothed

Chapter Six: The Plot Point Campaign

GM's Notes and Background

Before We Begin

The main plot point should introduce the characters to many of the areas of Oz and teach them about the main NPC's. This campaign is intended for the players to be able to deal Ozymandias a severe blow but to leave him in power and for the setting to remain basically intact so that GM's can continue to use the resources of this book and any follow up adventures along with anything they would like to add from Baum's rich fantasy world. The rest of this section summarizes the backstory of events important to the main plot point campaign along with a general overview of things to come.

Note that the campaign makes use of the expanded dramatic tasks discussed in the Setting Rules section. However, if the GM does not wish to use any or all of them then he can easily convert the tasks into simple trait rolls.

It should be remembered that this campaign is meant to involve the characters in a sweeping tale that takes them from one end of Oz to another and introduces them to some of the more unusual aspects of this magical land. However, it is only a framework and single thread of a story that can be as deep and as rich as the GM and his players wish it to be. Feel free to add side adventures and random encounters whenever it seems appropriate; especially if the characters do not seem powerful enough yet for a particular mission that they must soon undertake.

The Backstory

Originally there was thought to be only one magical Emerald -- the enormous one at the heart of Oz. In ancient times Lurline, the most powerful witch of all time, was able to transmute the Emerald into the shape of a giant metropolis now known simply as The Emerald City. However, the incredible feat drained her so much that she then slept afterward for a thousand years.

Over the past few centuries some rare, ancient, pre-Evain crystals with etchings have been found in each of the five non-Emerald crystal types. It was discovered that when these crystals were held and their ancient name spoken (which was found to be etched onto them) they will transmute into crystal weapons or crystal suits of armor. These rare relics are highly coveted.

During the Gnome King Wars, his most powerful lieutenant, the Dragon-Man called Durgo, was able to enter the Emerald City on a mission to kill Ozma. However, Prince Alain of Gillikin (Dorothy Gale's husband) was able to hold him off while Patch (aka Toto) ran to find help. They fought an incredible battle, during which, a powerful blow struck one of the walls at just the right angle and chipped off a small piece of Emerald causing a violent earthquake. Prince Alain lost his footing and was slain just as Dorothy and Lurline arrived.

Lurline picked up the Emerald shard and handed it to Dorothy while saying some magical words. The shard immediately transmuted into the Emerald sword that is now known as Twister. Dorothy then used it to kill her husband's slayer.

The transmuting of the Emerald shard severely weakened Lurline and she has been asleep again ever since (thus why she was not around to stop the new Ozymandias' takeover of Oz). She has been guarded over for these many years in a secret location known only to an order of priestesses called Lurline's Aegis (or just The Aegis).

When Joseph Thater arrived in Oz several years ago he began researching ancient texts with the help of Pro-

fessor Wogglebug. In one of these texts they discovered mention of an Emerald weapon and suit of armor. Thater went mad trying to find it along with his other pursuits of power. Ozma banned him from delving into magic anymore and so he disappeared, continuing his research in hiding.

He later found the Emerald items in a cave in the Yip Tableland. He emerged from the cave wearing the armor and carrying the weapon. The Yips have worshiped him as a god ever since and made up a large portion of his original army that conquered Oz from Princess Ozma.

Thater's suit of armor is invulnerable to magic and acts as +4 Heavy Armor. Virtually nothing can touch him (thus why the Yips think he's a god and why he was able to defeat Ozma, Amber, and Glinda).

Ozymandias' one fear is that Lurline will return one day and be able to transmute his Emerald armor and weapon. She is the only one known to have ever had that kind of power. However, the story of Lurline & why and where she is now asleep is shrouded in myth. The players should not know it initially but should find out about it over the course of the campaign from seemingly half-crazy old witches of her protective order (known as Lurline's Aegis) and from events laid out in the plot point campaign.

Ozymandias is an extremely gifted Technomancer, powering his Tin-Men and his army's weapons with pieces of Emerald that he keeps chipping off of the City. This has caused periodic earthquakes which are spreading more fear throughout the land. But in fact he is only a slightly above average Wizard and it's his armor that has made him invulnerable. He wears specially designed gloves with pockets in the palm to carry the two Emerald shards at the ready to be instantly transformed into his armor and weapon with only a word.

Until fairly recently the Gnome King was being held in the Emerald City dungeons with no memory due to Ozymandias having forced the Water of Oblivion upon him. To amuse himself, and as torture, Ozymandias would remind the king of who he really was and tell him of his one great fear and weakness. However, the king was then made to forget any memories he had just remembered by making him drink the Water of Oblivion again. When he finally seemed to have lost his memories permanently Ozymandias grew bored and set him free.

With the help of the players the Gnome King eventually remembers enough to direct the players toward awakening Lurline. The plot point campaign starts off with the players trying to free Ozma but later changes into a quest to awaken Lurline and make Ozymandias vulnerable.

PRELUDE

The following story introduces the players to the setting and brings them together. It takes place south of Bunburry on the Yellow Brick Road between the two river crossings.

SCENE 1: THE YELLOW BRICK ROAD

The adventure begins on a lonely stretch of the Yellow Brick Road as night falls in early winter. The players are among a group of refugees fleeing the oppression of Ozymandias' new regime. The characters do not need to know each other at this point but should soon become a group.

After the Fall came the Purge. After the initial chaos and anarchy once Ozymandias' army had first swept through the land, there was the inevitable "realignment". As the new Order sought to consolidate Ozymandias' control, all of the old rulers and leaders across Oz were deposed if they were lucky -- rounded up and executed if they were not. The last time Ozma had been usurped the Evil Witches had only used their powers to coerce the establishment into doing their bidding. This time there was a wholesale house cleaning.

Into this vacuum crept every low life and malcontent that had ever held a grudge or felt slighted in the last two thousand years. And there were far more of them than anyone could have ever imagined. Apparently immortals have very long memories.

Fleeing from various places across Oz, a group of a few hundred refugees have just passed through Bunburry on their way south into the foothills of the Hammerhead Mountains. There have been rumors of insurgents lead by the Lion King, Blacktail the Brave down in the Yma Jungle. Or better still, that Glinda the Good's ancient palace far to the south is still a refuge for anyone fleeing the new Evil Wizard.

The new ruler of Bunburry had not been happy with the refugees passing through his town. He had refused them any food or drink and even had the town guards execute any stragglers who did not leave fast enough.

As darkness starts to close in and the long line of refugees slows to a shuffle, a scraggly looking lady pushing a cart with her last few belongings in it says "just you wait, when Lurline wakes up this will have all turned out to be just a bad dream." Another equally scraggly lady stops and looks around. "This looks like as good a place as any."

A Gillikin Minstrel who had obviously seen much fighting during the fall of the Emerald City nearly bumps into them and says "keep moving ladies, we're safe from wild beasts as long as we keep moving along the Yellow Brick Road. There should be a hamlet a few miles ahead."

The second lady looks up at him and half-sarcastically says "Oh, I'm not worried about wild beasts. Especially not with great Minstrel Psymin around."

At this point the players need to all make Notice rolls. Those who pass hear a low whooshing sound and catch glimpses of red eyes passing over as explosions erupt up and down the line. They are allowed to move up to 6" off the road and towards the trees.

Those who fail their Notice checks are in the target area of an incoming Poppy Oil potion. They must make Agility rolls at a -2 (as per the Diving for Cover from Area Effect Attacks rule) in order to jump out of the blast radius (MBT). Otherwise they suffer the effects of the *Sleep* power but once asleep they cannot be woken for 1d8 hours.

The Gillikin Minstrel is caught off guard and falls asleep in front of the players. Then in the confusion two dark forms swoop into the gas cloud and carry him away. If anyone tries to check on the scraggly looking ladies there is only the cart of the first one's possessions still to be found.

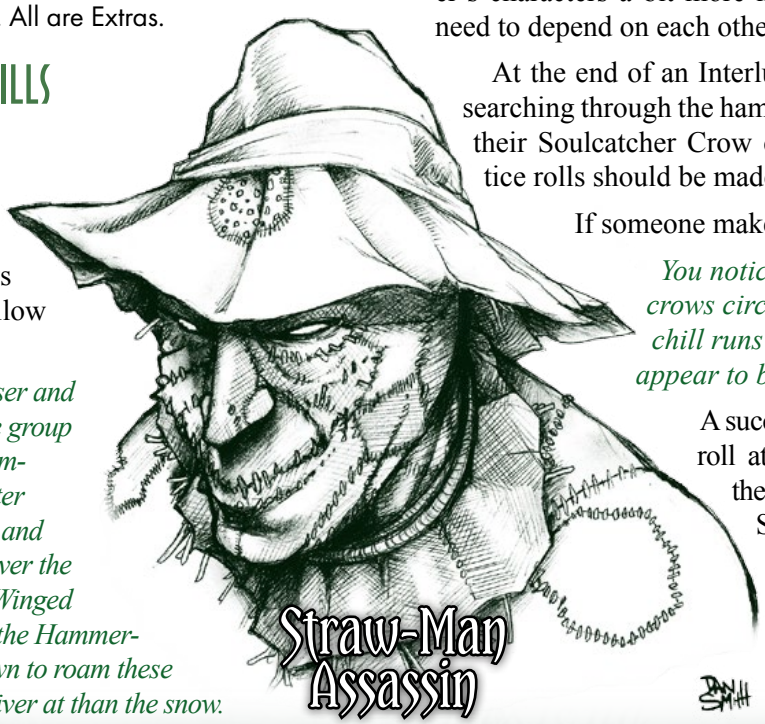
If any players have range attacks they can try to retaliate a bit but in the end the refugees are hopelessly scattered and much of the road ahead looks to be blanketed with the green mist of the sleeping potion.

Winged Monkeys (hundreds): As *Winged Monkey* from the Bestiary section. All are Extras.

SCENE 2: THE FOOTHILLS AND THE HAMLET

The heroes must try to survive in the Fae for several days while avoiding the Yellow Brick Road.

The forest grows denser and the hills grow taller as the group moves deeper into the Hammerhead Mountains. Winter is moving in and the days and nights grow colder. However the recent abductions by the Winged Monkeys and the tales of the Hammerhead Giants that are known to roam these mountains are more to shiver at than the snow.



The party roams through the woods for several days.

Dramatic Task: Wandering
Skill: Knowledge: Navigation
Time Unit: 1 day/roll
Difficulty: Average (0 modifier). Only three successes/raises are required in three rolls for this task.
Notes: If unsuccessful within three rolls then continue rolling until three successes and raises are met. Each roll is another day to survive in the Fae.

Make Survival rolls based on the rules for "Survival in the Fae".

Ahead lies what appears to be a burnt out hamlet. There are several burnt bodies in a pile and most of the buildings are half burned down. However the fires look cold and no smoke rises. Whatever happened here was at least several days ago or more.

The heroes may attempt to search the buildings for any supplies that might help them in the Fae. Basic Notice rolls should be made for scavenging. Each player who is Successful finds one survival item like a blanket, tent, bedroll, or rations. Any that succeeds with a raise also finds a small weapon like a Dagger or Short Sword or one piece of leather armor. Also, if a bed can be found still intact (Survival roll at -2) then the heroes may rest and recover from any fatigue they may have accumulated.

SCENE 3: THE SOULCATCHERS

This is a good time for an Interlude (See Chapter Four of the Savage Worlds Deluxe core rules book). This should allow the players to get to know each other's characters a bit more now that they're starting to need to depend on each other for protection.

At the end of an Interlude or while the heroes are searching through the hamlet a Straw-Man patrol with their Soulcatcher Crow consorts pass through. Notice rolls should be made.

If someone makes a Notice roll…

You notice several large, black crows circling the hamlet. A slight chill runs through your blood as they appear to be watching you.

A successful Common Knowledge roll at -2 will alert the heroes of the probability of approaching Straw-Men. Everyone must make an opposed Notice roll vs. the Straw-Men's Stealth. If they noticed the crows and made their Common Knowledge check then

they gain a +2. If they failed their Notice check to spot the Crows then they are at a -2. If they saw the crows but failed the Common Knowledge check then they are even up.

The Straw-Men attempt to approach with Stealth. Anyone who spots their approach is dealt in on the first round's initiative. Anyone who does not is left out of the initial draw. If everyone fails then the Straw-Men get the Drop.

If a Straw-Man is killed then his Soulcatcher crow companion swoops in to retrieve his soul which appears as the figure of a mournful person shaped of a black mist rising from the body. He will make one attack (usually Blind) if any hero is still adjacent to the Straw-Man's body and then fly through the mist and away. Also, when the crow approaches any nearby hero must make his Spirit check vs. the crow's Fear ability.

Soulcatcher Crows and Straw-Men (1 of each for every 2 players): As per the Bestiary section. All are Extras.

SCENE 4: THE FARMSTEAD

After leaving the hamlet the heroes begin to wander through the foothills again. After a day in the Fae a farmstead is spotted.

Down in a small valley ahead of you lies a poor looking farmstead. It looks to be intact and there is smoke coming from the farm house's chimney.

A simple Notice roll will spot the second lady from the first scene sweeping the front porch of the farm house. When the players approach she jumps onto her broom and starts to fly. She circles the pumpkin patch near the house and casts a spell. Several Pumpkinheads begin to rise from the mud.

Whenever someone hits one of the Pumpkinheads in the head have them make a Notice roll. On the first success by someone tell them the following.

When you strike the pumpkin on top of the creature it cracks and part of it falls away. Inside you see the rotting face and blank eyes of the Gillikin Minstrel Psymin who you were walking near back on the Yellow Brick Road and who you witnessed being carried away.

The Evil Witch Mercedes (Villain NPC):

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

Skills: Fighting d4, Sorcery d8, Intimidation d6

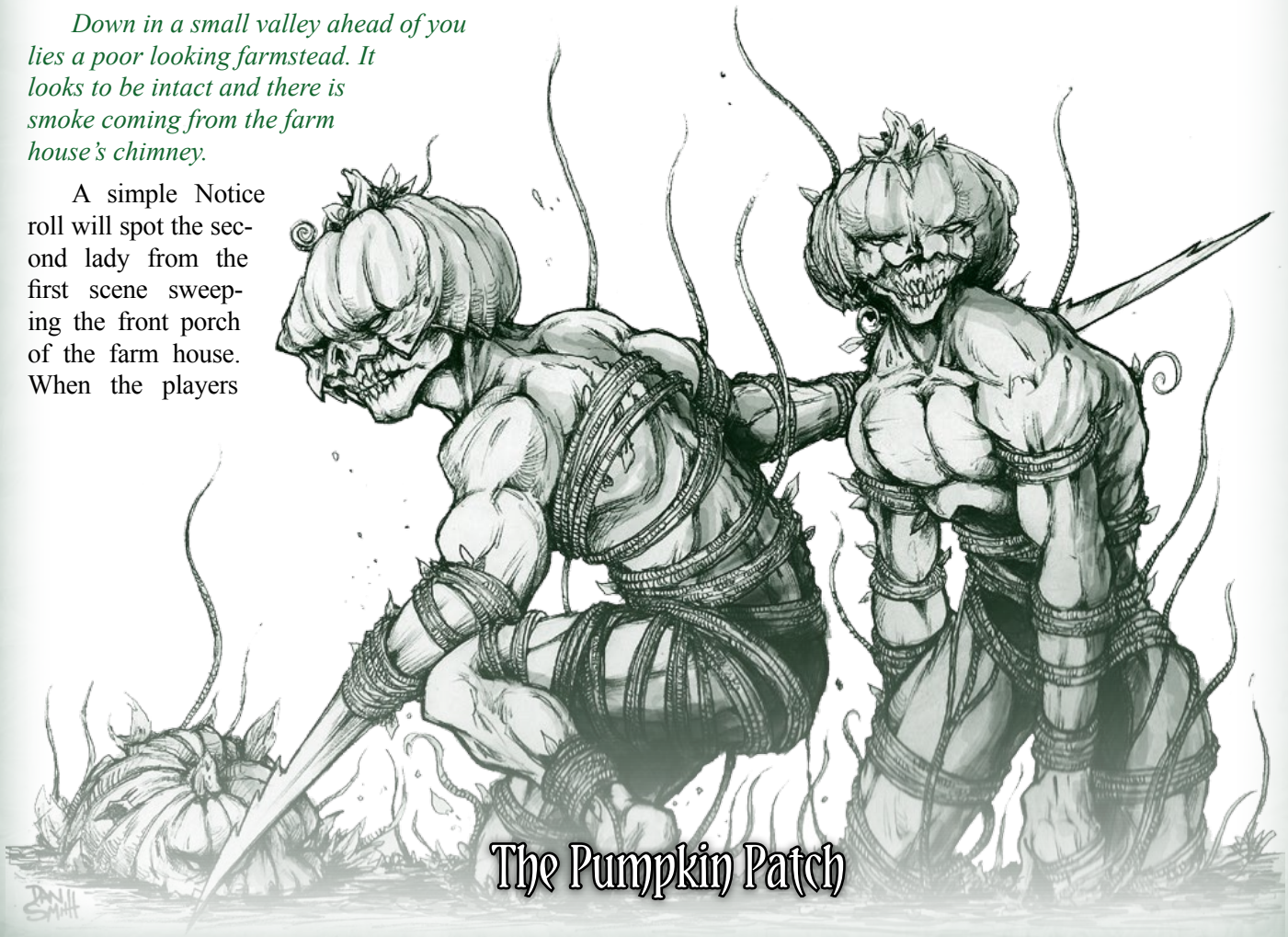
Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Mean, Bloodthirsty

Edges: Level Headed

Powers: Fly, Zombie (Pumpkinhead), Sleep

Loot: Broom



The Pumpkin Patch

Pumpkinheads (1 for every player): Newly risen Pumpkinhead extras from the Bestiary section.

SCENE 5: AFTERMATH

If the players survive then they find 4d10 * 10 Ozzies in a bag inside the farm house and a note from Ozymandias to the Evil Witch Mercedes ordering her to keep harassing the locals and to send any "fresh meat" that she can back to the Emerald City for "indoctrination". There is also a letter from the mayor of Bunburry telling Mercedes that the refugees are "all hers" and to "make sure that they never come back this way again."

If the players actively search the house make one group Notice roll at -2 using the average Notice skill of the group. On a success they find a Scroll with the Pumpkin Patch ritual inscribed on it.

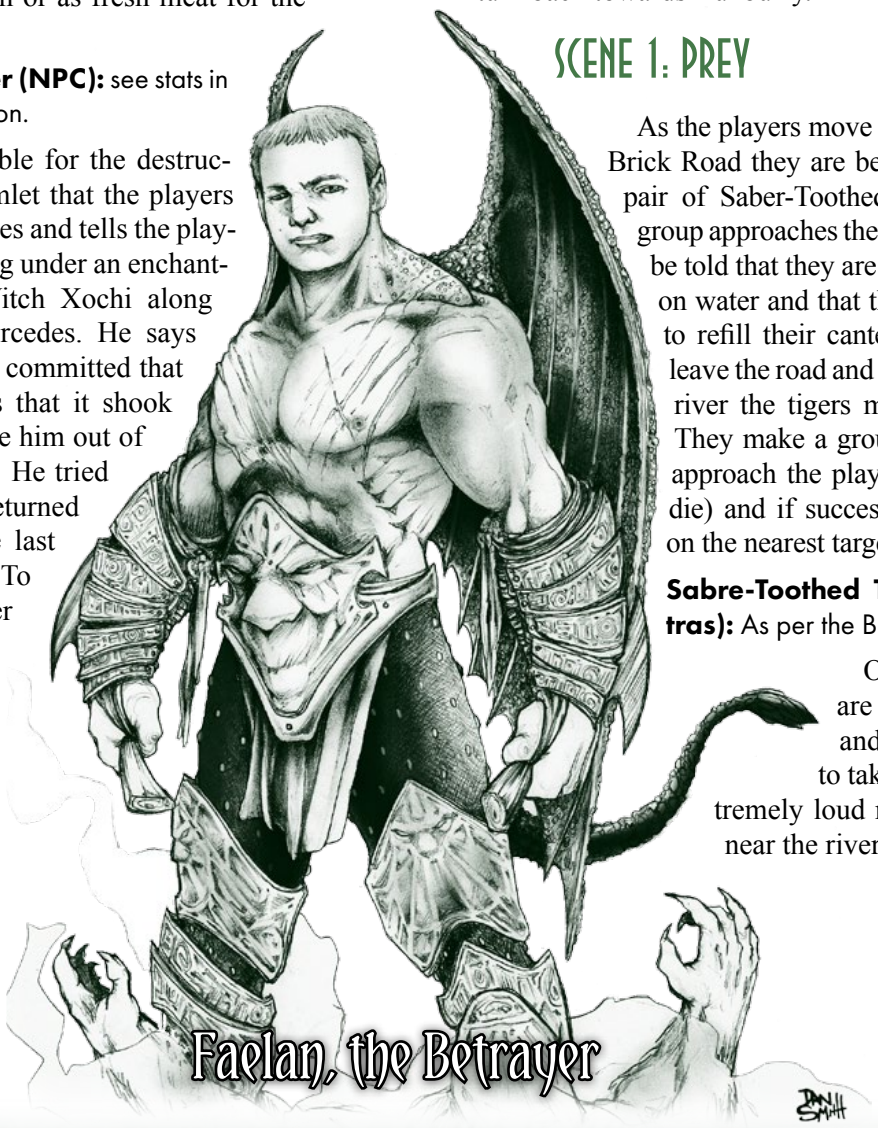
In a back room the group also finds a bound Gillikin prisoner named Faelan who was apparently either headed for the Pumpkin Patch or as fresh meat for the Emerald City.

Faelan, the Betrayer (NPC): see stats in the Friends and Foes section.

Faelan was responsible for the destruction of the burnt out hamlet that the players encountered earlier. He lies and tells the players that he had been acting under an enchantment of the Wicked Witch Xochi along with her apprentice Mercedes. He says that the atrocities that he committed that day were so horrendous that it shook him to the core and broke him out of the witch's enchantment. He tried to kill Xochi when he returned but was thwarted at the last minute by Mercedes. To reward Mercedes for her loyalty Xochi gave Faelan to her to do with as she wished. Mercedes was going to ritually kill him soon to feed his soul to a Soul Catcher Crow and then plant his body in the pumpkin patch outside to grow into another of her Pumpkinhead undead.

In fact, Faelan was not under any enchantment but actually enjoyed his work. However, he grew jealous of Ozymandias' growing influence over Xochi and attempted to betray and kill her. That is the real reason why she gave him to Mercedes for torture and death.

If the players believe Faelan and release him then he will quickly make his excuses and leave. If they release him but still mistrust him enough to try to prevent him from leaving then he will attack them. If they completely do not believe him then they can either kill him in his bindings or just leave him to die of starvation.


Faelan, the Betrayer

ACT I – LANCERO AND THE GIANT

This story can be run at any time after the party is together and they are along the Yellow Brick Road near one of the river crossings in Quadling country. If run immediately after the Prelude then the crossing can be either the southern one if the players were continuing in that direction or the northern one if they had decided to turn back towards Bunburry.

SCENE 1: PREY

As the players move along the Yellow Brick Road they are being tracked by a pair of Saber-Toothed Tigers. As the group approaches the river they should be told that they are dangerously low on water and that the group decides to refill their canteens. When they leave the road and walk down to the river the tigers make their move. They make a group Stealth roll to approach the players (d8 + a wild die) and if successful will Pounce on the nearest targets.

Sabre-Toothed Tigers (2 Extras): As per the Bestiary section.

Once the tigers are taken care of and the group starts to take a breath an extremely loud roar comes from near the river bank.

SCENE 2: BLOWN UP, SIR!

The group is about to be assaulted by a huge Hammerhead Giant from near the river. It has one stumpy arm (like all Hammerheads) but the other appears to be missing. He growls again and lowers his head in preparation of charging straight in to their ranks.

Suddenly there is an explosion where the giant had been standing and a cheer erupts from the river. In the water is a strange vessel with a cannon on it's bow and a bunch of sailors cheering the gunner for a great hit.

The smoke parts and an obviously shook and bloodied giant staggers for a bit and then runs off into the hills. The sailors try to quickly reload and take another shot but they are too late.

An elderly sailor with an ornately carved eye patch made of bone screams after the giant as loudly as he can "I'm coming for you Baha! You can run all you want but I'm going to get you soon!" He then glances over at the party and screams "you're welcome!" as he starts to turn away.

A member of the crew runs up and says something to him that the party cannot hear. The man nods and looks back over.

"Well, you might as well come aboard. I saved your life so by naval tradition that apparently means I'm responsible for your now. Come along with Ms. Kameena here and she'll get you something to eat and find a place to stow you and your gear." He then turns to a short, grey haired man with a beard and says, "Pops, enter them on the books as Landsmen and issue them some new slops. I don't know what they're wearing but you better have it boiled."

Ms. Kameena climbs off the boat and walks over to the party. She introduces herself as Master Gunner of the USS Mako and helps them to board the ship and to get fed and refreshed. While they are eating she tries to apologize for her captain's rudeness. She claims that he's really a good guy and explains that Captain Lancero lost an eye to the giant named Baha who had just run off. She says the captain gets a bit rattled whenever the creature is around. She also explains how the XO is away on a mission with a lot of the crew and the captain always seems to worry when his men are gone.

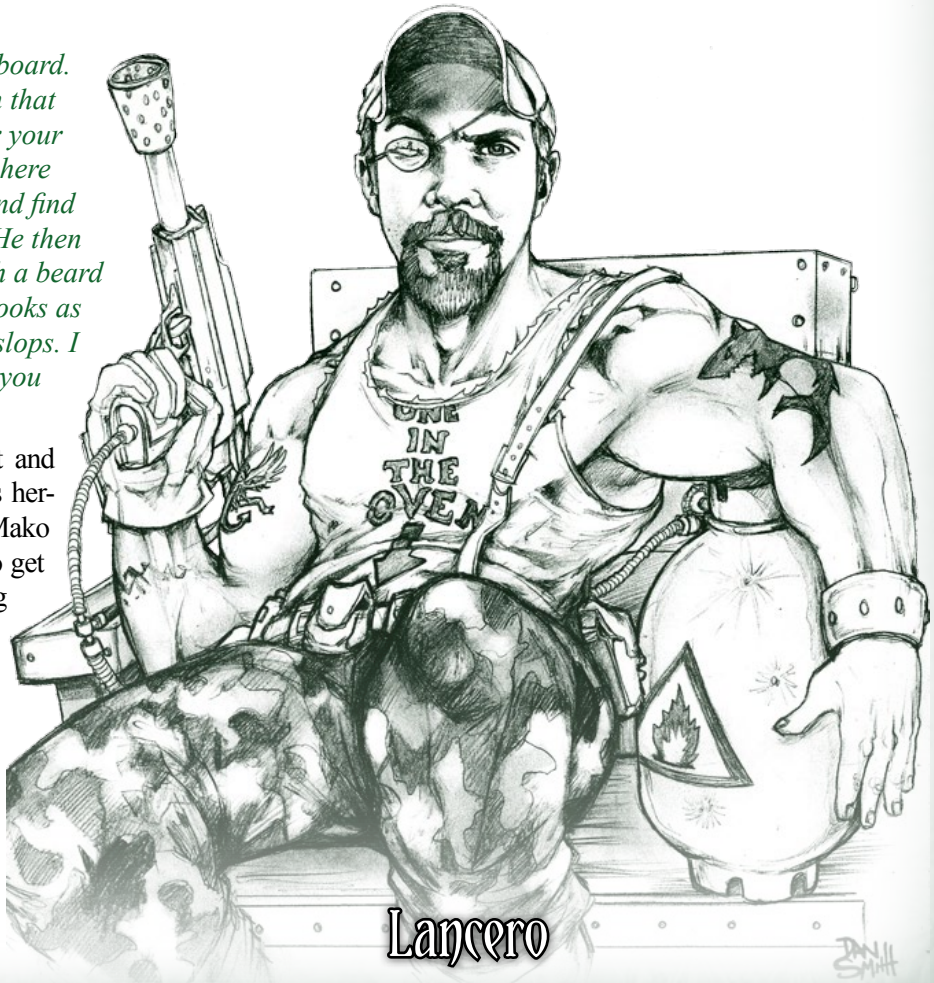
Kameena is very friendly and willing to help teach the party about anything she can, especially about Hammerheads, the captain, and the ship. See the Bestiary for details on the Hammerheads and the Friends and Foes section for more about Kameena or Captain Lancero and his ship.

Pops on the other hand is almost the exact opposite. He views the newcomers as another bad omen among many bad omens. He is always walking around mumbling prophesies of doom and gloom.

SCENE 3: THE PATROL

The group is called in along with Kameena to see the captain one day. Kameena is to lead the team to track down a group of Hammerheads that were recently sighted in the area. If the group finally succeeds they encounter several giant youth and an adult giant (all extras) but none are Baha. Treat the tracking as a Dramatic Task. Survival in the Fae should be done for each day spent Tracking. Also, the groups Movement Formation should be checked and Formation rules used (see the section on Setting Rules for both).

Dramatic Task: Tracking a giant
Skill: Tracking



Lancero

Time Unit: 1 day/roll (or as GM decides)
Difficulty: Use Tracking Modifiers per the Savage Worlds Deluxe rulebook.
Notes: If unsuccessful within five rolls then the trail is lost. If two extra successes/raises are made than needed then the party becomes aware of the Hammerheads before they are themselves noticed and may attempt to close with and surprise them using stealth. Otherwise the two groups become aware of each other simultaneously.
Hammerhead Giant Youth (one Extra per two players) and one Adult (Extra): As per the Bestiary.

Kameena (NPC): see her bio and stats in the Friends and Foes section. Note that the Giants should never attack Kameena directly – she must survive for the next couple scenes.

SCENE 4: EYE OF THE STORM

Baha was recently spotted near a bend in the river up ahead. Kameena is tasked to lead a large party of sailors to flush out Baha from his suspected hiding spot. The players will stay on the Mako which will move to position itself as the anvil on which they drive the creature. They should start making preparations for encountering the beast.

As the ship glides slowly through the water sailors crowd the deck sharpening weapons and checking equipment. A team loads the deck gun and checks over its rotation gears. The players are given the area at the very tip of bow to stand lookout for any signs of Hammerheads or other trouble.

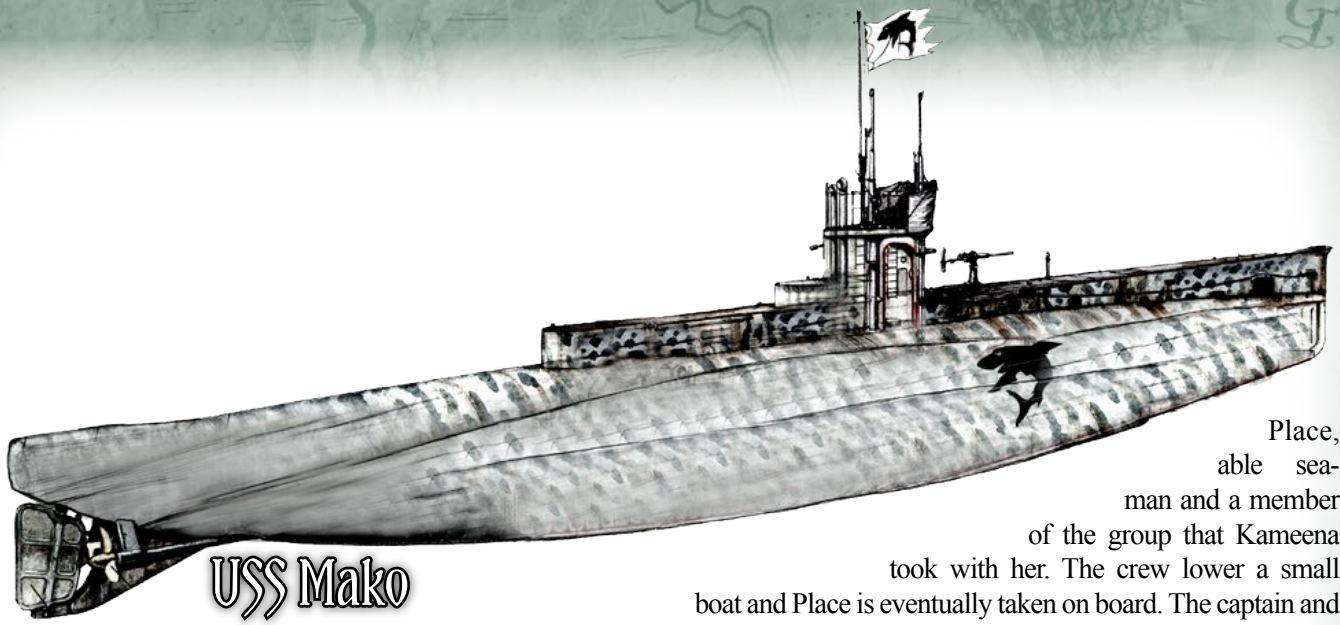
There is a loud crack and a bright purplish light flickers above. The sky which was perfectly clear a few moments before is suddenly dark with spiraling clouds. Rain and hail starts to pelt everyone and a low roaring sound starts to grow louder and louder.

The crew starts to scramble for the hatches to go below. As the party starts to turn to follow them an enormous water spout springs up in front of the ship. It pauses in place for a little while and then starts zigzagging down the river in the direction of the Mako. The ship starts to lean to one side as Captain Lancero tries to turn the ship hard to avoid the spout. However it isn't clear yet whether the spout will hit the ship or not.

The players need to decide if they will stay in place and hold on or try to make it to the hatches and go below. If they try to stand their ground then they watch helplessly as the water spout grows closer and they must make an Agility roll to hang on to a railing or something solid on the deck. If the players try to go below deck then moving across the rain and hail swept deck of a turning ship is extremely hazardous and each must make an Agility roll at -2. Failure of either roll means they lose their grip or footing and start sliding around the deck taking 2d6 damage.

The water spout finally brushes up aside of the ship near the players' position and anyone still on deck must make another Agility check. If they are still hanging on to something then it is made at -2. If they had lost their grip or footing earlier then the check is made at a -4. Anyone who fails this check is pulled into the vortex and tossed into the river.

Hammerhead Giant



As soon as the spout passes the ship it suddenly seems to lose all of its power and collapses back into the river. The clouds part and the sun shines overhead once again.

Any players that ended up in the water need to be rescued. However now that the storm has passed the swimming checks are made with no modifier. If anyone makes a Notice roll (the GM should make one for the crew) then an extra person is spotted in the water that did not come from the ship. He appears to need rescuing as well.

USS Mako (WWI Submarine): Acc/TS 2/12, Toughness 13 (2), Crew 4/40, Heavy Armor, 30mm Cannon (50/100/200, 3d8 AP6, RoF 1, HW, only 3 rounds left), 2 Torpedo Tubes (empty).

SCENE 5: THE NEWBIE

The extra person in the water is an Outsider who just landed in Oz from the normal world. His name is Ryden and he is confused by what has happened and where exactly he is. He claims that he was just on a whaling boat in the Bermuda Triangle a few moments earlier. He can give the players news of the outside world and he is happy to learn anything they will tell him of Oz though he is still skeptical about what is actually going on. He stays on the Mako for a while but will not participate in the hunt for Baha or anything involving combat.

Ryden (NPC): See stats in the Friends and Foes section.

SCENE 6: BAHA

An obviously battered and bloodied sailor comes staggering out of the woods along the bank nearest the ship. At this point Pops exclaims something about the ill luck that the players have brought to the ship. Lookouts recognize the man as Jim Place, able seaman and a member of the group that Kameena took with her. The crew lower a small boat and Place is eventually taken on board. The captain and many of the crew stand around on the deck along with the players as Place walks up to report. He snaps to attention and salutes.

"Captain, he got poor Ms. Kameena. We went to where the beastie was supposed to be holed up and started making a helluva rackit. We spread out wide as to make our numbers seem even larger. Finally the beastie showed himself and Ms. Kameena got a good shot on him with her last rifle round. The big guy roared something fierce and took off in the direction we were wantin' him to go.

"We drove him all the way to the river but when he got there he stopped and turned on us. Ms. Kameena said we just needed to keep him there long enough for the Mako to show up. So we closed in and tried to fight him a while. We held our own for a bit but then he took a big swing with that boney head of his and that long neck and killed three of our boys instantly.

"Ms. Kameena ran up to try to help them but the beastie swung back the other way and Ms. Kameena got caught up in some furs draped around the creature's shoulders. That one short arm of his then started beating poor Ms. Kameena till she was a bloody mess.

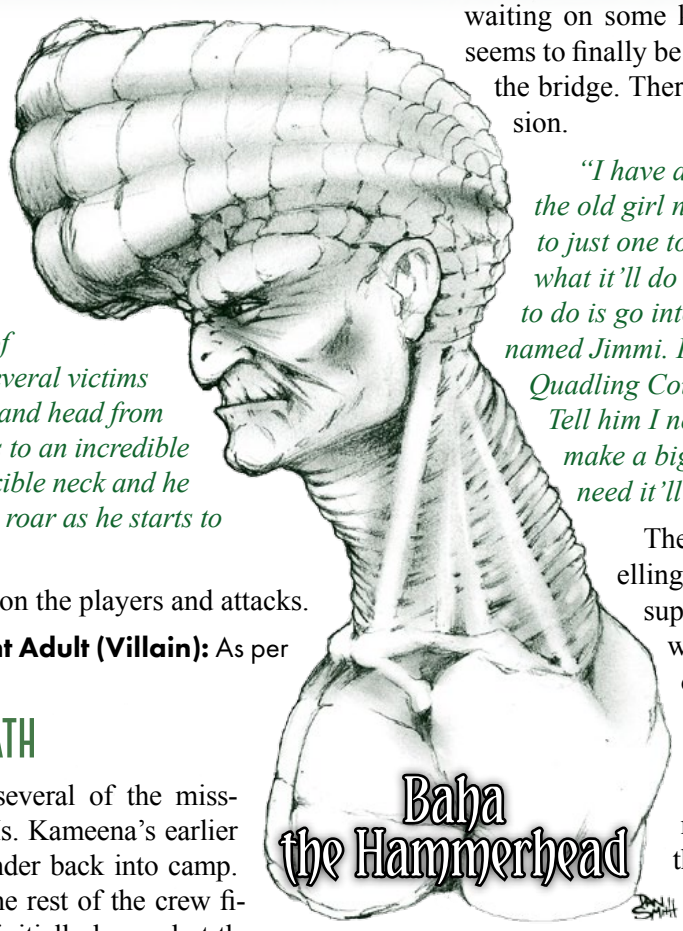
"Most of the other boys started to run after that but the beastie caught a lot of 'em. I'm not sure if any of the others are still alive or not."

Lancero is furious. He screams that it's all his fault. He turns and orders the ship to pull up to the bank and tie off. He then grabs every available sailor and the players and heads to the shore. Once there he turns to the players and tells them he wants them to guard the ship while he takes the rest of the crew to go kill Baha.

About an hour after Lancero and the crew leave you are faced with a heart stopping terror. A low thumping sound can be heard and suddenly a loud

cracking noise rips through the air as several trees are knocked in half and parted.

Standing in front of you is the Hammerhead Giant called Baha. Dangling from some furs he is wearing around his shoulders is the bloody corpse of Kameena. Blood of several victims still covers his hands and head from earlier. His head rises to an incredible height on his long flexible neck and he lets lose an enormous roar as he starts to charge.



He barrels down on the players and attacks.

Hammerhead Giant Adult (Villain): As per the Bestiary.

SCENE 7: AFTERMATH

After the fight, several of the missing crewmen from Ms. Kameena's earlier group eventually wander back into camp. When Lancero and the rest of the crew finally return they are initially happy but then they see the body of Kameena and all mirth is quickly banished. Lancero is very grateful for the party's help but extremely remorseful for the loss of Kameena and many of his crew. Fortunately his spirits pick up some later when the XO and some more of his crew return from their long mission.

Ryden is very upset by what he's seen and heard of Lancero's treatment of the Hammerheads and he sneaks off the boat at the first opportunity that he gets. He goes on to become a famous supporter of Winged Monkey Outcasts and does not like Lancero or his crew.

ACT II - FISH AND YIPS

The following adventure takes place any time after the players have met up with Lancero in Quadling Country.

SCENE 1: ON A RIVER NEAR BUNBURRY

The group has been traveling with Captain Lancero and his crew onboard an old WWI submarine, the USS Mako. There have been rumors about something big that the captain wants to do and everyone seems anxious waiting on some kind of news. However, the waiting seems to finally be over when the group is summoned to the bridge. There, Lancero gives them a special mission.

"I have a special job for the Mako soon but the old girl needs some new Fish. We're down to just one torpedo and it's so old we're not sure what it'll do when we fire it. What I'd like for you to do is go into Rigmarole and meet with a guy named Jimmi. He runs the black market in most of Quadling Country and he owes me a big favor. Tell him I need something that I can toss that'll make a big boom. If anyone can get what I need it'll be Jimmi."

The players can ask questions about travelling to Rigmarole and about getting any supplies for the trip. Lancero will offer a week's rations for each and show them on the map how they should head north to the unfinished YBR and then follow it West to Rigmarole. The Mako will move up and down the river for a couple weeks waiting on their return. If the players ask about the ultimate mission Lancero replies that it's on a need to know basis for now and they don't need to know.

SCENE 2: ALONG THE YELLOW BRICK ROAD

A group of Quadling bandits has been attacking travelers along the unfinished YBR. They are hunted by the new leaders of Rigmarole for evading the work camps but they are not willing to work for the resistance either. As such they have been growing more and more desperate for food and supplies. They happen upon the players about half way to Rigmarole. If the party hands over their food and weapons then they can leave. Otherwise the bandits will most likely attack. Of course the players can always attempt to role-play their way out of it. The bandits' initial reaction however is Hostile.

Quadling Warriors (one Extra per player): As per the Bestiary.

SCENE 3: BACK ON THE ROAD TO RIGMAROLE

The city of Rigmarole sits in a small, sheltered valley in the Hammerhead Mountains. The tall, stone walls look extremely old but still formidable and the guards do not look happy to see visitors.

As the players approach the city guards at the gates of Rigmarole it is clear that the situation is touchy. The guards are hostile and suspicious of the party but they do not immediately attack. The players may attempt to talk their way into the city but if they don't give a good explanation then there will be a fight. Resolve the discussion as a Dramatic Task.

Dramatic Task: Talking their way past the guards
Skill: Persuasion
Time Unit: 1 minute/roll
Difficulty: Moderate (-1 modifier). Tricky (negatives apply from failed assist rolls).
Notes: If unsuccessful within five rolls then the guards attack. If successful then the guard's reaction changes to Uncooperative and they grudgingly let them pass. For every Success/Raise over the five required the guard's reaction moves up another level on the Reaction Table (see the Savage Worlds Deluxe rulebook). At friendly and above they'll even direct the party to Jimmi's office.
Oz Corps Soldier (one Veteran Henchman and two Novice Extras): As per the Bestiary.

SCENE 4: SEARCHING FOR JIMMI

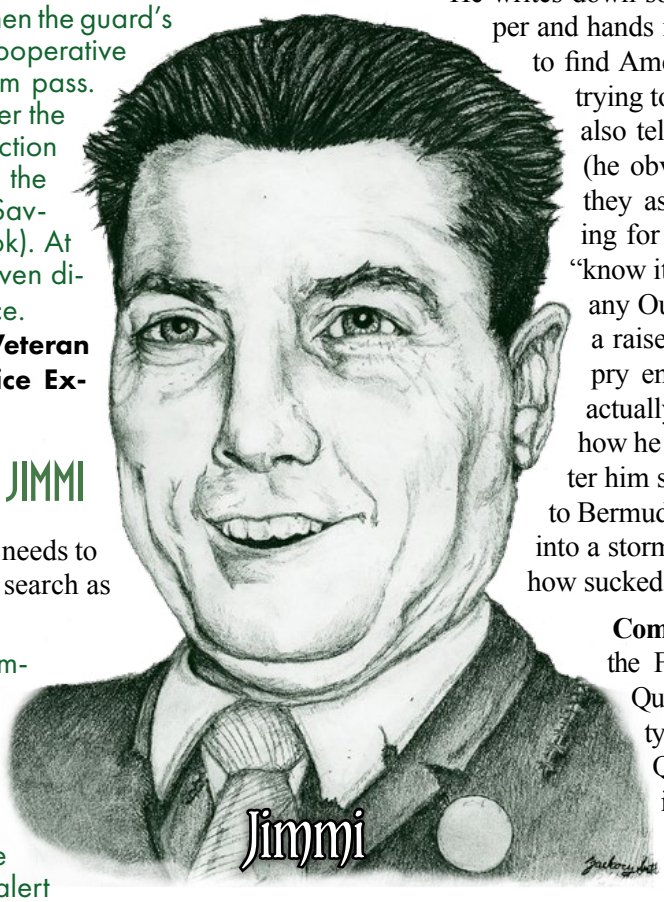
Once in the city the party needs to find Jimmi. You can treat the search as a Dramatic Task.

Dramatic Task: Finding Jimmi
Skill: Streetwise
Time Unit: 4 hours/roll
Difficulty: Average (no modifier), -2 if the players fought the city guards at the gate then patrols are on alert and are looking for them.
Notes: If unsuccessful within five rolls then continue rolling until five successes and raises are met. The players still find Jimmi but add the Complications in the next scene.

SCENE 5: IN JIMMI'S OFFICE

When the group finds Jimmi he greets them and is obviously having a good time.

Jimmi's office is filled with the smell of smoke and alcohol. Several attractive Quadling women lounge in chairs on the side smoking cigarettes and show very little interest in you. Jimmi however is all smiles and warmly welcomes the group.



"Greetings my friends. So I hear my good pal Lancero has sent you to ask a favor. Well you picked a great day for it as I was just celebrating my 100th birthday! So how can I help you?" Obviously Jimmi has very good informants.

Jimmi takes a swill from a bottle listens to their request. He then tells the party that he may have something for them.

"Well, I think I might actually be able to help you. Of course to get up to where the things are and to bring them back down you'll have to convince Amee to help you."

He writes down some numbers on a piece of paper and hands it to them. He tells them where to find Amee and wishes them good luck trying to convince her to take them. He also tells them to give Amee his love (he obviously has a thing for her). If they ask about what they'll be looking for he just smiles and says they'll "know it when they see it". If they have any Outsider in the group and he gets a raise on a Notice check OR if they pry enough they discover that he is actually Jimmy Hoffa. He tells them how he knew the mafia was coming after him so he flew a private plane down to Bermuda. But he never made it. He ran into a storm along the way and was somehow sucked into Oz.

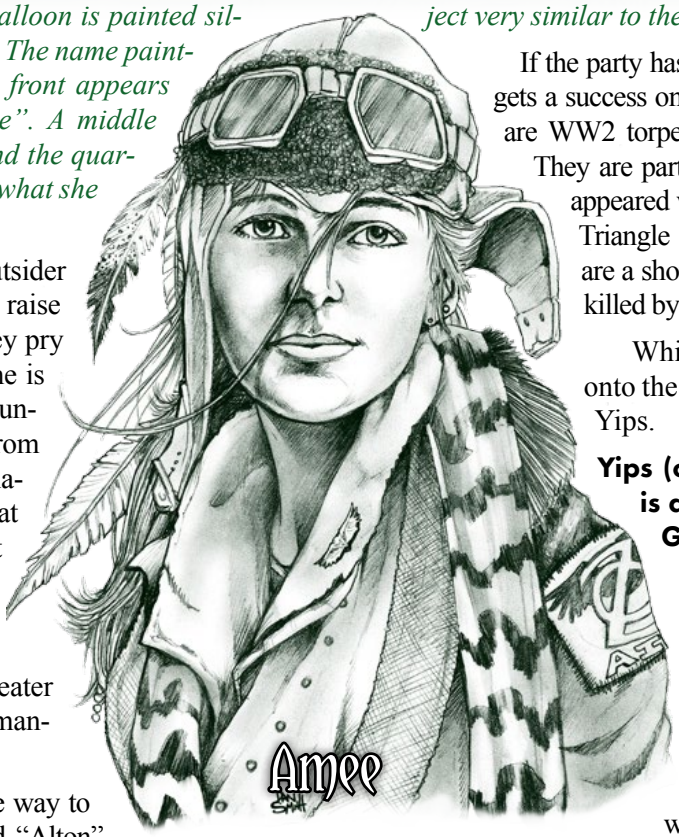
Complications: If the party failed the Finding Jimmi task above, then Quadling investigators stop the party as they exit Jimmi's office. The Quadlings are Hostile but do not initially attack. Perform a Social Conflict with the NPC's Investigation skill vs. one of the players' Persuasion skill. If the players fail then a fight occurs. If successful then the NPC's reaction level is improved by one for each degree of success.

Quadling Warriors (one Henchman leader plus one Extra per two players): As per the Bestiary but the leader also has a d8 in Investigation.

SCENE 6: AMEE AND THE AIRSHIP

When the party reaches the place that Jimmi told them they could find Amee they find a site that not many have seen before.

Before you stands a small wooden ship with a large, rigid balloon on top. The balloon is painted silver and the ship is jet black. The name painted on the side towards the front appears to be "Moonlight Serenade". A middle aged woman walking around the quarter deck spots you and asks what she can do for you.



If the party has an Outsider in the group and he gets a raise on a Notice check OR if they pry enough they find out that she is Amelia Earhart. She's now running an airship transport from Munchkin country to Rigmarole -- mostly carrying wheat and food. She's reluctant to stop the food runs as she thinks it is important for the locals but if they convince her it is for the greater good and the defeat of Ozymandias then she'll go.

They can learn along the way to their destination that she and "Alton" (who is actually Alton Glenn Miller, the famous big band musician who disappeared in 1944) have had a relationship going for a while and that he's living in Munchkin Country teaching the Minstrels. This is also a great place for an Interlude (See Chapter Four of the Savage Worlds Deluxe core rules book). At least one of the players should do one.

Along the way draw a card. On a Joker or a face card the airship is attacked by a patrol of Winged Monkeys.

Winged Monkeys (one Extra per player): As per the Bestiary.

SCENE 7: THE YIP TABLELAND

After a couple days of flying, the airship approaches an extremely large plateau raised above the surrounding land with walls of sheer cliff. "That's the famous Yip Tableland" says Amee. "Fortunately the coordinates that Jimmi gave are only a short distance into it."

If they ask, Amee will explain how the Yips are a savage race of men who were hardly ever seen outside of their home, the Yip Tableland, until Ozymandias' attack on Oz. She also tells them how the Yips worship Ozymandias as a god and how they are extremely hostile to visitors.

The airship crests the cliff walls and after only a few minutes a strange site can be seen. In a field below there are five blue planes with white stars on one of their wings. Under their belly appears to be a cylindrical object very similar to the one Lancero called a "fish".

If the party has an Outsider in the group and he gets a success on a Notice check he realizes these are WW2 torpedo planes (TBM's to be exact). They are part of Navy Flight 19 that had disappeared without a trace over the Bermuda Triangle in 1945. The bodies of the crew are a short ways off. They were obviously killed by Yips shortly after landing.

While trying to load the torpedoes onto the airship the group is attacked by Yips.

Yips (one Extra per player, one is a Shaman and the rest are Grunts): As per the Bestiary.

The Yips attempt to make a Stealthy approach and ambush the players.

SCENE 8: AFTERMATH

Once the Yips are dealt with the group can finish loading the torpedoes and make their way back to the USS Mako. It is waiting exactly where Lancero said they'd be. The captain and his crew are extremely impressed with the party when they return with an airship and five torpedoes.

ACT III –THE SONG REMAINS THE SAME

This act takes place immediately after the players return from the Fish and Yips adventure.

SCENE 1: THE FEAST

Lancero and the XO are extremely happy with the new Fish. Their mechanics have looked them over and pronounced them almost as good as new. The dry air on the Yip Tableland has done an incredible job of preserving them.

In order to celebrate the acquisition and to thank the players Lancero orders an elaborate feast. Lancero, Amee, XO and the other officers, along with the players all enjoy an extravagant dinner. Afterwards talk flows about the war and current events.

This is a great place for an Interlude (See Chapter Four of the Savage Worlds Deluxe core rules book). At least one of the players should do one.

SCENE 2: THE CARD GAME

Some of the officers start up a gambling card game similar to Texas Hold 'em where several hands are played and one or two players usually end up with all the money. Up to four player characters may join in if they want. The buy in is set at whatever the lowest amount that a player can afford as long as it's at least 200z. NPC's should be used to round out the game to six participants and the total pot then will be the buy-in times six. The game is then resolved as a competitive Dramatic Task. Remember to deal each player a card every round with Clubs giving that player a -2 to their roll for that turn.

Dramatic Task: Card Game
Skill: Gambling
Time Unit: 1 round/roll
Difficulty: Average (no modifier). This task cannot be assisted though multiple players may attempt to play separately.
Notes: Keep track of each player's successes and raises separately (including for each NPC in the game). The pot is then awarded to whoever has the most after five rounds. Split the pot in the event of a tie. Players may attempt to cheat by making a sixth roll with a Difficulty level of Hard (-2). However, in the event of a failure the player is caught cheating and is stripped of all his possessions. He also now has a -2 charisma when dealing with the Mako and its crew.

Conversation is still flowing as play proceeds. Towards the end of the game one of the officers mentions that the College of Arts and Athletics was just put under the control of a new witch. He says that the word is many of the professors were sent to the dungeons. The news of this stuns Amee. She explains that her boyfriend Alton was there teaching Munchkin Minstrels. She asks Lancero to help her but is told that they are on a strict time table for an upcoming mission now that the Fish are here. She looks distraught and begs the players to help her rescue Alton.

SCENE 3: FOR THE BIRDS

Amee prepares her airship quickly and departs along with the players. She studies the charts with one of her crew and they seem to have a small disagreement before the crewman walks away to go tend to his duties. If asked, she explains that in order to make the best time she plans to take the most direct route regardless of the risk and to hug the ground in order to reduce their chances of being seen.

At some point during the night a flight of Bird-Men land aboard the ship. Two land in the rigging and attempt to damage the balloon while others land on the deck and attack the crew. Most of the crew on watch on the deck are killed or wounded quickly.

The players must defend the ship and take out the two Bird-Men in the rigging before they damage the balloon too badly. They have five rounds to stop the sabotage. However, at least half of the players should be in their beds at the start of combat. The climb up to the ones in the rigging is a dramatic task that cannot be assisted. The five rounds start immediately, even if it takes a player one or two to climb out of bed and come up on deck first. Characters on deck with flight capability should be able to get to one of them within two rounds without the need to climb.

Bird Woman

Firing any kind of magical, energy, or flame weapon at the saboteurs will likely cause the balloon to burst. Also, any miss with an arrow or bullet will strike the balloon which has 10 points of toughness. Any hit greater than that will damage it and cause the ship to lose altitude rapidly.

Dramatic Task: Climbing the rigging
Skill: Climbing
Time Unit: 1 round/roll
Difficulty: Average (no modifier). This task cannot be assisted though multiple players may attempt to climb separately.
Notes: If successful the player may attack one of the Bird-Men, stopping him from doing any more damage. If unsuccessful within five rolls then continue rolling until five successes and raises are met. The player still reaches the saboteurs after the fifth success but the balloon is damaged and the ship loses altitude rapidly.
Bird-Men (one Warrior Extra per player): As per the Bestiary.

If the ship is damaged by the saboteurs or inadvertently during the fight then it suffers a wound to the balloon part. It descends rap-

idly and must make a crash landing. This will be a Piloting roll by someone with a -1 modifier for the wound. If successful then no further damage is incurred. If unsuccessful then the ship suffers an additional d4 of wounds and must be repaired.

Dramatic Task: Repairing the Ship
Skill: Repair
Time Unit: 6 hours/roll
Difficulty: A negative modifier equal to the number of wounds.
Notes: The number of successes and raises needed is equal to the number of wounds. If unsuccessful within five rolls then keep rolling until the ship is repaired but double the time unit.
If the ship is delayed by 12 hours or more then add the Consequences in the next scene.

SCENE 4: SCHOOL DAZE

Amee lands the players far enough away from the College to not be noticed. She and her crew will remain with the ship and keep it in the air and out of site during the day. They will land every night after dark and await the party's return. The party should try to contact Professor Wogglebug if he's still available and to find Alton. Wogglebug was the Dean of the college and was always nice to Amee.

The party has basically two options. They can attempt to sneak in or they can try to bluff their way through.

Complications: If the players are delayed due to the ship crashing then the college is alerted they are coming and any attempt to sneak in or bluff their way in will be much more difficult.

Oz Corps Soldier (one Novice Extra per two players): As per the Bestiary.

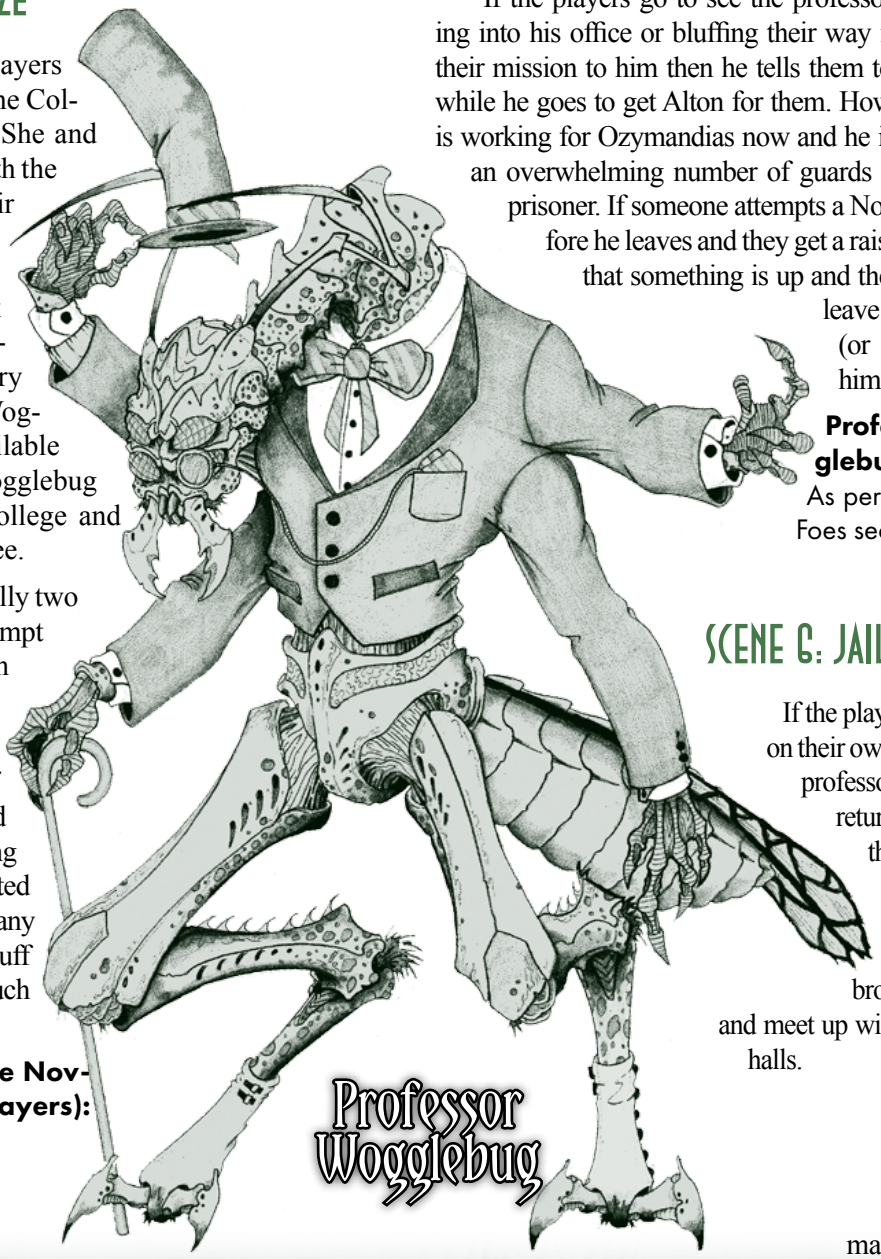
The players may sneak into anywhere within the college by making a group stealth roll (there is a -2 modifier if Complications were incurred previously) or they may attempt to bluff their way in to see Professor Wogglebug with a Dramatic Task.

Dramatic Task: Bluffing their way to see the Professor
Skill: Persuasion
Time Unit: 1 minute/roll
Difficulty: Moderate (-1 modifier). If Complications occurred then the difficulty becomes Very Hard (-3). Tricky (negatives apply from failed assist rolls).
Notes: If unsuccessful within five rolls then the guards attack. If successful then the guards take them to see the Professor.

SCENE 5: THE PROFESSOR

If the players go to see the professor (either by sneaking into his office or bluffing their way in) and they reveal their mission to him then he tells them to wait in his office while he goes to get Alton for them. However the professor is working for Ozymandias now and he instead brings back an overwhelming number of guards to take the players prisoner. If someone attempts a Notice roll on him before he leaves and they get a raise then they suspect that something is up and they should probably leave before he returns (or they can prevent him from leaving).

Professor Wogglebug (Villain): As per the Friends and Foes section.



SCENE 6: JAIL BREAK

If the players try to find Alton on their own or if they leave the professor's office before he returns with the guards then skip to the next scene. Alton and his Minstrel pupils will have broken themselves out and meet up with the players in the halls.

If the players are taken prisoner then they are thrown into a makeshift prison. In

the cell next to them are Alton and some of his Minstrel students. After the guards leave Alton tells the players...

"Greetings fellow inmates. You are just in time to get out of here with us. But you might want to cover your ears."

With this he pulls a pitch pipe from his pocket and sounds a key. Then their entire group starts to hum in a strange sounding key. After a few seconds the door begins to rattle and suddenly there is a loud pop from the lock. Alton reaches for the door and it swings open. They quickly walk over the player's cell and perform the same lock picking song.

SCENE 7: MOONLIGHT SERENADE

Either the players are freed by Alton and his students or they meet him wandering the halls just after they break out. Either way he tells the players...

We must leave quickly before the guards return. You can leave with my students here. However, I must go retrieve my sheet music first.

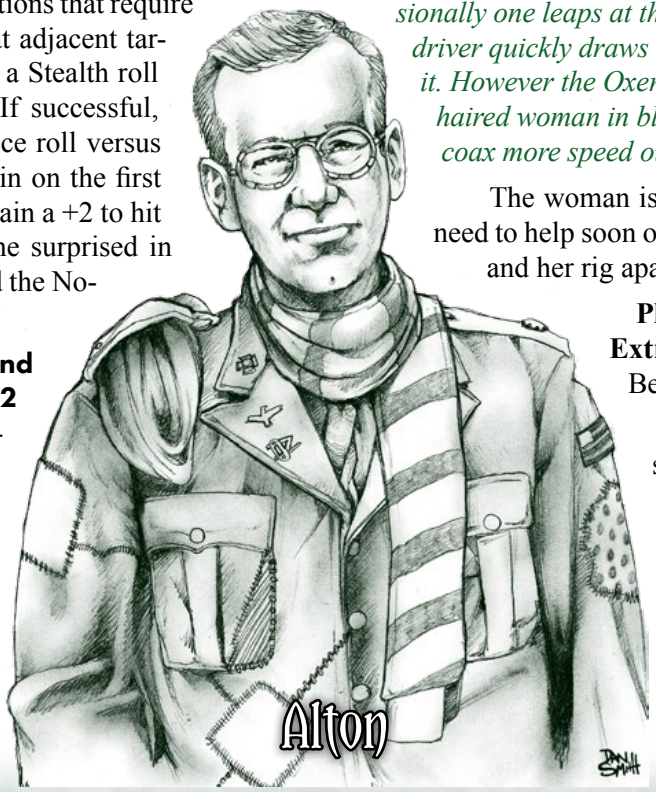
If the players leave with the students then Alton is recaptured and sent off to a work camp. If they go with him then they must sneak into the orchestra hall and retrieve his music. The Hall is empty so getting in and getting the music is easy. However, as they exit the building they are attacked by a pair of Straw-Men Assassins who patrol the grounds at night. There is a moon but it's still rather dark. Anyone without Low Light vision or better receives a -1 to all actions that require vision except melee attacks at adjacent targets. The Straw-Men attempt a Stealth roll to sneak up on the players. If successful, then anyone who fails a Notice roll versus their Stealth roll is not dealt in on the first round. Also, the Straw-Men gain a +2 to hit and +2 damage versus anyone surprised in that round (anyone who failed the Notice roll).

Soulcatcher Crows and Straw-Men (2 Crows and 2 Straw-Men): As per the Bestiary section. All are Extras.

SCENE 8: AFTERMATH

After the fight the players return with Alton to Amee and the airship. Amee is extremely grateful and thanks the players for all their help. She hands one of them a bag of 20 random crystals. Determine the *Sizes* and *Quality* randomly. Roll a d10 for each. For *Sizes* – 1-4: Small, 5-7: Medium, 8-9: Large, 10: Extra Large. For *Quality* – 1-4: Low, 5-7: Moderate, 8-9: High, 10: Very High.

As they depart, Amee informs them that the ship has been leaking fuel badly because of the earlier attack and she does not have much hope of finding any to replace what was lost now that Ozymandias will be looking for her and Alton. She tells them that she will drop them off at Moojer Mountain with the Munchkin resistance group. She and Alton plan to fly to see an old acquaintance called Obe Grillnik about possible repairs and then on to a secret hideout to lay low for a while.


Alton

ACT IV - INADVERTENT INSURRECTION

As an early job for the Munchkin resistance group the party is sent on a simple scouting mission to the north of Moojer Mountain to report back on enemy numbers and activity in that area. After a couple days of traveling cautiously through the plains of that area the group comes across what looks to be a merchant in distress.

SCENE 1: DARKBOW

A dust cloud seems to be stirring up on the plain ahead of you. As you get closer an Ox cart can be made out frantically speeding as it tries to keep ahead and away from a pack of chasing Plains Raptors. Occasionally one leaps at the wagon or the Oxen and the driver quickly draws a bow and fires an arrow into it. However the Oxen seem to be tiring as the dark haired woman in black leather continues to try to coax more speed out of them.

The woman is Eva Darkbow and the players need to help soon or the Plains Raptors will rip her and her rig apart.

Plains Raptors (two Normal Extras per player): As per the Bestiary.

If the players help save Eva she is very grateful. She explains how she is a merchant on her way to Muab and needs to get going in order to meet some very important contacts. She goes into the back of her cart and returns with a bag containing 1000 Ozzies which she offers to the group as a reward for helping her.

Eva is quite beautiful and very persuasive. She should be capable of easily persuading the players of her sincere thanks and real need to get back under way.

Eva is in fact anxious to get out of the area as she has stolen a large sum of money from the residents of Dunwich by offering to hire a group of mercenaries to help lead an insurrection against Ozymandias' occupying forces. She has all of the money that the people of the town could raise in the back of her cart (about 30,000z). This should not be noticed by the players unless they forcibly search her cart and then they shouldn't learn the source of the money without physically torturing Eva.

Eva stole the money a few weeks ago but has had a hard time evading Ozymandias' forces and the pack of Plains Raptors that had been hunting anything that moved in the area. She is very anxious to finally be out of the area but is also very good at lying and covering this up.

The most likely series of events would be that the party accepts the reward and her appreciation. To also nudge them along (and partly out of a little guilt) she tells them that Ozymandias' forces have recently taken over Dunwich. She doesn't know how many troops are actually there but it was more than the locals could handle. The GM should remind the players if they forget that their mission was to ascertain enemy activities AND numbers. This should convince them to continue on their way to the town as Eva rides off with the money. It would be best for the players to be a little suspicious of Eva but to not stop her from leaving. Beautiful women never lie, right?

Eva Darkbow (NPC): see her bio and stats in the Friends and Foes section for further details on her personality and abilities.

SCENE 2: DUNWICH

As the players enter Dunwich they are met with a gloomy scene.

What was once a happy mining village is now a gloomy and oppressive place. Many Munchkins shuffle up and down the street with their eyes cast down as wandering patrols of Ozymandias' army abuse and bully random people apparently just for fun. You notice a pair of soldiers using their shields to bash one poor munchkin back and forth like a tennis ball.

A patrol takes notice of your group and approaches. The leader looks over each of you as his men spread out around the party. He says "what have we here? Wandering visitors? State your name and business in this wretched place!

The players can attempt to smooth relations but the troops are belligerent in general and very suspicious of visitors in a place like Dunwich. Eventually they should provoke a fight with the players.

Oz Corps Soldier (four Novice Extras): As per the Bestiary.

SCENE 3: THESE ARE NOT THE MERCENARIES YOU ARE LOOKING FOR

Once the fighting begins and the players are apparently winning, many of the Munchkins in the street pick up any item they can find and charge after the soldiers. Cries of "It's begun!" and "They're here already!" can be heard on the street.

After the fight is over most of the Munchkins continue to run down the street screaming "To arms! To arms! They're here! It's begun!" as "tennis ball" Munchkin walks up and tries to shake everyone's hand. He is battered and bruised but seems extremely happy to see you. A little blood drips from his mouth as it turns up in a huge smile. He looks around and finally says "where are the rest? Eva said she'd be able to hire an entire company of Mercenaries with the money we gave her."

Slowly it should sink in on the players that Eva was a con artist and that they had inadvertently helped her make a clean escape.

The residents of Dunwich are quite distraught. Many had wanted to use the money to ransom their mayor but it was finally decided that the "safest" thing to do was to hire a mercenary company to defeat the invaders. Now it seems that they are out of money and options.

SCENE 4: THE HOSPITAL

Word arrives that the Oz Corps soldiers have heard about rebel wounded being taken to the town hall which is being used as a makeshift hospital. A squad of Tin-Men lead by an officer is on its way to attack the hospital. They intend to burn it down if all rebels including the heads of the insurrection (who they believe to be the player characters) are not turned in immediately!

Tin-Men (one Interceptor Henchman per two players): As per the Bestiary.

After defeating the squad someone notices that the hospital building is on fire. One of the soldiers must have done something during the battle. Saving the wounded and possibly putting out the fire is a dramatic task.

Dramatic Task: Emergency at the hospital
Skill: Strength or Spirit (pick one each round)

Time Unit: 1 minute/roll
Difficulty: Formidable (-4); all players may assist (up to the normal maximum assist bonus of +4).
Notes: If successful then the wounded are saved. If unsuccessful then the building burns down and 20% of the wounded die for each point of success shy of the five required. If successful by 3 more than required then the fire is also put out and the building saved.

SCENE 5: THE CAVES

The players learn that the former mayor, Adhjoin Qext Jhael -- or Dr. Next as he's called, and most of the local militia (about 100 citizens) are imprisoned in a dungeon within the city Keep.

Some of the citizens try to convince the players that the only way they'll ever be able to exit the town without leaving a bloodbath behind is to break out the prisoners and defeat the soldiers. If Dr. Next and the militia can be rescued then he'll certainly be able to defeat the soldiers and protect the city. It was only an unprovoked surprise attack that caught the town off guard and allowed them to be taken.

A local Mason approaches the players and tells them that he helped to build the Keep on the hill behind the town and that he can draw them a map to show a way through some local caves and into a secret entrance. However, the way through the cave will not be easy and he is far too scared of the soldiers to accompany them.

Making their way through the caves is a Dramatic Task.

Dramatic Task: Climbing through the caves
Skill: Use Climbing for the task lead and either Climbing (with a +2 bonus), Agility, Strength or Spirit for any assistants (pick one every round)
Time Unit: 30 minutes/roll
Difficulty: Formidable (-4); all players may assist.
Notes: If successful then the party makes it safely into the secret entrance but must each make a Vigor check or receive a Fatigue wound. If unsuccessful within five rolls then the party continues to roll till successful. However each player must make a Vigor check at -2 or receive a Fatigue wound plus an additional Vigor check at -2 for each extra attempt needed (with a maximum of two Fatigue wounds per player). Also, since the caves are rather cramped and dark, flying characters do not give any extra advantage in this Task.

SCENE 6: THE KEEP

Once inside the Keep the players find that they are near the dungeon. As they round the corner they are confronted by two enormous Tin-Men Dreadnaughts guarding the entrance to the dungeon.

Tin-Men (two Dreadnaught Henchmen guards): As per the Bestiary.

Once a battle is joined the alarm is raised. In ten rounds reinforcements arrive. The players must defeat the guards (and any reinforcements), break out the prisoners (a Lockpicking Dramatic Task), make it to the armory one floor up (which takes two rounds), open the armory (another Lockpicking Dramatic Task), and arm the prisoners. If the players somehow talk their way past the Tin-Men guards in the dungeon, they are later spotted by passing soldiers if they ever fail a Lockpicking Dramatic Task. In this event the reinforcements start arriving in two rounds.

Oz Corps Soldier reinforcements (two Novice Extras per player): As per the Bestiary. These can arrive in waves of two or three every other round.

- **Oz Corps Soldier Captain (Villain leader):** As per the Bestiary. He should arrive with the last wave.
- **Dr. Next (NPC):** see his bio and stats in the Friends and Foes section for further details on his personality and abilities.

SCENE 7: AFTERMATH

The town is free – for now. Dr. Next congratulates the players and tells them that he and his men can handle things now. He tells them that the town is remote enough that it will be quite some time before Ozymandias can send more troops. And next time they'll be prepared and have escape plans in place.

The "Liberators of Dunwich" are hailed as heroes. They are also now on Ozymandias' most wanted list. If they ask about Eva and the money, the townsfolk explain that as far as they are concerned, the money belongs to the players if they can ever find her. This is the hook for a possible side adventure in Muab if they want to try tracking her down. If they do, they find that she has about 6,000z left and the rest has been used to pay off old debts to some pretty nasty crime lords.

ACT V - PEAT FIRES OVER MUAB

The following adventure takes place any time after the players have joined the resistance. If they joined up in Munchkin Country then Moojer Mountain would have been the logical place with the Bear Prince ruling that area. If they joined up somewhere else then the GM should encourage them somehow to work their way to Moojer Mountain to join with a cell there.

SCENE 1: NEAR MOOJER MOUNTAIN

You thought that working for a resistance cell in central Munchkin country might be exciting. However most of the time lately has been spent avoiding patrols and searching for food. Most of the more experienced part of the unit is in shambles and a lot are sick or wounded while many in your immediate group are getting restless. The monotony is broken one day by the approach of a small Winged Monkey carrying what appears to be an even smaller bundle of fur. It flies from treetop to treetop as it seems to be searching for something. As many of the newer members get anxious, Ridian, the resistance cell leader walks out into the open and tells everyone to remain calm. The monkey and his bundle are friends.

The monkey flies down and gently lands next to Ridian. The two exchange greetings and walk off into the command tent.

This is a good time for an Interlude (See Chapter Four of the Savage Worlds Deluxe core rules book). They have been with the resistance for several weeks now and the players should have a good handle on their character's motivations. After a while, word is sent for them to report to the command tent for orders.

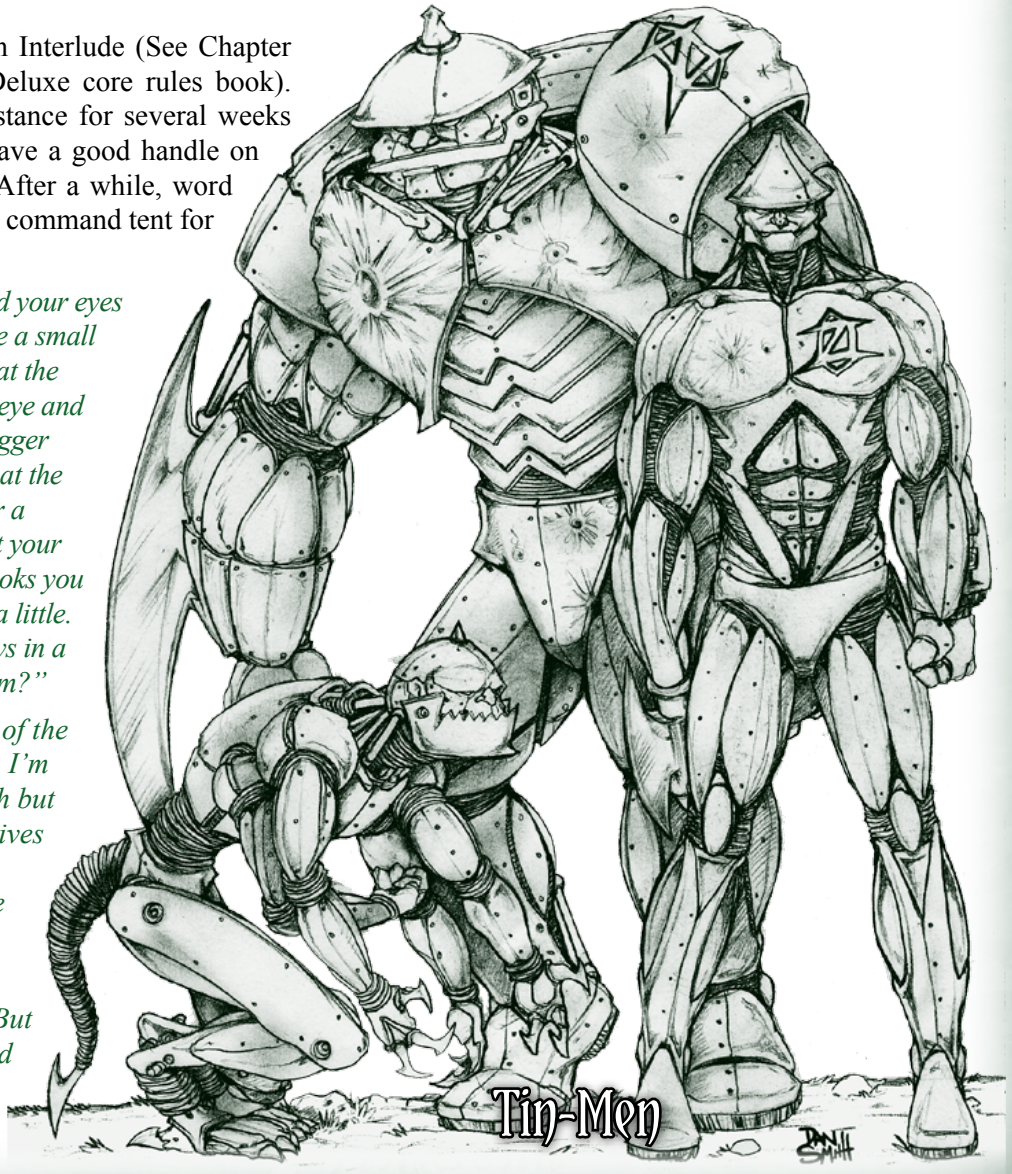
As you walk into the tent and your eyes adjust to the dim lighting you see a small black dog standing on the table at the center. He has a patch over one eye and a belt around his back with a dagger tucked in it. He is peering down at the map with his one good eye. After a moment he turns and looks up at your group. The little dog carefully looks you over with his one eye and sniffs a little. He turns towards Ridian and says in a gruff sounding voice "is this them?"

Ridian steps up to the side of the table and glances at you. "Yes, I'm afraid they don't look like much but they're the only healthy operatives I have at the moment. And it's just a simple search and rescue mission, right?"

"I never said it would be simple" the little dog snaps. "But we aren't sure where the Wizard has sent him so I'm sure this won't be the only newbie team we have searching."

Ridian looks at you and says "This is Patch. He's Commander Gale's most trusted lieutenant. And he has a mission for you."

Patch stares at each of you and begins "A Pastorian jewelcrafter named Kristoph was arrested in the Emerald City last week and sent off along with many other prisoners to various work camps. We're not exactly sure which one he was sent to. I only hope he's not lying in a pumpkin patch somewhere. We are searching every camp that has recently received new workers. We want you to follow the river down to Muab and meet with an informant we have in the detention administration there. If Kristoph was sent anywhere around there then he'd have the records. The informant is a Munchkin called Weaten. Kristoph can be identified by several burns on the left side of his face from an explosion many years ago. Do you have any questions?"



Tin-Men

Players should be able to ask questions but Patch will not tell them why Kristoph is important and he has no equipment or money for them. The party should leave immediately once they are satisfied with the details.

SCENE 2: THE WAY TO MUAB

Use *Surviving in the Fae* rules from the **Setting Rules**. Following the river means they can't get lost and travel time should be three days. Its summer and no storms are likely. Depending on how careful the players are they may run into a pair of Tin-Men patrolling the river bank. Good Notice rolls and some Stealth can avoid the battle if the Heroes so choose.

Tin-Men Interceptors/Dreadnaughts (two Extras): Picked randomly with stats as per the Bestiary.

Back on their way into Muab…

A dark haze surrounding Muab gives way to thick smog as you enter the city. The area grows noticeably warmer than before. The soot and mold growing on the sides of the buildings gives the place an unhealthy look and Outsiders might compare it to Victorian London at the height of the Industrial Revolution. The place seems damp and water puddles are full in the streets even though it hasn't rained for days.

SCENE 3: WEATEN

Searching for Weaten is a Dramatic Task using Streetwise and 4 hours as the Time Unit. The players will eventually succeed but if it takes more than the base five rolls then they draw attention to themselves.

Dramatic Task: Finding Weaten
Skill: Streetwise
Time Unit: 4 hours/roll
Difficulty: Average (no modifier), -2 if the players fought the Tin-Men patrol as the guards are on alert due to a missing patrol.
Notes: If unsuccessful within five rolls then continue rolling until five successes and raises are met. The players still find Weaten but add the Complications.

The players find Weaten in a small administration building just after dark. He is finishing work on some prisoner transfers and is expecting them. But he doesn't seem happy.

"I heard you were looking for me. I've already sent my reports to Greychin. What else does he want? You guys are going to get me killed asking about me all over Muab!"

The players should explain the situation and Weaten listens apprehensively.

"Well, if he was sent here it probably isn't going well for our friend."

Complication: If the players took extra rolls to complete the *Finding Weaten* Dramatic Task then the following complication arises. If not then skip down to the information about Kristoph.

As Weaten gets up to go to his files he glances over to the window. "By the Emerald! How long has that crow been sitting there?!" With this the glass shatters and a dark figure swings in. Though it is obviously man size it moves almost like it hasn't a bone in its body. More forms follow him through the window.

Soulcatcher Crows and Straw-Men (1 pair for every 2 players): As per the Bestiary section. All are Extras.

If Weaten survives the battle then he gives the players the information they want and he rushes to leave Muab, his cover blown. If he doesn't then they must perform an Investigation Dramatic Task.

Dramatic Task: Searching for information about Kristoph
Skill: Investigation
Time Unit: 1 minute/roll
Difficulty: Moderate (-1 modifier).
Notes: If unsuccessful within five rolls, continue rolling until five successes and raises are met. The players still find the information but the directions are confusing – double the number of rolls **and** successes/raises needed to find the gulag in the next task *Searching for Gulag 4*.

Kristoph's Information: He's been transported to Gulag 4, deep in the Lessiz Moor. From the reports, the death rate there is higher than at any other camp and he's not likely to last long. Among the files is a map showing the camp's rough location.

Note: As a side adventure, the players may want to attempt to track down Eva Darkbow who stole the money from Dunwich and was supposedly heading to Muab. However, they should be reminded that they're on the clock to find Kristoph. Finding her could be a Streetwise or Investigation Dramatic Task. She can eventually be found in the merchant district where she was paying off some old debts. She only has 2,000 Ozzies left from what she stole. If the players press her then she'll turn over the money. Neither she nor the players can obviously consult the authorities in Muab so the matter would need to be cleared up amongst themselves.

SCENE 4: ONTO THE MOOR

The way to Gulag 4 is across the fairly trackless moor. Navigation can be tricky with so few landmarks. Finding their way there is a Dramatic Task. There is no failure but each roll is a day and the players do not arrive until they make the required five successes and raises.

Dramatic Task: Searching for Gulag 4
Skill: Knowledge: Navigation
Time Unit: 1 day/roll
Difficulty: Moderate (-1 modifier).
Notes: If unsuccessful within five rolls then continue rolling until five successes and raises are met. Each roll is another day to survive in the Fae.

Draw a card each day to see if an Encounter occurs. If a Face Card is drawn then the party is attacked by a small pack of Moor Ghouls.

Moor Ghouls (one per player): As per the Bestiary section. All are Extras.

SCENE 5: THE GULAG

As the players approach the gulag (it should be late-afternoon) they can immediately see that something is amiss…

As you approach the gulag you notice that the gates are wide open. There is no movement at all from the camp and shapes of what could be men can be seen slumped over in several places including in the guard towers. Seeing the camp you wonder slightly how you could have ever approached such a defended camp if the towers would have been manned.

The guards are dead along with many prisoners. However, the majority of them are hiding in a long barracks in the middle of the camp. Searching the survivors the players find Kristoph alive but shivering from freight along with the others. He tells the heroes what has been going on.

"Five nights ago while we were returning from a long day of digging peat and bog iron we were attacked by things we could not see. The guards tried to defend themselves but were cut down. The other prisoners and I ran for the barracks. We barricaded the doors and windows but people in the other buildings still died. We only survived because of Abrhm." He points over at an emaciated Gillikin with no hair and sunken eyes. "He's a Gypsy from the North and they deal with spirits a lot. He was able to cast wards to preven the spirits from entering our room. But now we're trapped here. Most of us are not strong enough to get far enough away during the daylight and we can hear the spirits outside the building during the night trying to find a way in. And it will be night very soon."

Abrhm can only do special wards and the **Smite** power. But that could help any hero without magic to strike at the spirits if a fight occurs. If questioned (or if one of the heroes makes a Common Knowledge roll) Abrhm tells how the moor was once the place of the Battle of the Moor. It was the largest battle in the Gnome King Wars and in Oz history. Prince Alain and the forces of Ozma crushed the Gnome King's army in what proved to be the turning point in the war. Afterward, the Gnome King cursed his dead and wounded soldiers for losing and damned them to stay in the moor forever. It is said that many of the starving wounded ate the flesh of the dead and were twisted into the Moor Ghouls who are sometimes seen at night.

Kristoph also relates...

"During our diggings several days ago we unearthed many bones. Some of the guards even took some of the fingers as souvenirs. Abrhm warned them but..." his words are cut off by a loud beating at the door. The wind begins to whistle and howl. "Oh god, they're back."

SCENE 6: THE SPIRIT WARRIORS

The heroes have several options. They can attempt to fight it out with the spirits, they can wait for daylight and attempt to haul Kristoph away from the camp (leaving the others to their fate), or they if they think of it they can attempt to recover all of the scattered bones and replace them in the ground where they came from. If so use the following Dramatic Task...

Dramatic Task: Returning the bones
Skill: Notice
Time Unit: 1 hour/roll
Difficulty: Moderate (-1 modifier). Some are on the bodies of the guards but some are scattered along the trail to the mining area and in the surrounding area.
Notes: If unsuccessful within five rolls then night falls before they can find the bones. The spirit warriors appear and Abrhm's wards are not enough to keep them out any more. A fight occurs.

If the heroes fail to return the bones or if they just simply choose to fight it out then a battle occurs. If they wait for Moon-rise then they will be able to see the ghostly forms of the Spirit Warriors.

Gnome Spirit Warriors (one Extra per player and one Villain boss): As per the Bestiary.

SCENE 7: AFTERMATH

If the party successfully gets Kristoph away from the camp then they are able to make it back to Moojer. If Kristoph dies then the heroes find his diary tucked inside his shirt. It contains strange entries and drawings about an "Emerald Heart" and a "Chamber". They should immediately bring Kristoph or the diary back to Ridian.

ACT VI – SHOPPING LIST

This act should probably not be attempted until the group is at least Veteran level or higher. Random encounters in the wilds of the Fae or in cities like Muab can be run until they are ready.

SCENE 1: WET DOG AND CIGAR SMOKE

The group should be back at Moojer Mountain. This can be immediately following the events of the previous Act or after the party has spent time leveling a little with side encounters.

A torrential downpour has been going on for what seems like days and shows no signs of letting up. It beats down hard on the roof of your quarters and you're extremely happy to not be out on picket duty right now. The monotony of the evening is broken when the door bursts open and in from the rain runs Ridian followed by the dog called Patch. The smell of wet dog and cigar smoke quickly permeates the room.

"These are the ones who found Kristoph," Ridian says.

Patch sniffs the room. "Ah yes, the Liberators of Dunwich. You're starting to gain quite a reputation. Well, let's just hope your fame doesn't draw too much of the usurper's attention. After all, the best insurgents are the ones who can remain anonymous."

Ridian clears his throat and says, "We have another job for you. After you found Kristoph we sent a courier to Sapphire City but they haven't returned. We don't think they ever made it there. We'd like you to go make contact with the Miners Guild in that city and negotiate for five Extra-Large, Very High-Quality crystals -- one each of Citrine, Diamond, Sapphire, Ruby and Amethyst."

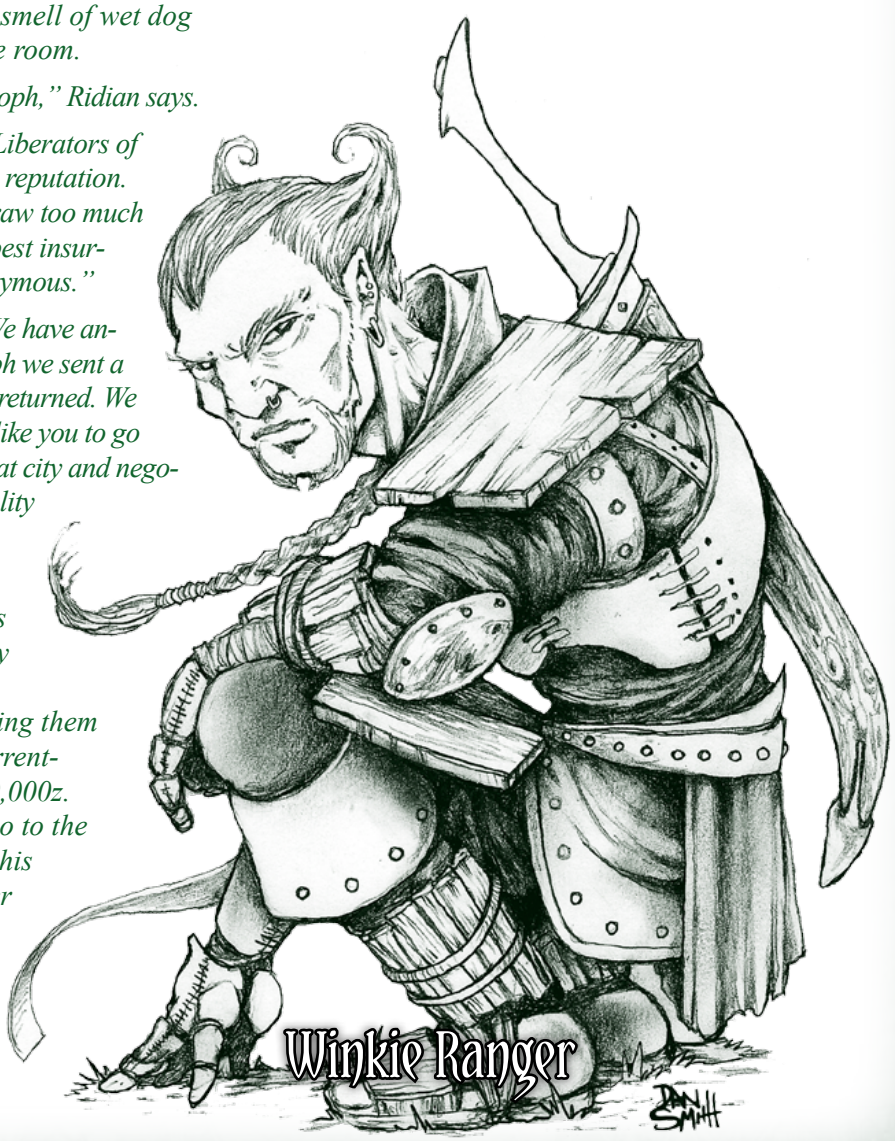
"Yes," says Patch. "These crystals could be the key to our ultimate victory over the usurper. We need you to find the Guild, purchase the stones, and bring them back. We are running low on funds currently so you must keep the price under 40,000z. When you have negotiated the price, go to the bank and have a bank note drawn on this account." He hands you a slip of paper with a set of numbers on it.

Ridian pulls out two cigars and lights them. He puts one in his mouth and the other in Patch's mouth then asks, "Are there any questions?"

SCENE 2: MUDDY WATERS

The rains continue to fall as the party leaves Moojer Mountain. As the party heads south the waters of a nearby river overflows its banks and comes sweeping down on the group. Finding high ground in time requires the characters to each make a Dramatic Task (no assisting allowed). On a failure, the character is swept away with the flood waters and must make a Swimming Dramatic Task or drown. Reviving drowned players can be attempted within five minutes of the drowning with a Hard (-2) Healing Dramatic Task.

Dramatic Task: Run to high ground
Skill: Agility
Time Unit: 1 round/roll
Difficulty: Average. No assisting allowed. Add Pace minus six to the roll as a modifier (i.e. Pace 8 gives a +2 while Pace 5 gives a -1).**Notes:** If unsuccessful within five rolls then the character is



swept away with the flood waters and must make a Swimming Dramatic Task or drown.

Dramatic Task: Swimming in the flood
Skill: Swimming
Time Unit: 1 round/roll
Difficulty: Average. No assisting allowed.
Notes: If unsuccessful within five rolls then the character drowns and is swept up on shore somewhere down river.

Dramatic Task: Reviving a drowned character
Skill: Healing
Time Unit: 1 round/roll
Difficulty: Hard (-2). Tricky (failed assist rolls give negatives).
Notes: If unsuccessful within five rolls then the character dies.

Scene 3: Muab

Once the party eventually makes it to Muab they can attempt to resupply, recover any fatigue from the trip, and can either hire a boat for the trip south or prepare for a hike on the Yellow Brick Road. Muab is a large city by Oz standards and there are many inns, pubs, merchants and banks. Purchasing equipment or negotiating a trip down river should follow the standard rules as listed in the "Haggling as Social Conflict" section. If the party visits a local pub or inn then that would be a good point to run an Interlude (See Chapter Four of the Savage Worlds Deluxe core rules book).

Scene 3a: One If By Land

If the group decides to go by land then the party makes its way down the Yellow Brick Road towards the Ozure Isles and Sapphire City. There is no other means of overland transportation currently available.

Not long after leaving Muab the group is surprised to find itself surrounded by members of the Society of the Unbound – an anarchist group that follows the teachings of Krak Long Toothed and are based in the area. The Partisans do not immediately attack but are hostile and edgy. They do not trust Ozymandias' forces OR Ozma's allies.

Gillikin, Munchkin, Quadling, and Winkie Warriors and Rangers – exact types chosen randomly (one Extra per player and one Villain boss): As per the Bestiary. If the party is sufficiently high enough then Krak himself can be used as the boss (see the Friends and Foes section).

Scene 3b: Two If By Sea

If the group decides to go by river then the party hires a small boat (normal rates are about 50z per passenger usually) and starts to make its way down towards the Ozure Isles and Sapphire City.

After a few days of sailing downriver there is a violent collision and a loud crunching sound. Items and gear go flying and many people are knocked to the ground. As the players and crew scramble up on deck to look around they see that the ship is being attacked by a large Tucroc.

Tucroc (1 Villain): As per the Bestiary section.

If the players defeat the Tucroc before the ship is too badly damaged then they continue on their way south. If however the ship gets seriously banged up then they players must continue their travel on foot (They were about half way there when the attack occurred).

Scene 4: Miners Not Minors

When the party finally makes it to Sapphire City they find a place almost as wondrous as the Emerald City. The buildings are all made of gigantic Sapphires though the streets and some of the smaller houses are made out of normal construction materials.

Finding the Mining Guild should not be hard. It is the most influential organization in the city. However, getting them to sell the crystals to the players proves to be a lot more difficult. Quiberon, a Hydra that lives in the Lake Orizon, has been devastating the mining operations lately and harassing people entering or leaving the city. The players find that they were actually extremely fortunate to have made it into the city without any incident. Nearly half of the people trying are attacked or harassed in some way.

The Guild leaders tell the players that security personnel are extremely difficult to find these days. If the players really want to buy some crystals then they'll have to first accompany a mining party down into the caves near the shore and guard a returning party that is in need of rest.

If they agree to the "errand" then the Guild will also negotiate a price for the crystals. Use the following rules for Negotiating a Price in the section on Haggling as Social Conflict. The starting price asked for by the Guild is 50,000z for the lot and the adjusted Price Level is currently at 10. They must reduce the Price Level to at least 8 in order to lower the price by 20% and make their 40,000z target.

Quiberon

Scene 5: Five Heads Are Better Than One

The journey down to the caves by the shore is uneventful. However as the group begins to make its way back to the city with the relieved miners the ground begins to tremble. The water near the shore ripples and suddenly five massive heads erupt into the air. It is Quiberon the Hydra. If anyone attempts a Knowledge: Fae roll and is successful then they know that to kill Quiberon one must sever all of his heads but that they often regrow. With a Raise they know that damage done by fire based attacks does not heal and any heads severed that way do not regrow.

Quiberon should retreat back into the depths if at least two heads are severed at the end of one of his turns. If this happens he will remain below and no longer hamper the miners or visitors for at least six months while he fully recovers. If the party is extremely strong then the GM may opt for a fight to the death in order to finish off Quiberon for good.

Quiberon (one Villain): As per the Bestiary.

Scene 6: Aftermath

When the players return they are met by a representative of the Mining Guild. He accompanies them to a large bank and oversees the transfer of the funds from the account given to the players by Patch. He then hands over a parcel with five beautiful crystals as agreed. He also tells them that he has arranged for a boat to take them back up river as far as they wish to go. If the Tucroc was not already dealt with then the GM is free to have it attack the boat along the way.

Act VII – Dunwood and the Deep

This Act should be run immediately after the group returns with the parcel of crystals from Sapphire City.

Scene 1: To Dunwood

Ridian is extremely happy to see the players return with the crystals. He explains how Patch has returned to

Dunwood to prepare the rest of the plan. He then asks the players to take the crystals on to Dunwood Keep, deep in the Dunwood Mountains of Gillikin Country. Ridian gives them detailed directions on how to get there and how to make contact with the insurgents in the mountains.

As the party makes its way through northern Munchkin and Eastern Gillikin the terrain changes from lush farmlands to muddy plains followed by rock covered mountains. One morning as they wake up they find that a heavy fog has rolled in. A strange musical sound can be heard and players must make Spirit checks at -2 to see if they wander off into the fog to better hear the magical song.

Mist Maidens (one Extra per player who fails their Spirit roll): As per the Bestiary. Players who wander off go in different directions and anyone left at the camp must make tracking rolls to find them in the dense fog.

SCENE 2: THE PLAN

When the players finally make it to Dunwood Keep they are brought into an audience hall and introduced to Amber and Blacktail. Patch and Lancero are also there as well as a few others who they do not know. An aid takes the parcel from the players and whisks the crystals out of the room.

Amber looks at you and says, "So, these are the Liberators of Dunwich." She smiles and looks at Patch, "They look a bit more impressive than your description of them Patch."

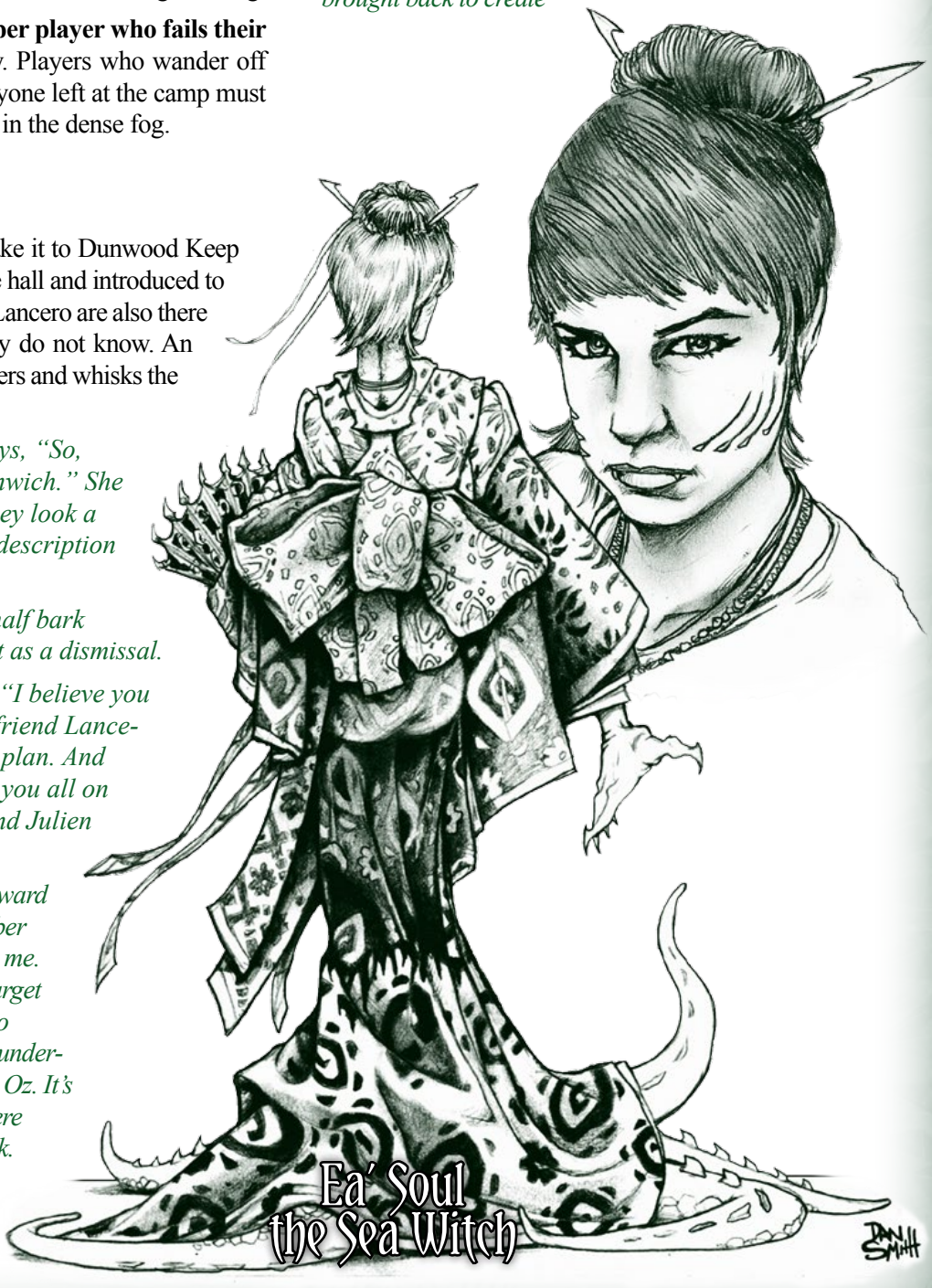
Patch makes a half grunt, half bark sound that was obviously meant as a dismissal.

"Anyway," she continues, "I believe you are acquainted with our good friend Lancero here. He will tell you of our plan. And Blacktail here will accompany you all on the mission along with his friend Julien Farlowe."

Lancero takes a half step forward and says, "I suppose you remember the fish you were so kind to bring me. Well we've been scouting out a target for them and we're about ready to make our move. There are many underground rivers and caverns below Oz. It's a maze that until the Mako got here was the sole realm of the Mer-folk. I spent half my life charting those tunnels before the wicked Ea'Soul killed her mother and took over the underwater throne – no doubt instigated by Ozymandias. Since then, journeying down there has been un poquito dangerous.

"Anyway, we believe that Ozma is being held prisoner in Ea'Soul's underwater palace and we plan to break her out. I know of an old passage that used to go directly to the Sea Witch's inner chamber. However, a cave-in 30 years ago blocked it off. I'm hoping that the fish you found will be able to punch an opening in the tunnel and let us flies step into her parlor. There shouldn't be any patrols in the tunnel since it has been unused in decades.

"As we speak, Kristoph is using the crystals that you brought back to create



an Emerald Heart. When combined properly, the five separate crystals form sort of a special key that can open any magically sealed device, gate or door. Blacktail will lead you into the chamber and rescue Ozma while you make a perimeter. Once he has her you will all return to the Mako and we'll high tail it back out of there.

"Any questions?"

SCENE 3: STEP INTO MY PARLOR SAID THE SEA WITCH

The Mako makes its way through the winding underground rivers of Oz. At one point Lancero brings the ship to a halt and fires four torpedoes. An opening is breached and the sub stealthily steams into a long and winding abandoned passage. Eventually the Mako gets inside the main cavern undetected and slips up to the Sea Witch's palace. Lancero explains that it is late in the sleep cycle of the Mer-Men.

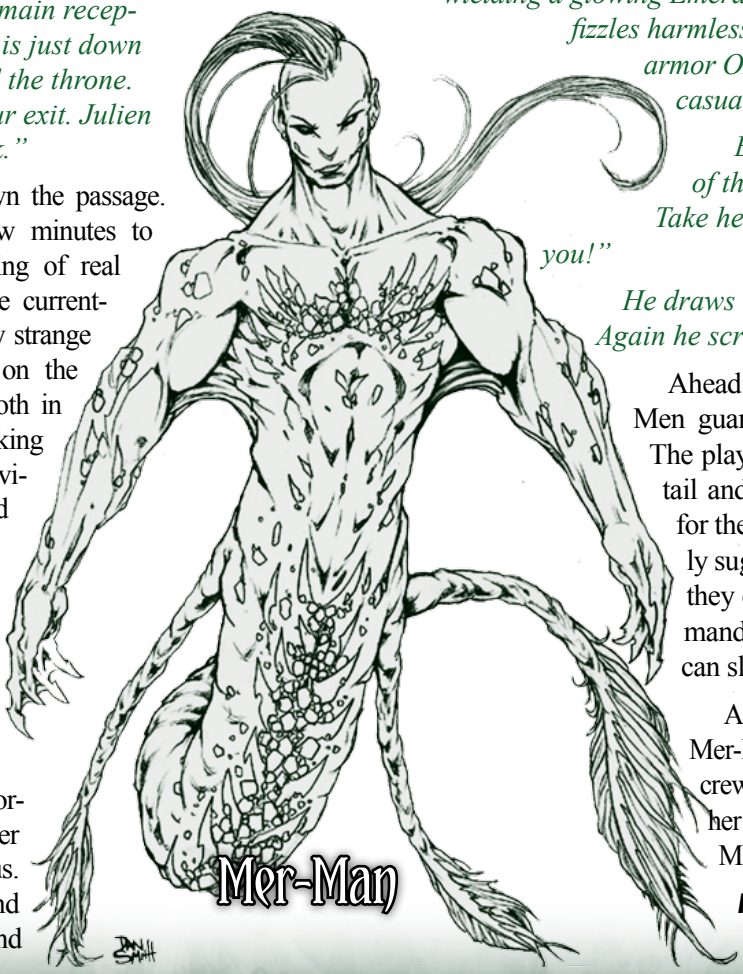
The ship docks in a darkened area while Blacktail, Julien, and the players get out. Julien is carrying a small box. A faint green light can be seen breaking through the crack of the lid.

Blacktail leads the players to a large hall with a coral throne and many colored shells and plants decorating the walls.

"This is Ea'Soul's main reception hall. The dungeon is just down a short passage behind the throne. Wait here and guard our exit. Julien and I will be right back."

They disappear down the passage. The players have a few minutes to snoop around but nothing of real interest or value is there currently. It is however a wildly strange environment. Paintings on the walls show Mer-Men both in their fish tailed and walking leg forms. It becomes obvious, if none of them had known before, that the Mer-Men can change back and forth between the two forms at will.

Suddenly, a strange lady slithers around the corner. She has the upper body of a normal woman but the lower half resembles an octopus. She is both beautiful and frightening at once. And when she sees the players she screeches and hisses at them showing a mouth full of sharp teeth. This is Ea'Soul, the evil Sea Witch. And she's not happy to have unwanted guests.



Ea'Soul (one Villain): as per Friends and Foes.

SCENE 4: SEE YOU ON THE OTHER SIDE

Shortly after Ea'Soul is defeated, Blacktail and Julien return from the dungeon with Princess Ozma in Blacktail's arms. She is obviously too weak from her captivity to even stand.

"Who, who are these folks Blacktail?" she asks in a strained voice.

"They are friends my princess. They will help us—"

His words are cut off as a loud cracking sound and a bright light pierces the hall. Blacktail hisses and Ozma gasps as Ozymandias himself appears in the room before them.

"And where do you think you're going with my prize little kitty?" he says.

Instinctively Julien steps forward and starts to cast a spell at him. But before he can even finish the thought Ozymandias is encased in an Emerald suit of armor and wielding a glowing Emerald sword. As Julien's spell fizzles harmlessly against the impenetrable armor Ozymandias takes one, almost casual swing and slices him in half.

Blacktail hands Ozma to one of the players and screams "Go! Take her out of here now – all of you!"

He draws his sword and steps forward. Again he screams, "Go!"

Ahead in the hall the sound of Mer-Men guards approaching can be heard. The players can either stay with Blacktail and all die or take Ozma and run for the Mako. The GM should strongly suggest that they run. Nothing that they can do can possibly touch Ozymandias in his armor and his sword can slice through even heavy armor.

As they reach the Mako a party of Mer-Men guards appears. A pair of crewmen take Ozma and start to bring her below as the players battle the Mer-Men before the ship can depart.

Mer-Men (one Extra per player): as per Bestiary.

After the last Mer-Man dies and the players climb down into the Mako, Ozma suddenly looks up and says "Oh no. He's dead!" and starts to sob. Lancero lowers his head and closes his eyes for a second. He then looks up and starts yelling orders. Quickly the ship comes back to life and dives.

Scene 5: Aftermath

Blacktail is dead. Ozma is certain of that. She is extremely saddened that her longtime friend died to rescue her. The happiness of her return to Dunwood is tempered by his loss and by the fact that even though they now have her back she is unable to provide any help or plan for how to ultimately defeat Ozymandias.

It's beginning to set in that the thing they've struggled for all this long time was actually just a first step on a long road toward removing the usurper.

Act VIII – Guess Whose Moving Inn

This act should be run a short time after "Dunwood and the Deep". The GM can do any small side adventures that he may want but the players should remain in the Dunwood Keep area.

Scene 1: Purple People Eater

Disheartened by the loss of Blacktail, the resistance is at a loss as to what to do next. Ozma is rescued but there are no plans yet as to how to retake Oz and defeat Ozymandias.

One day the players are invited into an audience with Amber and Ozma. They admit that the war has stagnated some and wish to breathe life into it by expanding the resistance. They ask the players to travel to Billington and once there to help setup a resistance cell in the city.

After the party has set out on their way to Billington they must traverse the Mud Plains south of Dunwood.

Walking across the Mud Plains is mind numbing. The ground is often slippery but thankfully flat and you can see for a dozen miles in any direction. The wild life of the area apparently can also see you and keep at a safe distance. However, your world is suddenly tilted as the ground in front of you tilts and slants downward quickly. Mud slides forward as a dark cave entrance is revealed.

The players should each make an Agility roll at -2. Anyone who fails slips and slides forward into a large spider web. Those who pass simply fall to the ground. Anyone with a raise maintains their feet. Those who slide into the spider web are immobilized as if fully restrained by the Entangle power. Each following round the player may make a Strength or Agility roll to break free. Other players may attempt to free the ensnared players by making a Strength roll at -2.

Two Giant Purple Spiders rush out of the darkness from either side of the web and attack.

Giant Purple Spiders (2 Villain): As per the Bestiary section.

SCENE 2: THE MOVING INN

Towards the end of a long day the players come across a two story brick building in the middle of nowhere. Smoke rises from its two chimneys and the sign over the door says "Moving Inn".

The players are welcomed into the tavern/inn by an elderly Gnome calling himself Solidur and his portly wife Ravyn. Six small kids are running around playing and a poor looking Gillikin couple is just saying their goodbyes. The rest of the place appears empty except for a young looking Pastorian (Jake Pastor), a small winged-monkey outcast (Marlene), and a female clockwork (Mara) all sitting together at a table towards the back tavern area. The inn has 13 guest rooms and paintings on the wall depict scenes local to the area. A map of Oz is mounted near the door and has a pin protruding from it with a flag that says "You are here."

If asked about the inn, the couple explains how the Moving Inn dematerializes at dusk and reappears somewhere else the next dawn. No one knows or controls where it goes but it apparently always ends up where it's needed the most.

Solidur bought the place from an old Wizard and doesn't have a clue as to how it works. He just knows that the Inn always appears in the morning in a location where it's needed.

The decorations and paintings alter each evening to fit the location where the Inn relocates to in the morning. The pin in the map of Oz on the wall updates magically every morning to where the inn is now located.

If the party has a Gnome or a Pastorian then allow them a common knowledge roll to recognize Solidur as the Gnome King. On a success he looks familiar but they can't quite place him. On a raise they recognize who he is. It is up to them whether to say anything to the other players or to confront Solidur about it.

If the players talk with Jake and his friends then Marlene explains that they are suspicious of Solidur and will ask the party if they recognize him. At this point allow any non-Outsider & non-Gnome race a Common Knowledge roll at -2. If anyone can recognize who he is then Marlene will tell them the following story of the Gnome King.

Gnome King Roquat and Raven

His real name is Roquat. He invaded Oz twice through tunnels that he had his men dig under the Deadly Dessert. The last war ended about fifty years ago when Roquat's army was defeated and he was captured. Ozma then made Roquat drink the Water of Oblivion from the Forbidden Fountain located in her palace garden. This erased his memory and became known as Ruggedo. He then lived a quiet life as a merchant in one of the outer wards of the Emerald City. However, when Ozymandias took power he had Ruggedo arrested and no one had seen him since - until now.

Mara will ask the party if they know the location of Dunwood Keep. She tells them Jake's story (see the Friends and Foes section) and how he is the cousin of Ozma. Jake, Mara, and Marlene will all depart before sundown to look for Dunwood Keep.

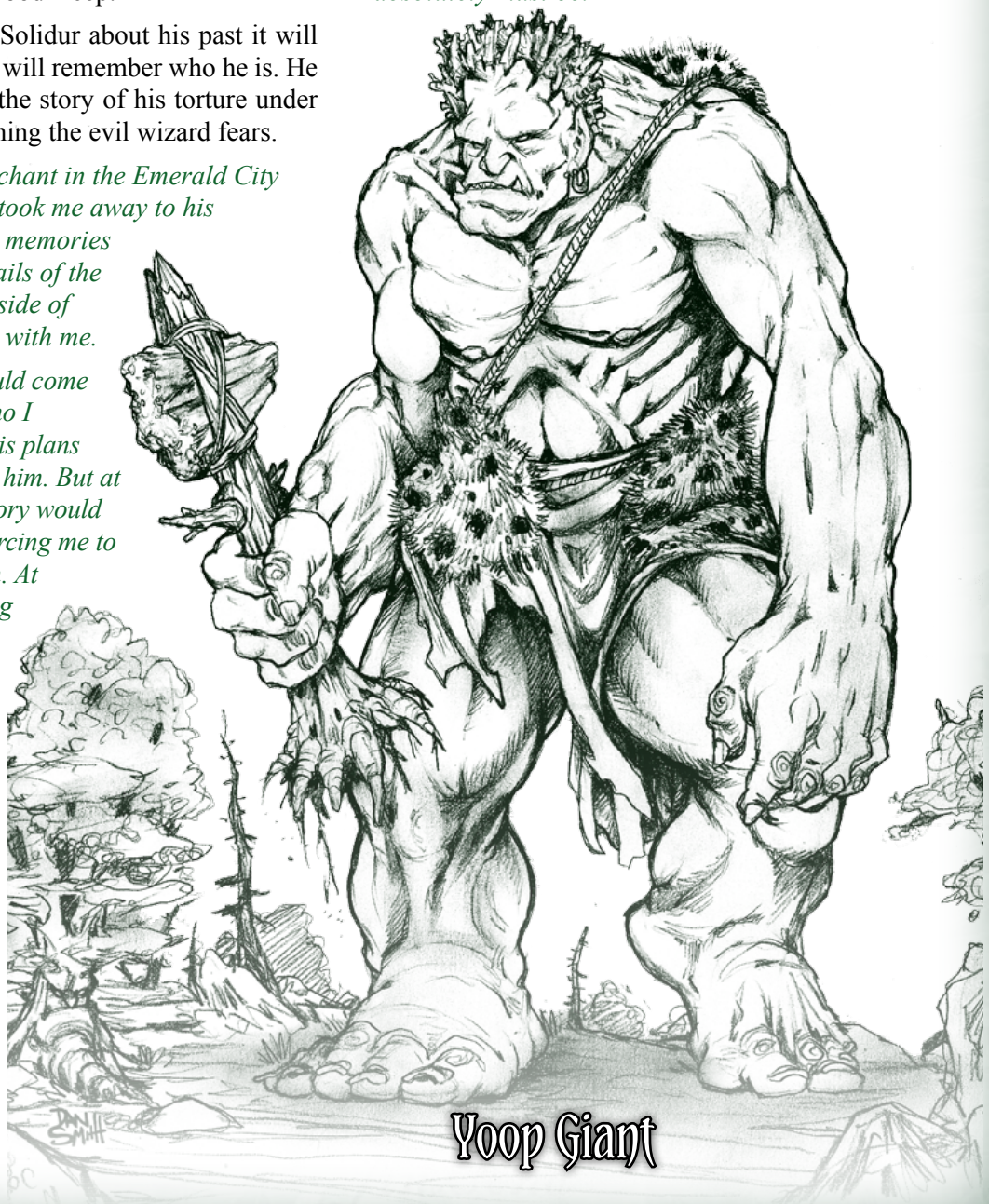
If the party confronts Solidur about his past it will trigger his memory and he will remember who he is. He will then explain to them the story of his torture under Ozymandias and the one thing the evil wizard fears.

"I was living as a merchant in the Emerald City when Ozymandias' troops took me away to his dungeons. He returned my memories and tortured me about details of the countries of Nonestica outside of Oz. Then he started toying with me.

"Each morning he would come and make me remember who I was and tell me all about his plans and how no one could stop him. But at the end of the day my memory would be wiped clean again by forcing me to drink the Water of Oblivion. At some point he started telling me of the one person that he actually did fear. Her name is Lurline and she is the most powerful witch that has ever lived. She is the one who created the Emerald City by casting a spell to reshape the giant Emerald crystal into a living space for King Pastor and his family. His one fear is that she could somehow transmute his Emerald armor and sword and make him vulnerable to normal attacks again.

"One evening he forced me to drink the Water of Oblivion and then left with most of his entourage for a week to tour his conquered kingdoms. As usual he would just leave me alone to wander the enormous palace gardens and to wonder at who I was. However, one morning I awoke to find this inn sitting in the corner of the gardens. When I came inside I met an elderly wizard who said he was about to retire and needed someone to take over running the inn for him. So with no knowledge of who I was or what else I should be doing I left with him. The next morning a widow and her children came inside. Ravyn and I fell instantly in love and the wizard left the Moving Inn to me and her to care for. It's been the happiest part of my life that I've ever had.

"Now you simply must spend the night. I promise you that tomorrow you will be in a place that you absolutely must be."



Yoop Giant

If the players do not confront Solidur or do not want to stay the night then the GM should come up with some other means to make them stay. But they must not leave the inn before the next morning.

SCENE 3: YOOP IT UP

The next morning the inn appears in a valley deep in the Yoop Hills and will not leave until the party exits. Solidur and Ravyn bid the players farewell. If Solidur has remembered who he is then he will warn them that Ozymandias does not plan to stop with Oz alone – eventually he will take his forces to attack the outlying Kingdom of Ogabo and then use the tunnels to invade the rest of Nonestica.

SCENE 4: AFTERMATH

The players should wander through the barren Yoop Hills for several days and possibly encounter Yoop Giants or the Spider-Folk. Their food and water supplies should be running low when they eventually see a small stone cottage in the middle of nowhere. It is the only civilized place that they will find and they should be encouraged to go there to at least ask for food.

ACT IX – IT'S ABOUT TIME

This act should be run immediately after "Guess Whose Moving Inn".

SCENE 1: THE HOUSE OF TIME

At some point in their wanderings through the Yoop Hills the players stumble upon a small stone cottage and knock on the door...

There's a warm orange light breaking through cracks in the shuttered windows of a small, stone cottage. As you knock on the door you hear the faint ringing of metallic footsteps on stone. The door opens and a well-dressed clockwork man stands in the doorway. He looks at the group and simply says "well, it's about time." He immediately turns around and leads you inside. The room seems larger than you expected and there are many doors lining the walls. He walks past several of them to one in particular and opens it. Inside you see a woman of about fifty with slightly salt and pepper hair wearing a blue and white plaid dress. She seems perfectly healthy but frozen in place. Her outstretched hand is holding an ornately shaped key.

"Well, here she is."

The clockwork explains that he is "The Time Keeper". The woman is in fact Dorothy and she has been stuck in a time loop of her own making for nearly twenty years. She was tricked into coming here by Ozma's former chamberlain, Mr. Hansmarc – the man now known as Ozymandias' Lord High Commander.

"I warned her that this could happen. She wanted to see her husband, Prince Alain, one last time. She was grief stricken over not being able to save him fifty years ago during the last Gnome King Wars.

"I instructed her that in order to exit the past she must let the day end. But she seems incapable of doing so. She keeps reliving the last day of her Prince's life. Whenever Alain dies the day is reset and she suffers through it all again. At first she just kept trying to change it which I told her is impossible. But now she is so caught up in the delusion that I do not think she is even aware of where she truly is or what she's doing."

The clockwork holds up a golden key by a chain and explains that the key Dorothy is holding is a Time Key like the one he has. Holding a Time Key by any part other than the chain allows you to relive the most memorable day of your life. If the players would like to go inside of Dorothy's time loop by touching her key they may be able to help her to end the cycle by convincing her to let the day end.

One by one the players will touch the key and freeze in place in a stasis. Once "inside" of the time loop the players find themselves in the Emerald Throne Room.

A much younger looking Dorothy kneels on the floor in front of you crying and holding her dying husband in her arms. There is a large gash in Prince Alain's chest and blood is flowing out. To their side lies the unconscious body of a beautiful woman and in front is the headless body of a Dragon-Man. Across the room along a wall stands the Time Keeper holding a Time Key by the chain. He is dressed differently from when you last saw him and he is looking down at Dorothy and Alain slowly shaking his head.

But before you can do anything Prince Alain's eyes close and everything seems to fade away. A few moments later you find yourselves somewhere in the Emerald Hills looking at the Emerald City off in the distance as the sun rises.

The unconscious woman is Lurline. An Evain may recognize her with a success in common knowledge. All other races except Outsider may recognize her with a raise. Outsiders have no idea who she is.

At this point the day has reset. The next two scenes only need to be completed successfully once. But any time the party has a failure (anyone in the group, Dorothy, or Prince Alain dies) the day resets and the group finds themselves back in the Emerald Hills at daybreak.

SCENE 2: THE EMERALD HILLS

As the players start to head towards the Emerald City they are immediately attacked by a Gnome advanced war party.

Gnomes (2 Warrior Henchmen per player and 1 Guardsmen Lieutenant for every 3 Warriors): As per the Bestiary.

The party has successfully defeated the Gnomes once then this scene can be skipped over via narrative only in future cycles and the group advances directly to scene 3 (they now know the tactics that would allow them to successfully defeat the Gnomes).

SCENE 3: INTO THE CITY

Entering the outer wards of the Emerald City is relatively easy for anyone who is not a Gnome. The Yellow Brick Gates are usually open though heavily guarded. Most races pass unobstructed; however, any Gnome player characters will be stopped and arrested on site.

As the players enter the Emerald City...

This is not the dark, melancholy Emerald City that you may be familiar with under Ozymandias' rule. This is the Emerald City at the height of the Gnome King Wars when Ozma's forces were at their strongest. The place is full of life. Merchants call out to buyers as they pass and Rich looking Pastorians busily wander the streets along with many Kinfolk in full military uniforms from all five of the countries under Ozma's realm. The Battle of the Moor was just recently won and the talk on the street is that the war should be over soon.

A Yellow Brick Road winds its way through the many colored houses and shops towards the Emerald City proper. Carved into the Emerald Walls of the main city is a pair of Giant Emerald Gates. They are even more heavily guarded than the outer gates and only Oz citizens with a written pass are allowed to enter. Perched every fifty meters along the top of the Emerald Walls sit Winged Monkeys wearing blue coats & hats; vigilantly searching the sky for threats.

If the party attempts to enlist help from anyone within the outer wards of the Emerald City they are met with skepticism and suspicion. No one will believe that Dorothy or Prince Alain could possibly be in trouble within the Emerald City itself. The Emerald Gates themselves are guarded by a dozen of Ozma's best warriors. Surely the players are either out of their minds or plotting something. Most will simply try to ignore them and move on. If they insist then someone will call for the guards (a similar force as that guarding the Emerald Gates) and take them away for questioning (which will take far too long for them to convince anyone of the truth before Dorothy and Alain are attacked).

When the party walks up to the Emerald Gates to the main city they are greeted professionally by Ozma's guards. However the royal guards do not allow just anyone in without an invitation. If they try to warn the guards about the Gnome war party they fought in the Emerald Hills then the guards will escort them inside the Emerald Gates and to the headquarters of the Oz Corps to be questioned by General Blacktail. This will delay them too long to rescue Dorothy and Alain and the day will reset.

With any other story the group must attempt to convince Ozma's guards to allow them inside by succeeding at a persuasion Dramatic Task.

Dramatic Task: Talking their way past the guards
Skill: Persuasion
Time Unit: 1 minute/roll
Difficulty: Hard (-2 modifier per roll). Tricky (negatives apply from failed assist rolls).
Notes: If unsuccessful within five rolls then the guards refuse to hear any more from them and send them away. If successful then the guards will let them in. If they make two extra successes and raises within the five rolls then one of the guards will even escort them to the palace.

The guards are elite warriors and will magically call for backup if attacked. There should be no way for the

players to win a fight with them. As soon as one party member is incapacitated the day resets.

Oz Corps Soldier (12 Veteran Henchmen and 1 Captain Lieutenant): As per the Bestiary. If the first group is about to be defeated then another wave rushes in and more continue to join the fight until a player dies and the day resets.

Once inside the main part of the city...

The houses and streets of the main city are made up entirely of Emerald. The area is extremely large and occupies the space of a small mountain. Most of the people on the street seem to be wearing tinted glasses in order to shade their eyes from the bright reflection of the sun off the Emerald.

Finding their way through the twisty and winding streets to the Palace will take some time. Once at the Palace they must once again talk their way past the guards. As this is the home of Ozma and Dorothy it is even harder to get into.

Dramatic Task: Talking their way past the Palace guards
Skill: Persuasion
Time Unit: 1 minute/roll
Difficulty: Difficult (-4 modifier per roll). Tricky (negatives apply from failed assist rolls).
Notes: If unsuccessful within five rolls then the guards refuse to hear any more from them and will send them away. If successful then the guards will let them in and one will escort them to Dorothy's chambers.

After the party has successfully talked their way past the two sets of gate guards once, this scene can be skipped over with a little narrative in future cycles and the group advances directly to scene 4.

SCENE 4: RESCUING DOROTHY

The players are shown to Dorothy's quarters by a guard. But as they approach her room the sounds of a battle can be heard. The guard rushes to open the door and is immediately struck down by a Dragon-Man.

Inside the room are four Dragon-Men battling the young version of Dorothy. She is holding her own but it seems highly unlikely that she can defeat all four; especially since she also seems to be trying to shield a bassinet with a crying baby in it. The unexpected appearance of the players and the guard's quick death catches Dorothy's attention for a moment. And in that moment a Dragon-Man uses the opening to land a hard blow to Dorothy's helmet. She staggers for a second and falls to the ground as all but one of the Dragon-Men turn to quickly confront you.

Initiative is important at this point. If one of the players does not quickly engage the last Dragon-Man (the Elite Villain) before his turn begins then he slays Dorothy and her baby causing the day to reset once again.

Dragon-Men (three Warrior Henchmen and one Elite Villain): As per the Bestiary.

Once the party has successfully defeated the Dragon-Men then this scene can be skipped over in future cycles and the group advances directly to scene 5. Or if they wish, the party can ignore this scene and attempt to do something else like going to help Prince Alain or seeking out Lurline for help. However, any other path means Dorothy eventually is slain by the Dragon-Men and the day resets.

Dragon-Man

SCENE 5: THE KEY TO THE STORY

Once the Dragon-Men are dead and Dorothy is revived she thanks the players for their

help. They can try to explain about the Time Keeper but she seems to have no clue as to what they are talking about. It seems that since this is her time loop her memories are reset whenever the day resets. The players' memories must be intact because this is not their time.

No matter what the players say or do Dorothy will not leave or let them leave without talking with Lurline first. She grabs the amulet hanging from her neck and says something in ancient Evain. A bright light blinds everyone for a second and when they stop blinking they see the beautiful woman who was unconscious at the end of scene 1 standing next to Dorothy.

However, before she can speak there is a violent earthquake and a piercing scream. Lurline sadly looks down and says "I'm so sorry child."

Dorothy's eyes grow wide and she yells "Alain!" as she runs out of the room. Everyone else follows.

In the throne room you see the Dragon-Man assassin Durgo Deathwing standing over Prince Alain. He is still gripping his cursed sword "Lifebane" that is plunged deep into Alain's chest. Lurline glances down and sees an Emerald shard that must have been broken from the wall during the fight. She bends over, picks it up, says something in ancient Evain as she hands it to Dorothy. She then falls unconscious to the floor.

The shard in Dorothy's hand immediately transforms into the Emerald Sword later known as "Twister" and Dorothy rushes at Deathwing with reckless disregard. The Dragon-Man quickly raises his sword to parry her blow but Twister slices cleanly through his weapon and takes his head off in one swing. Dorothy drops to her knees and cradles Alain in her arms as the Time Keeper walks past you to the point along the wall where you saw him before.

There's nothing the players or Dorothy can do to heal Alain as unfortunately any wound inflicted by Lifebane cannot be healed. And no matter what the players say, Dorothy will not leave her dying husband.

If the players do not figure out what to do then Prince Alain dies and the day resets. The only way to end the loop is for someone to take the Time Key from the Time Keeper and give it to Prince Alain before he dies. He will then be sent into a time loop of his most memorable day and will appear to be frozen. Seeing Alain in stasis convinces Dorothy of what the players have been telling her and she finally wishes the day to end.

If the players ever go to Lurline for help instead of going to save Dorothy then she will listen to their story and tell them that the "key" to everything is the Time Keeper. If Alain is truly destined to be struck down then they should try to do something to help stave off his death. However, shortly after the explanation Dorothy is killed by the Dragon-Men and the day resets.

If the players attempt to ask the Time Keeper in the final scene what to do then he simply tells them that they should have asked Lurline -- which of course they can do on the next loop through the day.

If the players do not attempt to talk to Lurline or the Time Keeper and appear stuck then the GM should nudge them to try to talk with one of them.

Scene 6: Aftermath

Once the players figure out what to do...

Everything fades and you suddenly find yourself back in the Time Keeper's cottage. Dorothy stands in front of the party with tears running down her now older face. She slowly looks up and says "thank you."

The Time Keeper congratulates you all and walks over to another door. He opens it and inside you see Prince Alain standing there with the horrible gash in his chest still there but no blood is flowing. The Time Keeper says, "As you can see, he is frozen in time, reliving the day Amber was born over and over."

Dorothy is extremely thankful. She asks about the status of things and the players can fill her in on Ozymandias and the war. After that she tells them they are most welcome in her Vineyard if they ever wish to come by. Then she clicks her heals and tearfully says "there's no place like home" and vanishes.

Note: if in the future the players wish to attempt to heal Prince Alain, the GM may run an adventure in which the party must take the frozen prince to the Truth Pond in Winkie Country and cleanse his wound with its magical waters. However, doing so can be very tricky if they do not wish to be burdened with always telling the truth for the rest of their lives. Trying to bring the water to the prince will not work as it quickly loses its magical properties once it is removed from the pool.

Act X – The Young and the Trackless

This act should be run only after the players figure out that they need to awaken Lurline in order to defeat Ozymandias. They can either be sent to Enilrul by Ozma and Amber or figure it out on their own. The Moving Inn can even be used to bring them there if desired.

Scene 1: Enilrul

High up in the mountains of northern Munchkin Country lies the abbey of Enilrul. The only passage to the gates is a narrow, winding path that skirts along towering cliffs and rocky outcroppings. The air is cold and dry as it pierces through all but heavy winter clothing to chill any pilgrims making the climb.

Along the way the decimated remnants of the defeated forces of Ozymandias lie twisted and frozen on the ground. Many appear to be both burnt and frozen making an oddly grotesque juxtaposition. The way to the gate seems totally unguarded though everyone in the group has had the feeling that they were being watched ever since entering the mountains.

As the party approaches the gates, they seem to anticipate their arrival and silently open. Once inside the gates again swing shut without a sound.

"A young priestess comes walking out of one of the buildings and greets the players. She is quite beautiful with henna colored hair and creamy skin. She is wearing fine silk robes with pictures of Cranes along the sides. She also has two Winkai blades tucked into her sash. "Welcome travelers. I am Da Neel though my friends call me Dani. How may I be of service?"

If asked about who she is she will reply,

"I am the assistant to the Head Abbess. I was also a student of Lin Liren before the Fall of Oz. I returned to my studys here at Enilrul after he died while saving Amber Gale.

When the players ask about Lurline or the head priestess of the abbey she agrees to show them to the audience chamber and asks them to wait there while she announces them to the abbess.

The room is somewhat austere but many of the walls are covered with a beautifully woven tapestry depicting the life of Lurline throughout the ages. As you look around you are suddenly aware that there is a woman standing in your midst who was not there a moment ago. She has long white hair but young, smooth skin and the pointy features of the ancient Evain. "How may I help you dear pilgrims?"

An annoyed look appears on the abbess' face when the players ask about Lurline.

She slowly shakes her head and says "What a pity. Such a long time preparing for this part and here you go ruining the performance after only a few weeks."

The abbess is not who she seems to be. The real abbess was assassinated in her sleep several weeks ago and replaced by Mombi who has taken on her form. The entire army of Ozymandias could not penetrated the walls of Enilrul; but the evil, shape changing witch walked right in one day and silently took over without anyone suspecting.

Mombi immediately transforms into her true likeness and starts to attack the players. Unless someone in the party actively mistrusted her before the questions about Lurline she automatically gains a surprise round before the players can act. She raises her Diamond Crystal Armor as a Free Action and will attempt an AoE or defensive spell in the surprise round and then immediately attack the most dangerous threat.

Mombi (one Villain): as per Friends and Foes.

Scene 2: Ryla and the Hermit

Da Neel comes running in as the fight ends. She is astonished at Mombi's appearance. Neither she nor any of the other priestesses had any idea of Mombi's treachery. Also unfortunately for the players, none of the priestesses know how to find Lurline's secret resting place. However, Da Neel tells them a story.

"About a month ago one of the Abbess' most trusted friends stopped by. Her name was Ryla the Young. During dinner with them I asked Ryla if the rumor that Glinda had told her a secret before she disappeared was true. I saw Ryla and the Abbess glance at each

Mombi

other and then they quickly changed the subject. It is my opinion that Ryla may know where Lurline is.

"The day after the feast Ryla left with her caravan on a quest to go visit the forest of Raoul the Hermit. If anyone other than the Abbess knows the secret of Lurline's resting location it would have to be Ryla the Young."

Ryla is leading a wandering band of followers through the Trackless Lands to the north of the Dunwood Mountains. Da Neel is able to give the party rough directions on how to find Raoul the Hermit's shack. Following those directions in the endless hills of the Trackless Lands is a Knowledge: Navigation Dramatic Task. Those with Knowledge: Fae may also be able to assist. Remember to draw for random encounters each day that the party is wandering in search of Ryla and Raoul's shack.

Dramatic Task: Searching for Raoul's shack
Skill: Knowledge: Navigation
Time Unit: 1 day/roll
Difficulty: Hard (-2 modifier per roll). Tricky (negatives apply from failed assist rolls). Must have Knowledge: Navigation or Knowledge: Fae to assist.
Notes: If unsuccessful within five rolls then keep rolling until successful but check for random encounters twice per day after the first five instead of the normal once per day.

SCENE 3: LURLINE'S REST

Ryla's group is still at Raoul's place. When asked about Lurline, Ryla says she must be sure the players are being truthful with her.

"I may be able to assist you but I must know if your words are true. Would it be OK for me to read your current thoughts?"

If they agree then she will read them and if they are being completely truthful then she will give them their information. If they refuse then she will say no more. If they attempt to deceive her then Ryla and Raoul's spirit will attack them along with the members of Ryla's entire caravan. This would effectively end their chances of defeating Ozymandias.

If they are truthful then...

Ryla tells you, "Lurline is asleep. She has been resting ever since she helped Dorothy slay the Dragon-Man who mortally wounded Prince Alain. She should be near her recovery but we cannot tell for certain when she will wake. Unfortunately, she can only be awoken early from her rest with waters from the Truth Pond. However, the waters quickly lose their magical power once they are taken from the pond. But I know that Nick Chopper had a magic watering can in his tinkering shop at his house at Red Oak. It was said to be able to carry any magical liquid without it losing its powers."

She continues, "Lurline's sleeping body was originally housed in Enilrul but was magically moved by Glinda and the Abbess when Ozymandias started his conquest. In order to protect her they hid her in a secret cave inside the Dragon's Lair. The Lair is a system of caverns inhabited by the nastiest beasts in Oz and not even Ozymandias would think to look in there. Getting in to awaken her will be... difficult."

Ryla the Young (one Wild Card NPC): as per Friends and Foes.

Raoul the Hermit (one Wild Card NPC): as per Friends and Foes.

Ryla's caravan (one Extra per player): as per Town/Village Militia from the Bestiary.

SCENE 4: AFTERMATH

As long as the players are truthful with her, Ryla will ask them to accompany her to Dunwood Keep. It is only a few days to the south and there they can make provisions for obtaining the waters from the Truth Pond.

ACT XI – TRUTH AND DARE

This Act should be run immediately after the party gets to Dunwood and after they have learned that the only way to awaken Lurline is with water from the Truth Pond.

SCENE 1: I NEVER LIE

Lancero is still at Dunwood. He offers to take them in the Mako as far as Red Oak. From there he tells them that it is just a few days walk across the plains to the pond. It should be a piece of cake.

The group boards the Mako and heads to Red Oak. Along the way Lancero explains that Red Oak was Nick Chopper's old place before the Fall. He tells them how Nick used to throw the best parties in Oz at Red Oak but that he hasn't been there for several years now and does not know what has become of it.

This is a good time for another Interlude (See Chapter Four of the Savage Worlds Deluxe core rules book). This should allow one of the players to tell a little bit more about their character.

SCENE 2: RED OAK

Lancero drops the party off at a sheltered bend in the river. He tells them that Red Oak is a short distance inland and points them in the correct direction. He tells them he will wait here for their return and then he will take them as close to the Dragon's Lair as he can.

Red Oak is a small, plantation-like place with a main house and several other buildings. There is a large barn, a blacksmith shack, a tannery and a few small houses that were obviously for the hands who worked at Red Oak. However, all of them are overgrown with weeds and vines and the decaying carcasses of long dead animals lie in the fields. As the party draws closer they can see that some of the carcasses are not only of animals. Some are most likely of the remains of the former inhabitants of Red Oak.

As the players look around a whooshing noise can be heard as a small Winged Monkey with metal wings lands nearby.

The monkey steps forward smiling and says, "Hello, my name is Meepo Metal-Winged. You must be the Liberators of Dunwich." He emphasizes the final words sarcastically. "Please do not ask for mercy or try to surrender. If the True Wizard was willing to accept either, he would not have sent me." He then touches a pendant hanging from his neck with his hand and a group of Crystal Warriors mounted on Mechacorns materialize around him and start to move forward.

The monkey and his Crystal Warriors quickly attack. If the battle starts to go badly for them then Meepo will fly away to tell his master.

Crystal Warriors (one Henchman Veteran for every two players): As per Bestiary. If the party is fairly powerful by now then the GM should feel free to add more Warriors to the group.

Mechacorns (one Henchman per Crystal Warrior): As per Bestiary.

Meepo Metal-Winged (one Villain): As per Friends and Foes.

Once Meepo and his friends are dealt with the players can scavenge Red Oak. There are still some tools and raw materials in the blacksmith shack and the tannery. Inside the main house if someone makes a raise on a Notice roll they find a secret door in the floor that leads to a fully equipped tinkering shop. This must have been where Nick repaired himself. The magic watering can is located here.

SCENE 3: THE TRUTH POND

The group journeys on to the Truth Pond. It isn't very far as Lancero had said. The grassy plains give way to a shaded grove surrounding a silvery pond. It is extremely beautiful but somehow a bit imposing. If anyone does a successful notice check they find that there is no animal or insect life anywhere to be found. It is as if only the plants are not afraid of the Truth.

If the players have asked before or if someone does a successful Knowledge: Fae roll then they know the tale that anyone who touches the water from the pond will be cured of any curse, wound, or ailment. But anyone cured must always tell the truth for the rest of their life. Obtaining the water without it curing a scratch or a hang nail on the obtainer (and thus compelling the truth from them forever) should prove to be somewhat tricky (at least a Raise by someone on an Agility roll).

As the players prepare to obtain the water from the pond, an exceptionally attractive woman with dusky colored skin begins to rise out of the water. As the silvery liquid drips away and she walks to the shore it is apparent that she is completely naked. She gazes around at the players and says…

"Now why would a rag-tag group like you want water from this pond? Oh well, the awful truth is, I actually don't care."

The "woman" is actually a Naga. She will answer a few questions before attacking the party if they choose to ask. She will be completely truthful in all her responses. After a few questions however she will attack with her friends. Once this happens or if the players attak her first, she immediately uses her Hypnotic Gaze to attempt to turn one of the players into a Puppet. At the same time, several Niave allies of hers silently step out from behind trees and touch scars on their chests as they start casting powers.

Niave (one Lieutenant per two players): as per Bestiary.

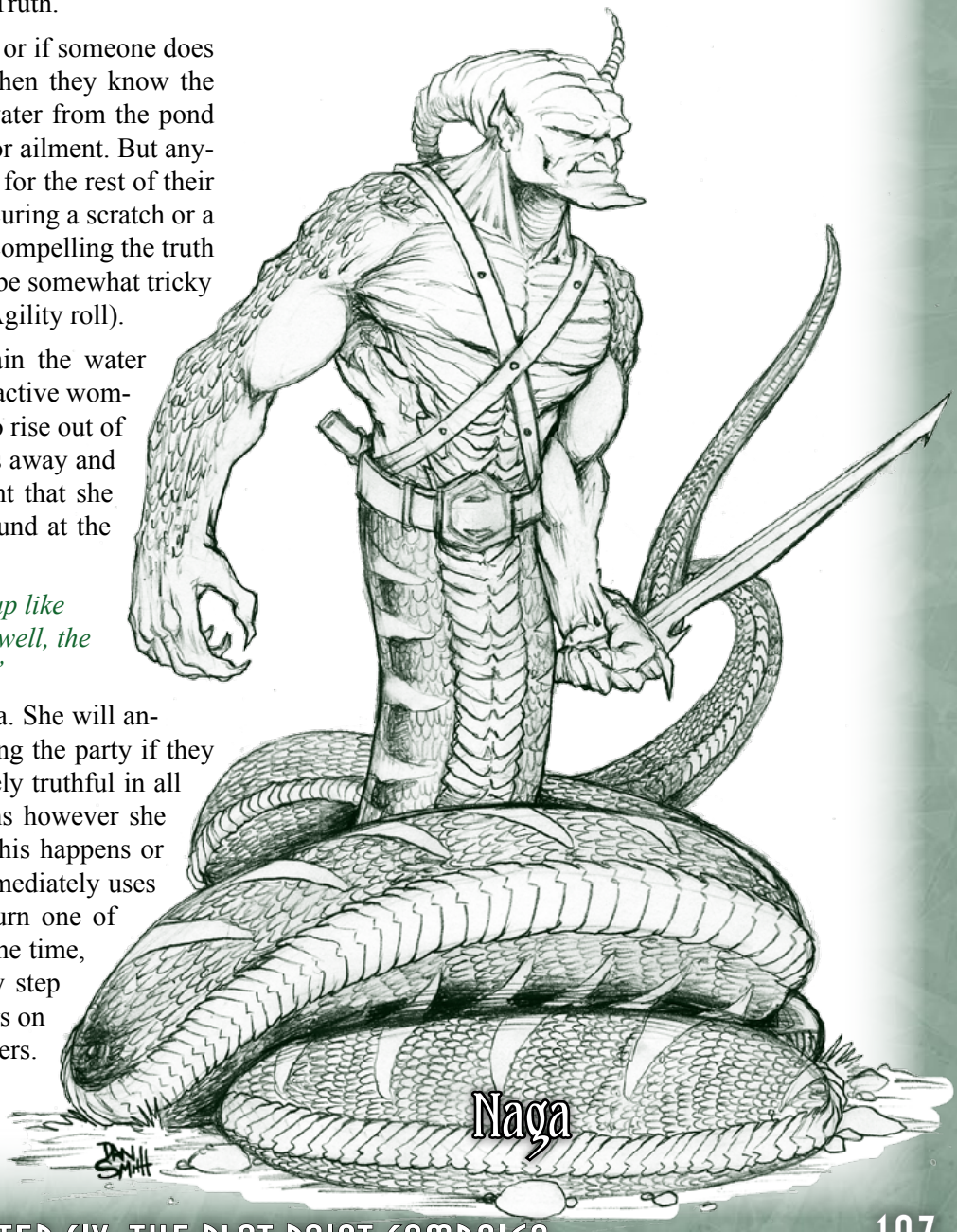
Naga (one Villain): as per Bestiary.

When the Naga and her companions are dealt with the players should be able to return to the river to meet Lancero without much more trouble.

SCENE 4: TO THE DRAGON'S LAIR

Lancero is waiting for them exactly where he said he'd be. The journey across Oz to the mountains where the Dragon's Lair sits is quite long. The players can decide to go with Lancero the entire way but there is always the chance of random encounters with the Mer-Men who are still upset about Ea'Soul's death.

They can alternatively choose to go up to Dunwood and then travel across land the rest of the way. There's



still the chance of a Mer-Men encounter for the first part of the journey and then the last part would be random Gillikin encounters. Regardless of the route taken, the GM can decide if the players should face any more challenges along the way or to just let them go directly to the final encounter.

Scene 5: Burn Notice

Finding their way through the labyrinth of the Dragon's Lair is tricky. But Ryla was able to give the players descent directions and they should be able to find the correct chamber. Most of the Dragons are either asleep or out looking for food. The Dragons of Oz sleep for a hundred years and then awaken for a few months to go hunting until their hunger recedes.

However, unknown to Ryla, a new Dragon has moved into the outer chamber of the area where Lurline is sleeping. This Dragon is still in the middle of his feeding cycle and has just returned from a hunt. As the players enter the chamber and their eyes grow accustomed to the lighting they are astonished to see a full size Ancient Dragon rising to meet them.

Note: if Lurline is awoken by a player *during* the battle then she will walk up to the dragon, wave one finger at him while putting the other to her lips and say "Shhhhh" to him. He will then immediately lower his head, turn around, and walk off. Afterwards, she will turn and await Ozymandias' appearance as described in the next section.

Ancient Dragon (one Villain): as per Bestiary.

Scene 6: Lurline

When the Dragon is defeated the players may enter the final chamber.

Ancient Dragon

Inside, the chamber is lit. Across the room you see a glowing, translucent bubble. Inside the bubble is a bed where a beautiful woman with Evain-like features lies sleeping. As you approach, the bubble flickers and then fades away.

Lying on the bed in front of you is obviously the sleeping Lurline. She seems to be breathing incredibly slowly, almost imperceptibly.

After one of the players pours the water from the Truth Pond down her throat she starts to slowly revive.

Lurline's breathing increases. Suddenly she arches her back, opens her eyes, and takes a large gasp. She then lies back flat and her head turns towards you. Her eyes move from player to player without a sound and she faintly smiles. She calls you each by name as she starts to rise. She doesn't ask any questions but seems to answer any of yours that comes into your heads.

Lurline suddenly stops and motions everyone to stand to the side. She then turns and looks at a spot on the floor. She moves gently towards it as a loud crash and bright light rips through the chamber.

There in front of you in full Emerald Armor and carrying his Emerald Sword is Ozymandias. His helmet is open and his face is red with anger. He screams at the players, "What… have… you… done!!!"

Lurline puts a finger on her lips and reaches out with her other hand as she says, "Shhhhhhh."

As soon as she touches Ozymandias he screams, "Noooooooo!" as his armor and weapon crumble into dust. "Noooooo!"

Almost at once Lurline staggers and falls to the ground. There's another crack and flash of light and you find yourselves alone again with Lurline crumpled on the ground. As you run to her she looks up and weakly and in almost a whisper she says, "Find Glinda."

Lurline falls fast asleep again and there is nothing you can do to awaken her. She must rest once again.

SCENE 7: AFTERMATH

With the death of the former abbess, Da Neel has become the head of Lurline's Aegis, the order that is bound to protect her while she rests. The players can either take Lurline's unconscious body back to Enirul or Da Neel and her priestesses will arrive shortly to take her.

Ozymandias is not defeated but his impenetrable Emerald Armor and deadly Emerald Sword are destroyed. He is still in control of massive forces throughout Oz but he is no longer untouchable. In the future, Ozma's forces will no longer be only on the defensive. Thanks to the players, starting now, the Liberation of Oz begins!

Tiger-Man

Chapter Seven: Lions and Tigers and Bears, Oh My!

Creatures from the Lands of Oz

Beast Men

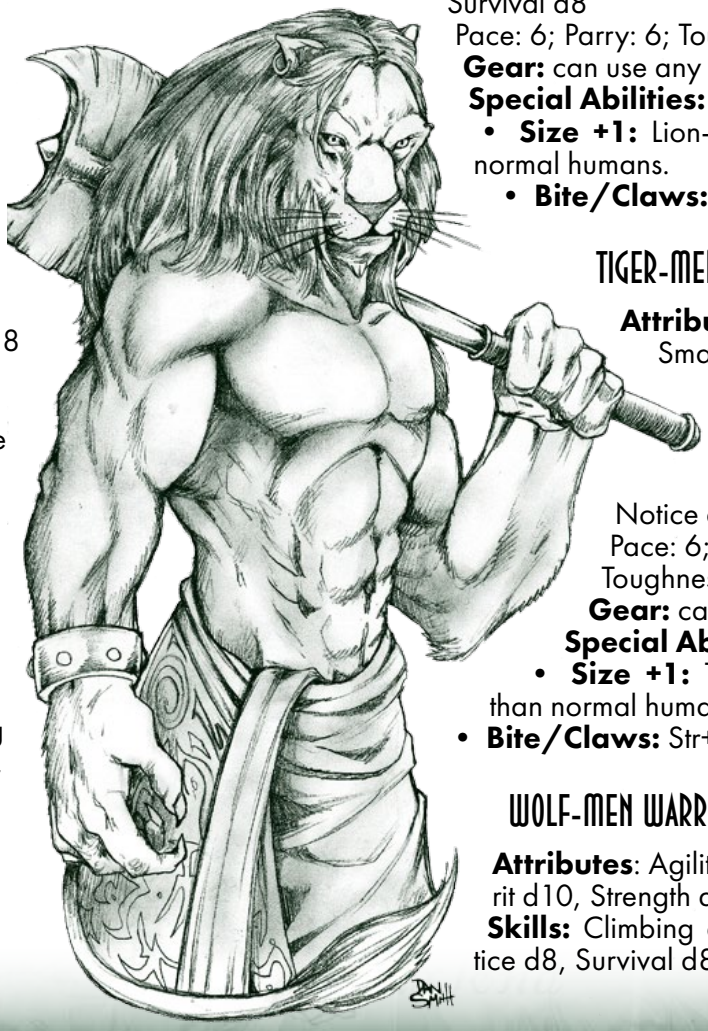
Not all of the beast-men are good. Though the heads of all of the major castes are working with King Blacktail, many have still sided with the new Evil Wizard and carry out his handiwork.

Bear-Men Warriors

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d10
Skills: Climbing d6, Fighting d8, Notice d8, Survival d8
Pace: 6; Parry: 6; Toughness: 8
Gear: can use any
Special Abilities:
- **Size +1:** Bear-Men are larger than normal humans.
- **Bite/Claws:** Str+d6.

Bird-Men Warriors

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Climbing d6, Fighting d8, Notice d8, Shooting d8, Stealth d8
Pace: 6; Parry: 6; Toughness: 6
Gear: can use any
Special Abilities:
- **Bite/Claws:** Str+d6.
- **Limited Flight:** Bird-Men have feathery wings with a Flying Pace of 6" and a Climb of 3". Bird-Men must land at the end of every third turn.



Lion-Men Warriors

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8
Skills: Climbing d6, Fighting d8, Notice d8, Survival d8
Pace: 6; Parry: 6; Toughness: 7
Gear: can use any
Special Abilities:
- **Size +1:** Lion-Men are larger than normal humans.
- **Bite/Claws:** Str+d8.

Tiger-Men Warriors

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Climbing d6, Fighting d10, Notice d8, Survival d8
Pace: 6; Parry: 7; Toughness: 7
Gear: can use any
Special Abilities:
- **Size +1:** Tiger-Men are larger than normal humans.
- **Bite/Claws:** Str+d6.

Wolf-Men Warriors

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d8
Skills: Climbing d6, Fighting d8, Notice d8, Survival d8

Pace: 8 (run die of d10); Parry: 6; Toughness: 7
Gear: can use any
Special Abilities:
- **Size +1:** Wolf-Men are larger than normal humans.
- **Bite/Claws:** Str+d6.

Buffalo, Giant Long Horned

Giant Long-Horned Buffalo roam in large herds across the trackless lands of Gillikin country and wherever suitable grazing area can be found.

Attributes: Agility d8, Smarts d8(A), Spirit d8, Strength d12+4, Vigor d8
Skills: Fighting d8, Intimidation d8, Notice d6
Pace: 8; Parry: 5; Toughness: 12 (1)
Special Abilities:
- **Armor +1:** Leathery hide.
- **Size +5:** Long Horned Buffalo weigh nearly a ton.
- **Trample:** Giant Long Horned Buffalo can trample creatures of Size +3 or smaller. If the Buffalo runs, anyone in its path must make an Agility roll or be run down. Victims take damage equal to the elephant's Str plus its Size and are knocked prone.
- **Long Horns:** Str+d10.

Claw Biter

Claw Biters are often the stuff of most Oz children's nightmares. They are the closest things in Oz to what some might call demons. Their origins are obscure but it is believed by many that they are the deformed remnants of a pre-Evain society that delved too deeply into dark magic.

Claw Biters never appear during the daytime and are extremely hard to detect at night when they come out to hunt. They are insatiable carnivores but they will only prey on sentient races. They will pass a wounded buffalo in order to eat a baby Munchkin.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d10
Skills: Climbing d8, Fighting d10, Intimidation d10, Notice d10, Stealth d10
Pace: 8 (run die of a d10); Parry: 7; Toughness: 9 (2)
Gear: none.
Special Abilities:
- **Combat Reflexes:** +2 to unshake.
- **Armor +2:** Leathery hide.
- **Bite/Claws:** Str+d8.
- **Hardy:** Claw Biters do not suffer a wound from being Shaken twice.
- **Fear:** anyone seeing one of these creatures for the first time must make an immediate Fear roll at -2.
- **Dark Vision:** Claw Biters can see in the dark.
- **Ambidextrous:** No off-hand penalty.
- **Two Fisted:** May make two claw attacks with no penalty.
- **Improved Frenzy:** may make one bite and two claw attacks per round at no penalty.
- **Quick:** re-draw initiative cards of 5 or less.

CRYSTAL WARRIORS

Crystal Warriors are the elite of Ozymandias' army. They wear magical suits of armor created from crystals and wield magical crystal weapons.

CRYSTAL WARRIOR, SOLDIER

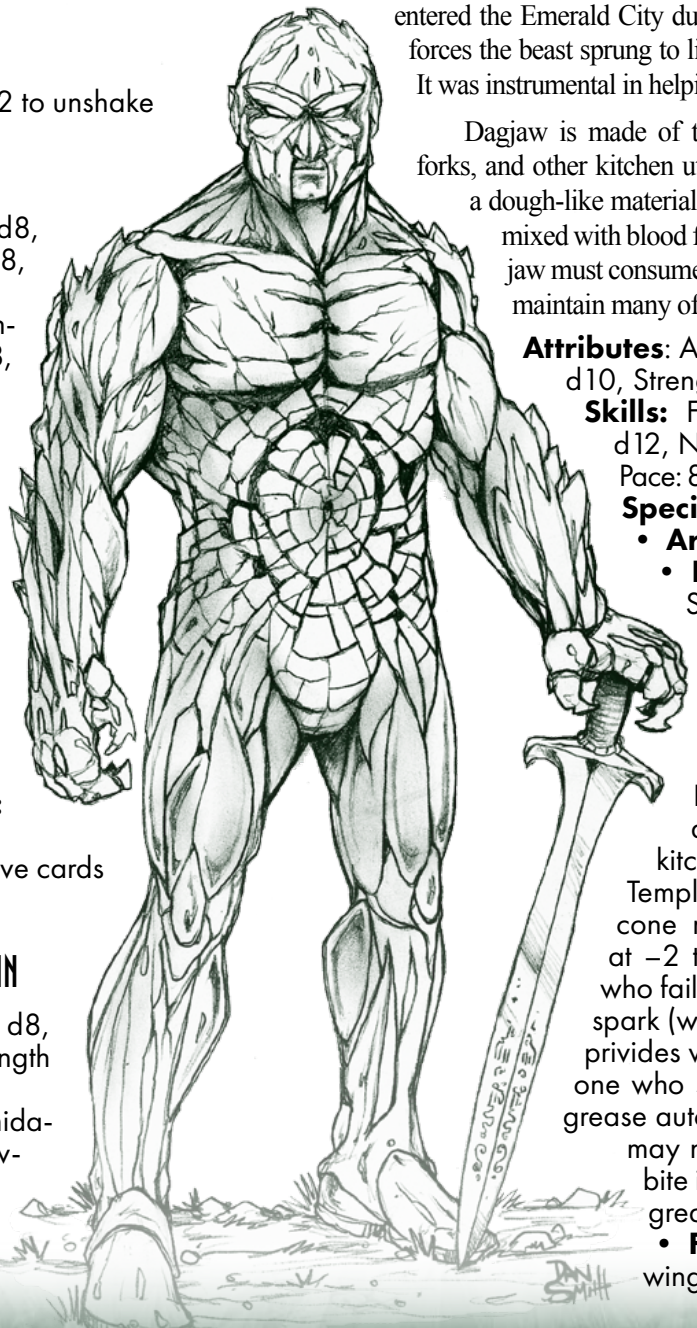
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d8, Intimidation d8, Notice d6, Taunt d8, Stealth d6
Pace: 6; Parry: 8; Toughness: 7 (2)
Gear: Ruby Armor (+2 Toughness, -1 Agility based rolls), medium shield (+1 Parry), Ruby Dagger (Str+d6, -1 to Vigor based rolls on wounding – cumulative to -3)
Special Abilities:
- **Block:** +1 Parry
- **Combat Reflexes:** +2 to unshake

CRYSTAL WARRIOR, VETERAN

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d10, Intimidation d8, Notice d8, Taunt d8, Stealth d6
Pace: 6; Parry: 9; Toughness: 8 (2)
Gear: Ruby Armor (+2 Toughness, -1 Agility based rolls), medium shield (+1 Parry), Ruby Dagger (Str+d6, -1 to Vigor based rolls on wounding – cumulative to -3)
Special Abilities:
- **Block:** +1 Parry
- **Combat Reflexes:** +2 to unshake
- **Quick:** re-draw initiative cards of 5 or less.

CRYSTAL WARRIOR, CAPTAIN

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8
Skills: Fighting d10, Intimidation d10, Notice d8, Driving d8, Shooting d8, Stealth d6
Pace: 6; Parry: 10; Toughness: 9 (3)
Gear: Diamond Armor (+3 Toughness, -1 Agility based rolls), medium shield (+1 Parry), Diamond long word (Str+d8, -1 to Strength based rolls on wounding – cumulative to -3)
Special Abilities:
- **Improved Block:** +2 Parry
- **Combat Reflexes:** +2 to unshake
- **Command**
- **Quick:** re-draw initiative cards of 5 or less.



DAGJAW

Inspired by kickstarter backer Lin LIren, Dagjaw is a mechanical Dragon that was created by Joe Thater with Technomancy before he was forbidden by Ozma to use magic anymore. After his exile the monstrosity sat inert for years in a garden outside of the Royal Kitchen. When Ozymandias first entered the Emerald City during the final battle with Ozma's forces the beast sprung to life again and returned to his side. It was instrumental in helping him capture Princess Ozma.

Dagjaw is made of thousands of pots, pans, knives, forks, and other kitchen utensils. It is also made in part of a dough-like material made from the ground up bones mixed with blood from Ozymandias' enemies. Dagjaw must consume the material regularly in order to maintain many of its special abilities.

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 (4)
Special Abilities:
- **Armor +4:** Metal hide.
- **Knife Claws and Teeth:** Str+d8.
- **Fear:** upon seeing the creature characters must make an immediate Fear roll at a -2.
- **Kitchen Grease Breath:** Dagjaw breathes a scalding hot mixture of kitchen grease 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. Any spark (which metal Dagjaw usually privides with his claws) will set anyone who suffered damage from the grease automatically on fire. Dagjaw may not attack with its claws or bite in the round that it breathes grease.
- **Flight:** Dagjaw can sprout wings on demand once per

day to gain limited flight. The wings last for four rounds and give him a Flying Pace of 12", with an Acceleration of 4".

- **Hardy:** Dagjaw does not suffer a wound from being Shaken twice.
- **Huge:** Attackers add +4 to their Fighting or Shooting rolls when attacking Dagjaw due to his massive size.
- **Improved Frenzy:** If Dagjaw does not use his breath ability, it may make two Fighting attacks with no penalty.
- **Quick:** Dagjaw redraws initiative cards of five or less.
- **Size +8:** Dagjaw is a massive creature. He is over 40' long from nose to tail, and weighs well over 30,000 pounds.
- **Tail Lash:** Dagjaw can sweep all opponents in its rear facing in a 3" long by 6" wide area. This is a standard Fighting attack and damage is equal to the Dagjaw's Strength–2.

Dragons of Oz

Dragons are found primarily in the caves of northeast Gillikin Country. An individual dragon will only leave the caves once every one hundred years to search for food. However, with as many dragon sightings as have occurred lately, the number of dragons down in their lair is heatedly debated.

Dragons are considered to be the most dangerous creatures alive with their massive tails, sharp claws & teeth, and capacity to breathe fire.

Young Dragon

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+6 , Vigor d10
Skills: Fighting d8, Intimidation d10, Notice d10
Pace: 8; Parry: 6; Toughness: 15 (2)
Special Abilities:

- **Armor +2:** Scaly hide.
- **Claws/Bite:** Str+d8.
- **Fear:** upon seeing the creature characters must make an immediate Fear roll at a -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", with an Acceleration of 6".
- **Hardy:** Dragons do not suffer a wound from being Shaken twice.
- **Large:** Attackers add +2 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:** Dragons act on the best of two cards.
- **Size +6:** Dragons are massive creatures. This version is over 30' long from nose to tail, and weighs well over 20,000 pounds.
- **Tail Lash:** The dragon can sweep all opponents in its rear facing in a 3" long by 6" wide area. This is a standard Fighting attack and damage is equal to the dragon's Strength–2.

Adult Dragon

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 (4)
Special Abilities:

- **Armor +4:** Scaly hide.
- **Claws/Bite:** Str+d8.
- **Fear:** upon seeing the creature characters must make an immediate Fear roll at a -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", with an Acceleration of 6".
- **Hardy:** Dragons do 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.
- **Improved Level Headed:** Dragons act 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 area. This is a standard Fighting attack and damage is equal to the dragon's Strength–2.

Ancient Dragon

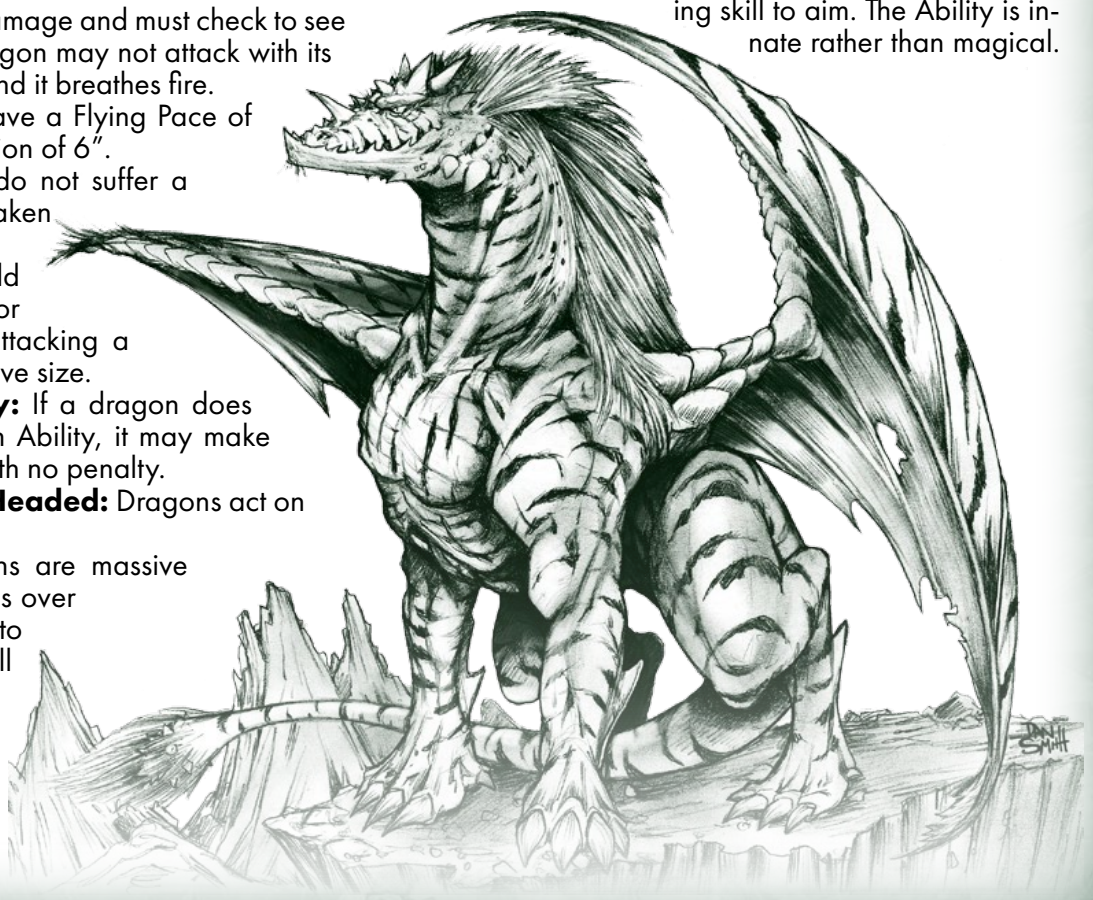
Attributes: Agility d10, Smarts d10, Spirit d12, Strength d12+12 , Vigor d12
Skills: Fighting d12, Intimidation d12, Notice d12
Pace: 8; Parry: 8; Toughness: 24 (6)
Special Abilities:
- **Armor +6:** Scaly hide.
- **Claws/Bite:** Str+d10.
- **Fear:** upon seeing the creature characters must make an immediate Fear roll at a -4.
- **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 3d10 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", with an Acceleration of 6".
- **Hardy:** Dragons do 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.
- **Improved Level Headed:** Dragons act on the best of two cards.
- **Size +10:** Dragons are massive creatures. This version is over 45' long from nose to tail, and weighs well over 40,000 pounds.
- **Tail Lash:** The dragon can sweep all opponents in its rear facing in a 3" long by 6" wide area. This is a standard Fighting attack and damage is equal to the dragon's Strength–2.

Dragon-Men

Dragon-Men are the most hated and feared race of beast men in Oz. For centuries they remained deep in their caves in northeast Gillikin Country. They were induced into joining Ozymandias' forces by the Lord High Commander who is said to have become a blood brother to the Dragon-Man King, Wornfang.

Dragon-Man Warrior

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8
Skills: Climbing d6, Fighting d10, Intimidation d8, Notice d8, Shooting d8, Stealth d8
Pace: 5; Parry: 7; Toughness: 8 (2)
Gear: Great Sword (Str+d10, -1 parry, 2 hands)
Special Abilities:
- **Combat Reflexes:** +2 to unshake
- **Frenzy:** may make an extra fighting attack per round at a penalty of -2 to all Fighting rolls that round.
- **Armor +2:** Scaly hide.
- **Bite/Claws:** Str+d6.
- **Fiery Breath:** Dragon men can breathe cones of fire. This works as the Burst power using the Shooting skill to aim. The Ability is innate rather than magical.



Dragon men have 10 Power Points for this purpose only and regain one point per hour.

- **Fear:** anyone seeing one of these creatures for the first time must make an immediate Fear roll.
- **Limited Flight:** Dragon-Men have leathery wings with a Flying Pace of 8" and a Climb of 4". Dragon-Men must land at the end of every other turn.

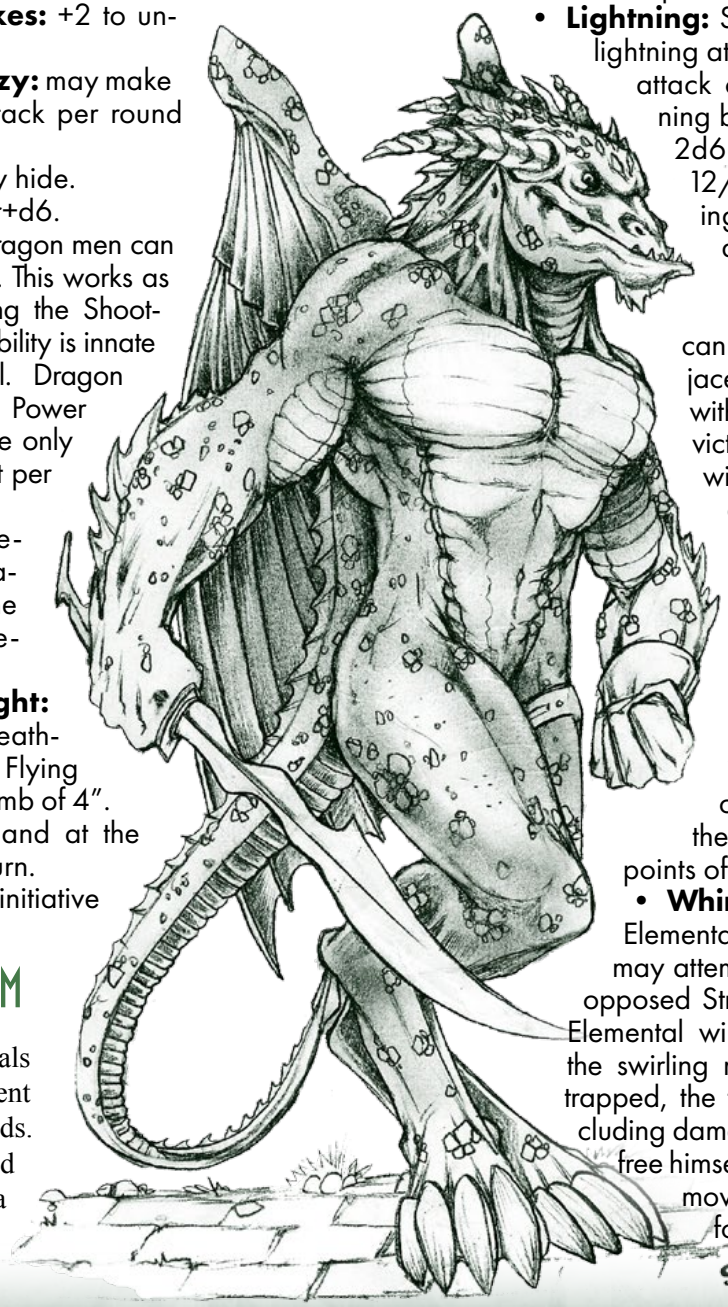
❋ Dragon-Man Elite

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12, Vigor d10
Skills: Climbing d6, Fighting d12, Intimidation d10, Notice d8, Shooting d10, Stealth d10
Pace: 6; Parry: 7; Toughness: 9 (2)
Gear: Great Sword (Str+d10, -1 parry, 2 hands)
Special Abilities:

- **Combat Reflexes:** +2 to unshake.
- **Improved Frenzy:** may make an extra fighting attack per round at no penalty.
- **Armor +2:** Scaly hide.
- **Bite/Claws:** Str+d6.
- **Fiery Breath:** Dragon men can breathe cones of fire. This works as the Burst power using the Shooting skill to aim. The Ability is innate rather than magical. Dragon men Elite have 20 Power Points for this purpose only and regain one point per hour.
- **Fear:** anyone seeing one of these creatures for the first time must make an immediate Fear roll at -2.
- **Limited Flight:** Dragon-Men have leathery wings with a Flying Pace of 8" and a Climb of 4". Dragon-Men must land at the end of every other turn.
- **Quick:** re-draw initiative cards of 5 or less.

Elementals, Storm

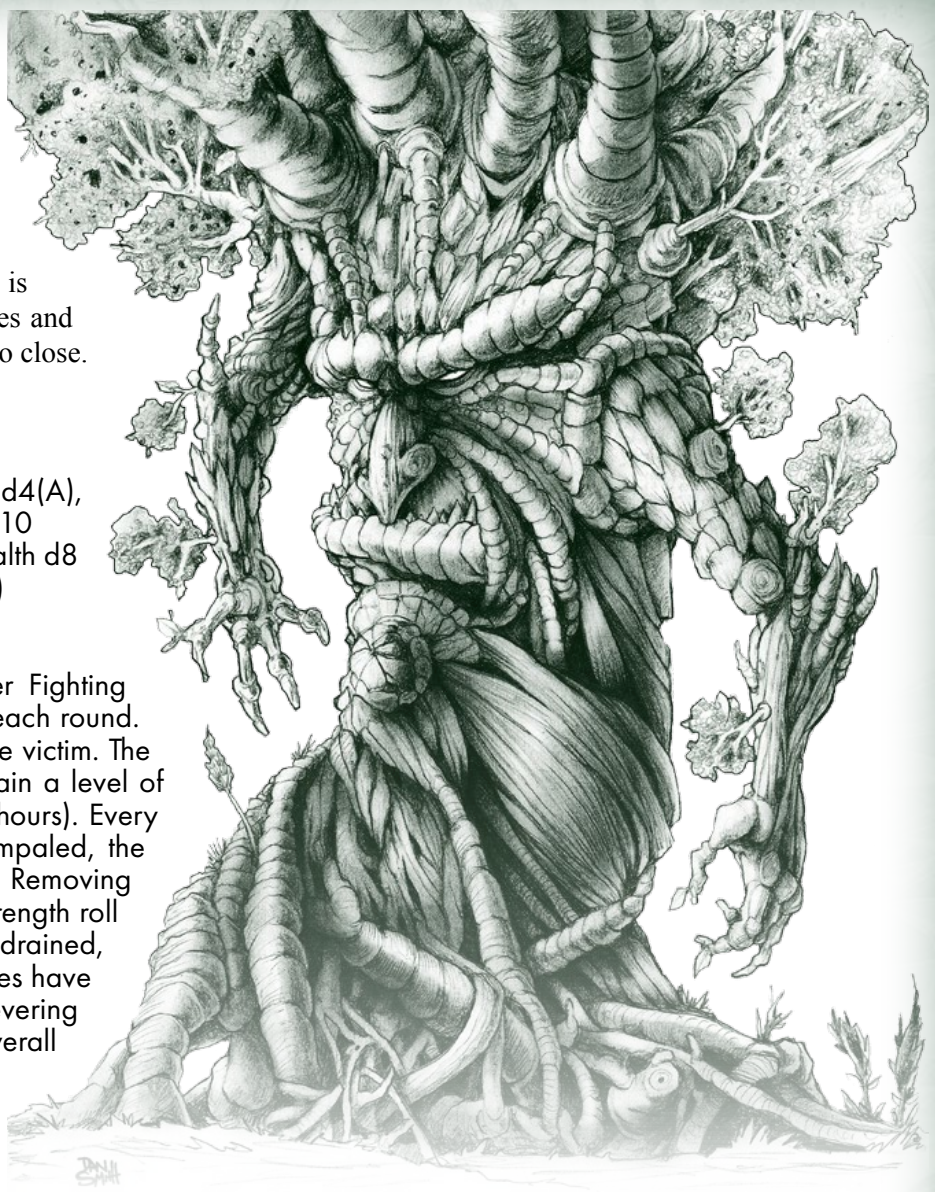
Storm Elementals manifest as sentient clouds and whirlwinds. They are often spotted after a twister brings a new outsider to Oz.



Attributes: Agility d12, Smarts d6, Spirit d6, Strength d12+6, Vigor d6
Skills: Fighting d8, Notice d8, Shooting d12
Pace: —; Parry: 6; Toughness: 13
Special Abilities:

- **Elemental**: No additional damage from called shots;
- **Fearless:** Immune to disease and poison.
- **Ethereal:** Storm Elementals can maneuver through any non-solid surface. They can seep through the cracks in doors, bubble through water, and rush through sails.
- **Flight:** Storm Elementals fly at a rate of 8" with a Climb of 4". They may not run.
- **Huge:** Attackers are +4 to attack rolls due to the Storm Elemental's size.
- **Invulnerability:** Immune to all non-magical attacks except fire.
- **Lightning:** Storm Elementals can make a lightning attack once per round. He may attack one target with a 3d6 lightning bolt or up to three targets with 2d6 lightning bolts. The range is 12/24/48 and uses the Shooting Skill. The power is innate and does not need Power Points.
- **Push:** The Storm Elemental can use an action to push all adjacent targets 2d6" directly away with a whirling blast of air. The victims each make a Strength roll, with each success and raise reducing the amount moved by 1" (to a minimum of 0).
- **Size +8:** Storm Elementals are enormous.
- **Wind Blast:** Storm Elementals can send directed blasts of air at foes using the Cone Template and a Shooting roll. Foes may make an opposed Agility roll to avoid the blast. The damage is 2d10 points of nonlethal damage.
- **Whirlwind:** As long as the Storm Elemental does not move that turn it may attempt to pick up a foe. Make an opposed Strength check and if the Storm Elemental wins then its foe is pulled into the swirling maelstrom of its body. While trapped, the target is at –2 on all rolls including damage, to hit and Strength rolls to free himself. The Storm Elemental cannot move as long as it wants to keep foes trapped inside its form.

Fighting Trees



Fighting Trees are found primarily in the woods of Quadling Country though they may be seen in any forest of Oz. They despise all animal life and will attack any that come near. Their primary tactic is to disguise themselves as normal trees and surprise any creatures who wander too close.

Fighting Tree, Impaler

Attributes: Agility d6, Smarts d4(A), Spirit d10, Strength d12+4, Vigor d10
Skills: Fighting d8, Notice d8, Stealth d8
Pace: 2; Parry: 6; Toughness: 17 (2)
Special Abilities:

- **Armor +2:** Bark.
- **Branches:** Str+d6. An Impaler Fighting Tree may make up to four attacks each round. On a raise, the creature impales the victim. The victim must make a Vigor roll or gain a level of Fatigue (recover one level per 24 hours). Every round a connected branch stays impaled, the victim must make another Vigor roll. Removing the branch requires an opposed Strength roll to pull it free. For each Fatigue level drained, the tree heals 1 wound. The branches have Toughness 10 and one wound. Severing them does not affect the tree's overall health. Severed branches regenerate after 1d6 days.
- **Canopy:** An Impaler Fighting Tree spreads wide for sun and prey. Branches have Reach 3.
- **Huge:** Attackers are +4 to attack rolls due to the tree's size.
- **Plant:** Plants are not subject to Fear and Tests of Will.
- **Size +8:** Impaler Fighting Trees stands over 60' tall.

Fighting Tree, Warrior

Attributes: Agility d4, Smarts d4(A), Spirit d10, Strength d12+6, Vigor d10
Skills: Fighting d8, Notice d6, Stealth d8
Pace: 4; Parry: 6; Toughness: 19 (4)
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.
- **Improved Sweep:** A war tree can attack all adjacent opponents at no penalty.
- **Weakness (Fire):** Fire attacks cause +4 damage.

Flathead Mountaineers

The Flatheads are a race that lives in a remote section of Gillikin Country. They originally were flat-headed and lacked craniums and foreheads. Their brains were held in pouches attached to their side and were vulnerable to being stolen.

For centuries the Flatheads lived peacefully under the guidance of the "Three Adepts", three powerful

witches from far northern Gillikin Country. They fought a long war with a group known as the Skeezers, during which the Flatheads were controlled and manipulated by their own Supreme Dictator, Su-Dic. However, once the conflict ended, the Three Adepts were able to reassert their authority. In exchange for returning to their peaceful ways, the Flatheads were magically healed by the Three Adepts and given normal human heads with their brains on the inside. No longer flat-headed, they are now often called Mountaineers.

Flathead Warrior

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10
Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d4, Stealth d6, Throwing d8
Charisma: –2; Pace: 6; Parry: 6/7; Toughness: 7
Gear: Club (Str+d4) or flint spear (Str+d6; Parry +1; Reach 1)
Special Abilities:
- **All Thumbs**
- **Mean**
- **Combat Reflexes:** +2 to unshake

✵ Flathead 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: –2; Pace: 6; Parry: 7/8; Toughness: 8
Gear: Club (Str+d4) or flint spear (Str+d6; Parry +1; Reach 1)
Special Abilities:
- **All Thumbs**
- **Mean**
- **Brawny**
- **Combat Reflexes:** +2 to unshake
- **Sweep:** Flathead Chieftains can attack all adjacent foes at a -2 penalty.

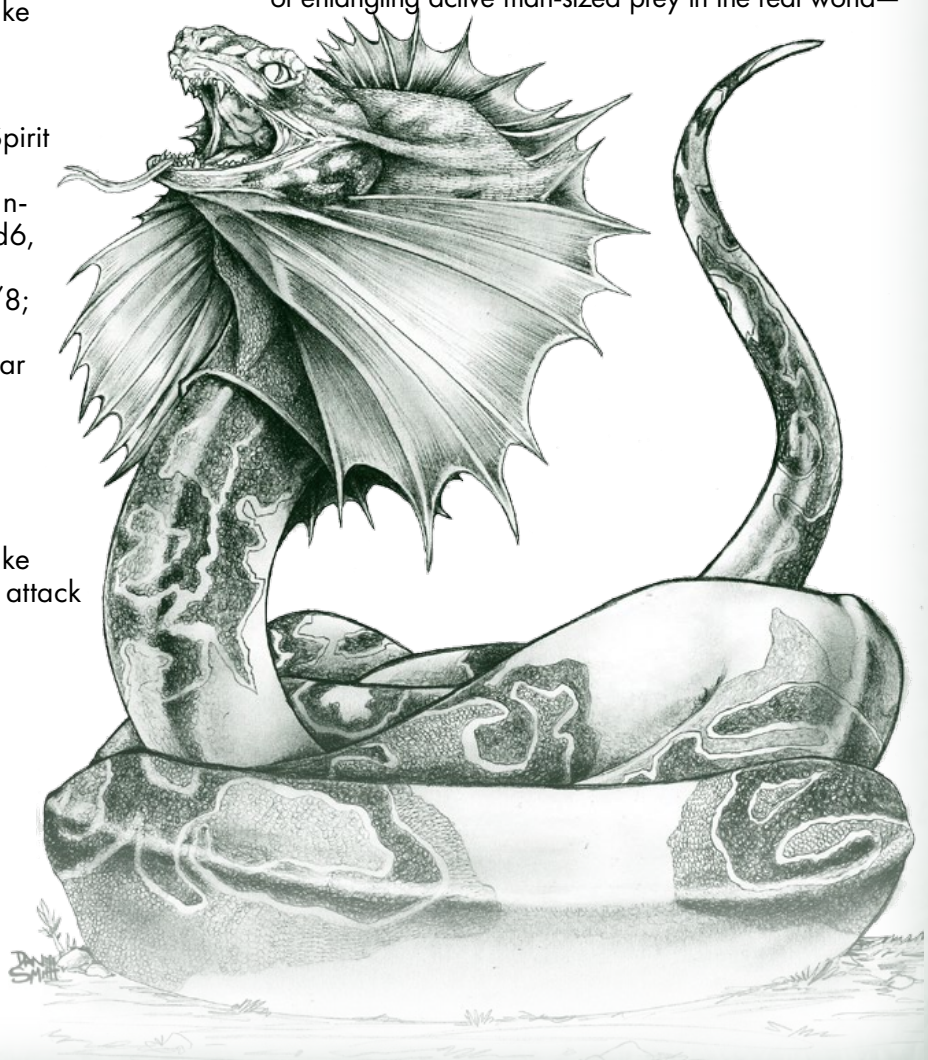
✵ Flathead Shaman

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: –2; Pace: 6; Parry: 6; Toughness: 6
Gear: Flint spear (Str+d6; Parry +1; Reach 1)
Special Abilities:
- **All Thumbs**
- **Mean**
- **Powers:** Cave men shamans have 15 Power Points and know the following powers: *bolt, boost/lower trait, fear,* and *telekinesis.*

Frilled Python

Inspired by kickstarter backer Charles S. Morrill, The Frilled Python is a 20 foot python with neck skin flaps like a Frilled Lizard that fan out as it attacks or warns. It can also burrow quickly through the ground and attack its prey by surprise.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8
Skills: Climbing d8, Fighting d10, Notice d10, Stealth d8; Pace: 5; Parry: 7; Toughness: 6
Special Abilities:
- **Bite:** Str
- **Burrow:** as the Power but cannot affect other targets and requires no power points.
- **Constrict:** Large constrictors have very little chance of entangling active man-sized prey in the real world—



they must attack while their victim is sleeping, stunned, paralyzed, and so on. Constrictors in pulp and other fantasy genres might be far more deadly. These creatures 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.

GIANTS

YOOP GIANT

Yoops are a race of cannibalistic giants from the hills in southwest Quadling Country. They are normally solitary creatures except when looking for a mate. Deciding to mate is often a risky undertaking only pursued by the youngest and strongest males as the females often try to kill and eat the males after mating.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+6, Vigor d10
Skills: Fighting d8, Intimidation d10, Notice d6, Throwing d8
Pace: 8; Parry: 6; Toughness: 15 (1)
Gear: Skins or furs (+1), Large maul or tree trunk (Str+d10, carried in one hand), thrown rock (Range: 6/12/24, Damage: 3d6)
Special Abilities:

- **Clueless:** Giants receive a –2 penalty to Common Knowledge rolls.
- **Improved Sweep:** Giants can attack all adjacent foes at no penalty.
- **Large:** Attackers gain +2 to attack rolls against giants due to their size. Giants have a -2 to hit any Small targets (Size -1 or less).
- **Size +7:** Giants are over 35′ tall.

HAMMERHEAD GIANT ADULT

Hammerhead giants have large bony heads above a long, flexible neck. Their arms are extremely short and can barely reach their mouth. They are usually found in the hills and mountains of Quadling Country but many Youths and the occasional Adult will wander down to the flat lands in search of food.

Hammerheads attack by swinging their massive heads and bashing their prey. They have extra thick skulls and a layer of fat inside of them protects the brain during impacts.

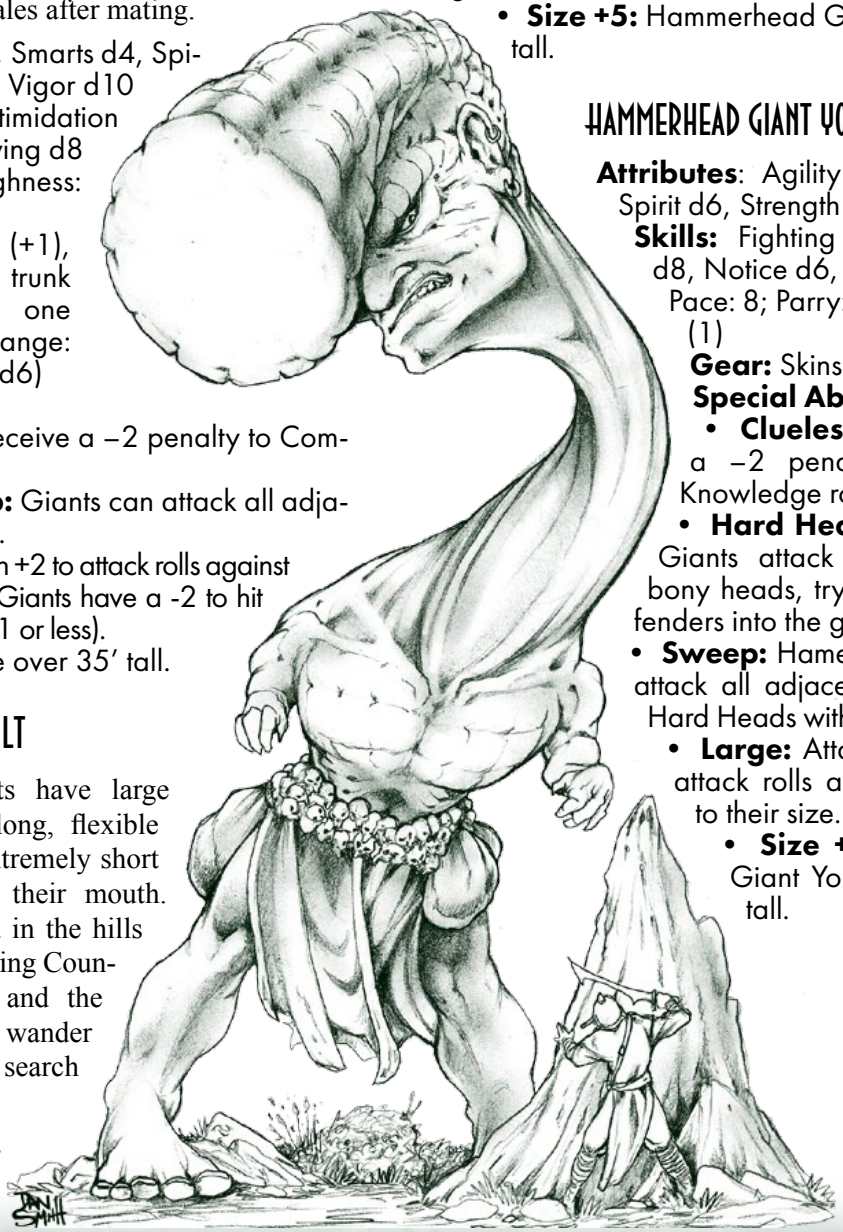
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+4, Vigor d10
Skills: Fighting d8, Intimidation d10, Notice d6, Throwing d8
Pace: 8; Parry: 5; Toughness: 13 (1)
Gear: Skins or furs (+1)
Special Abilities:

- **Clueless:** Hamerheads receive a –2 penalty to Common Knowledge rolls.
- **Hard Head:** Hammerhead Giants attack with their hard, bony heads, trying to pound defenders into the ground (Str+d8).
- **Improved Sweep:** Hamerheads can attack all adjacent foes with their Hard Heads at no penalty.
- **Large:** Attackers gain +2 to attack rolls against giants due to their size.
- **Size +5:** Hammerhead Giants are over 21′ tall.

HAMMERHEAD GIANT YOUTH

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d8
Skills: Fighting d6, Intimidation d8, Notice d6, Throwing d8
Pace: 8; Parry: 6; Toughness: 10 (1)
Gear: Skins or furs (+1)
Special Abilities:

- **Clueless:** Giants receive a –2 penalty to Common Knowledge rolls.
- **Hard Head:** Hammerhead Giants attack with their hard, bony heads, trying to pound defenders into the ground (Str+d8).
- **Sweep:** Hamerhead Youths can attack all adjacent foes with their Hard Heads with a -2 penalty.
- **Large:** Attackers gain +2 to attack rolls against giants due to their size.
- **Size +3:** Hammerhead Giant Youths are over 12′ tall.



GILLIKINS

Not all Gillikins are good. Many have sided with the new Evil Wizard and carry out his handiwork. Gillikin warriors make and use a special type of bow known as the Gillikin Long Bow which fires further than any other and can punch through light armor. Gillikin Gypsies practice a form of magic that is a cross between Witchcraft, Fae Magic, and Scar Magic. It operates most like Witchcraft but utilizes powers from all three backgrounds.

GILLIKIN HERDSMAN

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Intimidation d6, Driving d8, Shooting d6, Stealth d6, Survival d6, Tracking d6
Charisma: 0; Pace: 8; Parry: 7; Toughness: 6
Gear: Gillikin Long Bow (15/30/60, 2d6, AP1), Battle Axe (Str+d8).
Special Abilities:
- **Block:** +1 to Parry.
- **Fleet Footed:** Pace +2 and d8 running die.

GILLIKIN WARRIOR

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8
Skills: Fighting d10, Intimidation d8, Driving d10, Shooting d8, Stealth d8, Survival d6, Tracking d8
Charisma: 0; Pace: 7/8; Parry: 8; Toughness: 6
Gear: Gillikin Long Bow (15/30/60, 2d6, AP1), Great Axe (Str+d10, AP 1, Parry -1, 2 hands).
Special Abilities:
- **Block:** +1 to Parry.
- **Improved Frenzy:** May make 2 fighting attacks with the same weapon at no penalty.
- **Fleet Footed:** Pace +2 and d8 running die.

GILLIKIN GYPSY

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Healing d8, Knowledge: Medicine d8, Persuasion d8, Shooting d6, Stealth d6, Survival d8, Tracking d8, Witchcraft d8
Charisma: 0; Pace: 8; Parry: 6; Toughness: 5
Gear: Gillikin Long Bow (15/30/60, 2d6, AP1), spear (2d6, Parry +1, Reach 1, requires 2 hands).
Special Abilities:
- **Arcane Background (Witchcraft)**
- **Powers:** Gillikin Gypsies have 15 Power Points and typically know *Bolt, boost/lower trait, Puppet, Control Weather.*
- **Fleet Footed:** Pace +2 and d8 running die.

GNOMES

Gnome Warriors and Guardsmen are the standard fighting forces of the Gnome King. Most have not been seen since the Gnome King Wars many decades past. However, individuals and small bands still roam the land, either trying to fit in to the local society or passing their time as bandits and brigands.

GNOME WARRIORS

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6
Skills: Fighting d6, Intimidation d6, Shooting d6, Throwing d6
Charisma: 0; Pace: 5; Parry: 5; Toughness: 7 (2)
Gear: Bow (12/24/48, 2d6), Pick Axe (Str+d8, 2H, ignores Shield parry). Full Chainmail suits (+2 armor).
Special Abilities:
- **Sweep:** Gnome Warriors can attack all adjacent foes with a -2 penalty.
- **First Strike:** Gnome Warriors may attack one foe who moves adjacent .
- **Frenzy:** Gnome Warriors can make two Fighting attacks each round with a -2 penalty.
- **Short Legs:** -1 to Pace
- **Combat Reflexes:** +2 to unshake

GNOME GUARDSMEN

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Intimidation d8, Shooting d6, Throwing d6
Charisma: 0; Pace: 5; Parry: 6; Toughness: 8 (2)
Gear: Bow (12/24/48, 2d6), Pick Axe (Str+d8, 2H, ignores Shield parry). Full Chainmail suits (+2 armor).
Special Abilities:
- **Quick:** Gnome Guardsmen redraw initiative cards of 5 or less.
- **Improved First Strike:** Gnome Guardsmen may attack every foe who moves adjacent .
- **Improved Sweep:** Gnome Guardsmen can attack all adjacent foes at no penalty.
- **Improved Frenzy:** Gnome Guardsmen can make two Fighting attacks each round with no penalty.
- **Short Legs:** -1 to Pace
- **Combat Reflexes:** +2 to unshake

GNOME SPIRIT WARRIORS

Gnome Spirit Warriors are the ghosts of the fallen soldiers of the Gnome King who lost the Battle of the

Moor. They are invisible except in moonlight. They have a ruby crystal heart that glows when they are visible.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Intimidation d8, Shooting d6, Throwing d6
Charisma: 0; Pace: 5; Parry: 6; Toughness: 6/8 (2)
Gear: Bow (12/24/48, 2d6), Pick Axe (Str+d8, 2H, ignores Shield parry). Commanders (Wild Card versions) wear shimmering chainmail armor for +2 toughness.
Special Abilities:
- **Quick:** Gnome Spirit Warriors redraw initiative cards of 5 or less.
- **Fear:** Gnome Spirit Warriors cause fear checks when they become visible.
- **Ethereal:** Gnome Spirit Warriors are immaterial and can only be harmed by magical attacks however their weapons can still harm corporeal targets.
- **Partial Invisibility:** Gnome Spirit Warriors are normally invisible. A character may detect the invisible spirit if he has a reason to look and makes a Notice roll at –6. Once detected, a Gnome Spirit Warrior may be attacked at a –6 penalty. In direct moonlight, however, Gnome Spirit Warriors are visible as shimmering ghostly outlines and may be seen and attacked without penalty.
- **Short Legs:** -1 to Pace
- **Weakness (Daylight):** Gnome Spirit Warriors can only appear at night one hour before the moon rises. They disappear when the day comes or the moon has set.
- **Weakness (Fire):** Gnome Spirit Warriors suffer normal damage from fire or flaming weapons.
- **Weakness (Ruby Heart):** Gnome Spirit Warriors can be harmed physically if someone dares to grab their ruby crystal heart. To do this, an opponent must spend an action, reach into the creature's chest, and make an opposed Spirit roll against the ghost. If the opponent wins the Spirit roll, the Gnome Spirit Warrior loses the Ethereal power until sunrise.

Goblin Cavefolk

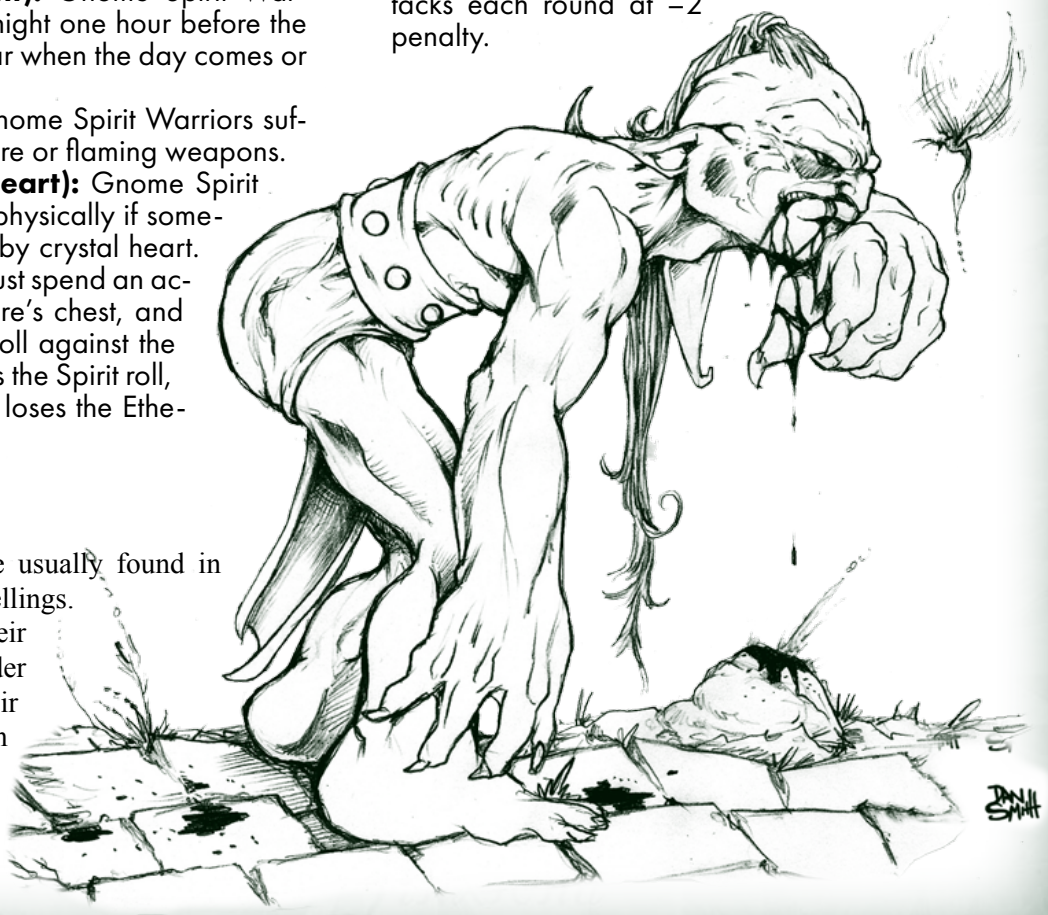
The goblins of Oz are usually found in caves and underground dwellings. They sometimes leave their caves to hunt at night in order to make the best use of their night vision but they can hunt during the daylight just as well. They are clever and tricky but not overly wise and they like to ambush travelers along the Yellow Brick Roads since the protection spells on the road do not seem to affect them (they are sentient beings after all).

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Climbing d6, Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d8, Taunt d6, Throwing d6
Pace: 5; Parry: 5; Toughness: 6
Special Abilities:
- **Claws:** Str+d6.
- **Dark Vision:** Goblin Cavefolk can see in the dark.
- **Ambidextrous:** No off-hand weapon penalty.
- **Two Fisted:** May make two claw attacks with no penalty.

Gorillas

Gorillas can be found in most forests of Oz and tend to flee from most creatures if they feel threatened.

Attributes: Agility d8, Smarts d8(A), Spirit d8, Strength d12+2, Vigor d10
Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d6, Stealth d8, Throwing d6
Pace: 8; Parry: 6; Toughness: 9
Special Abilities:
- **Frenzy:** A gorilla can make two Fighting attacks each round at –2 penalty.



- **Size +2:** Gorillas are much stockier and larger than humans.
- **Slam:** Str.

GRIZZLY BEARS

Oz is home to many large bear species however they are usually all just referred to as Grizzlies.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+4, Vigor d12+2
Skills: Fighting d8, Intimidation d10, Notice d8, Swimming d6
Pace: 8; Parry: 6; Toughness: 11
Special Abilities:

- **Bear Hug:** Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.
- **Mama Bear:** A grizzly defending her cubs is a force of nature. Her Parry is reduced by 2 but she adds +2 to all Fighting and Strength rolls, and her Toughness. She ignores all wound modifiers.
- **Claws:** d12+d6+4.
- **Size +2:** These creatures can stand up to 8' tall and weigh over 1000 pounds.

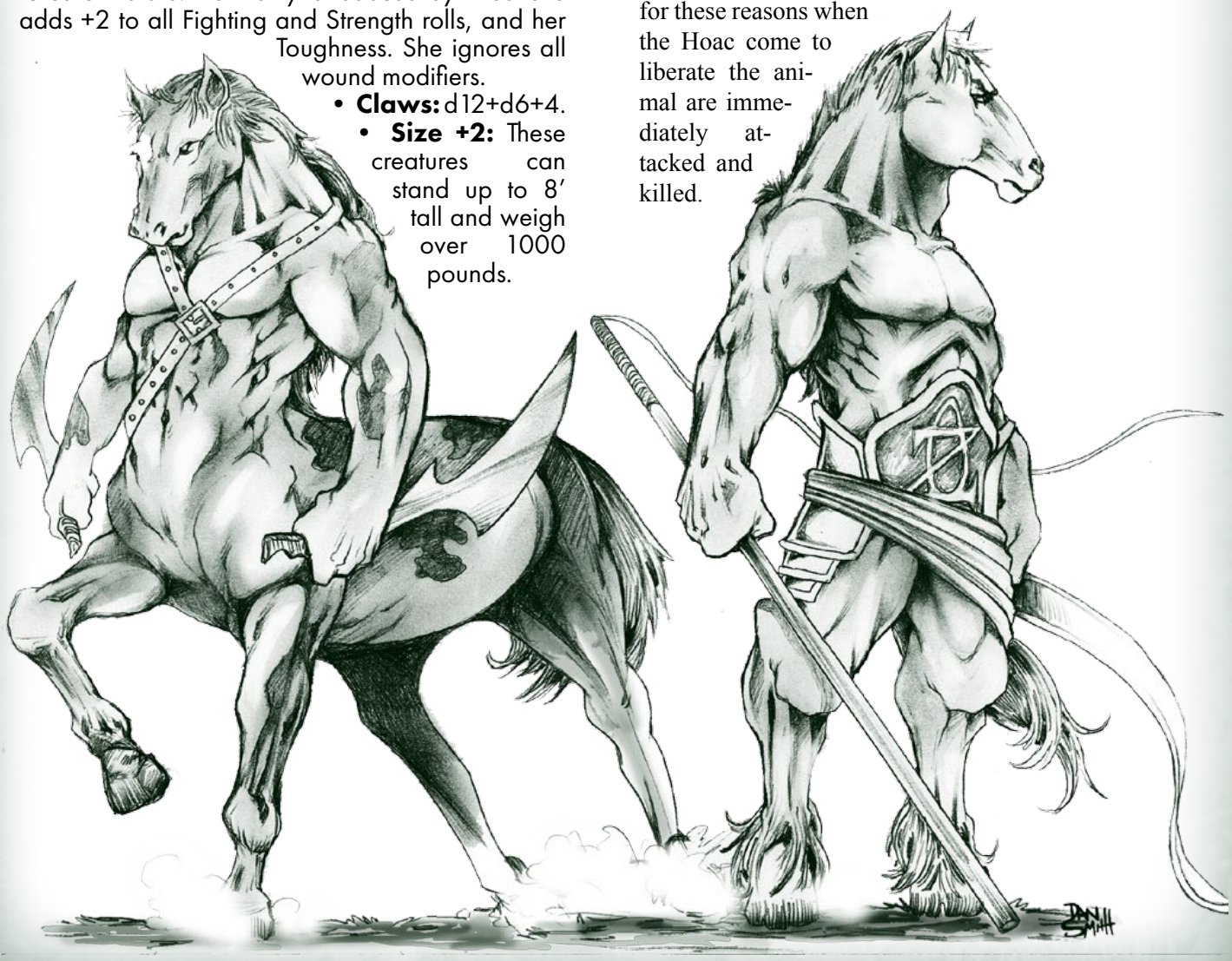
HOAC (HORSE OF ANOTHER COLOR)

(Inspired by Kickstarter Backer Ed Pegg)

Normal horses brought to Oz were all transformed long ago into magical creatures now known as Hoac. Whenever a new normal horse from the outside world is randomly transported into Oz the Hoac immediately seek it out and take it away to perform secret rituals on it. If the horse is strong enough it becomes a new Hoac. If not then it is given an honorable burial alongside the Hoac's ancestors.

Natural shapeshifters, the Hoac have three forms: horse, anthro (a Horse-Man), and equitaur (sort of a centaur with a horse head). Individuals tend to favor one form. All have a non-changing equine head. Their patterns and coloring change continuously, reflecting their moods and clashing with the local area making them constantly stand out from their surroundings.

It is considered a great dishonor to carry another race upon their backs or to pull wagons or carts in the service of another. Anyone caught using a normal horse for these reasons when the Hoac come to liberate the animal are immediately attacked and killed.



Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10
Skills: Fighting d8, Shooting d8, Notice d6
Pace: 6/8/10; Parry: 6 (5 w/ Great Sword); Toughness: 10
Gear: Typically a Bow (12/24/48, 2d6) and a Great Sword (Str+d10, 2H, Parry -1). But they can use any.
Special Abilities:

- **Shapeshifter:** Hoac's can change forms between that of a horse, an anthro (Horse-Man), and an equitaur (a centaur with a horse head). The Hoac's head always stays the same regardless of which body form it is in. This ability requires an action to activate. Weapons and items in hands must be sheathed or stowed before shifting into horse form or they fall to the ground.
- **Fleet-Footed:** Hoac's in anthro form have a normal pace of 6 and a d6 running die. However, Hoac's in equitaur form have a pace of 8 and roll a d8 when running. And Hoac's in horse form have a pace of 10 with a running die of d8.
- **Animal hide:** Hoac's have thick hides and gain +2 to toughness.
- **Size +1:** Hoac's are large creatures.
- **Trample:** Hoac's in horse or equiaur form can trample creatures of Size 0 or smaller. If the Hoac runs, anyone in its path must make an Agility roll or be run down. Victims take damage equal to the Hoac's Str plus its Size and are knocked prone.

JAGUARS

The Jaguar's spotted hide provides excellent camouflage when they hide in undergrowth. Jaguars have extremely powerful bites.

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d8, Vigor d8
Skills: Climbing d10, Fighting d6, Intimidation d6, Stealth d8, Tracking d6
Pace: 8; Parry: 5; Toughness: 6
Special Abilities:

- **Bite or Claws:** Str+d8.
- **Improved Frenzy:** A jaguar may make two attacks each round with no penalty.
- **Low Light Vision:** Halve penalties for Dim and Dark lighting conditions.
- **Pounce:** Jaguars often pounce on their prey to best bring their mass and teeth to bear. It can leap up to 6" to gain +4 to its attack and damage. Its Parry is reduced by –2 until its next action when performing the maneuver however.

LEENARDS

(Inspired by Kickstarter Backer S.E. Weaver)

Leenards are solitary creatures who live in the woods surrounding the Truth Pond in central Winkie Country. They will avoid most people and creatures unless they sense someone of exceptional virtue in which case they will try to find them out of curiosity. Leenards have been so rarely seen that they are often thought of as only myth. Legends persist that if a Leenard licks your hand that you will have good luck. Leenards are typically 2 to 3 feet tall with short furry coats and unique multi-colored patterns. They usually live in nests on the forest floor but can climb with exceptional speed when evading others.

Attributes: Agility d10, Smarts d8(A), Spirit d8, Strength d10, Vigor d10
Skills: Climbing d10, Fighting d10, Notice d8, Stealth d10, Tracking d10

Pace: 8; Parry: 6; Toughness: 7
Special Abilities:
- **Claws:** Str+d6.
- **Keen Senses:** +2 Notice and Tracking rolls. Can also sense extreme good and evil.
- **Curiosity:** They will seek out extremely good players who wander near them.
- **Luck bringer:** Anyone who is licked by a Leenard gains one extra benny for the current game session.

LIONS

The kings of the Oz jungles and grasslands are anything but cowardly, particularly in the vast open lands of Gillikin. Normal lions who have not gained sentience still prowl many regions of Oz.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d12, Vigor d8
Skills: Fighting d8, Intimidation d8, Notice d8
Pace: 8; Parry: 6; Toughness: 8
Special Abilities:
- **Bite or Claw:** Str+d6.
- **Improved Frenzy:** Lions may make two Fighting attacks each action at no penalty.
- **Low Light Vision:** Halve penalties for Dim and Dark lighting conditions.
- **Pounce:** Lions often pounce on their prey to best bring their mass and claws to bear. It can leap up to 6" to gain +4 to its attack and damage. Its Parry is reduced by –2 until its next action when performing the maneuver however.
- **Size +2:** Lions can weigh over 500 pounds.

MAMMOTHS, WOOLLY

Woolly Mammoths are usually only spotted in the northern parts of Gillikin Country. However, they have also been spotted in the Yoop Hills of Quadling Country.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+6, Vigor d12
Skills: Fighting d6, Intimidation d8, Notice d6
Pace: 6; Parry: 5; Toughness: 16 (2)
Special Abilities:
- **Armor +2:** Thick hide and fur.
- **Large:** Attacks are +2 to all attack rolls when targeting an Mammoth.
- **Immunity (Cold):** Mammoths take no damage from cold, including magical attacks.
- **Size +6:** Mammoths weigh over 5000 lbs.
- **Trample:** Mammoths can trample creatures of Size +3 or smaller. If the Mammoth runs, anyone in its path must make an Agility roll or be run down. Victims take damage equal to the Mammoth's Str plus its Size and are knocked prone.
- **Tusks:** Str+d6.

MECHACORNS

(Inspired by Kickstarter Backer Josh Lafoon)

One of the reasons Joseph Thater was originally banned by Ozma from practicing magic was his tinkering and experimentation on the Unicorns. He used his developing Technomancy abilities to resurrect, augment and enhance several of the creatures which had died under mysterious circumstances. However, it was obvious that his modifications were strictly for combat purposes so she tried to have them stopped.

After the Fall of Oz and Ozymandias' return to the Emerald City, he had twelve newly captured Unicorns brought to his laboratory where he perfected the blending of Technomancy and living flesh. These twelve Mechacorns are exceptionally fearsome creatures and serve as mounts for the elite of his Crystal Warriors. They are more mechanical now than alive and have no will of their own. They are completely attuned to their rider and will stop at nothing to protect him and do what he commands.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+2, Vigor d12
Skills: Fighting d10, Shooting (used for Fiery Breath only) d8, Notice d6
Pace: 8; Parry: 7; Toughness: 14 (3)
Special Abilities:
- **Armor +3:** Metallic plates attached to its hide.
- **Construct:** Mechacorns are mostly mechanical now. They gain +2 to recover from being Shaken; called shots do no extra damage; and they do not suffer from disease or poison.
- **Fleet-Footed:** Mechacorns roll a d8 when running.
- **Size +3:** Mechacorns are large creatures.
- **Trample:** Mechacorns can trample creatures of Size +1 or smaller. If the Mechacorn runs, anyone in its path must make an Agility roll or be run down. Victims take damage equal to the Mechacorn's Str plus its Size and are knocked prone.
- **Fiery Breath:** Mechacorns can breathe cones of fire from their nostrils. This works as the Burst power using the Shooting skill to aim. Mechacorns have 6 Power Points for this purpose only and regain one point per hour.
- **Fear:** anyone seeing one of these creatures for the first time must make an immediate Fear roll.
- **Death Frenzy:** When a Mechacorn takes a blow to become incapacitated they immediately go Berserk (like the Edge) and continue to fight for two more rounds. After which they drop dead and cannot be revived.
- **Rider Attunement:** Mechacorns may only be ridden by their attuned rider. Any attempt to ride one by anyone else is fought off to the death. If a Mechacorn is somehow captured then only a

very skilled Technomancer may attempt to modify the attunement.

- **Horn:** Str+d6.

MER-MEN

Mer-Men are the masters of the deep. They live primarily in the freezing waters of the underground caves and rivers beneath Oz. However, they can also often be seen in the rivers and lakes above as they lay claim to all of the water ways of Oz. Their evil Queen, the Sea Witch Ea'Soul, killed her mother and is now in league with Ozymandias.

Mer-Men can transform the lower half of their bodies at will between a fish tail for in the water and normal legs when on land.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Notice d6, Persuasion d10, Stealth d8, Taunt d8, Swimming d8
Pace: 6; Parry: 5; Toughness: 10 (2)
Special Abilities:
Gear: Trident (Str+d8, Reach 2, 2 hands), shiny chain shirt (+2 armor, torso only).

- **Aquatic:** The lower half of their bodies can transform between a fish tail and normal legs. When in fish tail form they have a Swimming Pace of 8". They also have gills and can breathe underwater indefinitely.
- **Scaly Hide:** +2 toughness.
- **Claws:** Str+d6.

METALANID AERIALS

(Inspired by Kickstarter Backer Mranth Kumpf)

Metalanid Aerials are metal based flying spiders; though it might be more appropriate to think of them as walking bats with eight legs. Two of the legs also function as bat-like leathery wings. The head of the creature is akin

to that of a rodent but it has exceptionally large ears which each contain second, smaller ears inside and what appears to be a third ear where the nostrils would normally be. The eyes look like liquid mercury and the teeth are made of metal. The body is round and fuzzy with short spikes hidden amongst the hair. The Metalanid Aerials appear to be a dark, greenish black with a metallic sheen. They are social creatures and always roam in groups of four or more.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d8, Vigor d6
Skills: Climbing d12, Fighting d8, Notice d10, Shooting d8, Stealth d8
Pace: 6; Parry: 6; Toughness: 7
Special Abilities:
- **Bite:** Str+d4.
- **Quick:** Metalanids redraw action cards of 5 or lower.
- **Metallic Hide:** +2 toughness.
- **Poison (–2):** The bite of the Metalanid causes instant paralysis for those who fail their Vigor roll. It lasts for 1d6 rounds.
- **Webbing:** Metalanids 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.
- **Limited Flight:** Metalanids have leathery wings with a Flying Pace of 8" and a Climb of 4". They must land at the end of every other turn.

MIST MAIDENS

Mist Maidens are extremely dangerous nymphs who are the sirens of the plains in Gillikin Country. Most men who hear their songs do not live long enough to tell what they've heard.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Notice d6, Persuasion d10, Stealth d8, Taunt d8, Swimming d6
Charisma: +4; Pace: 6; Parry: 6; Toughness: 6
Special Abilities:
- **Claws:** Str+d6.
- **Siren Song:** The Mist Maiden's song is like a narcotic for men. When first heard, male characters of all species must make Spirit rolls at -2. Those who fail stumble into the mist and become completely complacent, believing they are cavorting with the beautiful nymphs. In truth, the victims are dying. They are automatically Shaken and cannot act or move. Each round the victim must make a Vigor check at -2. Failure indicates a wound received as life is drained from them. Every time the victim suffers a wound or a Fatigue level from any source, he gets a Spirit roll at –2 to realize his peril and break the spell. Those who do are quickly attacked by the mist maiden with her claws.

MOOR GHOULS

Moor Ghouls are half living, half undead scavengers that were once Gnome Warriors who in order to fend off starvation, fed off of the bodies of their brethren who had died in the Battle of the Moor. They appear as small, misshapen Gnomes with sharp claws & teeth and pale, yellow tinted skin.

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: 6
Special Abilities:
- **Claws:** Str+d6.
- **Keen Nose:** +2 Notice and Tracking rolls against living targets.

• **Low Light Vision:** Halve penalties for Dim and Dark lighting conditions.

Munchkins

Not all Munchkins are good. Many have sided with the new Evil Wizard and carry out his handiwork.

Munchkin Warrior

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Intimidation d8, Shooting d8, Stealth d8, Survival d6, Tracking d8
Charisma: 0; Pace: 8; Parry: 6; Toughness: 6
Hindrances: All Thumbs, Illiterate, Stubborn
Edges: Block, Fleet Footed, Improved Frenzy
Gear: Bow (12/24/48, 2d6), Flail (Str+d6, Ignores shields and cover bonus).

Munchkin Minstrel

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d6, Intimidation d8, Shooting d8, Stealth d8, Survival d6, Tracking d8
Charisma: 0; Pace: 6; Parry: 5; Toughness: 6
Hindrances: --
Edges: all Minstrel Songs through Seasoned level
Gear: Bow (12/24/48, 2d6), Flail (Str+d6, Ignores shields and cover bonus).

Nagas

A Naga is a shapeshifter that can transform at will between the form of a beautiful woman and that of a large anthropomorphic snake (which can take on either male or female form).

Naga, Snake Form

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12, Vigor d10
Skills: Fighting d8, Guts d10, Intimidate d12, Notice d10, Spellcasting d10, Stealth d4, Taunt d8
Pace: 7; **Parry:** 6; **Toughness:** 10
Special Abilities:
• **Bite:** Str+d4.
• **Constrict:** A Naga may choose to constrict a foe in her coils by making a Fighting attack. The round it entangles and each round thereafter it causes Str+d8 damage. The prey may attempt to escape by getting a raise on an opposed Strength roll. Given its large size, a Naga may constrict one foe and bite another, suffering the standard multi-action penalty.
• **Hypnotic Gaze:** The Naga can use the *puppet* power as a Free Action using its Smarts as their arcane skill. It can use and maintain the power indefinitely, but may only affect one target at a time.
• **Magic:** Corrupt Nagas practice arcane magic. They have 30 Power Points and know the following powers: *armor, bolt, boost/lower trait, burrow, deflection, detect/conceal arcana, dispel, fear, invisibility, obscure, quickness,* and *speak language*. They retain this ability in human form.
• **Quick:** A Naga is frighteningly quick for its size, and redraws cards of 5 or less.
• **Shape Change:** As an action, a Naga can change into a female human form with a Smarts roll at –2. Changing back into Naga form requires a Smarts roll.
• **Size +3:** A Naga is 15' long and about a foot in diameter.
• **Strong Willed:** A Naga cannot be swayed by threats or taunts. She receives a +2 bonus to defend against Tests of Will.

Naga, Human Form

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d8
Skills: Fighting d8, Guts d10, Intimidate d8, Notice d6, Persuade d10, Stealth d6, Taunt d8
Charisma: +4; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Special Abilities:
• **Hypnotic Gaze:** The Naga can use the *puppet* power as a Free Action using its Smarts as its arcane skill. It can use and maintain the power indefinitely, but may only affect one target at a time.
• **Quick:** Nagas redraw action cards of 5 or lower.
• **Strong Willed:** A Naga cannot be swayed by threats or taunts. She receives a +2 bonus to defend against Tests of Will.
• **Very Attractive:** The human form of the naga is that of a beautiful, dusky-skinned woman.

Niave (Dark Faeries)

The Niave are an off-shoot of the Evain. They adhere to their own special form of magic that allows them to draw upon more power without sapping the land. The Niave are extremely reclusive and disdainful of other races.

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d10, Intimidation d8, Knowledge: Crystal Lore d10, Notice d8, Persuasion d8, Scar Spells d8 (in each), Stealth d6, Streetwise d8, Taunt d8
Pace: 6; Parry: 9; Toughness: 6
Gear: Various.

Special Abilities:

- **Arcane Background (Scar Magic)**
- **Powers:** Veteran Scar Mages have 25 Power Points and typically know the following powers... *Armor, Blast, Blind, Entangle, Fear, Shape Change, Speed, Stun, Summon Magical Weapon, and Warrior's Gift.*
- **Improved Block:** +2 to Parry.
- **Improved Dodge:** -2 to be hit by ranged attacks.
- **Quick:** redraw action cards of 5 or lower.

THE OMINOUS HOUND

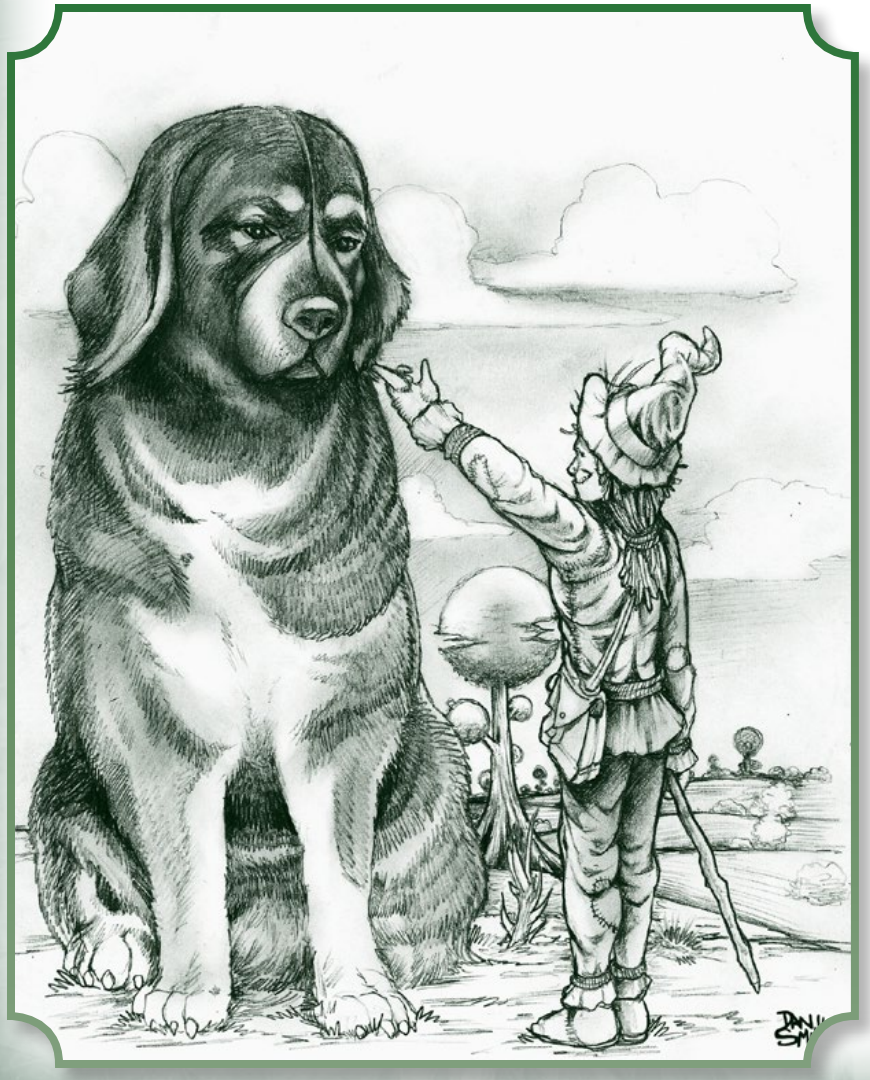
(Inspired by Kickstarter Backer Talon Waite)

The Ominous Hound is an enigma of Oz. It appears randomly and without warning to either bless or curse its target. No one knows where the Hound came from or why it chooses its targets. Nor is there any reason that can be discerned as to why the Hound chooses to bless or curse its target. All that is known is that the target usually has a feeling of being watched for several days leading up to the encounter. Then when the Hound finally appears it lets out a dreadful howl that causes anyone within hearing to become automatically shaken. Afterward it runs off and is never seen by the target again.

If attacked, the Hound will defend itself. If killed it will simply reappear somewhere else and continue its strange and mysterious ways.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d6, Vigor d6
Skills: Fighting d8, Notice d8, Stealth d8
Pace: 8; Parry: 6; Toughness: 7
Special Abilities:

- **Size +2:** The Ominous Hound is about 12' tall from the bottom of its feet to the top of its head.
- **Fleet Footed:** The Ominous Hound has a pace of 8 and a d10 running die.
- **Level Headed:** The Ominous Hound acts on the better of two initiative cards.
- **Bite:** Str+d8.
- **Blessed/Cursed Howl:** The target draws a card, on a Spade or Club the victim is cursed. On a Heart or Diamond he is blessed. On a face card an attribute is chosen randomly and on a non-face card a skill is chose randomly. On a Joker, the target chooses the attribute or skill (Red Joker is a blessing and Black Joker is a curse). The attribute/skill picked is either raised (blessing) or lowered (cursed) permanently by one die type. Additionally, the next seven trait tests that the target makes are made at +2 (blessing) or -2 (curse).



OZ CORPS SOLDIERS

These are the basic rank and file troops of the Oz Corps -- Ozymandias' main army.

OZ CORPS SOLDIER NOVICE

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d8, Stealth d6
Pace: 6; Parry: 7; Toughness: 7 (2)
Gear: Chain mail (+2), long sword (Str+d8), open helm (+3), medium shield (+1 Parry), some are equipped with crossbows (Range: 15/30/60, Damage 2d6)
Special Abilities:

- —

OZ CORPS SOLDIER VETERAN

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d10, Intimidation d8, Notice d8, Shooting d8, Stealth d6
Pace: 6; Parry: 8; Toughness: 9 (3)
Gear: Corselet (+3), chain arms and legs (+2), open helm (+3), long sword (Str+d8), dagger (Str+d4), medium shield (+1 Parry), some are equipped with crossbows (Range: 15/30/60, Damage 2d6)
Special Abilities:
- **Combat Reflexes**

OZ CORPS SOLDIER CAPTAIN

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8
Skills: Fighting d10, Intimidation d10, Notice d8, Driving d8, Shooting d8, Stealth d6
Pace: 6; Parry: 9; Toughness: 9 (3)
Gear: Corselet (+3), plate arms and legs (+3), open helm (+3), long sword (Str+d8), dagger (Str+d4), medium shield (+1 Parry)
Special Abilities:
- **Block:** +1 Parry
- **Combat Reflexes:** +2 to recover from being Shaken
- **Command:** +1 to troops recovering from being Shaken

PLAINS RAPTORS

Plains raptors normally wander the Mud Plains of Gillikin Country but scattered packs have been found as far south as the Great Wheat Field in Munchkin Country and the Great Orchard in Winkie Country.

NORMAL PLAINS RAPTORS

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d6, Vigor d6
Skills: Climbing d6, Fighting d8, Notice d8, Stealth d8, Swimming d6
Pace: 8; Parry: 6; Toughness: 6 (1)
Special Abilities:
- **Armor +1:** Plains raptors have thick scaly hides.
- **Fleet Footed:** Plains raptors have a pace of 8 and a d10 running die.
- **Quick:** Raptors redraw action cards of 5 or lower.
- **Bite:** Str+d8.
- **Sharp Claws Rake:** Str+d6 AP2.

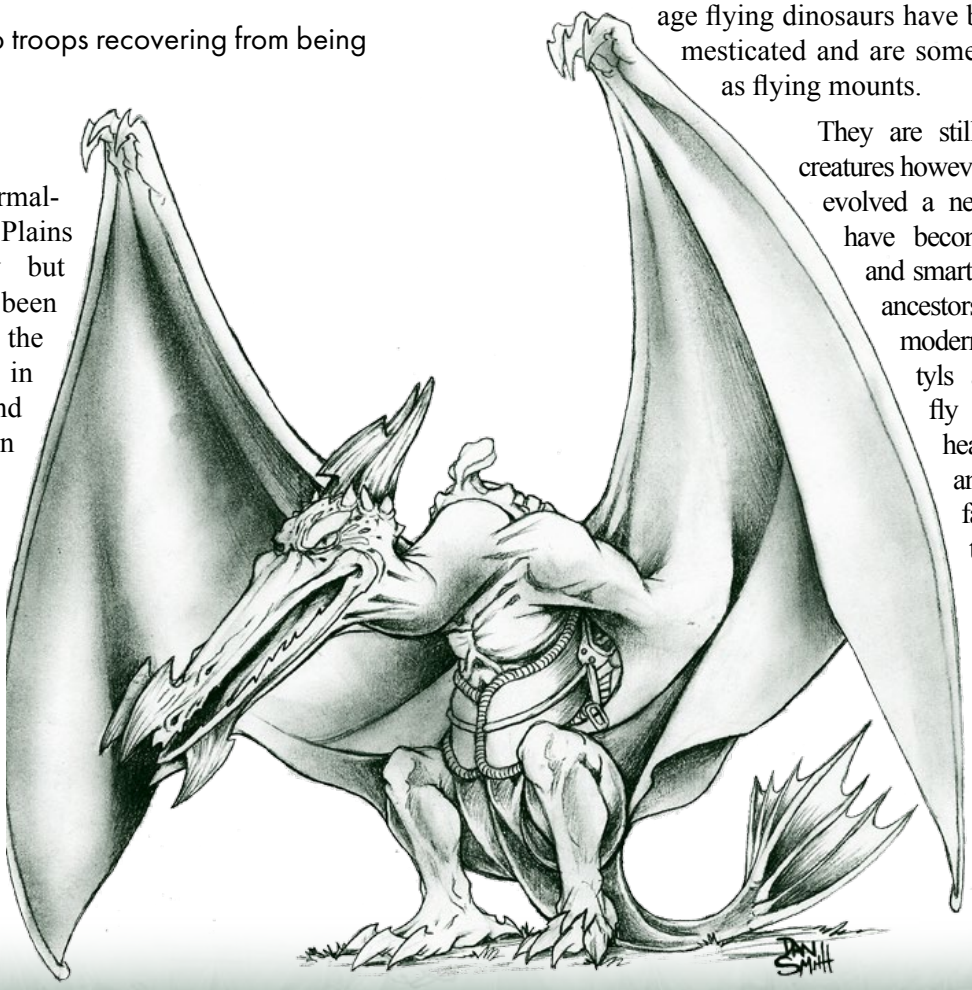
LARGE PLAINS RAPTORS

Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength d10, Vigor d8
Skills: Climbing d6, Fighting d8, Notice d8, Stealth d8, Swimming d6
Pace: 8; Parry: 6; Toughness: 9 (2)
Special Abilities:
- **Armor +2:** Plains raptors have thick scaly hides.
- **Quick:** Raptors redraw action cards of 5 or lower.
- **Bite:** Str+d10.
- **Sharp Claws Rake:** Str+d8 AP2.
- **Size +1:** Plains raptors are about 7' tall.

PTERODACTYLS

(Inspired by Kickstarter Backer Bryan Hickok)

Some Pterodactyls escaped extinction millions of years ago by migrating to Oz. Now these once savage flying dinosaurs have become domesticated and are sometimes used as flying mounts.



They are still dangerous creatures however with have evolved a new role and have become stronger and smarter than their ancestors. These modern Pterodactyls are able to fly with larger, heavier loads and can fly farther than their normal world counterparts.

In cold environments the Pterodactyl will grow fur. Despite having small

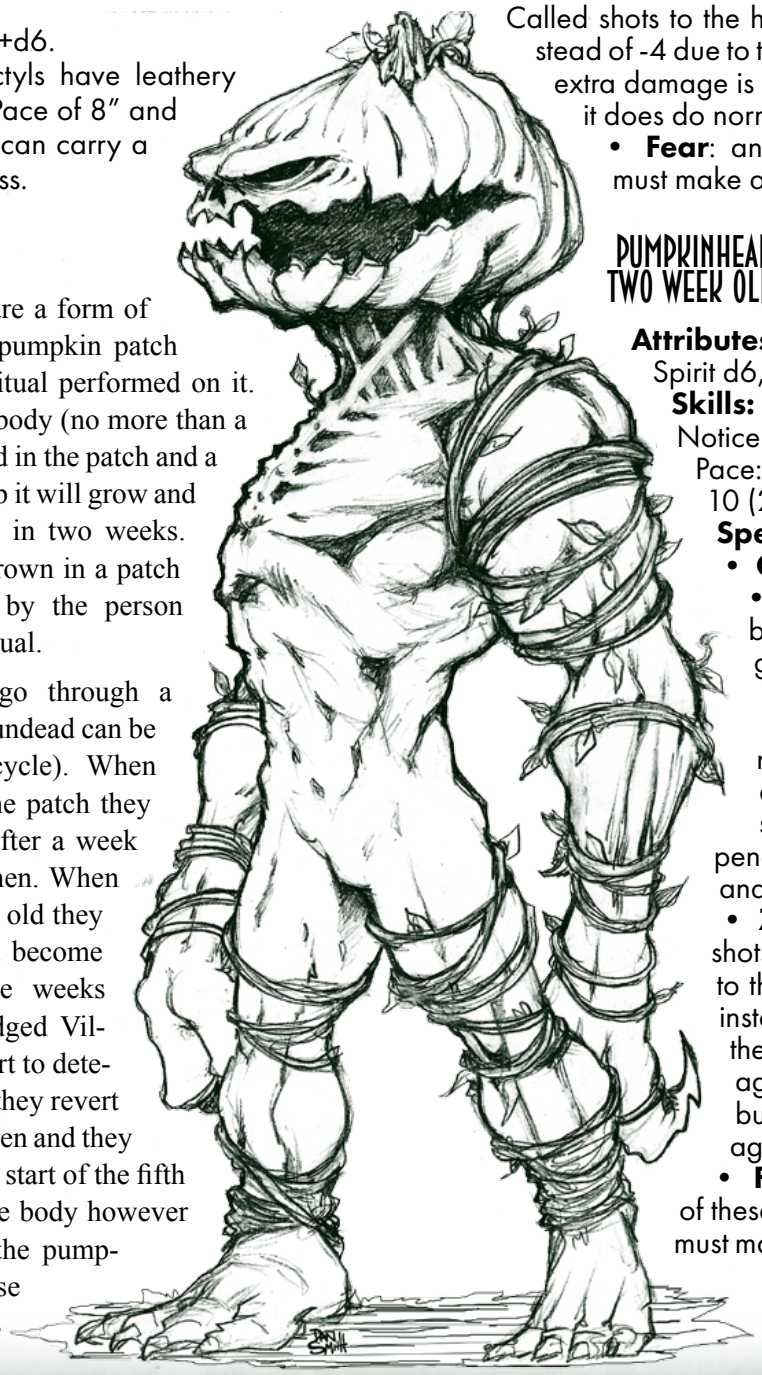
brains they have learned to take commands and some can be ridden. Pterodactyl mounts can also be trained for aerial combat. Riders usually add a tattoo to their Pterodactyl mount in order to prove their ownership and some even paint them with bright colors to distinguish them from other enemy Pterodactyls when in aerial combat.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8
Skills: Fighting d8, Notice d8
Pace: 6; Parry: 6; Toughness: 8
Special Abilities:
- **Combat Reflexes:** +2 to unshake
- **Animal Hide:** +2 toughness from thick leathery hide.
- **Bite/Claws:** Str+d6.
- **Flight:** Pterodactyls have leathery wings with a Flying Pace of 8" and a Climb of 4". They can carry a rider of Size +1 or less.

PUMPKINHEADS

Pumpkinheads are a form of undead created in a pumpkin patch that has had a dark ritual performed on it. When a freshly dead body (no more than a few days old) is buried in the patch and a pumpkin placed on top it will grow and rise from the ground in two weeks. The Pumpkinheads grown in a patch can be commanded by the person who performed the ritual.

Pumpkinheads go through a short life cycle (if an undead can be said to have a "life" cycle). When they first rise from the patch they are only Extras but after a week they become Henchmen. When they reach two weeks old they grow vine armor and become Lieutenants. At three weeks they become full-fledged Villains but then they start to deteriorate. At week four they revert to being only Henchmen and they wither and drop at the start of the fifth week. The husk of the body however can be replanted in the pumpkin patch and will rise again after two weeks in the ground.



PUMPKINHEADS, NEWLY RISEN AND ONE WEEK OLD

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Climbing d6, Fighting d6, Notice d6, Stealth d8
Pace: 6; Parry: 5; Toughness: 7
Special Abilities:
- **Claws:** Str+d6.
- **Burrow:** as the Power but cannot affect other targets and requires no power points.
- **Undead:** +2 Toughness, +2 Unshake, No extra damage from called shots, Do not suffer wound penalties, Immune to disease and poison.
- **Zombie-like:** Only head shots do damage. Called shots to the head are made at a -2 instead of -4 due to the size of the pumpkin. No extra damage is added for a head shot but it does do normal damage.
- **Fear**: anyone seeing the creature must make an immediate Fear roll.

PUMPKINHEADS, TWO WEEK OLD AND OLDER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Climbing d6, Fighting d8, Notice d8, Stealth d10
Pace: 6; Parry: 6; Toughness: 10 (2)
Special Abilities:
- **Claws:** Str+d8.
- **Burrow:** as the Power but cannot affect other targets and requires no power points.
- **Undead:** +2 Toughness, +2 Unshake, No extra damage from called shots, Do not suffer wound penalties, Immune to disease and poison.
- **Zombie-like:** Only head shots do damage. Called shots to the head are made at a -2 instead of -4 due to the size of the pumpkin. No extra damage is added for a head shot but it does do normal damage.
- **Fear:** anyone seeing one of these creatures for the first time must make an immediate Fear roll.
- **Vine Armor:** Pumpkin Heads grow natural vine armor (+2).

PURPLE SPIDERS, GIANT

Giant purple spiders roam the tundra in Gilikin Country. They burrow nests in the ground and lie in wait for any creature unfortunate enough to pass by.

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: 6; Parry: 6; Toughness: 7
Special Abilities:

- **Size +2: These are not normal sized spiders**.
- **Bite:** Str+d4.
- **Poison (–4):** The bite of the spider causes instant paralysis for those who fail their Vigor roll (made at -4) It lasts for 1d6 rounds.
- **Webbing:** Spiders 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.
- **Fear:** anyone seeing one of these creatures for the first time must make an immediate Fear roll at -2.

QUADLINGS

Not all Quadlings are good. Many have sided with the new Evil Wizard and carry out his handiwork.

QUADLING WARRIOR

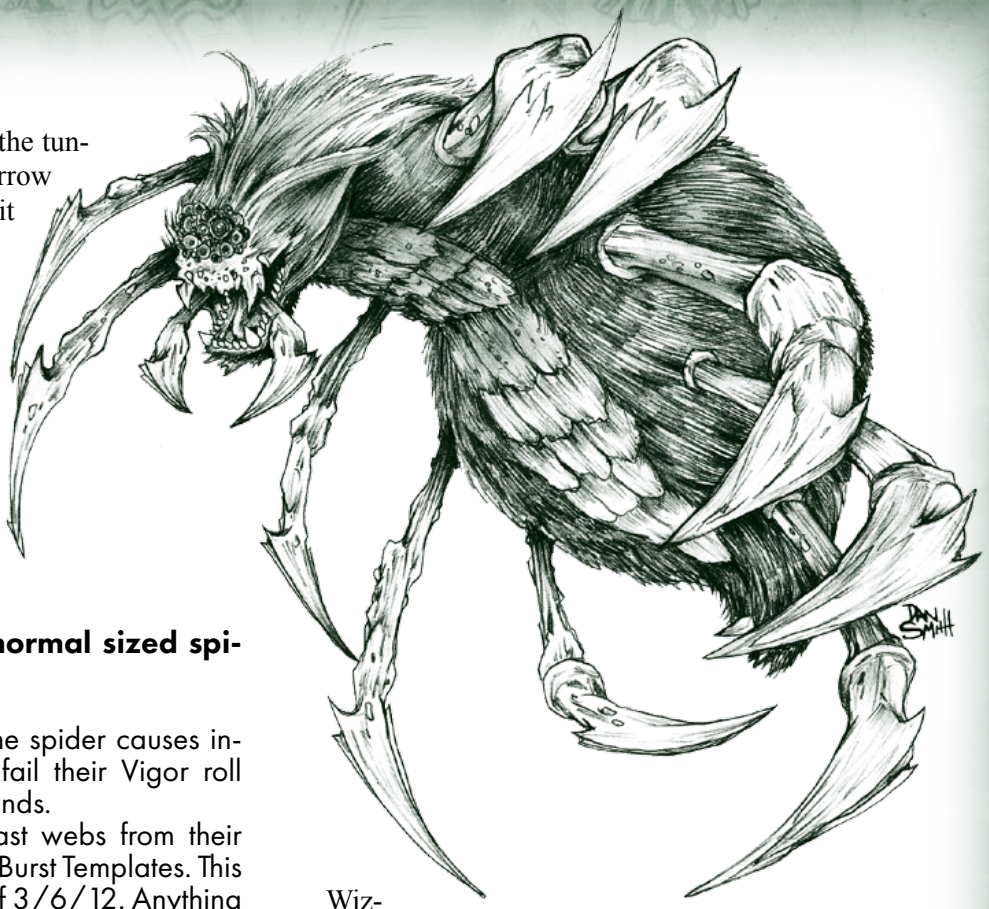
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Intimidation d8, Shooting d8, Stealth d8, Survival d6, Tracking d8
Charisma: 0; Pace: 8; Parry: 8; Toughness: 6
Hindrances: Arrogant, Illiterate, Stubborn
Special Abilities

- **Block:** +1 parry with a shield
- **Quick:** Quadling warriors redraw initiative cards of five or lower.

Gear: Medium Shield (+1 Parry) and Warhammers (Str+d8, AP 1 vs. Rigid armor like Plate).

QUIBERON

Quiberon is a giant Hydra that lives in the waters of Lake Orizon in southern Munchkin Country. The original Wizard of Oz from Dorothy's time had cast a spell which paralyzed the beast for decades, turning it into a statue in the middle of the lake. However, a few years ago Ozymandias released him in order to enforce some control over the Miners Guild of Sapphire City. He now harasses and oppresses the inhabitants of the Ozure Isles (and Sapphire City) once again.



Attributes: Agility d6, Smarts d8(A), Spirit d8, Strength d12+6, Vigor d10
Skills: Fighting d8, Intimidation d10, Notice d6
Pace: 5; Parry: 6; Toughness: 17 (2)
Special Abilities:

- **Armor +2:** Scaly hide.
- **Size +8:** Quiberon is a massive creature over 40' long on average from one of its heads to its tail, and weighs well over 30,000 pounds.
- **Bite:** Each head may make a bite attack at Str+d6, Reach 2. Individual heads may not Wild Attack but all may Wild Attack in one round.
- **Fear:** anyone seeing one of these creatures must make an immediate Fear roll at -2.
- **Fiery Breath:** Quiberon breathes fire using a 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 head may not attack with a bite in the round that it breathes fire. Only one head may breathe fire each round.

• **Multiple Heads:** Quiberon has five heads. Each head may make a Fighting roll in a round without incurring a multi-action penalty, though no more than three heads may attack a single target, regardless of its size. Every head has 1 wound and is severed if it is Incapacitated. Damage caused to heads does not affect Quiberon, though he only dies when the last head is severed.

• **Regeneration:** Damage done to Quiberon's body automatically regenerates each round so he may only be killed by removing all of his heads. Each round after a head is severed, Quiberon makes a Vigor roll at -2 for each missing head. On a success, any severed head regrows. Damage caused by fire prevents regeneration, as does cauterizing the wound before a new head grows. This requires a successful Fighting roll with a torch or other flaming object.

• **Huge:** Attackers gain a +4 to attack rolls against Quiberon because of his size. However, Called Shots against an individual head still suffer the -4 penalty which basically negates the bonus.

Rock Rhinoceros

Giant Rock Rhinos roam the mud flats of Gillikin and are occasionally seen in the hills of Quadling Country and the plains of northern Munckin Country. When they sit still with their legs underneath they are often confused for a simple rock formation.

Attributes: Agility d6, Smarts d4(A), Spirit d10, Strength d12+5, Vigor d10
Skills: Fighting d6, Intimidation d10, Notice d4, Stealth d6
Pace: 8; Parry: 5; Toughness: 13 (2)
Special Abilities:

• **Armor +2:** Thick, rocky looking hide.

• **Fleet Footed:** Rhinos have a pace of 8 and a d10 running die.

• **Gore:** A rock rhino uses the Charge maneuver to gore its opponents with its horn. If it can charge at least 6" before attacking, it adds +4 to its damage total.

• **Horns:** Str+d6.

• **Large:** Attackers gain +2 to attack rolls against rhinos because of their size.

• **Size +4:** Rhinos are large creatures.

SABRE-TOOTHED TIGERS

Some say that the Sabre-Toothed Tigers are the true Kings of the Jungles of Oz and especially in Quadling country. They even occasionally wander out of the Jungle and stalk travelling prey.

Attributes: Agility d10, Smarts d6(A), Spirit d10, Strength d12+1, Vigor d10
Skills: Climbing d8, Fighting d8, Intimidation d8, Stealth d8, Tracking d6
Pace: 8; Parry: 6; Toughness: 10
Special Abilities:
- **Bite:** Str+d10, AP 1.
- **Claws:** Str+d8.
- **Improved Frenzy:** A Sabre-toothed tiger may make two attacks each round with no penalty.
- **Pounce:** Sabre-tooths often pounce on their prey to best bring their mass and teeth to bear. It can leap 6" to gain +4 to its attack and damage. Its Parry is reduced by –2 until its next action when performing the maneuver, however.
- **Maul:** A Sabre-tooth that succeeds in a Grapple attack has knocked its prey to the floor and may make a Fighting attack with no multi action penalty. So long as the victim remains prone, subsequent attacks are made at +2.
- **Size +3:** Sabre-tooths weigh over 1200 pounds.

SOULCATCHER CROWS

Soulcatchers are shadowy creatures that can capture and bind the soul of a dead person before it moves on to the afterlife. The soul can then be attached to a body in order to reanimate it as a servant for Ozymandias. The crow then watches over the enslaved soul and acts as its guide and scout. Whenever the soul's body is destroyed the Soulcatcher attempts to blind the enemy and then recapture the soul and return it to Ozymandias.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d4, Vigor d6
Skills: Fighting d6, Notice d12+4, Stealth d8
Pace: —; Parry: 5; Toughness: 3
Special Abilities:
- **Blind:** When attacking large prey (such as characters), soul catcher crows go for the eyes. If the bird scores a raise on its Fighting roll, it has hit the character's face. The character must make an Agility roll. On a failure, he suffers the One Eye Hindrance until his wounds heal. A roll of 1, regardless of the Wild Die, he suffers the Blind Hindrance instead.
- **Claws:** Str+d6.
- **Flying:** Flying Pace 8".
- **Fear:** anyone seeing one of these creatures for the first time must make an immediate Fear roll.

- **Size –2**: Soulcatcher crows measure up to 2' in height.
- **Small:** Attackers suffer a –2 penalty to attack rolls because of the beast's size.

SOLANUM BLOOD BRIARS

Solanum Blood Briars are carnivorous plants with limited movement. Any animal life that passes near a plant is immediately attacked by its vines. The bristles on the vines inject a toxin that immobilizes its prey as well as causing it to bleed freely. The Solanum Blood Briars drink in the blood through its roots as it soaks into the ground. The plants must drink animal blood regularly or it withers and turns into a prickly, inert spore that lies dormant until it is covered by blood again.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d6
Skills: Climbing d8, Fighting d8, Lockpicking d8, Notice d8, Stealth d10
Pace: 1; Parry: 6; Toughness: 5
Special Abilities:
- **Quick:** re-draw initiative cards of 5 or less.
- **Bristly Vines:** Str+d6. Reach 2.
- **Poison:** Anyone who takes damage from a Blood Briar attack (including a Shake) must make a Vigor check or fall unconscious for 1d6 hours.
- **Improved Frenzy:** A Blood Briar may make two vine attacks each round with no penalty.
- **Fear:** anyone seeing one of these creatures must make an immediate Fear roll.

• **Plant Creature:** +2 to Unshake, does not take any extra damage from called shots, does not suffer wound penalties, immune to disease and poison. Piercing attacks (including arrows and bolts) do no damage while Bludgeoning attacks do only half damage.

SPIDER FOLK

(Inspired by Kickstarter Backer Talon Waite)

Long ago during the Kinfolk's first migrations into the heart of Oz a group of mountain folk came across a strange multi-colored crystal. Believing it to be an omen, they carried it into the cave dwelling where they had made their home. Living beside it and sleeping next to it seemed to start a transformation in some of them. When the tribal elders tried to remove it a struggle ensued. The changing ones took the crystal deep inside the mountain and were never seen again. However, soon afterward the Spider Folk appeared. Some say the crystal was cursed. Others think it was a trap set by a vindictive group of Niave. But no one is sure exactly where it originated.

No one is quite sure where the cave of the first Spider Folk clan with the strange crystal is located. However, many clans have now moved into deep caves throughout all of Oz.

The Spider Folk have the body parts of both humans and spiders. Their "human" parts appear lean & pointy and they have long sharp teeth. They are considered to look quite hideous by normal standards.

SPIDER-FOLK WARRIOR

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Climbing d8, Fighting d8, Intimidation d6, Notice d6, Shooting d8, Stealth d8
Pace: 8; Parry: 6; Toughness: 8(2)
Gear: Winkasha (Str+d6+2, AP2H) and crossbow (Range: 15/30/60, Damage 2d6)
Special Abilities:

- **Natural Chitin Armor:** +2 to toughness.
- **Quick Draw:** may change weapons as a free action.
- **Quick Load:** Because of their extra hands, Spider Folk can reload crossbows as a free action.
- **Multi-dexterous:** Spider Folk may make one Venom OR Webbing attack per round AND one normal ranged or melee attack. Spider Folk can also climb as a free action while fighting or shooting. Spider Folk never suffer off-hand penalties.
- **Spitting Venom:** Spider Folk can spit an acidic venom from their mouth. This is a Shooting roll with a range of 3/6/12 and does 2d6 acid damage in a Small Burst Template. This is an area attack and bypasses all armor except completely sealed types such as crystal armor.
- **Webbing:** Spider Folk 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 5). Webbed characters can still fight, but all physical actions are at –2.
- **Fleet Footed:** Spider Folk have +2 to Pace and a d8 running die.
- **Fear:** anyone seeing one of these creatures for the first time must make an immediate Fear roll.

SPIDER-FOLK ELITE

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Climbing d10, Fighting d10, Intimidation d8, Notice d8, Shooting d10, Stealth d10
Pace: 8; Parry: 7; Toughness: 8(2)
Gear: Winkana (Str+d6+1, AP1), Winkasha

(Str+d6, AP1) and crossbow (Range: 15/30/60, Damage 2d6)

Special Abilities:

- **Natural Chitin Armor:** +2 to toughness.
- **Quick:** re-draw initiative cards of 5 or less.
- **Quick Draw:** may change weapons as a free action.
- **Quick Load:** Because of their extra hands, Spider Folk can reload crossbows as a free action.
- **Multi-dexterous:** Spider Folk may make one Venom OR Webbing attack per round AND one normal ranged or melee attack. Spider Folk can also climb as a free action while fighting or shooting. Spider Folk never suffer off-hand penalties.
- **Spitting Venom:** Spider Folk can spit an acidic venom from their mouth. This is a Shooting roll with a range of 3/6/12 and does 2d6 acid damage in a Small Burst Template. This is an area attack and bypasses all armor except completely sealed types such as crystal armor.
- **Two Fisted:** May attack with both its Winkana and Winkasha with no penalty.
- **Webbing:** Spider Folk 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 5). Webbed characters can still fight, but all physical actions are at –2.
- **Fleet Footed:** Spider Folk have +2 to Pace and a d8 running die.
- **Fear:** anyone seeing one of these creatures for the first time must make an immediate Fear roll.

STRAW-MEN

Straw-Men are evil, undead assassins created from pieced together bodies and animated with the enslaved souls of the dead. They are linked with a Soulcatcher crow that watches over them and acts as its guide. The crow also catches the soul again if the Straw-Man's body is ever destroyed and returns it to Ozymandias for reuse in a new body.

STRAW-MEN ASSASINS

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

Skills: Climbing d6, Fighting d8, Lockpicking d8, Notice d8, Stealth d10

Pace: 6; Parry: 6; Toughness: 6

Special Abilities:

- **Quick:** re-draw initiative cards of 5 or less.
- **Razor Claws:** Str+d8.
- **Dark Vision:** The Straw-Men assassins can see in the dark.
- **Ambidextrous:** No off-hand weapon penalty.
- **Two Fisted:** May make two claw attacks with no penalty.
- **Fear:** anyone seeing one of these creatures for the first time must make an immediate Fear roll.
- **Construct:** +2 to Unshake, No extra damage from called shots, Do not suffer wound penalties, Immune to disease and poison.
- **Vulnerability:** Straw-Men are vulnerable to fire. They automatically catch fire when struck by heat or flame attacks (including hits that do not meet or exceed the Straw-Man's toughness).

STRAW-MEN ELITES

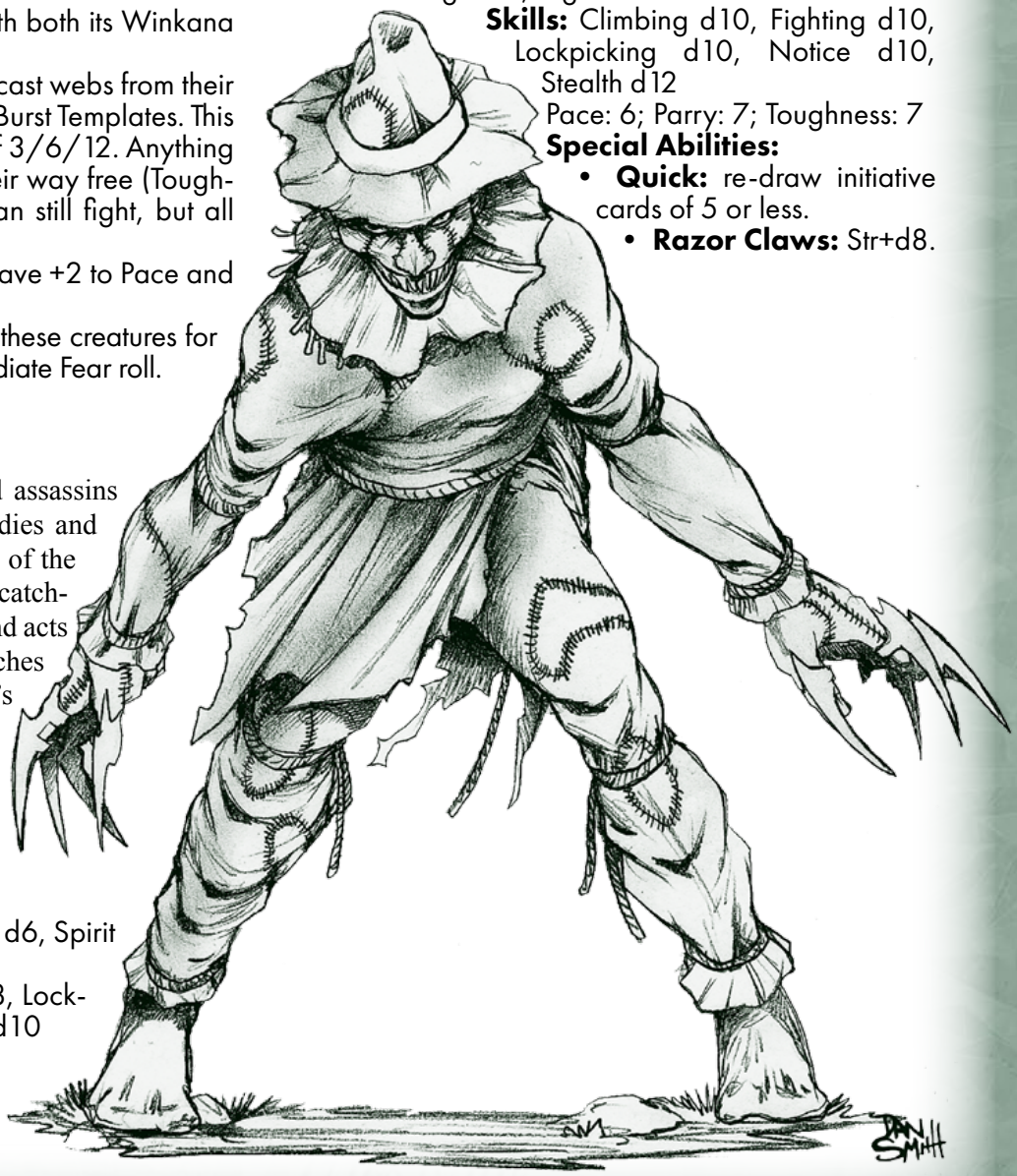
Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Climbing d10, Fighting d10, Lockpicking d10, Notice d10, Stealth d12

Pace: 6; Parry: 7; Toughness: 7

Special Abilities:

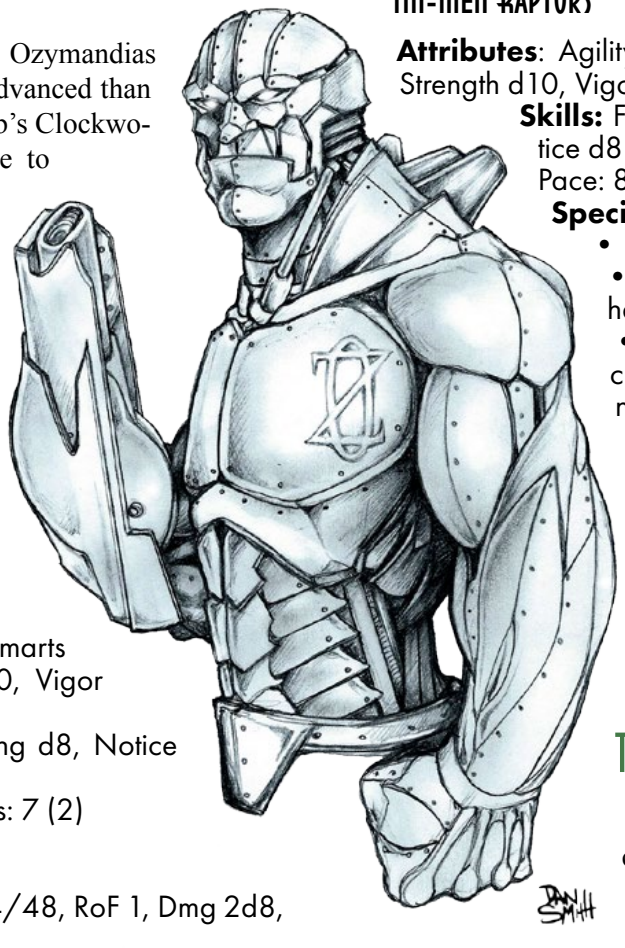
- **Quick:** re-draw initiative cards of 5 or less.
- **Razor Claws:** Str+d8.



• **Dark Vision:** The Straw-Men Elites can see in the dark.
• **Ambidextrous:** No off-hand weapon penalty.
• **Two Fisted:** May make two claw attacks with no penalty.
• **Fear:** anyone seeing one of these creatures must make an immediate Fear roll at -2.
• **Construct:** +2 to Unshake, No extra damage from called shots, Do not suffer wound penalties, Immune to disease and poison.
• **Vulnerability:** Straw-Men are vulnerable to fire. They automatically catch fire when struck by heat or flame attacks (including hits that do not meet or exceed the Straw-Man's toughness).

TIN-MEN

The new Tin-Men that Ozymandias has created are much more advanced than Nick Chopper or any of Jacob's Clockworks. They are not vulnerable to water and are execptionally deadly. They are powered by actual peices of the giant Emerald that Ozymandias is slowly chipping away at. However, they are completely souless and have only rudimentary intelligence. They only follow orders and are not fully sentient.



TIN-MEN INTERCEPTORS

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d6
Skills: Fighting d6, Shooting d8, Notice d8
Pace: 6; Parry: 5; Toughness: 7 (2)
Special Abilities:
• **Built-in Axe:** Str+d8.
• **Built-in Blaster:** 12/24/48, RoF 1, Dmg 2d8, AP1, Semi-Auto.
• **Ambidextrous:** No off-hand weapon penalty.
• **Two Fisted:** May make one axe and one Blaster attack each round with no penalty.
• **Construct:** +2 to Unshake, No extra damage from called shots, Do not suffer wound penalties, Immune to disease and poison.
• **Metal Body:** +2 Armor.

TIN-MEN DREADNAUGHTS

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d8
Skills: Fighting d6, Shooting d8, Notice d8
Pace: 6; Parry: 5; Toughness: 11 (3)
Special Abilities:
• **Size +2:** Tin-Men Dreadnaughts are larger than man size..
• **Built-in Axe:** Str+d8.
• **Built-in Hammer:** Str+d10.
• **Ambidextrous:** No off-hand weapon penalty.
• **Two Fisted:** May make one axe and one Hammer attack each round with no penalty.
• **Construct:** +2 to Unshake, No extra damage from called shots, Do not suffer wound penalties, Immune to disease and poison.
• **Metal Body:** +3 Armor.

TIN-MEN RAPTORS

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d10, Vigor d6
Skills: Fighting d8, Shooting d8, Notice d8
Pace: 8; Parry: 6; Toughness: 6 (1)
Special Abilities:
• **Built-in claws:** Str+d8.
• **Ambidextrous:** No off-hand weapon penalty.
• **Two Fisted:** May make two claw attacks each round with no penalty.
• **Construct:** +2 to Unshake, No extra damage from called shots, Do not suffer wound penalties, Immune to disease and poison.
• **Light Metal Body:** +1 Armor.
• **Fleet Footed:** +2 Pace, d8 run speed.

TOWN/VILLAGE MILITIA

These are the standard militia called up to defend small towns and hamlets. They may vary from place to place based on the characteristics of the dominant races in the area.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d4, Notice d4, Shooting d6, Stealth d6
Pace: 6; Parry: 5; Toughness: 6 (1)
Gear: Leather (+1), short sword (Str+d6), dagger (Str+d4), some use slings (Range: 4/8/12, Damage: Str+d4)
Special Abilities:
• —

TURTLE BUG

Turtle Bugs are a mutated cross between a tortoise and a crab-like creature. They usually roam in clusters of a dozen or two and can be quite aggressive eaters. A small cluster can destroy the crops of a family farm within a few days. For this reason farmers will often pay very well to have a cluster eradicated as soon as it enters the area.

Turtle Bugs stand about two feet tall at the top of their shells which are brightly colored. Their bite is also poisonous. They generally move about slowly while grazing but when threatened their heads and large front legs retract and they can move quite quickly backwards.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d10, Vigor d10
Skills: Fighting d6, Notice d8, Swimming d6
Pace: 3 (6 when running backwards); Parry: 5; Toughness: 10 (3)
Special Abilities:

- **Armor:** +3 from thick shell.
- **Bite:** Str+d6.
- **Retreat:** Turtle Bugs can double their normal pace and have a d8 run die when retreating backwards.
- **Cluster hunters:** Turtle Bugs always roam in clusters of 12 or more. Some rare groups of as many as a hundred have been reported.
- **Semi-Aquatic:** Pace 4.
- **Poison (–2):** The bite of the Turtle Bug (any successful attack regardless whether any damage is done) causes instant pain and a fatigue wound for those who fail their Vigor roll (at a -2).

TUCROCS

(Inspired by Kickstarter Backer Jasmin Wertheimer)

Tucrocs are the most dangerous animals found in the rivers and lakes of Oz. They can grow in excess of 20' long and have enormous tortoise-like shells on their backs. Many scratches and grooves pock the shell while water lilies, reeds, and other plants grow on top of it creating a natural camouflage. When in the water the Tucroc can strike with an amazing burst of speed. It is large enough to take down a mammoth or shatter a small boat. Large ships have even been sunk when the Tucroc bashes into it.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d12+5, Vigor d12
Skills: Fighting d10, Notice d8, Swimming d10
Pace: 3; Parry: 7; Toughness: 16 (2)
Special Abilities:

- **Armor:** +2 from thick hide.
- **Bite:** Str+d8.
- **Size +6:** Tucroc is the size of a Bull Elephant. Human size Attackers receive +2 to any attack rolls directed at a Tucroc.
- **Aquatic:** Pace 10.

• **Ship Bash: A** Tucroc is large enough to damage ships. It can Ram a ship with its massive head and cause vehicle Collision damage based on the relative speeds of the Tucroc and its prey (e.g. 2d6 when moving its full 10" swim pace at a motionless target). Although the Hull may not breach, this attack can cause internal damage even to ships with even the Heavy Armor from the blunt trauma.

• **Rollover:** Crocs are notorious for grasping their prey in their vice-like jaws and rolling over and over with their flailing victims in their mouth. If Tucroc hits with a raise, it causes an extra 2d6 rollover damage to its prey in addition to its regular Strength damage.

UNICORNS

Unicorns are extremely rare even in Oz and are virtually never seen outside of their home in the remote Unicorn Forest. They eat Silver Apples found only in their forest and which conveys immunity against hunger for a week. They normally live "pleasant and satisfactory" lives deep within their woods.

Attributes: Agility d8, Smarts d8(A), Spirit d10, Strength d12+2, Vigor d10
Skills: Fighting d6, Notice d8, Fae Magic d12, Stealth d8
Pace: 10; Parry: 5; Toughness: 9
Special Abilities:

• **Fleet Footed:** Unicorns roll a d10 for their running die, rather than a d6.

• **Force of Good:** Unicorns add +2 to damage when attacking supernatural evil foes, and have +2 Toughness when suffering damage from such creatures.

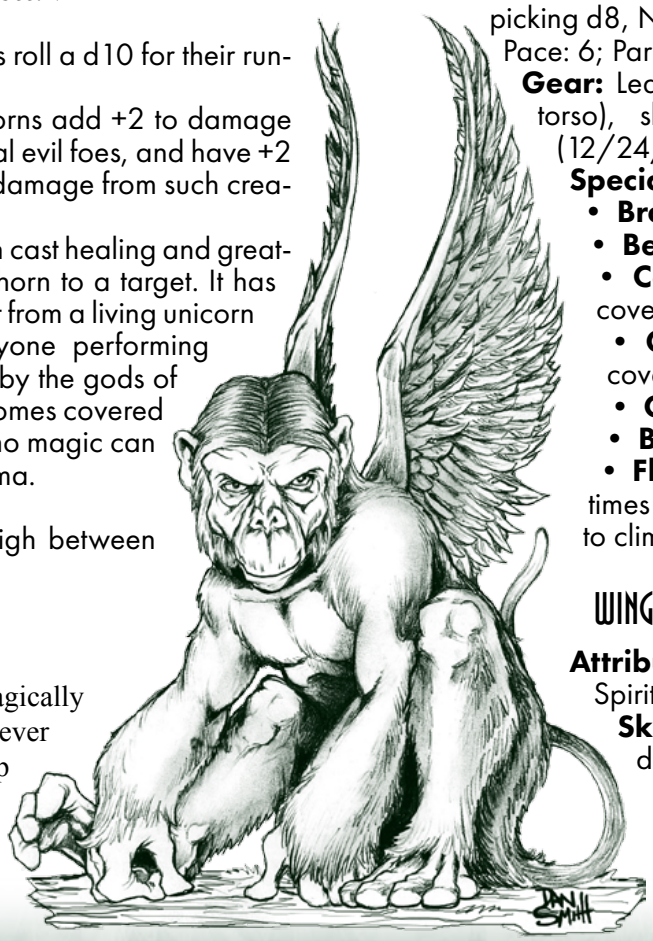
• **Healing:** A unicorn can cast healing and greater healing by touching its horn to a target. It has 40 Power Points. A horn cut from a living unicorn retains these powers. Anyone performing such a foul deed is cursed by the gods of good. The victim's skin becomes covered in boils and blisters which no magic can heal. He suffers –4 Charisma.

• **Kick:** Str+d6.

• **Size +2:** Unicorns weigh between 600 and 800 pounds.

WINGED MONKEYS

Winged monkeys are magically enslaved from birth to whoever possesses the Golden Cap (which is currently Ozymandias). This link can only be broken if a monkey is rejected by the entire tribe and cast out. This usually only happens when a new baby monkey is born with stunted wings or some other defect. Most of these outcasts usually die quickly but some heartier ones occasionally survive and make their own way in Oz.



Winged monkeys are very hierarchical and are organized around *Flights* of four Normal Winged Monkeys lead by one Corrupted Winged Monkey. These are in turn grouped into *Wings* of three *Flights* with one of the Corrupted Monkey flight leaders also in charge of the *Wing* (for a total of fifteen to a wing). At any given time there are scores of *Wings* performing various duties around all of Oz.

WINGED MONKEY, CORRUPTED

Corrupted Winged Monkeys have been magically altered by Ozymandias' alchemists in order to create a more lethal version of the small beasts. Usually one Corrupted monkey in a *Wing* is the leader and is a full Villain while the other two Corrupted monkeys in the *Wing* are Lieutenants (see the Setting Rules section on New NPC Types).

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Climbing d8, Fighting d10, Lockpicking d8, Notice d8, Stealth d8
Pace: 6; Parry: 7; Toughness: 9 (2)
Gear: Leather Jerkin (+2 to arms and torso), short sword (Str+d6), Bow (12/24/48, 2d6).
Special Abilities:

• **Brawny:** +1 Toughness

• **Berserk**

• **Combat Reflexes:** +2 to recover from being Shaken

• **Command:** +1 to troops recovering from being Shaken

• **Quick**

• **Bite:** Str+d6.

• **Flight:** Monkeys can fly at 1.5 times their normal Pace, 2" of Pace to climb 1".

WINGED MONKEY, NORMAL

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Climbing d8, Fighting d8, Lockpicking d8, Notice d8, Stealth d8
Pace: 6; Parry: 6; Toughness: 5
Special Abilities:

• **Bite:** Str+d6.

• **Flight:** Monkeys can fly at their normal Pace, 2″ of Pace to climb 1″.

WINKIES

Not all Winkies are good. Many have sided with the new Evil Wizard and carry out his handiwork. Winkie warriors use specially forged weapons that are of the highest quality and craftsmanship in all of Oz.

WINKIE WARRIOR

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d4, Stealth d6 Pace: 6; Parry: 5; Toughness: 7 (2)
Special Abilities: • —
Gear: Chain mail (+2), Winkana (Str+d6+2, AP2H), open helm (+3), some are equipped with crossbows (Range: 15/30/60, Damage 2d6)

WINKIE RANGER

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d8, Stealth d6
Pace: 6; Parry: 8; Toughness: 6 (1)
Gear: Leather (+1), Winkana (Str+d6+1 AP1 wielded 1H), Winkto (Str+d4, AP1, +1 Parry) open helm (+3, 50% of the time), Bow (12/24/48, 2d6).
Special Abilities:
• **Block:** +1 to Parry.
• **Ambidextrous:** No off-hand penalty.
• **Two Fisted:** May attack with two weapons at no penalty.

WOLVES

FROST WOLF

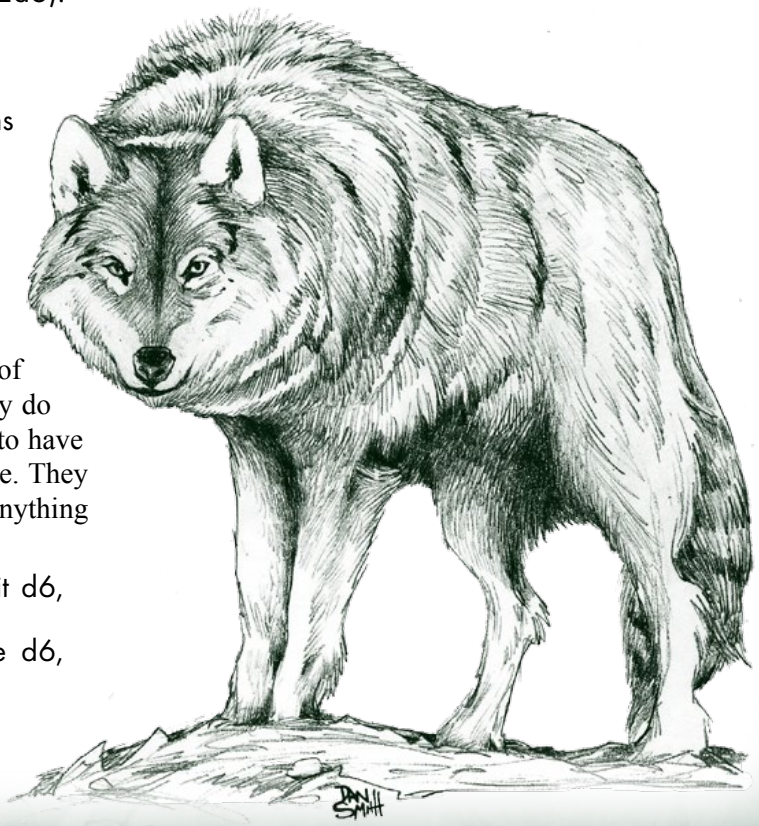
Frost Wolves primarily roam the woods of Northern Oz -- mostly in Gillikin Country. They do not bond well with Wolf-Men and are believed to have developed from a completely different bloodline. They usually hunt as a pack and will attack almost anything if hungry.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8
Skills: Fighting d8, Intimidation d8, Notice d6, Stealth d10
Pace: 10; Parry: 6; Toughness: 7
Special Abilities:
• **Bite:** Str+d6.
• Immune to cold based attacks.
• **Chill Bite:** The icy bite of a frost wolf can paralyze prey. Anyone Shaken or wounded must make a Vigor roll or be paralyzed for 1d6 rounds.
• **Go for the Throat:** Frost 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:** Frost wolves stand 5′ tall and are over 7′ long.
• **Fleet-Footed:** Frost wolves roll d10s instead of d6s when running.

LARGE FERAL WOLF

Large Feral Wolves roam the woods of Oz. They sometimes connect with a Wolf-Man and stay with him as an ally. When on their own they usually avoid humans. However, since the emergence of the new evil Wizard, the Wolves have become more aggressive and some have even been known to attack Wolf-Men. It is generally thought that this is due to the corrupting influence Ozymandias has over the magic of the Emerald.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Intimidation d8, Notice d6
Pace: 10; Parry: 6; Toughness: 6
Special Abilities
• **Bite:** Str+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.



• **Fleet-Footed:** Feral wolves roll d10s instead of d6s when running.

WITCHES/WIZARDS

Since the Fall of Oz and the lifting of the ban on magic, many Witches and Wizards now roam the land.

WITCH/WIZARD NOVICE

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d8, Knowledge: Crystal Lore d8, Notice d8, Shooting d6, Witchcraft d8, Stealth d6, Taunt d6
Pace: 6; Parry: 5; Toughness: 5
Gear: Various
Special Abilities:
• **Arcane Background (Witchcraft)**
• **Powers:** Novice mages have 15 Power Points and typically know *armor, blind, detect/conceal arcana, fear, light and stun.*
• **Wizard:** Each raise reduces cost of spell by 1 point

❁ WITCH/WIZARD VETERAN

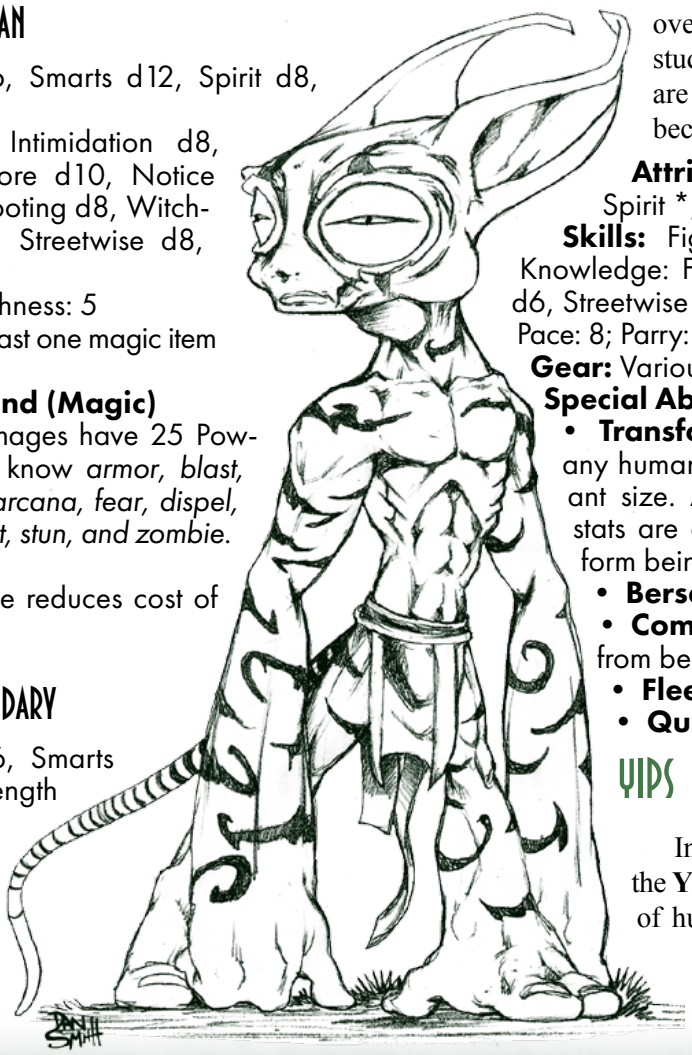
Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d8, Knowledge: Crystal Lore d10, Notice d8, Persuasion d8, Shooting d8, Witchcraft d12, Stealth d6, Streetwise d8, Taunt d8
Pace: 6; Parry: 5; Toughness: 5
Gear: Various, but at least one magic item
Special Abilities:
• **Arcane Background (Magic)**
• **Powers:** Veteran mages have 25 Power Points and typically know *armor, blast, blind, detect/conceal arcana, fear, dispel, fly, illusion, light, puppet, stun, and zombie.*
• **Rapid Recharge**
• **Wizard:** Each raise reduces cost of spell by 1 point

❁ WITCH/WIZARD LEGENDARY

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
Gear: Various, but at least three magic items
Special Abilities:
• **Arcane Background (Witchcraft)**
• **Powers:** Archmages have 40 Power Points and typically *know armor, blast, blind, detect/conceal arcana, drain power points, fear, dispel, fly, illusion, intangibility, light, puppet, stun, and zombie.*
• **Connections**
• **Improved Rapid Recharge**
• **Wizard:** Each raise reduces cost of spell by 1 point

YOOKOOHOOS

Yookoohoos are a very dangerous type of magical being who can transform into almost any shape. They are extremely rare and little is known about their race. The only known Yookoohoos are said to be female (though they can still take on male forms for short periods) and are mischievous and self-absorbed. They can change into any form from gnome size to giant. They can mimic anyone who they've seen (including clothing and non-magical gear) but due to their overconfidence they never actually study the background of who they are copying and are usually caught because of this after a while.



Attributes: Agility *, Smarts *, Spirit *, Strength *, Vigor *
Skills: Fighting d8, Intimidation d8, Knowledge: Fae d8, Notice d8, Shooting d6, Streetwise d8, Stealth d8, Taunt d8
Pace: 8; Parry: 6; Toughness: *; Charisma: *
Gear: Various
Special Abilities:
• **Transformation:** Can change into any humanoid form from Gnome to Giant size. Attributes and some derived stats are calculated dependent on the form being taken.
• **Berserk**
• **Combat Reflexes:** +2 to recover from being Shaken
• **Fleet footed:** d8 running die
• **Quick**

YIPS

Invaders from the Yip Tableland, the **Yips** are a blue skinned, savage race of humans who worship Ozymandias as a god. The **Yip Shamans** practice a strange form of witchcraft that is unknown to the rest of Oz.

Yip Grunt

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d8, Intimidation d4, Notice d6, Shooting d6, Stealth d8
Pace: 6; Parry: 6; Toughness: 8 (1)
Gear: Leather jerkin (+1), Bastard Sword (Str+d8+1, 2H)
Special Abilities:
- **Brawny:** +1 Toughness
- **Berserk**

Yip Veteran

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10
Skills: Fighting d10, Intimidation d6, Notice d8, Shooting d6, Stealth d6, Knowledge: Battle d6
Pace: 6; Parry: 8; Toughness: 10 (2)
Gear: Chain hauberk (+2), Winkasha (Str+d6+1, AP2), medium shield (+1 Parry), crossbow (Range: 15/30/60, Damage 2d6)
Special Abilities:
- **Brawny:** +1 Toughness
- **Berserk**
- **Combat Reflexes:** +2 to recover from being Shaken
- **Command:** +1 to troops recovering from being Shaken
- **Quick**

❁ Yip Commander

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d10
Skills: Fighting d10, Intimidation d8, Notice d8, Driving d8, Shooting d8, Stealth d6, Knowledge: Battle d8
Pace: 6; Parry: 8; Toughness: 11 (3)
Gear: Corselet (+3), plate arms and legs (+3), open helm (+3), Winkana (Str+d6+1, AP1, wielded 1H), Winkto (Str+d4, AP1, +1 Parry), crossbow (Range: 15/30/60, Damage 2d6)
Special Abilities:
- **Brawny:** +1 Toughness
- **Combat Reflexes:** +2 to recover from being Shaken
- **Command:** +1 to troops recovering from being Shaken
- **Command Presence:** increase Command radius to 10"
- **Hold the Line:** +1 to toughness to troops in command
- **Fervor:** +1 melee damage to troops in command
- **Quick**
- **Two-Fisted**

❁ Yip Shaman

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d10, Knowledge: Arcana d10, Notice d8, Shooting d8, Witchcraft d10, Stealth d6, Knowledge: Battle d10
Pace: 6; Parry: 5; Toughness: 6
Gear: Casting Staff (+2 Witchcraft)
Special Abilities:
- **Arcane Background (Witchcraft)**
- **Powers:** Yip Shaman have 35 Power Points and typically know *armor, blast, bolt, deflection, detect/conceal arcana, dispel, fear, fly, light, puppet, stun, and teleport.*
- **Brawny:** +1 Toughness
- **Level Headed**
- **Quick**
- **Wizard:** Each raise reduces cost of spell by 1 point

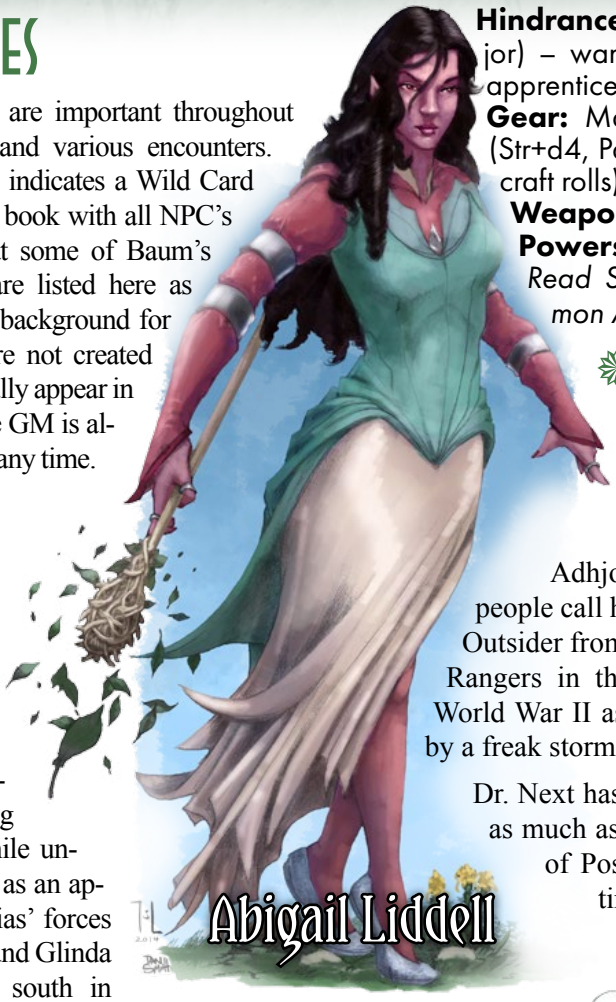
FRIENDS AND FOES

The following NPC's are important throughout the Plot Point campaign and various encounters. Note that the symbol "✵" indicates a Wild Card and is used throughout the book with all NPC's and Beasts. Also note that some of Baum's more famous characters are listed here as NPC's with some of their background for reference however stats are not created for those who do not normally appear in the Battle for Oz story. The GM is always free to add them in at any time.

✵ ABIGAIL LIDDELL

(Inspired by Kickstarter Backer Corey Devon Ray)

Abigail is a Quadling witch who has shown an amazing knack for magic since she was a young girl. She studied for a while under Glinda before the Fall as an apprentice. When Ozymandias' forces overran the Emerald City and Glinda disappeared Abigail fled south in hopes of returning to Glinda's palace.



Along the way south Abigail was chased by several Straw-Men assassins. In distress she tried to invoke a Summon Ally spell that Glinda had been teaching her. To her surprise it worked but not in the intended way. A rift to the normal world opened and Alexander Masaki, an ex-Green Beret and investigator, came through. He quickly defeated the Scarecrows and saved Abigail. She has since shown him the wonders of Oz and the two have become inseparable.

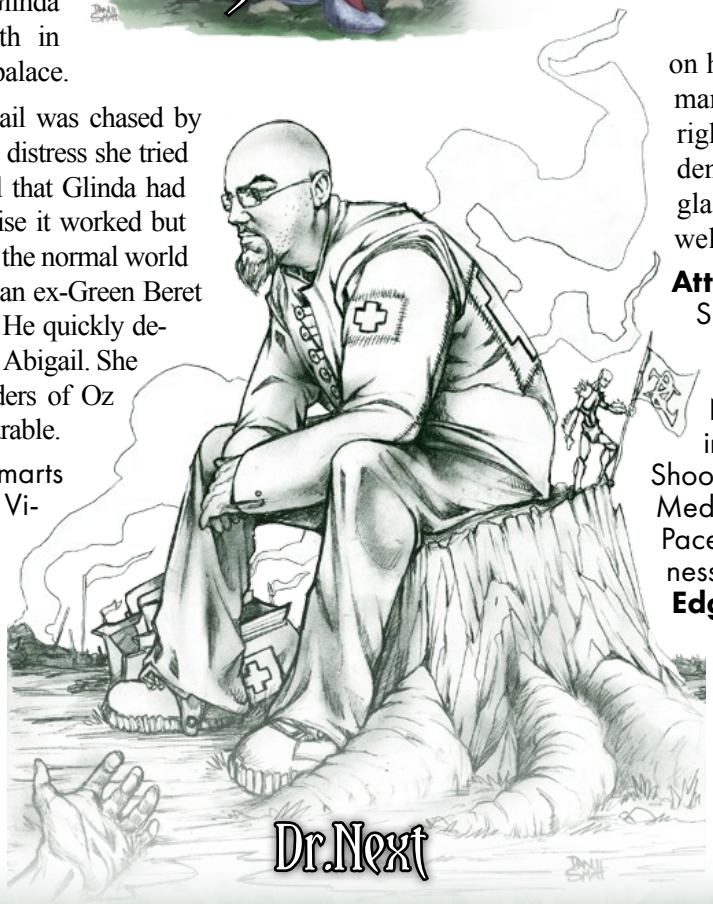
Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d4, Healing d6, Knowledge: Fae d6, Notice d8, Persuasion d6, Stealth d6, Streetwise d4, Survival d4; Witchcraft d8
Pace: 6; Parry: 4; Toughness: 5; Charisma: +4
Edges: Arcane Background: Witchcraft, Healer, Very Attractive.
Hindrances: Pacifist (Minor), Wanted (Major) – wanted by Ozymandias as a known apprentice of Glinda.
Gear: Magical Staff imbued with crystals (Str+d4, Parry +1, Reach 1, 2H, +2 to Witchcraft rolls)
Weapon Proficiencies: Pole Arms.
Powers: *Barrier, Illusion, Light, Cantrip, Read Surface Thoughts, Stun, and Summon Ally. She has 15 power points.*

✵ ADHJOIN QEXT JHAEL, OR DR. NEXT

(Inspired by Kickstarter Backer Haphazard Projects)

Adhjoin Qext Jhael, or "Dr. Next" as most people call him, is the mayor of Dunwich. He is an Outsider from Boston who served with the Airborne Rangers in the 2/187th Rakkasan Battalion during World War II as a medic before being dumped in Oz by a freak storm many years ago.

Dr. Next has tried to keep Dunwich out of the war as much as possible. He is suffering from a form of Post-Traumatic Stress Disorder from his time with the Rangers and feels this new war is not his.



Dr. Next has a large scar on his right quad from a German sniper bullet and a bad right hip from a karate accident. He wears a pair of thick glasses which are always well-cared for.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d8, Notice d8, Healing d10, Survival d8, Shooting d8, Knowledge: Medicine d8
Pace: 6; Parry: 6; Toughness: 6; Charisma: +2
Edges: Charismatic, Command, Healer, and Level Headed.
Hindrances: Vow (Major - protect Dunwich), Pacifist (Minor), Overconfident (Major).
Gear: Citrine Maul (Str+d8, AP 2 vs. rig-

id armor, Parry -1, 2H, -1 to target's Smarts based rolls cumulative to -3 upon a shake or wound), Crossbow (15/30/60, 2d6, AP2, 1 action to reload)
Weapon Proficiencies: blades, mauls, axes, pole arms and all shooting.

ALBION

(Inspired by Kickstarter Backer Keegan Bateman)

Albion is a Gillikin scout who wanders Oz but is often found in the eastern Mud Plains of his home country. He once fought a pair of Straw-Men assassins and their Soul Catcher Crows. He defeated them but he still shows the scars on his face when a crow blinded his right eye. He also has a lattice work tattoo around his left eye and is missing his right ear (from a drunken fight he had with an Outsider named Ryden who he now considers his best friend).

Albion is fiercely protective of the lands of Gillikin Country and of Freedom in general. He will fight anyone he sees as invader. He is usually friendly and loyal but can be stubborn and quick to anger.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d10, Notice d8, Survival d8, Shooting d8, Stealth d8, Knowledge: Fae d8
Pace: 6; Parry: 9 (10 with staff); Toughness: 7; Charisma: -3
Edges: Improved Block, Trademark Weapon (+1 to hit with his Ruby Staff), Crystal Warrior, Brawny, and Quick.
Hindrances: Vow (Major - protect Gillikin Country), Outsider (Minor), One Eye (Major).
Gear: Gillikin Longbow (15/30/60, 2d6, AP1), Ruby Staff (Str+d8, Parry +1, Reach 1, 2H, -1 to target's Agility based rolls cumulative to -3 upon a shake or wound)
Weapon Proficiencies: all melee and ranged.

ALEXANDER MASAKI

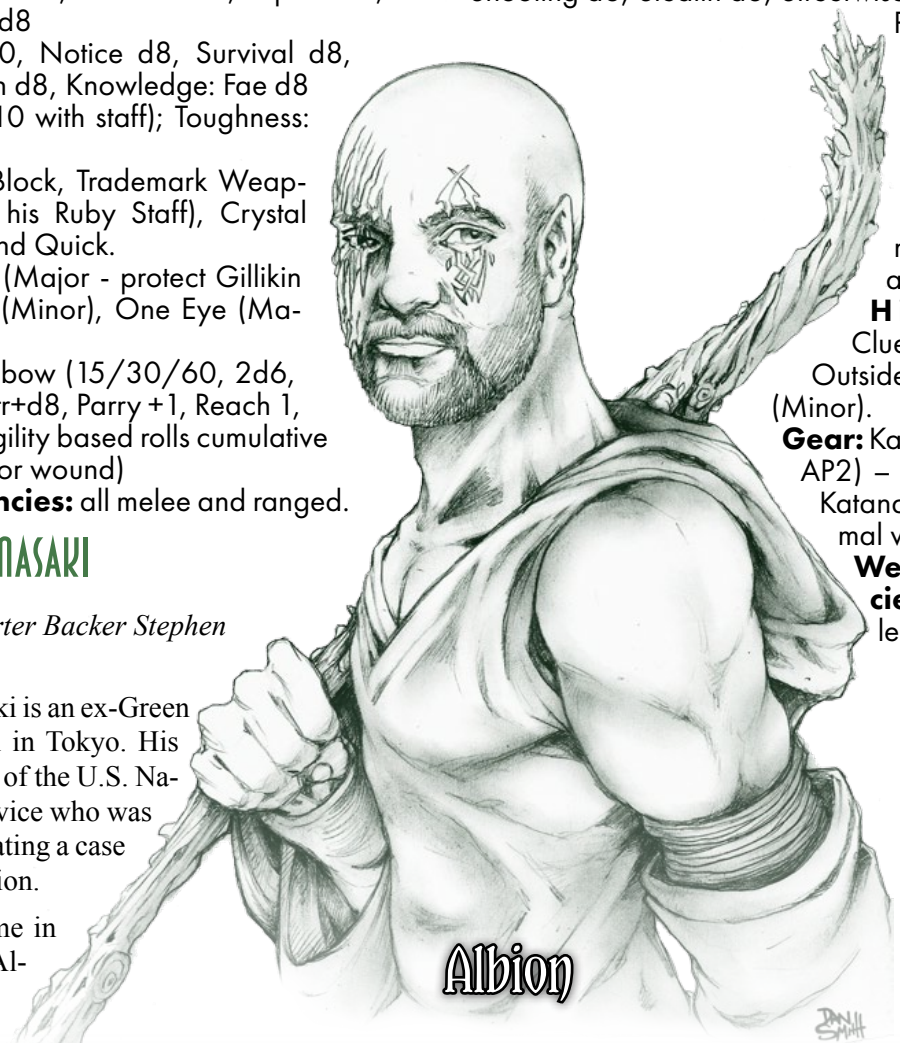
(Inspired by Kickstarter Backer Stephen C. Ray)

Alexander Masaki is an ex-Green Beret who was born in Tokyo. His father was a member of the U.S. Naval Investigative Service who was killed while investigating a case of high level corruption.

After serving time in the Special Forces, Alexander returned to Tokyo to look for clues into the murder of his father. His maternal grandfather who had taught Alexander the art of sword fighting at a young age had recently died mysteriously while looking into the case.

To hide his identity Alexander started wearing a mask while investigating the deaths of his family members. He eventually discovered the trail of corruption and one by one exacted his revenge on all those involved. The last to be confronted was Rear Admiral Noble of the U.S. Navy. After killing the admiral Alexander was cornered by security forces. Just when it looked like he would be killed or captured a blinding light appeared and he suddenly found himself in Oz. He immediately fought several Straw-Men who were chasing a beautiful girl. Since then he has adapted well to Oz and now travels the land fighting Ozymandias' forces with the help of Abigail Liddell, the Quadling witch who he saved and is now his particular friend.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d10, Notice d8, Survival d8, Shooting d8, Stealth d8, Streetwise d8
Pace: 6; Parry: 9; Toughness: 6; Charisma: -2
Edges: Florentine, Improved Block, Trademark Weapon, and Quick.
Hindrances: Clueless (in Oz), Outsider, Vengeful (Minor).
Gear: Katana (Str+d6+2, AP2) – this is an actual Katana from the normal world.
Weapon Proficiencies: all melee and ranged.


Albion

Alton

Alton Glenn Miller was a famous big band leader from America in the Swing era. He composed and recorded many popular songs including "Moonlight Serenade", "In the Mood", "Chattanooga Choo Choo", and "Little Brown Jug". His aircraft disappeared during a freak storm over the English Channel in 1944 during World War II. He later awoke in Oz to find that he was the only survivor of the crash.

Alton now teaches music theory at the College of Arts and Athletics and is the head of the Minstrel Guild in Munchkin Country. He has been involved in a relationship with Amee for over forty years.

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d6, Vigor d8
Skills: Fighting d8, Gambling d8, Investigation d6, Lockpicking d8, Notice d10, Knowledge: Performance d12, Persuasion d12, Percussion Instrument d12, Streetwise d8, String Instrument d12, Vocal Instrument d12, Wind Instrument d12
Pace: 6; Parry: 6; Toughness: 6; Charisma: +2
Edges: Arcane Background (Minstrel), Charismatic, Élan, Quick, Jack-of-all-Trades, and Great Luck.
Hindrances: Code of Honor (Major), Loyal (Minor), Pacifist (Minor)
Gear: Alton possesses a complete set of High Quality (+1 to all trait rolls) instruments (Wind, Percussion, and String), and a Ruby Staff (Str+d8, Parry +1, Reach 1, 2H, -1 to target's Agility based rolls cumulative to -3 upon a shake or wound)
Weapon Proficiencies: Blades, Mauls, Axes, Pole Arms
Powers: *All Minstrel songs.*

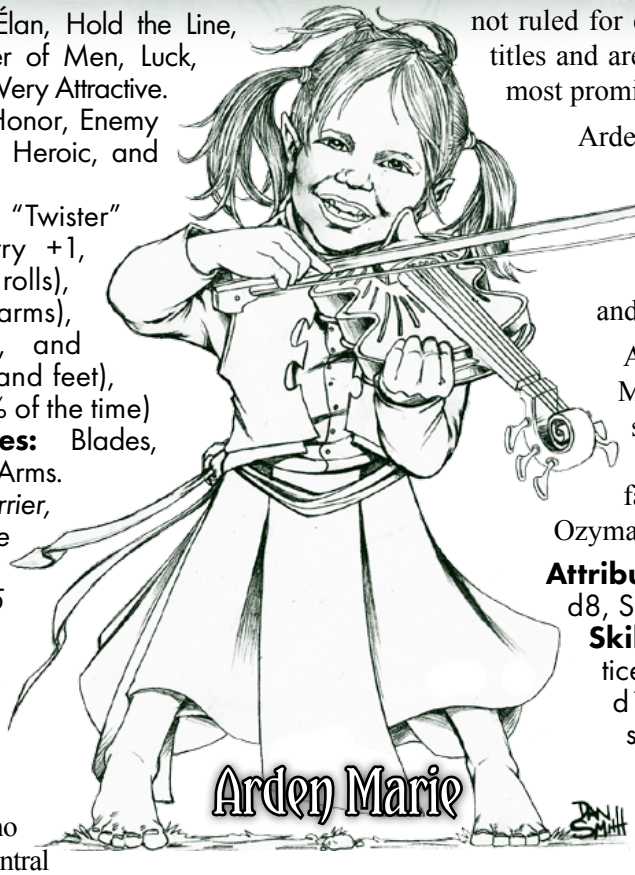
Amber Gale

Amber Gale is a good witch and daughter of Dorothy & a Gillikin Prince who died during the Gnome King Wars. She is 80 years old but thanks to Lurline's protection spell on Oz, she is immortal and looks to be no more than 25. She is a leader of the resistance against Ozymandias II.

Amber carries the Emerald sword *Twister* that her mother slew the killer of Amber's father with. It has been enchanted with the ancient pre-Evain spell that allows it to act like other crystal weapons (even though it is relatively new).

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d6, Vigor d8
Skills: Fighting d10, Notice d8, Stealth d8, Persuasion d10, Survival d8, Witchcraft d8
Pace: 6; Parry: 7; Toughness: Torso/Arms 8(2), Legs/Hands/Feet 7(1), Head 9(3)/6 (50% chance to hit either); Charisma: +4
Edges: Arcane Background: Witchcraft, Combat Reflexes, Command, Command Presence, Common

Bond, Crystal Warrior, Élan, Hold the Line, Improved Dodge, Leader of Men, Luck, Improved Level Headed, Very Attractive.
Hindrances: Code of Honor, Enemy (Major) -- Ozymandias, Heroic, and Loyal.
Gear: Emerald Sword "Twister" (Str+d6+4, AP 2, Parry +1, HW, +2 to Arcane skill rolls), chain jerkin (+2 torso & arms), leather gloves, boots, and pants (+1 hands, legs, and feet), pot helm (+3 head, 50% of the time)
Weapon Proficiencies: Blades, Mauls, Flails, Axes, Pole Arms.
Powers: *Bolt, Light, Barrier, Cantrip, Read Surface Thoughts, and Dimensional Door. She has 25 power points.*



Amee

Amelia "Amee" Earhart is a famous American aviation pioneer who disappeared over the central Pacific Ocean in 1937 when a strange water spout suddenly appeared in front of her plane and transported her to Oz. Amee was the first woman to fly solo over the Atlantic Ocean and she continues to fly even today using an airship built by Obediah Grillnik utilizing helium gas and spare engine parts from her original aircraft though now powered by magic crystals. Amee has had a long term relationship with Alton Glenn Miller for over forty years.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d4, Pilot d10, Knowledge: Aviation d10, Knowledge: Tinkering d10, Notice d8, Repair d10, Shooting d8
Pace: 6; Parry: 4; Toughness: 6
Edges: Level Headed, Jack-of-all-Trades, Ace, Gadgeteer, and McGyver.
Hindrances: Code of Honor (Major), Cautious (Minor), Pacifist (Minor).
Gear: Crystal Pistol (5/10/20, 1-3d6 dmg, RoF 1, Weird Science, 24 shots, recharge 1 point per hour).
Weapon Proficiencies: Blades and all ranged prof.'s.

Arden Marie

(Inspired by Kickstarter Backer Jeff Scifert)

"Princess" Arden Marie is the descendant of an ancient kingly line of Munchkins. Though the family has not ruled for centuries they still retain the ancient titles and are considered some of the richest and most prominent citizens in Sapphire City.

Arden is a Minstrel who trained under Alton Glenn Miller at the College of Arts and Athletics before it was overrun by Ozymandias' forces. She was a natural prodigy and one of Alton's best pupils.

Arden is now the head of the Free Minstrel Guild and is based out of a secret camp deep within the Unicorn Forest. She and her guild have thus far protected the Unicorns and kept Ozymandias' forces out of the forest.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Climbing d6, Fighting d8, Notice d8, Knowledge: Performance d10, Persuasion d6, Percussion Instrument d8, Streetwise d4, String Instrument d8, Vocal Instrument d8, Wind Instrument d8
Pace: 6; Parry: 6; Toughness: 6 (1); Charisma: +2
Edges: Arcane Background (Minstrel), Attractive, Level Headed, and Luck.
Hindrances: Heroic (Major), Loyal (Minor), Pacifist (Minor), Vow (Major) (to protect the Unicorns)
Gear: Arden possesses a dagger (Str+d4), a complete set of High Quality (+1 to all trait rolls) instruments (Wind, Percussion, and String) and a full set of Leather armor.
Weapon Proficiencies: Blades, Mauls, Axes
Powers: *Anger, Blur, Inspire Movement, Inspire Attack, Restoration, Inspire Skill, Inspire Health, and Instill Courage.*

Blacktail the Brave (aka the Lion King)

The former "Cowardly Lion" is now a fearless freedom fighter and King of the Beast-Men. The Lion-Men primarily inhabit the Yma Jungle in Quadling Country and Blacktail runs an insurgency from his base deep in the jungle. Other Beast-Men resistance cells look to him and to Amber for command and control over the progress of the war.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d10
Skills: Fighting d10, Notice d10, Stealth d10, Persuasion d8, Survival d8
Pace: 6; Parry: 7; Toughness: 11 (4)
Edges: Level Headed, Combat Reflexes, Command, Command Presence, Beast-bond, Hard to Kill, Improved Animal Hide, Ambidextrous, Two Fisted, Natural Weapons (Str+d8).

Hindrances: Loyal, Heroic, All Thumbs, Stubborn
Gear: None
Weapon Proficiencies: Blades, Mauls, Pole Arms, Flails

Cary

Apparently Jacob had a fun day with Cary. He's a regular straw-filled Patchwork, but with somewhat finer attire of colourful silks and damast, resembling a renaissance noble's mannequin complete with a feathered cap. Cary's face is stitched with an assortment of colours, and features an aristocratic nose and very light eyebrows. He is armed with a rapier and winkayi clinking about his stick-thin legs.

Cary always seems to be on some sort of patrol or watch about which he doesn't talk much, but he does about everything else. He is smitten with limericks, hates rain and crickets, and would love to learn the mandolin, if only he wasn't all thumbs. He's quick on his feet when fighting and insists on a jaunty angle for his cap - which he refuses to be seen without.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d10, Gambling d8, Notice d8, Streetwise d6, Peruasion d6
Pace: 6; Parry: 9; Toughness: 5; Charisma: 0
Edges: Alertness, Quick, Ambidexterous, Two Fisted, Florentine.
Hindrances: All thumbs, Overconfident, Quirk (loves hearing new limericks, and tries to make one about anything and everything).
Gear: Rapier (Str+d4, Parry +1) and a Winkai (Str+d4, Parry +1, +1 to disarm called shots).
Weapon Proficiencies: all melee.

Charlemagne deMorel

(Inspired by Kickstarter Backer Charles S. Morrill)

Also known as the "Charlatan of Morals" by those who view his switching sides back and forth between Ozma and Ozymandias as a lack of character, Charlemagne deMorel is a Niave Scar Mage who is in fact steadfast to one and only one thing -- the preservation of his forest. Charlemagne's forest, which he calls Sherwood, is an area of several thousand acres in Gillikin Country just southwest of the Pumperdink border. Helping him protect the forest is a small band of Niave followers (around 25).

Charlemagne is covered in magical scars and tattoos. He wears only suede boots and a loin cloth to better access his magical scars. A large Frilled Python is his usual companion.

Most non-Niave visitors to his forest are usually threatened to leave quickly. Any who stay long are captured and carved with a rune that causes intense pain as long as they are near the forest. However, Charlemagne will on rare occasions allow visitors regardless of their affiliation if he sees a benefit for him or his forest.

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d10, Vigor d10
Skills: Fighting d10, Notice d8, Stealth d8, Shooting d10, Intimidation d10, Survival d8, Scars (see Powers below)
Pace: 6; Parry: 7; Toughness: 7; Charisma: -2
Edges: Arcane Background: Scar Magic, Beast Master, Beast Bond (Frilled Python), Combat Reflexes, Élan, Improved Dodge, Luck, Improved Level Headed, Harder to Kill, Natural Leader.
Hindrances: Arrogant (Major), Bloodthirsty (Major), Outsider (Minor), Vengeful (Minor).

Gear: Gillikin Long Bow (15/30/60, 2d6, AP1), Winkana (Str+d6+2, AP2, 2H).
Weapon Proficiencies: all melee and all shooting.
Powers: *Armor d6, Damage Field d6, Darksight d4, Drain Power Points d8, Entangle d8, Fear d6, Shape Change (Frilled Python) d6, and Smite d6.* He has 35 power points.

Daken Bloodborn

(Inspired by Kickstarter Backer T.J. Rada)

Daken is a Gambler. He has taken risks his entire life; including a job as a loan shark. He was born a normal Quadling and has tried to turn his often indifferent luck into a fortune. At one point he had thought his luck had finally paid off when he won a large stakes game with a Niave Scar Mage who specialized in Shapeshifting. However, the Niave had not been as rich as he had appeared and was unable to pay off immediately. Instead of waiting for a possible future payment, Daken demanded that the Mage turn him into a Shapeshifter in exchange for negating the debt.

Offended by his refusal to wait for payment, the Mage performed the Scar Carving ritual on Daken but did not tell him that not being a Niave he would be unable to control his changes. Now Daken randomly changes (about once a day) back and forth between his normal Quadling form and that of a Wolf-Man. The Mage also failed to inform Daken of just how painful the transitions would be.

Daken is a gambler and heavy drinker but is also very open and friendly. However his mood can change in an instant for no apparent reason. It tends to keep all of his acquaintances on their toes. He has a patch covering a scar and an eye that was partially torn out in a fight during a game. The damaged eye and the scar are present regardless of which shape he is in and it is often used to identify him.

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

Skills: Fighting d8, Gambling d8, Intimidate d8, Investigate d4, Lockpicking d4, Notice d8, Persuasion d4, Streetwise d6, Taunt d6,
Pace: 6; Parry: 6; Toughness: 6 (7 when drinking, 9 when also in Wolf-Man form)
Edges: Hard to Kill, Animal Hide (when in Wolf Form), Luck, Liquid Courage, Partial Fleet-Footed (when in Wolf form and nothing in his hands), Partial Beast Bond (with Wolves only), Ambidextrous, Two-Fisted, Natural Weapons (Str+d6, when in Wolf form).
Hindrances: Racial Enemy Bear-Men (minor), Bloodthirsty (Major), Loyal (minor), One Eyed (Major), Habit (minor) – drinking, Wanted (minor) for gambling crimes in Muab
Gear: None
Weapon Proficiencies: Blades, Mauls, Flails, Axes
Special Abilities:

- **Beast Master:** Daken has a Frost Wolf companion named Lucian.
- **Shapeshifter:** Daken randomly transforms between a Quadling and a Wolf-Man. Whenever he becomes mad or frustrated (which happens quite regularly) make a Smarts roll at -2. On a failure he will transform into Wolf form for 1d8 hours. When changing form he must make a successful Vigor roll or receive one Fatigue wound.

Da Neel

Da Neel (or Dani as she often goes by) lived in Chicago originally during the prohibition era where she brewed beer for Al Capone. That however was the extent of her criminal activities. She was transported to Oz during a freak explosion at the brewery during a police raid. She is still known for making the best beer in Oz and loves to drink her guests under the table. Rarely is she ever hurt during a combat but she can often be found nursing injuries suffered from drinking accidents.

Dani is a former student of Lin Liren and mastered the Crane style of Kung Fu from him (which emphasized balance and self-control). She is extremely skilled in martial arts but uses them only in self-defense to honor her teacher's memory. Since his death she has now become a priestess in the order of Lurline's Aegis. After the assassination of the Abbess of Enilrul by the Evil Witch Mombi, she ascends to become the new Abbess and head of the order.

Dani is an attractive woman who appears to be 25 years old although she is actually much older. She has henna red colored hair and creamy skin. She usually dresses in fine silk robes with pictures of Cranes along the sides and back. She carries two Winkai blades for self-defense.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d6, Vigor d8
Skills: Fighting d10, Notice d8, Stealth d8, Knowledge: Brewing d12, Persuasion d10, Survival d8, Witchcraft d8
Pace: 6; Parry: 9; Toughness: 6; Charisma: +4
Edges: Arcane Background: Witchcraft, Combat Reflexes, Élan, Improved Dodge, Great Luck, Improved Level Headed, Very Attractive.
Hindrances: Code of Honor, Heroic, Pacifist (Minor), and Loyal.
Gear: Two Winkai (Str+d4, Parry +1, +2 to disarm)
Weapon Proficiencies: Blades, Mauls, Flails, Axes, Pole Arms.
Powers: *Sleep/Slumber, Light, Barrier, Cantrip, Read Surface Thoughts, Stun, and Illusion. She has 25 power points.*

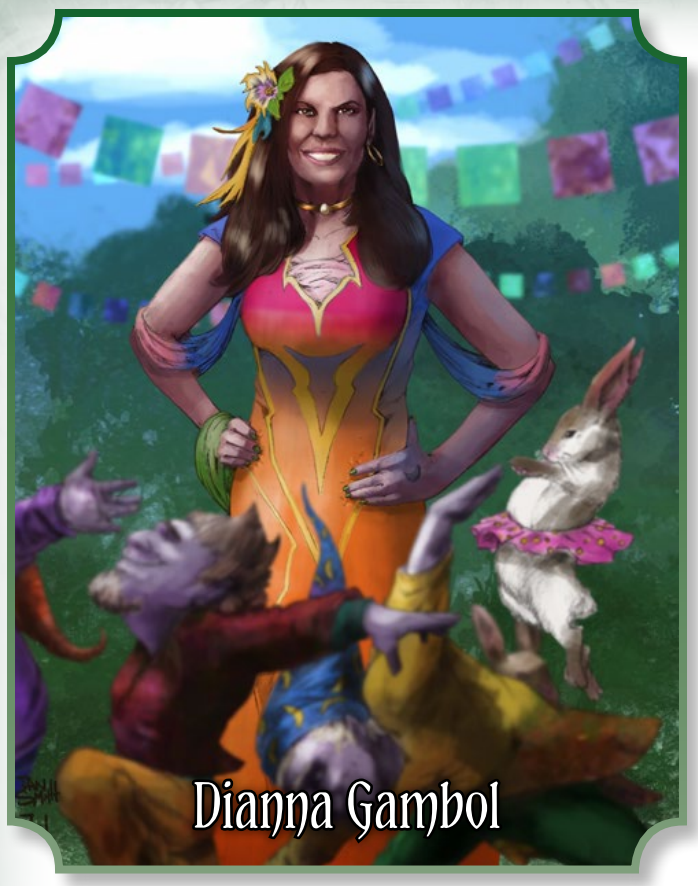
Dianna Gambol

(Inspired by Kickstarter Backer Dianne Khin)

Dianna Gambol is the Quadling mayor of Gambollington, a small mining town tucked away in the Hammerhead Mountains. Like the rest of her family, she has a red birthmark in the shape of a rabbit on her neck. She can also be identified by the tattoo of a crescent moon on her left hand and a full moon on her right hand.

Dianna's father founded the town of Gambollington shortly after Dorothy defeated the evil witches and restored Ozma to the throne. However, he died during the Gnome King Wars when Dianna was only 17 years old. She now believes that no matter how "immortal" the inhabitants of Oz might be, life is in fact too short and must be enjoyed every day.

So far Dianna has been able to keep her town free of Ozymandias' forces by magic and persuasion. Every time one of his agents is sent to the city to check on



things she dances and performs for and with them until they leave completely under her charm and believing that the town is full of loyal supporters of the evil ruler.

Attributes: Agility d12, Smarts d8, Spirit d10, Strength d6, Vigor d8
Skills: Climbing d6, Fighting d8, Gambling d8, Investigation d4, Lockpicking d8, Notice d10, Knowledge: Performance d12, Persuasion d12, Percussion Instrument d10, Streetwise d8, String Instrument d10, Vocal Instrument d10, Wind Instrument d10
Pace: 6; Parry: 6; Toughness: 6; Charisma: +4
Edges: Arcane Background (Minstrel), Attractive, Charismatic, Quick, and Luck.
Hindrances: Arrogant (Major), Loyal (Minor), Pacifist (Minor), Vow (Major) (to serve Gamblington as Mayor and to keep it free)
Gear: Dianna possesses a complete set of High Quality (+1 to all trait rolls) instruments (Wind, Percussion, and String)
Weapon Proficiencies: Blades, Mauls, Axes
Powers: *All Minstrel songs.*

DOODLE

(Inspired by Kickstarter Backer Paul R. Coulter III)

Doodle is a Munchkin miner turned thief who has manipulated a Goblin Cavefolk clan into attacking travelers in northeast Munchkin Country and stealing for him. He was once the head of small mining operation but has grown quite mad after his comrades were killed by a strange carnivorous plant species. Doodle now uses those plants to help control the Goblin Cavefolk and to protect his underground lair.

Doodle has piercing eyes and youthful good looks. He once worked for the evil witch Mombi when she controlled the north and for this he was ostracized by many of the legitimate mining guilds when Skywin became the ruler. He therefore has a special hatred for both of them as he sees his downfall as being the result of their personal struggle against each other.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Climbing d8, Fighting d8, Notice d8, Knowledge: Mining d10, Knowledge: Crystal Lore d8, Persuasion d6, Lockpicking d8, Stealth d8, Streetwise d4, Survival d8
Pace: 6; Parry: 6; Toughness: 6 (1); Charisma: +2
Edges: Assassin, Acrobat, Charismatic, Crystal Warrior, Level Headed, and Luck.
Hindrances: Delusional (Major), Vengeful (Minor), Wanted (Minor), Bloodthirsty (Major)
Gear: Doodle possesses an Amethyst Dagger (Str+d6, AP 1, -1 to targets Vigor based rolls cumulative to -3 upon a shake or wound) and a full set of Leather armor.
Weapon Proficiencies: Blades, Mauls, Axes

DOROTHY GALE

(Art inspired by Brandi Smith)

Dorothy Gale was one of the first humans from the outside world to enter Oz in many centuries. Dorothy and her companions had many adventures in Oz and helped to repel an invasion by the Gnome King who tunneled under the impassible desert in order to conquer the Emerald City.

Dorothy married a Gillikin prince named Alain who fought alongside her in the Gnome King War and with which she had a daughter named Amber. Prince Alain was struck down in one of the final battles against the Gnome King's forces. It is believed that he was laid to rest in a hidden vineyard that Glinda created for Dorothy in the Dunwood Mountains.

Dorothy passed back and forth between the outside world and Oz many times and continued to age for a long time before settling in Oz permanently. When last seen about twenty years ago she appeared as a woman in her forties with touches of grey highlighting her once dark black hair.

Dorothy disappeared almost twenty years ago and has not been seen by anyone since. Rumors persist that her disappearance had something to do with jealousy and intrigue in Ozma's court.

Attributes: Agility d12, Smarts d10, Spirit d10, Strength d6, Vigor d8
Skills: Fighting d12, Notice d8, Stealth d8, Persuasion d10, Survival d8
Pace: 6; Parry: 8; Toughness: Torso/Arms 8(2), :egs/Hands/Feet 7(1), Head 9(3)/6 (50% chance to hit either); Charisma: +2
Edges: Combat Reflexes, Command, Command Presence, Common Bond, Crystal Warrior, Élan, Hold the Line, Improved Dodge, Leader of Men, Luck, Quick, Attractive.
Hindrances: Code of Honor, Enemy (Major) -- Ozymandias, Heroic, and Loyal.
Gear: Diamond Long Sword "Gnomeslayer" (Str+d8, AP 1, -1 cumulative up to -3 max to target's Str based trait rolls upon shake or wound), chain jerkin (+2 torso & arms), leather gloves, boots, and pants (+1 hands, legs, and feet), pot helm (+3 head, 50% of the time)
Weapon Proficiencies: Blades, Mauls, Flails, Axes, Pole Arms.

Ea'Soul, the Water Witch

(Art inspired by Kickstarter Backer Keri Wyllie)

Ea'Soul is of a race of mermaid fashioned after octopus. Though it is very rare, she was gifted with a talent for magic and became a powerful Witch. The Mer-Folk have always been allied with the throne of Oz and the Queen of the sea, Queen Aquareine, was a good friend of Princess Ozma. Ozymandias was once an honored guest and appointed member of Ozma's council. He carried on a face of friendship while he secretly plotted his invasion of Oz by making alliances with the dormant enemies of the Emerald City. Ea'Soul was one of his first alliances, promising her the Coral Throne if she secured the waters of Oz in his name. In the early days of the invasion of Oz, Ozymandias aided Ea'Soul in assassinating Queen Aquareine and captured Princess Clia. Loved by her people, the Mer-Folk obey Ea'Soul to keep their Princess from harm, imprisoned in the dungeons beneath the underwater capital city of Pastor Reef deep in Lake Quad. Ea'Soul ensures that the waters of Lake Quad are secure given its proximity to the Emerald City. Ozymandias has also charged Ea'Soul with the capture of the USS Mako, though thus far, Captain Lancero and XO have eluded all of her forces.

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d6, Vigor d8
Skills: Fighting d8, Intimidation d8, Knowledge: Arcana d10, Notice d8, Persuasion d8, Shooting d10, Spellcasting d12, Stealth d6, Streetwise d8, Taunt d8
Pace: 6; Parry: 6; Toughness: 8; Charisma: -2
Edges: Aquatic, Improved Level Headed, Arcane Background (Witchcraft), Rapid Recharge, Wizard, Marksman

Hindrances: Bloodthirsty, Mean, Vengeful, and Greedy.
Gear: Ring of Influence (+2 Intimidation/Persuasion), Ring of Shadows (+2 Stealth), Amulet of Regeneration (1 free Soak per round), and Ear Ring of Extra Fortitude (+2 Toughness). Gillikin Long Bow (15/30/60, 2d6, AP2), Magical Dagger (Str+d4, +2 to Hit and Damage).
Weapon Proficiencies: all
Powers: Ea'soul has 25 Power Points and knows *Armor, Blast, Cantrip, Detect/Conceal Arcana, Dimensional Door, Dispel, Fly, and Light.*
Special Abilities:
- **Fear:** anyone seeing Ea'Soul for the first time must make an immediate Fear roll at -2.

Eva Darkbow

(Inspired by Kickstarter Backer David Underwood)

Eva Darkbow is a Gillikin scout and adventurer. As a child Eva narrowly escaped death at the hands of the Gnome King's minions; her family was not so fortunate. Running from room to room, while fires burned and people screamed in agony and fear, her abiding memory was a feeling of being trapped; restricted. Her claustrophobia stems from this. Though ostensibly neutral, she also remembers her feelings of terror and vulnerability, which is why she will help people in need on a case-by-case

basis, but has not embraced a recognized cause. As an adult she revels in being alive and is something of a thrill-seeker, but not suicidal; to die foolishly would be a disservice to her dead family. As the only surviving member of her family, she has decided to embrace life and live it on their behalf; she tries to travel everywhere and experience everything - war permitting.

Eva has a small nose-stud on the right side of her nose, a mane of dark hair that tumbles down her back, but little other distinguishing marks; all her scars are mental. She is extremely attractive and will use her looks to her advantage whenever she can.

Eva often gets in trouble and in debt. She is not in any way evil or the type who would work for Ozymandias but she isn't exactly the type who would volunteer to help defeat him. She is more of a rogue with an occasional conscious.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d12, Persuasion d8, Notice d8, Survival d8, Shooting d10, Stealth d8, Streetwise d8 Pace: 6; Parry: 9; Toughness: 8 (2); Charisma: +4
Edges: Block, Very Attractive, Trademark Weapon, Steady Hands, and Quick.
Hindrances: Curious, Overconfident, Wanted (Minor) – for debts.
Gear: Studded Leather jumpsuit (+2 Toughness to all but head), Gillikin Long Bow (2d6, AP1), Winkana (Str+d6+2, AP2)
Weapon Proficiencies: Blades, Axes, Bows, Guns, Gunnery

Faelan the Betrayer

(Inspired by Kickstarter Backer Talon Waite)

Faelan is a Gillikin warrior who was found as a child by the witch Xochi and raised as her own. As she grew wicked under Ozymandias' guidance he joined her in her new evil ways but grew jealous of Ozymandias' influence. Xochi trained Faelan to be the captain of her guards and he grew strong and became exceptionally skilled.

Faelan was ordered to destroy a hamlet in Quadling Country along with Xochi's apprentice Mercedes. The two killed every last man, woman and child. The pure evilness of what they did intoxicated Faelan and drove him mad. Upon returning to Xochi he attempted to overthrow her but was thwarted by Mercedes' intervention. For this Faelan was given to Mercedes to experiment on. She tried turning him into a bat but with only partial results. She later was preparing to dispose of him but he was rescued by the players at the end of the Prelude of the Plot Point Campaign.

Faelan now leads a band of thugs and brigands in the swamps of eastern Quadling Country. They attack both the resistance and Ozymandias' followers alike.

Faelan never wears a shirt or torso armor anymore due to his bat wings. The scars on his chest from his many battles only seem to raise his esteem among the warriors who follow him devotedly.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d8
Skills: Fighting d10, Intimidation d8, Notice d8, Shooting d8, Stealth d6
Pace: 6; Parry: 9; Toughness: Torso/Head 7, Arms 10(3), Hands 8(1), Legs 10(3), Feet 9(2)
Edges: Ambidextrous, Two-Fisted, Attractive, Charismatic, Combat Reflexes, Command, Leader of Men, Hard to Kill, and Brawny
Hindrances: Bloodthirsty (Major), Vengeful (Minor), Heroic (Major), Vow (Major) (defeat Xochi)
Weapon Proficiencies: Blades, Mauls, Flails, Axes, Pole Arms, Bows, Guns
Gear: Plate leggings (+3 to legs), Studded Leather boots (+2 to feet), Plate bracers (+3 to arms), Leather gloves (+1 to hands, two Battle Axes (Str+d8), two Daggers (Str+d4)
Special Abilities:

- **Bat Wings:** Faelan has small bat-like wings that allow him to glide and land normally when jumping from great heights. He cannot take off or gain altitude but he can move forward 1" for every 2" that he descends before landing.

General Chopfyt (Originally Captain Fyter)

Originally Captain Fyter of the Emerald Guard, he fell in love with Nick Chopper's ex-fiancé Nimmie Amee (after Nick had been turned into the Tin Woodsman). The Wicked Witch of the East tried to kill him with the same curse as the one she used on Nick which made him chop his own body parts off. He was saved however by Ku-Klip who used Nick's original parts and a tin arm to turn him into Chopfyt. He later married Nimmie and became commander of King Nick's Winkie army.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d6, Vigor d8
Skills: Fighting d10, Notice d8, Stealth d8, Persuasion d10, Survival d8, Knowledge: Battle d8
Pace: 6; Parry: 7; Toughness: Torso/Arms 8(2), Legs/Hands/Feet 7(1), Head 9(3)/6 (50% chance to hit either); Charisma: +4
Edges: Combat Reflexes, Command, Command Presence, Common Bond, Crystal Warrior, Hold the Line, Leader of Men, Tactician, Improved Level Headed.
Hindrances: Code of Honor, Heroic, and Loyal.
Gear: Sapphire Battle Axe (Str+d10, AP 2, 2H, -1 to targets Spirit based rolls cumulative to -3 upon a shake or wound), chain jerkin (+2 torso & arms), leather gloves, boots, and pants (+1 hands, legs, and feet), pot helm (+3 head, 50% of the time)
Weapon Proficiencies: all melee.

Glinda the Good

(Art inspired by Kickstarter Backer Becky Tilly)

Glinda the Good was the ruler of the Quadling Country, and the most powerful sorceress in the Land of Oz. She was known simply as "Glinda the good", and is said to be a direct descendant of Lurline and the ancient Evain. Princess Ozma often turned to Glinda for advice, and the Sorceress has saved both Ozma and the Land of Oz as a whole from danger on several occasions. Glinda disappeared at the end of the invasion of Oz and no one knows what happened to her when Ozymandias took the Emerald City. Rumors abound that she was stripped of her power by Ozymandias and that she roams the streets as a swaddled beggar. Others say that she is in waiting and appears in people's dreams inciting them against Ozymandias.

Attributes: Agility d10, Smarts d12, Spirit d12, Strength d8, Vigor d8
Skills: Fighting d10, Investigation d10, Knowledge: Crystal Lore d12, Knowledge: Fae d12, Notice d10, Persuasion d10, Shooting d10, Healing d12, Witchcraft d12.
Pace: 6; Parry: 7; Toughness: 6; Charisma: +4
Edges: Arcane Background (Witchcraft), Improved Arcane Resistance, Attractive, Combat Reflexes, Healer, Élan, Luck, Improved Level Headed, Charismatic, Rapid Recharge, Wizard
Hindrances: Code of Honor (Major), Loyal (Minor), Vow (Major) – Protect Oz.
Gear: Three magic items.
Weapon Proficiencies: Blades, Axes, Mauls, Flails, and all shooting

Powers: Glinda has 45 Power Points and knows *all Witchcraft powers*.

Jacob the Tinkerer (Originally Jacob Ku-Klip)

(Art inspired by Kickstarter Backer Cathlena Martin)

Jacob the Tinkerer is an ancient tin smith who came to Oz thousands of years ago. As Jacob Ku-Klip (or just Ku-Klip by man) he helped save Nick Chopper's life by

Glinda the Good

turning him into the original Tin-Woodsman. He later helped save Captain Fyter of the Emerald Guards by using Nick's original parts and a few tin parts to make him into the half man-half Tin-Man Chopfyt. However, after that Princess Ozma banned him from "helping" people in this way anymore. Since then he has spent his time mostly in seclusion crafting his own "people" and is now just referred to as Jacob the Tinkerer.

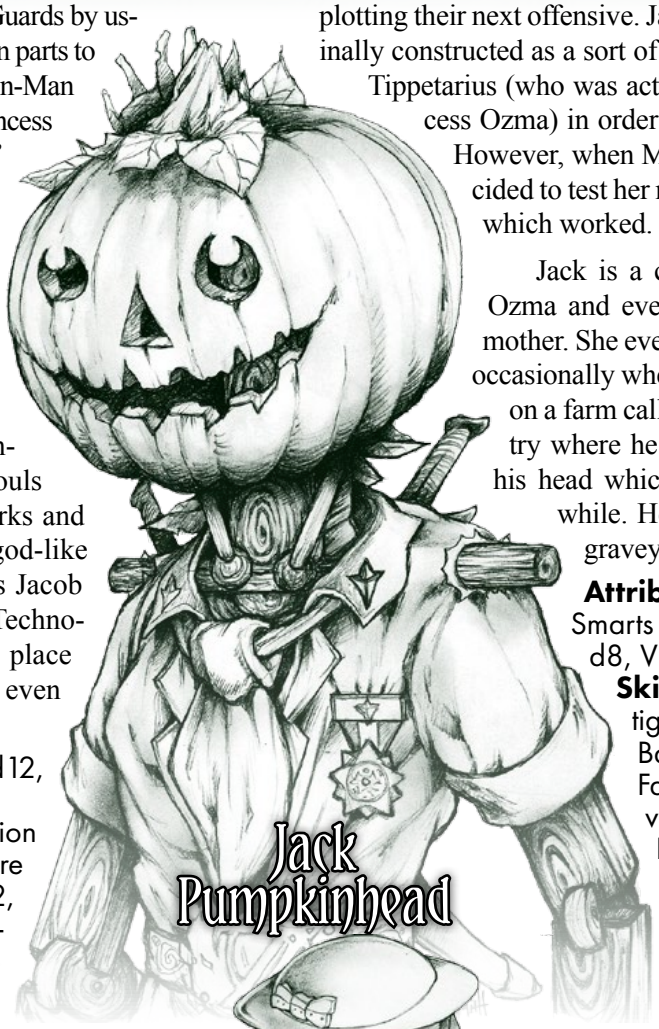
He is the "father" of the Clockworks and the Patchworks and he is so accomplished in Technomancy that he even crafts souls for them. For this most Clockworks and Patchworks revere Jacob as a god-like figure. Ozymandias secretly sees Jacob as his only true rival in the art of Technomancy and for this has earned a place among his most wanted. Possibly even more wanted than Amber Gale.

Attributes: Agility d8, Smarts d12, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d4, Investigation d12, Knowledge: Crystal Lore d12, Knowledge: Tinkering d12, Notice d10, Repair d12, Shooting d6
Pace: 6; Parry: 4; Toughness: 6
Edges: Technomancer, Level Headed, Jack-of-all-Trades, Scholar (Tinkering and Crystal Lore), Gadgeteer, Mr. Fix It, and McGyver.
Hindrances: Curious (Major), Pacifist (Minor), Quirk (Minor – only feels comfortable around his own creations).
Gear: Crystal Pistol (5/10/20, 1-3d6 dmg, RoF 1, Weird Science, 24 shots, recharge 1 point per hour).
Weapon Proficiencies: All Ranged.

Jack Pumpkinhead

Once the leader of Ozma's Emerald Guard, Jack Pumpkinhead is MIA at present but rumors persist of a group of Ozma's elite soldiers that survived Ozymandias' purge of the Emerald City, and are somewhere deep in enemy territory plotting their next offensive. Jack Pumpkinhead was originally constructed as a sort of scarecrow by a boy named Tippetarius (who was actually the transformed Princess Ozma) in order to scare the witch Mombi. However, when Mombi first saw him she decided to test her new Powder of Life on him, which worked.

Jack is a close friend of Amber and Ozma and even calls Princess Ozma his mother. She even carves new heads for him occasionally when needed. Jack used to live on a farm called Umber in Winkie Country where he grew pumpkins to replace his head which eventually spoils after a while. He buried the old heads in a graveyard on his farm.



Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d8
Skills: Fighting d8, Investigation d12, Knowledge: Battle d10, Knowledge: Fae d10, Notice d8, Survival d8
Pace: 6; Parry: 6; Toughness: 7 (1)
Edges: Tactician, Level Headed, Jack-of-all-Trades, Level Headed, Combat Reflexes, Command, Command Presence.
Hindrances: Loyal, Heroic, All Thumbs, Stubborn
Gear: Full set of leather armor and a Diamond Long Sword "Icewind" (Str+d8, AP 1, -1 cumulative up to -3 max to target's Str based trait rolls upon shake or wound),
Weapon Proficiencies: Blades, Mauls, Pole Arms, Flails

Jake Pastor

(Inspired by Kickstarter Backer Chad Ingham)

Jake is a distant cousin of Princess Ozma and one of the few members of House Pastor to have escaped the capture of the Emerald City. He and his nanny Marlene (a Winged Monkey Outcast) were led

to safety during the city's collapse by one of the House guards, a clockwork named Marra. The three are now on the run from Ozymandias' forces and were last seen in Quadling Country.

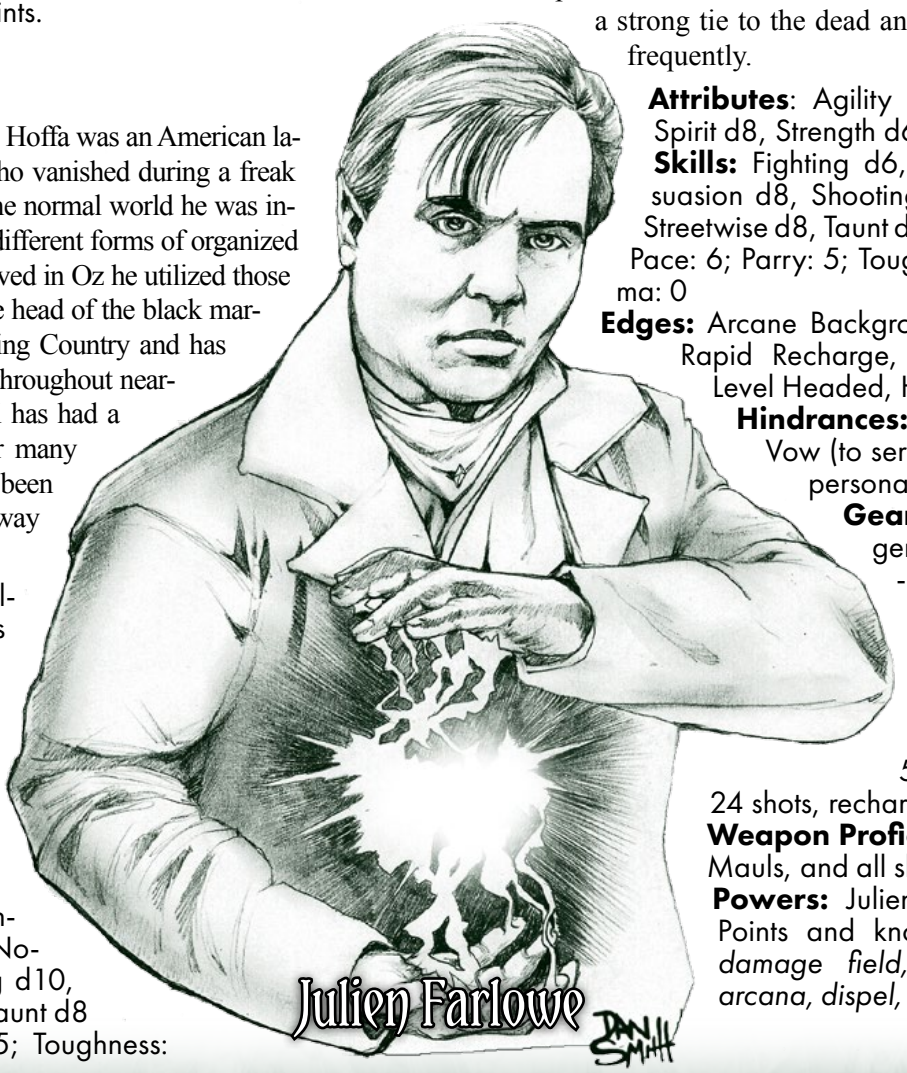
Jake is a creditable wizard for such a young age. He appears as a small boy of around four years old though he is in fact sixteen. He has a birthmark in the shape of a crescent moon on his right cheek.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d8, Witchcraft d10, Notice d8, Persuasion d8, Shooting d8, Stealth d6, Survival d4
Pace: 6; Parry: 5; Toughness: 6 (1)
Edges: Arcane Background: Witchcraft, Quick
Hindrances: Young
Gear: Jake possesses a full set of leather armor (+1 all areas) and a Winkasha (Str+d6+1, AP2).
Weapon Proficiencies: Blades, Flails, Bows, Guns, Gunnery.
Powers: Jake is a minor Good Wizard. He possesses the powers *Light, Barrier, Cantrip, Stun, Detect/Conceal Arcana, and Dimensional Door*. He has 15 power points.

JIMMI

James "Jimmi" Hoffa was an American labor union leader who vanished during a freak storm in 1975. In the normal world he was involved with many different forms of organized crime. Once he arrived in Oz he utilized those skills to become the head of the black market in all of Quadling Country and has many connections throughout nearly all of Oz. Jimmi has had a crush on Amee for many years but has never been able to win her away from Alton.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d8, Vigor d6
Skills: Fighting d6, Persuasion d8, Intimidation d8, Knowledge: Appraisal d12, Gambling d10, Investigation d8, Notice d8, Shooting d10, Streetwise d12, Taunt d8
Pace: 6; Parry: 5; Toughness: 5; Charisma: +2
Edges: Charismatic, Investigator, Marksman, Level Headed, Quick Draw, Trademark Weapon (Crystal Pistol), Strong Willed
Hindrances: Greedy (Major), Habit (Minor – smoking cigars), Overconfident (Major).
Gear: Crystal Pistol (5/10/20, 1-3d6, RoF 1, Weird Science, 24 shots, recharge 1 point per hour)
Weapon Proficiencies: Blades, Mauls and all shooting.



JULIEN FARLOWE

(Inspired by Kickstarter Backer Greg Krywusha)

Julien Farlowe is a high ranking member of House Ardour and a close friend of the Beast-Man King, Blacktail. He is an accomplished wizard with emerald colored eyes that glow and become more intense when he is casting.

Julien's twin sister Nora was murdered by her husband following a political marriage that she opposed. Nora's spirit contacted Julien from the other side and helped him to solve the crime. Since then he has had a strong tie to the dead and speaks with spirits frequently.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d6, Notice d8, Persuasion d8, Shooting d8, Stealth d6, Streetwise d8, Taunt d8, Witchcraft d10
Pace: 6; Parry: 5; Toughness: 6; Charisma: 0
Edges: Arcane Background (Witchcraft), Rapid Recharge, Wizard, Noble, Level Headed, Hard to Kill.
Hindrances: Heroic, Loyal, Vow (to serve Blacktail as his personal Wizard).
Gear: Amethyst Dagger (Str+d6, AP 1, -1 to targets Vigor based rolls cumulative up to -3 upon a shake or wound), Crystal Pistol (1-3d6, 5/10/20, RoF 1, 24 shots, recharge 1 per hour).
Weapon Proficiencies: Blades, Mauls, and all shooting.
Powers: Julien has 30 Power Points and knows *armor, bolt, damage field, detect/conceal arcana, dispel, fly, stun, and light.*

Kameena Ravenflight

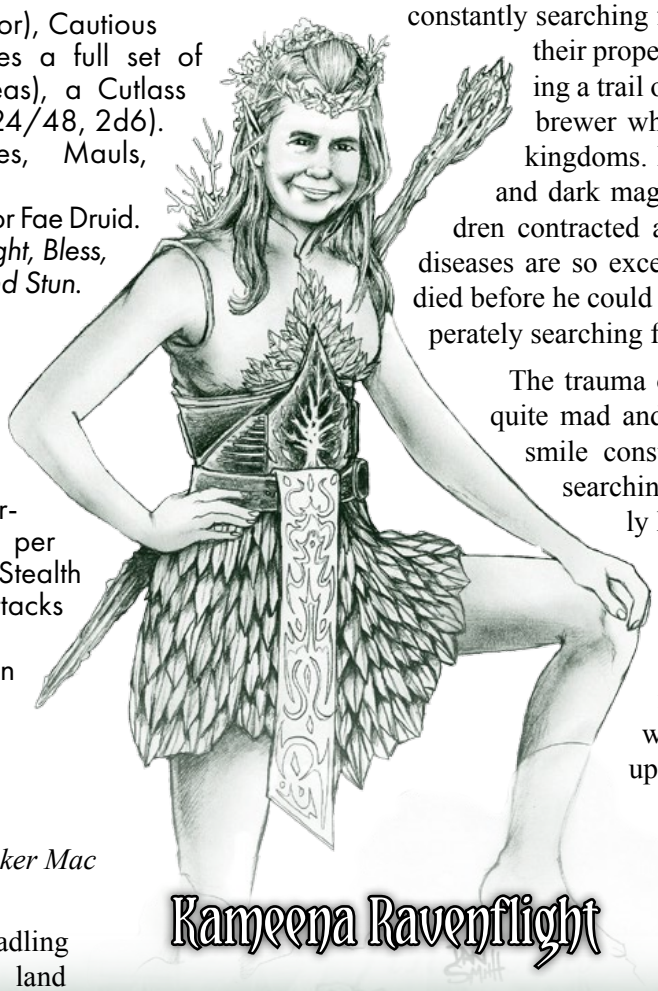
(Inspired by Kickstarter Backer Wyng'd Lyon Creations)

When Captain Lancero and the USS Mako were first transported to Oz they were in bad shape. Lancero had been seriously injured along with most of the crew. An Evain Fae Druid named Kameena found them and helped to nurse many of them back to health. She has been working with Lancero ever since. Many in the crew believe that she has had a secret crush on the captain ever since they first met though nothing has ever transpired between the two as far as anyone knows.

Over the decades of working with Lancero and his crew, Kameena's pacifist ways have had to be modified for her situation. She is now willing to fight anything that she deems as a threat or disruptive to the Fae or the Mako.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Knowledge: Fae Magic d8, Notice d8, Persuasion d8, Shooting d8, Stealth d6, Survival d4, Tracking d8
Pace: 6; Parry: 5; Toughness: 5 (1), Charisma: +2
Edges: Arcane Background: Fae Magic, Dead Shot, Command, Command Prescence, Charismatic, and Inspire.
Hindrances: Pacifist (Minor), Cautious
Gear: Kameena possesses a full set of leather armor (+1 all areas), a Cutlass (Str+d6), and a Bow (12/24/48, 2d6).
Weapon Skills: Blades, Mauls, Bows, Guns, Gunnery.
Powers: Kameena is a minor Fae Druid. She possesses the powers *Light, Bless, Cantrip, Stun, Deflection, and Stun.* She has 20 power points.
Special Abilities:

- **Keen vision:** +2 to normal sight based Notice rolls.
- **Fae-Walk:** when in the wild Kameena may perform a "Fae-walk" once per day which grants her a +4 Stealth for 4 rounds or until she attacks someone.
- **Ancient:** +2 Common Knowledge
- **Frail:** -1 Toughness.


Kameena Ravenflight

Keyser

(Inspired by Kickstarter Backer Mac Senour)

Keyser is a notorious Quadling Alchemist who travels the land constantly searching for new ingredients and to learn their properties while "inadvertently" leaving a trail of bodies. He was once a famous brewer whose ales were drunk in all five kingdoms. However he turned to Alchemy and dark magic when his wife and two children contracted a rare disease (especially since diseases are so exceptionally rare in Oz). But they died before he could find the cure that he was so desperately searching for.

The trauma of their passing has driven him quite mad and he walks around with a huge smile constantly on his face. He is still searching for "the cure" but no one really knows to what anymore. Whenever he discovers a new ingredient or learns of a new property of something he will experiment until he either creates a new potion that he tries out on whomever is around or he blows up another laboratory.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6 (d8 when drinking)
Skills: Fighting d6, Investigation d8, Knowl-

edge: Crystal Lore d10, Knowledge: Brewing d10, Notice d8, Persuasion d8, Streetwise d8, Throwing d8
Pace: 6; Parry: 5; Toughness: 5 (6 when drinking); Charisma: 0
Edges: Level Headed, Liquid Courage, and Investigator.
Hindrances: Delusional (Major) (believes he is searching for a cure to all disease), Curious (Major), Bad Eyes (Minor), Quirk (Minor) (always smiles).
Gear: A potion belt with an assortment of potions dangling from it (usually around 8) and a dagger (Str+d4) in a sheath. He also has a Brewer's kit and an Alchemist's portable lab.
Weapon Proficiencies: Blades, Axes, Grenades
Special Abilities:

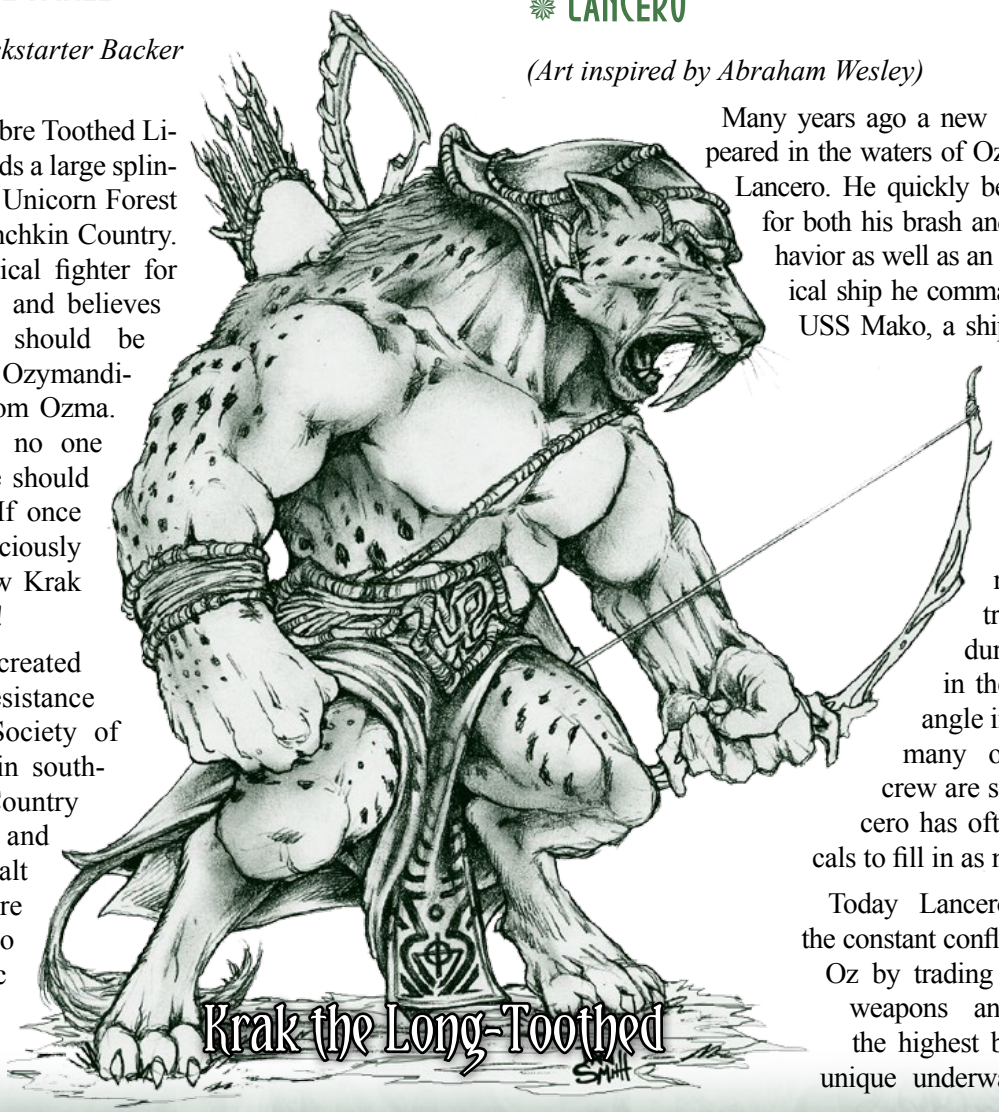
- **Alchemist:** Keyser is very adept at creating potions and knows how to make the following potions: Blind, Darksight, Environmental Protection: Fire, Poison, Quickness, Sleep, and Stun.

Krak, the Long-Toothed, Friend of the Small

(Inspired by Kickstarter Backer Chris Gunning)

Krak is a Sabre Toothed Lion-Man who leads a large splinter group in the Unicorn Forest in southern Munchkin Country. Krak is a fanatical fighter for the "little man" and believes that everyone should be free. Free from Ozymandias AND free from Ozma. He answers to no one and no one else should have to either. If once freed they consciously choose to follow Krak then even better!

Krak has created several large resistance cells of his "Society of the Unbound" in southern Munchkin Country and has friends and allies in the Salt Swamp. There are even those who are sympathetic to his cause in Jinxlond. Krak and his men will not tolerate Ozymandias' forces but they're just as likely to attack those fighting for Ozma as well.



Attributes: Agility d10, Smarts d8, Spirit d6, Strength d10, Vigor d8
Skills: Fighting d8, Knowledge: Navigation d8, Knowledge: Fae d8, Notice d8, Tracking d8, Shooting d6, Stealth d8, Survival d8
Pace: 6; Parry: 6; Toughness: 10 (4); Charisma: -2
Edges: Arcane Resistance, Quick, Combat Reflexes, Command, Beast Bond (with Lions), Improved Animal Hide, Ambidextrous, Two-Fisted, Natural Weapons (Claws Str+d8, Bite Str+d10, may make two claw attacks or one bite attack per round).
Hindrances: Arrogant (Major) (believes that either he should lead a new order free of both Ozma & Ozymandias or no one should), Mean (Minor), Loyal (Minor).
Gear: A Gillikin Long Bow (15/30/60, 2d6, AP1), a Bastard Sword (Str+d8, 1H or 2H, -1 Parry if 1H, +1 Dmg if 2H).
Weapon Proficiencies: Blades, Axes, Mauls, Bows, Guns.

Lancero

(Art inspired by Abraham Wesley)

Many years ago a new ship captain appeared in the waters of Oz calling himself Lancero. He quickly became infamous for both his brash and outlandish behavior as well as an apparently magical ship he commanded called the USS Mako, a ship that could apparently travel under the water.

The ship is actually a WWI submarine that was transported to Oz during a hurricane in the Bermuda Triangle in 1918. Though many of the original crew are still around Lancero has often taken on locals to fill in as needed.

Today Lancero profits from the constant conflict of a war torn Oz by trading and smuggling weapons and supplies to the highest bidder using his unique underwater vessel. He

has remained neutral, giving favor to neither the Oz freedom fighters nor the Oz Corps, a position that is starting to earn him a high place on Ozymandias' wanted list.

Though Outsiders, Lancero and his crew have benefitted from Lurline's anti-aging spell. Because of this Lancero appears to be around 40 years old although he's closer to 125.

A few years ago Lancero lost an eye during a battle with a Hammerhead Giant named Baha. During the battle Lancero was able to sever Baha's left arm. The giant escaped but Lancero has hunted him ever since. He even now wears an eye patch made from the bone of Baha's severed limb. It has been ornately carved with a picture of the Mako rising from the depths.

Lancero is never very far from his trusted flame thrower which he often talks to like his child. He especially enjoys burning Hammerhead Giants with it and vows to someday barbeque Baha.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d8
Skills: Fighting d8, Notice d10, Boating d10, Persuasion d8, Survival d8, Swimming d8, Knowledge: Navigation d10
Pace: 6; Parry: 6; Toughness: 6; Charisma: +2
Edges: Ace, Command, Charismatic, Elan, Level Headed, Great Luck, Hold the Line, Inspire, Command Presence, Common Bond, Leader of Men.
Hindrances: One eye (major), Quirk (Major – pyromaniac), Delusional (Minor – thinks the Hammerhead giant Baha is the devil)
Gear: Flame Thrower (2d10 cone template).
Weapon Proficiencies: Blades, Axes, Mauls, Bows, Guns.

LIN LIREN

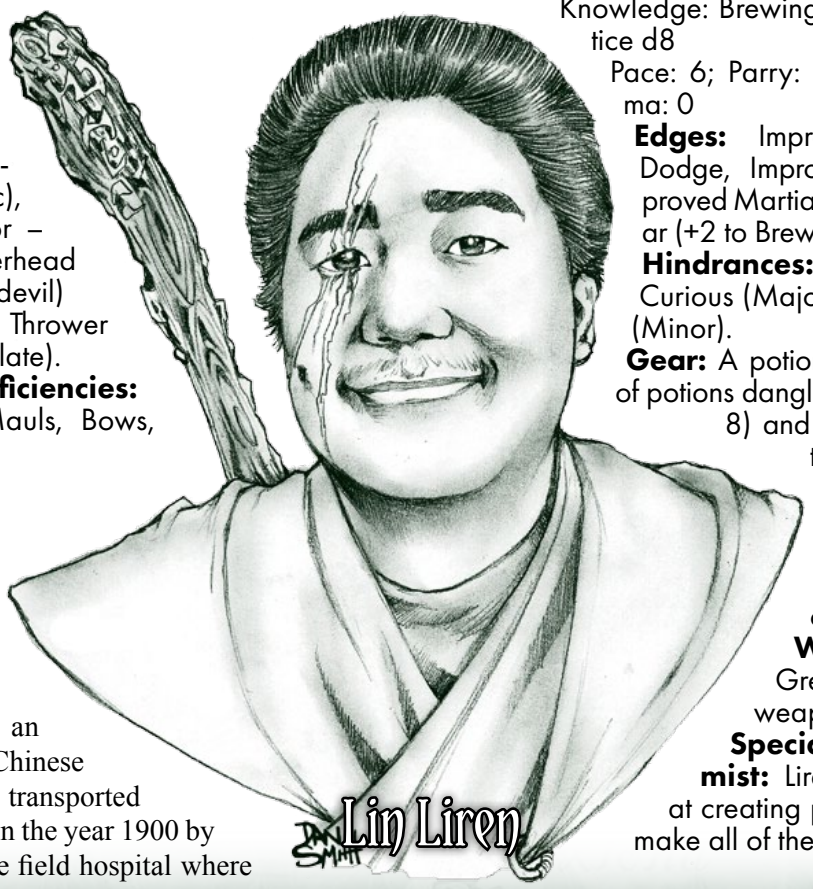
(Inspired by Kickstarter Backer Lin Liren)

Liren was an Outsider of Han-Chinese descent who was transported to Oz from China in the year 1900 by an explosion in the field hospital where he was tending to orphans during the War of the Righteous and Harmonious Fist (sometimes referred to as the Boxer Rebellion by westerners). Originally a Shaolin Monk versed in Acupuncture and Chinese Medicine, Liren utilized his skills along with an acquired affinity for alchemy to become a great healer.

Liren had five students who he taught one style of Animal Kung Fu to each – Snake, Tiger, Crane, Leopard, and Dragon. The students who studied the Snake and Tiger styles were later corrupted by Ozymandias and are now working for him. Amber Gale (the Leopard style student) and Da Neel (the Crane style student) carry on his legacy. The fate of the Dragon style student is unknown.

During the final battle of the Fall of Oz, when Ozymandias' forces overran the Emerald City, the robotic dragon Dagjaw seriously wounded Amber Gale before she could escape. Liren utilized his healing powers to save her life and then stayed behind to fend off the beast and a tide of the Wizard's troops. Weakened and mortally wounded, Liren ignited a final magical potion he carried which burnt himself to dust along with a dozen of Ozymandias' troops and permanently scorched the right side of Dagjaw's head and jaws.

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d8, Vigor d8
Skills: Fighting d10, Knowledge: Crystal Lore d10, Knowledge: Brewing d10, Healing d10, Notice d8
Pace: 6; Parry: 9; Toughness: 6; Charisma: 0
Edges: Improved Block, Improved Dodge, Improved Level Headed, Improved Martial Artist, Healer, and Scholar (+2 to Brewing and Crystal Lore).
Hindrances: Code of Honor (Major), Curious (Major), Loyal (Minor), Pacifist (Minor).
Gear: A potion belt with an assortment of potions dangling from it (usually around 8) and a Ruby Staff (Str+d8, -1 to target's Agility based trait rolls cumulative to a max of -3 upon a shake or wound). He also had a Brewer's kit and an Alchemist's portable lab.
Weapon Proficiencies: Grenades and all melee and weapons
Special Abilities: • **Alchemist:** Liren was extremely adept at creating potions and knew how to make all of them.

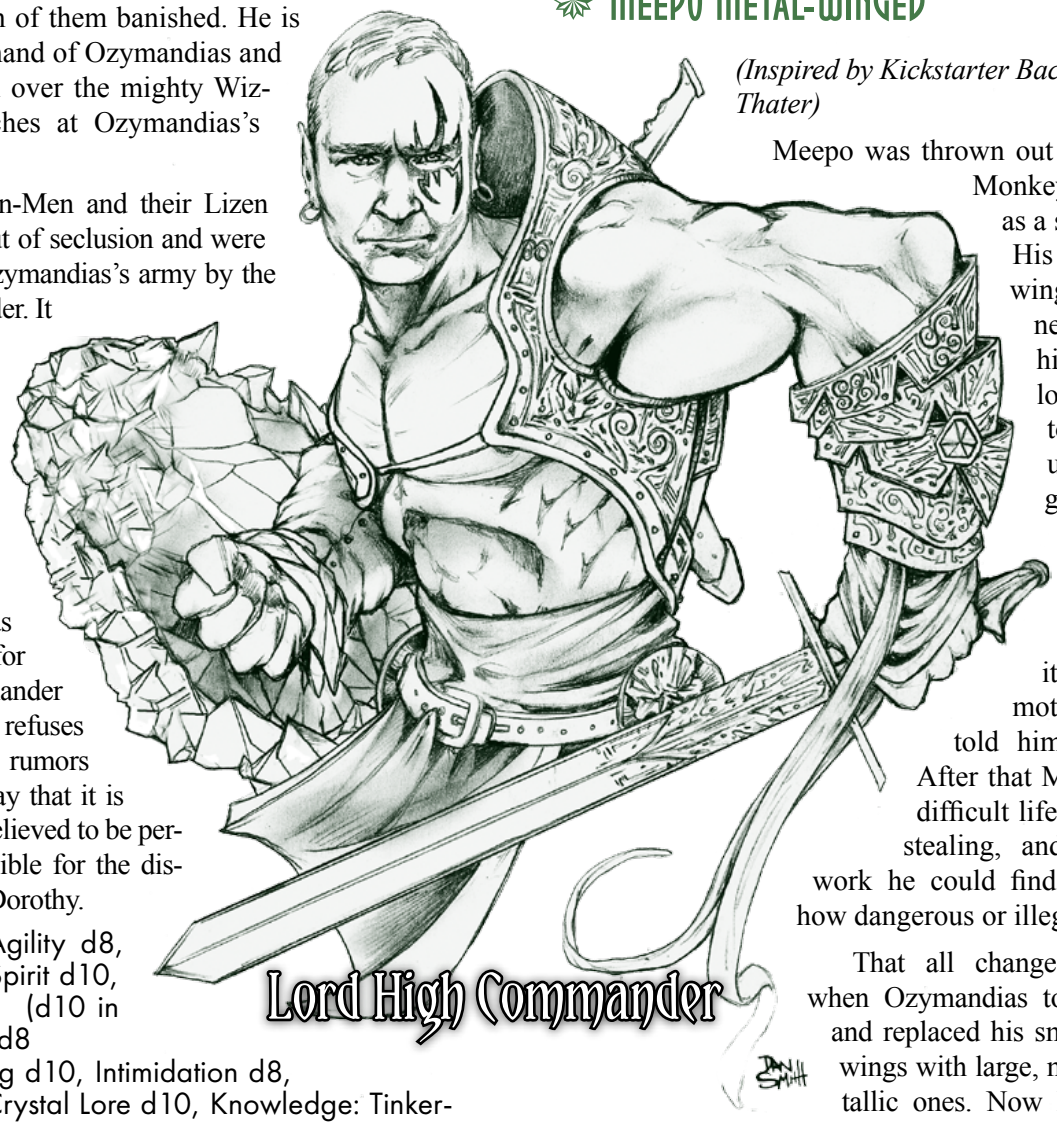


Lord High Commander of the Oz Corps, Ruler of the East

(Inspired by Kickstarter Backer Hansmarc Hurd)

The Lord High Commander of the Oz Corps is a brilliant military tactician and a master man at arms. He was once Mr. Hansmarc, the High Chamberlain to Princess Ozma before he grew jealous of Dorothy's influence and plotted to have her removed. He also secretly aided Joseph Thater's research into dark magic which they continued to pursue after Ozma had both of them banished. He is now the right hand of Ozymandias and has favor even over the mighty Wizards and Witches at Ozymandias's command.

The Dragon-Men and their Lizen armies came out of seclusion and were brought into Ozymandias's army by the Lord Commander. It is even believed that he has a blood bond with the hideous Wornfang himself, the King of the Dragon-Men. Amber Gale has a deep hatred for the Lord Commander and though she refuses to talk about it, rumors and whispers say that it is because he is believed to be personally responsible for the disappearance of Dorothy.



Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, (d10 in armor) Vigor d8
Skills: Fighting d10, Intimidation d8, Knowledge: Crystal Lore d10, Knowledge: Tinkering d10, Notice d8, Persuasion d10, Shooting d8, Stealth d8, Streetwise d8, Survival d8
Pace: 6; Parry: 9; Toughness: 6, Torso/Arms 8 (2); Charisma: -2
Edges: Combat Reflexes (+2 unshake), Improved Crystal Warrior, Improved Dodge (-2 to be hit with Ranged weapons), Improved Block (+2 to Parry), Improved Level Headed (act on best of three cards), Improved First Strike, Improved Counterattack.
Hindrances: Mean (Minor), Vengeful (Minor), and Greedy (Major).
Gear: Diamond Long Sword (Str+d8, AP 1, -1 to target's Strength based rolls upon shake or wound), Diamond Armor (Toughness +3, Notice -1, +1d Strength), Crystal Pistol (5/10/20, 1-3d6, RoF 1, Weird Science, 24 shots, recharge 1 point per hour).
Weapon Proficiencies: All melee and ranged weapons
Special Abilities:
- **Technomancer:** Lord High Commander is a skilled Technomancer who can make many Designs.

Meepo Metal-Winged

(Inspired by Kickstarter Backer Joe Thater)

Meepo was thrown out of Winged Monkey society as a small child. His stunted wings would never keep him airborne long enough to be much use to the group. What was even crueler was the fact that it was his mother who told him to leave. After that Meepo led a difficult life -- dueling, stealing, and whatever work he could find no matter how dangerous or illegal.

That all changed however when Ozymandias took him in and replaced his small, stubby wings with large, magical metallic ones. Now Meepo can soar higher and fly faster than any monkey aloft. A fact he loves to rub in the faces of other Winged Monkeys who he still hates with a passion. His new flight ability has made him fanatically loyal to Ozymandias.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Climbing d8, Fighting d10, Lockpicking d8, Notice d8, Stealth d8

Pace: 6; Parry: 7; Toughness: 6
Edges: Improved Level Headed, Improved First Strike, Combat Reflexes, Florentine
Hindrances: Code of Honor, Enemy (Minor – all other Winged Monkeys), Vow (Major – serve Ozymandias)
Gear: Leather Jerkin (+2 to arms and torso), short sword (Str+d6), Bow (12/24/48, 2d6).
Special Abilities:
- **Bite:** Str+d6.
- **Flight:** Meepo's metal wings allow him to fly at twice his normal Pace, 2" of Pace to climb 1".

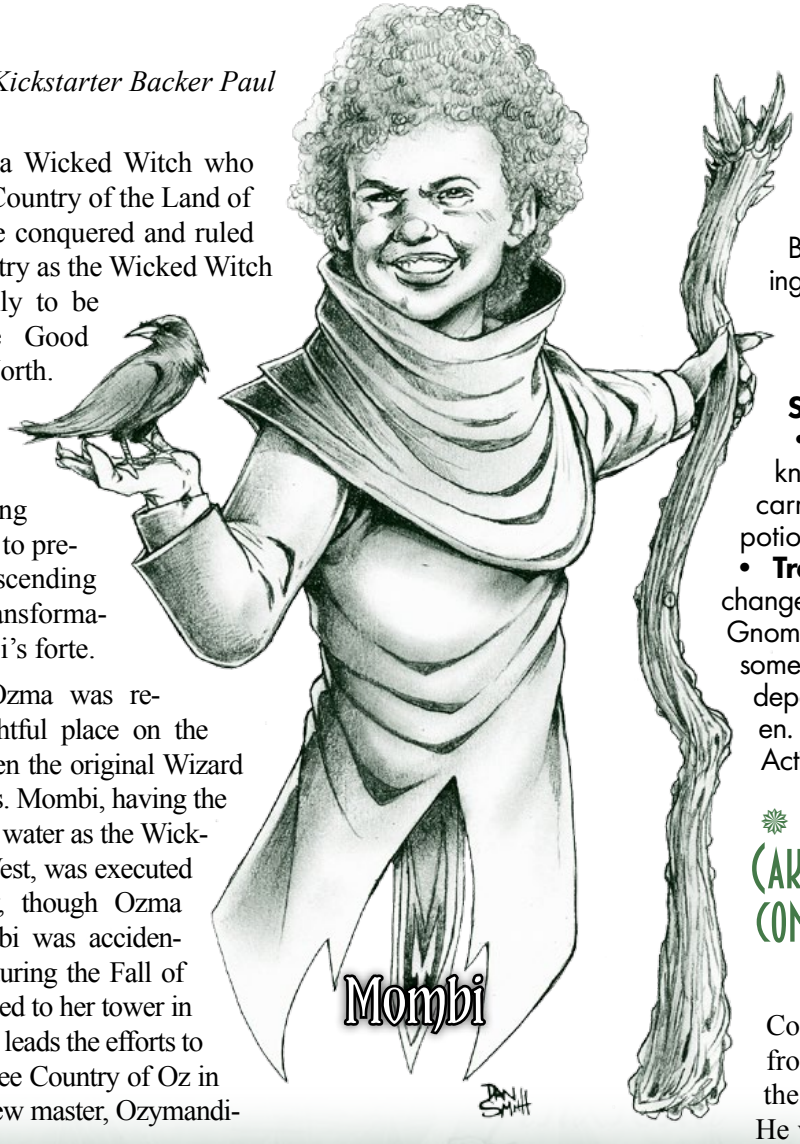
Meepo Metal-Winged

Mombi, the Wicked Witch of the North

(Art inspired by Kickstarter Backer Paul R. Coulter III)

Mombi was a Wicked Witch who lived in Gillikin Country of the Land of Oz. She had once conquered and ruled the Gillikin Country as the Wicked Witch of the North, only to be deposed by the Good Witch of the North. She enchanted Ozma and remained her guardian after being deposed, in order to prevent her from ascending to the throne. Transformations were Mombi's forte.

Eventually, Ozma was returned to her rightful place on the Throne of Oz when the original Wizard returned to Kansas. Mombi, having the same weakness to water as the Wicked Witch of the West, was executed for her treachery, though Ozma opposed it. Mombi was accidentally resurrected during the Fall of Oz, and has returned to her tower in Gillikin where she leads the efforts to conquer the last free Country of Oz in the name of her new master, Ozymandias II. She now posseses a set of Diamond Crystal Armor which provides her full protection from water and other environmental effects when in use.



Mombi

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d6 (d8), Vigor d8
Skills: Fighting d6, Intimidation d8, Notice d8, Persuasion d12, Shooting d8, Stealth d6, Streetwise d8, Taunt d8, Witchcraft d12
Pace: 6; Parry: 5; Toughness: 9 (3); Charisma: +4
Edges: Arcane Background (Witchcraft), Rapid Recharge, Crystal Warrior, Attractive, Charismatic, Wizard, Killer Instinct, Improved Level Headed.
Hindrances: Delusional, Arrogant, Stubborn, Vengeful.
Gear: Amulet of Resist Arcana (+4), Ring of Great Luck (+2 bennies), and Peircing of Quickness (one extra Action per turn). She also has a set of Crystal Diamond Armor (+3 Toughness, +1d Str) which she can raise as a Free Action.
Weapon Proficiencies: Blades, Mauls, and all shooting.
Powers: Mombi has 40 Power Points and knows *all Witchcraft spells.*
Special Abilities:
- **Alchemist:** Mombi knows all potions and usually carries five of them on a special potion belt.
- **Transformation:** Mombi can change into any humanoid form from Gnome to Giant size. Attributes and some derived stats are calculated dependent on the form being taken. Transforming requires a Full Action.

Nick Chopper (aka King Nick the Compassionate)

Nick Chopper, King Nick the Compassionate (aka The Tin Man from his days helping Dorothy) is the former King of the Winkies. He was imprisoned during the Fall

of Oz by being encased in crystal and nickel plating. He now stands as a trophy in Ozymandias' throne room.

Nick was originally a Munchkin woodsman who was to marry a girl named Nimmie Amee. But he was cursed by the old Wicked Witch of the East who enchanted his axe to chop off his body parts one by one. The tinkerer Ku-Klip (now known as Jacob the Tinkerer) saved Nick by replacing each body part with one made of metal after every "accident". Nimmie Amee later married General Chopfyt who had a similar curse placed on him but whose body parts were replaced by Nick's original parts whenever he had an accident.

Nick had many adventures with Dorothy and later was named King of the Winkies. He was always a compassionate and brave ruler. When Ozymandias first took over he tried to negotiate for Princess Ozma's release but was imprisoned instead.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d8
Skills: Fighting d6, Knowledge: Fae d8, Knowledge: Metalworking d8, Knowledge: Tinkering d8, Persuasion d8, Notice d8, Repair d8, Streetwise d6, Survival d8, Tracking d8.
Pace: 6; Parry: 5; Toughness: 8 (2); Charisma: +2
Edges: Charismatic, Improved Level Headed, Élan, Mr. Fix it, Woodsman (+2 to Survival and Tracking).
Hindrances: Bad Luck (Major), Cautious (Minor), Loyal (Minor).
Gear: none.
Weapon Proficiencies: Axes and Mauls.
Special Abilities:

- **Construct:** +2 to Unshake, No extra damage from called shots, does not suffer wound penalties, Immune to disease and poison.
- **Vulnerability:** Nick is vulnerable to water. He immediately starts to rust whenever he gets wet. He suffers -2 to Pace and all skills related to Agility and Strength. If he does not dry off in 4 rounds then he becomes completely immobile. He must be treated with oil in order to reverse the effects.
- **Metal Body:** +2 Armor.

Nova the Cute

(Inspired by Kickstarter Backer Bruce Novakowski)

The City of Eternal Elmira lies in a remote area of Munchkin Country and was originally created by a Niave group several thousand years ago after they had discovered a strange, multi-colored crystal. The Niave erected illusions in the forest to hide and protect their city and were alone within it until they were discovered a few years ago by Petty Officer Bruce Novakowski of the U.S. Navy after he landed in Oz following a storm. Somehow, the strange crystal had transformed the Niave in the area into small fairies only 9 inches tall and with wings like a butterfly.

For some reason the fairies all thought Nova was extremely "cute" and decided to make him their leader. Since then he has learned the art magic from them and has become a capable leader and a strong protector.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Notice d8, Stealth d8, Persuasion d8, Shooting d8, Survival d8, Witchcraft d8
Pace: 6; Parry: 6; Toughness: 6; Charisma: +2
Edges: Arcane Background: Witchcraft, Attractive, Combat Reflexes, Command, Command Presence, Common Bond, Leader of Men, Level Headed.
Hindrances: Curious (Major), Bad Eyes (Minor), and Loyal.
Gear: Amethyst Dagger (Str +d6, AP1, -1 to targets Vigor based rolls cumulative up to -3 upon shake or wound)
Weapon Proficiencies: Blades, Mauls, and Flails. Bows, guns, and slings.
Powers: *Bolt, Light, Barrier, Cantrip, Stun, Silence, Illusion, and Ward the Dead.* He has 25 power points.

Obediah "Obe" Grillnik

(Inspired by Kickstarter Backer Sam Hock)

Obediah Grillnik, or "Obe" as most call him, was once an upstanding Gnome architect, designing tunnel supports and all manner of underground structures. He was one of the lead designers of the Gnome King's tunnel under the impenetrable desert during the invasion of Oz. But one of the tunnels he designed failed catastrophically, and the ensuing cave-in killed scores of the King's best troops. He was exiled for this to the surface of Oz and left behind when the troops eventually retreated.

Obe became a reclusive hermit in a secluded corner of Gillikin Country until the day that an airship flown by Amee Earhart crash landed near him. He was immediately intrigued and inspired. He examined every piece of the aircraft and reverse-engineered a blueprint. After helping to repair the ship and get Amee back on her way he then set about building his own airships. He has now amassed quite the flotilla, and is more than willing to sell or trade them to those who stumble across his unique shipyard.

Obe has always been strange and obsessive, focusing entirely on his projects. Oddly, his exile didn't do much to change this. When he is idle, he starts to go crazy. Fortunately, the airship that landed near him has given him something new to focus on.

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

Skills: Fighting d4, Investigation d10, Knowledge: Crystal Lore d10, Knowledge: Tinkering d10, Notice d8, Repair d10, Shooting d8, Stealth d6, Witchcraft d8
Pace: 6; Parry: 4; Toughness: 5
Edges: Technomancer, Level Headed, Jack-of-all-Trades, Scholar (Tinkering and Crystal Lore), Gadgeteer, and McGyver.
Hindrances: Small (Major), Stubborn (Minor), Quirk (Minor – talks to all machines).
Gear: Crystal Pistol (5/10/20, 1-3d6 dmg, RoF 1, Weird Science, 24 shots, recharge 1 point per hour).
Weapon Proficiencies: Blades and all shooting prof.'s.

Ozma

(Art inspired by Kickstarter Backer Benton Tyler)

Princess Ozma (aka Lilly Pastoria) is the daughter of the former King of Oz, King Pastoria. She was given to the Witch Mombi by The Wizard, who worried she would someday challenge his illegitimate rule as Oz's defacto dictator. Mombi transformed the infant Ozma into a boy and called him Tip (short for Tippetarius). Ozma, in the form of Tip, was raised as a boy and had no memory of ever having been a girl. As Tip, Ozma created Jack Pumpkinhead, who served as the Captain of the Emerald Guard before the city was taken. Glinda the good forced Mombi to transform the boy Tip back into Ozma, who was then installed as Oz's ruler.

Ozma is an exceedingly benevolent and compassionate ruler, who never resorts to violence and who does not believe in destroying even her worst enemies. It is believed by many that it was her strong pacifist feelings that held back the Oz defenders till it was too late to stop Ozymandias' forces. No one knows for sure what became of her, but most believe that she is too valuable to be killed and that Ozymandias holds her captive deep within the ancient dungeons of the Emerald City.

Attributes: Agility d8, Smarts d10, Spirit d10(d12), Strength d8, Vigor d10
Skills: Fighting d8, Knowledge: Crystal Lore d12, Notice d8, Persuasion d12, Shooting d10, Witchcraft d12
Pace: 6; Parry: 6; Toughness: 7 (10 (3) when in armor)
Edges: Technomancer, Arcane Background: Witchcraft, Improved Rapid Recharge, Wizard, Connections, Charismatic, Improved Level Headed, Command, Natural Leader.
Hindrances: Cautious (Minor), Vow (Major – to protect all of Oz), and Pacifist (Minor).
Gear: Crystal Sapphire Armor (+3 Armor, -1 Notice, +1d Spirit when active); Ruby Crystal Staff (Str+d8, -1 to target's Agility based rolls cumulative up to -3 upon a shake or wound)
Weapon Proficiencies: Blades, Flails, Mauls, and all shooting prof.'s.
Powers: Ozma has 50 Power Points and knows *all Witchcraft spells.*

Ozymandias II (aka Joseph Thater)

(Inspired by Kickstarter Backer Joe Thater)

Joseph Thater was originally an outsider from the current day "normal world". Before landing in Oz he was a NASA engineer concen-

trating on robotics. He was traveling back from a conference in Paris when his plane flew through a storm in the Bermuda Triangle. The next thing he knew he was surrounded by people of strange colors and animals who could talk. It drove the high strung engineer perilously close to the edge.

After studying magic and Technomancy from many ancient tomes he was banned from its practice by Princess Ozma after she became aware of several unethical experiments he was performing. The ban however only drove him into hiding while he furthered his studies. When he felt that he was finally powerful enough he launched a war to conquer all of Oz. He has gone quite mad in his insatiable quest for power. His main desire now is to take his new found knowledge back to the outside world and continue his conquests out there.

Ozymandias has a suit of Emerald Crystal Armor (one of a kind) and a magical Emerald Sword that he found after researching their existence at the College of Arts and Athletics.

Attributes: Agility d8, Smarts d12, Spirit d12, Strength d8, Vigor d10
Skills: Fighting d8, Intimidation d10, Knowledge: Battle d8, Knowledge: Crystal Lore d12, Knowledge: Tinkering d12, Notice d8, Repair d12, Shooting d10, Stealth d6, Witchcraft d8
Pace: 6; Parry: 7; Toughness: 11 (4)
Edges: Arcane Background: Witchcraft, Improved Rapid Recharge, Wizard, Connections, Charismatic, Investigator, Jack-of-all-Trades, Scholar (Tinkering and Crystal Lore), Improved Level Headed, Gadgeteer, McGyver, and Tactician.
Hindrances: Phobia (Minor, of Lurline), Delusional (Major, that he is born to rule the world), Arrogant (Major), Greedy (Major), and Overconfident (Major).
Gear: Emerald Crystal Armor (+4 Heavy Armor, +1 to all Trait rolls, invulnerable to all Magic based attacks including Technomancy); Emerald Crystal Sword (Str+d8, Parry +1, HW, AP2); Emerald Pistol (5/10/20, 1-3d6 dmg, RoF 1, Weird Science).
Weapon Proficiencies: Blades, Flails, Mauls, and all shooting prof.'s.
Powers: Ozymandias has 30 Power Points and knows *all Witchcraft spells.*

PATCH

Patch (aka Toto) is a 100+ year old, black, terrier. He slowly grew sentient and learned how to speak after being in Oz for many years. Glinda the Good later cast a spell to make him fully sentient and able to articulate. He lost an eye during a battle with the Gnome King which has made him somewhat grumpy.

Patch

Patch is Amber's frequent companion and since the disappearance of Dorothy he views himself as her protector as he once was when she was growing up. Amber often sends him on important missions for the resistance just in order to gain a small respite from his ever watchful eye.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Persuasion d8, Notice d8
Pace: 8; Parry: 6; Toughness: 5, Charisma: -1
Edges: Combat Reflexes, Command, Command Presence, Common Bond, Fleet Footed, Hold the Line, Improved Dodge, Leader of Men, Luck, Improved Level Headed.
Hindrances: One Eye (Major), Cautious (Minor).
Special Abilities

- **Small:** Size -1
- **Bite:** Str+d4
- **Go for the Throat:** Patch will instinctively go for an opponent's soft spots. With a raise on his attack roll, he hits the target's most weakly-armored location.

PREENA GLASS

(Inspired by Kickstarter Backer Kyle Shafer)

The Glass Family was large and proud, focused almost exclusively on technology and tik-tok devices. They made their money from owning land and working it in whatever ways were in demand at the time. They owned much livestock and had many servants. They were known as kind employers.

Preena's mother was Munchkin while her father, who she mainly took after, was Gillikin. While Preena was young, there was a fire and both of her parents were caught in the house and burned to death. The servants, always well treated and loving of the family, took in the young girl.

When she came of age, Preena spent her inheritance on the 'Red Poppy' tavern in Horizon's Stronghold, a village in southeast Munchkin Country. She loves the town like a family and was even named Mayor. The area is too remote and unimportant for Ozymandias' forces to exhibit much influence and no one has yet tried to force her out as leader.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Knowledge: Crystal Lore d10, Knowledge: Brewing d10, Notice d8, Persuasion d8, Streetwise d8, Throwing d8
Pace: 6; Parry: 5; Toughness: 5; Charisma: +2
Edges: Attractive, Alchemy, and Connections.
Hindrances: Curious (Major) Big Mouth (Minor).
Gear: A potion belt with an assortment of potions dangling from it (usually around 4) and a dagger (Str+d4) in a sheath. She also has a Brewer's kit and an Alchemist's portable lab.
Weapon Proficiencies: Blades, Mauls, Grenades
Special Abilities:

- **Alchemist:** Preena is adept at creating potions and knows how to make the following potions: Armor, Darksight, Environmental Protection: (all of them), Healing, Sleep, and Stun.

PROFESSOR H.M. WOGGLEBUG, T.E.

Professor Wogglebug (Thoroughly Educated) is an insect that enlarged by magic to be several thousand times larger than others of his kind. He was once a bookworm

who lived in a schoolhouse and was educated and enlarged by the famous scholar Professor Nowitall. Under Princess Ozma, Wogglebug was the official Public Educator and Dean of The College of Arts and Athletics. When Ozymandias first arrived in Oz he studied under Wogglebug who delved into Technomancy as a hobby (despite Ozma's ban on magic at the time). Along with Winderek the Tinkerer, he is believed to have been one of Ozymandias' two most influential teachers.

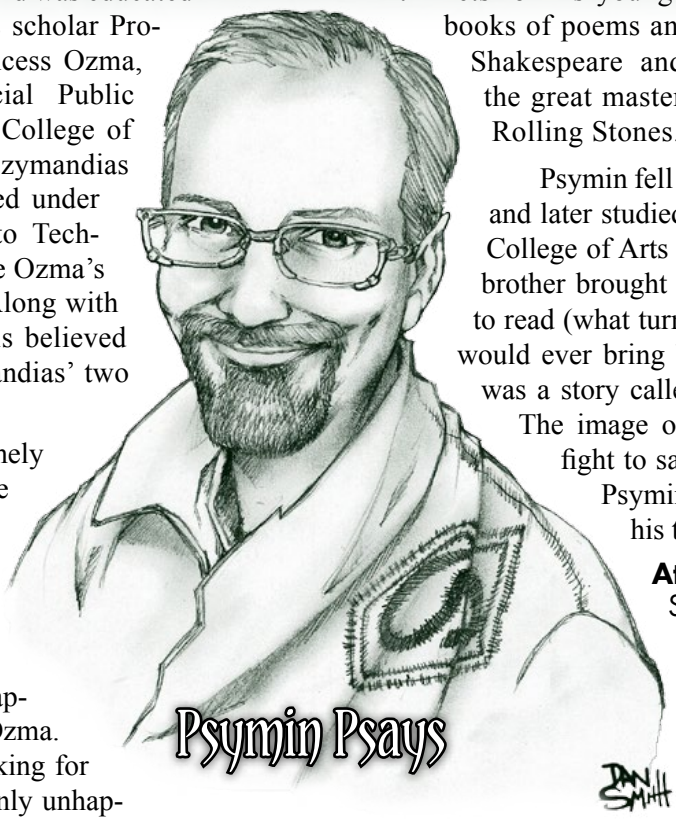
Wogglebug is an extremely sullen and morose figure these days and the College is in great disrepair. Straw-Men assassins guard the place and watch over the professor and his books. Most believe he is simply unhappy because of the Fall of Ozma. However, he is actually working for Ozymandias now and he's only unhappy because of the long hours he has worked trying to find a protection for Emerald stones from Lurline's power.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Knowledge: Crystal Lore d10, Knowledge: Tinkering d10, Notice d8, Repair d10, Shooting d8, Stealth d6, Witchcraft d8
Pace: 6; Parry: 6; Toughness: 6
Edges: Arcane Background: Witchcraft, Wizard, Charismatic, Investigator, Jack-of-all-Trades, Scholar (Tinkering and Crystal Lore), Level Headed, Gadgeteer, McGyver, Marksman.
Hindrances: Arrogant (Major), Greedy (Major), and Overconfident (Major).
Gear: Crystal Pistol (5/10/20, 1-3d6 dmg, RoF 1, Weird Science, 24 shots, recharge 1 per hour).
Weapon Proficiencies: Blades, Flails, Mauls, and all shooting prof.'s.
Powers: Wogglebug has 30 Power Points and knows *all Witchcraft spells.*

Psymin Psays

(Inspired by Kickstarter Backer Kristopher Stein)

Psymin is a Gillikin Minstrel with Emerald green eyes that sparkle and twinkle when he plays a song. As a boy, Psymin's older brother somehow found a way to travel between Oz and the normal world. He would sneak off for weeks or months and bring back trinkets for his younger brother. He brought back books of poems and stories by someone called Shakespeare and musical compositions by the great masters Bach, Beethoven, and the Rolling Stones.



Psymin fell in love with music and poetry and later studied its magical properties at the College of Arts and Athletics. Eventually, his brother brought back an epic tale for Psymin to read (what turned out to be the last thing he would ever bring back before disappearing). It was a story called the "Death of Superman". The image of the hero fighting the good fight to save everyone was burned into Psymin's mind and has influenced his thoughts ever since.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d8
Skills: Climbing d6, Fighting d8, Gambling d8, Investigation d6, Lockpicking d6, Notice d8, Knowledge: Performance d10, Persuasion d8, Percussion Instrument d8, Streetwise d8, String Instrument d8, Vocal Instrument d8, Wind Instrument d8
Pace: 5; Parry: 6; Toughness: 6; Charisma: +2
Edges: Arcane Background (Minstrel), Attractive, Danger Sense, and Quick.
Hindrances: Curious (Major), Loyal (Minor), Pacifist (Minor), Heroic (Major)
Gear: Psymin possesses a complete set of High Quality (+1 to all trait rolls) instruments (Wind, Percussion, and String), Citrine Maul named "Elsinore" (Str+d8, AP2 vs rigid armor, Parry -1, 2 hands, -1 to target's Smarts based trait rolls cumulative to a maximum or -3 upon a shake or wound)
Weapon Proficiencies: Blades, Mauls, Axes
Powers: *All Minstrel songs.*

Raoul "The Hermit" of Hedge and Brook

(Inspired by Kickstarter Backer Raoul Hagenbeek)

Raoul "The Hermit" of Hedge and Brook was an Evain recluse who lived in a remote forest oasis within the Trackless Lands in Gillikin Country. Raoul was a devout pacifist and Fae Druid who loved the land and the woodland creatures, especially the rabbits. He lived in a shack between a hedge and a brook though he was more often in the woods than at home.

One day Meepo Metal-Winged and a group of Ozymandias' thugs showed up in the area looking for escapees

following the fall of the Emerald City. They threatened to burn down the forest and kill all the creatures if Raoul did not turn over the traitors that Raoul knew were not even there. Raoul then for the first time in his life did battle with the intruders. He had defeated all but Meepo when suddenly Ozymandias himself appeared. Knowing he could never defeat the evil wizard himself, Raoul used one final ancient druid spell. He sacrificed himself to raise a magical barrier to protect his forest home. Unable to penetrate the barrier, Ozymandias and Meepo left, never to return.

Raoul's spirit still walks the forest and can be seen by visitors who are friendly to the Fae. The area is impenetrable to those who intend harm to the forest or anyone it protects.

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d8, Vigor d8
Skills: Fighting d6, Persuasion d8, Notice d8
Charisma: 0; Pace: 5; Parry: 6; Toughness: 6
Gear: Ruby Staff (Str+d8, -1 to target's Agility based rolls cumulative up to -3 upon shake or wound).
Special Abilities:
- **Quick:** Raoul redraws initiative cards of 5 or less.
- **Fear:** Raoul causes fear checks when he becomes visible to people who he does not know.
- **Ethereal:** Raoul is immaterial and can only be harmed by magical attacks however his attacks can still harm corporeal targets.
- **Partial Invisibility:** Raoul is normally invisible. A character may detect Raoul if he has a reason to look and makes a Notice roll at –6. Once detected, Raoul may be attacked at a –6 penalty. In direct moonlight, however, Raoul is visible as a shimmering ghostly outline and may be seen and attacked without penalty.
- **Weakness (Bound to his Forest):** Raoul can never leave his forest and the area within the barrier he erected with the last of his life energy. If his spirit is ever destroyed then the barrier falls and the forest is vulnerable once again.
- **Weakness (Fire):** Raoul suffers normal damage from fire or flaming weapons.

Ryla the Young

(Inspired by Kickstarter Backer Robert Richardson)

Ryla's father disappeared when she was nine years old. The shock of which stopped her from aging any further and in some ways even maturing much beyond that. She is often scared easily. However Ryla has developed into a highly skilled witch and was a devoted follower of Glinda and a close friend to the Abbess of Enilrul.

Ryla is accompanied by a large, silent clockwork bodyguard who appeared shortly after her father's disappearance during the Gnome King Wars. He never speaks and she has never learned his name. Unknown to her, the clockwork is actually her father whose life force was saved from his shattered body by Jacob the Tinkerer and placed into the metal body. He is utterly devoted to her and will fight to the death to protect her.

Ryla travels Oz with a few friends in a small, gypsy-like caravan called "The Childlings". It is said she wanders in search of her father and to protect some secret that she was entrusted with by Glinda during the Fall.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d6
Skills: Fighting d6, Intimidation d6, Investigation d8, Knowledge: Tinkering d8, Notice d8, Persuasion d6, Shooting d6, Repair d6, Taunt d6, Witchcraft d10.
Pace: 8; Parry: 5; Toughness: 5; Charisma: +2
Edges: Arcane Background (Witchcraft), Lucky, Charismatic, Strong Willed, Fleet Footed
Hindrances: Yellow (Major), Quirk (Minor – always searching for her father), Wanted (Minor – she is a known accomplice of Glinda and sought after for that).
Gear: none.
Weapon Proficiencies: Blades, Axes, Slings, Bows
Powers: Ryla has 30 Power Points and knows *Armor, Blast, Damage Field, Read Surface Thoughts, Sleep, Stun, and Summon Ally.*

Ryden

(Inspired by Kickstarter Backer Thom Shartle)

Ryden is an Ex-Navy SEAL who is now a prominent Outsider in Oz. After the Navy he studied to become a Marine Biologist. Ryden is an extreme animal rights believer and has had trouble controlling his anger whenever he sees what he deems as cruelty. During a recent research trip in the Bermuda Triangle he witnessed a whaling ship slaughtering a pod of sperm whales. That night he snuck over to the other ship in a rubber raft and killed several whalers. His rampage was only halted when the ship was struck by a strange storm and Ryden was sucked into a giant water spout.

Ryden is first encountered in the Plot Point adventure "*Lancero and the Giant"* as he first lands in Oz. Shortly after leaving Lancero and the others Ryden helped to save a Winged Monkey Outcast from Ozymandias' forces. Combating now what he considers to be another form of animal cruelty, Ryden became a champion of all Winged Monkey Outcasts. He has formed a commune for free flying simians known as the "Sanctuary Aerie" located in the Rolling Forest of western Winkie Country. It is a refuge for nearly two dozen Outcasts (the largest gathering of them in a single place ever).

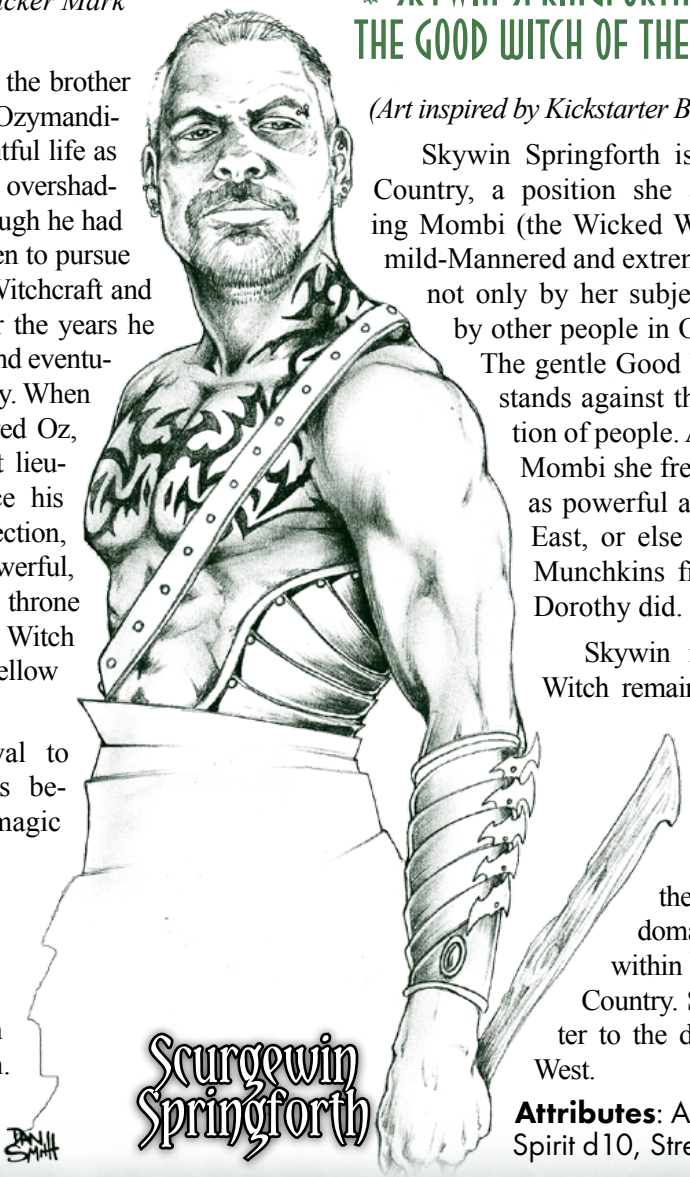
Attributes: Agility d10, Smarts d8, Spirit d6, Strength d8, Vigor d6
Skills: Boating d6, Climbing d6, Fighting d10, Intimidation d6, Knowledge: Navigation d6, Knowledge:Marine Biology d6, Knowledge: Battle d8, Notice d6, Shooting d8, Swimming d8, Survival d6,
Pace: 6; Parry: 7; Toughness: 6 (1)
Edges: Improved Martial Artist, Tactician, Quick, Beast Bond (with Winged Monkey Outcasts)
Hindrances: Vengeful (Major), Loyal (Minor), Quirk (Minor) – Extreme Animal Lover.
Gear: Leather Armor (+1), Winkana (Str+d6+2, AP2), Munchkin Nunchaku (Str+d4, +1 Parry, Ignore Shield Parry)
Weapon Proficiencies: All melee and shooting.

Scurgewin Springforth, The Wicked Wizard of the West

(Art inspired by Kickstarter Backer Mark Nugent)

Scurgewin is a Winkie and the brother of Skywin Springforth. Until Ozymandias' conquest he lived an uneventful life as a blacksmith. He was always overshadowed by his elder sister and though he had magical talents, he was forbidden to pursue them by Ozma's laws against Witchcraft and Wizardry among Kinfolk. Over the years he grew more and more resentful and eventually cut off all ties with his family. When Ozymandias the Great conquered Oz, Scurgewin was one of the first lieutenants he recruited to enforce his will. Under Ozymandias' direction, Scurgewin has become a powerful, Evil Wizard. He has taken the throne once held by the great Wicked Witch of the West and now rules his fellow Winkies with great cruelty.

Scurgewin is totally loyal to Ozymandias but secretly has begun to study lost books of magic he found hidden in the castle by the former Wicked Witch of the West. He has erected a statue in her honor and has the fallen Witches black pointed hat preserved in a glass case in his throne room. Scurgewin hates Amber Gale probably more than any other in Oz for what her mother did to what he believes, were the greatest pair of Witches in Oz history.



Attributes: Agility d8, Smarts d12, Spirit d8, Strength d8, Vigor d6
Skills: Fighting d8, Investigation d6, Knowledge: Crystal Lore d4, Notice d8, Persuasion d6, Shooting d8, Repair d6, Streetwise d6, Witchcraft d12.
Pace: 6; Parry: 6; Toughness: 5
Edges: Arcane Background (Witchcraft), Arcane Resistance, Rapid Recharge, Wizard
Hindrances: Delusional (Major) – believes Dorothy, Amber, and Glinda are Evil and Ozymandias is a Saint, Cautious (Minor), Big Mouth (Minor)
Gear: Three magic items.
Weapon Proficiencies: Blades, Axes, Flails, Bows, Gunnery
Powers: Scurgewin has 40 Power Points and knows *Armor, Blast, Damage Field, Drain Power Points, Fear, Puppet, Smite, Summon Ally, and Summon Magical Weapon.*

Skywin Springforth, The Good Witch of the North

(Art inspired by Kickstarter Backer Paul R. Coulter III)

Skywin Springforth is the ruler of the Gillikin Country, a position she acquired after overthrowing Mombi (the Wicked Witch of the North). She is mild-Mannered and extremely kind, and is thus loved not only by her subjects, the Gillikins, but also by other people in Oz, such as the Munchkins. The gentle Good Witch of the North always stands against the oppression and subjugation of people. Although she once defeated Mombi she freely admits that she was not as powerful as the Wicked Witch of the East, or else she would have freed the Munchkins from her reign long before Dorothy did.

Skywin is the only ancient Good Witch remaining in a war torn Oz and many believe that her defensive magic is all that stands between Ozymandias and the subjugation of Gillikin. Amber Gale has gathered the Free Army of Oz in the domain of Skywin's stronghold within the mountains of Gillikin Country. Skywin is also the elder sister to the delusional Scurgewin of the West.

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

He is her primary tactician and generally plots out the raids that Amber and her forces perform.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d8, Vigor d6
Skills: Climbing d6, Fighting d8, Gambling d8, Investigation d6, Knowledge: Crystal Lore d6, Knowledge:Fae d6, Knowledge:Tinkering d8, Lockpicking d8, Notice d8, Persuasion d8, Streetwise d8, Stealth d8
Pace: 6; Parry: 6; Toughness: 5
Edges: Quick, Two Fisted, Ambidextrous, Technomancer
Hindrances: Big Mouth (Minor), Cautious (Minor), Curious (Major)
Special Abilities:

- **Construct:** +2 to Unshake, No extra damage from called shots, does not suffer wound penalties, Immune to disease and poison.
- **Vulnerability:** Solomon is vulnerable to fire. He automatically catches fire when struck by heat or flame attacks (including hits that do not meet or exceed his toughness).

Skills: Fighting d8, Investigation d8, Knowledge: Crystal Lore d10, Knowledge: Fae d10, Notice d8, Persuasion d8, Shooting d8, Healing d8, Witchcraft d10.
Pace: 6; Parry: 6; Toughness: 6; Charisma: +2
Edges: Arcane Background (Witchcraft), Arcane Resistance, Combat Reflexes, Healer, Level Headed, Charismatic, Rapid Recharge, Wizard
Hindrances: Code of Honor (Major), Loyal (Minor), Vow (Major) – Protect Oz.
Gear: Three magic items.
Weapon Proficiencies: all melee and shooting
Powers: Skywin has 35 Power Points and knows *all Witchcraft powers.*

Solomon Straw

Solomon Straw (aka The Scarecrow) is Dorothy's old friend and currently the intellectual adviser to Skywin Springforth.

Valdyr Silfr

(Inspired by Kickstarter Backer John W. Wheeling Jr.)

Valdyr Silfr is a Wolf-Man scout who fights alone for the return of Ozma and the fall of Ozymandias. As a young pup his entire pack was wiped out during the first invasion of Oz by the Gnome King. Princess Ozma found Valdyr barely alive. She healed his wounds and cared for him till he was strong enough to go out on his own. Since then he has had an undying loyalty to Ozma and a hatred of Gnomes. It is even said that Valdyr still keeps the scalps of many of the Gnomes he slew during the two wars he helped to win.

Valdyr has a permanent scar that runs across his muzzle and draws the left side of his face into a permanent scowl. It produces a look that he often uses to intimidate his opponents.

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

Skills: Fighting d10, Shooting d10, Tracking d8, Investigation d4, Lockpicking d4, Notice d8, Healing d4, Survival d6

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

Edges: Marksman, Animal Hide, Quick, Partial Fleet-Footed (when nothing carried in his hands), Partial Beast Bond (with Wolves only), Ambidextrous, Two-Fisted, Natural Weapons (Str+d6).

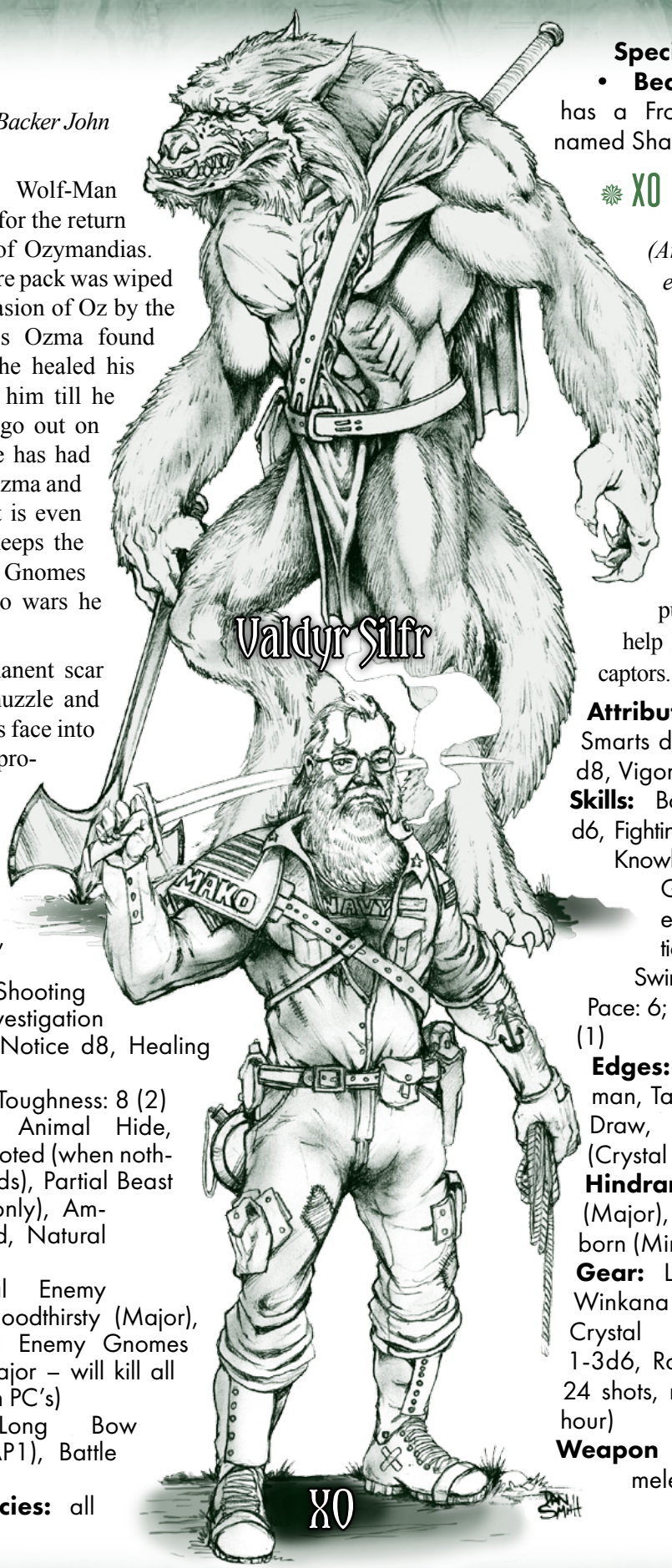
Hindrances: Racial Enemy Bear-Men (minor), Bloodthirsty (Major), Loyal (minor), Racial Enemy Gnomes (Major), Vengeful (Major – will kill all Gnomes on sight, even PC's)

Gear: Gillikin Long Bow (15/30/60, 2d6, AP1), Battle Axe (Str+d8)

Weapon Proficiencies: all melee and shooting.

Special Abilities:

- **Beast Master:** Valdyr has a Frost Wolf companion named Shadow.



XO

(Art inspired by Kickstarter Backer John Parks)

Captain Lancero's right hand, simply called XO by most, commands a smaller ship, the Wing'd Lyon. It is well known that he shares affections with Princess Ozma. XO is loyal to his captain, but is always pushing his friend to try to help him free Ozma from her captors.

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

Skills: Boating d6, Climbing d6, Fighting d8, Intimidation d6, Knowledge: Navigation d6, Gambling d6, Knowledge: Battle d8, Notice d6, Shooting d10, Swimming d8, Survival d6,

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

Edges: Command, Marksman, Tactician, Quick, Quick Draw, Trademark Weapon (Crystal Pistol)

Hindrances: Overconfident (Major), Loyal (Minor), Stubborn (Minor).

Gear: Leather Armor (+1), Winkana (Str+d6+2, AP2), Crystal Pistol (5/10/20, 1-3d6, RoF 1, Weird Science, 24 shots, recharge 1 point per hour)

Weapon Proficiencies: All melee and shooting.

Xochi, the Wicked Witch of the South

(Art inspired by Kickstarter Backer Wayne Budgen)

Xochi is the new Wicked Witch of the South. She was originally a moderately skilled witch with mild manners and pacifist tendencies. She had even found a young orphan boy named Falen who she raised for a while as her own. However, all that changed when she met Joseph Thater. He seduced and manipulated her, eventually twisting her into a dark reflection of her former self. Thater helped her to become a far more powerful witch than she had ever imagined and she is completely under his influence. She will do anything for her sometimes lover and even once tried to offer up the orphan Falen as a sacrifice after he attempted to leave her service.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d8, Investigation d6, Knowledge: Crystal Lore d8, Notice d8, Persuasion d6, Shooting d8, Brewing d6, Streetwise d6, Witchcraft d10.
Pace: 6; Parry: 6; Toughness: 5
Edges: Arcane Background (Witchcraft), Arcane Resistance, Rapid Recharge, Wizard
Hindrances: Delusional (Major) – believes Ozymandias is a god, Overconfident (Major), Phobia (Minor) – afraid of disappointing Ozymandias.
Gear: Three magic items.
Weapon Proficiencies: Blades, Axes, Flails, Bows, Guns, Slings

Powers: Xochi has 40 Power Points and knows *Armor, Blast, Damage Field, Deflection, Drain Power Points, Fear, Fly, Puppet, Smite, Summon Ally, and Teleport.*

Appendix A: Garden Thicket of Blood The Trouble With Weeds

Background

Several months ago a Munchkin named Doodle and his mining party breached a deserted subsurface crevice in an abandoned mine on the outskirts of Gale. As they prowled around looking for valuables, several of his companions began wailing about being attacked by plants. But until he saw a shrub standing near the body of a fallen comrade reach out and attack someone else, he hadn't truly believed them. Doodle merely thought it was delusions perhaps brought on by cave gas. These plants however were quite real. And they had an unquenchable thirst for blood. The gruesome images of what they had done to some of his men drove Doodle mad.

On his orders, the other Munchkins led what they called the Solanum Blood Briars back to their camp using a trail of their own blood. These captured plant creatures became a powerful new hunting tool for Doodle and his men who began terrorizing local travelers. However, a roving band of adventurers nearly wiped out his community and the Solanum Blood Briars just as they were getting started.

Using the bodies of his fallen comrades as bait, Doodle wandered the underground caverns with his cabal of Solanum Blood Briars – searching for a new home. Somehow Doodle found his way into the abandoned mine inhabited by a small community of Goblin Cavefolk. He soon began using captured victims to help his little underground forest thicket grow. Eventually he conquered the Cavefolk tribe and forced them into his service.

From there they set about ambushing travelers on the nearby roads by luring them into his thicket of briars. And if no prey happened by for a while, then he would simply feed one of the Goblin Cavefolk to the briar patch.

The Goblin Cavefolk thought the rants and raves of Doodle were that of a divinely blessed prophet. As their wealth grew, they became even more convinced. No matter how many were sacrificed to the plants they remained loyal.

The adventure takes place along the road, SW of Gale, towards Jinjur's farm in Munchkin Country. Stories of people disappearing off the road have just recently started to surface and commerce is dropping as people are becoming afraid to travel. If the party is in Gale, a job posting offering 100 Ozzies each (can be negotiated with a Persuasion based Dramatic Task). However, the job offers no more than 10% up front to cover expenses. If the party is heading to Gale then they just happen across the Goblins on their way.

The Adventure

Scene 1: The Game Trail

As you journey along the Yellow Brick Road in northwest Munchkin Country, the rolling hills and comfortable temperatures tend to dull your awareness. The bright green of the growing fields quickly give way to sparse woodlands. Soon you come to a point where you have just hit a small depression in the road, and you hear the loud screams of a woman and a child in distress. The noise seems to come from the woods up a small game trail to the north.

At this point the players need to all make Notice rolls. Those who pass can tell where the noise came from, and if anyone got a raise, they can tell that it sounded as if there might have been a growling of a goblin as well soon afterwards. Those with a raise are allowed to move up to 6" off the road and towards the trees.

Those who fail their Notice checks are looking about trying to figure out where the sound emanated from and are not allowed to move in the first round, they are surprised.

This is not actually a family in distress. It is Goblin Cavefolk hiding in the woods (Stealth check at +4) with a good view of the road and using their mimic sound ability to lead people into an ambush. If the party attempts to communicate with the woman and child as they approach, allow them a Smarts check at -2 to notice something is wrong with the answers or with the screams of the woman and child.

A short ways off the road, the Cavefolk have set up a crudely hidden 10'x10' pit trap along an old game trail and have hidden themselves behind some cleverly placed bushes flanking the pit. The pit is 20' deep, but has a soft layer of leaves and debris hiding the spikes below (2d6 falling damage plus another 1d6 AP2 for the spikes). Also in the pit is a Solanum Blood Briar waiting to be fed. On the opposite side of the hidden pit appears to be a woman's bag and child carrying sling, ripped and lying on the game trail. When the first character sees the items, the Goblin Cavefolk make another scream from their side of the pit along with the battle cry of a goblin, apparently just ahead beyond a turn in the trail. They hope to distract the party members into not paying attention to the pit (Notice roll at -2, -4 if they are running or in a hurry to get to the woman and child)

Goblin Cavefolk (1 Extra per 2 party members): As from the Bestiary.

Solanum Blood Briars (1 Extra in the pit): As from the Bestiary.

The Goblin Cavefolk will cease making noise at this point. They will remain hidden until the trap is sprung and then they will come out and use their poles to knock anyone along the edge into the pit. They also will use their poles to knock out anyone in the pit. If more party members are out of the pit and not in it, they will throw one rock each into the pit then move to engage the rest of the party. The Cavefolk Goblins will fight to the death due to their fanatical belief in their new prophet and his powerful plant minions.

If the Goblins manage to subdue any of the players they will attempt to carry them off to the cave to the east. If the battle goes badly then one Goblin will break off to go for help from the guards just inside the entrance to the cave. If the guards are alerted, they will arrive at the beginning of round 3.

Goblin Cavefolk Guards (1 Extra per 2 party members): As from the Bestiary.

The light woods are easy enough to move through and the game trail makes it even easier. However the pit trap blocks the game trail and the Goblin Cavefolk have made sure there are plenty of brambles on each side of the trail to funnel people into the pit. Brambles extend to each side of the pit. Any character trying to go through them moves at half speed and takes 1 wound if he fails an agility roll at -2.

Past the pit, a worn path leads further up the hill to a cave entrance. If one of the ambushers manages to return to alert the cave then the party will face stiff resistance from the guards.

One of the Goblin ambushers is wearing a silver ring, worth 20 Ozzies, and bears the seal of one of the local merchants who has gone missing.

Scene 2: The Cave Entrance

You approach what appears to be an old mine shaft in the rise of a hill. As you approach, you notice a rusted pair of old cart tracks entering the hill. A pair of shrubs is in front of the cave on both sides of the tracks. There seems to be a path of bloody ground underneath them.

Goblin Cavefolk Guards (1 Extra per 2 party members): As from the Bestiary.

Solanum Blood Briars (2 Extras, one mixed in with the bushes on each side of the entrance): As from the Bestiary.

If they have been warned the guards will be hiding inside instead of on watch in front of the shrubs and they will all attempt to ambush the party when they enter the cave, between the shrubs. The guards will wait for the Briars to engage before they join the battle.

The first 20 ft. of the cave is brightly lit from outside, the next 40 feet is dimly lit with shadowy illumination. After that it is pitch black darkness. The rooms of the Goblin Cavefolk have a single torch inside; otherwise there is no artificial lighting.

Scene 3: The Tribal Common Room

This wide passage assaults your sense of smell. As you near the end, your eyes begin to tear up. Ahead wreathed in smoky torchlight you can see what appears to be a crude living room. You see several heads staked to the walls; arranged in grotesque patterns. Under the disgusting decorations Goblin Cavefolk lounge on couches. They do not appear to be happy at being disturbed.

Goblin Cavefolk (1 Extra per 2 party members): As from the Bestiary.

Inside is a 30 ft. diameter cave with furniture along the walls. The stench of the room is very concentrated, a Vigor roll -2 is required to enter and not be sickened. Failure gives one fatigue level. If you save, you are immune for 2 hours.

The Cavefolk resent the intrusion and will fight to the death to protect this room, but will not pursue out of it. A

successful search of the room reveals a set of masterwork thieves tools (+2 on Lockpicking checks), an on a raise a pouch containing 60 ozzies is under one of the couches.

This complex has been growing more and more uncertain since their new leader took control. Sounds of combat or cries of pain do not immediately bring help. Most of the Cavefolk assume their enigmatic leader is dishing out some justice and most do not wish to be a part of it.

SCENE 4: THE ABANDONED BRIAR PATCH

The path widens a bit into a circular room and as you approach, you can see small holes dug into the earth of this room. As your light reveals more of the floor, you are greeted with a scene of horror as entrails and dried blood coat the floor and walls of the entire room.

This was Doodle's second attempt at a briar patch site before he discovered area 10 now in use. It is now just a grim reminder of Doodle's reign of terror over the Goblin Cavefolk.

SCENE 5: THE DESCENT

Past the blood soaked room the steep floor of the passage is layered with filth, gore, and pebbles, making it appear to be a very treacherous descent.

The steep floor leads deeper into the darkness. After picking their way down for a while the silt of the floor is dangerously loose and ready to give way. Notice rolls are needed to avoid slipping and starting a rockslide down the steep slope. Any creatures involved in the slide should take 3d6 damage when the slide ends. If they survive, a Climbing check should be required by everyone to navigate back up the slope. Otherwise they can walk back out.

SCENE 6: THE HIDDEN BRIAR PATCH

The tunnel continues ahead and eventually opens into a circular chamber which looks like an old dead garden of some sort. A crude berm, made of dirt and debris, lines the floor; while underground plants and dead bushes fill the area. You can see a few bones poking out of the ground here and there.

Hungry Blood Briars still call this area home. They have been able to survive on whatever happens to wander by. They are hungry and vines reach out to attack as soon as they detect the party.

Solanum Blood Briars (1 per 2 party members): from the Bestiary.

SCENE 7: THE TRIBE

Past the circular room the tunnel continues on till it splits into two large chambers. Several sleeping pallets and crude work tables are scattered throughout the area. It is obvious that you have found the main chambers of the Goblin Cavefolk tribe. The two Cavefolk standing guard shout warnings and prepare to defend their home if the party comes closer.

The first room is ringed in furniture leaving the center open. Treat the furniture as difficult ground for the party but not the Cavefolk who are used to it.

The occupants here seek only to leave this place but will fight if attacked or cornered. The males in the first chamber will fight defensively protecting the entrance to the second chamber. Two rounds later the females will charge in from the second chamber and come to aid the males.

The Cavefolk here wish only to escape from Doodle and his twisted plants. Their attitude is initially unfriendly, but they are open to negotiation. If their attitude is improved they will tell the party what they know of Doodle and his plans, including information about his new briar patch and his bodyguards. They also mention a "Bone Collector" who pays Doodle for the bodies of the deceased. Their attitude cannot be improved beyond neutral.

If the party successfully negotiates award them for it.

Goblin Cavefolk (2 guards plus 5 males and 10 females): As from the Bestiary section. All are Extras.

SCENE 8: DOODLE'S THRONE ROOM

Past the living chambers and ahead in the passage you can see a shabby wooden door barely hanging from crude leather strips. The door is held shut by a piece of ripped cloth.

Once the door is open, read the following:

Beyond the open door, you see a large crudely carved stone throne resting atop a pile of rocks. At the base of the pile, Cavefolk kneel covered in scars and wounds. Briar plants nearby drip with blood – apparently from the Cavefolk. Sitting on his dais, the mad Doodle cackles softly to himself scarcely aware of his surroundings. Behind the throne you see piles of bones and poorly stacked trade goods. With sudden clarity, Doodle exclaims "So the Cavefold do not want to pay me any more blood and sent you to kill me? Well then you just try, ha-ha…"

Doodle (1 Villain): As per the Friends and Foes section.

Solanum Blood Briars (2 Henchmen): As from the Bestiary section. These are on each side of Doodle's throne. They somehow sense that Doodle is their benefactor and will protect him at all cost.

Doodle

The Cavefolk are shaken and have no desire to fight. The briars however surge vines forward and will attack any party member who comes within 2" of Doodle.

Killing Doodle, or chasing him off through his escape tunnel behind the throne does not end the threat of the Blood Briars. The party must traverse to the final area and destroy the growing patch to be rid of them forever. Doodle's tunnel is small, just big enough for him to move quickly, so it is very tight for larger members and virtually impossible for some of the larger Beast-Men.

In a corner of the room lies a nicely made long sword, a suit of nicely made chainmail, and a blood stained sack containing 300 ozzies.

Scene 9: The Tunnel

You descend a rough stair case into a dank tunnel choked with roots and rocks. Viscous water drips from the ceiling and the floor. The walls appear to be covered in dark green slime. The stink of death and decay pervade the narrow passage. You notice blood stains and scrape marks along the floor and walls as you continue. At the far end of the tunnel you see another stairway leading up.

This long skinny hallway ends in another stairwell that leads to the largest blood briar patch. The tight passage and uneven ground makes the whole tunnel difficult to traverse.

In addition, the slime on the floor will force balance checks. Anyone who fails an Agility check falls prone and is subject to Blood Root Poison. The water dripping from the root ball of the Blood Briar is mildly poisonous. Incidental contact is not harmful, but slipping and falling into a lot of it requires a successful Vigor check or lose one die of Strength for 1d6 hours (or until healed).

Scene 10: The Briar Patch

After trudging through the disgusting hallway you emerge up a short set of crudely carved steps into what appears to be a thick Blood Briar Patch. The walls are covered in dried blood and gore; and the bush closest to you starts swinging vines in your direction.

If Doodle survived the last battle then he is here in the briar patch standing in the middle. He caresses the plants and speaks softly to them. When he sees the party approaching he looks up and says "Dinner time my pets!"

Solanum Blood Briars (1 Henchman per party members): As per the Bestiary section.

With the destruction of the Solanum Blood Briar Patch, the threat is ended. Random treasure can be found from the dead bodies in the room and includes an Amulet of Vigor (+2 to all Vigor based rolls including Soak rolls) which belonged to a long dead merchant.

Appendix B: Kickstarter Backers

Oz Conqueror

Joe "The Great and Powerful" Thater (Ozymandias)

Oz Royalty

Christopher J Gunning *(Krak the Long-Toothed; Society of the Unbound)*

Bob Richardson *(Ryla the Young, The Childlings)*

Jeff Scifert *(Arden Marie, Minstrel Guild)*

Bruce Novakowski *(Nova the Cute, City of Eternal Elmira)*

Oz Champions

Becky Tilly *(Glinda the Good)*

Dr. Benton Tyler *(Ozma)*

Dr. Cathlena Martin *(Jacob the Tinkerer)*

John Parks *(XO)*

Paul Reinar Coulter III *(Skywin Springforth)*

Oz Tormentors

Hansmarc Hurd *(Oz Corps Commander)*

Keri Wyllie *(Ea'Soul)*

Mark " Skull Crusher " Nugent *(Scurgewin)*

Xochi Kama Mace *(Xochi)*

Paul Reinar Coulter III *(Mombi)*

Oz Survevor

Kyle Shafer *(Preena Glass Horizon's Stronghold)*

Charles S. Morrill *(Charlemagne deMorel, Forest of Gugu)*

Dianne Khin *(Dianna, Gambollington)*

Thom Shartle *(Ryden, the Sanctuary Airie)*

Jonathon Falcon *(Mr. Next, Dunwich)*

Oz Captain

Keegan "Tinkergoth" Bateman *(Albion)*

Corey Devon Ray *(Abigail Liddell)*

Stephen C. Ray *(Alexander Masaki)*

David Underwood *(Eva Darkbow)*

Paul Reinar Coulter III *(Doodle)*

Talon Waite *(Faelan the Betrayer)*

Sam Hock *(Obediah Grillnik)*

Chad Ingham *(Jake Pastor)*

Mac Senour *(Keyser)*

John W. Wheeling, Jr. *(Valdyr Silfr)*

The Honored Dead of Oz

T.J. Rada *(Daken Bloodborn)*

Raoul of Hedge and Brook *(Raoul the Hermit)*

Kristopher Stein *(Psymin Psays)*

Lin Liren "Sword Of Hope"

Greg Krywusha *(Julien Farlowe)*

Wynd'd Lyon Creations *(Kameena Ravenflight)*

Andrea Gaulke *(Diandra Delia)*

Buzzy Brown *(Jumabee)*

Oz Zoologists

Jasmin Wertheimer

Rachel and Josh Lafoon

Bryan Allen Hickok

Mranth Kumpf

Ed Pegg Jr.

S.E. Weaver

Nathan A. Brock, Warden of the Emerald Coast

Charlton Wilbur

Oz Lieutenant

Lisa and David Bagwell

Paul Ueltschi

Steve Dulson

David Mulveney

Paul de Haan

Adam Coe
Steven Gabrielli
Drew Buckingham
Michael T Schell
spade413
Monica Bell
Matt Wright
William Gunderson
Simon Ward
Megen Kusko
Thomas Harbert
Kurt T Runkle
Renee Thrasher
Villainous Lair Comics & Games
David Bates

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Kevin Doswell
Joerg Diener
Curtis “Wolfson” Lyon
Phil Wright
David Terhune
David McKeehan
Jesse R. Davis

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Dewayne Agin
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Joseph Hepler
Michael Machado
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OZ SOLDIER

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Ratimir Ismailobrat
Corbin Da Goblin
Richard Mundy
JR Green
Brian Holder
Norbert Baer
John Noble
Kevin S. Brackett
Mark Giebler
John Graham
Christopher “Ju Ju” Merrill
Gordon Fancher
Steven K. Watkins
Kevin Shilling
Joe Myers
Bradford T Cone
Ed Kowalczewski
Lior =^_^=

OZ FREEDOM FIGHTER

The Nicholas Family
Brett Easterbrook
Kevan Forbes
Gregory Bowes
Craig Bishell
Renato Retz
Lauren Williams (Kitsune)
Geoffrey Ford
Philippe Deville
Jason Wright
Matt Popple - D1R3XIII
Rian Rezende
Shane Runkle
Terry Irving
Sitting Duck
Nathaniel Cole
Ethan Gonzalo Hernandez
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Brian Rowe
R C Spillman
Dave Ellingwood
Keith ‘1tactician’ Duggins
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Raptoar Harlodsen
Heath White
Kathleen Slauzis
Jay Pierce
Robin Tunkel
Dave Mattingly
Aaron Sheehan
Matt Williams
Nohwear

OZ CITIZEN

DUK Peterson

Mark Kitching
Thomas Ryan
Nathaniel Garth
Silvio Herrera Gea
Paul Duffy
Dennis G. Moore
Scott Suehle
David Wolf
Frail Realities
Kale Schneider
Eric Williamson
Nat “woodelf” Barmore
Dave Scheidecker
john hayholt
Charles Myers
Dan Bongert
Manuel del Jesus
Adam Benedict Canning
Bruce J Lee Pow
Tom Wisniewski
Ranger Dave Ross
Altorinne
Lancil Stark
Laura Bishop
Jordi Rabionet
Jim Plamondon
Marco “_Journeyman_” Bignami
Stefan Urabl
Christopher Allen - RPG.net
Stephanie King
Ronnie “The Civil Savage” Walton
Lee Kolb
Justin Cartee
Vincent “digiconda” Arebalo
Pavel Ojeda
Daniel Krämer
David Parlin
Paul W Taylor
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Greg Larson
WJO III
Justin Meek
Christian Lajoie
Tim Ellis
Arkane Loste
Don Lovejoy
Neal Tanner
James Burnham
Alistair M
Chris Edwards
Jordan Lennard
Roy of the RooSackGamers
Keith “Xiawarr” Clendenen
Jason Marks

VISITOR OF OZ

Shylah Reynolds
Karina Gillis-Bugg
Kyle Hickok
Jim Ryan

NAME:	PLAYER:	RACE/APPEARANCE:	CONCEPT/ARCHETYPE:

AGILITY	d	+/-
Boating		
Driving		
Fighting		
Lockpicking		
Piloting		
Riding		
Shooting		
Stealth		
Swimming		
Throwing		
String Instrument		
PARRY:		
TOUGHNESS: (base)		
1-2 (head)		
3-8 (torso)		
9-10/11-12 (arms)		
13/14 (hands)		
15-16/17-18 (legs)		
19/20 (feet)		
PACE:		
CHARISMA:		
POWER POINTS:		

Arcane Powers

Ozzies (money):

SMARTS	d	+/-
Gambling		
Healing		
Investigation		
Notice		
Repair		
Streetwise		
Survival		
Taunt		
Tracking		
Kn: Battle		
Kn: Navigation		
Kn: Performance		
Kn: Medicine		
Kn: Farming		
Kn: Shipbuilding		
Kn: Metalworking		
Kn: Leatherworking		
Kn: Masonry		
Kn: Woodworking		
Kn: Geography		
Kn: Fae		
Kn: Jewelcrafting		
Kn: Apraisal		
Kn: Brewing		
Kn: Crystal Lore		
Kn: Mining		
Kn: Tinkering		
Kn: Ancient Pre-Evain		
Kn: _____		
Witchcraft		

SPIRIT	d	+/-
Persuasion		
Intimidation		
Fae Magic		
Scar: _____		
Scar: _____		
Scar: _____		
Scar: _____		
Scar: _____		
Scar: _____		
Scar: _____		
Scar: _____		
Scar: _____		
Vocal Instrument		

Weapon Proficiencies

Melee	**S**
Axes	**25**
Blades	**30**
Flails	**35**
Mauls	**V**
Pole Arms	**45**
Shooting	**50**
Bows	**55**
Guns	**H**
Gunnery	**65**
Slings	**70**
Thrown	**75**
Axes	**L**
Knives	**90**
Grenades	**100**
Spears	**110**

STRENGTH	d	+/-
Climbing		
Percussion Instr.		
_____		
_____		

VIGOR	d	+/-
Wind Instrument		
_____		
_____		
_____		

EDGES/IMPROVES:

N
5
10
15
S
25
30
35
V
45
50
55
H
65
70
75
L
90
100
110

HINDRANCES:

	racial
	racial
	archetype
	minor (1pt)
	minor (1pt)
	Major (2pts)

XP _____

Gear	Melee Weapons	dmg	Ranged Weapons	dmg	Armor

'At 200 pages – chock full of deep-cut worldbook information, advanced rules for character creation and game play, and the state of the Land of Oz in the Days of Ozymandias the Second – Battle for Oz is no mere Plot Point Campaign book. Sure, that's in there – and it's solid – but this is the book every Savage fan needs if they want to explore and experience the Land of Oz in a kickass, fight-for-your-lives (and freedom) way. Battle for Oz may be the most unique and mind-flipping Savage Setting since Low Life…" – Sean Patrick Fannon, Shaintar

About the Authors:

Dan Smith is a freelance artist and illustrator with over 25 years of expierence. He specializes in science fiction / fantasy art and caricatures. When he is not drawing, Dan works for the Sheriff's office as a Deputy Sheriff. He is married with two teenage children. He is the conceptial artist, Art Director, and contributing writer for Battle for Oz.

" I would like to dedicate this book to my family, who have patiently watched me spend countless hours in my studio working on it. To my wife, who puts up with my geek side, my daughter who laughs at my geek side, and to my son who embraces my geek side- you are all my inspiration"

Dan Smith

Dave Hardee is a computer software engineer and lifelong gamer. He is also married with one child. David has GM'd hundreds of Savage Worlds games over the years and has taken dozens of campaigns to Legendary level. He is the primary writer and game mechanics consultant for Battle for Oz.

"I would like to dedicate my work to my wife who has been tremendously supportive of me working on this project for over two years, to my son who always inspires me to be better, and to our Thursday night game group who spent hours and hours play testing Dan and my's crazy ideas (and contributed a significant number of their own)."

Dave Hardee

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- Clint Black

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