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LEGENDS OF STEEL

SAVAGE WORLDS EDITION

AT LAST! SAVAGE
ADVENTURES IN A
THRILLING WORLD
OF SWORDS &
SORGERY!





LEGENDS OF STEEL

By Jeff Mejia

Dedication: Legends of Steel is dedicated to my beautiful wife Scarlett and my sons Anthony, Joshua, and Nicholas. Thank you for encouraging, inspiring, and allowing me to see this dream through.

Acknowledgement While I take credit for writing Legends of Steel and creating the World of Erisa, I must acknowledge the help of some good friends who have helped me along the way in the form of advice, play testing, and inspiration. Special thanks go out to: Darrell "LTC" Angleton, Anthony Asahara, Drew Bergstrom, Tommy Dye, Bill Grettsinger, Jeff Hebert, "Doc Holaday", Scott Krok, Vince Mariotte, Jim McBride, Mike McDermott, Phil "The Chatty DM" Menard, Nathan Meyer, Ray Moyer, Rob Rogers, Chris Schieffer, Mike Spagnola, Ryan L. Shelton, James Stubbs, and The Guys at the Midnight's Lair message board,

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Introduction

Legends of Steel and Savage Worlds

Legends of Steel is a Campaign set in a world of Swords & Sorcery.

Savage Worlds is a fantastic system for fast, action-packed adventure.

Melding the two just seemed to be a no-brainer. The type of Sword & Sorcery adventuring that *Legends of Steel* attempts to capture is the truly heroic, amazing, over the top action found in the Sword & Sorcery comic books of the 70's, the low budget Sword & Sorcery movies of the 80's and the adventure filled Sword & Sorcery television shows of the 90's.

Be a Hero...Be a Champion...Be a LEGEND!

Players Section: Building a Legend

Grim and Gritty or Sunswords and Somersaults?

Within the genre of Swords & Sorcery there are varying types. Among them are the grim and gritty tales of Frank Frazetta's *Death Dealer*, the action packed and sometimes campy tales of television's *Xena: Warrior Princess*, or the techno-sorcery post apocalyptic world of *Thundarr the Barbarian*. All of these variations of the genre are equally enjoyable in their own rights, but there is the possibility that when the GM says "I'm going to run a Sword & Sorcery adventure," he may be thinking- of the classic Robert E. Howard tales of King Kull while the players are thinking Bruce Campbell's *Army of Darkness*. So, before getting started on the character sheets, make sure that everyone playing is on the same page regarding the tone and setting of the game.

Pulp and Paperback Sword & Sorcery

These are the Sword & Sorcery tales from the pulps of the 1930s and the paperback boom of the 1960s and 1970s. They feature characters such as Conan, Elric, Kull, Thongor, Kothar, and Kane. The tales are set in grim worlds where magic is almost exclusively in the realm of the antagonist. The heroes are mainly warrior types, barbarians or warrior-kings with only their guts and cold steel to carry them through the adventure. In fact, it would not be at all out of line in this style of game for the GM to prohibit the use of magic amongst player characters. While there is a case for magic wielding player characters (The Grey Mouser, Elric, or Kane), the difficulty in obtaining the components and the time and rituals needed to perform even minor magical effects may greatly outweigh any of its advantages in game play.

Comic book and Cartoon Sword & Sorcery

In the 1970's Sword & Sorcery comic books enjoyed a wide popularity. Every major comic book company published at least one Sword & Sorcery title with varying degrees of success. They published original characters such as DC's *Arak Son of Thunder*, adapted existing properties such as Marvel's *Savage Sword of Conan*, or created thinly disguised copies of such characters like Atlas Comics' *Wulf the Barbarian*. This category also includes the slew of Sword & Sorcery movies from the 1980s (*Hawk the Slayer*, *Deathstalker*, *Beastmaster*, *The Sword & the Sorcerer*, etc.) and to a smaller extent the TV shows of the 1990s (*Hercules: The Legendary Journeys*, *Xena: Warrior Princess* and *The Adventures of Sinbad*). Let's

not forget the Saturday morning cartoon shows such as *Thundarr the Barbarian* and *Conan the Adventurer*. These stories, while still retaining some elements found in the classic tales, often strayed a bit more into the fantastic, with mythical creatures and powerful Sorcerers being more prevalent. The medium, being primarily a visual one, had to entertain the reader's eyes with blasts of magical energy and demons rising from smoky cauldrons to do battle with the hero. Player characters who have a limited amount of magical ability fit in better in a campaign of this type than they do in a classic Sword & Sorcery setting. Still, the magic should be very limited and nowhere near the level found in a standard fantasy role playing game. If the character is a spell caster of some type the spells available should be very low key in effect. Spells that cause massive amounts of damage, have flashy effects, or allow the characters to fly, control armies or resurrect the dead should be left out entirely.

The setting for the Legends of Steel campaign, The World of Erisa, is tailored after the comic book and cartoon Sword & Sorcery example.

Sword and Sorcery Doesn't Always Mean "Barbarian"

When people mention Sword & Sorcery the first image that usually pops into their head is the brawny, bare-chested barbarian carrying a great big axe or sword. While the barbarian warrior is the most popular character type in the Sword & Sorcery genre, it's not the only one. Heroes in Sword & Sorcery tales include kings, thieves, sailors, soldiers, farmers, and sorcerers. For example in Ray Harryhausen's Sinbad movie trilogy, the hero is a merchant sailor who travels the known world on epic quests. In the Lankhmar stories of Fritz Leiber, The Grey Mouser is a city-bred thief with a thirst for adventure and a love of the good life. Jirel of Joiry, by C.L. Moore, is a warrior queen who faces off against supernatural foes that threaten her kingdom.

When creating characters for Legends of Steel, beyond the stereotypes that most people see in terms of Sword & Sorcery characters; don't limit yourself to the barbarian warrior. The Skills and Edges presented in both *Savage Worlds: Explorer's Edition* and this supplement allow for an endless combination of character types. By exploring all the options and combinations found in the genre, your gaming experience with Legends of Steel will be truly memorable.

Character Concept

What kind of character do you want to play? What Sword & Sorcery archetypes excite you? A mighty barbarian warrior? A sly city-bred thief? An adventurous sailor?

Once you decide on a particular character, it's time to put some thought into where they come from and why they do what they do.

Give them a background.

Was your character born in a barn or on a battlefield? Does he have any living parents or siblings? What was his father's trade? Is he city-bred, a farm boy or did he grow up in the great desert? Did he have a privileged childhood?



Give them a Motivation.

“My name is Inigo Montoya. You killed my father: Prepare to die.”

- *The Princess Bride* - William Goldman

Why does your character do what he does? What set him on this path of adventure? Why does he feel the need to explore ruins and kill strangers? What motivates the adventurer?

When creating your character be sure to give some thought to their motivation. The following are some classic examples used in countless tales.

Vengeance:

- Bandits raided your village and killed everyone while you were away hunting. Now you are hunting them down, one by one.
- The local lord lusted after your girlfriend, she spurned his sweaty advances and in a fit of rage he killed her.
- The Wolf Clan has been your clan's sworn enemy for years. At a meeting meant to end the feud your people were ambushed. Somehow you survived. Now it's payback time.

To win or win back a kingdom:

- You were prophesized to one day wear a crown and tread a despot beneath your sandaled feet.
- Your father was many things; a good general wasn't one of them. He lost the battle, the war, and his kingdom. You pledged to him on his deathbed to return from exile and reclaim your rightful place as king.

Soldier of fortune:

- You live by your sword. It's all you've ever known: going from one job to another. Sometimes you believe what you're fighting for; other times you just want enough to keep you in wine and whores till a better job comes along.

King's agent:

- You are a patriot and loyal subject of your liege. You serve at his beck and call, and from time to time he has need of your special skills.

Freedom fighter:

- Your land has been overrun by an usurper and it has fallen to you and your comrades to free the people from the invader!

Remove a curse:

- The love of your life has been cursed by an unknown evil. She rests now, safe, but incurable. You have vowed to find a cure, lift the curse, or die trying.

Protect the child:

- It was written in the holy texts that a child of light shall be born, a child to bring peace to the age of man. It is your duty to protect this child from the evils of the world until she is ready to fulfill the prophecies.

Get home:

- You haven't seen your wife in five long years. Your sons are becoming men without you, but now the wars are over and all you want to do now is get home. It's going to be a long journey, we best get started.

Bored on the farm:

- Your father is a farmer, his father was a farmer, and your brothers are farmers. Your uncle, "the rebel" of the family, is a baker. You have *got* to get out of this town.

Hero out of time:

- You are from another time or another world. You may be desperately trying to find a way back home or you might feel that your knowledge and skills will be enough to carve out a kingdom amongst these primitives.

Hopefully the preceding examples have helped give you an idea of what type of character you want to play and maybe some possible motives for taking the road to adventure. Talk with the other players in your group and of course the GM about your choices. Together you can choose to be a group of disparate individuals thrown together and forced to cooperate in order to survive, or a tightly bonded team of specialists each working off of each other's strengths. It's all good, and it can all work. Now let's go build a Hero!

Race and Age

Character Race

Whether the Sword & Sorcery hero is a hard-bitten warrior, a magic wielding barbarian queen or a city-bred rogue, they all have one major thing in common: they are all human.

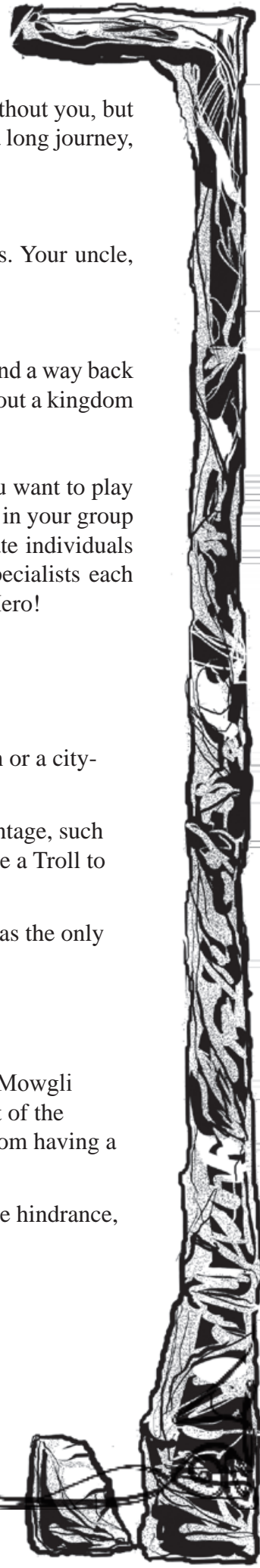
Of course, they are *exceptional* humans and at times there may be rumors of non-human parentage, such as a trace of Fairy blood to explain unearthly beauty or perhaps an ancestor who was said to be a Troll to explain the hero's prodigious strength.

Unlike most standard fantasy roleplaying games, *Legends of Steel* is geared towards humans as the only player character species. And remember, humans get a free racial edge.

Character Age

Heroic characters in literature and film come in a wide variety of ages, from children such as Mowgli to elders of indeterminate age like Merlin. The age of your character depends on your concept of the character. Most heroes fall in the late teens to early forties range, but don't let that stop you from having a hero of advanced age or a tough nine-year-old street urchin.

If you choose a character whose age falls outside of the median, be sure to take the appropriate hindrance, Elderly or Young.





Savage World adjustments for Legends of Steel

1. Heroes in *Legends of Steel* begin at Seasoned Rank rather than Novice Rank. This allows players to get the most out of the heroic setting. Their characters have the opportunity to enter the campaign world as potential movers and shakers rather than recruits or apprentices. This is consistent with much of the Sword & Sorcery genre, where most of the heroes in the stories are already veteran warriors or adventurers of repute at the beginning of the tale. Of course there are always exceptions, and as this is your game, feel free to start as you see fit.
2. Edges do not have Rank requirements. This adjustment to the standard rules is also in line with the heroic nature of the genre. For those who are considering using any of these edges in other games we have noted the rank for use in campaigns that have Rank requirements.
3. Wildcards, even when weaponless, are never considered unarmed defenders.
4. Player characters with an Arcane background are limited to Novice Rank powers. There is a strong argument to not allow sorcerers and other magic-wielding heroes in *Legends of Steel* as player characters. It could move the game further away from Sword & Sorcery and into the realm of High Fantasy; after all Conan had little or no friendly dealings with sorcerers or priests. But while the Conan tales are the defining classics of the genre, Sword & Sorcery does not begin and end with them. The Grey Mouser, from the Lankhmar stories of Fritz Leiber, was an apprentice Mage as well as a Master Thief. Karl Edward Wagner's Kane and Michael Moorcock's Elric are both high powered sorcerers in their own right. As was Princess Ariel from *Thundarr the Barbarian*. There is a precedent in Sword & Sorcery for wielders of the mystic arts. How could we be sure that they did not overpower the game or change the feel? This adjustment ensures that the Sword & Sorcery feel which *Legends of Steel* aims for is maintained and still allows heroes to wield certain magic powers.

Legends of Steel Knowledge Skills

The Knowledge skill

The Knowledge skill is used to fully round out a character and make him unique. Common Knowledge rolls can be a useful tool for bringing a heroes background into play, but sometimes specialized knowledge is called for. The following are examples of specific areas of knowledge that would be of use to a Legends of Steel character.

Knowledge: Etiquette

This skill helps your character avoid a social faux pas. When he is granted an audience with the King of Tyros he knows how to present himself. Or when he dines with Sikkar tribesmen your character knows not to look at their women. The social niceties of life are sometimes complex and doing the wrong thing at the wrong time could prove dangerous.

Knowledge: Heraldry

This skill will allow your character not only to identify coat of arms from various noble families

but also symbols from different religious orders, military units, and guilds. On a raise, he will be familiar with the heraldic device, its history and members.

Example: From their hidden position Talon and Anteus watch the ragged group of bandits move through the pass. Suddenly a troop of cavalry come into view, at their head is a standard that depicts a Dragon coiled around a jagged spear “Damn!” the young warrior mutters under his breath. Turning to Anteus, Talon says. “You see that standard? Those are Duke Rogelio’s Lancers; they’re as elite a unit as can be found. What they’re doing with that rabble I have no idea, but this means were going to have to rethink our plan.”

Knowledge: Legends and Lore

Tales of gods, heroes, monsters and places of legend are known to your character. In every story or bit of folklore there is always a hint of truth and there is a chance that some bit of forgotten knowledge could be hidden in an old bedtime story.

Knowledge: Military Training

There are certain skills that are universal in all armies, such as military protocol, equipment maintenance, unit recognition, close order drill and marching. This skill represents a characters ability to conduct himself as a competent member of the military.

Knowledge: Religion

Your character is versed in the various religious practices of his culture and has knowledge of the general principles and religious doctrines of foreign cultures. Needless to say this skill is a “must have” for any character intending to have a career as a Priest or other religious functionary.

New and Enhanced Edges

Edges are the sometimes extraordinary abilities that help differentiate your hero from the common rabble. *Legends of Steel* includes new and enhanced edges that are specifically geared towards the genre of Swords & Sorcery. Some of these edges may seem a bit over the top and possibly even a bit unbalancing. By its very nature, the genre of Sword & Sorcery is over the top. *Legends of Steel* is not meant to be an accurate portrayal of life in a pre-industrial society, it’s “**Anteus the gladiator versus the Medusa Queen.**” The characters are larger than life, so are their abilities.

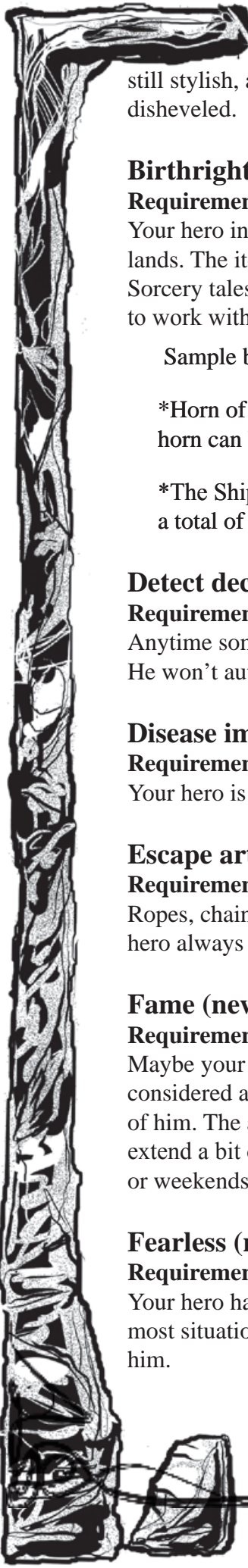
Background Edges

Alertness (enhanced)

In addition to the standard benefits of this edge, in *Legends of Steel* heroes with Alertness add +2 to their tracking rolls and can also discern poisons by flavor or smell.

Attractive and Very Attractive (enhanced)

In addition to the charisma bonus stated in *Savage Worlds* your hero will always look good. Whether she was stranded in the jungle for three months or buried alive in the desert, they will appear none the worse for wear. Your character may be on death’s door, but she will look marvelous. Hair slightly mussed but



still stylish, any grime will be strategically placed about the body, just enough to look rugged but not disheveled.

Birthright (new)

Requirements: Novice

Your hero inherited an heirloom of considerable value, perhaps a family sword, ring, or a title to ancestral lands. The item should be exceptional and unique but not overpowering to the campaign. Sword & Sorcery tales are rife with the hero wielding a family heirloom of power as their birthright. You will need to work with your GM to come up with an item that fits the spirit of the campaign.

Sample birthrights:

*Horn of Thunder - When the horn is sounded, foes make a Spirit roll or become shaken. The horn can be heard for a distance of 20 miles.

*The Ship of Daedalus- a flying ship (similar to a zeppelin) requires a crew of 5 and can carry a total of ten full-grown men.

Detect deception (new)

Requirements: Novice, Spirit d6+

Anytime someone tries to lie to or “con” your character, he can see right through them (no roll required). He won’t automatically know the truth but he knows that what he’s being told isn’t it.

Disease immunity (new)

Requirements: Novice, Vigor d8+

Your hero is immune to all diseases, even magical ones.

Escape artist (new)

Requirements: Novice, Agility d8+

Ropes, chains, manacles, even prison cells--nothing holds him for long. Either by skill or dumb luck, your hero always gets away, eventually.

Fame (new)

Requirements: Novice

Maybe your hero saved the king’s life during a big battle or maybe he wrote a ballad that is now considered a classic. Whatever the reason, your hero starts out famous. People either know him or know of him. The average folk will look up to him with admiration, buy him a drink or a meal, and maybe even extend a bit of credit. The finer folk will want to be his friend, be seen with him, and invite him to banquets or weekends at the manor. A good Charisma score isn’t necessary, but it helps.

Fearless (new)

Requirements: Novice

Your hero has no fear. This doesn’t mean that the character is exceptionally brave or foolhardy, just that most situations that would turn another person into a quivering mass of jelly have no particular effect on him.

Just the thing (new)

Requirements: Novice, Luck, one benny per use

Wherever he is, no matter what the situation, by spending a benny, your hero can come up with “Just the thing” to help him in his predicament. If the doors locked, your character just happens to have a lock-pick in his coin pouch. If he’s freezing in a snowstorm, he comes across a half eaten body, with a heavy winter coat and a backpack full of supplies. It’s the GM’s call on the specifics, the character may not get what he wants, but he’ll get what he needs. To avoid abuse this Edge may only be used twice a day.

Leap (new)

Requirements: Novice, Strength d8+

Your hero can spring forward his Pace without using his movement. If used as part of an attack he gains a +1 to his attack roll. This Edge only works one time per combat; the surprise is over once it’s used.

Night Vision (new)

Requirements: Novice

At night or in low-light situations your hero is able to see as if it were dusk. Ignore penalties for Dim and Dark lighting conditions. This does not work in magical darkness or if they are blinded.

One foe at a time (new)

Requirements: Seasoned, Fighting d8+

Mook henchmen, generic cultists, caravan guards--for whatever reason, your hero never has to face more than one of them at a time in combat. *Extras* never bother to gang up on your character; instead they stand around seemingly looking for an opening and then attack in turn. Only one *Extra* can attack your hero per round. This edge has no effect on Wild Card opponents.

Perfect memory (new)

Requirements: Novice

Your character remembers everything. Everything, got it? Everything!

Poison immunity (new)

Requirements: Novice, Vigor d8+

Your character is immune to all poisons, even magical ones.

Scrounging (new)

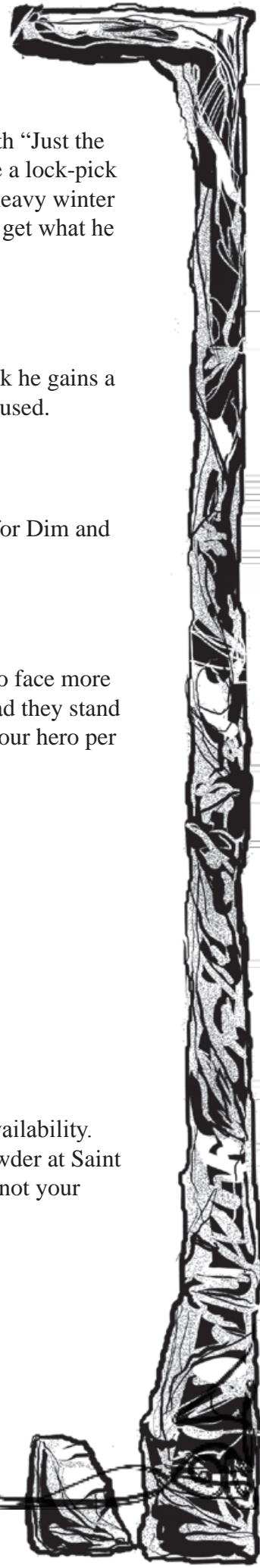
Requirements: Novice, Smarts d6+, Spirit d6+, Notice d6+

Your character is the “go to guy” when it comes to getting a specific item, regardless of the availability. He can come up with a roasted chicken in the Duke’s dungeon or an ounce of purple lotus powder at Saint Stephens Monastery. Nobody knows how he does it (and he isn’t telling) but more often than not your character comes through with the goods.

Combat Edges

Blind combat (new)

Requirements: Veteran, Spirit d8+



No light? No problem. By using smell, sound, disturbances in the surrounding air, etc. you are one with the universe. In dim or dark conditions or when fighting an invisible foe the characters suffer no penalty. And in total darkness or if your character is blinded they only suffer a -1 to Fighting or Shooting rolls rather than the standard -4. Note that this edge does not allow you to see in the dark only to fight at a reduced penalty when your vision is impaired.

Rapid fire (new)

Requirements: Novice, Agility d8+, Shooting d8+

Your character can fire up to two arrows from a bow or hurl up to three daggers, knives or shuriken during a combat round. This skill must be purchased separately for each type of missile weapon. You still suffer the multi-action penalty.

Improved Rapid fire (new)

Requirements: Veteran, Rapid fire

Like Rapid Fire except you no longer suffer the multi-action penalty. This skill must be purchased separately for each type of missile weapon.

Right back at you (new)

Requirements: Heroic, Agility d8+

The character is able to snatch non-magical missiles shot or thrown at them. If it is a shot missile (crossbow bolt, arrow) the character is able to deflect it with his own weapon or even barehanded. If the missile is thrown (hatchet, dagger) then the character can either deflect it or catch it and hurl it back, this is considered a free action which occurs at the same time as the attack, they must still roll a successful attack roll though. The character may only hurl back one weapon per round. In addition, the character does not lose his attack for that round.

Sexy armor (new)

Requirements: Novice, Attractive

Go ahead, have your character run around in a chain mail bikini, or bare- chested with just a loincloth, not only will they be immune to the elements- but they are considered armored in chain mail (+2) for game purposes. But once they cover up, all bonuses are lost.

Improved Sexy armor (new)

Requirements: Seasoned, Sexy armor

The same as Sexy Armor but the protection is equal to plate Armor (+3).



Leadership Edges

Cannon fodder (new)

Requirements: Seasoned, Natural Leader, Persuasion d8+

Whenever your character needs help to storm a castle, evil temple, or other objective, all he has to do is go to a tavern, barracks, whorehouse, bathhouse, outhouse, etc., and recruit a bunch of guys to help him out (at least temporarily). The amount of guys is determined by your characters Charisma +1. Use the Charisma score as the amount of dice you roll and the characters Spirit trait as the die type. So if you have a charisma of 2 and a Spirit of D8 the roll would be 3d8. The length of service is as long as it takes to complete the objective. The quality of the troops is, of course, variable.

Natural Leader (enhanced)

Some people were just born to lead. Your character is one of them. For some reason people will look to him for direction. In a crisis situation his orders will usually be followed. In addition to the benefit in the *Savage Worlds Explorers Edition* your character gets a +2 bonus to their Spirit rolls when trying to inspire a person or group, or to accomplish a leadership task.

Power Edges

Familiar (new)

Requirements: Novice, Arcane background

A familiar is a small magical creature that is bonded to a spell caster and acts as his companion, messenger, scout, advisor, etc. The creature often takes the form of a common animal (housecat, owl, ferret, etc.) or it's appearance may be more exotic (for instance, a bat-winged Imp or a tiny dragon). The creature is completely loyal to the spell caster and can communicate with him. The familiar is at least as intelligent as a normal human. Work with the GM to find a suitable familiar type for your character. Having a familiar gives your character 3 additional power points. If a familiar is dismissed or abused then it will go off somewhere and die. If a familiar dies then the spell caster can never summon another one. If the spell caster dies then the familiar will mourn his death, avenge him if it can, and then seek out another master to serve.

Professional Edges

Charlatan (new)

Requirements: Novice, Persuasion d8+, Notice d6, Charismatic

This edge represents your characters skill at successfully deceiving others. Where the thief uses his physical attributes to take what isn't his, the Charlatan uses his charm and intellect to do the same. A Charlatan gains a +2 to Persuasion and Notice Skills.



Entertainer (new)

Requirements: Novice, Spirit d8+, Persuasion d6, Charismatic

Your character is skilled in the performing arts: singing, story telling, comedy, slight of hand, etc. They are also adept in speaking before a crowd. Their skills often supply the means to acquire a warm meal or a bed for the night when times are tough. Entertainers are often given access to areas most folk wouldn't be given ("It's okay, I'm with the band"). Depending on their area of expertise entertainers get a +2 to any two of the following skills: Knowledge: Legends and Lore, Persuasion, Taunt, or Stealth.

Fixer (new)

Requirements: Novice, Smart d6, Streetwise d8

Your character knows how to network, and get through the system. "He knows people, who know people" and he is able to put them in touch with each other. Hiring an assassin, getting on the invitation list for the Duke's wedding reception, or arranging to smuggle in a small but profitable amount of "Blue Lotus" into the city, these are all tasks a fixer could handle. Characters with this Professional edge get TWO contacts each time they take the Connections edge. In addition those contacts have a situational +2 to their persuasion and streetwise rolls when dealing with them.

Professional Soldier (New)

Requirements: Seasoned, Knowledge: Military training d6+, Vigor d6+ and either Fighting d6+ or Shooting d6+

Whether he's a young hotshot captain, a grizzled color sergeant, or a battle hardened legionary, your character is a soldier's soldier. National armies or legitimate mercenary units will give a character possessing this Edge a better chance at higher wage, command opportunities and advancement. Additionally Characters with this edge gain a +2 situational modifier to their Fighting or Shooting, skills when he fights alongside another Wildcard with this edge or he is part of, an organized force that has trained together. For game terms a "force" can be a unit as small as an 8 man squad of soldiers.

Example

Uriah has taken a job as the guard captain for a merchant caravan. During the journey Uriah drills with his 20 man guard contingent every evening. After several weeks on the road he has his men sharpened to a level that he's comfortable with. During an attempted raid by some bandits, Uriah gains a +2 to his fighting skill while he and his men work as a unit to repulse the raiders with quick efficiency, each man knowing his battle station and possessing confidence in his fellow guardsmen.

Thief (enhanced)

In addition to the standard benefits, the thief Edge also helps in spotting when someone else in your character's vicinity is working the trade. Thieves add +2 to their Notice roll to recognize a cutpurse, pick pocket or other thief at work.

Social Edges

Cosmopolitan

Requirements: Novice

Your character has a knack for innocuously blending into social situations. Whether at the Emperors banquet, the Beggars Guild meeting, or anyplace in between, he just fits right in without even trying.

Weird Edges

Talk to animals (new)

Requirements: Novice, Beast master

Your character can talk with a species of animal. At the GM's discretion he can either communicate with them using animal sounds or in his regular language (which is why this falls under a *weird* edge).

Improved Talk to animals (new)

Requirements: Novice, Talk to animals

Your character can talk with all animals.

Shape-shifter (new)

Requirements: Novice

For up to three times a day, your character has the natural ability to assume the form of an animal, from as small as a house cat to as large as an elephant. One specific animal must be chosen. He gains all abilities of the animal but still retains his personality and memory. However, if your character remains in the form for more than an hour he runs the risk of going wild. That is, forgetting his human form and assuming beast form permanently. Make a Spirit roll at -1 per hour over the limit, cumulative. Failure means the hero is no longer human. The character can assume this form, as many times as he wishes. Each transformation taking no more than a few seconds, clothing, weapons, or other possessions are not subject to the change.

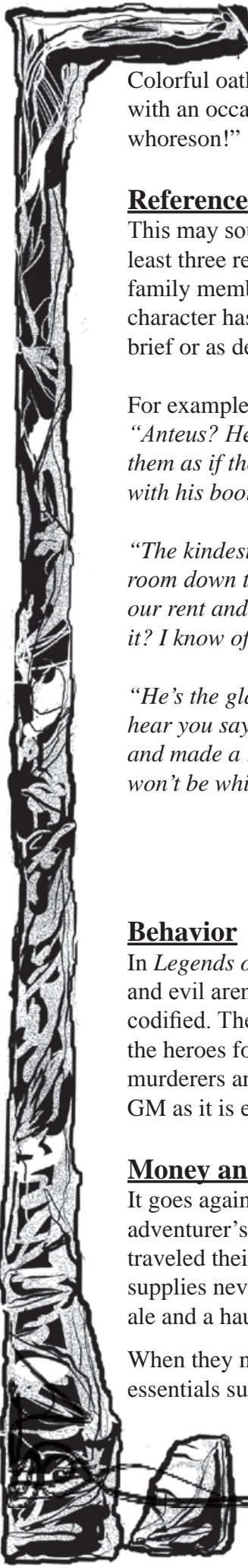
Finishing Touches

Physical description

What are your hero's height, weight, and eye and hair color. Does he have long or short hair? Is it curly hair or straight? Does he have a beard? Does *she* have a beard? Is he barrel-chested or rail thin? Is she busty and bodacious or slim and athletic? Take a minute and describe your character.

Nuances

How does he walk and talk? Does she speak with an accent? Does she have a lisp? Are her clothes clean and well maintained or sloppy and stained? Is he a happy drunk, everybody's best friend, or does he tend to start fights after a few too many?



Colorful oaths are another staple of the Sword & Sorcery genre. Have your hero pepper his vocabulary with an occasional exclamation such as “By Grun’s hairy scrotum!” or “Feel the bite of my blade you whoreson!”

References

This may sound like something you would find on a job application, but in this case coming up with at least three references will help you better round out your character. These references do not have to be family members, friends or even people who like your character they are just three individuals that your character has had dealings with in the past prior to the current campaign. The details on the three can be as brief or as detailed as you want.

For example:

“Anteus? He’s a killer! I saw him fight four men in the Coliseum a year ago in Crascia. He tore through them as if they were made of papyrus and he did it bare handed! I saw him crush one gladiator’s windpipe with his boot heel.” - Jamaal, the wine merchant

“The kindest man I’ve ever met. My daughter was pregnant and having a bad time of it. Anteus lived in the room down the hall from us. When I couldn’t find work and we were about to be kicked out, Anteus paid our rent and when the time came for my daughter to give birth he helped deliver the baby! Can you believe it? I know of his reputation in the arena, but to me the man is a saint” - Sofia, the washer woman

“He’s the gladiator that travels with the Sulanese woman eh? She’s a looker that one. But don’t let him hear you say a word about her. He’s the jealous type, y’know. Last week some young bravo whistled at her and made a remark. Anteus charged him like a bull and smashed his teeth in. That’s one poor fool that won’t be whistling again anytime soon.” - Arik, the Barber.

Style of Play

Behavior

In *Legends of Steel*, the Heroes aren’t so much the “good guys” as they are the “Not so bad guys.” Good and evil aren’t concepts that are at the forefront in daily life, nor are alignments strictly defined and codified. There are many shades of gray in the genre of Sword & Sorcery. There are codes of behavior that the heroes follow in the stories. The heroes of Sword & Sorcery tales were warriors and rogues, but not murderers and violators of the innocent. Such behavior should be for lesser men, and discouraged by the GM as it is eventually destructive to the spirit of the game.

Money and Equipment “Don’t weigh me down”

It goes against the grain of the genre to be too detailed when dealing with the actual logistics of an adventurer’s daily life. Think of the typical heroes from various Sword & Sorcery tales, most of them traveled their worlds in a loincloth and fur boots, armed with a sword and maybe a dagger. Money and supplies never seemed to be an issue. They lived off the land and always had a few coins for a tankard of ale and a haunch of roast beast at some dingy tavern or other.

When they needed something they bought it or just took it. Many times their patrons supplied the mundane essentials such as a mount and a week’s worth of supplies and the GM should feel free to do likewise.

Unless it has to do with the adventure at hand, don't sweat the details. Of course don't give away the farm either. If the group needs supplies they should be given the basics: rope, flint & steel, water skins, dried rations, etc. The weapons and armor should be (better than average) military issue, short swords, daggers, spears, leather armor, wooden shields. Special equipment like flash powder, lock pick sets, katanas, and chain armor are the types of things that aren't commonly issued. If your character wants a full suit of plate and a warhorse, then he better do something really special to have earned it.

If you want to do some shopping use this simple monetary system in order for your character hero to buy a weapon, horse, and some grub and get the hell out there and adventure.

One copper piece = one dollar

One silver piece = twenty dollars

One gold piece = one hundred dollars

If record keeping and detailing monetary systems is your character's thing then by all means dress up the coinage by naming the different denominations to suit your campaign (Luna, Drachma, Orb, Peseta, etc.). Otherwise, just remember some of the basics of supply and demand. The further your character is from civilization the greater the cost for certain items. Also, most of your characters weaponry in rural areas tends to be of the type that can either serve double duty as a tool (axe, sledgehammer), or used for hunting (bow, boar spear). There's not much day-to-day use for a katana in the forest.

Wealth

In many Sword & Sorcery tales wealth is the motivator, but it's interesting to note that the heroes very rarely become wealthy. Many stories end with the hero clutching a sack of treasure in one hand and a curvaceous wench in the other, but by the start of the next tale the hero is broke, alone and itching for a new adventure. The GM has to find a fine balance between rewarding the characters and not overburdening them with riches and responsibilities. Many heroes in the genre eventually attain their goals of wealth and fame only to grow bored with the daily business of running a kingdom. Before you know it they are champing at the bit to leave it all behind and set out with just a strong horse and a sharp sword. The challenge for the GM is in finding ways to divest the heroes of their wealth without abusing the characters. Encourage them to be free with their fortune; have them invest in enterprises that will lead to further adventures. Perhaps they purchase a merchant ship and hire a crew, start a settlement on the borderlands, or outfit an expedition.

Remember, a wealthy hero is usually a retired hero, and a retired hero is usually bored.

Adventure ideas

One thing I can promise with *Legends of Steel*; you will never run out of sources of inspiration for creating adventures. Just about every issue of every Sword & Sorcery comic is its own adventure. The entire genre was built for the short story. Back in the pulp infancy of Sword & Sorcery there were no "Trilogies" or "Cycles" or "Wheels" there were just short stories bursting with action and adventure that were usually resolved in less than forty pages.



The genre and pacing

I can't stress enough how important it is to keep to the spirit in which *Legends of Steel* was created. When preparing adventures for your players, try to revisit key examples of the genre. Pop in a DVD of *Beastmaster* or *The Scorpion King* for instant inspiration. Flip through a few issues of *Red Sonja* or *The Savage Sword of Conan*, re-read Fritz Leiber's *Swords against Deviltry* or *Imaro* by Charles Saunders. As stated earlier, for the most part the Sword & Sorcery genre is presented in the short story or episodic format. When planning an adventure try to match the pacing of the genre. For example, take an outline for a simple minor quest or mission:

- An opening scene
- An action scene
- The hook with a bit of background to set up the adventure
- An action scene
- Preparation and travel
- An action scene
- Arrival
- A setback or plot twist
- Action scene
- Return
- Ending scene

Now when I say action scene I don't necessarily mean combat. The best action movie directors realize that 20 minutes of pure bloody combat is about 17 minutes too long. Utilize the skills and Edges that your players have chosen for their characters and create obstacles for them to overcome. Action and danger could be in the form of scaling a cliff or temple wall, piloting a ship through storm tossed waters, or disarming a deadly trap; anything that gets the players involved, gets them planning, and gets them rolling dice.

Make it thrilling

Be sure that you use colorful narrative to describe the action. Characters in Sword & Sorcery tales never just "sneak over and kill the guard". They "slink through the shadows up behind the lone guardsman and with an iron grip, wrench his neck until the snap of bone and tendon can be heard. They then lower the lifeless body to the cold stone floor and melt back into the shadows, to continue their way to the inner temple."

Make it Heroic

In the genre of Sword & Sorcery it is especially important to allow the heroes to be heroic. As the game master, encourage swashbuckling and daring actions. Remember, that for the sake of fun and adventure, the laws of physics can and should be suspended from time to time. Reward players whose characters embrace risky actions and cinematic play. If the characters fail in some swashbuckling ploy (and they will) remember to go easy on them. The goal is to encourage over the top gaming. Players will get attached to their characters and they may not always take chances on cinematic feats if they know that if they fail the GM will nail them for it every time.

Make it rewarding

Bennies!

Be generous with them.

Bennies are the means by which players are encouraged to take risks. Give them out liberally and players will use them. And when they do be sure to reward them properly with more Bennies. Make sure that everyone is rewarded with Bennies for good role playing, keeping in the spirit of the genre and most of all for taking risks.

Capture, don't kill

Killing your heroes means the end of the game, capturing means more adventure. Inform your players that in *Sword & Sorcery* sometimes it's okay to get captured, it may even be a necessary part of the story. Getting captured may allow characters insight into your villain's ultimate plan and lets them and any allies who may have been separated earlier regroup. Of course, once you have the characters in your clutches give them a way to escape--torture them a bit first, give them a good beat down or feed a couple of disposable prisoners to the alligators to show the players that you mean business, but escaping from the enemy can and should play an important role in any adventure.

Outrageous coincidence happens...a lot.

Coincidence is a mainstay of the *Sword & Sorcery* genre. Don't be afraid to use coincidence to further the success of your adventure.

Of course the charm that the old witch woman gave your character in the bazaar three years ago just happens to be the key needed to open the hidden tomb.

Naturally the only survivors of the battle are you and your comrades.

And yes, the young Prince just happens to be traveling in the same direction as you are, so giving him a hand against that band of assassins is no trouble at all.

Magic items

Encountering a Magic item in *Legends of Steel* should be a rare and special occurrence. In many fantasy games the players have at least one magic weapon and a half a dozen or so minor magic items. Magic items exist in *Legends of Steel*, make no mistake about that. However, in *Legends of Steel* there isn't the focus on them that you find in traditional fantasy games. There are no "Magic shops" where you can buy a lightning wand or a "+3 sword". If the players somehow acquire an enchanted item, it should be so rare as to have a name and a history. In the genre of High Fantasy, magic is common to the point where it borders the mundane, not so in *Sword & Sorcery* tales.

With the exception of potions and maybe minor charms, magic items in the *Sword & Sorcery* genre are usually in the form of relics or ancient artifacts created for a specific task. The Barbarian Prince doesn't use a +2 axe; he wields The Blood-Axe of the Bear Killer Clan.

By making magic rare its value increases hundred-fold. If and when your players gain a magic item, it should be a defining moment. Take into account that the heroes of *Legends of Steel* represent a tiny segment of the general population, and only one in twenty would choose the path of a Mage. Of those, how many will ascend to the level at which the crafting of magic items is even possible? The average NPC has more than likely heard stories of sorcerers, witches, and magical curses, but few will have had any dealings with authentic practitioners of magic. Workers of magic should be rare; therefore items with magical powers should be rarer still.



Magic vs. Monster

With the scarcity of magical items or weapons it's only fitting that supernatural creatures be given sufficient vulnerabilities that allow the heroes a chance at overcoming them. This is one of the central themes of *Sword & Sorcery*: a man with guts and cold steel in his hands can overcome any obstacle. However, it shouldn't be easy for the heroes.

Maybe your heroes sword does *hurt* the Elder Demon, forcing it to dissipate and fight another day, but only the "Spear of Kings" can slay it forever, and therein lies the adventure. The magic could even lie within the hero: perhaps only "a son of the Kings of the North" can defeat the Dark One, or only a warrior-maiden of untouched purity can tame the fire-sword of Kamballah. Challenge the players but always give them the opportunity and tools to succeed.

Starting in the middle-"The Adventure pit"

Often the slowest part of an adventure is the start. Gathering the characters together, introductions, and finding a common reason why this group would even be together in the first place, can be a time consuming challenge. Why even deal with it? *Sword & Sorcery* tales often begin with the hero already in a bad situation. They could be in jail, unconscious in an alleyway, lost in a desert, etc. When creating adventures for *Legends of Steel* try to emulate this style. Have the characters be part of an out of work mercenary unit, a crew of a small merchant ship that hasn't been paid in months, or the lone survivors of a caravan attack. Or jump right into the action and start the adventure in the middle of a battle or a back alley brawl. Nothing gets the game going quicker for the players than having to draw from the action deck right after they sit down at the table to play.

Starting adventures this way is also an excellent opportunity to divest the characters of any excessive loot or commitments. For example: In the last adventure the heroes could have been given lands and titles as a reward for a job well done. In the next, all of this could be lost following a military coup as the heroes find themselves branded enemies of the state and on the run from the new regime.

Taverns

Taverns have always been a mainstay of *Sword & Sorcery* fiction. The hero in your typical S&S tale is a loner, often a wanderer, and a hired sword wandering from city to city looking for opportunity. His free time is spent in taverns, drinking, gambling, whoring, and carousing.

Generally the characters in *Sword & Sorcery* tales frequent taverns and wine shops in the tougher parts of town. Every hero has a favorite place where they can drink their fortune away. But as their fortunes change so may the places they go to blow off steam.

Low end Tavern

Every city has an area where decent folk steer clear of, a place where the usual rules don't apply, and even the powers that be turn a blind eye to the goings on. This is the part of town where you will find Rico's

Example: Rico's

This is a nasty rat-hole of a place that only the truly desperate would frequent. Petty criminals, beggars, and other truly unsavory types make up the clientele. The city-watch doesn't patrol the streets in this section of town, and if they have specific business in these parts, they never arrive at less than squad strength. The swill that's served here can barely be called wine, the beer tastes like horse piss on a good day, and the house stew is made from anything caught in the alley.

There are no entertainers because no one has coin to spare. The bar girls are toothless, poxed and at least 20 years past their prime (if they ever had a prime).

There are no gaming tables but someone always has dice. Be warned though, there are no friendly games here, gambling is a serious and bloody business at Rico's.

The owner asks no questions and serves anyone who can pay. For a price he can act as a go-between for anything from fencing to kidnapping. He knows quite a few high people in very low places. He doesn't trade in information, only in connecting interested parties with each other. What comes of it he neither knows nor cares. Rico's is a kind of unofficial neutral ground for the various gangs and criminals in the city. No one knows when it became so; just that it has always been that way.

Average tavern

Looking for place that caters to working-class Joes? It could be a soldier's bar, dockhand's bar, or even an expatriate's bar. This is the type of place that is a couple of notches above the rat hole, but still interesting. You can get a meal and the girls working the trade still have most of their teeth, a couple might even be pretty. Conan most likely hung out here when he was working as a mercenary. Still, it's a rough crowd. Count on most of the clientele being regulars and recognizing those who aren't. At best the regulars will get closed mouthed and beg off any attempts at conversation, at worst they will become territorial and confront the strangers stinking up their place. This is an excellent opportunity to utilize the social skills available in the game as the characters try to bluff or charm their way through this type of encounter. It will also make an excellent base of operations once the characters have established themselves, spent a bit of coin, and become regulars.

Example: Kruger's tavern

Kruger's is a bar that caters to soldiers, both active and retired, mercenaries, and bodyguards, it has a dozen tables, several booths, and a bar. There is one private room that doubles as a storeroom but can be rented. There are also about 6 curtained stalls in the back where the "house girls" work their trade. Strong spirits and food are served all day and well into the night.

Entertainment is provided in the evening by a variety of performers as well as the girls who work the room. Dice, chess, and card games can usually be found with modest amounts of money changing hands. Disagreements arise from time to time and generally turn into fist fights. For a place alive with fighting men, few ever draw a blade. To do so in Kruger's is to incur the wrath of the staff and regulars who don't tolerate that type of behavior.

Even though it's a rough, place Kruger's is known for a bit of respectability amongst the trade. Kruger's is the ideal place if your looking for work as a sellsword or info in the soldier of fortune world.

High end tavern

There will be times when the heroes come into riches beyond their wildest dreams. And it's the job of every self respecting GM to divest them of those riches as quickly as possible. But no one said they can't have fun while they're losing it all. Welcome to the Purple Haze.



Example: The Purple Haze

“The Haze” is where the “Quality” go to commit their debaucheries, at least the young ones who want to look daring. High priced drinks, exotic wines, beautiful women and plenty of Black lotus (Stygian, the best!) are available here. There is high stakes gambling and even a decent pit in an underground arena for some illicit sport. Make no mistake, the owners are crooks, but they are refined crooks--into the long con. The fights are fixed, the games favor the house, and the girls are experts in spotting a mark. Everyone there has one goal: to separate you from your gold quietly and make you want to come back for more. Why should they roll you for one night’s coin purse when they can get you hooked on the girls and the games and milk you dry? The digs are top notch as are the girls and the food. And as upscale as it is, there is an even more elaborate “room upstairs” for the high rollers; if you have to ask the price of something then you can’t afford it.

Drinking too much

In *Legends of Steel* your character will make a Vigor roll for every hour of drinking. A failure imposes a fatigue level. If a 1 is rolled then your character is incapacitated. But if the initial roll succeeds with a Raise, then they can drink the night away with no ill effects whatsoever.

Sobering up is a vigor roll as well; each success and raise removes a level of fatigue.

There are of course different types of liquors and the GM should allow modifiers for such. After all, watered wine is far less potent than whiskey.

The morning after

Once you heroes are drunk and feeling no pain, have fun role-playing the nights carouse. Gambling, fighting, wenching and general mayhem are the order of the night. But don’t forget the morning after. Someone has to pay the bill and the consequences could be an adventure in itself.

Sample Carousing results table (roll a d10)

1. Spend 50% of your treasure on wenches, wine, narcotics, etc.
2. Spend 100% of your treasure on wenches, wine, narcotics, etc.
3. Robbed while drunk - lose all your treasure and equipment
4. Robbed and beaten while drunken, as above but wake up with a wound
5. Incarcerated for drunken hooliganism – Wake up in jail.
6. Shanghaied! You awaken from you latest revel on a ship that has already set sail. Welcome to the navy!
7. Party with a VIP - gain the acquaintance of a dissolute noble, up and coming Merchant, or an entertainer of repute
8. Married while drunk.
9. Rumor of treasure - you overhear whispering thieves and gain a lead on a vast sum of wealth.
10. Win a ship or deed. The ship may be in need of repairs and the crew hasn’t been paid in a few weeks. The land title is to a large but very rundown estate.

Campaign Section

We hope you find *Legends of Steel* so much fun to play that soon a full-blown campaign is born. To that end we have included a glimpse of our own campaign world of Erisa. On Erisa you will find mighty nations, hidden lands, and warring factions. We scoured dozens of resources to try and bring some of the most iconic staples of Sword & Sorcery together in one world. Erisa has both the glittering cities and the serpent haunted ruins fans of Sword & Sorcery love.

The World of Erisa

Erisa is a world conceived in the mind of the author close to twenty years ago. During that time it has gone through several revisions but always staying true to its origins as a world of adventure. This gazetteer provides just enough information on the various regions, nations, and city-states to give the reader an idea of the land and the possibilities for adventure that each place holds.

It's our hope that these nuggets of information open corridors to possibilities and inspire you to create fun and exciting gaming sessions for yourself and your players





the Ice sp

Druss mountains

the Darklands

the free cities

sikkar pl

Boskar

teve

the high mountains

emerald ocean

alBena

hogar

the great forest

araga

emesa

Belsa

deathlands swamp

taurus



ERISA

sulanese empire



amra isles

Silver coast

fort melas

"green death" jungle

Dr





Akkar

The holy city of Akkar, called Akkar the Golden, is dedicated to The celestial family of Roneth, God of the Skies, his wife Aviva, Goddess of oceans, and their daughter Oram, goddess of rivers. The city is famous for its beautiful and elaborate system of fountains, park lined lakes and ponds, public wells and bathhouses. The fertile region surrounding the city is fed by the Masar River and produces an abundance of grains and exotic fruits. Akkar is an extremely orderly and well run city; however, this comes at a price, individual freedoms are severely curtailed and any actions that lie beyond the acceptable norms sanctioned by the theocratic rulers are frowned upon.

Strengths

Holy city: Akkar happens to be the home of the three major temples honoring the Celestial Family. The temples are centers of learning for hundreds of worshipers. There are other smaller temples to the various gods of Erisa, but the city is dedicated to the celestial family.

Fertile Region: Wheat, barley, dates, figs, oranges, limes, and many other crops are grown in this abundant land. Because of its fertile soil and pleasant climate, the Masar river valley is thought to be blessed by the gods. Many exotic fruits, that are grown nowhere else, are available in Akkar.

Orderly society: the government of Akkar is administered by a theocratic council headed by the three high priests of the Celestial Family. Order is the watchword in Akkar. The streets are clean, lit, and safe to walk at any hour. There are no beggars, the market place is muted, and there are Temple watchmen on every corner.

Weaknesses

Oppressive theocratic rule: The Council controls all facets of life in Akkar. Nothing of any significance occurs without permission by the council. The Eyes of Akkar are the equivalent of a religious secret police and they insure that the status quo is maintained and that any subversives who would undermine the harmony of the holy city are dealt with quickly.

Rifts within the temple of Aviva: Aviva is the goddess of oceans and patron of sailors. As of late many merchant seamen have been tithing and donating large amounts of coin to her temples looking for blessings in their seagoing mercantile ventures. This influx of worshipers and revenue was welcome at first, but recently there is a growing schism within the clergy between those who are pushing for the temple doctrine to move into the provinces of fortune and mercantile ventures, and the more conservative faction that want a return to the fundamentals of the faith. This rift has weakened the temple and is threatening to affect worshippers as lines are drawn and the debates become more heated.

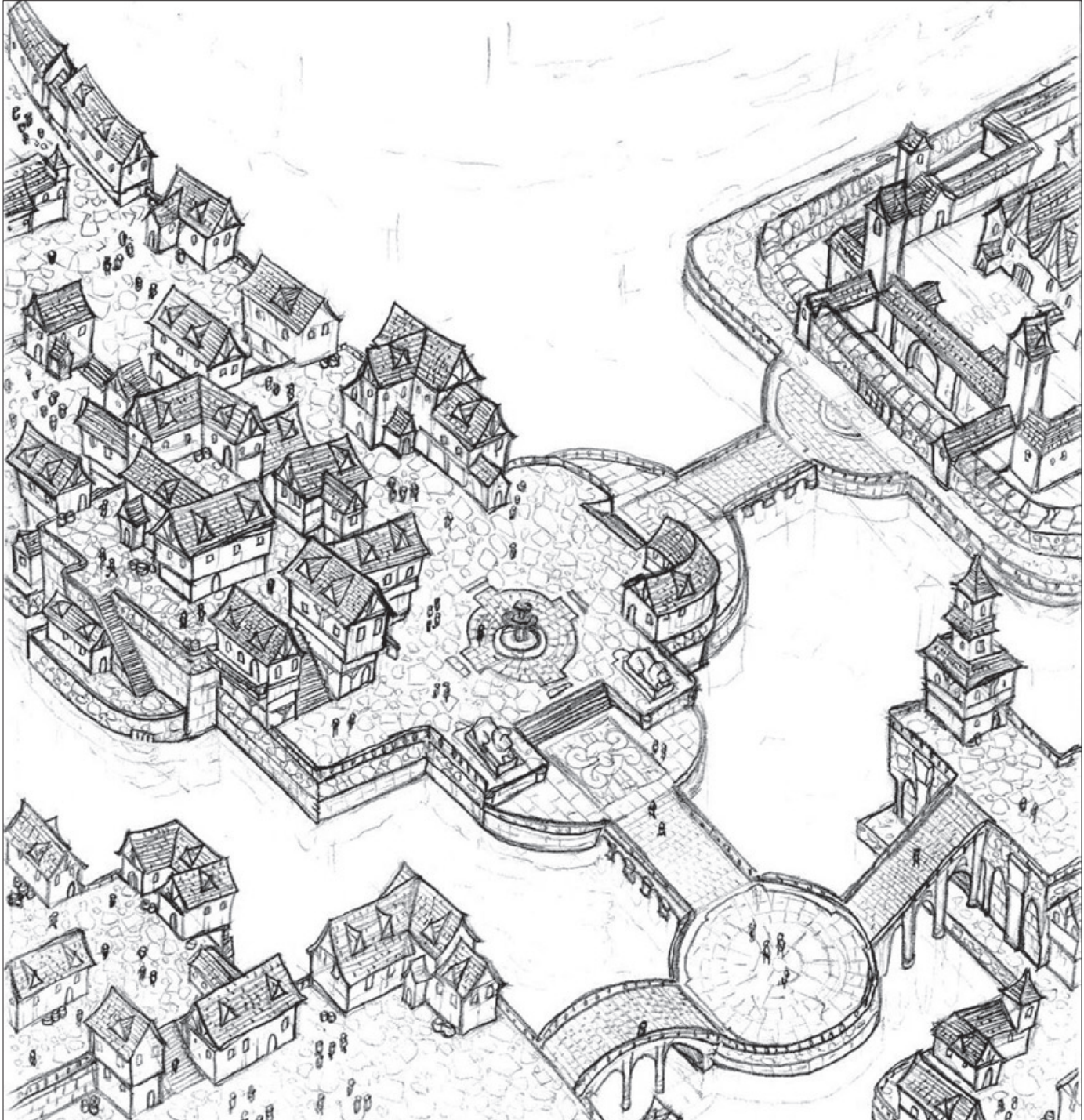
Opportunities

Trade: The excess grain and exotic produce from the region is exported, much of it bought by Al-Khalid. But goods from the northern continent are highly prized. Fortunes can be made quickly by brave and enterprising men with fast ships.

Libraries of Akkar: Akkar boasts a number of religious libraries that contain documents, maps, relics and other items of historical and religious significance. There are also several rich private collectors of antiquities that are always on the lookout for rare items of lost or unknown origin.

Threats

God-War: The recent troubles within the temple of Aviva have given the agents of Yar a unique opportunity. The sphere of luck in new ventures and mercantile voyages was once the province of Kai-Na, the goddess of fortune. With the growing popularity among seagoing merchants to placate and tithe to Aviva, the temple of Kai-na has seen a large drop in revenue. This has resulted in strained relations between the two temples, a situation that the agents of Yar are quick to exploit. Seeds of misinformation and veiled threats are being planted amongst the clergies and followers of both temples with the ultimate goal on instigating a full blown God-War between the two temples which (amongst many other repercussions) will disrupt seaborne trade throughout the region.



Al-Khalid

Al-Khalid is a major trading city of the southern continent. It's located between the Great Sea and the Drujistan Mountains. Raids from Jaga and Morgal tribesmen in the mountains are plaguing the city's spice farms. Al-Khalid is governed by a council of senior guildsmen. Spices and exotic opiates are the main exports of the city. There is a fairly large slave trade because of the proximity to the jungles to the west. Slavers from Al-Khalid often brave the large jungle and raid villages in the interior for slaves.

Strengths

Location: Al-Khalid has no close neighbors. Any force thinking to invade it must cross a great deal of territory to lay siege to the city. The lack of food producing farms and pasture land means that any invading force won't be able to do much foraging for supplies (regular food crops could be grown as well, but the money is in the spices). Any invaders will need a large logistics and support system to keep their soldiers fed and supplied during a siege.

Resources: The area surrounding Al-Khalid is one of the few in the world with the right combination of weather and soil conditions to produce a wide variety of rare and valuable spices and opiates; as such, Al-Khalid is a very rich city.

Weaknesses

Defense: Militarily, Al-Khalid is weak. The navy is small and only concerned with policing their immediate coastline. The army is manned by paid mercenaries that patrol the spice farms and try to keep mountain raiders from disrupting production and attacking caravans. Military expeditions into the Drujistan Mountains to eradicate the tribes have all failed miserably.

Opportunities

Tribal Wars: Two of the major mountain tribes, the Morgal and the Jaga, are in a fierce territorial war right now. There are factions among the guilds that support the funding of one side in the hopes of gaining concessions from them once they defeat the other. Another faction advocates letting the tribes bleed themselves dry and then funding an army to destroy the survivors, ending the problem for good.

Threats

Tribal Unification: more than anything else, the people of Al-Khalid fear the possibility of a leader rising from amongst the mountain tribes, a leader with enough strength and charisma to unite the disparate tribes and bring them down upon the city in a frenzy of blood and steel.



Albena

Albena is one of the four cities that make up the Free Cities League. It was once a major port. But, following a crushing defeat by the fleet of Radu, its power in the area has been broken. The city of Albena is a shadow of its former self. The government is barely functioning. Lawlessness and banditry are rampant in the city and surrounding countryside. The other cities in the league send support but it doesn't seem to be doing much good. The people left in the city appear to be simply waiting for the invading fleets from Radu to come and finish the job.

Strengths

Alliances: Albena is still a member of the Free Cities League. By treaty, the other cities are supposed to come to the aid of Albena if it is attacked.

Weaknesses

Military Defeat: The navy has just suffered a very costly defeat against forces from Radu. Part of that defeat was attributed to Radu's use of sorcery and flying creatures. The "dragons" destroyed dozens of ships with their fiery breath and now the survivors of that horrific battle are warning anyone who will listen. With each telling, the tale of "The Sorcerer of Radu and his dragons" becomes greater.

Lawlessness: After news of the naval defeat reached the city, a large exodus took place, mostly from the members of the upper classes who could afford to leave the city quickly. Soon order broke down as most of the ruling class and officials had fled. There has been looting and several fires in various districts. The granaries are full, mainly because of the lack of transport to move the grain out, but they are well guarded by the grain merchants and their mercenary guards.

Opportunities

Hidden opportunity: The picture looks bleak for the people of Albena, but there are two sides to every coin. There may be an opportunity here for an individual of strong will and charisma or a small determined group of individuals to galvanize the people and dispel the sense of doom that pervades this once proud city.

Threats

Radu: An invasion by Radu is considered by many a foregone conclusion. The question is whether to put up a fight or just open the city and hope for the best.





Aragos

Aragos is the second oldest city in the Kingdom of Tyros. It is a city of grand traditions and culture. The Baron of Aragos can trace his lineage back to the four founding families of Tyros (the royal family being the only other house that can make such a claim). During the great Sikkar invasion Aragos was sacked. Although the city was rescued by King Bron, the terror of those days is still recalled vividly and has left an indelible stamp on the psyche of the city and its people.

Strengths

Civic pride and tradition: As the second oldest city in the kingdom. Aragosseans are a very proud lot and will not hesitate to give you their full genealogy at the first opportunity. They are also, for the most part, very patriotic and loyal to the king.

Well trained militia and garrison: Aragos boasts a very well trained militia. Also, the Barons personal guard is a large private force of professional soldiers, second only to the royal bodyguard in Tyros. In addition, the veteran 4th Legion is garrisoned outside of the city and the Barons ministers in the capital of Tyros lobby constantly to make sure the 4th stays right where it is.

Sorcery: Baron Aragos is said to be a sorcerer of some skill. As of late he has turned over most of the day to day administration of the Barony to his eldest son. The Baron hasn't been seen in public for quite awhile and there are rumors that he has unlocked some great sorcery that demands his full attention. The rumors of the Baron's sorcerous experiments have reached the royal court in Tyros and His Majesty is said to be concerned.

Weaknesses

Extreme bureaucracy: The government is surprisingly free of corruption. However, the ministers in Aragos are considered extremely conservative, as is the city government as a whole. The bureaucratic hoops that one has to jump through to get anything done are staggering.

Fear of invasion: As stated earlier, the Sikkar invasion has left a mark on the psyche of the people of Aragos. It was the only city in Tyros to be completely ravaged by the Sikkar hordes. Baron Aragos is said to be determined that his city is never again threatened.

Opportunities

Arcane refuge: Aragos is safe for practitioners in the arcane arts. Its one of the few places where researchers of magic are not persecuted outright. In fact, the Baron actively seeks learned individuals to supplement his own "research."

Settlers in woods: Homesteaders are beginning to clear areas in the northern tip of the Great Forest. Land grants in the Borderland area are cheap. And mercenaries can find ready work manning the new outposts.

Threats

Supernatural magnet: No one finds it surprising that Aragos has become a lightning rod of sorts for supernatural phenomena. Weird occurrences, sightings, hauntings, and other phenomena have become almost commonplace in the city and its environs.

The king is concerned: His Majesty's advisers in Tyros are becoming alarmed at rumors of the Baron of Aragos' delving into the supernatural. They are advising the king to convene a secret investigation into what the Baron is up to; possibly to summon him to court to answer a few questions. A summons to court is never done lightly, so solid evidence is needed that a threat to the throne exists.

Belsa

Belsa is a large and prosperous province of the Kingdom of Tyros situated in a temperate valley. Belsa's harvests are more than enough to feed the province and much of the rest of the kingdom. This prosperity, however, is tempered with the fact that the King's tax collectors take a huge portion of each year's harvest to meet the needs of the rest of the kingdom. A great deal of revenue is lost feeding the legions in the north and filling the king's coffers. The Baron of Belsa and the grain merchants of the city realize this and there are rumors that the city may soon declare itself independent of Tyros. Coincidentally, large numbers of mercenaries have been arriving in the city and the majority of this year's trade with Hogar has been Belsa grain for Hogar steel.

Strengths

Self Sufficient: Belsa is far from the central government of Tyros and has prospered in a semi-autonomous state for several decades. They have excellent trade relations with the other cities in the region, particularly the City-State of Hogar, and the ruling classes enjoy the support of the people.

Weaknesses

Untried Militia: While the provincial militia does a good job of keeping the peace and chasing the occasional band of river pirates or bandits about, they have never had any experience in combat on a large scale. If Belsa declares independence, it is certain that Tyros will send an army to crush the movement.

Loyalists: Not everyone is dead set on independence. There is a small but well organized opposition that is still loyal to the King. These "Loyalists" may prove troublesome for The Baron and the rebellious guildsmen.

Opportunities

Be All You Can Be: There promises to be steady employment for professional soldiers once the wheels begin to move the province towards secession.

Counter Insurgency: In an atmosphere of secession there are various factions at work trying to push forward their agendas. Each of these factions has plots and missions that require agents and operatives to carry them out. No doubt, the Baron has his own people working on thwarting any threats to the movement. Player characters can find themselves in a variety of roles either supporting or hunting down enemy agents.

Threats

Send in the Legions: There is no way that the throne of Tyros will let this secession take place. The king will send legions almost immediately to put down this revolt and hang all of the leaders.





Boskar

Boskar is called the “city of thieves” by many. It is located just inside the Sikkar Plains, in the foothills that separate the High Mountains and the Druss mountain ranges. This is another city founded by adventurers (see Hogar) who happened to be in the right place at the right time. It began as a trading post established by a group of merchant-adventurers from Teve who secured permission to establish a trading settlement from the local tribe of Sikkar. This Trading post soon grew to a decent sized town as the free cities of the coast began acquiring an appetite for Sikkar Bison. A profitable trade in livestock was going on when a group of settlers came down from the nearby hills with huge gold nuggets. Boskar’s main industry went from livestock to mining overnight.

Strengths

Mines: The discovery and mining of precious metals has enabled the “Bosses” to afford material and manpower to build improved defenses for the city and hire troops to man the walls.

Boomtown: People from all over are flocking to Boskar. Dozens of caravans and groups of people with “gold fever” enter the city everyday. The demand for goods and services has far surpassed what the original inhabitants can provide, so now the call has gone out for artisans, laborers and other professionals to come to Boskar and seek their fortune.

Weaknesses

Greed and corruption: Those that aren’t able to stake a claim of their own are doing their best to take advantage of those who have. Corrupt officials, dishonest merchants, ladies of questionable virtue, and charlatans of every stripe prey on each other like piranhas. Taverns, Lotus dens, and brothels provide their services at a premium price. Even a decent meal and a bed for the night could leave a man broke the next day. People are complaining, but the council of men who run Boskar (collectively known as “the Bosses”) are slow to react as they are making coin hand over fist themselves.

Opportunities

Wide open town: In such an environment it’s not hard for the enterprising adventurer to see opportunity at every turn. Law enforcement exists for those who can pay for it and consists of gangs of toughs working for the different bosses.

Gold! : Many people try their hand at mining in the hills. For some it’s profitable. For most it’s deadly. Hill tribes, bandits, wild animals, other miners, and nature herself will all conspire to end any dreams of riches.

Threats

Sikkar: If worrying about everyone else in the city wasn’t bad enough, there are still the Sikkar outside the walls. The wagon people are seriously starting to rethink this whole trading post idea. Seeing the large influx of people and the wooden stockades being replaced by stone walls is not helping their disposition. There are many calling for a council to gather the tribes for war and rid these dirt diggers from the “Sea of grass” permanently.

Radu: all of this prosperity and growth hasn’t escaped the attention of Shen-Ka the ruler of Radu. He has sent emissaries to the Bosses with pledges of friendship and military aid in case threats from the Sikkar become more serious. The Bosses aren’t too keen on any “help” from a sorcerer. While they haven’t turned Radu’s ambassadors away, they are wary of them.

Broaq-Nohar

This powerful city-state was once the easternmost city in the Kingdom of Tyros. It broke from the Old Kingdom a generation ago and, with “aid” from the island nation of Yar, has since grown considerably in strength. Broaq-Nohar is governed by a Military council. The people of Broaq-Nohar (Noharians) are said to make the finest soldiers in the world. Their bravery and iron discipline is legendary and it was a major blow to the Kingdom of Tyros when they seceded.

Strengths

Ties with Yar and Umbria: The Noharians openly allied themselves with Yar. Following their break from Tyros, Broaq-Nohar was immediately recognized as an independent state by Yar. Soon money and troops from Yar arrived in the newly formed nation in support against any attempts by Tyros to reclaim the city. Since then, the nations of Yar and Broaq-Nohar have maintained a strong alliance, citing their cultural origins as basis of their friendship.

Recently the allied forces of Yar and Broaq-Nohar spearheaded a successful “war of liberation” on the island Kingdom of Umbria. They quickly installed a new government. The Noharians call it an alliance; the rest of the world sees it as an annexation. Resources from Umbria are being exclusively exported to Broaq-Nohar and Yar.

Sons of Nohar: There are rumors of a secret government sponsored cult of Nohar (known as the Sons of Nohar) that is using sorcery to create a race of Godlike warriors. These “Avatars of Nohar” are huge warriors, similar to men but with the strength, stamina and appearance of bulls. The “Avatars” are said to have been used as shock troops to devastating effect, in the final battle to usurp the Umbrian king’s throne.

Weaknesses

Trade issues, limited room and resources: In recent times the most valued commodity in Broaq-Nohar is land. The Noharians are feeling hemmed in by Tyros to the south and the Erendor Forest to the north and west. High Tariffs from the kingdom of Tyros on overland trade and the constant raids from Zandaran Freebooters and pirates from the islands in the Sea of Teeth have taken their toll on the local economy.

Population: The lack of room and resources has forced the Noharians to limit their population. While they have adapted well to making do with limited manpower, the current situation is becoming a major concern for the ruling council.

Opportunities

Settlers in woods: There has been a recent push to clear and settle the eastern portion of the Erendor forest. Some want to reach as far as the Raven Hills. Land grants are being issued and settlers are encouraged to clear and farm the new lands.

Occupation of Umbria: The recent occupation of Umbria has enabled Broaq-Nohar to exercise its military might and gain valuable trade concessions with the government of Umbria.

Threats

Tyros: The Occupation of Umbria, skirmishes on the border and signs of a strengthening of the Broaq-Noharian /Yar alliance have not gone unnoticed at the court of the High-King. The Lion of Tyros is stirring. Two legions are being dispatched from the capitol to the Tyros / Broaq-Nohar border. The situation is growing increasingly tense.

The Witch Queen: As the settlers from Broaq-Nohar destroy the forest, there are whispers that the Witch Queen of the moors is angry at the incursions being made into areas she considers part of her realms. Hunters and settlers from Broaq-Nohar have been found ritually staked out and gutted along forest paths. Others have simply disappeared, presumably “taken by the forest.” Soon there will be a showdown between the Witch Queen and the Armies of Broaq-Nohar.



Crascia

Located between Dalan's forest and the mineral rich Red Hills, Crascia is a vibrant and powerful city. Trade abounds here as river traffic from the mighty river Tros and overland trade from the Kings Road passes through Crascia massive bronze gates. In Crascia, commerce is king. The Council of Guilds and the powerful Walmar hold the true reigns of power and direct the Baron and his court of sycophants.

Strengths

Crossroads in trade: An abundance of natural resources and a secure location have insured prosperity for the people of Crascia. As mentioned previously, Crascia is a major trading hub in the kingdom of Tyros.

Home of the Free Merchants Guild, "The Walmar": The Free Traders Guild, better known as the "The Walmar" after its founder Guild master Walmar, is headquartered here in the city of Crascia. The Walmar is quite possibly the largest merchant guild on Erisa. It has thousands of members and their powerful caravans cross throughout the known world. The mercantile power of the Walmar is such that only the most powerful states can challenge them economically. They own a powerful merchant fleet and employ enough mercenary guards for its ships, caravans, and warehouses, which, if mustered, would equal a large army.

Weaknesses

Weak Baron: Baron Orastes of Crascia is quite possibly the least capable Baron to hold the reigns of power since the founding of the city. As such, he rules in name only: signing declarations and presiding over ceremonies as instructed by his "advisors." His steadfast loyalty to the crown is the only thing that is keeping him in his position.

Organized crime: With so much money being made and businesses thriving, it almost goes without saying that there would be a strong organized crime presence. Several "Families" operate out of Crascia.

Politics and Feuding Guilds: For the most part the guilds work in harmony: after all violence is bad for business. However, there are times when disagreements and feuds boil over into the streets, especially during election years. At such times there is plenty of opportunity for fighting men or those with specialized skills.

Opportunities

Mercantile opportunities: For merchant adventurers, Crascia offers many opportunities to find funding for new ventures into distant lands, and return with exotic goods that can be sold at great profit. Small companies and private expeditions are funded everyday by the powerful lending houses of the city. The gates of Crascia have seen the first steps of many legendary journeys.

Threats

Bandits from the forest and hills: Though the Legion provides security for the city and surrounding farms and villages, it can't be everywhere at once. Dalan's Forest and the Red Hills are home to many groups of desperate men who prey on the commerce and riches that travel the King's road. Much adventure can be found fighting or better yet, joining these vicious outlaws.



Emesa

The southernmost member of the Free Cities League, Emesa has avoided much of the depredations caused by the Pirates of Radu. Emesa is a beautiful city with “broad streets and temples that kiss the sky.” Its bustling port is filled with ships plying the coast of the Southern Sea. The renowned University of Alcides is located in Emesa. Students from all over the world come here to study at the feet of some of the most learned sages and scholars in the land, making Emesa a truly cosmopolitan city.

Strengths

Trade Hub: Emesa is at a crossroads of trade. The city is a primary trading partner with the western lands across the sea.

Merchant Fleet: Emesa boasts a large merchant navy which can be pressed into service to defend the city should the need arise.

Center of Learning: The University of Alcides enjoys autonomy within the city-state. Its council of regents recognizes that the interests of the University often coincide with the interests of the city, so the two governments often work hand in hand. In case of emergencies, the resources and talent of the university will be at Emesa’s disposal.

Weaknesses

Small Army: Emesa’s small army has always met their needs; they mostly patrol the roads and man a series of small border forts along the Deathlands Swamp. Should a significant threat present itself to the city, the army may not be enough to defend it.

Opportunities

Crossroads for Trade and Culture: There are few places in the world with academic resources and libraries comparable to that of the Great Library of Alcides. Scholars from all lands meet here to discuss, debate, and research lost knowledge and new innovations.

Gateway to the Western Kingdoms: Emesa is currently the only port that regularly receives ships from the western kingdoms. If an enterprising group of merchant adventurers decide to invest in a ship, who knows what opportunities they will find in the exotic lands of the western kingdoms?

Threats

Red Snake Cult: A secret cult has been spreading amongst many of the intellectuals in the city. The cult advocates a hedonistic lifestyle and promises forbidden pleasures for their followers. Mind-altering substances and exotic orgies are used to recruit followers. The cult is a front for an elaborate plot from Yar to eventually destabilize the current government and replace it with officials who are members of the cult and, thereby, unwitting agents of Yar.

Hogar

A Member of the "Free Cities League," Hogar is located high in the mountains. Hogar's main industry comes from timber, mining, and metal smithing. The armorers and weapon smiths of Hogar produce the finest swords and mail in the known world. They also benefit from overland trade with the City of Belsa across the mountain pass. The city is ruled by a self appointed Duke (actually a wily and brave mercenary captain, who just happened to be in the right place at the right time). "The Duke" is a man of the people, he keeps the people of Hogar and the outlying settlements warm, fed, and safe--what more can one ask of a ruler?

Strengths

Excellent Defense: Hogar possesses a good sized militia that are well trained and very well equipped. The city is only accessible through certain mountainous passes that are well defended.

Stability: Economically, Hogar is very stable with a ready market for all their exported goods. Their arms and armor bring top prices as do all of their finished metal goods. Timber from Hogar is sought after by the shipwrights in Emesa.

Weaknesses

Isolation: Hogar imports all of its grain and much of its other food as well. The winters are fierce in the mountains and there is always rationing in the winter months when the passes are snowed in.

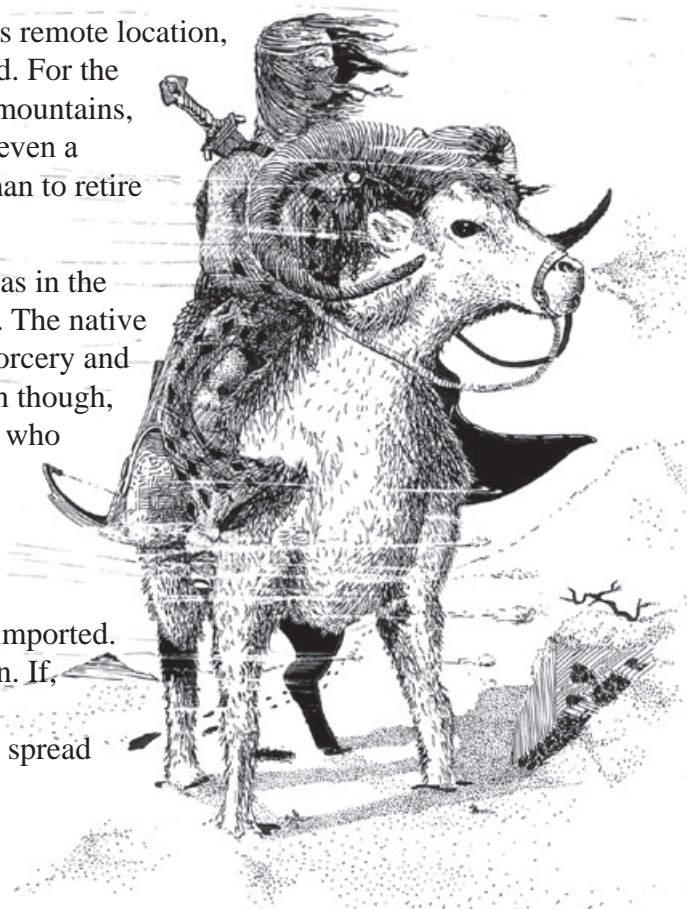
Opportunities

Small Investment, Big Returns: Because of Hogar's remote location, their weapons and armor are rare in most of the world. For the few hardy souls who make the journey--braving the mountains, bandits, hill tribes, and other perils--the profits from even a modest sized caravan of such weapons can allow a man to retire in comfort.

Ruins in the Mountains: There are several large areas in the mountains littered with ruins from ancient kingdoms. The native mountain tribes consider them ill favored places of sorcery and evil with vile creatures haunting them. Every so often though, word spreads of some lucky band of treasure hunters who manage to return from these cursed places with ancient treasures.

Threats

As stated earlier, much of the foodstuff for Hogar is imported. The limited domestic food supply is always a concern. If, during the winter months, something were to occur to taint the stored food supply, famine would quickly spread in the isolated region.



Jandahar

Jandahar is the smallest, poorest, and most remote of the “Southern Kingdoms.” The land is filled with feuding tribes, roaming bandits, vine-covered ruins, mysterious statues, haunted temples, and monolithic stone carvings. Centuries ago, the lands of Jandahar were rich and known for their exceptional vineyards. But their king, in a gambit for power, unleashed demonic powers beyond his control. The king died horribly and the land was cursed with plague and pestilence. Since then, Jandahar has limped along. The lands are ruled by a loose council of Tribal chiefs and weak warlords. The city is ruled by a supposed Prince, but his authority ends at the gates of his palace. The true power in Jandahar belongs to a group of assassins known as the Shades of Hala. The “Shades” are a religious death cult that specializes in quick and silent assassinations. None of the cult’s members have ever been taken alive. Their high priestess is rumored to be the avatar of the death goddess herself.

Strengths

Hidden Cult: Jandahar is the home of a very secretive and powerful cult of assassins “The Shades of Hala.” It is whispered that there is no escaping from the Shades once they have laid claim on your soul.

Weaknesses

Poor Land: Economically Jandahar is the poorest of lands. There is literally nothing of value exported. Most people live at subsistence level.

Weak Government: The government of Jandahar is riddled with members of the Shades of Hala.

Opportunities

Oracle: In the ruined village of Hagath there resides an Oracle, a priestess of the goddess of fortune, Kai-na. She is said to grant every soul the answer to one question, but always at a great cost. Kings and peasants, scholars and madmen from throughout the world make the pilgrimage to the oracle.

Threats

Agendas: The Shades of Hala are weaving great schemes of world domination. They dream of bringing everyone under the thrall of their death goddess and are secretly building an army of drugged, mindless “zombies” to act as cannon fodder in their holy war against the unbelievers. Adventurers will be drawn to Jandahar by the rumors of lost treasures in the ancient ruins, but will end up tangling with the evil cultists. The cultists seek to capture rather than kill, so they can “enlighten” their victims and use them to their own ends.



Kobar

Kobar is also called The City of Stone. It is located in the heart of a remote region of the Drujistan mountain range. Kobar's days of glory are long past. Some of the residents claim to be remnants of the ancient Juna peoples whose empire stretched the length of the Drujistan Mountains. The city is ruled by an Emir known as "Rosan of Kobar" he is a sorcerer of some power, said to be able to command the demons of the earth. Once a large horde of Morgal warriors attacked the city. The Emir is said to have animated the 20 foot tall statues that surrounded the city walls. These golems of stone smashed and scattered the attacking horde and saved the city.

Strengths

The Citadel of Stone: A brotherhood of sorcerers are said to live in a citadel upon nearby Mount Alba. They are powerful, but extremely reclusive. It is rumored that the Emir is their master, and therefore at his bidding.

Temple of Na-Ko: The Desert God's main temple is located in Kobar. The priests are said to be powerful elementalists, able to magically manipulate earth and stone.

Weaknesses

Poor city: Despite its more powerful denizens, Kobar is not exactly growing concern. The Emir is much more concerned with attaining sorcerous power for his order than providing for the well being of his subjects.

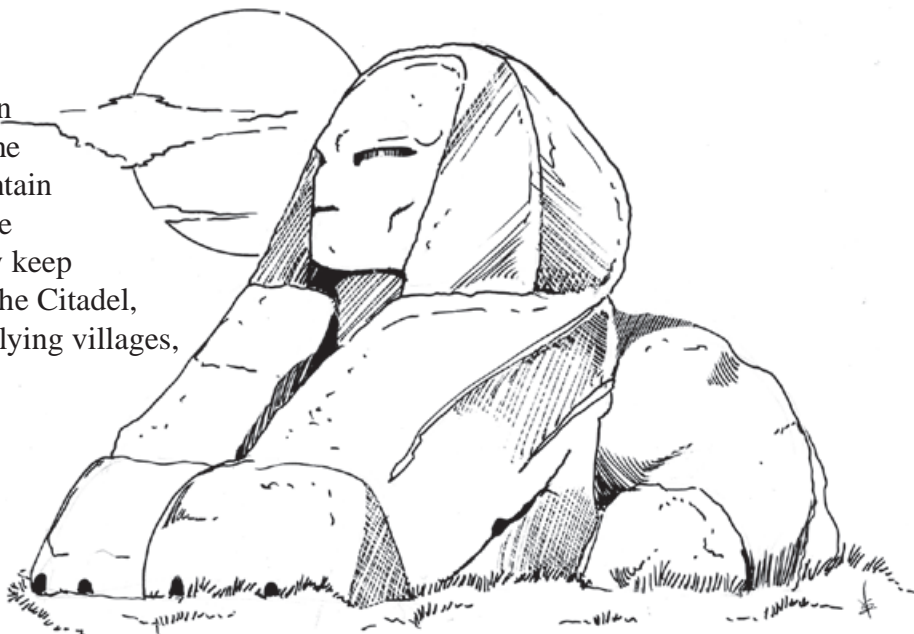
Opportunities

The Citadel's treasures: A citadel of Sorcerers? Such a thing is unheard of. Surely the most horrific of deaths await anyone foolish enough to venture there. And yet, some have mentioned that The Citadel of Stone holds riches beyond imagining.

Pest control: Every so often something big and evil escapes the citadel. Usually the Sorcerers can handle it. But from time to time a large steel blade with a lot of muscle behind is the only thing that will do the trick. Enter our heroes.

Threats

The Jaga and Morgal: Just as in Al-Khalid, Kobar suffers from the depredations of the savage mountain tribes that make their home in the Drujistan Mountains. While they keep their distance from the city and the Citadel, they play havoc amongst the outlying villages, farms, and roads.





Kumar

One of the major Southern Kingdoms, Kumar's wealth comes from its many gold and gem mines. Kumar is often in armed conflict with Padjistan over the control of border mines and other territorial issues. As such, there is steady employment for mercenaries in Kumar. The beautiful Queen Sybillia of Kumar is obsessed with defeating Padjistan and having Kumar become the dominant power in the south. It is whispered that she has even gone so far as to entertain an alliance with Priest-Kings of Yar in order to gain an advantage that will break the military stalemate with Padjistan. Queen Sybillia rules with an iron fist. She is personally involved and has the final say in any major policy decisions.

Strengths

Strong Army: Kumar has one of the best trained and well equipped armies in the world. The constant skirmishes with the forces of Padjistan have created a battle hardened force as tough as the rugged mountains they call home.

Economic Power: The mines of Kumar supply a great deal of wealth. Queen Sybillia spends much of that wealth on her army and her network of spies in her quest to destroy Padjistan.

Weaknesses

Border War: Kumar is currently involved in a series of costly border disputes with the city-state of Padjistan that disrupt mining production. Neither side is able to make any significant progress against the other, nor is negotiation an option.

Unhappy Populace: For a country as rich as Kumar, you wouldn't know it to look at the place. There are few luxuries outside of those afforded to the queen and her court. Public works function adequately and the people are fed but almost all of the money goes to the military. The queen's secret police see that any talk of revolution is quickly crushed but the whispers continue as the people become unhappy with their queen.

Opportunities

Opportunities for Fighting Men: Anyone skilled in the arts of war will find a ready market in Kumar.

Ending the Stalemate: There are rich rewards awaiting anyone who can provide the Queen with a way to gain the upper hand in her struggle with Padjistan.

Instigate a Coup in Padjistan: The Queen will be more than willing to back any type of real effort to destabilize or overthrow the current government in Padjistan.

Threats

Threats from Padjistan: All of this animosity is not going unanswered. The Emir of Padjistan would like nothing more than to add Queen Sybillia to his private collection of oddities and he has a way of getting what he wants.

The Peasants are Revolting: The populace has had just about enough of their uncaring queen and her mad obsessions of conquest. Domestic forces may soon act on their plans to stage a coup.

Padjistan

A southern Emirate built on the wealth of its mines, Padjistan is in a constant state of conflict with Kumar over mining rights. The Emir of Padjistan is a collector of oddities. His palace is reportedly the most magnificent in the known world. He will spare no expense to attain any wonder or artifact for his collection. (He recently heard reports of a sorcerer in the north who raises dragons--now he wants a dragon.) The Emir is the actual head of state but most day-to-day business is conducted by a dizzying collection of ministers.

Strengths

Resources: The mines of Padjistan produce huge amounts of mineral wealth.

A Strong and Unconventional Army: The Emir of Padjistan spares no expense to keep his army well equipped. And, as is his nature, the Emir has gone to great lengths to hire a wide variety of unconventional forces. Among the many special units, the army of Padjistan has a war elephant contingent, two companies of Sikkar horse archers, a "Foreign Legion," and the Emir's personal Royal Bodyguard of female warriors, none of which are under 6 feet in height.

Weaknesses

It's Good to Be the Emir: With each passing day it becomes more apparent to the nobility of Padjistan that the Emir is mad. Unfortunately, the Emir has the support of the military and the people, so there is little anyone can do about it.

Secret Factions Plotting Overthrow: In every country there are those who believe they could do a better job of running things and Padjistan is no exception. These groups are secretly aided and financed by Kumar. One serious misstep by the Emir and several factions wouldn't hesitate to shake up the status quo.

Opportunities

Now Hiring: As in Kumar, there is plenty of work for a mercenary, both the average sword swinging trooper and those who possess unique skills that may not be fully appreciated by other more conventional armies.

The Great Game: Assassinate the Emir, or protect the Emir. Either job could prove to be lucrative and deadly.

Threats

Kumar and Its Queen: Queen Sybillia has a special pit in the bowels of her palace waiting for the Emir of Padjistan.

Assassins from the Cult of Hala: The Cult of Hala has just sent the Emir a gift to add to his collection of oddities - a garrote made from the braided hair of maidens sacrificed to the Grey Queen. It's a message - they are coming.

Pyrani

Pyrani is a major port city on the shores of the southern sea. It is ruled by a Governor-Regent appointed by the King of Tyros. Economically, Pyrani is vital to the Kingdom of Tyros, which is why the king appointed his brother, Prince Crixus, as Governor-Regent rather than trusting one of his Barons to rule there. He also gave his brother two well equipped legions with which to maintain trade and defend the city.

Strengths

Busy Port: Pyrani is an established trading partner with the city-state of Zandara. It is also one of the few ports that welcomes trade with Yar.

Two Strong Legions at Hand: The 9th and 12th Legions are stationed in Pyrani and it's environs. The 12th legion is currently training in shipboard combat and will eventually serve as a marine legion.

Weaknesses

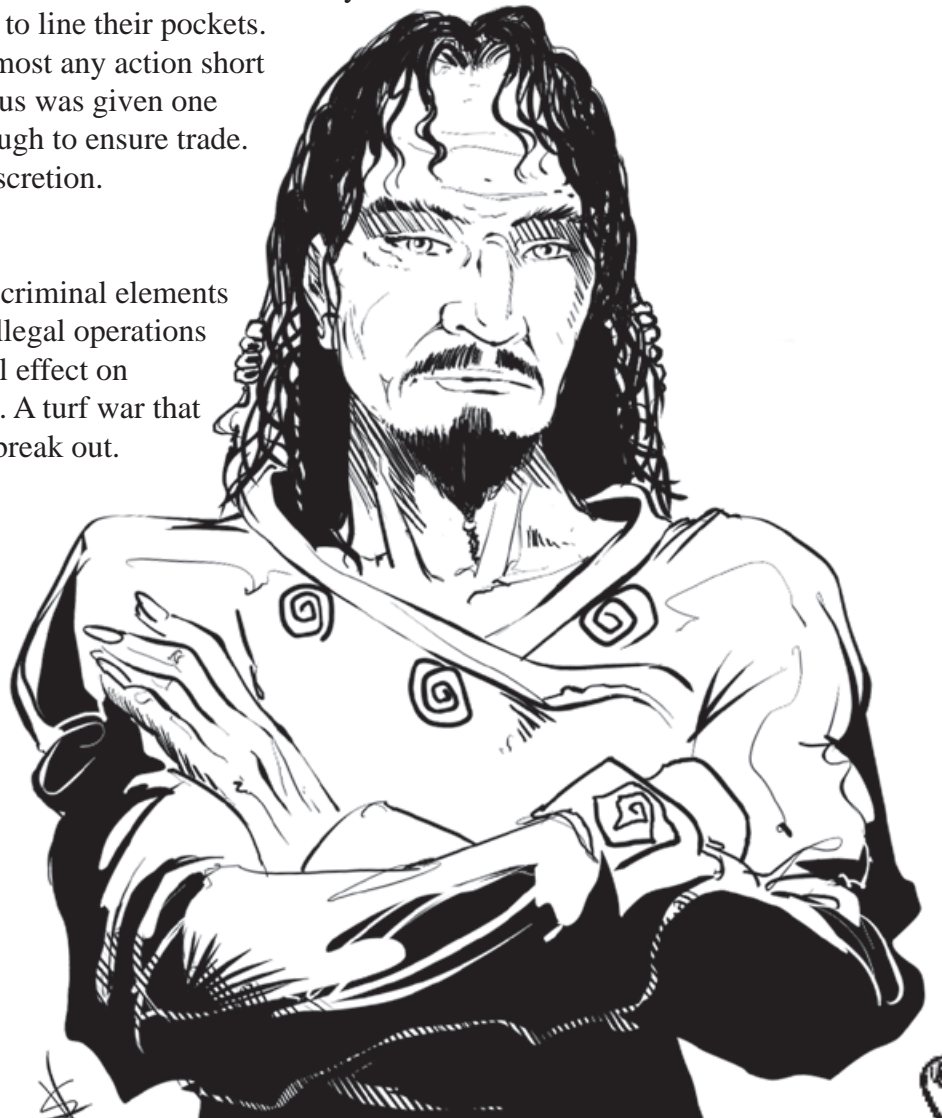
Cruel Governor: While Prince Crixus is loyal to his brother, he is a cruel and ambivalent ruler.

Opportunities

Graft and Corruption: The Governor and his cronies are always on the lookout for new opportunities to line their pockets. With the right bribes and payoffs, almost any action short of rebellion will be overlooked. Crixus was given one mandate by the king: keep order enough to ensure trade. Anything else is at the governor's discretion.

Threats

Agents from Al-Khalid: Organized criminal elements from Al-Khalid have set up several illegal operations in the city. This has had a detrimental effect on income of the local criminal element. A turf war that will affect the entire city is about to break out.



Radu

Radu, also known as the Dark City, is not part of the Free Cities League. It is a nest of outlaws, pirates, beast-men, barbarians, and priests of forbidden gods. Radu is reportedly ruled by a powerful sorcerer from Yar known only as Shen-Ka. In a recent battle with the City-State of Albena, it's said the sorcerer summoned several dragons to set the enemy ships afire.

Strengths

Unconventional Forces: Radu's forces include a large pirate fleet, mercenary troops, barbarian tribesmen, were-creatures, and sorcerers. Shen-Ka has also managed to domesticate the "dragons" (actually large wyverns) that live in the frigid northern mountains. The fire that they reportedly breathe is actually canisters of highly flammable oil that their riders light and hurl at ships during battle. In the chaos of combat, it appears that the dragons are setting the fires.

Magic: Radu is one of the few kingdoms that actually uses sorcery openly. It makes this fact known to its enemies and lets the implication of summoned demons and vile curses work for it. The effect on enemy morale is very apparent as can be seen in the campaign against Albena.

Weaknesses

Resources: Radu is a land of thick forests and high mountains. There is little arable land, most of the food is imported or comes from the sea.

Factions: the same "unconventional forces" that make Radu a formidable enemy also have the potential to tear the land apart. Beast-men, outlaws, priests, etc. each have their own agendas. Rifts and feuds are frequent and bloody. Much of Shen-Ka's time and energy is spent keeping these factions in line.

Opportunities

Chaotic Region: By its very nature, Radu is a chaotic land. Shen-Ka's generals keep order to an extent, mostly in the city and the border forts. The countryside is wild and deadly. Heroes undertaking missions or quests in Radu might be able to slip in without notice.

Threats

Loss of Control: if Shen-Ka should show even the slightest weakness, there will be several factions, including a few in his own circle of under-priests, who would gladly kill him and attempt to take over.

United Front: though the defeat at the battle of Albena was a staggering blow, the Free Cities could still manage to unite under a strong leader and keep Radu's aggression in check.





Taurus

Taurus is the westernmost city in the Old Kingdom. The region Taurus oversees is an untamed wilderness bordering the Deathlands Swamp. Taurus is sparsely populated by settlers taking advantage of the large land grants offered by the crown to develop these wild lands for lumber and farming. Other cities in the kingdom see Taurus as a rough and uncultured oversized village (still protected by a wooden stockade) and the men of Taurus as simple bumpkins. The truth is that the men and women of Taurus are of hardy stock, used to defending their homes at a moments notice from enemies, both human and monstrous, that emerge from the Deathlands Swamp. As such they have little time for entertainment or gossip. Even amongst the local nobility, the intrigues and niceties of “court” are a world away from their daily reality.

Strengths

Self-sufficiency: The folk of Taurus are a tough bunch. Every man, woman and youth old enough to bend a bow is trained as a warrior. Weapons are never far from their hands and they are always ready to defend themselves or aid their neighbor. They have an extremely strong sense of community. The people of Taurus more than make up for their small numbers in determination and pure stubbornness. They have tamed the land and are starting to see a return on their investment of sweat and blood. They have pride in their accomplishments and intend to hold on to the homes they have built.

20th Legion garrison: The city of Taurus is the garrison home of the 20th Legion (4,200 officers and men). Normally a city proudly boasts of having a legion to patrol its lands and defend its walls. Unfortunately the 20th has the worst reputation of all the Legions of Tyros. Almost the entire outfit consists of misfits, convicts, troublemakers, repeat deserters and worse. The officers are no better, with command slots being filled by disgraced nobles and incompetent fools. However, it is a full strength Legion and can still fight as such when properly motivated.

Weaknesses

Small population: It takes a certain type of person to try and tame wild country. Those types are very rare. The people of Taurus may be determined and stubborn but there are still too few of them to properly secure their lands beyond the walls of the city.

Siege mentality: If the people of Taurus walk around carrying boar spears and long bows looking as if they are going to be attacked at any minute, it’s because they probably are. The people are dour, stoic, no-nonsense types. Even the children seem to have an edginess to them from living on dangers doorstep.

The 20th: Often the 20th Legion is more trouble than its worth. 90% of the crime in the city can be directly linked to soldiers of the legion. The relations between the Baroness and the Legion’s commander are strained to the point of breaking. Despite curfews, harsh punishments, and even hangings misconduct by the Legionnaires is still a major problem. In the garrison itself, morale is non-existent. Every trooper knows why they are there and some even take perverse pride in their disgraced status.

Opportunities

Intrigues with Belsa: The Baron of Belsa has been trying to convince his cousin the Baroness of Taurus that secession from Tyros and an alliance with him will strengthen their situation. The Baroness has always been loyal to the crown, but recently she has become increasingly frustrated that her requests for supplies and her complaints about the 20th are falling on deaf ears.

Swamp ruins: There are rumors of an ancient, treasure-filled, half sunken city somewhere in the

Deathlands swamp. Over the years groups of mercenaries and other adventurers have allegedly braved the swamp ghouls and other monsters to return loaded with ancient coins and other treasures. Taurus is an ideal staging area for such an expedition.

Land grants: Land on the border near the swamp is cheap. A group of strong determined men could establish a freehold.

Rebuild a Legion: Could your heroes be the ones to change the fortunes of the 20th? Imagine the challenge of taking a rag-tag bunch of losers and turning them into a first class fighting unit. Imagine the fame your heroes would gain as commanders of such a unit. Not to mention the loyalty of the soldiers who would follow you to the gates of hell, or at least into that great big treasure filled ruined city in the swamp.

Threats

Denizens of the Deathlands Swamp: Serpent-men, Savage tribes, and outlaw gangs. The people of Taurus must remain forever vigilant against all of these threats.

Treason! : The path the Baroness of Taurus may be taking is a dangerous one. There will be direct consequences if she decides to ally herself with Belsa.



Teve

The city-state of Teve is controlled by the War-Priests of Kesh and the resulting religious fervor is strangling the city. What started as an answer to the threat of Radu has quickly turned into a full blown coup led by the Priests of Kesh. Martial law has been declared and every able bodied person has been pressed into service. The War-Priests control the government, the military, and the granaries. Any protest is treated as treason or, worse yet, blasphemy.

Strengths

War-Priests of Kesh: Teve is at war and, as fate would have it, the city is the home to the largest temple in the known world dedicated to the war god, Kesh. The temple also serves as a military academy and offers a large, well trained core force of warrior priests.

Strong Military: The War-Priests promised to strengthen Teve's defenses, and that they have done. The army and navy have been bolstered by the new conscripts. The War-Priests are a tough and dedicated cadre and their experience is shaping a well trained fighting force. While the military has only seen limited action in skirmishes with raiders from the northern forest, they have conducted themselves well.

Weaknesses

Populace under Pressure: War priests don't generally make good governors. The people of Teve are being "motivated" to face the threat from Radu, but the strain is starting to show. Teve was once a vibrant port of call and folks were used to a few liberties that have been drastically curtailed since the Priests declared martial law.

Opportunities

Forays against Radu: Anyone wanting to get in a little "sword time" can find quick employment in the army and navy of Teve. If marching and drilling aren't your particular fondness, then work in one of the scout ranger units might fit the bill nicely.

Threats

Agents from Radu: The Dark City is the largest threat to Teve at the moment. There are doubtless agents of Shen-Ka in the city, possibly even in the clergy of Kesh itself.



Tyros

Also known as The Old Kingdom, Tyros is the largest realm in the known world. The nation is ruled by a hereditary king and a council of Barons. The Barons are responsible for keeping order and providing taxes to the king. In exchange, the King maintains the legions for the defense of the realm and regulates trade throughout the land. The central government of the king has become despotic and corrupt. More and more of the Barons are becoming unhappy with the situation. Unfortunately, they have yet to unite and spend most of their time squabbling amongst themselves--raiding each others villages and nursing blood feuds. But even if they unify, civil war is out of the question. There is the constant threat of the Sikkar tribes from up north. At the first sign of internal strife, hordes of bloodthirsty barbarian tribesmen will overrun Waylander's Pass and invade Tyros. It was over fifty winters when last the Sikkar hordes swept down from their cold plains and laid waste to much of Tyros, only the Hero-King, Bron "The Hammer," was able to lead the knights of Tyros and turn the hordes in time to save the kingdom. Ever since then, a great deal of gold has been spent on fortifying the mountain passes through the plains and keeping the garrisons manned and fed.

Strengths

Pride: Tyros's main strength lies in her tradition. Citizens of Tyros are proud and rightly so. They have civilized much of the world around them. Their legions are now few but they are still well trained and formidable. If roused the Lion of Tyros could prove to still have some bite left.

The Legions: The Legions of Tyros are perhaps the largest and most professional force on the entire Northern Continent. Each Barony sends its young men and women for a mandatory five year service in the Legions. From their arrival at the training center outside the capital, all ties with their home Barony are stripped and they are indoctrinated in the "Code of the Legion" and service to the King. After training, they are subject to posting anywhere from the northern borders and Waylander's Pass, to sea duty in the south. When not defending the realm and ensuring security, the legions are responsible for maintaining public works and helping with the annual harvests. The discipline in the legions is harsh but the esprit de corps is high as is their loyalty to the king.

Weaknesses

Corrupt Government: The government of Tyros is as corrupt as they come. If you any have any dealings with the government bureaucracy, be prepared to be gouged with demands for bribes and "gifts." Politics in The Old Kingdom are a subtle and deadly art, with various Baronial houses, guilds, and factions vying for power and influence. All of this corruption and jockeying for position makes it very hard to get anything worthwhile done.

Plotting Nobility: The king's position has never been a secure one. This is why he is such a strong supporter of the Legions. His Majesty's barons are always looking for ways to improve their lot and secure a pathway to the throne.

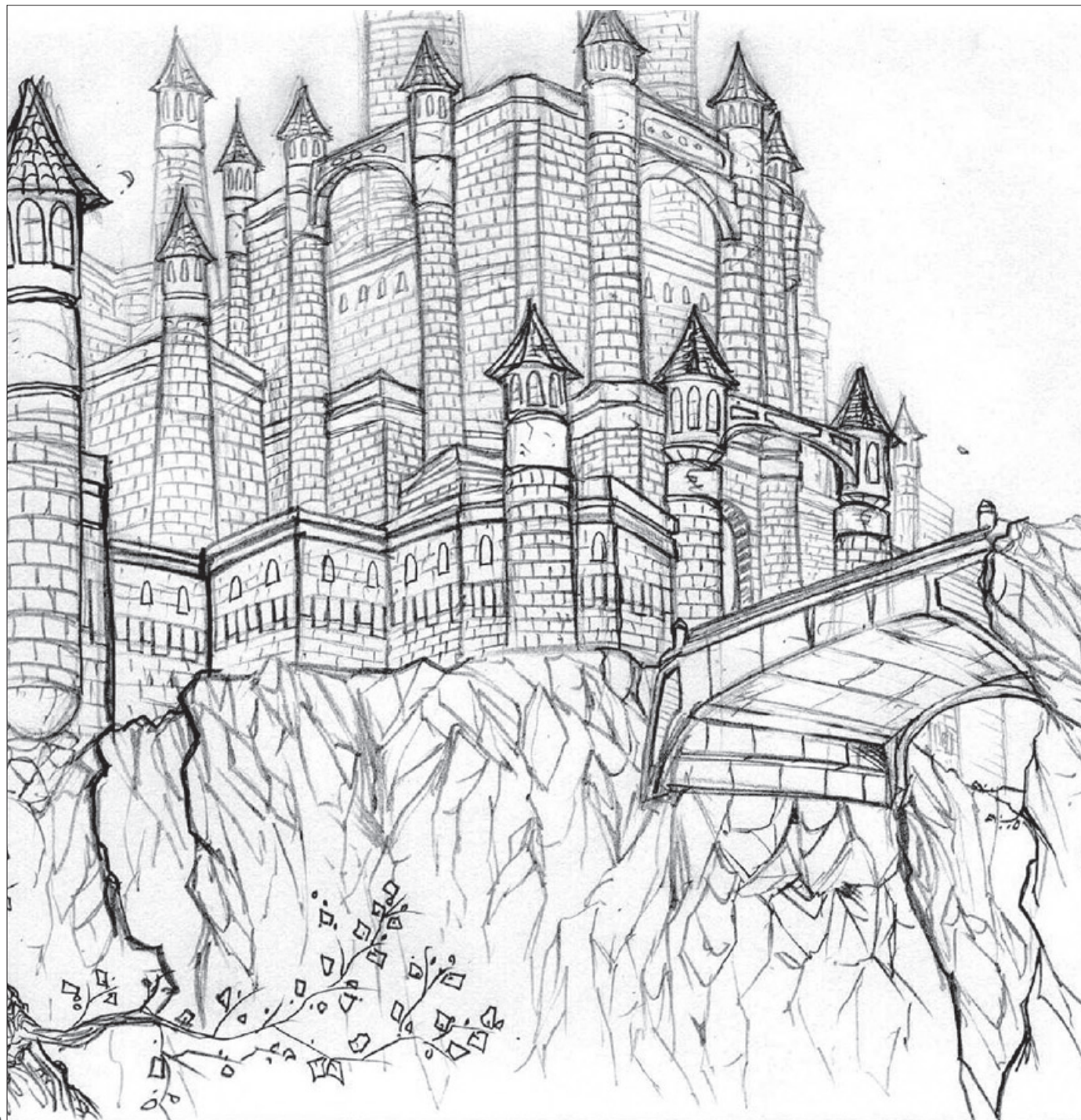
Opportunities

Games of Tyros: every five years the city of Tyros holds a series of grand games and contests, in honor of its patron deity, Obar. Athletic, artistic, and martial competitions are held. The games are open to anyone. Nations throughout the known world send their best to the games to compete. For five weeks every five years, under the amnesty of the games, competitors from Sikkar Horsemen to Padjistani Lore Masters to wrestlers from Hogar come together to see who is the best in their respective fields.

Threats

The Sikkar: To the north of Tyros across the High Mountains lay the vast plains of the Sikkar; these barbaric tribesmen once almost wiped Tyros from the map. Their invasion was checked and repulsed at great cost. But everyone knows all it takes is one strong leader to emerge and unite the tribes and the Sikkar will be back.

Yar: While Yar is not an overt threat, the land of the priest-kings schemes and plots to weaken the old kingdom at every opportunity. These threats are almost always covert. The agents of Yar have refined espionage to a fine art.



Umbria

Umbria is a large island kingdom south of Yar and to the east of Broaq-Nohar. It had been a long standing free monarchy; a decade ago there was a coup by a group of Nobleman and Military officers led by Marshall Jagan. King Tarn Ironhawk III and the rest of the royal family were assassinated in their sleep. After several battles with loyalist forces the usurpers (with considerable aid by Noharian forces) were victorious. Martial law was immediately declared and the new government headed by Marshall Jagan allied itself with Yar and the city-state of Broaq-Nohar.

Strength

Military Rule: The military, headed by Marshall Jagan, has unified the nation under its strict rule. Umbria boasts a large modern army. No expense has been spared in equipping the troops with the best arms and training available.

Navy: Umbria's navy is its pride, the ships are modern and the crews are well trained. They have a great deal of experience in dealing with the pirates from the Sea of teeth as well as raiders from the Southern Kingdoms.

Alliance with Yar & Broaq-Nohar: Umbria has strong economic, political and military ties with both Broaq-Nohar and Yar. Much of the raw materials mined and harvested from the island are sold to these nations at bargain rates. In exchange for these generous concessions Yar and Broaq-Nohar insure the military governments continued rule of the land. The Noharians have a security force of 500 troops for their embassy in the capital and most high level government posts are administered by advisors from Yar.

Weakness

Inexperienced military: As stated earlier, Umbria has a large and well equipped army; however, it is an army that has never been tested in combat against any other force larger than a group of bandits. The army is more like a large police force whose main duty is keeping the military government running. The lack of experience is further evidenced the government's refusal to employ experienced mercenaries to act as training cadre.

Puppet of Broaq-Nohar and Yar: Umbria's status as an independent nation is a façade. The country is a puppet of Broaq-Nohar and Yar. Marshall Jagan and his Generals make no official moves without the approval of "advisors" from Broaq-Nohar and Yar.

Unhappy populace: The general populace of Umbria is unhappy with the current state of affairs. Unfortunately there is little the people can do about it considering the stranglehold the government has on the island. The populace usually expresses their displeasure with a general bad attitude towards government representatives and a "go slow" work mentality.

Opportunity

Dreams of glory: King Tarn was popular with the people but he wasn't the best administrator or politician. Marshall Jagan and the council feel that under their government, Umbria will be able to take its place amongst the great nations.

Threats

Revenge and revolution: It was always assumed that the entire royal family had been killed on the "Night of Blood." However, it has recently been discovered that Prince Talon Ironhawk escaped that night and has

been raised by one of King Tarn's closets advisors and friends, Brother Stern, a warrior priest of Heldar. Talon is now a young man and has secretly returned to Umbria to retake his throne and settle the blood debt between his family and the Usurpers. He has reportedly established himself in the mountains north of the capital. Patriots are flocking to the highlands to join him.

Druids: The Druids of Umbria have always remained neutral in the politics and affairs of the nation and have been left to practice their ancient rites in peace far away from the eyes of city men. Since the ascent of Jagan and his Advisors from Yar there has been a steady movement to do away with the Druids and destroy their sacred sites by erecting dark chapels to the demon gods of Yar. At first this was only talk and idle threat but now it is coming to pass. The Druids have retreated to the highlands and are making plans themselves.

Pirates of the Sea of Teeth: The Pirate raiders who emerge from the isles in the Sea of Teeth play havoc on all shipping in the region. Umbria's navy is strong but stretched to the limit by patrolling coastal villages and escorting merchant fleets.

War with Tyros: There is a great deal of saber rattling going on between Broaq-Nohar and Tyros. It is certain that if war breaks out between the two, the Noharians will look to Umbria for troops and material. With the situation in the highlands worsening, Jagan's government may find itself hard pressed to provide troops for a demanding ally and quell a growing revolt.



Yar

To the east lies Yar, a mysterious island kingdom. Few have ventured there. Fewer yet have ever returned. The bleak island kingdom of Yar is the last vestige of an ancient empire that once stretched from across the Broken Lands, past the Moors of the Witch-Queen, and down to the Desert of Skulls. The people of Yar are the descendents of that once great race. They brood on their cold island plotting, communing with their Demon-Gods, and waiting for an opportunity to regain their former glory. The people of Yar are distinctive in that they consider body hair filthy; the priesthood and nobility especially go to great pains to rid themselves of all growth. The government of Yar is a highly structured Theocracy consisting of followers of the Demon-Prince, Yago.

Strengths

Sorcery: The Priest kings of Yar are demon worshipping sorcerers and they are proud of it, revel in it, and dare anyone to try and do something about it (defeated foes make especially succulent sacrificial offerings).

Masters of Intrigue: What the Priest-Kings lack in military strength, they more than make up for in the realm of espionage. Agents of Yar have infiltrated every royal court, key government post, and guild house in the known world.

Gathering Power: Slowly but surely, through their plots, alliances, and intrigues, the Priest-Kings are widening their web of influence and power throughout Erisa. Just about every government and organization has been infiltrated by at least one agent from Yar. They influence the direction of policy and steer many heads of state.

Weaknesses

Disliked: Because of their blatant worship of demons, most people are uncomfortable around Yarians. They are always the first ones suspected of any crimes or wrong doings and are always blamed when ill fortune or pestilence strikes.

Closed Society: The Priest-Kings go to great lengths to keep their aura of mystery. It is rare to ever encounter a Yarian outside of a few traders or diplomats. Yarian ports are closed to all but authorized traders. Any non-Yarians visiting the island are closely watched and only allowed in certain areas of the cities. The only non-Yarian that one would encounter in the interior of Yar are slaves or escaped slaves.

Opportunities

Become an Agent: The Priest-Kings of Yar are always on the lookout for a few men and women who are able to check their ethics at the door and join one of the most powerful organizations in the world. When the eventual conquest is complete, the rewards for those who have shown their loyalty will be beyond belief.

Alliance with Broaq-Nohar: Yar has alliances with both Umbria and Broaq-Nohar. Broaq-Nohar is the only true ally as Umbria is a puppet state in all but name. The Noharians however, provide military might and muscle that Yar lacks.

Threats

Demons: The Priest-Kings of Yar treat with demons regularly. The arcane powers that the Priest-Kings have been given are great, but this is all at a horrendous cost. The demons demand souls for their services

and the Priest-Kings aren't very particular where the sacrifices come from. If they stop coming though, there will be consequences.

Counter insurgency: not all nations are simply allowing the Yarians to have their way. There is a concerted effort by several kingdoms such as Tyros and Al-Khalid to ferret out nests of Yarian spies and other agents. Their success has been limited up to now, but they are gaining ground.



Zandara

Known as “The City of Golden Chains,” Zandara is the nexus of the slave trade in the southern lands. Kumar and Padjistan have a constant need for strong backs to work the mines, and the slave masters of Zandara are more than willing to meet their demands. In addition to slaves for labor, Zandara also provides exotic slaves from all the known lands to fulfill any desire or vice, from expertly trained gladiators to amply endowed pleasure slaves. Slave Raiders from Zandara are feared throughout the lands of the known world. Zandara is governed by a council of merchants who elect one of their number to act as Prime Minister for a ten year period.

Strengths

Economic Power: Zandara has profited well from the taxes on the slave trade. Whatever the city needs it is more than able to buy.

Merchant Fleets: In addition to the trafficking in human lives, the fleets of Zandara travel the known world carrying trade items such as walrus ivory from the northern seas to cinnamon of the orchards of Jandahar.

Weaknesses

No Respect: Though much of the known world profits from trade with Zandara, they are generally condemned as slavers and pirates. Zandarans are considered by many governments a necessary evil that must be tolerated for the economic good.

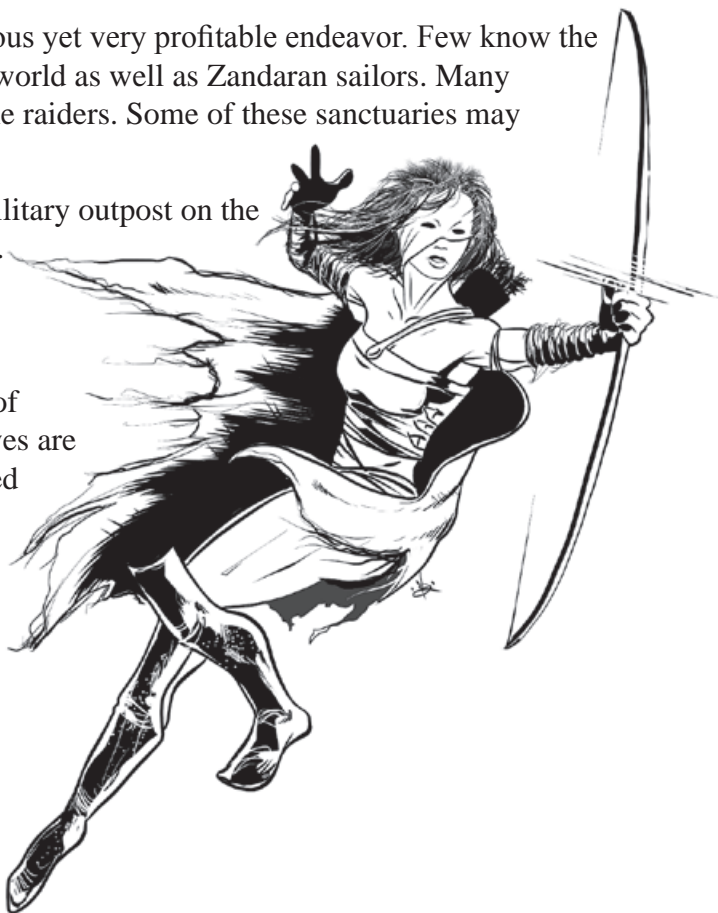
Opportunities

Raiders of Zandara: The slave trade is a dangerous yet very profitable endeavor. Few know the oceans, seas, and major waterways of the known world as well as Zandaran sailors. Many hidden coves and uncharted islands are used by the raiders. Some of these sanctuaries may hold long lost secrets and treasures of their own.

Fort Melas: The Zandarans have established a military outpost on the silver coast at the edge of the Green Death Jungle. They refer to it as a “trading post.”

Threats

Slave revolt: Whenever you have large amounts of slaves, you will have revolts, especially if the slaves are former soldiers. An entire campaign can be devised around the characters either leading a slave revolt or thwarting one.





Amra Isles

In this tropical island chain there is a monastery dedicated to St. Raphine, run by a religious order of women known as the Sword Maidens. These Warrior / Priestesses are extensively trained in the arts of combat and are sent into the world to defend women and children from the lust and greed of men. They directly oppose slavers and followers of Nogar-Sai.

Broken Lands

These lands were once part of the ancient empire of Yar. Three major cities were located here, but their names, once cursed and forbidden, have since been forgotten.

Whatever transgression the people of the forgotten cities committed, it was enough to have the gods wipe them and their civilization from the world of man. Today, these lands barely sustain life at the most basic and barbaric level. Even so, small groups of escaped slaves from Yar and elsewhere eke out a living of sorts here and, from time to time, treasure hunters have been known to brave the Broken Lands in search of the ruined cities.

Corsair Coast

The Coast is so named because the Pirates from the Sea of Teeth and slavers from Zandara raid the villages and towns in this region. The raids have subsided a bit since the growth of Broaq-Nohar's navy.

Erendor forest

This primeval forest serves as a buffer between the lands claimed by the city-state of Broaq-Nohar and the Moors of the Witch-Queen. The dark forest of Erendor is virtually impenetrable and often seems alive. All sense of time and place is lost for anyone brave enough to enter its embrace.

Dalan's Forest

Dalan's forest is a picturesque area of tall redwoods and thick oak. The woods are carefully harvested and much of the forests have been parceled to noble families and men of wealth to be used for hunting and relaxation; however, there are still areas with ancient ruins, stone altars and barrow mounds that even the hardest forester will not enter.

Darklands

The Darklands are a collection of deep conifer forests that lead into the great Ice Spires. These forests are home to savage tribes of were-beasts and other monsters. Many of these tribes have fallen under the influence of the sorcerer who rules Radu. They worship the sorcerer (who is himself said to be part beast) as a god, and serve him with fanatical loyalty.

Deathlands Swamp

The Deathlands swamp is nearly impenetrable. The air is humid and oppressive; the water is fetid and as thick as sludge in some places. The insects are large and carry death. Carnivorous plant life struggles with huge reptilian creatures for dominance in this emerald tinged hell. Deep in the heart of the Deathlands there are Tribes of wild men (descendants of escaped slaves, convicts, and outlaws) who call the swamp home. They are rarely seen but actively raid settlements on the outskirts of the swamp.

Desert of Skulls

The Desert of Skulls is an unforgiving place. Unlike the rocky scrub desert of the Broken Lands, the Desert of Skulls consists of endless miles of sand dunes, with only an occasional oasis or monolithic ruin to break the monotony.

Drujistan Mountains

The Drujistan Mountains are home to the ancient Juna, Morgal, Jaga, and a hundred other bloodthirsty tribes. The mountains are treacherous and filled with treasure for anyone brave enough to test their luck against the wicked steel of these savage mountain tribesmen.

Great Forest

This ancient forest lies in the kingdom of Tyros but it has in no way been tamed by civilization. Semi-barbaric tribes and monstrous beasts call the Great Forest home. There are also areas littered with the haunted ruins of long forgotten kingdoms.

High Mountains

These are the located in the center of the northern continent. The mountains are home to many dangerous creatures and extremely territorial tribes. Even the barbarian Sikkar and the Legions of Tyros avoid tangling with the tribesmen of the High Mountains.

The Ice Spires

The Ice Spires are home to the tallest of the mountains on Erisa. Living in this frozen and inhospitable land are hardy tribesmen who eke out a living in a state of semi barbarism hunting mammoths, ice worms and other creatures that call the cold barren spires their home.

Moors of the Witch-Queen

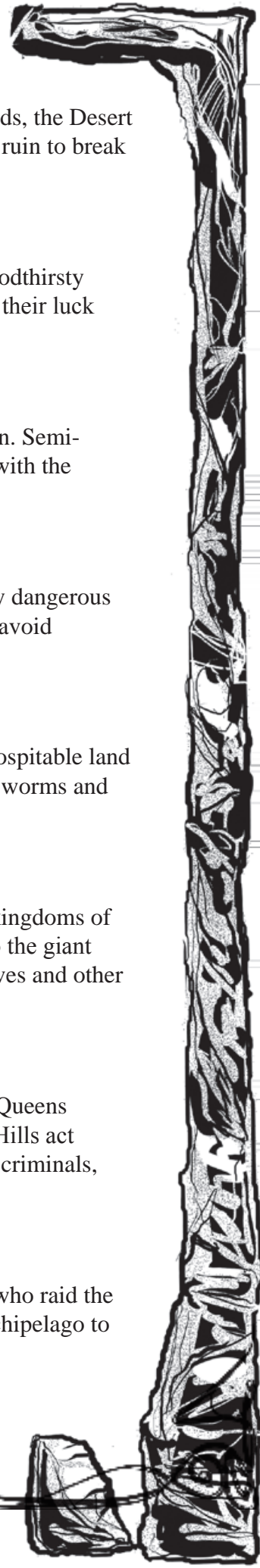
Whether she is a witch, a queen, a demon, or a goddess, she has lived in the moors since the kingdoms of men first arose. In her moors her power is supreme: every living thing from the swamp cats to the giant willow trees pay her homage and obey her commands. There are several tribes of escaped slaves and other outlaws who now make their home in the moors and pay the Witch-Queen tribute.

Red hills

The Red Hills separate the Moors of the With-Queen from the Kingdom of Tyros. The witch-Queens influence stretches into the hills but much of the range is a “no mans land.” Because the Red Hills act as a buffer of sorts between Tyros and the Witch-Queens domain, it is an ideal destination for criminals, outlaws, and escaped slaves.

Sea of Teeth

Hidden amongst the maze of islands and deadly reefs in the sea of Teeth are bands of pirates who raid the nations of that region with impunity. There have been several military expeditions into the archipelago to hunt down the pirates but none of the expeditions have been the least bit successful.



Sikkar Plains (Sea of Grass)

The mighty Sikkar are a nomadic people who call the “Sea of Grass” their home. Dozens of tribes travel in their wagons following the herds of bison. Each tribe is independent of the others, though they do meet throughout the year in large gatherings to trade and arrange marriages. They live for the simple pleasures of hunting and raiding each other for horses and women. They worship the Bull-God and talk of a day when the tribes will unite and plunder the stone walled cities of the south.

Silver Coast – Jungle of Green Death

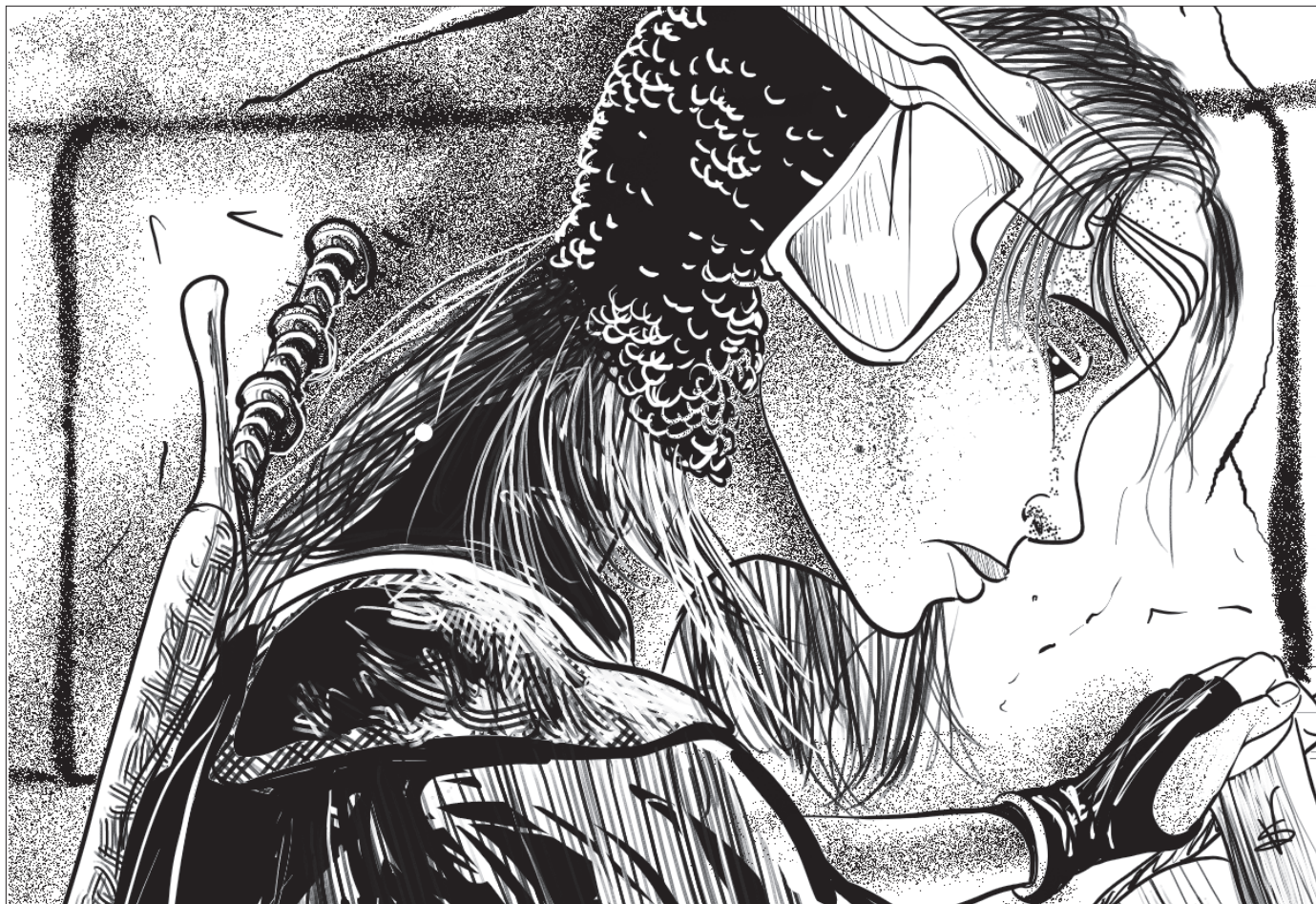
It is known as the Silver Coast because of the profit it brings those who can survive its dangers. Slaves, spices, ivory, and rare woods are here for the taking if you can survive the ancient ruins, monstrous beasts and bloodthirsty savages.

Voltan Range

Separating the Broken Lands from the Sikkar Plains, the Voltan Range is said to be the home of the great dragons.

Waylander’s Pass

Waylander’s Pass has been the avenue for several invasions of Sikkar hordes in the past. After the most recent invasion half a century ago, a series of fortifications were built to defend the pass against further incursions from the Sikkar.



Gods of Erisa

Almost every hero in Sword & Sorcery literature eventually runs afoul of the Gods, and it is no different on Erisa. When the Gods interfere with mortals it's usually to relieve boredom, advancing some elaborate strategy that involves improving their position in the Pantheon, or to oppose the strategy of a rival God. The Gods sometimes act as patrons to the heroes, using and abusing them as the situation warrants. Heroes will rarely come into direct conflict with the gods though they may interact with their agents or Avatars.

Though the Gods rarely play a direct hand on Erisa, their influence is undeniably felt through their worshippers. They are invoked often in oaths, prayers, and pleas. Their agents are abroad furthering the mysterious agendas of their masters. The following is a brief list of some of the major deities worshipped by the peoples of Erisa. The list is by no means complete as many demi-gods, hero-gods, family gods etc. are venerated as well. The names given are the ones most associated with the deities in question – different cultures, however, may have different regional names for the same deity.

Ashar: Goddess of thieves and the night

Ashar is invoked by thieves, watchmen, and anyone who does business during the dark of night. There is no known organized following for Ashar, but shrines to her are often found in hidden grottos.

Aviva: Goddess of the oceans and seas

Aviva is one of the three Gods in the “Celestial Family”. She is the wife of Roneth and the mother of Oram. Sailors and those traveling or making their living on the seas pay her homage.

Bol-Vy: God of strength and of the Sikkar

Bol-Vy was an ancient Sikkar Chieftain who legend says, was raised to Godhood for his bravery and love of his people. Warriors dedicate fallen enemies to him. Shamans offer prayers to him to insure healthy herds and rain. Because of his legendary strength and fighting prowess, he is known as the Bull-God.

Hala: Death goddess

Hala is a goddess who is revered more out of fear than love. Most seek to show respect and placate her in order that her attentions turn elsewhere.

Heldar: God of light, the dawn, duty and oaths

Heldar is the truthsayer and the guardian. He is said to see the truth of everything and cannot be deceived. Oaths made in his name are the strongest. If broken not only is the transgressor damned, but his line as well, for five generations.

Honir: God of nature, beasts, and hunters

Honir is the personification of nature, as man sees him. Therefore he is worshipped as a provider and teacher to mankind. The lessons of hunting, agriculture, husbandry, and generally living at one with the land as a partner rather than a despoiler are foremost in the teachings of his clergy.

Grun: God of the common man, the laborer, the slave.

Grun is the God venerated by most of the people of Erisa. His temples and shrines are found in every city and village. He is the God of perseverance and hope.



Inisa: Fire goddess

Inisa represents the destructive force of fire rather than its beneficial uses. As with the goddess Hala, offerings to Inisa are made not to entreat her but to ensure that her fiery gaze and wrath are directed elsewhere. Temples to Inisa are very powerful in the larger cities of Erisa where the offerings from various guilds are quite substantial.

Jeris: Goddess of lovers, passion, lust and vengeance

Jeris has a dual aspect, that of passionate love but also carnal lust and infidelity. She is invoked by young lovers as well as adulterers who seek to keep their liaisons secret. She is also the goddess of vengeance and of those who have been slighted. As you can imagine, mans nature being what it is, her temples are rich in offerings.

Kai-na: Goddess of fortune

Kai-na is the patron goddess of merchants, gamblers and anyone in need of good fortune. Which is to say everyone offers this goddess prayers. Unfortunately, she is fickle and at times very particular with her favors.

Kesh: God of battles

Lord Kesh is representative of Warfare as a noble endeavor. Kesh is revered by professional soldiers and mercenaries. His most devoted followers administer the finest military academies in the world. Kesh also has several orders of Warrior monks who are dedicated to the art of warfare and often hire themselves out as elite troops.

Obar: God of honor and perfection

Patron of Tyros, Obar is the god of honor, perfection, and nobility (at least the ideal of nobility). Obar is also the patron of the games of Tyros. The current royal family of Tyros is believed to be descended directly from Obar, and therefore infused with his wisdom.

Obra-Irca: God of travelers, scholars, knowledge.

Obra-Irca is known as the Journeyer, his priests travel throughout the lands of Erisa gathering knowledge and exchanging news. Priests of Obra-Irca never remain in one place for long, a year at the most. The priests maintain libraries in remote areas where the accumulated knowledge of their travels is cataloged and kept safe. They also maintain hostels and roadside shrines where one can find safety from the elements. It is generally considered an honor to offer a "follower of the path" a meal and bed for the night. Conversely turning away or harming a traveling priest of Obra-Irca is considered very bad luck.

Oram: Goddess of rivers daughter of Aviva

Oram is the goddess of lakes, rivers, streams generally any fresh waterways natural or manmade. Bridges are sacred, to her and most folk utter prayers to her before and after their crossing.

Na-Ko: God of the earth, mountains and desert folk, also known as The Scorpion God

Na-Ko is the patron Deity of the Desert peoples of the Drujistan Mountains and the desert of Skulls. Scorpions are sacred to Na-Ko and his gem filled desert temples are said to be guarded by giant man-scorpions.

Nohar: God of war and victory

Unlike Lord Kesh, Nohar is the god of war, for the sake of conflict. Followers of Nohar revel in the lust of battle and the taste of victory at any price. Nohar is of course the patron god of the city-state of Broaq-Nohar.

Nogar-Sai: Evil, undead

The “Dark One” is evil personified. His followers worship him in the hopes that he blesses them with power. This power comes in the form of un-life that he bestows upon them. Many of Nogar-Sai’s priests and high placed worshipers are Vampires, Liches, and necromancers who yearn for the power of immortality. Nogar-Sai’s sacrificial altars are stained with the blood of innocents.

Ranni: Goddess of secrets.

As one would expect the followers of Ranni meet in secret. Their numbers and hierarchy are unknown. Because they worship that which is hidden and covet knowledge that no one else possesses, they are a force to be reckoned with in a world steeped in hidden lore and intrigue.

Roneth: God of the sky, rains, and crops

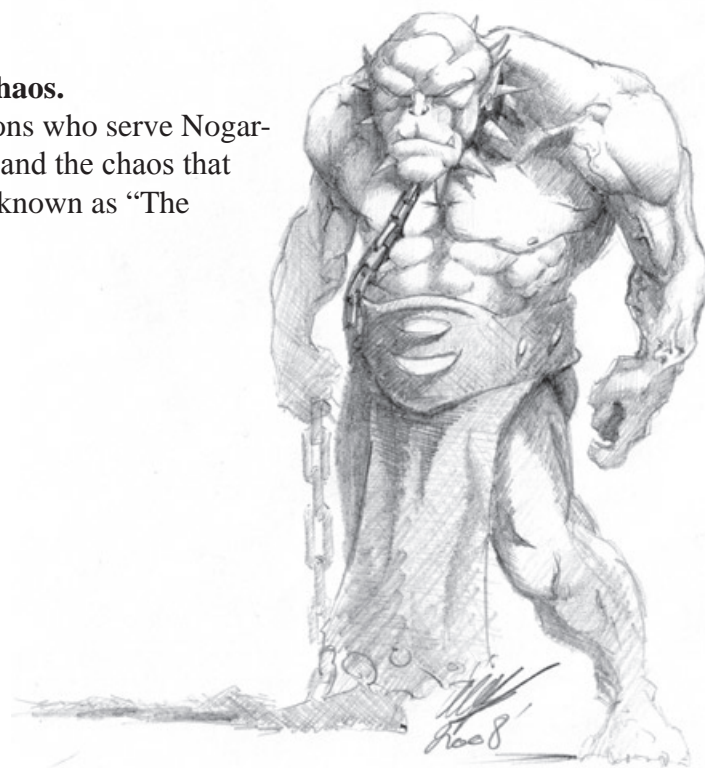
Roneth is the sustainer of life who showers the world and ensures the harvests. He is also the Storm that brings the bite of winter and the winds which nothing made by man can stand against.

St. Raphine: Demigoddess of righteous vengeance and the protector of children.

St. Raphine was a warrior priestess of Heldar who died single handedly defending an orphanage from a horde of ghouls. Her cult has a growing following and is spreading throughout the nations of Erisa. St. Raphine is the guardian of homes and children. There is a monastic order in the Amra Isles where priestesses are trained in the arts of combat and sent forth to defend the faithful. St. Raphine holds a special enmity towards Nogar-Sai, the god of undead. Her priesthood will go out of their way to root out and destroy any worshippers of the Dark One.

Yago: Demigod of violent death, murder, and chaos.

The Lord of Murder is a prince amongst the demons who serve Nogar-Sai. His area of influence is violent death, murder and the chaos that they create. He is the patron of a cult of assassins known as “The Children of Yago”.





River Pirates of the Belsa

The heroes have arrived in the city of Belsa, located on the river of the same name. They have just been hired by a local merchant, Dagoberto, to bring a bandit named Joubert to justice. Dagoberto is a moderately successful business man who owns several wine shops in and around the city of Belsa. His only son, Murillo, was killed in a raid when the river pirates, headed by the bandit Joubert, attacked the caravan he was leading. The authorities of Belsa made only a half-hearted attempt to investigate. But Dagoberto suspects that Joubert has connections within the government who protect him. Joubert and his men are based in the forest and strike quickly from the river bank in their fast moving canoes. They disappear into the woods and reappear weeks later further up or down river from where they last struck, to raid again. Dagoberto has agreed to pay the PCs 300 pieces of silver if they bring Joubert to justice. In addition, there is a bounty of 100 silver pieces sponsored by the river men's guild.

A Spy:

Dagoberto has, at great cost, found a man who can provide an "in" for the PCs. Jonah is a brigand who has worked on Joubert's crew, but holds no love or loyalty to the bandit leader. Dagoberto has paid to have Jonah vouch for a number of the PCs to join the river pirates. Jonah will lead the PCs into the great forest to a large campsite where over 30 brigands are preparing for some mischief. Jonah will remain with the PCs and aid them in getting back to Belsa with Joubert.

Blood In, Blood Out:

Unfortunately, even with Jonah vouching for them, the heroes can't just join up and become trusted members of the band. There is an initiation. Though Joubert is not present, the initiation is conducted by his lieutenant, a pirate by the name of Madoc. There are several ways that the PC's may prove their worth in joining the river pirates, they can choose from the following:

- Trial by combat – They must best Vitar, the band's "Master at Arms," using cudgels.
- Trial of skill - they must insert their hand in a puzzle box and unlock it from the inside. This requires three Lockpicking rolls. If all three rolls succeed, then the box is unlocked. If any of the rolls fail, the PC's hand is severed by a razor sharp trap in the box.
- Trial of bravery - Stripped of clothing and weapons, they must cross the Pit of Death: a very slim plank over a pit containing two alligators. Three successful Agility rolls are needed to cross the pit safely. If they refuse a trial then they will be killed outright. If the heroes attempt any one of these trials and succeed, they will be accepted into the band with much drunken revelry. If they fail any of the trials and yet somehow survive, they will be beaten half to death and left for dead in the wild (which would be a great way to introduce a "man in the wilderness" scenario, with the PC surviving, tracking down the pirates and exacting revenge). Additionally, any PCs with sufficient woodcraft or survival skills could remain hidden and silently track the pirates back to their lair while the other PCs "join" the pirate band.

River Booty:

Once they are accepted into the band, they will be expected to participate in the upcoming raid. Madoc has learned that a shipment of slave girls is being brought to several of the city brothels by a slaver from Tyros. There are 2 river barges, 8 river men, 20 slave girls, and 15 guards. The pirates, led by Madoc, will wait till late night and then attack under the cover of darkness. The riverboat men will flee if they can, but will

fight if cornered. The guards are well paid and will fight. In addition to the slave girls, there is assorted loot aboard: foodstuffs, cloth, spices, tobacco, etc.

At the Lair:

Following the successful raid on the river barges, the bandits gather the slaves, load them with loot, and lead them into the forest. Madoc leads the pirates to their base, a complex they call "The Lair." It is not so much hidden as it is out of the way, lying beyond the forest in the hills. The Lair itself is a maze of smaller interconnected caves fed by the cavernous maw entrance. The pirates have made this into a home of sorts. A spring provides fresh water, and, if one considers fungi as edible, there is food aplenty! A slight draft can be felt moving back and forth through the caves, though not strong enough to rid the caves of the smell of smoke, cooked meats and unwashed bodies. Outside the cavern at the base of the hill is an earth and wood stockade. This contains a shed for the canoes and a small corral for livestock.

Besides the pirates from the raid, there are 30 brigands and a dozen slaves in camp. There is much celebration as the loot and the new girls are brought into the main cavern. Word of their arrival was sent ahead, so, by the time the raiding party reaches the lair, a raucous feast is well underway and the PCs are finally introduced to Joubert.

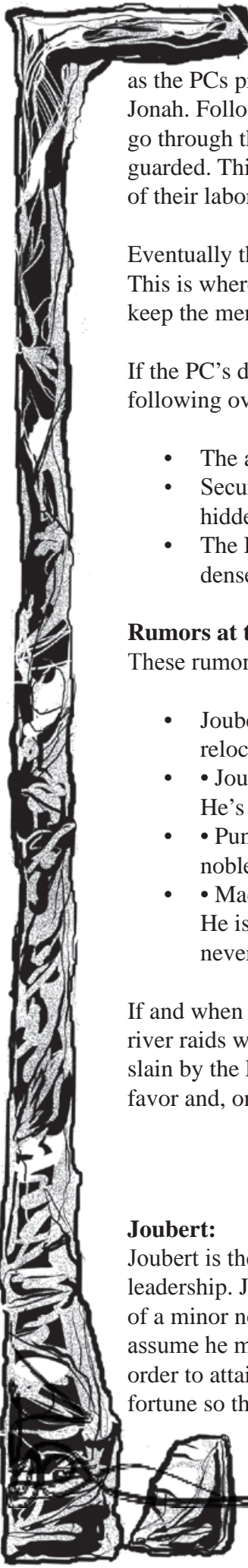
Joubert is a tall, handsome rogue with dark features and an aristocratic air about him. He wears a Legionnaire's short sword, dirk, and under his shirt can be seen the glint of fine chainmail. While not rude, he is not overly friendly, at least not to those he doesn't know yet.

Amongst the carousing brigands are several huge hairy men in buckskins, sporting bone-handled knives, obsidian tipped spears, and stout curved bows.. These are members of the Bear Clan - one of the savage tribes that live in the wild lands of the great forest. Joubert is courting their friendship. There is also a very exotic looking woman at Joubert's side petting a leopard. The woman is clad in skins similar to those of the wild men but of softer pelts and cut so as to expose her curvaceous charms. If any ask, her name is Puna. She is Joubert's "advisor" and a witch woman. Anyone inquiring is advised to give her a wide berth, as it is common knowledge she cavorts with demons.

The celebration goes on well into the night and everything one can imagine happening with drunken brigands and helpless slaves happens. There are fist fights, knife fights, and food fights. There is singing, dancing, and gambling. The brigands waste no time in taking their pleasure with the slaves and they aren't gentle about it. One slave girl and two brigands don't live to see the next day. Joubert watches it all with an evil grin, and participates in most of it. But, if anyone takes care to notice, he drinks nothing stronger than cider.

The following morning most of the pirates are hung over and pretty much useless. The half dozen that are on guard duty are sober enough, but even they are inattentive as they take their turns with the slave girls and sneak in a cup or two. Joubert had taken his leave of the revelry in the early hours, taking a slave girl and Puna with him. He retired to his private quarters; a side cave that has been fitted and secured with a heavy oaken door. Puna's pet leopard rests on a pile of furs outside of the room, next to the entrance.

At this point, the PCs should have enough information to formulate a plan of action. Jonah will insist on being kept informed. He intends to stay with the PCs until he can collect the rest of his reward and get far away. He knows that if he stays behind someone might remember that he was the one who brought the bounty hunters into the band to begin with. This isn't to say that Jonah is in any way reliable, but, as long



as the PCs present the best odds for his survival, he's steady enough. The only person Jonah is loyal to is Jonah. Following the latest raid, the Pirates will lay low for several weeks while the authorities in Belsa go through the motions of sending out extra patrols along the river and the river barges are more vigilantly guarded. This will generally be "downtime" for the pirates, who will feast every night and enjoy the fruits of their labors.

Eventually though, the wine will run low and the slave girls will start to lose their novelty and freshness. This is where Joubert and his lieutenants will begin to enforce discipline and initiate make-work gangs to keep the men from getting bored as the boss plots the next raid.

If the PC's decide to stay a while and get to know the Lair and the surrounding area, they will discover the following over the course of several days:

- The alliance with the Bear Clan (the delegation at the feast) is tenuous at best.
- Security at the Lair is rather lax. The pirates have such a fierce reputation and their base is so well hidden that they have become complacent.
- The Lair is about three days travel from the nearest civilized village at the edge of the forest. The dense woods make travel by horse impractical.

Rumors at the Lair:

These rumors could be true or false as the GM sees fit to expand the adventure

- Joubert is rich and has treasures in his room. He is attempting to amass enough to buy a title and relocate to Tyros or Pyrani.
- Joubert has a secret identity in the city of Belsa and is courting a noblewoman named Vorena. He's hoping her father's connections will help him realize his own goals.
- Puna is insanely jealous of Joubert's "fancy girlfriend." She knows she can't compete with a noblewoman and is getting increasingly bitter.
- Madoc has been promised command of the pirates once Joubert leaves, but he is getting impatient. He is also in love with Puna but, despite several dalliances with her, Madoc knows that Puna will never leave Joubert.

If and when the PC's manage to bring Joubert to the city of Belsa, the bandit will hang for his crimes. The river raids will continue as someone else (Madoc perhaps) assumes leadership of the pirates. If Joubert is slain by the PCs, Madoc will make a show of swearing revenge but, in reality, the PCs have done him a favor and, once tempers cool, it will be business as usual on the river.

Dramatis Personae

Joubert:

Joubert is the leader of the river pirates. He is a handsome rogue who exudes a definite quality of leadership. Joubert is charming and an accomplished bladesman. Rumor has it that he is an exiled member of a minor noble house from Emesa. He has occasionally mentioned his time as a legionnaire, so many assume he may have served as an officer. Joubert is a callous man and will use whomever he needs to in order to attain power. The activities of his band of river pirates serve as a means for him to build a quick fortune so that he may live the life of privilege that he feels he is entitled to. To this end, he has assumed an

alias of a young gentleman trader in the city of Belsa and is currently courting the daughter of a powerful noble, hoping the connections will pave his way to a life amongst the quality.

Jonah:

Jonah is a willow thin bandit with a hook nose and a nasty disposition. His one talent is survival and his only loyalty is to himself. Those around him seem to come to bad ends eventually. Jonah is a coward, but has some skill with a knife, usually demonstrated when stabbing an unsuspecting victim from behind.

Madoc:

Madoc is an escaped slave and gladiator. He has been with Joubert for three years, Madoc is a steady lieutenant and a strong enforcer with little imagination. However, he has recently acquired a desire for Puna, the boss's woman. And this has led to thoughts that maybe he could run the outfit as good as or better than Joubert. Though Joubert has spoken of retiring and handing leadership over to him, he is becoming impatient.

Vitar the "Master at Arms":

Vitar is a defrocked Warrior-Priest of Kesh and an outlaw. He is a mountain of a man standing over 6' in height. Vitar is skilled in the use of just about any weapon and uses a large war club in combat. His loyalty, such as it is amongst bandits, belongs to Madoc who once saved him from drowning in quicksand.

Puna:

Puna is a true mystery. She appears to be from one of the many savage tribes that call the borderlands home, but she seems to hold no allegiance to any of them. Her beauty is wild and exotic but no one besides Joubert (and more recently Madoc) has ever sampled her charms. When other savages encounter her, they give way and make warding signs when she passes.

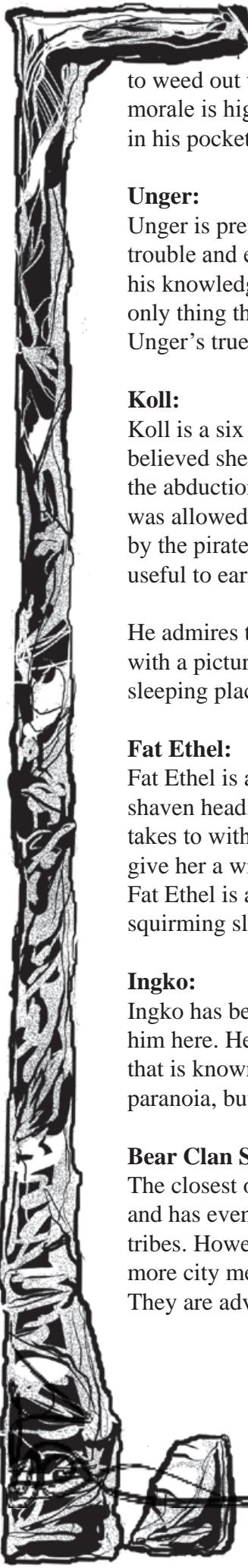
The pirates think of her as a sorceress or witch. She has uncanny powers over beasts in the forests and has been known to brew both poisons and healing elixirs for use by the pirates. She wanders the camp in next to nothing, flaunting her beauty and daring any to react to it. The pirates benefit from the potions that she brews for them, but they worry about the plans she might be planting in their leader's ears at night. Also, seeing all that beautiful flesh walking around, but never being able to touch it makes them surly. They do not understand her--what she is or where her powers come from--and what they don't understand they dislike. Puna's constant companion is a large forest leopard she can apparently communicate with.

She loves Joubert, but lately she is realizing that his honeyed words may be hollow. Feeling spurned by him, she has begun a dalliance with Madoc to try and get a rise out of the pirate leader.

Puna is a mystery. At the referees discretion, she could be given several magical charms or spells to bend the will of men, control beasts, or command nature (vines that bind victims at her command or ground that turns to quicksand come to mind). Also, Puna's loyalties could vary as it suits the referee and the direction of the adventure. Feeling spurned and wrathful, she could take her revenge on all the band including the PCs. She could be loyal to Joubert and hunt down the PCs using her own unique skills, or she might possibly fall in love with one of the PCs and open a whole new set of complications.

Joubert's Pirates:

The river pirates are a collection of bandits, deserters, convicts and slaves, with a spattering of out of work mercenaries. They are a bit harder than most outlaw gangs since Joubert insists on conducting "initiations"



to weed out the weak and inept. Under Joubert's leadership, they have had a run of good fortune lately so morale is high. The wine and women have been flowing freely and even the lowliest of the band has silver in his pocket and meat in his belly. Among the crew of cutthroats the PC's will encounter are :

Unger:

Unger is pretty much despised by everyone (and among this bunch that's saying a lot). He has a nose for trouble and enjoys fanning the flames of discord. Unger has dirt on everyone and will not hesitate to use his knowledge to his advantage. He always seems to be slinking around, listening and eavesdropping. The only thing that keeps him alive is that for some reason the boss has taken a shine to him. Joubert knows Unger's true nature but, as long as he remains loyal, Joubert will protect him.

Koll:

Koll is a six year old boy. His mother was taken in a raid two years ago; by her dress and demeanor it was believed she was a noblewoman or the wife of a merchant. The plan was to ransom her and the boy, but the abduction and subsequent abuse addled her mind and she died before revealing her family name. Koll was allowed to live and has been cared for by the slaves of the camp and the occasional gesture of kindness by the pirates. Koll earns his keep by emptying the slop buckets, gathering firewood, and doing anything useful to earn a scrap of bread to eat.

He admires the pirates and longs to be one of them. He has one possession that no one knows of: a locket with a picture of his mother and a man, possibly his father. He keeps it hidden behind some rocks near his sleeping place and often looks at it when the others sleep.

Fat Ethel:

Fat Ethel is a repulsive, ugly, she-beast. Weighing close to 300 lbs, towering near six feet, and sporting a shaven head, Ethel is a sight to behold. She is in charge of the day to day running of the Lair, a job that she takes to with an iron fist and a rawhide bullwhip. The slaves tremble in fear of her and even the pirates give her a wide berth. To Joubert and Madoc she is respectful, but to all the other pirates she is a hellion. Fat Ethel is a bully and a sadist. She is happiest when applying her lash with glee to the backside of a squirming slave girl. The only person in the lair she noticeably avoids is Puna.

Ingko:

Ingko has been a soldier, a pimp, a thief, and an assassin. His last occupation ended badly and brought him here. He is a bit paranoid since the man he killed was connected to a powerful criminal guild--a guild that is known to be vengeful. Ingko seems to see something familiar in one of the PCs. It may be his usual paranoia, but still...

Bear Clan Savages:

The closest of the tribes to the Pirates Lair is the Bear Clan. Joubert has been trading with them regularly and has even lent them some of his men and canoes when the Clan crosses the great lake to raid other tribes. However, there are still older members of the clan that feel city men, of whatever breed, only bring more city men who will eventually cut down the trees, fence off the land, and begin building stone houses. They are advocating the pirates be wiped out.

Sample Characters

Anteus

Veteran Gladiator

AGILITY: d8

SMARTS: d6

SPIRIT: d4

STRENGTH: d10

VIGOR: d6

Pace: 6

Parry: 9 (imp. Block)

Charisma: 0

Toughness: 9 (Improved Sexy Armor, Brawny)

Skills

Fighting: d10

Guts: d6

Healing: d6

Intimidation: d6

Knowledge: Pyrani area d6

Knowledge: Tyros area d6

Swimming: d4

Hindrances

Heroic

Loyal

Hard of hearing (Minor: -2 to notice rolls)

Edges

Brawny (+1 Toughness, can carry 80 pounds, no problem)

Fame (famous Gladiator)

First Strike (first attack on adjacent foe)

Improved Block (+2 to parry)

Improved sexy armor (+3 Armor)

One foe at a time

Two-fisted (no multi action penalty, always considered "armed")

Equipment

Weighted Cesti (i.e. Brass knuckles) Dam: Str+d4

Healer's bag containing a variety of bandages, salves, poultices and instruments for treating illnesses and injuries. +2 to Healing Roll

Background

At 6'3 and 300 pounds Anteus is one of the most physically imposing Gladiators to ever fight in the Grand Arena of Pyrani. He is a former champion in unarmed combat and favors a fighting style which relies on his strength to deliver punishing blows. Despite his violent career in the arena, Anteus is a somewhat soft hearted and introspective soul. His father was a physician, and Anteus is trained in those arts as well. He is especially adept at delivering babies.



Brother Stern

Heroic Warrior Priest of Heldar

AGILITY: d6

SMARTS: d8

SPIRIT: d8

STRENGTH: d6 (reduced: age)

VIGOR: d6 (reduced: age)

Pace: 6

Parry: 8

Charisma: 0

Toughness: 7 (Chain Armor)

Skills

Faith d8

Fighting d10 (+4 w/ Red Maiden)

Guts d6 (+2 Soldier edge)

Intimidation d6

Knowledge: Religion d6

Knowledge: Heraldry d6

Knowledge: Umbria d6

Knowledge: Etiquette d6

Knowledge: Military training d8

Riding: d4

Hindrances

Elderly

Loyal

Stubborn

Edges

Arcane background (Faith) Grants 2 Miracle powers

Improved sweep

Improved Trademark weapon ("Red Maiden") +2 attack

Professional Soldier (+2 Fighting)

Power: Essence of Heldar (Boost Trait)

Power: Fist of Heldar (Bolt)

Power: Righteous fury of Heldar (Fear)

Power: Dawn-flame (Light)

Equipment

Great Axe "Red Maiden" d6+d10, Chain armor +2,

Background

Brother Stern is 50 years old. He has dark skin, grey hair, a full beard, a broken nose, and is built like a bear. He is a Warrior-Priest of Heldar and a former general in the Umbrian army. When the king of Umbria was overthrown Stern was entrusted with Prince Talon and they escaped into exile.



De Silva

Veteran Sorcerer

AGILITY: d6
SMARTS: d10
SPIRIT: d8
STRENGTH: d4
VIGOR: d6
Pace: 6
Parry: 6
Charisma: 0
Toughness: 5

Skills

Interrogate d6
Fighting d6
Gambling d6
Guts d8
Investigation d8
Knowledge: Etiquette d4
Knowledge: Legends & Lore d4
Persuasion d6
Spellcasting d8

Hindrances

Code of Honor (Nobleman of Aragos)
Cautious
Loyal

Edges

Arcane Background: Magic (power points 10, powers 3)
Perfect Memory
Just the Thing
Power points (bonus 5)
Luck

Powers:

Arcane Background: Magic (power points 10, powers 3)
Perfect Memory
Just the Thing
Power points (bonus 5)
Luck
Armor
Stun
Detect Arcana
Deflection
Power points: 15

Equipment

Rapier Str+d4 (+1 parry), Dagger Str+d4

Background

De Silva is the 4th son in a minor Noble house from the city of Aragos. As befits a noble scion of Aragos he was given an education in the arcane arts and sent forth by his father to make his fortune. Despite his lack of lands or fortune, De Silva carries himself as an Aragossean noble would be expected to.



Risa

Veteran Mercenary Archer

AGILITY: d10

SMARTS: d6

SPIRIT: d4

STRENGTH: d6

VIGOR: D6

Pace: 6

Parry: 6

Charisma: 0 (Attractive +2, Outsider -2)

Toughness: 6 (armor)

Skills

Fighting d8

Knowledge: Military training d6

Riding d8

Shooting d10

Survival d4

Tracking d6

Hindrances

Loyal

Outsider (Sulanese Woman)

Claustrophobic (Major -4 to all trait tests)

Edges

Attractive (+2 Charisma)

Professional Soldier (+2 Shooting)

Rapid-fire (Fire two arrows per round)

Quick

Quick draw (draw weapon and attack in the same round with no penalty)

Marksman

No mercy

Dodge

Equipment

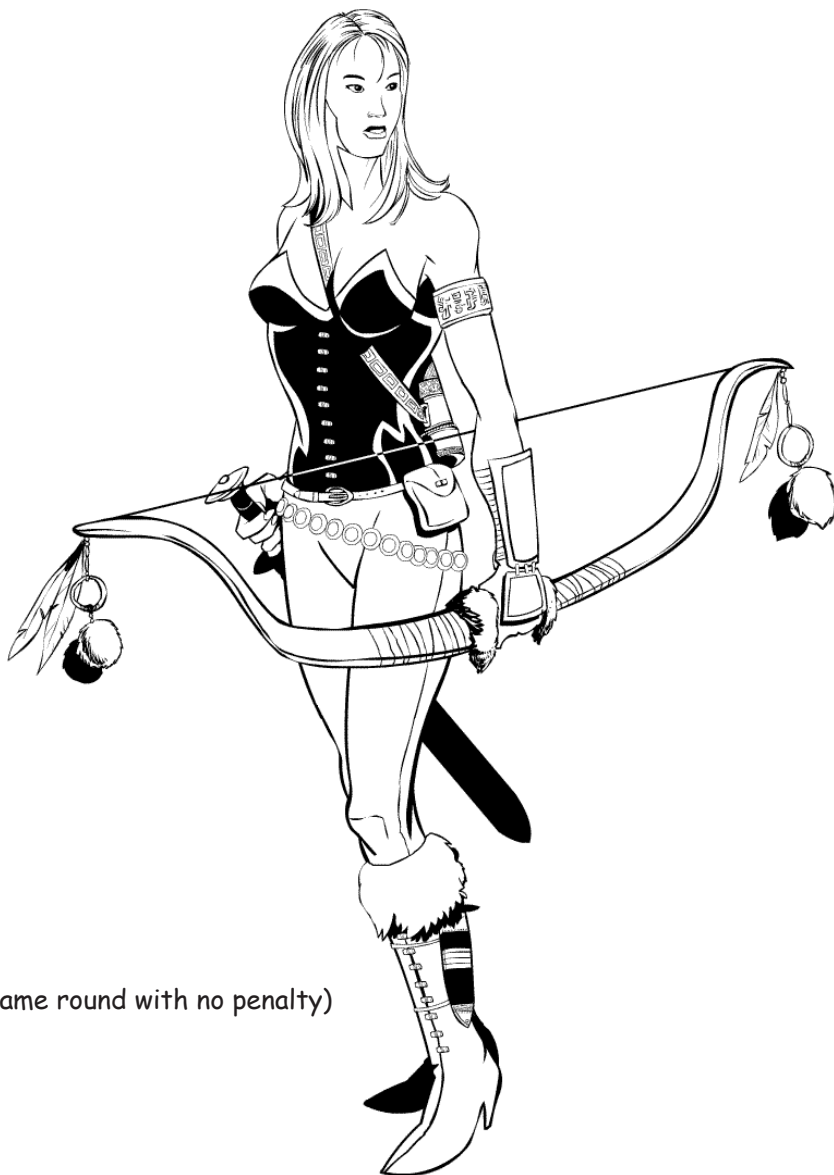
Leather armor +1 armor bonus, Short Sword Str+D6, Dagger Str+D4,

Goban Hornbow 15/30/60, 20 arrows 2d6

Background

Risa is a warrior woman of Sulanese origin. She was raised on the great plains of the Goban.

Fleeing an arranged marriage, Risa made her way south and soon began earning a living as a mercenary. As part of a guard force to a visiting Sulanese merchant, Risa eventually came to the Akkarian continent. She has since met and fallen in love with the gladiator Anteus of Pyrani.



Talena

Veteran Pirate/Brigand

AGILITY: d8
SMARTS: d6
SPIRIT: d4
STRENGTH: d6
VIGOR: d6
Pace: 6
Parry: 5
Charisma: 2
Toughness: 7

Skills

Boating d6
Climbing d6
Fighting d6
Gambling d4
Lock picking d6
Notice d4
Persuasion d4
Streetwise d6
Swimming d4
Taunt d6
Throwing d8

Hindrances

Arrogant
Greedy (Minor)
Vengeful (minor)

Edges

Attractive (+2 Charisma)
Sexy Armor (+2 armor)
Two-fisted
Luck
Escape Artist
Fearless
Quick

Equipment: Throwing Axes (3) 3/6/12 D6+D6, Daggers (3) 3/6/12 D6+D4, Sling 4/8/16 D6+D4, Lock picks, Grappling hook & silk rope,

Background

Talena was a city bred urchin who eventually found herself on a pirate ship. Her quickness and agility soon made her a welcome member of the crew. She came under the protective wing the ship's first mate who taught her the skills of a sailor and warrior. Now in her early 20's Talena has been at sea for most of her life, serving aboard all manner of vessels from pirate carracks to Zandaran slave galleys.



Talon Ironhawk

Veteran Exiled prince

AGILITY: d8

SMARTS: d8

SPIRIT: d8

STRENGTH: d6

VIGOR: d6

Pace: 6

Parry: 8

Charisma: 4

Toughness: 7 Chainmail armor

Skills

Fighting d8

Guts d8

Intimidation d6

Knowledge: Heraldry d4

Knowledge: Military Training d6

Persuasion d8

Riding d4

Shooting d8

Hindrances

Vow: Reclaim his kingdom (Major)

Loyal

Phobia: Fear of heights (minor)

Edges

One foe at a time

Professional Soldier (+2 to Fighting)

Attractive (+2 Charisma)

First strike

Level headed

Charismatic (+2 Charisma)

Equipment

Chain mail, longsword Str+D6 (normally d8, but limited by Talon's Strength.), dagger dStr+d4, Bow 12/24/48, 20 arrows 2d6,

Background

Talon is the son of the late King Tarn Ironhawk of Umbria. Ten years ago Tarn was killed in his sleep by assassins and his throne usurped by Marshall Jagan, a demon worshipping nobleman and his military council. Unbeknownst to the usurpers, Prince Talon, then a young lad of 8 years, was spirited away by Brother Stern, one of the king's most trusted advisers. Stern has raised Talon as his foster son. The two have traveled across Erisa, serving as warriors for hire. Talon is now of age and is determined to regain his throne and free his people from the grip of the evil Marshall Jagan.

