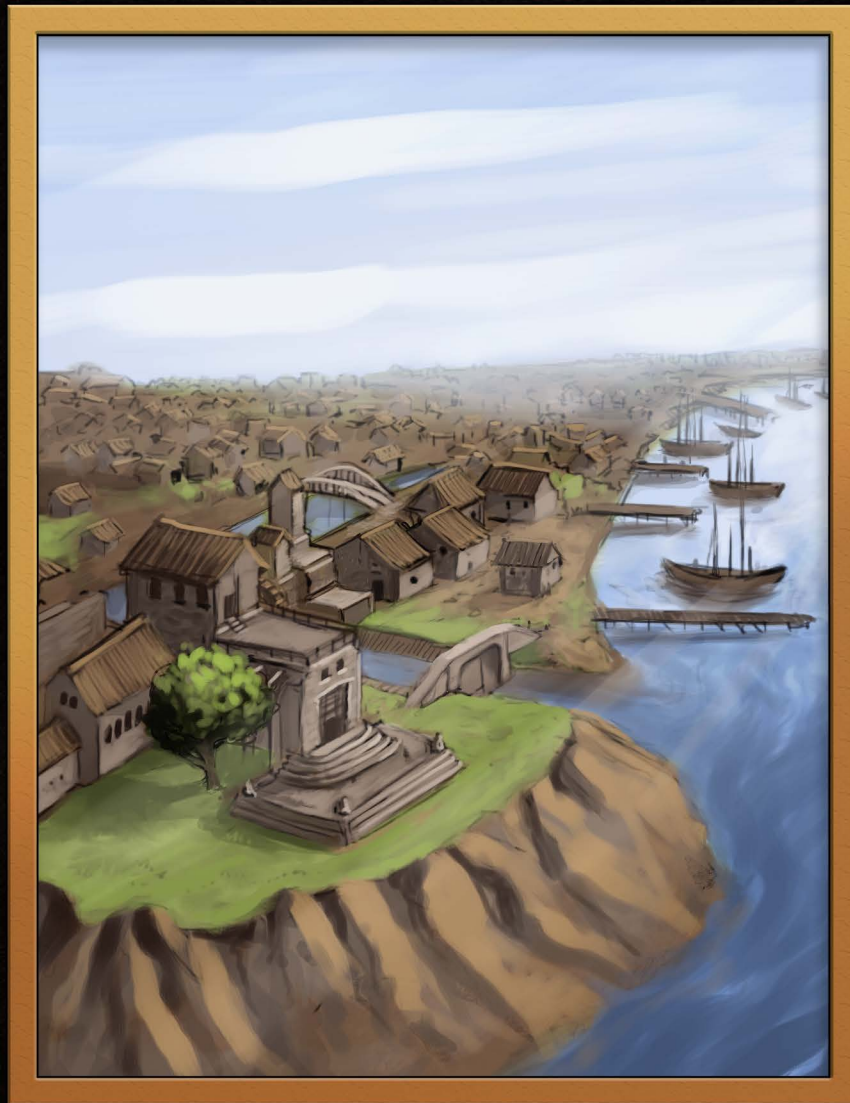


EPIC HIGH FANTASY

Shardar



BLACK LANTERN REPORT



CAMDEN

EVIL BEAGLE GAMES PRESENTS

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I love this city, I really do, but it's not called "Snakes Den" for nothing. Justice and law get lost in the constant battle to survive on these streets and I get to watch it evolve from my window every day.

I remember one muddy, spring day an older man set up his cart just outside my house. He was selling small trinkets and charms. Sweet old fellow. Late evening, when most of the market was closed down and the carts were packing up, a young woman stopped to look at his merchandise. I saw it happen from my window. While the merchant was distracted a young boy approached from the opposite direction and robbed him. I'm not sure why I remember it so clearly; I'd seen this dozens of times.

Afterwards the merchant realized he'd been robbed. He called for the local guard but no one answered. The next day I noticed a guard speaking with the merchant. I left my home for a while and when I returned the old man was lying dead under his cart. He'd been stabbed and the rest of his stock had been taken. A few days later I saw that same guard wearing a small pin in his hat that I'd seen on the old man's cart.

Why didn't I speak out, raise the alarm, and point out the crime that had obviously taken place? Let's be honest - in a den of snakes, the mouse that draws attention is the first to become lunch.

--Excerpt from an anonymous interview from the Grayson's Grey Rangers material "Can we Turn Camden towards signing the Grey Ranger Charter?"

CAMDEN, THE "SNAKES DEN"

The City of Camden is a mix of political relationships, loose morals, and greed. The residents in power will do anything to hold onto that power. Those without it strive hard to just make ends meet. The Houses that rule the city get along only to ensure their own survival. The City of Camden has chosen to stand apart from the Southern Kingdoms by refusing to accept the Grey Ranger Charter. This puts them at odds with many communities but has opened up a whole world of profitable opportunities that are not normally available. Many traders bring cargo from shady areas to sell their goods here to then be moved further into the Southern Kingdoms. This freedom also means the city is on its own when attacked by pirates or raiders coming in from coastal waters. The

City of Camden has so far been able to withstand the test of time. Since its founding in the early 2000's it has been attacked, burned, and rebuilt several times. No matter what differences or trust issues may exist among the Houses and people of Camden - threaten them, and they will defend themselves.

Location: The southern coast of the Wildlands, between the cities of Haven, Venture, and Shan

Affiliation: Independent city within the Wildlands. Camden has refused to accept the Grey Ranger Charter and stands on its own.

Population: Approximately 10,000 people. The seasonal trade from harvest, fishing, and livestock herding can wildly affect the city's population.

Racial Mix: The large majority of citizens are human with some dwarves and goblinish, and a small mix of the other races. It's rare to encounter Korindians or aevakar even passing through the city.

Economy: Camden is well off; the established fishing waters and crossroads provide excellent trade opportunities. The sprawling landscape gives plenty of room for agriculture and industry to help feed economic growth.

Strength: Camden is a bit of a mixed bag when it comes to security and military forces. There is a standing city watch, staffed and funded by the ruling Houses. They are tasked with keeping order and protecting the city from outside assault. However most folks inside the city see them as corrupt as the Houses who run the government. Mixed in with this is the private mercenary company of the Jagged Daggers, who are occasionally mistaken for thugs and bandits rather than a protecting force.

Leadership: The city is ruled by a council of seven ruling Houses. Six of the Houses drive a major industry and region of the city, while the seventh represents the people of the city and is an elected position. In the council, this seat is only important as a tiebreaker and that usually comes down to race on who can bribe or intimidate their way to a win. For most of the Houses a council seat is looked at as a leadership role in the House, though it's not always the case.



THE SEVEN HOUSES

HOUSE OF THE BLACK HAMMER

Council Seat: The Anvil

Current Holder: David Regala (male human). A small frail man who is showing signs of advanced age earlier than he should. He is slow to react and has been accused of accepting bribes from several Houses on important votes recently.

The Black Hammers have always overseen the city infrastructure, water, streetlights, sewer, etc. During the particularly cold winter of 3102 a worker revolt turned the city upside down. A union of sorts was formed and after a violent uprising the Houses stepped in to restore peace. The lands the Black Hammer held were divided among the remaining six Houses and all the buildings associated with public needs were declared public property. The Union was put in direct control of the work force and the House's seat on the council became an elected

seat. While done to appease the people, it's openly joked about in the council that this vote is commonly bought or pressured by the other Houses.

There is a vote each year, driven by the Union of the Free Peoples of Camden. Typically the Union management chooses the candidates for the position. An unstated rule is that a member of the Black Hammer clan can never be allowed to sit in this seat ever.

The Black Hammer clan who first settled in Camden and founded this House are a proud family of dwarves. The dishonor of losing control of their own House's holdings has been a dark stain for years now. Hoping to bring credibility back to their family's name, the leader of the clan, Dormen Black Hammer, is secretly partnering with a small group of Builders. He is hoping to bring Builder technology to the people of the city and return to a position of power.

HOUSE OF THE BROKEN WHEEL

Council Seat: The Longstrider

Current Holder: Mariana Browns (female human) has proven she can handle herself. While many may not agree with her secretive ways, in the past year she's bested the last three challengers for her position.

Broken Wheel controls most messengers and teamsters in and around the city. They control the mail service and distribution throughout the city. It goes without saying that they control a large force of spies gathering additional information on nearly everyone and everything that goes on in the city.

Founded by the Falin Longstrider in the early days of Camden, the Broken Wheel has always used a long distance foot race to determine its leadership. This doesn't mean there hasn't been plenty of double dealing and backstabbing along the way. Falin found this out himself when his nephew was tricked into a race for the House and bested by a young human who arranged for several "accidents" to take place during the race.

The Broken Wheel hosts yearly sporting events for the locals in a variety of formats. Publicly it's to boost morale and bring in more trade but secretly they're scouting new talent for a variety of roles within the House.

HOUSE OF THE STORM CROW

Council Seat: The Thunder

Current Holder: Andarian Eridorn (male eldakar) came into power nearly 10 years ago. He has been a wise adviser to anyone who seeks his council and recently has been meeting secretly with members from Black Hammer.

The House of the Storm Crow controls the alchemical and sorcery based schools, shops and industry in the area. When Galius Storm Crow first came to Camden he saw an opportunity to expand his own influence. Little did he know that his influence would outlive him. It's too bad he never had children to keep his riches in a family. Now many who join the ranks of the House are enlisted and tested to the point of near death before they are granted real power within the House.

The Position of the Thunder is one coveted by everyone yet protected by powerful sorcerers. There is a line of succession and advancement that is rarely questioned other than to make sure outright murder was not involved. The oldest and wisest of the order are also the shrewdest at staying alive.

Storm Crow always works against the Black Hammer's interests, trying to prove they can provide for the city in better ways. They've even built large factories to mass produce alchemical compounds to make daily life easier. Taking full advantage of these facilities, they've also become a major manufacturer of floaters and other drugs in area.

HOUSE OF THE BLEEDING TREE

Council Seat: The Scythe

Current Holder: Malar Urku (male goblin) is known as one of the cruelest and most vile goblins to walk the streets of Camden. He's always the first to seek revenge through bloodshed, and has used his guards as fodder on more than one occasion.

This agricultural House helps keep the city fed. The Bleeding Tree manages the farms in the surrounding area and ensures they're profitable.

Guarded by a pair of ogres the size of small houses the Scythe is rarely seen with dirt on his hands - though blood is pretty common. The position of Scythe has been handed down for generations between a triad of three gobliness families. Most anyone in power within the House belongs to one of the three families and they rarely allow in anyone from the outside.

While the Scythe may represent the House in the council, he does so at the whim of the matriarch and true ruler of the House, Shurula Urku.

The House is named from the violent nature of punishments in the early days of the house. A large white tree that still growing in the front yard of the manor house was use for public punishments. Those who disobeyed the will of the House were tied to it and lashed. So many were punished in this way that the bark of this tree has turned red from their blood.

The Bleeding Tree works well with most of the other Houses. After all, each of them depend on the Bleeding Tree in some form. From shipping product and supplies in and out of the city, to growing components for the other industries, the Bleeding Tree enjoy a rich life within Camden.

HOUSE OF THE JAGGED DAGGER

Council Seat: The Sliver

Current Holder: Jet Shadowclaw (female brinchie) once accepted a leadership challenge from a dwarf, and drank him under the table. That's one of many rumors propagated and she's even been known to boast of herself. Which ones are true is anyone's guess.

The Jagged Dagger is a military organization and prides itself on quick decisive action. Working closely with the city watch to provide troops when the watch can't handle a situation. They often hire themselves out across the region and have been seen throughout the southern kingdoms. It's not uncommon to see members of the Jagged Dagger providing security for each of the other Houses during important public missions.

Originally founded by a Nazatiran named Leticio Palacee, the Jagged Daggers were more about stealth and assassination than armed forces. Over the years they found that they could not stay hidden and still operate as such a large force of the city.

Years After Leticio's death the group was taken over by a Malakaran, who established the code of conduct and trial by combat to determine the leadership of the group. The role of the Sliver was established from these rules, which still stand today. Jet Shadowclaw has held the position for nearly ten years.

HOUSE OF THE CRIMSON SEA

Council Seat: The Shark

Current Holder: Illrass Niss'Ka (male dregordian) is calm and collected - mostly. He has worked hard over the years to control the rage, but once someone pushes him, very little is left in his wake.

The Crimson Sea controls the Trade Wharf and all the major warehouses located there. They act as harbor master and dock hands for most trade vessels that stop in this bustling port city.

The Shark is the nickname of a fisherman who found himself working to coordinate some of the first large vessels who stopped at the docks in Camden.

The records of his real name were lost to fires in the warehouses of the wharf over the years. The title was adopted about a hundred years ago to represent the council seat for the Crimson Sea. The Martrusch family from the Malakar Dominion founded the House and established the structure of the wharf. About 50 years ago, the eldest son of the Martruschs lost all deeds and titles to the wharf and warehouses through gambling with the Niss'Ka family. Since then the eldest offspring hold the seat of the Shark and oversee day to day business.

The Crimson Sea are quick to make deals with the other Houses. Sharing the warehouse space and charging a premium for extra security. Any shipments coming in and out of the wharf are searched, extra fees are tacked on for illicit cargo, especially if it's traveling aboard one of the many vessels the Crimson Sea owns and operates.



HOUSE OF THE LAUGHING MASK

Council Seat: The Voice

Current Holder: Lucius Mesner (male human) has sat in this seat for most of his adult life. He is constantly plotting and scheming ways to advance not only his House's standing and control but that of his own as well.

The Laughing Mask specialize in running the largest theatres, inns, and dens of debauchery in the city. While the Storm Crows make the poppers and floaters, it's this house that distributes and sells them.

The Laughing Mask was originally a humble theater troupe, traveling from town to town. They stopped in Camden during the early days and started working with the locals to build a modest theater. Since then the operations have grown considerably and the original theater is now the family home. Like any traveling group, family is a loose term and encompasses any number of races and people. The

leader of the House is a Lucius Mesner, from Camon. He's ruled the House for the last 30 years and in his advanced age is preparing to hand things over to his adopted daughter Agnes. Agnes's brother who has been acting as the Voice for the House on the council is not pleased about this.

STRUCTURE OF THE CITY

A small river divides the town in half. On each side of the river, the city is split into three sections. On the west side of the river you'll find the Docks, the Waterfront, and Uptown, while on the east side is The Trade Wharf, The Market, and Lowtown.

Docks

Controlled by the Bleeding Tree, the Docks sit along the coastline on the western side of the river. This was the first area to be founded in the city as its founders first started this city as a fishing village hundreds of years ago. The fresh water flowing into



the ocean created a rich area for both agriculture and fishing and its continued to this day. The Docks haven't changed much over the years. Still focused on their primary function of fishing, they are small, old, and worn, but still very much in use. Smaller vessels dock here to deliver their catch on a daily basis. The area around the docks is a collection of open air fish markets and small houses. On the western edge of the area sits the physical house of the Bleeding Tree. A mansion in comparison to the other buildings, and its grounds are kept clean behind its iron fences.

WATERFRONT

On the west side of the river and upstream from the coast is an area controlled by the Storm Crows named The Waterfront. Densely packed with houses, towers, and manufactories, the smells of burning components emanate from this area day and night. This section of Camden is difficult to keep clean, as byproducts from alchemical mixtures sometimes flow through the streets. The static discharge of arcane power can be felt in the air if you walk too close to one of the sorcerer towers.

Esmerelda, a large, older human woman, runs The Inn of the Sacred Grove which sits near the river in the Waterfront. It's surrounded by relatively poor businesses but is a favorite of the locals for a reasonably priced meal. The protected courtyard, beautifully dominated by one of the last ancient oak trees in the city, makes for an excellent rendezvous. Many find that making business deals in the inn is a good idea, as no one seems to be able to tell a lie around Esmerelda.

UPTOWN

Having more money than most of the other Houses, the Jagged Daggers control Uptown on the north western edge of the city. A walled community with its own private security forces, they seldom tolerate any disturbances. The area is kept clean and the training grounds and barracks are well staffed for the troops here. It's common to see important officials from other regions pay to stay in Uptown when visiting the city instead of the other sections of the city. Uptown

is also home to "town hall", the building that has been set aside as a neutral location for the city council to meet and deal with city business. The building is part of the only section of the district not enclosed by the defensive walls of the rest of the district.

TRADE WHARF

The Trade Wharf on the Eastern Side of the river was built to accommodate larger trade vessels from Nazatir and other regions along the coast. Equipped with large cranes and storage warehouses that allow for the larger vessels to be unloaded and store goods for later delivery. The markets nearby are full of day peddlers trying to extort money from visitors and the inns are some of the nicest in town. The Crimson Sea manages the area and they make a great effort to patrol the area and keep the crime under their control.

While the main fishing and food stores may come from the Docks, few want to eat next door to it due to the sheer odor. With this in mind the Crimson Sea gathered together some of the greatest chefs from all over Shaintar and set up the Eatery Row. It is a series of fine restaurants catering to those with more sophisticated palates who are not shy about paying for the luxury.

MARKET

North of the Trade Wharf on the east side of the river the Market grew out of a need for a more permanent trade area. Several open air markets are all over town for those passing through from around the region. The Market district streets are lined with buildings several stories tall. Shops are on the bottom and homes are above. The Broken Wheel controls most all the trade licenses in this area and they work closely with the Crimson Sea, providing information and long range travel for agents of their mail services.

A large Colosseum-like arena was built several decades ago in the center of the market. It has drawn visitors to the city ever since and plays host to several major events throughout the year put on by the Broken Wheel.

LOWTOWN

Every city has a place where those of lesser means gather and collect. The Laughing Mask encourages this by setting up the largest public theaters and boarding houses in the area. Located on the north eastern side of the city, Lowtown provides a place for budding musicians and artists to show off their talents and find a place to sleep all while being manipulated and used by the agents of the Laughing Mask. While this area does indeed have the best theaters and draws shows from all across the region, it also has the largest brothels and widest selection of illicit drugs you will find in the Wildlands.

The Mask is a school and theater of the arts. Set up in one of the larger round stage buildings, daily classes are held here catering to all forms of performance art. Students from all over come to the Mask to be trained by some of the best performers in the Southern Kingdoms. The Mistress of the Mask is an eldakar named Sulisianna Silvermoon. She rules the Mask with an iron fist and, while many of the other schools and stages in the area may tolerate drinking and drugs, she has no patience for this in her students.

GUILDS AND PEOPLE

While the seven Houses control the regions of the city and definitely set a mood of loyalty and atmosphere in each. There are always independent factions and groups that fight hard to control smaller areas of the landscape. Some are just normal people looking out for others and wanting to help. While others, would rather see you bleed to death while they take your last few coins.

UNION OF THE FREE PEOPLE OF CAMDEN

In each district there are several buildings set aside to manage things like water, lighting, and safety. These folks work independently of the various Houses and under the name of the House of the Black Hammer to maintain these services for everyone involved. This includes cleaning up the streets as best they can, keeping street lamps lit, running the water cleaning system, and making sure the sewer systems dump into the designated areas and not back into the clean water supplies.

Leadership: The Union is run by a small council of sorts. The positions are elected each year among the officials who govern and run the union. It is important to note that whoever holds the position of Anvil cannot sit on the Union council as well. This is to help curb corruption as much as possible.

THE TRICKSTERS

Out of all the small minor street guilds in Camden the tricksters have been able to stand the longest and are dedicated to standing against the large Houses through acts of petty larceny. Headquartered out of a small farm house outside of town, they have been able to use the sewers to gain access to town and escape discovery. The Tricksters have always stayed away from all-out war with the Houses but many of their recent jobs have been pushing the boundaries. Rumors have been spreading of a mysterious new backer using the Tricksters to gain influence.

Leadership: Leon Embersong (male alakar) currently runs the group. He is shrewd and patient, taking his time to plan each job, making sure to not draw too much attention to his people but yet to cause as much trouble as he can.

OLIVER'S ORPHANS

Set up in a rather large manor home in Lowtown, Oliver's Orphans offers sanctuary to those in need. He runs a shelter and soup kitchen service to make sure that all those who need help are cared for. A few local healers stop in at least once a week to check in on his tenants to offer their services. Oliver has gathered a large following of folks who are adamantly loyal to him. All of them help in some way around the orphanage, from general cooking and cleaning, to administration and security.

Leadership: Oliver O'Brien (male human) is an older man who has taken good care of himself over the years. He has gained such notoriety within town that even the larger Houses will leave someone alone or negotiate with Oliver whenever they seek sanctuary under his roof.

THE LONG FINGERS

Pickpockets, thieves, and spies, this smaller group works with several of the Houses as informants. They have a close relationship with the Broken Wheel but have been known to work for any of the Houses willing to pay. Made up of anyone from young kids to elderly homeless, membership really only requires you be able to survive. Those that get caught are left to die at the hands of the city watch.

Leadership: Cami Nahelish (male human) took over the guild recently by challenging the previous guild master to a duel to steal from the captain of the city watch. Cami was successful, the former leader lost his hands and was dumped into the river.

HARD SINNERS

While pickpockets run wild in the streets of Camden so do muscle gangs. The Hard Sinners are the most known for this. It's not uncommon to see people stand aside as a group of them walk down the street. They bully and harass to get what they want. The Houses ignore them as long as they stay out of the way.

Leadership: Met'ka Orkal (male orc) rules over the Hard Sinners with an iron fist. He has lead the group for over 10 years and has been undefeated in battle for most of his life. Several have challenged him over the years for leadership and their skulls now decorate his private chambers.

SHADOWCATS

A dedicated group of thieves specializing in breaking and entering. The Shadowcats are rarely seen but always leave a drawing of a small cat somewhere they have entered. A calling card so to speak. Their network includes contacts in all the Houses which allows them to turn over their goods quickly and to even get out of town without anyone knowing.

Leadership: Domonique Nivare' (female human) sits at the head of the Shadowcats. Her skills don't lie in planning of the jobs, but in aligning the clients. She is sultry and cunning and makes sure that those around here are the best at what they do. The loyalty she fosters in her people has kept her in power and money for a long time.



BLUE DIAMONDS

A small group. Known for the blue diamond tattoo they wear, specialize in assassination of important targets. Their payments are always expensive, though sometimes rare and exotic. Everyone knows it's not worth hiding when a Blue Diamond enters the room. If they want you dead, there is no place safe. There are rumors that the Blue Diamonds work closely with or are part of the Jagged Daggers. So far no one has been able to confirm or deny this.

Leadership: Kezeron Tova (male human) is quite and slow to act. Any injustice or slight against him or his people is usually not reacted to right away. Instead it can be weeks, months, or even years later. After all, someone is always looking to kill you. Kezeron just looks for the one willing to pay for it.

THE RED STORE

The Red Store is based in the Malakar Dominion and has operated in the Southern Kingdoms for years. While not directly housed in Camden, its pull and sway is felt in every corner of the city. They have always had a presence here, but it has grown significantly in recent months. Their influence is so large that some refer to them as "The Eighth House." For more information on the Red Store see the "Shaintar Guidebook: Malakar Dominion".

FISH HEADS

A secret group that fights against the injustice of the Houses. Specializing in helping those wrongfully accused or punished for a crime. The Fish Heads have been known to orchestrate prison breaks and other escapes to help the innocent go free. To get them out of town many have been hidden in barrels of fish heads headed out of port for use in neighboring villages and fields.

Leadership: Beryl Black Hammer (female dwarf) the youngest daughter of Dormen Black Hammer has always stood against her family's interests. She has worked tirelessly in the shadows to save those wrongfully accused of crimes and put right some of the corruption her family has caused.

STORY ARCS

In a city so full of crime and corruption it's sometimes hard to see how the players may be able to contribute to making the world better. After all an invading horde isn't attacking and bandits aren't raiding villages and homesteads. While the Grey Rangers may not have formal jurisdiction, they can still help, it may require them to be a bit more subtle than normal. A few story arcs to get you started are listed below. They are left open ended to allow you as the GM to develop your story your way.

OLIVER IS MISSING

Oliver had been noticing more homeless not returning to the shelter than normal, but when several children started to go missing it was time to call in help. Slave labor may not be common in the Southern Kingdoms it is in other regions of the world. On occasion slave traders smuggle kidnap victims out of Camden by ship to be sold at auction in places like the Kal-A-Nar Empire or Shaya'Nor.

RESCUE THE SON

The son of a local merchant is being executed for the murder of a mid-level House member. Since this is Camden he is almost certainly innocent. Beryl Black Hammer reaches out to the Rangers in the area for help in breaking him out and getting him to safety.

UNSANCTIONED THEIVES

The Rangers are contacted by an established trader or merchant about a new thieves' guild starting up which is targeting high profile targets like Council members around the city. In response the Council is locking down the city and declaring martial law. This is driving away business and keeping honest folks from making a living. If this new group can be stopped the Council should relax its hold and life could return to normal.

DENIZENS

OLIVER O'BRIEN

Oliver is not a powerful fighter or skilled mage. Instead he is good hearted and knowledgeable of how the world works. He generally knows when someone is lying to him and can usually talk his way out of most situations. He is also one of the most deeply undercover Black Lantern agents anywhere in Shaintar.

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

Skills: Fighting d8, Intimidation d6, Healing d6, Investigation d10, Knowledge (History) d10, Knowledge (Politics) d10, Notice d10, Persuasion d6, Streetwise d12

Charisma: –; **Pace:** 6; **Parry:** 11; **Toughness:** 6 (1)

Hindrances: Code of Honor (M – the weak must be protected and given the opportunity to excel), Phobia (m – scared of drowning), Loyal (m – to all those in his care)

Edges: Command, Command Presence, Connections, Danger Sense, Extraction, Improved Extraction, Jack-of-All-Trades, Linguist, Street Savvy

Gear: Full leather (+1), Club (Str+d4), Bracers (+1 Parry)

OLIVER'S GUARDS

Oliver may run a homeless shelter and orphanage but he understands the need for security. His guards are trained and able to handle themselves in most any situation.

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

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

Pace: 6; **Parry:** 6 (1); **Toughness:** 7 (2)

Gear: Club (Str+d4), Scale Armor (+2, -4 Coverage), Small Shield (+1 Parry)



BERYL BLACK HAMMER

Beryl has never agreed with her family's tendencies to subjugate those in their employ. She learned the lesson early in life that sometimes the right thing required going against her family and sometimes the law.

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

Skills: Fighting d6, Boating d6, Healing d4, Investigation d8, Knowledge (Navigation) d6, Knowledge (Politics) d8, Stealth d8, Streetwise d8, Survival d8, Taunt d4, Throwing d6

Charisma: –; **Pace:** 7 (d10 running die); **Parry:** 8; **Toughness:** 7 (1)

Hindrances: Code of Honor (M – The innocent will not pay for the crimes of the guilty), Wanted (m – the Red Store and several other organizations within the city have been trying to catch Beryl in the act for years.), Loyal (m – to all those who aid her in her quest to free innocents)

Edges: Brave, Connections, Danger Sense, Fleet-Footed, Luck

Gear: Partial Leather (+1), Staff (Str+d4; Reach 1"; Parry +1), Bracers (+1 Parry), Sling (Throwing; range 4/8/16; Str+d4)

SOLDIERS OF THE JAGGED DAGGER

The Soldiers of the Jagged Daggers are ruthless whether fighting a street brawl or a war. Trained in the ways of war and stealth they have been known to accomplish missions without ever being seen. Feel free to apply any of the racial templates from *Shaintar: Legends Arise* to these stats.

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

Skills: Fighting d10, Healing d4, Intimidation d6, Notice d6, Shooting d8, Stealth d8

Pace: 6; **Parry:** 8 (1); **Toughness:** 10 (4)

Edges: Battle Hardened, Combat Reflexes, Extraction, First Strike, Frenzy, One Against Many

Gear: Long Sword (Str+d8), Crossbow (15/30/60, 2d6, AP 2, 1 action reload), Full Plate and Chain Armor (+4, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs. ranged shots that hit)

CAMI NAHELISH

Cami has a reputation to uphold, and takes every opportunity to do so. She is as quick with her wit and her words as she is with her daggers.

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

Skills: Fighting d12, Climbing d6, Gambling d4, Lockpicking d12, Shooting d8, Stealth d10, Streetwise d6, Survival d4, Throwing d4, Tracking d4

Charisma: –; **Pace:** 8 (d10 running die); **Parry:** 9; **Toughness:** 6 (1)

Hindrances: Greedy (M), Vengeful (m), Enemy (m – you don't get to be this successful without making a few enemies)

Edges: Assassin, Fleet-Footed, Quick, Thief, Two-Fisted

Gear: Full Leather (+1), Dagger (Str+d4), Dagger (Str+d4), Bracers (+1 Parry), Bow (Shooting; range 12/24/48; 2d6)

MET'KA ORKAL

Nicknamed the Iron Fist for a reason, his lack of patience is matched only by the strength of his grip.

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

Skills: Fighting d12, Intimidation d6, Notice d6, Climbing d6, Knowledge (Battle) d4, Stealth d4, Survival d4, Throwing d8

Charisma: -6; **Pace:** 8 (d10 running die); **Parry:** 14; **Toughness:** 10 (3)

Hindrances: Arrogant (M), Vengeful (m), Mean (m)

Edges: Brawler, Brawny, First Strike, Fleet-Footed, Nerves of Steel, Improved Nerves of Steel, Powerful, Sweep

Gear: Full Chain (+3), Full Helmet (+3), Warhammer (Str+d6; AP 1), Large Shield (Parry +2), Throwing Axe (Throwing; range 3/6/12; Str+d6)

MATTERS OF GAME PLAY

Snakes Den is a hard place to live, unless one knows the ins-and-outs and understands what it takes to survive in a city completely ruled by crime and its lords. Those who manage to thrive in the city of Camden are skilled, useful folks indeed.

EDGES

The following Edges, while introduced in this book, might apply to anyone born in a difficult, crime-ridden urban environment. Look also to the *Shaintar Guidebooks: Malakar Dominion, Eastport, and Serenity* for other possible Edges and related game play elements for such characters.

BACKGROUND EDGE

Born an Orphan

Requirements: Novice, Streetwise d6, Survival d6

Those born without parents or guardians, or who lose them very young, in the cities of the world discover all too quickly that they must develop keen survival instincts to make their way. These are the boys and girls who, once they are weaned and set

loose, figure out every tactic and technique to not only make it to the next day, but help others along the way.

This Edge allows the hero to roll Survival checks for all the usual benefits while in an urban environment.

COMBAT EDGES

A Hard Life

Requirements: Veteran, Vigor d8+, Hard to Kill

There are those who've lived through it all, seen it all, done it all, and are still alive to tell the tale.

Characters with this Edge not only ignore wound modifiers when rolling on the Incapacitation table, they gain a +2 to the Vigor roll. They also gain a +1 on any Fatigue resistance rolls.

Street Savvy

Requirements: Novice, Agility d6+, Notice d6+, Streetwise d8+

Some folks come to understand exactly how each and every feature of a city street can help them maximize their advantages in a combat situation.

This Edge allows the hero to roll their Streetwise to perform a Trick Maneuver, and they can choose to make it against either the target's Agility or Smarts each time they do it. Note that Charisma modifiers do apply to this roll, just as with any other Streetwise check.

PROFESSIONAL EDGE

Criminal

Requirements: Seasoned, Notice d6+, Streetwise d8+

Anyone can commit a crime. Those who make a career out of such activities, however, learn much about finding jobs, as well as how to get away from the authorities.

This Edge confers a +2 to any Streetwise check that involves finding criminal activities to sign on for, or related opportunities. It also provides a +2 to any Stealth checks when the character is evading the notice of authorities and guards, and a +2 on any rolls made during a foot-based Chase scene to get away.

CONTACTS

This section builds on something originally presented in the Day in the Life supplement.

While the Edge "Connections" provides potential access to an entire organization, a Contact is a specific entity a hero has some kind of relationship with who can aid them in some way. A Contact is not acquired as an Edge; instead, players can earn Contacts for their heroes as a matter of game play, like a reward based on something done in the game.

Saving someone's life, successfully performing a major task for them, or simply engaging them regularly in a positive fashion can turn an encountered character into a regular Contact. This is a narrative device and entirely up to the GM to allocate and adjudicate. When a Contact is granted, the Game Master can choose to write them up, like an Ally, or even let the player do it.

Contacts generally don't require special rolls to communicate with, but they may require Persuasion or other efforts to get their help, depending on the story. They aren't meant to be "in the group" Allies. Rather, they are folks living out their lives in a location (or perhaps traveling a regular route, if they are a merchants or couriers, for example) who a hero can talk to about things, get resource support from, or very occasionally call upon as back-up for a fight.

