

EPIC HIGH FANTASY

Shardar

GUIDEBOOK



BRINCHIE

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GUIDEBOOK: BRINCHIE

"Whilst you stop to whip that slave, I can see you. Whilst you tighten the chains of oppression in the lands, I can hear them rattle. As your last breath whistles softly out of a throat opened by my blade -- I can look into your eyes and know I did the right thing. I am a Crescent Warrior and I am the shadow of retribution." ~ Ebonclaw, year unknown

THE BRINCHIE

Welcome to the Guidebook for the Brinchie, an oft misunderstood race of feline humanoids found in Shaintar. Many cast a wary eye on this cat-like race, due to their association with the lands of Norcan Darr -- believing that they are childer and thus, secretly loyal to Ceynara. Nothing could be further from the truth - well, yes they might have come from Norcan Darr, but they've been a staunch ally in the wars against Darkness and Flame. We don't talk about those who serve the likes of the Red Store.

Come with us as we delve into their society, their secrets and lay bare the fabled Crescent Warriors, an enigmatic shadow society of the brinchie steeped in tradition and honor. In this guidebook we'll introduce more information on their martial art Kalinata, and sprinkle in some new Edges, adding even more dimension and skill to your brinchie characters.

We even take a look at some of the more obscure settlements of the brinchie, as well as revealing more of their personal history; much of their tradition has been lost as they have integrated into the overall society and cultures of Shaintar.

Welcome, keep your fur safe and your claws to yourself.

A MISUNDERSTOOD PEOPLE

To many people, the brinchie are disturbing cat-looking folk with a penchant for instant gratification, action and adventure. They view these visitors from another place as flighty and sometimes downright irritating. It's true in some respects, the majority of brinchie get irked when there's nothing going on -- they bore quickly when there's no action transpiring or anything to catch their interest -- and a great many are unable to progress past a certain level of learning.

Such is the way for many races however, and this is not a hard and fast rule. The brinchie are capable of great things and they have proven it time and time again. They are also capable of supporting the forces that work against the Light and Life in Shaintar, there are notable brinchie who have joined up with the Red Store and Malakar Dominion, learning more about trade and numbers than many of their race.

There are those brinchie who devote their life to the study of Kalinata, the martial art that combines use of natural weapons -- claws, teeth, along with trademark swords -- the Rrka (short blade) and Lösska (long blade). Many folk on Shaintar make the mistake of thinking that a distracted brinchie, such as Dust, isn't paying attention to her surroundings, or doesn't care -- yet nothing could be further from the truth.

Some brinchie have cultivated this particular trait and are so highly focused they can ignore their flighty nature, pretending to be as the rest of the tribe, while they are watching, listening, and planning what they're going to do next.

As Dust would say, *"Whilst you're watching the silly cat and thinking her words are foolish, you miss the sudden knife in your gut that lays bare all your sins -- several feet of them over your boots. Messy!"*

HISTORICAL OVERVIEW

The brinchie don't have as much history as other races in Shaintar, but they've been involved in a few key events during their time here. However, that doesn't mean they've had an easy time in Norcan Darr and their history doesn't just start with their arrival on Shaintar, that's only part of the story.

-1700 B.C. CATS AND RATS

Two hundred years before the brinchie came to Shaintar, they originally lived in harsh lands known as Norcan Darr. This rocky great desert, vast, harsh, unforgiving, and dangerous to the unwary is populated by childer, bestial creatures that are thought to be the children or creations of demons. The most prolific of these are the ratzin. While in Norcan Darr, the brinchie fought against the ratzin as both races struggled for resources in the harsh land. The brinchie kept the rat folk back and managed to

drive them away from precious water sources which the rat-men sought to capture.

This back and forth carried on for quite some time, culminating in a Blood Hunt against the chief of the rat tribe, Lord Skewer. The brinchie were led by Starclaw, a brave and capable warrior, his daughter, Midnight, led the raid on the ratzin, and perished in the moment she cut down Lord Skewer -- seeing their rat lord fall, the ratzin scattered and tried to regroup.

Starclaw held a wake for three days and this culminated in a massive Blood Hunt that exterminated the remaining ratzin in the brinchie's tribal lands.

-1600 DEMONS AND FLAME

The brinchie found themselves at war again, not with rats but with demons that came to discover the cat-folk in the Hard Lands, as the brinchie call Norcan Darr. The glimmer of hope the brinchie represented stood out like a beacon to these creatures of Flame, so they attacked en-mass and slaughtered a good portion of the brinchie found there. Starclaw had already died, and the leader of the brinchie at this point was a foolish one named Runner. He put his people in danger, sending them on retaliatory strikes that allowed the Demons to track them back to their tribal homes and seek out the hidden enclaves in the harsh valleys.

The brinchie had no choice, after they fought battles that lasted days -- they fled their lairs and sought out new places to inhabit in Norcan Darr. When those were destroyed, they became nomadic, never settling in one place for too long.

-1500 THE EXODUS

When Ceynara made her first steps back to Shaintar, with an army of demons and childer at her command, she opened the Seven Great Cauldrons and evil flooded into Shaintar in what would become the War of Fire. However, during this time the brinchie decided to abandon Norcan Darr, where they had been hunted by Ceynara's servants, and fled to this new place. There they hoped to find acceptance and perhaps even new lands to call their own.

Initially the brinchie were met with hostility, but they began to be accepted when they joined the side of those who fought against Ceynara, running guerrilla raids against demon and childer alike.

Liner Notes: Not at all What You Think

It's tempting to look at the entry on the brinchie in *Shaintar: Legends Arise* and take that as the sacrosanct, de-facto type of brinchie. To do this, however, is a great disservice to a race that has stepped up to help many times in Shaintar's history; it relegates them to comedic relief and in some cases ridicule. So there's always going to be an exception to the rule - brinchie that don't fit the mold in terms of personality, looks, or temperament. The Crescent Warriors take the best traits of the brinchie and apply them to their code of honor - as the samurai once did, and mixing in a bit of the shadow-battles of the ninja. A brinchie who is flighty wouldn't last long in this group of warriors, but might cultivate the impression to her allies that she is easily distracted, foolish, and quick to anger. Why? It suits her. This way when her enemies fall for the same trick -- she strikes and takes advantage of a lowered guard.

Player Characters might meet a brinchie NPC who has greater than normal Smarts compared to their tribe-mates, it's not impossible. They might even encounter a woefully clumsy brinchie that just can't get that acrobatic thing right, no matter how hard he tries; he'll never be as good as those fellows of his tribe who can dance through combat like furred whirlwinds.

Also, remember that brinchie can follow any path -- so you could have a clever and quiet brinchie druid, magic user, even an intelligent and charismatic Grey Ranger.

-1200 NOMADS AGAIN

The brinchie were key to helping the allies battle Ceynara and her minions for the next hundred years. The leaders of the brinchie changed and their people fought hard to gain acceptance -- but coming from Norcan Darr, caused many to believe that they were childer and even though the brinchie gave their all, they were often shunned or placed in monitored encampments outside official army camps. Officers claimed this was for the brinchie's protection, but truthfully, they were disturbed by the alien appearance of these cat folk -- and perhaps worried that the powerful lion, tiger, and panther brinchie would be able to overpower them should they suddenly turn.

It was a foolish assumption born of paranoia and suspicion. Fortunately it would not last, the brinchie pushed hard with the allies and whilst the Ascended fought against Ceynara and her demons, the brinchie joined the rest of the races to push back the servants and Acolytes.

-1100 MERCENARY CATS

With no leader to speak of, the brinchie reacted to the minor wars during this time and became mercenaries for the most part. There was no one to unify them, so they split into tribes and the major tribes of the past were all but forgotten. The brinchie were valued assets, never truly treated as ally until much later. Those who did not involve themselves in the wars resumed a nomadic existence as the Plains Runners.

The brinchie keep their population high enough that they don't become a footnote in history. They also watch the great kingdoms prior to the War of Fire turn to dust.

-1000 CALLING

During the Age of Peace, even the brinchie are called to the Gather by the Eye. Here they listen to the Ascended entreat Shaintar's people to live together in peace and harmony. The brinchie listen, they take it all in and some of them begin to follow the Paths, some of them even join the ranks of the Druids.

The earliest sea travel begins around this time. The brinchie are not convinced it is a good way to travel--yet some take to the waters anyway.

-700 THE HORDES COME!

Once again the brinchie come to the aid of those who are beleaguered, this time not as mercenaries or as members of any army. The Crescent Warriors rise from the ashes of the old tradition, striking from hidden locations and engaging in subtle conflict against superior numbers by means of subterfuge, sabotage, and guerrilla tactics. They rescue slaves and save villages all from within the shadows.

-600 AGE OF DARKNESS

Master Silverclaw of the famed Silverclaw tribe rises to power at this point, he teaches a whole new generation of students Kalinata; the brinchie art of combat and some say that they are rewarded for their service by the Silver Unicorn herself. The brinchie join the actions in the Freelands and help turn the tide of battle there, they once again strike from the shadows and battle the forces of Darkness -- throwing their best warriors against Shaya'Nor and Vainar's might.



o AGE OF HOPE

After so much loss, so much conflict and so much mistrust -- the brinchie stand on a knife's edge. Yet it is the Ascended who step in, they raise Landra as Soulfinder. Prior to this, Cyria Eridor and E'lara R'eva combined both magic and druidic skills to develop a cure that stops the spread of Vainar's great plague in -175. The Age of Hope dawns and the brinchie thrive from this time onwards. They move through Shaintar and settle in various lands, becoming part of the population rather than keeping lands for themselves or moving on as nomads, though the Plains Runners do still choose the nomadic life.

720 - LANDRA'FEYA MIGRATION

Much time passes, the brinchie rebuild their people and they continue to grow. They keep the old traditions alive, especially their sacred oaths to the Crescent Warriors. This clandestine group remains a mystery and legend to many of the brinchie and their allies. Some of the brinchie seek new places to live, so again, driven by their nomadic blood they travel until they approach the elves of Landra'Feya, there are initial tensions between the elves and the cat-folk, the *Quo-Unias* and other *Elders* soon put these tensions aside and command that the brinchie be given a place, and that they be welcomed also.

1741 - THE BATTLE OF ARALON

Tavrin Ondori recognizes the value of the brinchie as allies; he understands their skill in combat and their tenacity as a people. He makes full use of the cat-folk as he sends them plus a combined force of fae, dwarves, gobliness, and humans against Jolokas ki Grilnas. The conflict lasts eight days, happens near the Aralon Forest, and sees a major role for the Crescent Warriors at this time. The tide is turned by the arrival of the Youlin Aradi cavalry and thousands of aevakar -- the Kal are routed and sent back north.

3024 - EXPANSION

The brinchie once again expand their numbers; integrate with society and culture as a whole, though still rarely are seen as equals. They appear across Shaintar in many cities, towns, villages, and settlements -- they join the Grey Rangers, they continue to lend their support where possible via the Crescent Warriors who grow from strength to strength.

3121 - THE WAR OF FLAME

The brinchie do not sit idly by, under their new leader -- the enigmatic and mysterious Talon. They strike out against the forces of Ceynara once more and stand with their allies as more and more of them push against the Flame, meanwhile as the Kal launch their offensives -- the Crescent Warriors move to intercept them and strike deep into the heart of Kal camps.

They free countless slaves, start rebellions and even kill several high ranking Kal during this time. The rest is up to the pages of new history.

BRINCHIE CULTURE

"Ah, the brinchie, what can I say about these cat-folk that hasn't been said a dozen times by other voices, perhaps louder than my own. I have had extensive dealings with the brinchie of Landra'Feya during my time there when I was collating information on the elves. The brinchie are quite misunderstood, and are not the childer that ignorant people believe them to be.

They are certainly not savages or barbaric, they have a highly developed culture that stems from different roots, and elements that are carefully curated and integrated from other cultures that they are part of. Some of the brinchie might appear erratic or easily distracted, but when trouble rears its ugly head -- I know that I can depend on them in a tight spot. I have had personal experiences of this, I was recently rescued from a Kal-A-Nar slave camp by a brinchie known as Shine -- I owe her a great deal.

I was also able to gain some insight into their highly mysterious group, the Crescent Warriors. I have left some of this information for the Scribe to relay to you -- I am sure those who read it might find it as fascinating as I did. " ~ Damon Allard, Scholar, gentleman, and historian.

ARCHITECTURE

It's rare for the brinchie to have their own settlements, towns, and villages these days. They've always been a transient people at heart; nomadic life is in their blood. Or it was. They would rather integrate into an established community; find their

roles and homes amongst interesting people -- such as the fae, or the humans in places like Nazatir or even Galea.

Yet that said, there are brinchie who have established their own places hidden away from the wider world. Those settlements have an interesting hybrid of cultural building styles drawn from the various influences in the brinchies' life. If their community is close to Olara for example, then you can expect stalwart buildings that have form, function and little in the way of true beauty about them.

Those brinchie who reside closer to fae, or even in Landra'Feya itself have adopted a more elven approach to their architecture. These settlements feature sweeping curves and beautiful designs, something that's sturdy but extremely pretty.

Nomadic brinchie such as the Plains Runners have settlements that are easily taken down and moved, quickly. They favor small wagons that can be moved in a hurry and luxurious tents. Their life is one of constant movement and their blood refuses to let them put down roots anywhere they go.

One thing that is constant to all brinchie designs is comfort; they are fond of things that they can laze upon. They love soft furnishings and decadent styles of design in that regard, the plushier the better.

BRINCHIE NAMES

Brinchie use descriptive names or names derived from something or someone in their local culture. They rarely adopt a surname.

Example Names

Amber, Aradove, Blackclaw, Crushfang, Dust, Ebonclaw, Edgedancer, Grasshidden, Heartrender, Icetongue, Jade, Jet, Lightfoot, Limbdancer, Longtail, Luna, Midnight, Moongazer, Nightstriker, Opaleyes, Pounce, Quickclaw, Rose, Rune, Runningheart, Shadowstalker, Silentstrike, Silverfang, Steelheart, Streetrunner, Swiftclaw, Talonslice, Umbra, Veilrender, Waterwind, Yelloweyes, Yowl, Zephyrspeed

PHYSICAL DESCRIPTION

The brinchie are bipedal, they're a race of cat-folk, or felinoids that hail from an extremely harsh and unforgiving climate. They come in all shapes and

sizes, some bear a resemblance to domestic feline forms, with a slew of coloration and markings that match those of a house cat. These brinchie tend to be built on a more acrobatic, lithe scale than their larger counterparts and usually they're much shorter as well.

Other brinchie resemble the more predatory, bigger breeds, such as lions, tigers, jaguars, panthers, lynxes, and are built on a more powerful scale. Their features match those of the big cat they take after and they also come in a wide variety of colors, fur types, and markings. They also tend to be much taller than their smaller cousins.

The brinchie have clawed hands and feet, these are their primary weapons when unarmed and even a small brinchie can leave nasty wounds. They also have tails; again, these tails often resemble the style of the feline the brinchie is modeled on. You can expect to see a cross between humanoid features and feline, with similar attributes across male and females of those species. Some brinchie cleave to the more humanoid style of appearance, others definitely swing to the predatory hunting cat. You know when you're looking at one of those, because even the politest of the brinchie big cats looks as though they want you for dinner, though they recognize that to consume another sentient being is to fall to the Flame.

CLOTHING

Brinchie choose their clothing based on the culture that they're integrated in. Thus in Galea you can expect to find brinchie dressed the same as the locals, depending on preference. Some brinchie women have begun to experiment with the favored ballgowns of the Glean noblewomen, which is amusing both human and brinchie in equal measure -- since the gowns either have to be adapted for brinchie tails, or the tails are kept in check under the gown, twitching every so often.

Some societies are relaxed in their social mores, the brinchie adapt to this quickly. If the society wears very little, the brinchie follow suit. If the society covers up, the brinchie do the same. Even though they know they're never truly naked since they have their fur.

The brinchie always dress for the occasion, so you'll find warrior brinchie well armored, protected in all the right areas. Brinchie who adopt magical or

druidic Paths favor the robes and clothes of those professions just like their other counterparts.

The brinchie also have a penchant for jewelry, a part of their tribal nature that still remains strong. Many of the women and men adopt the human practices of pierced ears amongst other things. Some brinchie will put rings around their tails and wear them like bracelets; they are quite fond of the musical jingle that they make when they walk. Of course, no self-respecting shadow-art brinchie would do that with their tail on a job, this is strictly for pleasure, not sneaking around.

For their feet brinchie prefer no shoes, they find them too restrictive -- they can't fight as effectively if they're not able to unleash their claws. The same goes for gloves, they prefer their hands uncovered as well. If they do need to cover part of their feet, they'll do so in a mummy-like wrap of wound cloth or a sock with holes for their toes.

FOOD

The brinchie have a wide variety of foods they enjoy, and of course their favorites tend to lean towards the meat, poultry, and fish sides of the larder. They are quite accomplished cooks in their own right, again, drawing from the community they're part of and the culture they're most interested in. Those brinchie who live close to surface dwarf communities, such as those surrounding the various dwarf holds that have a mining village, often prefer hearty meals and plenty of solid fiber. Unlike cats, brinchie have a better stomach at digesting more human foods, those foods that would poison a regular cat or big cat have no effect on the brinchie.

DRINK

The brinchie are not adverse to human drinks, or even some fae or dwarf concoctions. They imbibe whatever local beverage is the most popular in their surrounding culture, yet enjoy clear spring water or, in some nomadic brinchie tribes, fermented milk drinks flavored with local herbs and spices.

The Plains Runners favor a drink known as Malaka, a heady concoction of dark liqueur and Yelnik leaves, this drink has a pleasant aftertaste and some brinchie report a slightly euphoric effect. It's highly popular amongst the younger brinchie and often served at parties where courtesans can be found.



SOCIETY

Once again the brinchie have Plains Runners, and other brinchie tribes that might be hidden beyond the eyes of all. What society they have is drawn from the ideals and cultural mores of those around them, adapted, refined and integrated into the brinchie society as a whole. They are incredibly adaptable as a people, even though their sudden disinterest, erratic nature, and in some cases fire-laden tempers can and do get the better of them, especially the irritable ones.

They will adopt society's mores as a whole. So if they're in a society that has strict roles for men and women, they try and adapt to this. Not that many societies in Shaintar do this, most view that kind of thinking as dull and incredibly staid. For example, a brinchie tribe that moves into an area of monogamous people with that cultural and societal stricture; will adopt that as their lifestyle, at least as far as public appearance goes, rather than risk upsetting the people around them.

If you visit a nomadic brinchie tribe you can expect them to adhere to many of the old ways. The men and women share everything, responsibility, friends, and

dwelling. Some of them even take more than one mate; they see no reason to tie themselves down in that regard, the wanderlust is just too strong, even in matters of the heart.

Nomadic brinchie also regularly engage in ritualistic behavior, ritual worship, and the Blood Hunt especially -- this facet of brinchie life is important in the ancient ways -- not many adhere to it these days, those who do are determined to keep that tradition alive.

Blood Hunts take the form of a ritual hunt of a powerful predatory animal or monster, or a hunt of a dangerous being, such as a Kal-A-Nar Warlord. The exact nature of a brinchie Blood Hunt ritual is left to individual tribes but they each have several features in common, given that the ritual is based upon traditions handed down generation to generation.

All brinchie must go unclothed on a blood hunt, using only traditional weapons. There's an exception to using the traditional weapons and now warriors may use the Rrka and the Lo-sska, created after the migration to Shaintar.

The brinchie must be swift in their kill, the prey cannot suffer.

They must hunt with honor and may not return to their tribe until the hunt is complete.

ART AND ENTERTAINMENT

The brinchie who live amongst other cultures, human, elves, adapt that style of art and entertainment. Some find great joy in using wood to sculpt, even going so far as to use only natural tools. Many great warriors often cite the need to keep their claws sharp not only for battle, but for peace as well. This thought process is extremely prevalent in the Crescent Warriors, where battle is as much an art as flower arranging or pottery.

The nomadic brinchie have their tribal arts and crafts, with an emphasis on easily available materials and simple designs. Baskets woven by brinchie master crafters are sought after which helps when new wagons need to be built.

Brinchie are also fond of music, especially songs and chants, those with a beat or rhythm -- some of the more agile brinchie women and even men have adopted the *Youlin-Aradi* dancing traditions,

they find the swish of the cloth and the jingle of the bracelets soothing. Brinchie musicians are often drawn to stringed instruments. The brinchie Patal, is a long sitar-like instrument with reinforced construction, to protect it from brinchie claws. It's designed to reverberate when plucked, it's said that master brinchie musicians can make the sound-box of the instrument purr.

Most brinchie adore a party, and will go to great lengths to find a reason to celebrate and often surround themselves with those likely to be invited to lavish affairs.

BELIEFS

The brinchie have no religion so they tend to revere ancestor spirits the way they did in Norcan Darr. Some follow the ways of the Life and Nature paths in equal measure. Any leaning or reading is related to the larger community around them, they may well follow the Fae Ascended if they live in Landra'Feya, or if in the Wildlands they might revere the Silver Unicorn herself.

Whilst integrated brinchie take their birth and death rituals from the local culture, the nomadic tribes still adhere to the practices of their ancestors. Simple burials, with little ritual that mourns the dead, they celebrate life. Births are celebrated with gifts and ritual tales of the brinchies' past are told to the child, even though they might not yet be able to understand them. The nomadic brinchie claim they don't speak to the baby, but to the spirit residing within.

LAWS OF THE BRINCIE

This section relates to the nomadic brinchie, rather than brinchie in other societies. To examine those integrated in those other societies, the Scribe would have to place all of them in this very tome and that would be difficult. In this case, we're focused on the nomadic brinchie, who do have their own sets of laws which govern their day to day lives. Like the brinchie themselves, these laws come out of their understanding of other cultures, the intrinsic nature of right and wrong, and more importantly their desire for stability even though they're nomads at heart.

CRIME AND PUNISHMENT

- Theft -- isn't looked at the same way by the Plains Runners. If a being considers something theirs, they should hide it. Even then, if someone finds it, well, it's said that brinchie coined the phrase "finder's keepers". There are exceptions, no brinchie would liberate a shaman's staff or an elder's relic and they'd be punished if they tried.
- Violence to another -- depending on the circumstances, one might cite self-defense; this is often brought to the tribe's leader and justice meted out accordingly. This can often be as simple as allowing the plaintiff to strike back, or as complex as some intricate and boring sort of detail -- often those who are found guilty are shunned and given a new name, their other name stricken from the brinchie records.
- Murder -- The nomadic brinchie don't have a place to keep many prisoners -- they prefer immediate justice. A life for a life is what the old traditions say. The perpetrator is often tried by the elders, sentenced and then dealt with immediately. It's rare for a criminal in this regard to be exiled, because the brinchie take a dim view of a murderer -- it only happens when there's some question as to the who or why of it.
- Adultery -- this is considered a human concept and the tribes don't bother with it. They tend to have more than one mate and are much more open. It depends on the feelings of those involved and if someone feels slighted, you can be sure they find ways to deal with it.
- Squandering resources -- if the brinchie tribe is dependent on it, this becomes a serious crime -- it can carry a hefty penalty for the perpetrator and can result in loss of goods, position, status, or more in a tribe like the Plains Runners.
- Abusing a guest of the tribe -- this can lead to a loss of station within the tribe, shunning, outright humiliation, and it takes a long time for the perpetrator to come back from such a thing.
- Some tribes adopt local society laws as well; the brinchie will weigh the pros and cons of such laws and decide what might fit and then incorporate in in their local rules.

TITLES AND RANKS

Brinchie hierarchy applies to the tribal structure of old, but since this is a book about the cat-folk both present and past, it seems fitting that we talk about that structure and the roles within just a little. This way if you want to go play in Norcan Darr during some of the more interesting moments in brinchie history, you can. If you want a brinchie tribe that still adheres to the older ways, the tools are there for you to do just that.

TRIBAL LEADER

In the times of Norcan Darr, when the brinchie were hunting there, hiding from demons and ripping monsters apart -- they had a single Great Elder. This leader was the de-facto ruling body of the time, making all the decisions for every tribe after consulting the Tribe Elders who assembled at a monthly Gathering of Tribes. In the first instance, before the reign of Starclaw, there was a wise brinchie known as Silvertip, due to the slight white discoloration at the end of her tail, she led them well as she introduced new ideas and concepts to her people at that time.

PRIDE ELDER

There were various tribes at the time of Silvertip, such as the Black Sabers, the Hardclaws, the Shadows, and so on. Each one of these tribes had a Tribe Elder, these were the rulers of that tribe and they made the day to day decisions based on the rulings and laws given to them by the Great Elder, they in turn passed these rules onto the Tribe Speaker who would relay them to the people as a whole.

VOICE OF THE PRIDE

When the Great Elder speaks, the Tribe Elders listen and then relay the information to the Tribe Speaker. The Speaker is usually a more intelligent brinchie (or moreso than her peers) as well as one who is capable of extreme focus. One of the greatest Tribe Speakers of the brinchie's early history was Shadowsong. She had the uncanny ability to exude perfect calm in any situation; her words brought with them a softness that even the most argumentative brinchie crumbled against.

DEN GUARDIAN

A Den Guardian is the leader of a dwelling in a particular settlement. Rather like the relationship of a human mother and father to a sibling, the Den Guardian is the boss who punishes the malign child, or lays down the law if someone has misbehaved badly enough for them to be called upon. Sometimes they're not the parents of the child in question, but an elder friend or relative. These guardians can overrule the parents and even punish them if it's required -- many grandparents of brinchie families relish this role.

They might relish it too much.

CLAW OF THE PRIDE

If the Tribe Elder is the voice of the Great Elder, and the Speaker is the sound of that ruling, the Tribe Claws are the swords, claws, teeth, and military arm of the tribe in question. They are responsible for all the warrior roles in battle and do their utmost to protect the tribe. In times of conflict and war they can be called upon to stand equal to the Great Elder and in some cases, overrule them if they feel the Great Elder's tactics are sorely lacking -- many brinchie Great Elders come from the Crescent Warriors later on and understand the art of war like no other.

BRINCHIE TRIBES

There are many brinchie tribes, or there were. This is just a short sample of some of the more influential tribes who have held sway in brinchie nomadic society for years. These are the tribes who fought in battles across Norcan Darr and these are the tribes that sadly, many younger brinchie have all but forgotten about, barring those who strive (against great odds) to keep the tribe histories and methods alive.

THE HARDCLAWS

In the past if the brinchie tribes needed someone to train regular soldiers and to bring the fight to the enemy, then this was the tribe. The Hardclaws are the masters of up-close and personal combat. They train to use the heaviest of armor and still maintain a good level of mobility, they hone their claws until not only are they sharp as knives, but also as hard

as metal -- they can cause more damage with their natural weapons than many of their counterparts.

THE BLACK LO-SSKA

A tribe of all dark furred large brinchie that acted as a ruling tribe, many rose to power in the later years before the brinchie left Norcan Darr. They had expert training in their natural weapons, their weapons and came from the purest brinchie bloodlines. This made them dangerous, arrogant and powerful -- a heady combination. They never came to blows with other tribes however; they understood that for all their physical power, they required the rest of the tribes to function as a well-oiled machine.

THE SHADOW

Not all brinchie like to fight up close and personal in the field, there are those of the Shadows who prefer to work in the dark to serve the right cause. Some go on to join the elusive Crescent Warriors; some become assassins, scouts, spies and thieves. The Shadows are skilled in infiltration, stealing from and spying on enemies from above where they use their natural agility and stealth to its best advantage.

THE NDREZZATA

Not only are these a tribe of entertainers, they're also a tribe of thieves and acrobats. They specialize in using ranged combat weapons, thrown knives, axes, spikes, bows, and crossbows are amongst their arsenal. In times of war the Ndrezzata Tribe is called upon to support the Shadow Tribe, working toward a less fatal approach to dealing with certain enemies that might have shown restraint, they are called to steal vital intelligence and deliver reports to and from strategic locations.

Some of the Ndrezzata Tribe are consummate actors, they can fit into any society, as well as any brinchie can amongst the unfurred, and can go unnoticed among their brinchie counterparts and appear to be just a regular member of that community.

THE ZEPHYR CLAWS

No one truly knows when Kalinata became the brinchie martial art, the subtle combination of claws, teeth, Rrka, and Lo-sska. Or rather, no one can seem to point to the exact date in the histories that they



remember a brinchie flattening an opponent with a display of blinding speed and agility. What is known, especially amongst the brinchie is that one tribe known as Zephyr Claws are the utmost masters of the art and seem much faster than their peers.

If you want an advantage in the field of battle, one of unmatched ferocity and power, combined with restraint and focus -- you call on the Zephyr Claws. They are a howling gale, brutal in their sudden ferocious combat and magnificent like a tornado -- leaving nothing but broken soldiers in their wake.

They train those who want to be trained, but they don't come looking. Nor are they easy to find. This tribe is in one of the secret (and thought to be lost) hidden villages.

PLAINS RUNNERS

These are groups of tribes who are, perhaps, the oldest known group of brinchie, and thought to be the only ones who still speak the old tongue called Brin. These Plains Runners tribes can trace their lines all the way back to Norcan Darr, explaining their early choices after the migration to Shaintar's history.

They still ride today and strive to keep to the old tribal ways, methods, rituals, and life. They and their wagons are constantly on the move as is their want and they make incredible wooden sculptures, which the brightest minds amongst them sell for a decent profit -- thus the tribe survives and prosper. Because they have no fixed abode they were able to avoid the directed attacks by the brinchie's enemies, especially during the War of Flame.

Plains Runners may also serve as the Tinkers and general "world news" for Shaintar. These folk go from place to place, bringing new wares, repairing minor issues that a town might not have and both passing along and collecting the news of the surrounding areas.

THE SILVERCLAWS

There are legends and there are LEGENDS, the Silverclaw Tribe are amongst the most impressive legends that make up the core of brinchie traditions. These warriors are the principle foe of werewolves all across Shaintar and can harm those enemies who are weak to silver. There are many rumors that surround the tribe, but the most prevalent of

them is in regard to the Silver Unicorn herself. The Silverclaws claim she blessed them so they'd be able to carry out their calling. This ancient warrior line still runs true in modern brinchie, there are those amongst them who can manifest White Silver claws at will and harm those monsters that are vulnerable to such power -- those like childer or werewolves. Many of the tribe's record keepers maintain that the Silver Unicorn placed a test before the old tribe, a test that they passed, and in proving their valor and courage they were given the greatest of rewards -- this tribe reveres the Silver Unicorn above all others.

Rune Silverfang, a powerful brinchie of the Silverclaw tribe keeps the tribe alive to this day. Rune has her tribe's lair deep in Landra'Feya far from the eyes of any enemies, and even some allies. She is also one of the few brinchie to adopt a surname, this could be a simple show of her power, or have another meaning -- there are rumors that she is married to an enigmatic young brinchie woman with that very name.

It is not a question that many would ask, lightly.

BRINCHIE MILITARY

The brinchie have no formal military structure to speak of, but that doesn't mean they don't understand combat. They have, over the years, developed a rather mercenary approach to their arts of war -- they form small groups of dedicated combatants suited to a particular role in the field. Thus many modern brinchie warriors style themselves after the old tribes in this regard, all barring the Crescent Warriors who have their own strict code and operate as shadow warriors, championing the weak, the oppressed, and the underdog, rather than working as mercenaries.

PATHSTALKERS

The Pathstalker is a brinchie guide and tracker, with a dash of scout thrown in. They move quickly and quietly, they can track through all sorts of adverse weather conditions, and their senses are honed by years of hunting in the wild places. A brinchie Pathstalker, it is said, can track a snowflake in a blizzard and tell you which flake landed where.

FARKILLERS

The brinchie Farkillers are masters of the longbow, they train with it to the exclusion of every other weapon, even their prized long and short swords (though they're required to train with those-- the Farkillers are capable of great feats of archery and command a natural affinity with the bow. Whilst not the best archers in all of Shaintar, they are good enough to gain respect of their comrades at arms -- be they dwarven, human, fae, gobliness, or even aevakar.

FAST CLAWS

Lightly armored and skilled with both natural weapons and the twin blades of the brinchie, the Fast Claw mercenaries are the strike-force of the cat-folk that hits quickly, without warning, and delivers rapid assaults to enemy positions. Fast Claw mercs get in quickly, out just as quickly, and leave the enemy reeling. Fast Claws are often drawn from the domestic cat-types of the brinchie, or at least the ones who are more agile and acrobatic compared to their larger, predatory counterparts.

SHARP CLAWS

The Sharp Claws are the brinchie mercenaries who are well versed in the art of using the Rrka and Lo-sska. They are highly-trained warriors, capable of great feats in combat; their sword work is the envy of many amongst their mercenary brothers. They wear lighter armor than many of their fellows barring the Fast Claws and master the art of the sword, using their own version of Kalinata that incorporates more blade moves than the standard art, the brinchie sword stances (described later) are also variants of the ones used by the Crescent Warriors.

PLATETALES

In the last few years the brinchie have adopted some of the human combat tactics to bolster their already impressive skill set. Thus the Platetails, fully armored brinchie warriors that are clad in the strongest armor they can wear. Even their tails are encased in a specially made covering that protects them and some of the stronger warriors can use that tail in combat, wielding it like a club. These warriors eschew the traditional Rrka and Lo-sska in favor of a new weapon, based on the long-blade design of the

latter -- known as the Tcharka, a massive double-handed curved Lo-sska that they can wield with brutal efficiency.

Many enemies (and allies, for that matter) have been taken aback by the sight of the Platetails on the field of battle, once again proving the brinchie's adaptability as warriors.

THE CRESCENT WARRIORS

Amongst the brinchie there is a group of warriors who follow an ancient code of honor developed over years of battles, skirmishes, wars, and clandestine operations across the ages. These are known as the Crescent Warriors, capable of turning the tide of battle with a single strike, changing the course of history with a single arrow and are some of the most revered and feared warriors.

Crescent Warriors are drawn from all types of brinchie, they are trained in secret and they operate in the shadows between darkness and Light. They might be your lover, your friend, your relative, or the person you never got on with as you grew up. They never reveal their status to anyone, for to do so risks exposure, exposure can lead to more than just the death of the Crescent Warrior.

They are one of the most closely guarded secrets in brinchie society, and one of the most powerful warrior classes the brinchie have ever produced.

They serve a master known as the Crescent. This warrior's identity is even more mysterious, because rumor has it this brinchie has been alive since the beginning and if so, is hundreds, no, thousands of years old. If this is true then the Crescent was given longevity by the Ascended and perhaps even from the Black Lo-sska tribe of old.

The Crescent Warriors are masters of combat; they have perfected Kalinata (their version is known as the Crescent Way) and combine it with the Rrka and Lo-sska to deadly effect. They have a plethora of tricks and tools they use to throw their enemies off balance, can employ lethal strikes to weak points on an opponent and strike creatures that are usually impervious to normal weapons.

They work in secret as mentioned previously, and often don't even know who might be one of their order, but are given leave at certain points to reveal their affiliation (only when the Crescent sanctions

it -- this is very rare). A true Crescent Warrior is as silent as the grave and just as final, er fatal.

The Crescent Warriors operate under a strict code; they have several core tenets they strive to follow and they always finish their mission. It might take years, but they will conclude the task they have been asked to do. This is the oath the Crescent Warriors take:

- Do not allow harm to befall innocents if you can prevent it, inaction on your part is inexcusable when there is a chance to act.
- Maintain your shadow, the shadow is the guise that you have -- do not let anyone compromise what you are, for if the enemy learns of your true nature, then they will learn of your weakness and exploit it.
- Fight with honor, but do not allow foolish sentiment to cloud your judgment. Staying your blade because you have sympathy for a mass murderer does not make you a better person than they -- it makes you a fool.
- Balance war with peace, be true to the arts that surround you, listen to the birds, hear the music and understand the flow of Life.
- Your mission is important, but do not rush your task. If you must take a year or two to complete it, do so. The art of war is based upon patience and the Crescent Way rewards the understanding that eventually all rapids must turn to a trickle over time.
- Be true to your Rrka and Lo-sska, these are not just your weapons, they are your friends and allies in battle. If you have little faith in them, they will not serve you well. Keep them pristine and ensure they feel your care.
- Remember that outright conflict draws attention, strive to affect the lives of those around you carefully, go into battle with your plan in mind -- improvise, but do not lose sight of the goal. Ours is a world of shadow and hidden weapons -- use them.
- Punish those who would betray us, hunt them down and make them pay. To turn your back on the Crescent Way is the ultimate sin. Those who lead the enemy to our doorstep deserve our blade, not our friendship.

Liner Notes: So about the Crescent Warriors

I recently spoke to Sean, and I asked him about the Crescent Warriors. His description is as follows "They have the honor of the samurai, the code of a warrior caste, and they work in the shadow like the ninja." So, a heady combination of samurai and ninja, with the skill set of both honorable warriors and shadow operatives, what's not to love? Yeah, I was taken by the concept of the Crescent Warriors instantly, and I began to work on ideas about them for my own home Shaintar game, putting concepts down and refining things back and forth. Out of those ideas the current form of the Crescent Warrior grew, with Sean's initial concept still front and center of my mind. What we have now is my take on these clandestine, honorable warriors, we hope you like it and they add some flavor to your campaigns.

BRINCHIE SETTLEMENTS

The brinchie are nomadic at heart, but over time that wanderlust has been bred out of them and instead they settle in various lands across Shaintar, they don't have many settlements of their own and barring a larger place to call their own, they're found in towns, villages, cities, and lodgings all over the continent even as far as Nazatir itself and Korindia. There are a few small brinchie settlements hidden away in places, such as Landra'Feya, the Living Jungle, and the Gryphon Woods in Galea.

PERMANENT SETTLEMENTS

Even for permanent settlements, the brinchie build out of easily available materials and tend to construct their lodgings from wood and stone. If they're damaged or destroyed they can be easily remade in a hurry. Their furnishings here are also made from wood and any metal is used for weapons and tools.

BRANCH

In Landra'Feya, under the watchful protection of the fae, the brinchie have established a small village known as Branch. A beautiful place with simple homes made from a mix of wood, vines, and stone. Branch is a welcoming place; there are quite a few hunters amongst the brinchie here and they help to supplement the other settlements food requirements in winter. They bring a portion of their hunt to outlying places and protect the forest from interlopers at the same time.

WAYO

The trading post of Wayo, named after the sound a certain lesser spotted toad makes nearby, is a small prosperous brinchie community situated deep in the Living Jungle. It enjoys trade with the dregordians who reside there and those who frequent it always find the best deals and some interesting items. The toad that gave the place its name is prized for its intoxicating secretion, something that the brinchie have capitalized upon and use to create a medicine that can cure fatigue. The brinchie who live here tend to live in homes made from natural resources found in the area, especially the claggy mud and clays.

PAULDRON

This is a large town of stalwart brinchie, trained by the Galean military to act as an outpost in the Gryphon Woods. Pauldron has a contingent of Platetails that keep the peace in the surrounding area, recently empowered by the ruler of Galea to act as an official peacekeeping arm in that region. This is a relatively new community and hasn't been established overly long. The homes of the soldiers and their charges are made from Galean stone, have a regional design to them and are more like miniature keeps than houses. A large wooden palisade protects the town.

NOMADIC

TENT CITY

It passes through the lands of the Desert Princes now and then and throughout the Freelands and Wildlands, always on the move and comprised of a medium sized group of brinchie Plains Runners. Tent City is led by a brinchie named Dune and he keeps his people on the move. Dune is a descendant of one of the original brinchie who fought demons and childer in Norcan Darr, who paid the price for standing against Ceynara. Dune is also convinced that his bloodline is cursed and that the enemies of his ancestor will track them down if they don't keep on the move. Tent City has no permanent structures, it offers little in trade -- Dune does hire out mercenaries to help the Desert Princes from time to time, those who do accept the help know they will pay twice the cost for a job very well done.

THE CARAVAN OF WHIPPET

This isn't so much a settlement as a small trade caravan comprised of twelve brinchie split between three main conveyances. Whippet is the leader of this merry band of misfits, a young brinchie woman with a fondness for humans as friends. Whippet is also half-sister to Dust, the brinchie who can be found wandering around the Island of Nazatir in the company of its Pirate Queen. Whippet's caravan is a front for a mobile troupe of thieves who love to rob 'bad' people and give to the poor. It's a rather thin line as to who Whippet considers a bad person though, and she can be very quick to take offense at those who don't treat her or her charges kindly. You can find the caravan all across Shaintar wherever there might be roads and a place for Whippet to ply her trade.

EON'VOLTUH

BRIEF HISTORY

Few records survive from the original Kingdom of Voltuh. Legends suggest that it may have been founded as far back as -4900, but the veracity of this claim is dubious given the lack of written records from that era. The only corroborating evidence comes from nearby lands which provide some evidence of the Kingdom existing as far back as -3700.

In 1222, the old Kingdom of Voltuh was destroyed by fire, ash, and monsters. What began suddenly lasted for seven long days as the ground shook and fissured opened spewing both magma and nightmarish creatures of Flame. Walls crumbled. Buildings burned. A Kingdom died.

Without the warriors of old Voltuh to keep them in check, the creatures quickly spread, devouring those unlucky enough to survive the first harrowing days. For a year the onslaught continued until there was little left in the region but fire and death. Then, in 1132, the same year as the massive eruption of Mindoth's Tower volcano, everything was consumed as the ground collapsed consuming everything, even the ruins of the once powerful Kingdom and the creatures which destroyed her.

For a time, the harsh land lay fallow, rent by steam and flame. Then, in 2109, beginning Harkor ki Doman's "Endless Reign", several groups of refugees flee the horrors of the coming "Age of Blood". Among those are a number of Brinchie nomadic Brinchie tribes. In 2133, one of these tribes travels to the former lands of Voltuh and, despite the difficulty, decide to reclaim the lands from the wilderness.

They settle in the volcanic caldera on the southeast coast of the Wildlands and begin building the foundations of a new kingdom. Dwarves from Olara are invited to help tunnel through the crater walls building spectacular gates. Many stay, choosing to make their fortunes digging mines into the mineral rich volcanic earth.

Defiantly, the Kingdom born of both desperation and hope is named Eon'Voltuh and grows to become one of the only permanent Brinchie settlements and the only known Kingdom.

GOVERNMENT

Eon'Voltuh is governed by a King and Queen, but they are aided by an Advisory Council. The Council is comprised of members of the Brinchie Royal Bloodline, Dwarven Clanchiefs who run operate the mining interests, Masters of Greenport who are predominantly M'adukar, and ranking members of the Guard.

MILITARY

Due to its small size, consisting of the capital city Eon and the port town of Greenport, Eon'Voltuh relies on the Kingdom's Guard for defense. The Eon'Voluth Guard is unique in many respects primarily due to its significant numbers of gobliness, nearly 50%, and its use of Ogres as officers. Many of the Guard Captains are Ogres, selected from the most intelligent of their race. The remaining guardsmen are a mix of Brinchie, dwarf, with a few humans.

Most of the guard are former members of Grayson's Gray Rangers. It is well documented that members of the Royal bloodline are required to serve in the Rangers before being allowed to assume positions within the Kingdom's government or guard.

NOTABLE PERSONAGES

KING PANTA OF VOLTUH

Like all members of the Royal bloodline, King Panta closely resembles a Maine Coon cat with large, ring patterned tail, and varied coat color with a lion-esq main. Per tradition the King served as a member of the Rangers before returning to Eon'Voltuh and heading the Guard before assuming the throne upon his father's death. Both a skilled warrior and hunter, King Panta, nevertheless, is most noted for his intelligence and wisdom, traits he passed on to his children.

QUEEN SILVERCLAW PANTA

Unlike other members of the Royal family, and most of her predecessors, Queen Silverclaw is not of noble blood. She too served as a Ranger during which time she met the current king. After completing their tour of service, Queen Silverclaw married the king and served with distinction before assuming co-rulership when her husband took the throne. Being not of Eon'Voltuh, she has less distinctive features, though she is noted for carrying the bloodline, and abilities, of the legendary Silverclaw Tribe.

PRINCE MACHA PANTA THE 21ST

Like his father before, the "Crown Prince" served with the Rangers for many years. Due to his skillful leadership, he attained the rank of Captain and an official posting as commander of Camp Wolfhaven. When not commanding Rangers, he often serves as an emissary for his Kingdom. The Prince was largely responsible for convincing his father to approve the 3123 Echer'Naught Accords which officially extended the Ranger Charter to Eon'Voltuh and cemented the lucrative trade agreement between the kingdoms of Stahlheim, Eon'Voltuh, and the Ranger city of Echer'Naught.

ECONOMY

Mining and Trade. Since the first dwarves arrived to help build the city of Eon within the stone walls of the caldera, the rich mineral veins, fed by the geologic instability of the region, have been a source of immense wealth. Run by descendants of the original Olanar dwarves, these mines are now the kingdom's primary resource and source of wealth.

Though not quite as lucrative as the mining, trade is still an important source of wealth for the kingdom. Situated on the coast, the town of Greenport has always been a hub of sea trade and commerce most notably ore, meat, and salt. Worked by families of M'adukar who found a home in the egalitarian society of the kingdom, the ports may not be as large as some, but they are always bustling.

More recently, however, overland trade has increased particularly after the signing of the Accords. To accommodate the increased traffic, new



roads were constructed and gates through the caldera walls expanded. The King even hired increased guards along the routes through the Bonesinger's bog which lies mostly between Greenport and the rest of the Kingdom. Though, merchants are warned to never stray from the established routes.

Eon'Voltuh's most unique export are the rare pink pearls farmed off the coast by expert divers. Due to their small numbers, and surpassing beauty, such pearls fetch high prices on the open markets. Among the people of the kingdom, to gift such a pearl expresses profound love and respect.

It should also be noted that Greenport is known for having a robust black market operated, should rumors be believed, by Red Store. Though not condoned by the crown, criminal enterprise nevertheless flourishes and Greenport has become a favored mooring for smugglers seeking to avoid more enforced ports. Despite the government's attempts to root out such operations, Eon'Voltuh does benefit from access to any number of illicit goods...if one is willing to pay.

SOCIETY

Eon'Voltuh could most aptly be described as egalitarian, more so than many enlightened kingdoms. Founded by refugees and nomads, the people of Eon'Voltuh are surprisingly accepting of anyone so long as they obey the laws and contribute to society. Mines built by dwarves, docks run by m'adukar, and an aviary operated by a small enclave of Aevakar, the kingdom's population is only some 15% brinchie even if they represent the largest population share. Likely due to such a cosmopolitan population, the society could best be described as varied. In truth, all traditions, faiths, and practices are generally accepted. Though, the official faith is the Church of Light which has a large cathedral in Eon.

The kingdom will accept anyone willing to work hard to survive. The capital city of Eon lies at the center of a volcanic caldera surrounded on all sides by high rock walls. Entry is limited to a few gates, the largest in the east wall following a river flow. Beyond the walls lies a valley to the south between Eon and Greenport, locally known as "Demon Cellar Valley". Mainly to the north and east lurks the dark Bonesinger' bog, home to the legendary Lich who makes the bog his domain. South, stretching like broken tombstones into the sea is, "Cape Tombyard"

known for its dangerous rocks and navigation hazards. The names alone reveal a fatalistic determination shared by the various groups of people who have traditionally struggled to survive and make this savage land a home.

Despite the somewhat gloomy reputation, the people of Eon'Voltuh are actually rather warm and cheerful people. Bound by a common sense of community, the people, regardless of race, face their shared hardships with determination and a somewhat gallows humor. But they should not be underestimated. When threatened, the people are well able to set aside their cultural and racial differences to defeat a common foe.

SHARDS OF ADVENTURE

Here are just a few Adventure Shards to get you going, they can provide spring-boards to later adventure and are perfect to slot into long-running arcs if the Player Characters want a change of pace.

WHIPPET'S DILEMMA

The Player Characters chance upon the Caravan of Whippet which moves all over Shaintar. Whippet has a problem. There's two bad people in the nearby town and one of them caught her fellow troupe member stealing something valuable. She was going to mount a rescue to get her friend and fellow partner in crime out of the situation. The first person is a corrupt town official, paid off by the Kal-A-Nar Empire to spy for them, the second is a greedy tax collector who has been working with the official to hike taxes yearly. Some of that money goes to fund Kal war efforts in the region. Quick is being held in the town-house of the official, and it's well guarded. Whippet's dilemma is such, she has a big show to put on, and if she doesn't appear, the official will know that something's up. If any of her troupe are seen or caught, the same will happen and Whippet doesn't want to blow her cover. So she asks the Player Characters to rescue Quick.

SLOW POISON

The Player Characters will chance upon this minor encounter when they are traveling from A-B. They will come across a striped brinchie, a tiger-styled woman with pained amber eyes. She has been poisoned by a Shaya'Nor assassin -- Ember hasn't

got the antidote and she's dying, she's not far off where the right herbs can be collected and can be saved -- but she's just not got the strength to make it herself. The Player Characters could fetch the herbs for her, she can instruct them to make the anti-venom, but she's running out of time. The complication is that there's a wraith guarding the grove, left there to catch unwary travelers. If the Player Characters can save Ember, they will gain a valuable ally, because unbeknownst to them, the woman is a Crescent Warrior.

HEADLONG INTO THE FLAME

This shard takes place during the War of Flame; it should ideally take place in Galea and involves an assault by Ceynara's forces against the Town of Pauldron in the Gryphon Wood. The Player Characters begin by hearing the sounds of battle, and if they are the heroes that Shaintar hopes they are, they should rush or at least head off to investigate what they can hear. If there's a brinchie or two in the party, they'll likely know that there's a brinchie town not far off and it sounds like the battle noise is coming from there.

When they reach Pauldron they'll find a full-on assault from Ceynara's forces is well underway, the Platetail garrison is holding their own but they'll welcome the assistance from a stalwart band of heroes. The commander of the enemy, a bitter Glean called Robert Gullen has had a grudge against his former homeland since the new ruler was appointed. His plan is to seize the important town and use it as a HQ to launch raids into his once beloved kingdom.

Several things can happen to spice up the action, as the Characters chew through Robert's minions; he dispatches one of them-- a sneaky brinchie, and former Crescent Warrior by the name of Ochre to do her worst against the leader of the Platetails, Lord Gauntlet. The Player Characters can spot the brinchie leaving Robert's side and leap over the wall with her weapons, they should work out something's up from that -- if not, then they might hear the cries of alarm as Ochre tries to kill the garrison commander.

NEW EDGES

The brinchie have some interesting advantages in combat, many of these new Edges are focused in that regard and model the brinchie's tribes or their mysterious Crescent Way techniques.

HARDENED CLAWS (HARDCLAW TRIBE PROFESSIONAL EDGE)

In the ages past there were the fabled brinchie Hardclaw Tribe, this Edge allows the Player Character brinchie to inflict nastier wounds, and damage even some of the strongest armor.

Requirements: Brinchie, Veteran, Strength d10

Brinchie with this Edge gain AP 1 on all attacks made with Natural (claw) Weapon damage. If the Brinchie also gets a Raise on their Fighting attack, the bonus becomes AP 2.

Note, this bonus ignores Kalinta Expertise Edge and applies only to Natural Weapons (not special Brinchie swords).

BORN TO THE CRESCENT (BACKGROUND EDGE)

Requirements: Novice, Brinchie, Kalinata, Spirit d8+, Stealth d8+, Tracking d6+

This Edge is to signify that the Player Character belongs to the Crescent Warriors. It confers various bonuses and allows the warrior to perform feats of combat associated with the Crescent Way.

First, characters with this Edge immediately gain the Major Hindrance Obligations: Crescent Warriors (which does not count towards the usual Hindrances that may be taken for benefits in building a Savage Worlds character). Characters must closely follow the Crescent Warrior's Oath or immediately lose the Edge based advantages listed below (though they may retain their unique gear; GM discretion).

Second, membership in the Crescent Warriors grants the character either: a Lo-ska/Rrka set, a Tcharka, or a suit of Crescent Warrior armor. The selected gear gains the benefits of the Heirloom Edge (*Legends Arise*). It should be noted that carrying such gear identifies the character as a member of the Crescent Warriors, and much like with Cavalier Armor can make them a target should their association

be discovered.

Lastly, a character with this Edge gains the following advantages based on the Kalinata Edges they have taken.

Kalinata: Gang-Up bonuses are reduced by two (instead of normal one).

Kalinta Expertise: +1 Damage on Natural Weapon and Lo-sska/Rrka attacks.

Greater Kalinta: +1 Pace when using Kalinata Stances with Pace reduction effect. This is added after Pace is reduced.

Kalinata Mastery: Even if the character used the Defend, Full Defend, or All Out Move maneuver (took no Fighting actions in the round), the free Fighting Attack via Kalinata Mastery may use Wild Attack.

Despite its many advantages, this Edge comes with a steep price. Crescent Warriors who break their Oath, in particular those who betray the Warriors or reveal their secret association to non-Crescent Warriors, find themselves being hunted by those they once called brothers. They immediately gain the Hindrance Enemy: Crescent Warrior (Major). It becomes the sacred duty of all Crescent Warriors to track and kill the disavowed. In addition to losing all other benefits of this Edge, characters who retain their Crescent Warrior gear are marked by it, making it very easy for their former brothers to identify them. It is even rumored that the greatest Masters can use these items to track fallen Warriors.

GREATER KALINATA (BRINCHIE RACIAL EDGE)

Requirements: Heroic, Brinchie, Agility d10+, Kalinata Expertise; must use Natural Weapons or Rrka/Lo-sska

The art of Kalinata is a subtle thing; it's the brinchie martial art that combines the twin blades with the brinchie's incredible agility, speed, grace and natural athletic prowess. It focuses on quick strikes with swords, claws and even their teeth. Kalinata masters

are a whirlwind of action in combat, yet are calm and focused with each blow landing precisely where it was aimed. It is even rumored that the ancient Kor-In masters visited hidden Crescent Warrior enclaves exchanging philosophies and martial techniques.

The masters of the art have developed several stances that allow the cat-folk to parry better, attack quicker and create a flow of combat that must be seen to be believed. Upon first taking this Edge, the character selects one particular stance from the list below. When he uses that stance, he drops into a stance at the beginning of his action, gaining the benefits and effects until he takes his next action. This Edge may be taken multiple times, with the character selecting a new stance each time. Only one stance may be used at a time and may not be combined with any Kor-In styles or forms.

In addition, Greater Kalinta replaces the Kor-In Edge for meeting the Requirements for the Superior Defense Edge in *Legends Arise*.



KALINATA STANCES

High Tiger Stance: This stance is a punishing brutal stance; it models the ferocious nature of the tiger and allows the brinchie better control over their claws and teeth.

Sacrificing accuracy for power, the High Tiger stance provides a +2 damage bonus on Fighting attacks, but Brinchie using this stance suffer a -2 to all Fighting attacks.

Shadow Panther: This stance hides the left hand from the right hand and keeps the opponent guessing, it focuses on allowing the combatant to feint with greater success and keep the enemy off guard. It is quicker than High Tiger and less damaging.

See Wind (Kor-In style) in the Korindia Guidebook pg. 13 <http://bit.ly/2o6UVt3>

Striking Jaguar: This stance is a locking stance that seeks to trap the opponent, allowing the combatant to deliver attacks with both hands and feet, and keep the enemy off balance the whole time.

See Jaguar (Kor-In style) in the Korindia Guidebook (pg. 12) <http://bit.ly/2o6UVt3>

Swift Lynx: This stance allows the brinchie to use their tails as a counter-balance, get in close, use their natural speed, agility, and weight to turn the opponents own weight against them with throws. It also teaches a variety of quick disarms, including wrist breaks and bone shatters that will leave an opponent unable to use a weapon in the targeted hand.

Brinchie using Swift Lynx stance ignore the -2 penalty to perform the Disarm Maneuver. However, disarm attempts using the Swift Lynx stance are always non-lethal.

The Crescent Way: This is the combat stance of the Crescent Warriors; they are versatile combatants that combine kicks with their back claws, strikes with their twin-blades, and sharp debilitating attacks with their teeth as part of a lethal combat repertoire. It is incredibly impressive and allows the brinchie to inflict heavy wounds and strike weak points on armor and constructs.

The Crescent Way: Using the Crescent Way stance reduces all called shot and bypass armor penalties by

two, though the Brinchie's pace is reduced by half. If the Brinchie elects not to move in a turn, he also gain AP 1 on all attacks.

LARGE-CAT FORM (BRINCHIE RACIAL EDGE)

Requirements: Brinchie, Novice, Brawny, Strength d8+, Vigor d8+; cannot also take Small-Cat Form Edge

While most Brinchie are noted for their lithe stature, a few bloodlines better resemble large cats such as lions, tigers, panthers, etc., in both coloration and sheer size. Characters taking this Edge immediately gain the benefits of the Bulky Edge, the Orc Racial Edge (*Legends Arise*).

SMALL-CAT FORM (BRINCHIE RACIAL EDGE)

Requirements: Brinchie, Novice; cannot take Brawny or Large-Cat Form Edges

Smaller and more nimble even than most Brinchie, characters taking this Edge share fur patterns and coloration similar to "traditional" house cats across Shaintar. Upon taking this edge, the character immediately gains the benefits of the Nimble Nit Edge, Goblin Racial Edge (*Legends Arise*).

NEW WEAPONS OF THE BRINCHIE

TCHARKA

A two-handed long sword, longer than the Lo-sssa and considered to be a new innovation, worthy of much respect among brinchie warriors. The blade has a hollow core, which impacts the longevity a little, however, the liquid metal blob that runs down that core ensures the blade striking edge at the top is traveling faster than normal. This sword can cause devastating wounds in combat. How the brinchie acquired this kind of technology is as mysterious as the manufacture of their twin-blades.

Tcharka (Str+d10+1, 2 hands)

Cost: 750, **Availability:** -2, **Value:** -2, **Weight:** 12

CLAW-CHAIN

Similar to the human martial arts weapon, the Kusarigama, or even the Manriki-gusari, the Claw-chain has a sharp clawed end capable of raking an enemy and a weight on the other end of the chain fashioned like a cat's paw in a fist. Masters of the Claw-Chain or Raker as they like to call it can land several strikes with the claw and then finish with a massive blow from the weighted end. It allows the brinchie to keep their distance and can attack several enemies at once.

Claw-Chain (Str+d4, Reach 2, 2 Hands, Ignores Shields)

Cost: 550, **Availability:** -4, **Value:** -2, **Weight:** 7

BRINCHIE GEAR

PLATETAILED ARMOR

This is perhaps a tiny in-joke by the brinchie regarding the name, aping the design and nomenclature of plate mail used by many humans. Nevertheless it's strong stuff, durable, flexible, and designed for the brinchie Platetail mercenaries exclusively. It's heavy, it needs a strong brinchie to don it, and those who do can use the tail segment as an extra weapon in combat, it functions rather like a club.

Note: Using tail in combat suffers from Off-hand and Multi-Action penalties.

Platetail Armor (+5 Armor, -4 coverage including tail but not feet, tail does Str+d4; Minimum d10+ Strength or Large-Cat Form Edge, Brinchie ONLY)

Cost: 3000, **Availability:** -6, **Value:** -4, **Weight:** 70

CRESCENT WARRIOR GEAR

CRESCENT WARRIOR ARMOR

Dyed and painted a deep indigo, the color of midnight, Crescent warrior armor is woven from a strong silk-like fabric that is both flexible and strong. Attached to the suit by thick, silken cords are light plates of enameled iron. Crescent Warrior armor is light and strong providing mobility, protection, and stealth. These suits come with hoods and face wraps leaving only the eyes revealed.

Crescent Warrior Armor (+3 armor, -2 Coverage; +1 Parry, +2 on Stealth checks at night and in shadowy areas, Brinchie ONLY)

Weight: 10

Note: Crescent Warrior Armor is ONLY available via the "Born to the Crescent" Edge and publicly wearing such armor is a violation of Crescent Warrior Oath.

KSURI'KA

Small, black spiked metal rings, Ksuri'ka are most often used to harass and distract opponents providing opportunities to escape and evade. Though, in skilled hands these weapons can be quite lethal, especially when poisoned. The number of spikes varies from warrior to warrior though most typically 3-5. When thrown, the character may hit up to 3 targets within a Cone template modified by weapon's Range. Must have at least as many Ksuri'ka as number of targets.

Ksuri'ka (Throwing, Str+2, 3/6/9; up to 3 targets in Cone Template)

Cost: 30, **Availability:** -2, **Value:** +0, **Weight:** .5

SMOKE PELLETS

These small, alchemical devices are activated by being hurled against a hard surface. One detonated, they explode filling a Medium Burst Template with smoke using the *obscure* Power penalties for 3 rounds.

Smoke Pellets (obscure, MBT, 3 rounds)

Cost: 750, **Availability:** -2, **Value:** -4, **Weight:** .25

