

EPIC HIGH FANTASY

Shardar

LEGENDS ARISE



EVIL BEAGLE GAMES PRESENTS

SHANTAR: LEGENDS ARISE

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SPECIAL THANKS TO

MY SAVAGE MOJO FAMILY

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FOREWORD

A LAND OF LEGENDS, INSPIRED BY MASTERS

This work was heavily influenced by three people, some or all of whom may never know it — Lawrence Kasdan, Ed Greenwood, and Joe Straczynski.

A MASTER OF LIGHT, DARK, & ADVENTURE

I didn't know of Lawrence Kasdan back then; he was far too overshadowed by his bosses, Lucas and Spielberg. While they made something good, Kasdan made it great. He worked in the shadows on such amazing pieces of cinema as *The Empire Strikes Back*, *Return of the Jedi*, and *Raiders of the Lost Ark*. While Lucas and Spielberg had vision, Kasdan was a master architect and manipulator. He taught me how to make heroes and villains with depth, and to create adventures where heroes can truly shine.

Kasdan knows how to take archetypical heroes and villains and make them sing the way we want and expect them to, while giving them a depth that stays with us long after the end of a dramatic scene or humorous aside. He knows how to create fully realized characters who inhabit the role in which they are cast, but also understand that, no matter how good their intentions or how well they may sling a light saber or crack a whip, they may not escape without some bumps and bruises along the way.

He rarely lets the villains play the fool. They are, at the start, larger and more powerful by far than the heroes, yet as the story progresses, we come to understand more about them. We get to discover that, dark and powerful as they are, they can know and express very human, very understandable motivations, and this makes them even more interesting.

This is what Kasdan gave to *Empire*, then to *Return of the Jedi*, and once more to *Raiders of the Lost Ark*. He inspired me throughout my childhood, and continues to do so even today. The high adventure, sweeping stories, and amazingly heroic characters at the heart of them all became a part of my creative soul as I crafted the world and story that is *Shaintar*.

A MASTER OF TIME & PLACE

Ed Greenwood took a golden acorn and nurtured it into a mighty oak with a thousand branches, each with a life of its own.

At the tender age of eleven, as far as I knew, there was no actual world for *Dungeons & Dragons* beyond a keep. It was on the border with other lands. There was a cave complex nearby with many monsters and villains organized to do terrible things to anyone who came near.

Ed showed me how to transform this lone keep (now Lone Keep), and create a world around it. No longer was it an anonymous place. It now stood on the border, juxtaposed between the Freelands, the Wildlands, and Galea. This grew to what has become *Shaintar*.

I had been wrestling with *Shaintar* for a decade when I discovered the Forgotten Realms. Ed changed my perspective on world-building. Sure, by that point, I'd seen *Greyhawk*, and other fashioned worlds of fantasy, but it was the Realms that ignited a fire that burns until now with a passion to craft a deep, evolved, believable world full of life, where heroes really can change things. Not by delving into finely-crafted underground hallways or hacking through kobolds and puddings to get to chests of gold, but by listening to those with wisdom and knowledge and seeking the solutions to grave problems, facing all dangers and challenges to see right done and evil defeated.

Cities live and breathe in the Realms. Kingdoms thrive and fall. Cultures sing with vibrancy, or seethe with corrupt shadows. Factions ally or break, all with their own agendas. A disaster in the south may mean nothing in the west, or the beginning of terrible times for all. There is room for many stories, and yet there is an internal consistency and interlinked concepts that tie everything together.

Ed showed me how to take all of the cool ideas, neat races, special ways of dealing with magic, intricate cosmologies, and everything else I was developing and craft it into a cohesive, believable, enticing whole that players want to explore and live in. He created a rich, dynamic tableau where anything is possible and time marches on, whether we want it to or not...

A MASTER OF STORY & STRUCTURE

Joe Straczynski intentionally and successfully executed a "televised novel," as he called it. He had a five-year story planned from beginning to end; he knew where he was going, and carefully wove all the elements towards a satisfyingly logical and cohesive end. The name of this masterwork? *Babylon 5*. Even gives the title a bit more resonance, doesn't it?

This beginning-middle-ending framework allowed Straczynski to create complex, interesting, and flawed characters that could experience real development. They could rise and fall, be redeemed or killed (or both), all towards a greater storytelling need.

He gave us epic battles featuring cosmic powers, primal forces and great galactic nations, all serving as more than a backdrop or excuse for action. The roles of the characters were defined by goals and vital decisions rather than just showing them in peril or looking good as they shot at things. He gave us terrible monsters and downright rotten villains, as well as complex conspiracies, full of mystery, with multiple factions all vying for power and information. We struggled along with the heroes each episode, trying to decipher what was going on and what would happen next. Alliances and betrayals created crescendos and climaxes like a roller coaster. Best of all, Straczynski delivered on the mysteries often and satisfyingly. If questions remained, they made sense. And in the meantime we could think, "Oh, yeah! I get it now," rather than how most such shows treat us today, leaving us with "What... the...?"

PAYING IT FORWARD

I've spent over twenty years writing and applying these lessons to what you now hold in your hands or the pixels you watch floating on your screen of choice. Please know this has been nothing if not a labor of love.

What I give you — what we give you — is a rich, deep and detailed fantasy world, with all the complex history, culture, politics, and cosmology wrapped up in a fully believable, internally consistent whole — a place in which to believe, to live, and to seek high adventure, populated by things from my mind, and now yours.

Welcome. I look forward to learning of *your* legends!

Best,

SEAN PATRICK FANNON

ACKNOWLEDGEMENTS

There are dozens, perhaps hundreds of people whose names deserve to go into a list of credits for anything to do with Shaintar. Literally everyone who has ever played in a campaign with me, and more than a few convention and one-shot players, has contributed in some way to the story that is Shaintar.

By naming those that I do, I hope those not listed will forgive me. I am focusing on those who've put a great deal of time and energy into helping Shaintar get to where it is today. At the same time, the lovely age we live in allows for a lot more communication and interaction, so I really would love to hear from you if it's clear I've forgotten a contribution from you or someone you know. Please feel free to contact me on Facebook.

In alphabetical order, hearty thanks for great contributions and ideas go to: Robert Adams, Stu Adams, Brandon Biddy, Clint Black, Jodi Black, Coley Brookshire, Jason Brown, Nola Cheney, Erskin Cherry, Cheryl Curry, Chuck Jones, Albert Deschesne, Adam Fivush, Eve Forward, Ron Glass, Ray Greer, Jennifer Gubernath, Greg Hacke, Bruce Harlick, Sean Hendricks, Shane Hensley, Craig Henson, Coy Hixson, Nathaniel Johnstone, Chris Kucsera, Jamey Lewis, Aaron Martin, Tanner McCracken, Dan McGirt, Betty Law Morgan, Joey Morgan, Chrystyne Novack, Ian Novack, Thaddeus Papke, Jerry Perkinson, Marcus Pregent, Kevin Ranson, Gayle Reick, Mark Reuter, William Robinson, Aaron Rosenberg, Alex Smith, Chuck Strickland, Mark Swafford, Jacob Thurston, Marian Waldman, and Shawn Wilson.

Special thanks to the original Obsidian/Talisman crew, who helped me first bring the dream of Shaintar alive: Aaron Acevedo, Jeannine Acevedo, Jason Engle, and Martin Klimes. It's not surprising they are helping me once again as Savage Mojo.

And my deepest gratitude to my One, my Love, Carinn Seabolt, for helping me find my way here.





CHAPTER I.

SHAINSTAR OMNIBUS



Every great tale has a beginning, and yours begins here, in the realm of Shaintar (Pronounced “Shine-tar”). At once familiar and alien, it is a place that you will know completely while still being dazzled by its mysteries. As you seek out the answers, all the while doing battle with villains and monsters both archetypal and alien, you will come to understand a primal truth: Shaintar, this world with thousands of years of history behind it, stands on the brink of dramatic, possibly catastrophic change. How this change ultimately manifests, what damage it will wreak, or what growth it will engender, will depend entirely upon you.

Liner Notes: A Guide Within a Guide

Fans of the original Shaintar material will recognize these asides; they’re my way of reaching out from “behind the screen” to talk directly to readers, sharing my insights about creating this world, how best to use the material, further ideas and advice for playing in this fantasy setting, and anything else that I want to share that doesn’t quite fit the main text. Chapter One was originally written as a means for those new to Shaintar to get an overall feel and understanding of the setting. It remains much as it was in the original Player’s Guide, but there are a few bits revised here and there.

GMs should feel free to encourage players to treat this as a “handout” section, as it serves as an ample primer for the setting.

OF THE LAND

Shaintar is a realm of ancient mystery and contemporary intrigue, of endless possibilities, both wondrous and sinister. Magic abounds and is a powerful force; yet even magic knows limitations, and a lone Hero with a strong blade and a stronger heart can prevail. Shaintar is a realm of adventure, a realm meant for heroes.

Shaintar is comprised of one primary continent, with over a dozen islands located mainly to the south. Anything more than a few dozen miles off the coast in any direction is virtually unexplored, as is the land beyond the Everwall Mountains to the north; these areas are covered in a white, crystalline mist called the Veil, and nothing that goes in ever returns. While scholars estimate the total population at around twenty-two million as of the year 3121, the War of Flame has exacted a horrid toll they have not yet discovered.

It is generally accepted in scholarly circles that Shaintar exists on a spherical world, but no expeditions have successfully proven this fact. The climate is generally temperate with four seasons. The northern regions are

cooler and prone to harsh winters. The south is warmer, tending towards high humidity. The western regions tend to be more arid than the east.

There is one sun, and the days are twenty-five hours long. The “Thirteenth Hour” of the night often has mystical or superstitious importance. Each year consists of sixteen months of thirty-three days each, except the first month of the calendar year, which has been given thirty-four days to maintain proper balance with seasons and cycles. That day is often treated as a “free day” in many cultures, meant for festivals or rest. The most common calendars recognize six-day weeks, with the sixth day normally reserved for worship, contemplation, or rest.

Three moons rule the night sky of Shaintar: Unidar, Diadar, and Lianar. Unidar reaches fullness every month, Diadar every two months, and Lianar every four. The three moons share the same fullness cycle; thus all three are full every four months. This is often a time of mystical import. Unidar is brightly silver in the sky, Diadar is bluish in coloring, and Lianar is a very pale gray. As might be expected, the three moons can often cause the seas to be quite violent, which is part of the reason that exploration much farther beyond the main continent is almost impossible — although the mists of the Veil have much more to do with it.

The main continent is over 1800 miles long north to south and an equal distance wide at its widest point, a tremendous distance for the average traveler.

Liner Notes: Different, but Similar

It’s fun to make a land that is different than the real world, but it’s important when you are creating a world that people are meant to inhabit and play in that it remain a place they can relate to in some way.

The basic climates of Shaintar are meant to be pretty recognizable, as are the land areas and the cultures. The cultures mostly evoke European types, while the climates are meant to combine North American and mainly Western European norms.

The calendar was mostly just a fun conceit, but it has come to mean that everyone just lives a great deal longer.

As for the twenty-five-hour days... I just love the idea of a “Thirteenth Hour.” Another mystical time, set apart from everything else. For me, it was like the idea of midnight lasting for an entire hour, and it is a fun thing to mess around with when you have the gothic forces of Darkness in the mix.

SHANTAR: LEGENDS ARISE



OF THE GODS

According to elvish legends, which are the basis for many other cultural belief systems, the world was created by the entities Shanais and Targon. Targon is often referred to as the Lord of the Land, and Shanais is called the Spirit Mother. It is held that they created the world and then brought forth the Ascended to watch over their creation as they moved on throughout the cosmos to create other worlds.

The Ascended are not actually gods, but guardians over Corelisia, the World Between Worlds that is the realm of spirits. In the cultures that acknowledge the Ascended, it is an intrinsic belief that there are no “all-powerful” gods ruling over them, but spirit beings that can provide guidance and aid. These spirits protect them from the ravages of the Abyss and the Nether, the regions of Corelisia that are home to demons and Necrolords, respectively.

There were originally five Ascended: Vainar, Ceynara, Dranak, Illiana, and Zavonis. Vainar was raised from the fae people to be the leader of the Ascended, and his realm was that of Nature and Spirit. As the Soulfinder, he and those who served him were to oversee Corelisia and guide the spirits of those who died to their places. But Vainar was tempted by the Necrolords, the mysterious and dark denizens of the Nether who draw their power from corrupting Darkness. He was offered their dark might if he would but open the way for their access to Shaintar and the region of Corelisia that surrounds it.

Vainar sought to rule the Necrolords, believing that if he could control their power, he could gain mastery over them and restrict their depredations. He soon discovered the folly of his actions as the power they gave him corrupted his very soul. He now rules over the Necrolords as he sought, but he continues the very destruction and evil he sought to defeat. He is now known as Vainar the Fallen, the Shadowlord.

Ceynara was raised from the humans and set to guard over the gate to the Abyss. Many religious scholars believe she was actually meant to take on the role of the Lady of Light, but instead failed her test and did not gain that honor. Spirits of fallen warriors were often sent to her to aid as she fought off the demons so they could not ravage Corelisia and gain access to Shaintar. Sadly, Ceynara was seduced by Uldor, one of the great Demon Lords. She is now known as the Demon Queen, and Uldor is her Prince Consort.

Dranak was raised from the dwarves to become the Stonewalker, and the earth and all its treasures became his realm. Illiana, raised from the dregordians, became the Waverider, Mistress of the Seas and life-giving water. From the aevakar, Zavonis was raised to become the Windmaster, Lord of the Skies. With the fall of Vainar and Ceynara, and upon the urging of Saiderin the Wanderer (also known as the Interloper, the Raven, and by other names), Dranak, Illiana, and Zavonis raised Vainar's sister, Landra, to take on the mantle of Soulfinder. Unfortunately, doing this greatly drained their power. Since then, they have struggled long and hard against the combined might of the demons and the Necrolords.

In more recent times — during what is now known as the “Betrayal War” — another higher being made his presence known. An entity calling himself Archanon, the same name as the false god of the Church of Archanon in Camon, began to grant powers to priests and paladins. This same entity denounced the Church of the Prelacy of Camon, and caused a new church to be formed: the Church of Light. So far, Archanon has proven a strong and noble ally to the remaining Ascended.

There are many lesser spirit beings in Corelisia, most of whom serve one of the Ascended. However, there are many who do not, and many mysteries of the realm of the spirits are yet to be discovered.

OF MAGIC

Magic in Shaintar is created by the channeling and usage of Essence, the force of spirit energy that permeates all of Shaintar and Corelisia. Four primary Powers influence matters cosmological. Essence in its pure form is the Power referred to as Life. There is also corrupted Essence, often called Darkness; this is the Power associated with undeath and impurity. Essence also has an antithesis, known as Flame; this is the power of the Abyss, the raw destructive force of entropy that threatens the foundation of All That Is.

With the appearance of Archanon, a fourth Power made itself known: Light. Light is a representation of the “higher law” to which those of benevolent and judicious intent aspire. It seems to be a manifestation of the desire for order, law, justice, and guardianship by most sentient beings. Light is Essence channeled through this idea and focused to such purposes. Many believe that the power of Light has always existed, but lay dormant for the lack of a proper champion.

Sorcerers manipulate Essence by means of what they call the Aether, which is best described as an ephemeral layer between Shaintar and Corelisia. Through the Aether, Sorcerers draw Essence through calculated filters — called Patterns — and then structure certain weavings of that Essence into specific Principles. Their craft is very precise and difficult. Ultimately they may go on to hone their craft more efficiently, becoming full-fledged mages.

Druids are living conduits for the power of the Ascended. They are the vessels of Life. Druids serve the Ascended, but not as worshippers; they are better viewed as loyal representatives, or even partners in a fashion. The Ascended provide access to Corelisia so that druids can wield magic and summon spirits, and in return the druids promote the tenets of the Ascended. Druids are chosen by the Ascended, and they often must go on special journeys to seek their final destiny. Once someone takes on the mantle of druid, they are said to “walk the Paths.”

Adepts are practitioners of The Way, and they specialize in manipulating the flows of Essence created by their spirit. Adepts wield the powers of the mind and the body; telepathy, illusion, and physical enhancement are all within their grasp. Adepts most often seek the ways of peace, for peace brings a unity of mind, body, and spirit. However, there are those who are drawn to selfish and evil purpose while following The Way, and they wield terrible power.

Necromancers are those who have opened themselves to the magic of the Necrolords, forever damning their souls in return for terrible power. Through the conduits provided by the Necrolords and opened into Shaintar by Vainar, they can tap into the raw, corrupted Essence of the Nether, wielding the powers of Darkness. Many necromancers will attempt to extend their unnaturally shortened lives by converting themselves into liches or mummies, or even seek out vampires.

Acolytes are those vile and evil practitioners who serve the demons of the Abyss. They have given themselves over to the Flame and thus represent destruction and chaos. Acolyte magic comes off as a strange and terrible mixing of sorcery and divine channeling, called Thaumaturgy. Fiery and destructive magics, as well as the summoning of demons, are the stock-in-trade of acolytes.

Priests and paladins of the Church of Light channel the Light, a force given to them by the Lord of Light, Archanon. They must adhere to the codes and expectations of their faith, or they will find that their invocations will not work. The Light is a pure form of power, drawing on both the forces that Archanon bestows and the inner faith of the invoker.

Finally, there are the alchemists, those who study the magics inherent in many things found in the world, and who know how to unlock these mystical properties through procedure and ritual. Their efforts manifest in potions, salves, and “bottles of explosive consequences.” What they lack in pure eldritch power they more than make up for in the ability to share what they create with others.

OF THE PEOPLE

The northwest and north-central portion of the main continent is dominated by the human-founded Kal-A-Nar Empire, a very violent and tyrannical land ruled by warlords who worship Ceynara as their “Goddess of War.” In the Northeast, the pale and mysterious shayakar (“shadow fae”), along with vampire lords and other undead powers, rule over Shaya’Nor.

Gobliness Gathers are a scattered collection of goblin, orc, and ogre clans; their only common ground is mutual defense against the Empire and other threats. They are prevalent mostly in the north, but can be found in small pockets anywhere in the world.

On the central west coast of Shaintar’s main continent lies Dregordia, an area ruled by the reptilian species known as dregordians. East of Dregordia lies what was once the southwestern portion of the Kal-A-Nar Empire, the Eternal Desert. It is now under contention as the original rulers of the desert, the humans known as the Youlin Aradi, fight each other for control.

Continuing eastward across the central portion of Shaintar, there is the Prelacy of Camon, another human-based nation. The Prelacy practices genocide against the fae and anyone who uses any form of actual magic, and they seek to make humans (mainly, their “faithful”) the only race in Shaintar.

In the mountain ranges just west and south of the Prelacy lies the proud warrior-kingdom of Olara, whose human and dwarven people have stood against the Kal-A-Nar Empire and Shaya’Nor time and time again. Spanning across most of the southern portion of Shaintar are the Southern Kingdoms, primary among them being the Kingdom of Galea, which dominates the eastern and southeastern portion of these lands. In the great forest of Landra’Feya, in the center-west part of these lands, the Fae Nation is dominant, although the fae people span across the world. To the west of the Fae Nation lies the Malakar Dominion, a federation of petty tyrants, bandit kings, and criminal overlords that constantly war with their neighbors for control of the Southern Kingdoms.

Just south of Galea are the city-states of Mindoth's Tower (the primary druidic enclave) and Archanaya, the home of the Church of Light. The southernmost peninsula of Shaintar is the home of the Freelands, an area dedicated to ruling itself without feudalism or despotism. Scattered throughout the Southern Kingdoms are dozens of Dwarvish Clanhomes, mostly nestled in or around the various mountain and hill regions. Within the middle of all these nations and cultures lies the area known collectively as the Wildlands, a conglomeration of small kingdoms, duchies, city-states, gathers, freeholds, and unpopulated areas that fall under the collective protection of Grayson's Grey Rangers.

Off the southwest coast of the continent is the island nation of Korindia, populated by a mysterious people said to be descended from the mixed-breed children of humans and fae, a bloodline that originates from a time when a terrible plague almost destroyed the fae race. Far to the southeast lie the Pirate Archipelagos, a collection of islands ruled by bandit kings and pirate princes. Even farther away, south and far west of Shaintar, lies the island nation of Nazatir, home to a sea-borne and sea-bred branch of humanity known for sailing skills and piracy.

Scattered across the continent are rare clans of winged fae known as aevakar and tribes of brinchie, a nomadic feline species.

Liner Notes: The Arcmancy Invasion

Out of the mists of forgotten history, there is another form of magic that has begun finding its way back into Shaintar. The ancient power of Arcmancy.

It is by no means prevalent enough to be treated as a normal path of magic available to Heroes, but that may change after a time. For now, it is wielded primarily by beings called Builders, who have apparently come through various portals from their citadel fortresses located in the demon-influenced realm of Norcan Darr. What their purposes are in Shaintar remains to be fully seen.

What is known about Arcmancy so far is that it depends heavily upon the use of energized crystals made of Crysarium, a substance known to be of use in crafting the focus crystals that adepts rely on. These crysallites, as they are called, give off an energy that seems to be a strange mix of sorcery, thaumaturgy, The Way, and other energy elements that Shaintar magical experts are unable to fathom.

Rather than enact powers directly, Arcmancers must rely on specially crafted devices that use various arrays of these crysallites, copper wiring, metal alloys, and mystic symbols. It takes a great deal of training to use even the simplest of these devices, and the more complex ones can be used by no one who is not a fully-vested Arcmancer.

What role Arcmancy will play in the future of Shaintar remains to be revealed, but it's safe to assume it won't be going away anytime soon.

OF HISTORY

In the lands of Shaintar, myth and history are intertwined beyond separation. The great conflicts that have defined the eras of the world have always been rooted in the primal disparities of the Powers that influence Shaintar — Life, Darkness, Flame and Light. Politics and religion are melded into one force, as the Ascended and other greater beings either subtly suggest or overtly exert their will and wishes on their followers.

In ancient times, the influence of the Ascended and the other greater beings was so potent and destructive that their conflicts resulted in cataclysmic wars which destroyed entire civilizations. Only when Landra became Soulfinder and replaced her fallen brother did this cycle of devastation end. She used her power and position to enact the Covenants. These mystic seals greatly reduced the direct power and influence otherworldly beings could have on Shaintar, exacting a countering price for each transgression. As such, each Power's advocates had to engage in far more subtle efforts to enact their agendas and they now rely more on those servants to accomplish their goals.

The Kal-A-Nar Empire has tried, time and again, to expand its control farther south, all in the name of Ceynara. The powers that rule Shaya'Nor have always preferred more subtle machinations, orchestrating events and agendas from the shadows. The Prelacy of Camon, ruled solely by the tyrannical Church of Archanon since 2835, seeks nothing less than the total domination of their faith over all the lands of the realm. The Malakar Dominion continues to press eastward, trying to reclaim territories lost when Vol Al'Daya founded the Kingdom of Galea in 2405, though most of their successes lie in their shadowy criminal efforts in coastal cities.

On the front line of each Imperial incursion, goblins, uprising, and foray from Shaya'Nor and the Prelacy, the stalwart Kingdom of Olara has stood as the beaten, battered, but never broken wall. Landra'Feya, Galea, and the Freelands have always responded to the greater incursions by sending their own armies to stand with the Olarans.

In the times between wars, each nation — along with the countless smaller kingdoms, duchies, and city-states of the Wildlands — has provided troops and resources to Grayson's Grey Rangers. The Rangers protect the common folk against monsters, bandits, and despots. In the last century, their mission has grown to include acting as

a supporting force against incursions from the northern aggressor states. This has shifted their focus away from acting as sheriffs and more towards military action.

In the year 3021, the unparalleled victory the forces of Light and Life at the end of what is now known as the Betrayal War brought an era of peace to the world. During the Betrayal War, powerful forces waged a terrible war in Shaintar, threatening to tear asunder the very Covenants that Landra had imposed. Vainar and Ceynara combined efforts to exploit a spiritual "loophole" in the Covenants. This historic unification of powers and intentions on the parts of Flame and Darkness nearly spelled the end for the forces of Life until a being calling itself Archanon came forth, empowering new followers and those who rejected the hatred of the Church of the Prelacy with the power of Light. This also led to the split between the "Church of Archanon" within the Prelacy and the "Church of Light" that is found in Archanaya.

Even with this turn of events, Flame and Darkness might have won the day had their treacherous natures not ultimately gotten the better of them. Key to their plan was a portal, located on the island called Og m'Drakar (the Eye of the Dragon) in the middle of the great lake in the north center of Shaintar. Making a play for ultimate power, Vainar betrayed Ceynara and attempted to gain the might of this Dragon Gate for himself. Ceynara's rage was such that, in the final battle at the mouth of the Gate itself, she tore asunder the Veil and cast Vainar through the Gate and into the Void he sought to unleash upon Shaintar. Then, Ceynara afterward fell into a deep torpor as the very Gates of Hell resoundingly closed. Such was her price for breaking the Covenants.

A century of peace followed, as the forces of Darkness and Flame were forced to retreat and rebuild, cut off from the powers they relied on so strongly. Still, many would-be rulers, criminal overlords, and other opportunists attempted to seize what they could over the century, sparking many conflicts, small wars, and covert struggles. For the most part, the average person living anywhere in Shaintar enjoyed a period of prosperity and joy unlike any time before.

Unfortunately, this peace was not meant to last; Ceynara was to arise again a century to the day that she fell into torpor. At the same time, Lord Reaver, the Prince of Lies and possibly the most ambitious of the Necrolords, discovered a way to rescue his master, Vainar, from the Void.

Though there was a Centennium Council formed by the Southern Kingdoms in order to prepare for another war, the general populace simply could not bring itself to accept that such horrors would return. Resources were slow to be allocated, and the troops were woefully unprepared when the day finally came.

On the thirty-third of Harvest Moons, during the Thirteenth Hour, with three moons full in the sky, the Gates of the Abyss cracked open. Throughout the lands acolytes whispered darkly and portals to Norcan Darr opened, allowing thousands of childer and minor demons to join the raiding forces. Behind these forces the largest army ever formed by the Empire gathered its strength. Supplemented by major demons and warrior-slave companies, this force marched south and crashed into the hastily erected defenses of the Olan forces and the Fae Nation.

Things were already going badly for the Southern Kingdoms when the Maelstrom, a mercenary army stationed in the Malakar Dominion, opened a second front on the western edge of Landra'Feya. If not for the heroic efforts of Grayson's Grey Rangers and various local militias, all would have been lost.

As it is, the war grinds on and the lines are barely holding. Supplies are in constant short supply, even the best units are operating at less than half capacity, and reinforcements are slow in coming. Thankfully, the Freelands have managed to mobilize enough forces to make a significant contribution. Armies from the Desert Princes and Dregordia are also making serious headway in offsetting the losses, especially on the western front.

Of Now

It is the middle of 3122. Entire swaths of land between the main Kal army and Olara have been burned and blasted into wastelands. There are stirrings of military action within the borders of the Prelacy of Camon. There are criminal organizations and mysterious groups engaged in all kinds of actions within the borders of the Southern Kingdoms.

The enigmatic Builders, wielders of Arcmancy and servants of the mysterious Merchant, appear in greater numbers throughout the lands, opening underground facilities hidden for millennia. Caches of weapons and items of power are being acquired, though to what purpose remains unknown. What is certain is that they are hostile with anyone who interferes with them. As

well, at least some of them seem to have connections with the Kal Empire, while others have made contact with the Dominion.

Fortunately for the Southern Kingdoms, there are mounting troubles within the Kal-A-Nar Empire. Insurgency forces — like those of Jerrik Tul and company — have gained in strength and reach. There are even rumors of impending civil war.

Within the lands of Shaya'Nor, there is unrest as well. Those who side with the Merchant and his machinations are opposed by those who wish to share neither power nor wealth.

AND JUST WHO IS THE MERCHANT?

No one knows who he is or what he looks like. His influence is terrifying in its scope and depth. His financial assets are seemingly unlimited, and he has servants in every government and major faction. His aims are clearly power and control of resources on a massive scale.

Most spies from the Southern Kingdoms believe the Builders and the Red Store, a multi-national criminal organization, are directly controlled by the Merchant. There is increasing evidence he isn't from Shaintar; many believe he hails from some distant land from beyond the Veil. This same evidence indicates there may be others, peers of the Merchant, who are also present and active in Shaintar.

What's going on? Who are these people, and what do they want? Is it simple power and control, or is there something else at work?

These are questions that will have to be answered before it's too late, and it may take new legends, evolved from today's struggles, to counter these legends from an era gone by.

CHAPTER 2:

HEROES OF SHAINSTAR



Entities of myth and legend are shaping the fate of Shaintar. Do you have what it takes to fight the growing darkness? Will you walk into myth? Will you become... Legend?

THE PATHS OF HEROES

Heroes in Shaintar come from all walks of life. What follows are some possible backgrounds, professions, or other starting places. They are meant to inspire ideas, and to give you a sense of where heroes might come from in the lands of Shaintar.

Grayson's Grey Rangers. They defend the wilder parts of the Southern Kingdoms. Hundreds of city-states, independent duchies, and bandit kingdoms dot the lands, and the only source of law and protection many know is that offered by the brave and stalwart Rangers. All manner of people are Rangers: folks of armed skill, those of mystical prowess, and some who simply have no place else to go and need a new start in life. The Rangers make ample use of the magical talents of priests and druids to sense Darkness or Flame in the souls of aspirants, and on more than one occasion they've employed adepts to see into a man's soul before letting him sign on.

Those who become Rangers undergo training enabling them to function well in outdoor settings and on long patrols. Characters who are Rangers have some ability in Survival, as well as some experience in complementary skills such as Tracking, Healing, and Stealth.

At any given time about a fifth of the ranks of the Rangers are comprised of soldiers and various other troops sent by supporting nations. Indeed, the greater kingdoms look to the Rangers as an affordable means to bring stability into lawless regions, and subsidize their efforts with little hesitation.

Liner Notes: An Excellent Place to Start

Grayson's Grey Rangers is a perfect tool for getting together diverse characters and giving them a reason to be together. The Rangers mix all types together, and they exist in an area that is fraught with danger and in need of heroes. The headquarters of the Rangers, Kythros, is in a location central to the Southern Kingdoms, and the Rangers have a good reason to go just about anywhere.

Of course, most players don't mind having characters that have some respect and authority right at the start, either. The charter of the Rangers is such that they are recognized as legal authorities as well as armed protectors in most towns and civilized areas of the Wildlands. In the wild, they are the only law that exists. Even outside of the Wildlands, the Rangers

are treated with the respect and acknowledgment generally reserved for visiting soldiers of rank and distinction. High-ranking or experienced Rangers are often treated as knights.

Rangers don't have to be outdoorsy types; in fact, many aren't. The bulk of the rank-and-file are warriors skilled in survival, stealth, observation, and tracking. They favor lighter armor, light weapons, and bows. This doesn't mean a heavily armored knight or city-bred sorcerer has no place in the Rangers, but such individuals are the exception and tend to be used differently in some missions.

Most player characters end up in eclectic groups that are used for special Ranger missions. Starting out with such a group is absolutely perfect for a good Shaintar campaign!

Knights. In the Southern Kingdoms, there are two nations that support orders of knights, Galea and Olara. In Galea, noble blood or truly heroic service to the kingdom can result in being knighted. In Olara, it is far more common to earn knighthood through service, though one must serve in many military encounters with great distinction.

If one is a knight in Galea, he is a member of one of three orders; the Order of the Silver Unicorn, the Knights of the Golden Torch, or the Gleaming Shields. Alternatively, he is a knight of one of the Seven Houses. The Silver Unicorn knights are the rarest and most respected, having earned the role through great service and sacrifice to all of the Southern Kingdoms. Naturally, no character will begin the game as one of these, though many may start with aspirations to become one. The Gleaming Shields are the king's personal guard; as such, it is incredibly rare for one to be found outside of the capital of Galadrea unless he is escorting the king. The Knights of the Golden Torch are charged with going out into the world and serving it to the best of their ability, while at the same time learning as much as they can. They are the classic warrior-scholars, and can be found wherever there is trouble and mystery.

Knights of the Seven Houses might well be sent out on missions, both short and extended, and very well could be player Heroes. They are highly respected, though they don't have quite the status a knight from one of the Orders holds.

In Olara, things are both more complex and simpler. Knights owe their allegiance to the noble house that knighted them, but the King foremost. There are military orders to which an Olaran knight may belong, but his first duty will always be to his house. Furthermore, there are no "born" knights in Olara; warriors cannot be knighted

until they have more than a few battles under their belt. As such, almost no starting character will be able to be a knight of Olara.

It is possible to be a knight of some tiny nation within the bounds of the Wildlands. How far such a title will get you is by no means clear or guaranteed. Such “hedge knights” tend to be largely ignored outside their home territories.

The only remaining path to knighthood is through the Church of Light (see page 76). Paladins of Light are considered knights in any country that recognizes the Church.

Regardless of background, knights are defined by how they live in the world. As such, a knight will almost certainly have a Code of Honor or Obligations of some sort. Most are Heroic, or at least Loyal, and many have sworn some form of Vow. Knights know about Riding, or they risk being seen as no real knight. Of course, the Fighting skill is highly important, though many knights are also quite adept at Persuasion. Though most knights are of Noble blood, a good enough backstory may negate the need for this Edge.

Soldiers. The man-at-arms. The ex-mercenary. The farm boy called to war. The former guard of nobles or merchants. Any man or woman trained at arms and combat who seeks a way to parlay their talents and experience into some means of living.

Soldiers can come from anywhere in Shaintar. A soldier may have served in the army of a nation, in the garrison of a city-state, or as a mercenary guarding caravans. For beginning characters, it is highly likely they had little experience before finding themselves in their current situation. They did get training, and have an understanding of what it means to serve alongside others for a purpose.

Soldiers will have training in Fighting, and many will also be decent at Shooting as well. Soldiers often know about Riding, and a soldier with any campaigning experience is likely to know something about Survival and Healing.

Druids. Followers of the Four Paths – Nature, Earth, Sky, and Sea – can be found across the breadth of Shaintar, doing the work of the Ascended and promoting Life as best they can. Many druids prefer the peaceful approach of teachers, guides, and nurturers, serving communities and taking care of the natural world. Some oppose Darkness and Flame, and consider themselves guardians of Shaintar and soldiers in service to the Ascended.

Not surprisingly, the vast majority of druids come from the Southern Kingdoms, where reverence for the Ascended is primary. More than half receive their training at Mindoth’s Tower, but many achieve a basic understanding of their connections to Life on their own. These folks usually find a druid somewhere along the way to receive further training.

In more primal cultures, where canonized teachings and rituals are unknown, such practitioners are considered shamans. Many of the northern goblinesses gather that still honor the Ascended have shamans, as do the barbarian tribes of the very far north.

Anyone channeling the gifts of Life has an Obligation regarding their commitment to the Ascended, and most tend to be Heroic and Loyal as well. Some druids are Pacifists. Druids have a strong focus on their Spirit and their Channeling skill, and many have the Knowledge (Cosmology) skill as well.

Priests. Though driven from the lands of Camon by the Prelacy’s “Bloody Iron Hand”, the followers of Archanon’s new church, the Church of Light, have been growing in numbers and strength of purpose. Aided by the druids of Mindoth’s Tower, they formed the city-state of Archanaya in the lands between the Kingdom of Galea and the Freelands. Many have flocked to their temples and schools over the last century.

Now shrines and even full-blown churches are starting to appear elsewhere throughout Shaintar as the core leadership has begun sending out missionaries and evangelists throughout the Southern Kingdoms. The followers of the Light are not out to change the beliefs of anyone or to replace existing structures; at least, not most of them. A few have admittedly fanatical goals that the Church is trying to curtail. The Church wants to supplement the support systems of the communities they enter, as well as provide guidance, sanctuary, and protection where it otherwise does not exist. Granted, they want very much for people to embrace the Light as a way of living, though most preach the faith as being compatible with honoring the Ascended. Many young priests and paladins find themselves a part of this effort, delving into new areas and communities to serve in the best way they can. The Church of Light promotes justice, guardianship, and opposition to Darkness and Flame. Many paladins and militant priests are sent where these goals are most needed.

The differences between a priest and a paladin of Light are mainly in title and long-term goals; a priest ultimately seeks to serve somewhere in the hierarchy of the Church,

while a paladin seeks no other service than to defend the Church and innocent people from the forces of Darkness, Flame, and the basic evils of man. Some few servants of Light actually attain status as both priest and paladin, and these dedicated souls are greatly treasured by the Church.

Servants of Light have an Obligation regarding their commitment to Archanon and the Church, and most are Heroic and Loyal. Paladins often have a Code of Honor. Knowledge skills in Cosmology, History, and Politics are good choices for priests, while paladins are obviously trained in Fighting and related skills, and most will know a lot about Riding. Persuasion is also highly valued for both priest and paladin alike.

Adepts. Uncommon and often misunderstood, adepts have a difficult road to travel in Shaintar. While their skills and powers are clearly valuable to the Southern Kingdoms, those same skills and powers are greatly feared and mistrusted.

The talent to manipulate powers of the mind and body is innate. As such, most adepts manifest some strange ability over the course of simply living their lives, and then they are faced with the task of trying to figure out how to control it. In more civilized regions, the various orders and training citadels are known, and an aspirant will usually seek them out. Otherwise, he will have to figure out how to use his new powers on his own, or hope that a traveling adept finds him and teaches him.

Adepts who are formally trained somewhere in the Southern Kingdoms are usually encouraged to find ways to use their abilities to serve the kingdoms and people. The Warrior-Adepts of the Jade Flame are one such organization, and their entire history has been dedicated to changing the perceptions of the populace towards adepts. The Order of the Azure Citadel is another such group.

Adepts have a strong focus on their Spirit and Smarts. Not surprisingly, many adepts are skilled in Persuasion and Intimidation, happy to accomplish their goals through force of personality without resorting to their powers at all. Of course, they should also have a strong emphasis on their skill with The Way. Many adepts, trained in the citadels, have an Obligation of some kind, or at least are Heroic in their mentality. The nature of their powers, however, causes many adepts to develop strange behavioral Quirks and other psychological Hindrances.

Sorcerers. Shapers of destiny and architects of the future is what many think of the practitioners of the eldritch arts. Of course, that is as much an expression of fear as wonder. Many practice sorcery for the common good, but many others have done so for great evil.

The ability to see the Aether and make it respond to thought and will is inherent, and many begin their path on their own. True mastery comes only when one receives the formal training of a mage, which almost all sorcerers eventually seek out.

Like adepts, formally trained sorcerers are encouraged to find a form of service that aids the common good, though the eldritch academies are less doctrinal about such matters than citadels. Most sorcerers, especially those who achieve the status of mage, find gainful employment within large merchant houses or under the banner of a nation, often enjoying a life of relative luxury for moderate effort. However, some seek out greater knowledge and understanding by exploring the world around them, and reach the realization that their gifts should be put in service against the forces of Darkness and Flame.

Sorcerers have a high Smarts rating, and usually a very high Spirit as well. With a primary emphasis on their Sorcery skill and their powers, most sorcerers have little left to put towards other pursuits beyond knowledge, but very often it is an emphasis on many Knowledge skills that proves the greatest worth of a sorcerer to companions. The Curious Hindrance, not surprisingly, is quite common among sorcerers.

Alchemists. Delvers of secret places and students of all things, alchemists are those individuals driven to create wondrous concoctions and items. The early days of any practicing alchemist are spent in deep study and practice, and most translate that to a business in one of the many towns or cities where their trade can net them a fine living.

Some, however, are called to the road, where their talents and skills can serve other purposes. With complex kits crammed into wooden satchels or backpacks, these hardy individuals go looking for the strange elements they need to make the wondrous potions and potent items of their trade.

Alchemists usually have a respectable Smarts rating, as well as a strong Alchemy rating and lots of Knowledge skills. Like sorcerers, they are often quite Curious. Some, knowing the value of their efforts, can be a little Greedy as well.

Rogues. Thieves. Burglars. Highwaymen. Spies. Pickpockets and ne'er-do-wells. More than a few such men and women have gone on to have grand careers as heroes, at some point in their lives choosing to use their talents and experience for a cause greater than that of filling their pockets or achieving personal power.

Nations are constantly at odds with other nations, even when there is no war declared. As such, someone with skills in stealth and subterfuge may find himself in service to one king or another, or possibly a powerful merchant. Others coming from a rogue's background may have had a bad run of luck, or were born in the worst part of a town. What they do is done to survive, and becoming good at it was the only way to live for any time at all.

A character with such skills can hail from anywhere, though most are from urban areas. One might even have been a pirate at some time, calling the sea his home and every port along the Southern Coast his stomping grounds.

Rogues have high Agility ratings, and are skilled in Stealth, Lockpicking, Climbing, Notice, and Streetwise. Many are also good at Investigation and Persuasion, the latter primarily to deal with getting past guards or out of trouble. Most rogues have a bit of a Greedy nature, while the less fortunate are Wanted by someone. A rogue in regular service to someone may well have Obligations.

Ex-Slaves. There are parts of Shaintar where slavery is very much a normal part of society. The Kal-A-Nar Empire uses slaves for all the usual reasons, as well as to fight in their Blood Pits. In Shaya'Nor, slaves are cattle as much as anything, feeding the appetites of vampires, werewolves, and others. Some of the Desert Princes still maintain slaves to work their mines and otherwise maintain their lavish lifestyles. While slaves in the Malakar Dominion probably enjoy the best life for a slave, they are denied freedoms possessed by even the most common man in other lands.

Escaping the bonds of servitude is a powerful motivation, and those who manage it are often strong beyond their years and experience. Very often, an ex-slave simply looks for a place to live freely in peace, happily working as a laborer or farmer. Some have too much vengeance in their hearts, or else a deep-rooted need to see that others like them are freed. Such men and women often seek out groups of warriors who can help them achieve such goals.

Finally, some ex-slaves simply don't know what to do with themselves. These folks will gravitate towards anyone who shows them some kindness and respect, and often take up the causes of anyone who calls them friend.

Former slaves often have notable Strength and Vigor, and those who were forced to fight for a living will be skilled in those ways. Having very limited experiences with life, ex-slaves will often be Clueless, and may have psychological Hindrances such as Mean, Vengeful, or Stubborn. Those who were worked too hard or fought too many difficult battles may have physical Hindrances as well.

Liner Notes: Damaged Characters

This is not a regular occurrence in my games, but once in a while a player can convince me to let them play someone with a little more experience under their belt. However, rather than give them straight-up experience points, I will instead let them take another Hindrance. This lets them get some added skills or such, but at the same time it represents that the character is a bit more "damaged" than most. This option tends to make more sense with a character coming from an ex-slave (or similarly tragic) background.

Wanderers. There are many who come from isolated cultures — aevakar, dregordians, korindians, Nazatirans, Youlin Aradi. Others simply were born in a place far away from where anything interesting ever happens. In either case, brave individuals from those places will often gather up whatever they can, cinch up their backpack, and head down the road to see what Fortune has in store for them.

They want to see, learn, and do new things in the wide, greater world. They may not bring a lot of practical experience, but they often have intense training or a focused education,

Wanderers are a great concept for anyone who is just delving into the Shaintar setting. The player can learn about what's happening and all the new and different cultures even as their character is.

Emissaries. In these troubled times, many nations and cultures are sending out diplomats, envoys, messengers, and representatives to various political and strategic gatherings. They need intrepid, adventurous souls either acting as diplomats or guiding and guarding them on their journeys.

Emissaries generally have good Spirit ratings, and are very likely skilled in Persuasion. Knowledge (Politics) and other Knowledge skills are a very good idea as well. They are unlikely to have Hindrances that impede their efforts, such as Mean or Arrogant, though many will not be able to avoid Outsider complications.

Anyone being sent into dangerous territory should either have skills or talents that enable them to defend themselves, or an entourage made up of guards and protectors. Then again, some folks undertaking such missions may be trying for a greater degree of subtlety and stealth.

Common Folk. Often, the most compelling heroes are those that come from normal, everyday backgrounds and somehow overcome impossible odds to save the day. The farmer, the laborer, the bookkeeper, the apprentice carpenter — each one of these might have some hidden spark that only needs one moment of destiny to transform them into a Hero.

Such a character can come from literally anywhere, with only the imagination to limit your choices.

Liner Notes: Common Folk

One trick to playing a character with a common (read: inexperienced and untrained) background is to hold over points from initial character creation. The Game Master (GM) can then permit such a character to spend them after an initial encounter or traumatic experience, showing a rapid adaptation and ability to learn under fire. In order to better help such a character survive initially, the GM might let them have a couple of extra bennies to start with, but once used they are gone.

THE MAKING OF A HERO

Let's delve into the process of creating a character. You will need this book and the core Savage Worlds book to accomplish this. The flow is much the same as with any Savage setting — choose a race, purchase your base Traits (attributes and skills), choose some Hindrances and Edges, flesh out your Derived statistics, and work out your Gear. There are a few additional elements to pay close attention to. For example, there are Racial Edges that you will want to look at, many of which are Background Edges and should generally be taken during character creation.

Take the Background Details portion of the process very seriously. Shaintar GMs should rely on the Common Knowledge rules that were created for Savage Worlds — where your character is from, what culture he grew up in, and what kind of work he did before becoming a hero will go a long way towards determining what you get a +2 on, and what you get a -2 on. The optional **Before They Were Legends** section (see next section) expands on this idea considerably.

STEP ONE: CHOOSE A RACE

Shaintar has several races to choose from. They have fairly clear strengths and weaknesses, and it follows that some races are better at some things than others. Any member of any race can pursue any kind of career or path you desire.

Make sure to review the various Racial Edges that are available for each. These greatly enhance a given race both at creation and over time, and may help you decide the type of character you wish to play.

STEP TWO: BACKGROUND DETAILS

Figure out where your Hero was born, where they were raised, and what they've been doing up to the point that they begin their career as a Hero in the story to come. This will affect Common Knowledge rolls for the Hero, as well as what Languages they begin the game speaking.

Liner Notes: Before They Were Legends

As with any Savage Worlds game, players are encouraged to come up with backstories that flesh out what they did and did not do, what they do and do not know. This is how you can get the most out of Common Knowledge.

For those who don't wish to compile pages of backstory, a variant approach is to simply list a few things from periods of life that indicate areas of training, interest, or study. As a general rule, I encourage one or two Hobbies (mostly from childhood), one or two areas of Study, one or two areas of Training, and an early Profession. Defining Interests (as originally created by Sean Preston and presented in various Reality Blurs books) are an excellent way to capture these concepts

DEFINING INTERESTS

Heroes can also have a number of Defining Interests, which are additional areas of focus to round out your character. They get a number of Defining Interests equal to half of their Smarts, with a permanent increase in Smarts resulting in a new area of interest. Depending upon the type of campaign you are running, you may be best served to let Defining Interests be introduced during the course of play. Once a Defining Interest is selected, it is permanent and counts towards the character's total number.

When a character's Defining Interest comes into question if it is appropriate he receives a situational modifier of +1 for broad based (or more useful) interests or +2 for more specific (or less frequently called upon) interests.

Example 1: A Glean knight, a Freeland mercenary, and an eldakar diplomat all examine a court document and need to make a Common Knowledge roll to detect whether it is a forgery or not. The knight and the diplomat both have Defining Interests in calligraphy, while the mercenary does not. The knight gets a Common Knowledge roll at +2, due to his specialty. The mercenary, with no background knowledge of this topic, is at -2, while the diplomat, familiar with court documents due to his background, gets a +4 (+2 for his background and +2 for his specialty).

Example 2: A Glean knight, a Freeland mercenary, and a korindian wanderer all see a banner on the horizon. The knight, due to his background, receives a +2 to recognize it. The mercenary receives no modifier, and the korindian is at a -2 as he'd have no familiarity, owing to his Outsider background. However, if the korindian had studied heraldry, he'd be at a +2. In essence, his book knowledge of heraldry trumps his background's normal isolationism.

EXAMPLE DEFINING INTERESTS

Craft: Basket Making, Brewing, Drawing, Jewelry, Painting, Pottery, Sculpture, Woodcarving

Culture: Calligraphy, Etiquette (narrow to type for +2 bonus), Heraldry

Hobbies & Living: Blacksmithing, Carpentry, Cooking, Farming, Fishing, Gardening, Herbalism, Pine Cone Collecting

Larceny: Disguise, Forgery, Pickpocketing, Traps

Lore: Church of Light, Druid, Fae, Folk, Goblinesh, Korindian, Legends, Military, Sea, Weapons

Perform: Acting, Comedy, Dance, Juggling, Oratory, Percussion Instruments, Puppetry, Singing, Stringed Instruments, Wind Instruments

Study: Astronomy, Geography (narrow to type for +2 bonus), Literature, Math, Medicine, Metallurgy, Physics

Players are free to come up with additional items that fit their character concept, subject to their GM's approval. General guidelines are that more esoteric knowledge grants a +2 to a character's roll, while practical interests, such as disguise, grant a +1. Note that such Defining Interests can never be used to replace existing skills and should never be as inherently valuable, except in very narrow and limited ways. Anything that would not be worth spending skill points on would qualify as a Defining Interest.

As an option, GMs may allow one or more Defining Interests to be used to gain additional Languages.

STEP THREE: TRAITS

Each Hero starts with 5 points to use on their attributes, and 15 points for the initial purchase of skills. Many races provide attribute alterations, and some even affect skills, so be sure to review your race choice when going through this process.

Some skills from the core rules don't really apply in Shaintar, and some are changed, so be sure to take a look at that section later in this chapter.

SECONDARY STATISTICS

The base Pace for a Hero is 6.

Parry is calculated as half of the Fighting die plus 2. Toughness is calculated as half of the Vigor die plus 2.

Charisma is a modifier to social skills that begins at 0 and may be modified by Edges and Hindrances.

STEP FOUR: FURTHER DEVELOPMENT

At this point, the player may choose up to one Major Hindrance and up to two Minor Hindrances. In doing so, up to 4 points are generated (two for a Major and one for each Minor Hindrance taken) that can be applied to increase an attribute (for 2 points), gain an Edge (for 2 points), or gain a skill point (for 1 point).

In most Savage Worlds settings, each such point could also be applied to add to a character's starting funds. If the GM is using those rules, then this should be allowed. If the GM is using the alternate Gear allocation rules suggested for Shaintar, then the player should not worry about using this option.

STEP FIVE: GEAR

Unlike most Savage Settings, Shaintar is intended to be a place where Heroes are carrying and wearing what makes sense for them at the time the story begins. This shouldn't be something that is accounted for in terms of copper pieces, but should be derived from the player's story and the GM's instincts.

For folks who wish to play by the more traditional rules, however, a standard Hero will start with 500 copper pieces. A Rich one will have 1500 copper in available coinage, while a Filthy Rich one will start with 2500 copper pieces.

More can be found on this in the Gear section, later in this chapter.

ARCHETYPES

It is often very useful to start with a foundational character that you can build from as you learn more about the world and what's possible. As well, sometimes you just want to grab a ready-made character and get started, or an unexpected player shows up at game time and you need to get going right away.

The following archetypes give some great examples of the various kinds of characters that might begin a Hero's life in Shaintar. They are each built at the "0-point" level, ready to go with one or two choices to be made by the player.

ESSENCE VS. POWER POINTS

The term "Power Points" is replaced with the term "Essence". The term Essence may be substituted for any references to Power Points in the Savage Worlds core rules or other Savage Worlds sources (i.e. the Power Points Edge would allow for additional Essence to be granted to the Hero.)

AEVAKAR ARCHER SCOUT

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

Skills: Fighting d8, Healing d4, Notice d6 (+2 sight), Shooting d10, Stealth d6, Survival d6, Tracking d6

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

Hindrances: One Major, Two Minor

Edges: Aerial Archer, Fast Flier

Innate Edges & Hindrances

- **Enemy:** All creatures of Darkness and Flame (especially gargoyles) see the aevakar as racial enemies.
- **Fae Beauty:** Inherently beautiful and graceful, aevakar start with a +1 Charisma.
- **Graceful:** Aevakar begin with a d6 starting Agility.
- **Keen Fae Senses:** Aevakar begin with a d6 Notice skill, and they also gain +2 with sight-based Notice checks.
- **Light Frame:** Aevakar suffer a -1 to their Toughness.
- **Low Light Vision:** The blood of the fae gives the aevakar the gift of night vision. Ignore attack penalties for Dim and Dark lighting.
- **Weakness:** All aevakar are vulnerable to Black Iron and Blood Steel and suffer +2 damage from those sources.
- **Wings:** Flying Pace 15, Climb 2, d12 "Run".



Gear: Partial Scale Armor (+2, -2 Coverage), Bow (Range 12/24/48, 2d6), Spear (Str+d6, +1 Reach, +1 Parry, 2-Handed), Backpack, Bedroll, Travel Clothing, Flint & Steel, Quiver, Fletching Tools, Water skin

AEVAKAR PRIEST OF LIGHT

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

Skills: Faith d8, Fighting d6, Healing d6, Knowledge (Cosmology) d6, Knowledge (Flame Creatures) d4, Knowledge (Magic) d4, Notice d6 (+2 sight), Shooting d6, Stealth d4, Survival d4

Charisma: +1; **Pace:** 6; **Parry:** 6 (1); **Toughness:** 6 (2) **Hindrances:** Obligation (Major: Church of Light), One Major, Two Minor

Edges: New Power, Priest of Light

Innate Edges & Hindrances

- **Enemy:** All creatures of Darkness and Flame (especially gargoyles) see the aevakar as racial enemies.
- **Fae Beauty:** Inherently beautiful and graceful, aevakar start with a +1 Charisma.
- **Graceful:** Aevakar begin with a d6 starting Agility.

- **Keen Fae Senses:** Aevakar begin with a d6 Notice skill, and they also gain +2 with sight-based Notice checks.
 - **Light Frame:** Aevakar suffer a -1 to their Toughness.
 - **Low Light Vision:** The blood of the fae gives the aevakar the gift of night vision. Ignore attack penalties for Dim and Dark lighting.
 - **Weakness:** All aevakar are vulnerable to Black Iron and Blood Steel and suffer +2 damage from those sources.
 - **Wings:** Aevakar have feathered wings that grant them a base Flight speed of 12" (with a "Run" speed of d10) and Climb 1.
- Gear:** Partial Scale Armor (+2, -2 Coverage), Bow (Range 12/24/48, 2d6), Spear (Str+d6, +1 Reach, +1 Parry, 2-Handed), Backpack, Bandages and Poultices, Bedroll, Flint & Steel, Quiver, Travel Clothing, Water skin
- Powers:** *armor, bolt, healing*
- Essence:** 10

ALAKAR DRUID

- Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
- Skills:** Channeling d8, Fighting d6, Healing d6, Knowledge (Cosmology) d4, Notice d6 (+2 sight), Shooting d6, Stealth d6 (+2), Survival d4+2, Swimming d4, Tracking d4+2
- Charisma:** +1; **Pace:** 6; **Parry:** 6 (1); **Toughness:** 7 (2) **Hindrances:** Obligation (Major: Druid Path), One Major, Two Minor
- Edges:** Druid, Forest-Born
- Innate Edges & Hindrances**
- **Enemy:** All creatures of Darkness and Flame see the alakar as a racial enemy and will attack them first if possible.
 - **Fae Beauty:** The fae are inherently beautiful and graceful, and alakar start with a +1 Charisma.
 - **Heritage:** Alakar have primarily fae blood and are able to start with a d6 in either Agility or Spirit.
 - **Keen Fae Senses:** Alakar begin with a d6 Notice skill, and they also gain +2 with sight-based Notice checks.
 - **Low Light Vision:** The blood of the fae gives the alakar the gift of night vision. Ignore attack penalties for Dim and Dark lighting.
 - **Weakness:** All alakar are vulnerable to Black Iron and Blood Steel and suffer +2 damage from those sources.
- Gear:** Partial Scale Armor (+2, -2 Coverage), Bow (Range 12/24/48, 2d6), Ironwood Staff (Str+d6, +1 Reach, +1 Parry, 2-Handed), Backpack, Bandages and Poultices, Bedroll, Flint & Steel, Quiver, Travel Clothing, Water skin
- Powers:** *entangle, healing*
- Essence:** 10

ALAKAR RANGER

- Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
- Skills:** Climbing d6, Fighting d8, Healing d4, Notice d6 (+2 sight), Shooting d8, Stealth d6 (+2), Survival d4+2, Swimming d4, Tracking d6+2
- Charisma:** +1; **Pace:** 6; **Parry:** 7 (1); **Toughness:** 7 (2)
- Hindrances:** One Major, Two Minor
- Edges:** Forest-Born, Heirloom (Elvish Longbow)
- Innate Edges & Hindrances**
- **Enemy:** All creatures of Darkness and Flame see the alakar as a racial enemy and will attack them first if possible.
 - **Fae Beauty:** The fae are inherently beautiful and graceful, and alakar start with a +1 Charisma.
 - **Heritage:** Alakar have primarily fae blood and are able to start with a d6 in either Agility or Spirit.
 - **Keen Fae Senses:** Alakar begin with a d6 Notice skill, and they also gain +2 with sight-based Notice checks.
 - **Low Light Vision:** The blood of the fae gives the alakar the gift of night vision. Ignore attack penalties for Dim and Dark lighting.
 - **Weakness:** All alakar are vulnerable to Black Iron and Blood Steel and suffer +2 damage from those sources.
- Gear:** Partial Scale Armor (+2, -2 Coverage), Bracers (+1 Parry), Elvish Longbow (Range 18/36/72, 2d6+1, Everwood), Short Sword (Str+d6), Backpack, Bedroll, Fletching Tools, Flint & Steel, Quiver, Travel Clothing, Water skin

BRINCHIE ROGUE WARRIOR

- Attributes:** Agility d10, Smarts d4, Spirit d6, Strength d8, Vigor d6
- Skills:** Climbing d6+2, Fighting d10, Lockpicking d6, Notice d4, Stealth d8, Streetwise d4, Throwing d6
- Charisma:** -2; **Pace:** 8 ("Run" d10); **Parry:** 10 (2); **Toughness:** 8 (3)
- Hindrances:** Code of Honor (Crescent Warriors), Outsider, Two Minor
- Edges:** Acrobat, Ambidextrous, Natural Climber
- Innate Edges & Hindrances**
- **Dexterous:** Brinchie are incredibly nimble and quick on their feet, beginning with a d8 Agility. Furthermore, their natural maximum Agility is d12+2, and they can reach this with normal Advances without applying the Professional or Expert Legendary Edges (which can bump their Agility to d12+3 and +4, respectively).
 - **Fast:** Brinchie begin with a Pace of 8" and "Run" of d10. If they take the Fleet-Footed Edge, this is increased to a Pace of 10" and a "Run" of d12.

- **Flighty:** Brinchie are not deep thinkers; it requires double points to raise Smarts during character creation. As well, a brinchie can never raise his Smarts above d8.

- **Hot Blooded:** Brinchie are from warm areas, and hate the cold. They receive a -4 penalty to resist frigid climes.

- **Low Light Vision:** Brinchie have natural “night eyes.” Ignore attack penalties for Dim and Dark lighting.

- **Natural Acrobats:** Brinchie have the Acrobat Edge (no prerequisites required).

- **Natural Claws:** Brinchie can do lethal damage with their bare hands (Str+d4). This means they are always considered “armed.”

- **Needs Action:** When things are slow, the GM may require a Spirit check; failure means the brinchie character will become irritable and unfocused. He temporarily gains the Mean Hindrance, and suffers a -1 distraction penalty on all Trait rolls until they get some kind of action.

- **Outsider:** Brinchie are still seen by many as being tainted by their Norcan Darr origins and the average person is quite put off by their appearance.

Gear: Partial Chain Armor (+3, -2 Coverage), Bracers (+1 Parry), Lo-sska (Str+d8), Rrka (Str+d6, +1 Parry), Throwing Knives (3/6/12, Str+d4), Backpack, Bedroll, Lockpicks, Flint & Steel, Travel Clothing, Water skin, Whetstone

BRINCHIE PLAINS RUNNER

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

Skills: Fighting d8, Healing d4, Notice d6 (+2), Shooting d8, Stealth d6 (+2), Survival d6 (+2), Tracking d6 (+2)

Charisma: -2; **Pace:** 8 (“Run” d10); **Parry:** 9 (2); **Toughness:** 8 (2)

Hindrances: Outsider, One Major, Two Minor

Edges: Acrobat, Kalinata, Plains Runner

Innate Edges & Hindrances

- **Dexterous:** Brinchie are incredibly nimble and quick on their feet, beginning with a d8 Agility. Furthermore, their natural maximum Agility is d12+2, and they can reach this with normal Advances without applying the Professional or Expert Legendary Edges (which can bump their Agility to d12+3 and +4, respectively).

- **Fast:** Brinchie begin with a Pace of 8” and “Run” of d10. If they take the Fleet-Footed Edge, this is increased to a Pace of 10” and a “Run” of d12.

- **Flighty:** Brinchie are not deep thinkers; it requires double points to raise Smarts during character creation. As well, a brinchie can never raise his Smarts above d8.



- **Hot Blooded:** Brinchie are from warm areas, and hate the cold. They receive a -4 penalty to resist frigid climes.

- **Low Light Vision:** Brinchie have natural “night eyes.” Ignore attack penalties for Dim and Dark lighting.

- **Natural Acrobats:** Brinchie have the Acrobat Edge (no prerequisites required).

- **Natural Claws:** Brinchie can do lethal damage with their bare hands (Str+d4). This means they are always considered “armed.”

- **Needs Action:** When things are slow, the GM may require a Spirit check; failure means the brinchie character will become irritable and unfocused. He temporarily gains the Mean Hindrance, and suffers a -1 distraction penalty on all Trait rolls until they get some kind of action.

- **Outsider:** Brinchie are still seen by many as being tainted by their Norcan Darr origins and the average person is quite put off by their appearance.

Gear: Partial Scale Armor (+2, -2 Coverage), Bracers (+1 Parry), Lo-sska (Str+d8), Rrka (Str+d6, +1 Parry), Bow (Range 12/24/48, 2d6), Backpack, Bedroll, Fletching Tools, Flint & Steel, Quiver, Travel Clothing, Water skin, Whetstone

DREGORDIAN ADEPT

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

Skills: Fighting d6, Intimidation d6, Knowledge (Magic) d6, Knowledge (Cosmology) d4, Notice d8, Swim d6, The Way d10

Charisma: -2; **Pace:** 6; **Parry:** 6 (1); **Toughness:** 8 (2)

Hindrances: Outsider, One Major, Two Minor

Edges: Adept, Way-Gifted

Innate Edges & Hindrances

- **Aquatic:** Dregordians are naturally amphibious and can breathe underwater. Their swimming Pace equals their Swimming skill die type in inches, and they begin with a d6 in Swimming.

- **Battle Rage:** A dregordian engaged in battle must pass a Spirit roll at the beginning of each round or fall prey to his bestial nature. While in this agitated state, he may only make wild attacks and suffers the effects of Bloodthirsty. If not directly threatened, he may take one round to regain self-control with a Spirit roll at -2.

- **Jungle Dweller:** Dregordians suffer a -4 penalty to resist cold environmental effects.

- **Mighty:** Powerful and tough, dregordians begin with a d8 starting Strength and Vigor. Furthermore, their natural maximum Strength and Vigor is d12+2, and they can reach these levels with normal Advances without applying the Professional or Legendary Edges (which can bump their Strength to d12+3 and +4, respectively).

- **Outsider:** Dregordians are pretty much alien to every other race, both in appearance and mentality.

- **Ponderous:** Dregordians must spend double points to raise their Agility during character creation but may increase it normally after that.

- **Tail and Claws:** Dregordians have natural claws that can do lethal damage (Str+d4) and are always considered "armed". Their tail is flexible enough to be used as a weapon, as well, doing Str+d4 in either non-lethal or lethal damage.

Gear: Full Scale Armor (+2, -4 Coverage), Ironwood Staff (Str+d6, +1 Reach, +1 Parry, 2 hands), Backpack, Bedroll, Crysarium Focus Crystal, Flint & Steel, Travel Clothing, Water skin

Powers: *confusion, deflection, mind reading, telekinesis*

Essence: 10

DREGORDIAN WARRIOR

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

Skills: Fighting d10, Intimidation d6, Notice d6, Stealth d4, Streetwise d4, Survival d4, Swim d6, Throwing d6

Charisma: -2; **Pace:** 6; **Parry:** 8 (1); **Toughness:** 9 (3)

Hindrances: Outsider, One Major, Two Minor

Edges: Kayakor Initiate, Sweep

Innate Edges & Hindrances

- **Aquatic:** Dregordians are naturally amphibious and can breathe underwater. Their swimming Pace equals their Swimming skill die type in inches, and they begin with a d6 in Swimming.

- **Battle Rage:** A dregordian engaged in battle must pass a Spirit roll at the beginning of each round or fall prey to his bestial nature. While in this agitated state, he may only make wild attacks and suffers the effects of Bloodthirsty. If not directly threatened, he may take one round to regain self-control with a Spirit roll at -2.

- **Jungle Dweller:** Dregordians suffer a -4 penalty to resist cold environmental effects.

- **Mighty:** Powerful and tough, dregordians begin with a d8 starting Strength and Vigor. Furthermore, their natural maximum Strength and Vigor is d12+2, and they can reach these levels with normal Advances without applying the Professional or Legendary Edges (which can bump their Strength to d12+3 and +4, respectively).



• **Outsider:** Dregordians are pretty much alien to every other race, both in appearance and mentality.

• **Ponderous:** Dregordians must spend double points to raise their Agility during character creation but may increase it normally after that.

• **Tail and Claws:** Dregordians have natural claws that can do lethal damage (Str+d4) and are always considered "armed". Their tail is flexible enough to be used as a weapon, as well, doing Str+d4 in either non-lethal or lethal damage.

Gear: Full Dregordian Scale Armor (+3, -4 Coverage), Kayakor (Str+d10, Reach 1, +1 Parry, AP 1, 2 hands), Throwing Spears (3/6/12, Str+d6), Backpack, Bedroll, Flint & Steel, Travel Clothing, Water skin

DWARF TINKER

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

Skills: Fighting d6, Investigation d6, Knowledge (Engineering) d6+2, Knowledge (Metallurgy) d4+2, Lockpicking d6+2, Notice d8+2, Repair d8+2, Shooting d6, Streetwise d4, Throwing d6

Charisma: -; **Pace:** 5; **Parry:** 7 (2); **Toughness:** 8 (2)

Hindrances: One Major (Curious a good choice), Two Minor

Edges: Education, Keeper of the Old Ways

Innate Edges & Hindrances

• **CannotSwim:** A dwarf sinks like a stone in any water.

• **Intestinal Fortitude:** Though not particularly spiritual, dwarves are nonetheless very courageous. They draw strength from their connection with the mountains and stone. As such, in any situation calling for a Spirit roll where Fear is concerned, or in the case of Intimidation, a dwarf can roll his Vigor in place of Spirit. Note that other Spirit-based circumstances are not affected.

• **Low Light Vision:** The darkness of the caves requires keen eyes. Ignore attack penalties for Dim and Dark lighting.

• **Slow:** Short and stocky, their Pace is 5".

• **Stalwart:** Powerful and tough, dwarves begin with a d6 starting Strength and a d8 Vigor. Furthermore, their natural maximum Vigor is d12+3, and they can reach this with normal Advances without applying the Professional or Legendary Edges (which can bump their Vigor to d12+4 and +5, respectively).

• **Stoic:** Dwarves must spend double points to raise Spirit during character creation, but may advance it normally after that.

Gear: Full Scale Armor (+2, -4 Coverage), Large Shield (+2 Parry, +2 Armor vs. ranged shots that hit), Battle Axe (Str+d8), Hammer (Str+d6, AP 1 vs. Rigid

Armor/Walls), Crossbow (Range 15/30/60, 2d6, AP 2, 1 action reload), Backpack, Bedroll, Flint & Steel, Lantern, Lockpicks, Quiver, Tool Kit, Travel Clothing, Water skin

DWARF WARRIOR

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

Skills: Climbing d6, Fighting d8, Knowledge (Battle) d4, Notice d6, Repair d4, Shooting d8, Stealth d4, Streetwise d4, Survival d4

Charisma: -; **Pace:** 5; **Parry:** 8 (2); **Toughness:** 10 (3)

Hindrances: One Major, Two Minor (Stubborn a good choice)

Edges: Sweep

Innate Edges & Hindrances

• **CannotSwim:** A dwarf sinks like a stone in any water.

• **Intestinal Fortitude:** Though not particularly spiritual, dwarves are nonetheless very courageous. They draw strength from their connection with the mountains and stone. As such, in any situation calling for a Spirit roll where Fear is concerned, or in the case of Intimidation, a dwarf can roll his Vigor in place of Spirit. Note that other Spirit-based circumstances are not affected.

• **Low Light Vision:** The darkness of the caves requires keen eyes. Ignore attack penalties for Dim and Dark lighting.

• **Slow:** Short and stocky, their Pace is 5".

• **Stalwart:** Powerful and tough, dwarves begin with a d6 starting Strength and a d8 Vigor. Furthermore, their natural maximum Vigor is d12+3, and they can reach this with normal Advances without applying the Professional or Legendary Edges (which can bump their Vigor to d12+4 and +5, respectively).

• **Stoic:** Dwarves must spend double points to raise Spirit during character creation, but may advance it normally after that.

Gear: Full Chain Armor (+3, -4 Coverage), Large Shield (+2

Parry, +2 Armor vs. ranged mage), Dwarven Axe (Str+d8, AP 1), Crossbow (Range 15/30/60, 2d6, AP 2, 1 action reload), Backpack, Bedroll, Flint & Steel, Metal Flask, Quiver, Travel Clothing, Water skin, Whetstone

ELDAKAR ROGUE

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

Skills: Climbing d6+2, Fighting d8, Gambling d4, Investigation d4, Lockpicking d6+2, Notice d6 (+2 Sight), Persuasion d6, Shooting d8, Stealth d8 (+2), Streetwise d6

Charisma: +2; **Pace:** 6; **Parry:** 8 (2); **Toughness:** 7 (2) **Hindrances:** Wanted (Minor, larcenies throughout Southern Kingdoms), One Major, One Minor **Edges:** Thief, Training

Innate Edges & Hindrances

- **Enemies:** All creatures of Darkness and Flame will seek to kill an eldakar given the opportunity.
- **Gossamer:** Eldakar must spend double points to raise their Vigor at character creation. Strength costs are doubled at character creation and it costs two advances during game play.
- **Immortal Grace, Acumen, and Will:** Eldakar begin with d6 starting Agility and Smarts, and Spirit of d8. Furthermore, their Spirit can go as high as d12+2 (Professional and Expert can raise it to d12+3 and d12+4 respectively).
- **Keen Fae Senses:** Eldakar begin with a d6 Notice skill, and they also gain +2 with sight-based Notice checks.
- **Low Light Vision:** The blood of the fae gives the eldakar the gift of night vision. Ignore attack penalties for Dim and Dark lighting.
- **Magically Sensitive:** Eldakar can use the detect arcana power at will (using their Spirit for their rolls). Those that take up an Arcane Background that provides the ability gain a +2 to detect arcana attempts.
- **Unearthly Fae Beauty:** Infused with the beauty of the fae, eldakar enjoy an inherent +2 Charisma.
- **Weakness:** All eldakar are deathly vulnerable to Black Iron and Blood Steel, suffering +4 damage from those sources.

Gear: Full Scale Armor (+2, -4 Coverage), Bracers (+1 Parry), Cavalier Sabre (Str+d6), Parrying Dirk (Str+d4, +1 Parry if used defensively), Crossbow (Range 15/30/60, 2d6, AP 2, 1 action reload), Backpack, Bedroll, Flint & Steel, Lockpicks, Quiver, Rope, Travel Clothing, Water skin, Whetstone

ELDAKAR SORCERER

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

Skills: Fighting d8, Investigation d6, Knowledge (Magic) d6, Knowledge (Cosmology) d6, Notice d6 (+2 Sight), Sorcery d10, Stealth d6

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

Hindrances: One Major, Two Minor

Edges: Sorcerer, Venerable

Innate Edges & Hindrances

- **Enemies:** All creatures of Darkness and Flame will seek to kill an eldakar given the opportunity.

- **Gossamer:** Eldakar must spend double points to raise their Vigor at character creation. Strength costs are doubled at character creation and it costs two advances during game play.

- **Immortal Grace, Acumen, and Will:** Eldakar begin with d6 starting Agility and Smarts, and Spirit of d8. Furthermore, their Spirit can go as high as d12+2 (Professional and Expert can raise it to d12+3 and d12+4 respectively).

- **Keen Fae Senses:** Eldakar begin with a d6 Notice skill, and they also gain +2 with sight-based Notice checks.

- **Low Light Vision:** The blood of the fae gives the eldakar the gift of night vision. Ignore attack penalties for Dim and Dark lighting.

- **Magically Sensitive:** Eldakar can use the detect arcana power at will (using their Spirit for their rolls). Those that take up an Arcane Background that provides the ability gain a +2 to detect arcana attempts.

- **Unearthly Fae Beauty:** Infused with the beauty of the fae, eldakar enjoy an inherent +2 Charisma.

- **Weakness:** All eldakar are deathly vulnerable to Black Iron and Blood Steel, suffering +4 damage from those sources.

Gear: Full Leather Armor (+1, -4 Coverage), Staff (Str+d4, +1 Reach, +1 Parry, 2 hands), Backpack, Bedroll, Bandages and Poultices, Flint & Steel, Parchment & Inks, Scrolls of Various Information, Travel Clothing, Water skin

Powers: armor, bolt, boost trait, cantrips

Essence: 10

GOBLIN ADEPT

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

Skills: Fighting d8, Knowledge: Magic d6, Notice d4 (+2 scent), Stealth d8, Streetwise d4, The Way d8, Throwing d8, Tracking d4

Charisma: -2; **Pace:** 6; **Parry:** 8 (2); **Toughness:** 5 (1)

Hindrances: Outsider, Quirk (Minor), One Major, Two Minor

Edges: Adept, Power Points

Innate Edges & Hindrances

- **Dexterous:** Goblins begin with a d6 starting Agility.
- **Keen Sense of Smell:** Goblins are naturally blessed with d4 Notice and d4 Tracking skills. They also get +2 on any scent-based checks.
- **Outsider:** All goblins face some social stigmas, no matter how progressive the society they are in.
- **Size -1:** Goblins must subtract one from their Toughness for their small stature.

GOBLIN ROGUE



• **Small and Evasive:** Goblins are smaller than everyone else, and as a survival mechanism grow up learning how to avoid being struck by those larger than themselves. Attackers subtract one from all attacks against goblins so long as they are active and aware of the attack.

• **Socially Inept:** Goblins exhibit behavior that is strange and unusual to others not of their kin, and must select one Quirk (Minor) at character creation.

• **Tenacious:** Goblins who venture into the world are made of tougher stuff than their kin. They begin play with the Hardy Monstrous Ability.

• **Thermal Vision:** Goblins have the Infravision Monstrous Ability.

• **Thin-limbed:** Goblins must spend double points to raise their Strength at character creation. Furthermore, they can never raise their Strength above a d8, even during play.

Gear: Staff (Str+d4, +1 Reach, +1 Parry, 2 hands), Sling (4/8/16, Str+d4), Backpack, Bedroll, Crysarium Focus Crystal, Flint & Steel, Travel Clothing, Water skin

Powers: *boost trait, deflection, mind reading*

Essence: 15

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

Skills: Climbing d6+2, Fighting d6, Investigation d4, Lockpicking d6+2, Notice d6 (+2 scent), Stealth d8 (+2), Streetwise d4, Throwing d8, Tracking d4

Charisma: -2; **Pace:** 6; **Parry:** 7 (2); **Toughness:** 5 (1) **Hindrances:** Outsider, Quirk (Minor), One Major, Two Minor

Edges: Nimble Nit, Thief

Innate Edges & Hindrances

• **Dexterous:** Goblins begin with a d6 starting Agility.

• **Keen Sense of Smell:** Goblins are naturally blessed with d4 Notice and d4 Tracking skills. They also get +2 on any scent-based checks.

• **Outsider:** All goblins face some social stigmas, no matter how progressive the society they are in.

• **Size -1:** Goblins must subtract one from their Toughness for their small stature.

• **Small and Evasive:** Goblins are smaller than everyone else, and as a survival mechanism grow up learning how to avoid being struck by those larger than themselves. Attackers subtract one from all attacks against goblins so long as they are active and aware of the attack.

• **Socially Inept:** Goblins exhibit behavior that is strange and unusual to others not of their kin, and must select one Quirk (Minor) at character creation.

• **Tenacious:** Goblins who venture into the world are made of tougher stuff than their kin. They begin play with the Hardy Monstrous Ability.

• **Thermal Vision:** Goblins have the Infravision Monstrous Ability.

• **Thin-limbed:** Goblins must spend double points to raise their Strength at character creation. Furthermore, they can never raise their Strength above a d8, even during play.

Gear: Full Leather (+1, -4 Coverage), Bracers (+1 Parry), Rapier (Str+d4, +1 Parry), Parrying Dirk (Atr+d4, +1 Parry if used defensively), Throwing Knives (3/6/12, Str+d4), Backpack, Bedroll, Flint & Steel, Lockpicks, Quiver, Rope, Travel Clothing, Water skin, Whetstone

HUMAN PALADIN

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

Skills: Fighting d8, Healing d6, Intimidation d6, Knowledge (Cosmology) d4, Notice d6, Persuasion d4, Riding d6, Shooting d6, Survival d4

Charisma: - ; **Pace:** 6; **Parry:** 8 (2); **Toughness:** 9 (3) **Hindrances:** Code of Honor, Obligation (Major: Church of Light), Two Minor

Edges: Paladin of Light

Gear: Full Chain Mail (+3, -4 Coverage), Large Shield (+2 Parry, +2 Armor vs. Ranged damage), Long Sword (Str+d8), Backpack, Bedroll, Flint & Steel, Metal Flask, Quiver, Travel Clothing, Water skin, Whetstone

HUMAN SORCERER

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

Skills: Fighting d8, Investigation d8, Knowledge (Cosmology) d4, Knowledge (Legend Lore) d4, Knowledge (Magic) d8, Notice d8, Shooting d8, Sorcery d8, Stealth d6

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

Hindrances: One Major, Two Minor

Edges: Education, Sorcerer

Gear: Partial Scale (+2, -2 Coverage), Bracers (+1 Parry), Spear (Str+d6, +1 Reach, +1 Parry, 2 hands), Crossbow (Range 15/30/60, 2d6, AP 2, 1 action reload), Backpack, Bandages and Poultices, Bedroll, Flint & Steel, Parchment & Inks; Scrolls of Various Information, Travel Clothing, Water skin

Powers: *armor, bolt, phantasms*

Essence: 10

KORINDIAN DRUID

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

Skills: Channeling d8+1, Fighting d6, Healing d6, Knowledge (Cosmology) d6, Notice d6, Stealth d6, Survival d4, Swimming d6, Tracking d4

Charisma: -2; **Pace:** 6; **Parry:** 8 (2); **Toughness:** 7 (2) **Hindrances:** Obligation (Major: Law of Kor), Outsider, One Major, Two Minor

Edges: Druid, Martial Artist, One With Life
Innate Edges & Hindrances

• **Enemy:** All creatures of Flame and Darkness will attack korindians first if given the opportunity.

• **Island-born:** Korindians can swim as early as they can crawl. They start with a d6 in Swimming.

• **Lithe:** Korindians have a starting Agility of d6.

• **Low Light Vision:** Like their fae cousins, korindians can see very well in the dark. Ignore attack penalties for Dim and Dark lighting.

• **Nimble:** Korindians are deceptively fast in combat, giving them a +1 Parry.

• **Outsider:** Korindians are odd by all mainlander standards.

• **The Law of Kor:** Traditional korindians will eschew the use of metal in any form, including for money. This is treated as a Major Obligation.

• **Trained from Birth:** Korindians train in hand-to-hand as soon as they are able to walk. All korindians start with Martial Artist, regardless of pre-requisites.

• **Weakness:** As all fae, korindians are vulnerable to Black Iron and Blood Steel and suffer +2 damage from these sources.

Gear: Korindian Studded Leather (+2, -4 Coverage), Bracers (+1 Parry), Ironwood Staff (Str+d6, +1 Reach, +1 Parry, 2 hands), Bedroll, Healing Pouch, Travel Clothing, Water skin

Powers: *deflection, healing*

Essence: 15

KORINDIAN WANDERER

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

Skills: Boating d4, Climbing d4, Fighting d8, Healing d4, Knowledge (History) d4, Notice d6, Stealth d6 (+2), Survival d4+2, Swim d6, Throwing d6, Tracking d4+2

Charisma: -2; **Pace:** 6; **Parry:** 9 (2); **Toughness:** 7 (2)

Hindrances: Obligation (Major: Law of Kor), Outsider, One Major, Two Minor

Edges: Child of the Island, Kor-In (select style), Martial Artist

Innate Edges & Hindrances

• **Enemy:** All creatures of Flame and Darkness will attack korindians first if given the opportunity.

• **Island-born:** Korindians can swim as early as they can crawl. They start with a d6 in Swimming.

• **Lithe:** Korindians have a starting Agility of d6.

• **Low Light Vision:** Like their fae cousins, korindians can see very well in the dark. Ignore attack penalties for Dim and Dark lighting.

• **Nimble:** Korindians are deceptively fast in combat, giving them a +1 Parry.

• **Outsider:** Korindians are odd by all mainlander standards.

• **The Law of Kor:** Traditional korindians will eschew the use of metal in any form, including for money. This is treated as a Major Obligation.

• **Trained from Birth:** Korindians train in hand-to-hand as soon as they are able to walk. All korindians start with Martial Artist, regardless of pre-requisites.

• **Weakness:** As all fae, korindians are vulnerable to Black Iron and Blood Steel and suffer +2 damage from these sources.

Gear: Korindian Studded Leather (+2, -4 Coverage), Bracers (+1 Parry), Ironwood Staff (Str+d6, +1 Reach, +1 Parry, 2 hands), Fishing Gear, Flint Rocks, Oiled Poncho, Sleeping Matt, Water Skin

OGRE EX-SLAVE

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

Skills: Climbing d4, Fighting d8, Intimidation d6, Knowledge (Kal- A-Nar Empire) d4, Notice d6 (+2 scent), Survival d4, Swimming d6, Throwing d6

Charisma: -4; **Pace:** 7; **Parry:** 6; **Toughness:** 12 (2)

Hindrances: Bad Eyes, Illiterate; Outsider; One Major, One Minor

Edges: Behemoth, Martial Artist

Innate Edges & Hindrances

- **Bad Eyes:** Ogres are mighty, except where their eyes are concerned; they suffer a -2 on all Trait rolls dealing with anything more than 5" (thirty feet) away.

- **Big Target:** Attackers gain +1 to attack rolls made against ogres.

- **Great Strides:** Ogres have a natural Pace of 7" instead of 6"

- **Keen Sense of Smell:** Ogres begin with d4 Notice skill at the start and +2 to Notice rolls based on smell.

- **Mighty and Resilient:** Ogres begin with an impressive starting Strength and Vigor of d8. Furthermore, their natural maximum Strength is d12+4, while their natural maximum Vigor is d12+2. They can reach these ratings with normal Advances without applying the Professional or Legendary Edges.

- **Monstrous Size and Appearance:** Ogres suffer a -2 Charisma due to their appearance and bearing with non-members of their race.

- **Outsider:** All goblinish face some social stigmas, no matter how progressive the society they are in.

- **Reach:** Ogres have Reach 1.

- **Size +2:** Ogres add 2 to their natural Toughness due to their great bulk.

- **Slow and Pliable:** Ogres must spend double points to raise Smarts and Spirit at character creation. Furthermore, their Smarts can never be higher than d8.

- **Thermal Vision:** Ogres have the Infravision Monstrous Ability.

Gear: Partial Scale Armor (+2, -2 Coverage), Ogre Club (Str+d10, 2 hands), Bedroll, Flint & Steel, Heavy Belt, Large Belt Pouches, Travel Clothing, Water skin

OGRE SORCERER

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

Skills: Fighting d6, Investigation d6, Knowledge (Cosmology) d4, Knowledge (Magic) d8, Notice d8 (+2 scent), Sorcery d8, Throwing d4

Charisma: -4; **Pace:** 7; **Parry:** 7 (2); **Toughness:** 11 (3)



Hindrances: Bad Eyes, Outsider; One Major, Two Minor

Edges: More Than Muscle, Sorcerer

Innate Edges & Hindrances

- **Bad Eyes:** Ogres are mighty, except where their eyes are concerned; they suffer a -2 on all Trait rolls dealing with anything more than 5" (thirty feet) away.

- **Big Target:** Attackers gain +1 to attack rolls made against ogres.

- **Great Strides:** Ogres have a natural Pace of 7" instead of 6"

- **Keen Sense of Smell:** Ogres begin with d4 Notice skill at the start and +2 to Notice rolls based on smell.

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- **Monstrous Size and Appearance:** Ogres suffer a -2 Charisma due to their appearance and bearing with non-members of their race.

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- **Slow and Pliable:** Ogres must spend double points to raise Smarts and Spirit at character creation. Furthermore, their Smarts can never be higher than d8.

- **Thermal Vision:** Ogres have the Infravision Monstrous Ability.

Gear: Partial Chain Armor (+3, -2 Coverage), Large Shield (+2 Parry, +2 Armor vs. ranged shots that hit), Ogre Mace (Str+d10, AP 2 vs. Rigid Armor), Backpack, Bandages and Poultrices, Bedroll, Flint & Steel, Parchment & Inks, Scrolls of Various Information, Travel Clothing, Water skin

Powers: *bolt, boost trait, deflection*

Essence: 10

ORC PRIEST

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

Skills: Faith d8, Fighting d8, Healing d4, Intimidation d8, Knowledge (Cosmology) d4, Knowledge (Dark Creatures) d4, Notice d6 (+2 scent), Shooting d6

Charisma: -2; **Pace:** 6; **Parry:** 7 (1); **Toughness:** 9 (3)

Hindrances: Code of Honor, Obligation (Major: Church of Light), Outsider, Two Minor

Edges: Noble Mien, Priest of Light

Innate Edges & Hindrances

- **Dim:** Orcs must spend double points in raising Smarts during character creation. Furthermore, they must use two Advances to raise Smarts thereafter.

- **Keen Sense of Smell:** Orcs begin with d4 Notice and +2 to Notice rolls related to smell.

- **Outsider:** All gobliness face some social stigmas, no matter how progressive the society they are in.

- **Strong and Tough:** Orcs begin with a starting Strength of d8 and Vigor of d6. Furthermore, their natural maximum Strength is d12+2 and they can reach this rating with normal Advances without applying the Professional or Legendary Edges.

- **Thermal Vision:** Orcs have the Infravision Monstrous Ability.

Gear: Full Chain Mail (+3, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs. Ranged damage), Battle Axe (Str+d8), Bow (Range 12/24/48, 2d6), Backpack, Bedroll, Flint & Steel, Travel clothing, Water skin, Whetstone

Powers: *healing, smite*

Essence: 10

ORC WARRIOR

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

Skills: Climbing d4, Fighting d10, Intimidation d6, Knowledge (Battle) d4, Notice d6 (+2 scent), Stealth d6, Survival d4, Throwing d6

Charisma: -4; **Pace:** 6; **Parry:** 9 (2); **Toughness:** 9 (3)

Hindrances: Heroic, Outsider, Two Minor

Edges: Defender of the Gather

Innate Edges & Hindrances

- **Dim:** Orcs must spend double points in raising Smarts during character creation. Furthermore, they must use two Advances to raise Smarts thereafter.

- **Keen Sense of Smell:** Orcs begin with d4 Notice and +2 to Notice rolls related to smell.

- **Outsider:** All gobliness face some social stigmas, no matter how progressive the society they are in.

- **Strong and Tough:** Orcs begin with a starting Strength of d8 and Vigor of d6. Furthermore, their natural maximum Strength is d12+2 and they can reach this rating with normal Advances without applying the Professional or Legendary Edges.

- **Thermal Vision:** Orcs have the Infravision Monstrous Ability.

Gear: Full Chain Mail (+3, -4 Coverage), Bracers (+1 Parry), Chuktar (Str+d10, +1 Parry, 2 hands), Throwing Axes (3/6/12, Str+d6), Backpack, Bedroll, Flint & Steel, Travel Clothing, Water skin, Whetstone





THE RACES OF SHAINSTAR

The following are the standard races that may be chosen in Shaintar. Please note that most of the races cannot breed with each other; there are no half-orc/half-humans, and no half-dregordian/half-aevakar. Eldakar and alakar can breed with humans; most such couplings will result in a pure alakar offspring, while some will be pure humans. The gobliness (goblins, orcs, and ogres) can breed amongst themselves, but such couplings will always result in one of the three existing sub-races.

AEVAKAR

Aevakar are a very rare winged offshoot of the fae. Their total population in Shaintar may number a few thousand and they tend to keep to themselves. Centuries ago they were nearly wiped out by the Kal-A-Nar Empire. As fae, aevakar possess vulnerability to Black Iron and Blood Steel. In addition, being built for flight comes with a price; their hollow bones and light frame make aevakar particularly susceptible to damage and comparatively fragile next to most other races.

The rare individual that ventures away from their aerie will create a stir wherever they go, which is not always a good thing, since the species has a number of historical enemies. Any group traveling with an aevakar will be remembered for certain.

Aevakar have pretty much the same physical traits, size-wise, as alakar. Their hair and eye colors can also extend through the spectrum; though their feathers almost always match their hair color. Aevakar have the same life expectancy as alakar, and also mature at the same rate as humans (early adulthood at sixteen to twenty years).

STARTING RACIAL PACKAGE

Enemy: All creatures of Darkness and Flame (especially gargoyles) see the aevakar as racial enemies.

Fae Beauty: Inherently beautiful and graceful, aevakar start with a +1 Charisma.

Graceful: Aevakar begin with a d6 starting Agility.

Keen Fae Senses: Aevakar begin with a d6 Notice skill, and they also gain +2 with sight-based Notice checks.

Light Frame: Aevakar suffer a -1 to their Toughness.

Low Light Vision: The blood of the fae gives the aevakar the gift of night vision. Ignore attack penalties for Dim and Dark lighting.

Weakness: All aevakar are vulnerable to Black Iron and Blood Steel and suffer +2 damage from those sources.

Wings: Aevakar have feathered wings that grant them a base Flight speed of 12" (with a "Run" speed of d10) and Climb 1.

AEVAKAR RACIAL EDGES

AERIAL ARCHER

Requirements: Novice, Aevakar, Agility d6+, Shooting d6+

Those aevakar who travel the world or train to defend their aeries spend a great deal of time focusing on archery. This takes advantage of their greatest strength: being in the air, away from most enemies. The Aerial Archer Edge allows the aevakar to shoot without any "Unstable Platform" penalty while they are flying. Shots from a bow (but not crossbow) also do +1 damage so long as the aevakar is at least 6" above his target.

IMPROVED AERIAL ARCHER

Requirements: Seasoned, Aerial Archer, Agility d8+, Shooting d8+

This aevakar is able to take advantage of his aerial superiority while in flight. Whenever he is 6" or higher above the battlefield, his Range increments are reduced by one category (i.e., Long becomes Medium, Medium becomes Short, Short is unchanged.)

AEROBATICS

Requirements: Seasoned, Aevakar, Agility d8+

Some aevakar are able to perform rather impressive airborne stunts, and are difficult targets for anyone who would try to bring them out of the sky. The aevakar with this Edge gains +2 to any Agility checks related to flying (including flight-based Tricks). This bonus does not stack with the Acrobatics Edge. Also, an unencumbered aevakar with this Edge imposes a -1 on ranged attacks made against him (which *does* stack with Dodge and Improved Dodge).

DRAFT RIDER

Requirements: Veteran, Aevakar, Vigor d8+

There are some aevakar who perfect their understanding of thermal drafts and other intricacies of air and wind and use this expertise to become masters of long distance flight. Aevakar with this Edge can fly tremendous distances for long periods of time, literally able to “ride the currents” for long stretches and stay aloft. By making a Vigor check, the aevakar can cover one hundred miles in a day. Each additional day that an aevakar tries to continue covering such distances, a cumulative -1 is applied to the Vigor check. Failing the Vigor check imposes a Fatigue level that will require a full day’s rest to remove. In combat flight, an aevakar may ride the currents with a successful Agility roll to gain his “Run” die without suffering a multi-action penalty.

FAST FLIER

Requirements: Novice, Agility d6+

This aevakar is capable of reaching astounding speeds in flight. His Flying Pace increases to 15”, he rolls a d12 instead of a d10 for his “Run” die, and his Climb increases to 2.

FLYING LANCER

Requirements: Seasoned, Aevakar, Charge

While most aevakar prefer to stay away from their enemies and use ranged attacks, the Flying Lancer is dedicated to applying the power of his flight to a devastating melee strike. If a Flying Lancer moves at least 6” in a straight flight path before striking an opponent, he gains +4 to his damage roll. He must use a weapon of Reach 1 or more. Much as with those charging on horseback, opponents can set a weapon of Reach 1 or more against such an attack (see the *Savage Worlds* core rules for more on this).

SRINT FLIER

Requirements: Seasoned, Aevakar, Vigor d6+, Strength d8+

Many aevakar pride themselves on their flight speed, and flying races are common in the aeries. Naturally, the fastest fliers are prized for many reasons. The aevakar that develops this Edge gains +4 on any “Run” die rolled while flying.

WIND WHISPERER

Requirements: Seasoned, Aevakar, Spirit d8+

Some aevakar grow very close to their patron, Zavonis, and the very currents of air around them respond to their will. A Wind Whisperer can, within a Range of their Spirit x2, create and manipulate air currents to blow out a candle, fan a flame, blow aside a curtain, or cool those in oppressive heat (+1 to Fatigue rolls caused by heat). They can also whisper spoken messages into the wind, to be carried to another person within range.

WINDMASTER

Requirements: Veteran, Aevakar, Spirit d10+, Wind Whisperer

Aevakar who reach out to connect with Zavonis can adopt his title and are called Windmasters. Such an achievement takes a great force of spiritual strength. Windmasters can summon great gusts of wind within their Spirit x5 inches; these can be used to fan flames or blow out small fires; blow open light doors and knock over tables and unstable structures; they can even give a sailing ship a boost of speed over a short period of time. Manipulating the wind like this is a standard action; extended use, such as for moving a ship, will require a Vigor check every hour to avoid sustaining a Fatigue level. If the Windmaster wishes to attempt to knock a person over this is an opposed check; the Windmaster’s Spirit vs. the target’s Strength. If successful, the Windmaster executes a Push maneuver, substituting their Spirit for Strength, and may either Bash or Knock Prone their opponent.

ALAKAR

Alakar (“New Blooded” if translated to Gaele) are members of the fae (elvish) race that are closely bound to the mortal realm of Shaintar. They are the result of massive breeding with humans many thousands of years ago, after the fae were almost wiped out by a necromantic plague. In fact, alakar are sometimes referred to as “half-bloods” by the more pure of the fae, though this is rarely said to their face and only by the haughtiest of their more aetherial cousins. As all fae, alakar are highly sensitive to the negative properties of Black Iron and Blood Steel.

Alakar can be found throughout Shaintar in all walks of life, although they tend to prefer more natural settings over urban realms. They make up the majority of the fae found in Shaintar. Alakar tend to be slightly shorter and lighter than humans. Their eye and hair colors, though most often of human ranges, can be almost any color.

imaginable. Alakar tend to live about twice as long as humans, though they mature at the same rate (early adulthood at sixteen to twenty).

STARTING RACIAL PACKAGE

Enemy: All creatures of Darkness and Flame see the alakar as a racial enemy and will attack them first if possible.

Fae Beauty: The fae are inherently beautiful and graceful, and alakar start with a +1 Charisma.

Heritage: Alakar have primarily fae blood and are able to start with a d6 in either Agility or Spirit.

Keen Fae Senses: Alakar begin with a d6 Notice skill, and they also gain +2 with sight-based Notice checks.

Low Light Vision: The blood of the fae gives the alakar the gift of night vision. Ignore attack penalties for Dim and Dark lighting. **Weakness:** All alakar are vulnerable to Black Iron and Blood Steel (they suffer +2 damage from those sources).

ALAKAR RACIAL EDGES

FAERIE FRIEND

Requirements: Novice, Alakar, Forest-Born, Spirit d8+

Some alakar develop an understanding of the Faeries' hidden world — the tiniest members of the fae that traditionally live just out of sight and hearing of other folk. An Alakar can learn how to communicate with the Faeries to gain information and help. This is both a more limited and, within the right setting, more useful form of Connections. Within a forest setting where the GM feels faeries might exist, the Faerie Friend need only make a Survival or Tracking check to spot signs of one or more. The roll can be made once per hour and, if successful, the alakar has made contact with one or more sprites, pixies, brownies, et cetera.

Faeries are inherently friendly and helpful to a Faerie Friend, but what they can do is limited to a degree. So long as no one harms or insults the faeries, survival needs will be met for the Faerie Friend and his allies and any information the faeries know or can find out will be shared. Naturally, their talents for remaining

undetected will make faeries particularly effective spies and informants. Healing is also possible among faeries, and even some minor, temporary enchantments for items might occur, though this will take time. Those benefiting from faerie assistance should provide gifts in exchange; things of magic and great monetary value are prized, as would anything that is truly shiny or unique in nature. The GM should feel free to be sparing in how much and often Faerie Friend really comes into play and definitely should not permit the Heroes to become too reliant on such connections. At the same time, the penchant for play and jokes that many faeries have should provide for some interesting roleplaying opportunities for the group.

FOREST-BORN

Requirements: Background, Alakar

Many alakar are raised as children of their forest homes, knowing the ins and outs of the woodland realms. Forest-Born counts as the Woodsman Edge without needing to meet the requirements.

MANIFEST BLOODLINE

Requirements: Seasoned, Alakar, Spirit d8+

Some alakar reach a point where they are able to tap more fully into their heritage, either connecting more strongly with their eldakar or human predecessors. Upon choosing this Racial Edge, the player must decide which heritage will be the manifest bloodline, eldakar or human. Once chosen, they may choose a single Racial Edge from that race, although they must meet all the other requirements for that Edge. This Edge can be taken more than once, but only once per Rank. Subsequent Edges must come from the bloodline the character chose originally.

SPIRIT SIGHT

Requirements: Novice, Alakar, Spirit d8+

Alakar of certain bloodlines are connected enough to their spiritual heritage to sense magic and other mystical presences in the same way the eldakar can. Taking this Edge lets an alakar detect arcana at will (with a Spirit roll). Note that, without Knowledge (Magic), their understanding of what they sense will be limited.

WOODWALKER

Requirements: Veteran, Alakar, Forest-Born

The alakar with this Edge has become so connected to his environment that he can move through it as though he were truly one with the Green. The alakar has the effects of the wilderness walk power as a permanent ability, granting him +2 to Stealth in the woods as well as being impossible to track.

BRINCHIE

The brinchie are a bipedal race of sentient felinoids who are reputed to come from Norcan Darr, a dangerous realm of “demon children.” Highly adaptable, they can make a place for themselves almost anywhere. They are highly prized as warriors and bodyguards, although their tempers and chaotic nature sometimes hinders their performance.

Though gifted in the realms of combat, brinchie are capable of following any path. Not as numerous in Shaintar as some other races, they are still easily found throughout the land in all manner of vocations. At one time, there was a significant population of brinchie living as nomadic tribes throughout the southern portion of Shaintar. Those times have faded into history however, and there are very few brinchie who follow the “old ways,” or even speak their own language. Most brinchie are fully adapted to whatever culture and environment they are found in.

Brinchie are very much analogous to cats in terms of builds and fur color. Those bearing more domestic cat traits tend to be small and of light builds, while those showing colorations like those of big cats (lions, panthers, and tigers) tend towards more powerful builds. Brinchie have life spans of about eighty years, but they physically mature by the age of eleven or so. Emotionally, they don't reach maturation much faster than humans unless they are of the rare nomadic upbringing, in which case the harsh life of a nomad forces them to mature faster than their urban counterparts.

STARTING RACIAL PACKAGE

Dexterous: Brinchie are incredibly nimble and quick on their feet, beginning with a d8 Agility. Furthermore, their natural maximum Agility is d12+2, and they can reach this with normal Advances without applying the Professional or Expert Legendary Edges (which can bump their Agility to d12+3 and +4, respectively).

Fast: Brinchie begin with a Pace of 8” and “Run” of d10. If they take the Fleet-Footed Edge, this is increased to a Pace of 10” and a “Run” of d12.

Flighty: Brinchie are not deep thinkers; it requires double points to raise Smarts during character creation. As well, a brinchie can never raise his Smarts above d8.

Hot Blooded: Brinchie are from warm areas, and hate the cold. They receive a -4 penalty to resist frigid climes.

Low Light Vision: Brinchie have natural “night eyes.” Ignore attack penalties for Dim and Dark lighting.

Natural Acrobats: Brinchie have the Acrobat Edge (no prerequisites required).

Natural Claws: Brinchie can do lethal damage with their bare hands (Str+d4). This means they are always considered “armed.”

Needs Action: When things are slow, the GM may require a Spirit check; failure means the brinchie character becomes irritable and unfocused. He temporarily gains the Mean Hindrance, and suffers a -1 distraction penalty on all Trait rolls until they get some kind of action.

Outsider: Brinchie are still seen by many as being tainted by their Norcan Darr origins and the average person is quite put off by their appearance.



BRINCHIE RACIAL EDGES

ADROIT

Requirements: Novice, Brinchie or Eldakar, Wild Card

Some races have an extraordinary capacity to quickly reach (and exceed) the pinnacle of coordination and grace. This Edge increases Agility one die type and the maximum Agility cap by +1. This does not count towards the normal attribute increases per Rank. This Edge may be taken once per Rank.

CATLIKE GRACE

Requirements: Seasoned, Brinchie, Agility d10+

This brinchie always lands on his feet. He may drop up to his Agility die type in inches without suffering ill effect. He also deducts this distance when determining falling damage from greater heights. He may also ignore normal terrain effects on movement.

IMPROVED CATLIKE GRACE

Requirements: Veteran, Brinchie, Catlike Grace

This brinchie's fluidity of movement is such that he can easily withdraw from melee without suffering free attacks from his opponents.

CONTENT

Requirements: Seasoned, Brinchie, Spirit d8+

Some brinchie strive very hard to gain control of their "energetic" tendencies, effectively reaching a state of inner balance that gives them greater discipline. A Content brinchie no longer suffers from the Needs Action Hindrance. As well, they gain a +1 to all rolls to resist Tests of Will.

A brinchie with Content may not take Fireblood.

FIREBLOOD

Requirements: Seasoned, Brinchie, Spirit d6+

Most brinchie avoid any connection to their Norcan Darr past; but some find a way to embrace the latent fire in their blood, and they are able to tap into the power of

this fire to become true monsters in combat. A Fireblood brinchie gains Berserk and may enter the state at any time by spending a benny.

A brinchie with Fireblood may not take Content.

GREATER ACROBAT

Requirements: Veteran, Brinchie, Catlike Grace

Some brinchie seem to nearly transcend the laws of physics with their preternatural gifts. A brinchie with this Edge gains a +4 to all acrobatically oriented Agility checks (instead of the +2 from Acrobat). He also gains a +2 to Parry if unencumbered (instead of just +1 from Acrobat).

KALINATA

Requirements: Novice, Brinchie, Agility d8+, Strength d6+, Fighting d8+

Though much of brinchie culture has been lost as they have scattered across the lands, one practice remains strong and is passed on through families or from masters to willing students; the highly specialized martial arts form of the feline race, called kalinata. Those brinchie who are initially trained in kalinata learn to maximize the effectiveness of their natural weapons; their claws do Str+d6 damage. As well, they move so fast and fluidly, Gang Up bonuses against them are reduced by one.

KALINATA EXPERTISE

Requirements: Veteran, Brinchie, Kalinata, Fighting d10+

There are no formal ranks within the art, but it is well known that true practitioners learn to integrate their skills with the traditional weapons of their people, the Rrka and the Lo-sska. Any time the Hero would gain a bonus related to Kalinata, such as with the Student of Forms Edge, this applies to both their claws and the special brinchie swords, if they use them. As well, the bonus damage from any raise roll goes from d6 to d10.

NATURAL CLIMBER

Requirements: Novice, Brinchie, Strength d6+, Climbing d6+

Many brinchie master the use of their claws in climbing, giving them a +2 to all Climbing checks. Furthermore, they can ascend at twice the normal rate (their Strength die per round) with any kind of handholds or surface that can be clawed into.

PLAINS RUNNER

Requirements: Background, Brinchie, Vigor d8+, Stealth d6+, Survival d6+, Tracking d6+

Few brinchie hold to the ways of their ancestors anymore, preferring to absorb themselves into the more advanced cultures of Shaintar. Those who remain true to their nomadic tribal heritage enjoy a +2 to their Stealth, Survival, and Tracking rolls while in open plains and grasslands. As well, they get a +2 to Notice rolls in such environments. All Plains Runners automatically know the original brinchie language, Brin.

DREGORDIAN

The enigmatic and somewhat unnerving dregordians have long mystified the other races of Shaintar. Physical powerhouses that rival ogres in sheer strength and presence, these massive reptilian humanoids are nonetheless given to quiet introspection and cautious action.

This has much to do with the “Inner Beast” each of them must battle constantly: an inner blood rage that bespeaks of their violent, survival-of-the-fittest history. When they first began to move towards civilization, they strove to contain the beast within. To this end, they have developed a highly structured society and intense personal discipline in order to maintain what they have created. In fact, many dregordians have developed mental powers through their discipline and history supports the general belief that dregordians were the first to develop The Way.

Dregordians have snout-like faces that look like a cross between a dinosaur and a crocodile, with rows of sharp teeth and small nostrils. They tend towards very large, very powerful builds, on average standing a foot-and-a-half taller than humans. Their scale colors range from every shade of green to rich browns and earthen tones. Dregordians usually live to about one hundred twenty years of age, and are considered physically and emotionally mature by the age of fifteen.

STARTING RACIAL PACKAGE

Aquatic: Dregordians are naturally amphibious and can breathe underwater. Their swimming Pace equals their Swimming skill die type in inches, and they begin with a d6 in Swimming.

Battle Rage: A dregordian engaged in battle must pass a Spirit roll at the beginning of each round or fall prey to his bestial nature. While in this agitated state, he may only make wild attacks and suffers the effects of Bloodthirsty. If not directly threatened, he may take one round to regain self-control with a Spirit roll at -2.

Jungle Dweller: Dregordians suffer a -4 penalty to resist cold environmental effects.

Mighty: Powerful and tough, dregordians begin with a d8 starting Strength and Vigor. Furthermore, their natural maximum Strength and Vigor is d12+2, and they can reach these levels with normal Advances without applying the Professional or Legendary Edges (which can bump their Strength to d12+3 and +4, respectively).

Outsider: Dregordians are pretty much alien to every other race, both in appearance and mentality.



Ponderous: Dregordians must spend double points to raise their Agility during character creation but may increase it normally after that.

Tail and Claws: Dregordians have natural claws that can do lethal damage (Str+d4) and are always considered “armed”. Their tail is flexible enough to be used as a weapon, as well, doing Str+d4 in either non-lethal or lethal damage.

DREGORDIAN RACIAL EDGES

CALM THE BEAST

Requirements: Seasoned, Dregordian, Spirit d8+

Some dregordians become particularly good at controlling their “Inner Beast.” They no longer suffer the possibility of Battle Rage, unless wounded. Even then, they may spend a benny to retain control and suppress it for the rest of the battle.

EMBRACE THE BEAST

Requirements: Novice, Dregordian

While most dregordians struggle their whole lives to control their “Inner Beast,” this character numbers among those who fully embrace their atavistic nature. This Edge confers the Berserk Edge on the dregordian.

Liner Notes: Danger Lurks Beneath

After running a few games with dregordians as Heroes, it has come up numerous times that the players of these aquatic beings really like the idea of lurking beneath the surface of the water (whenever there is water near a battlefield). They love bursting out of the water and leaping on enemies. Naturally, they are seriously hoping for some kind of advantage when doing this.

At first, coming up with the right way to handle this felt like a real challenge, but then I remembered how the burrow power works. It seemed the way to go and has worked out pretty well — use the dregordian's Stealth, opposed by the target's Notice. On a success, the dregordian gains a +2 to hit and damage, and a +4 hit and damage with a raise.

Of course, the maneuver begs the question of movement that combines Swimming and regular land Pace. The easy answer is to use the lower of the two to determine total movement for that round.

KAYAKOR INITIATE

Requirements: Novice, Dregordian, Agility d6+, Fighting d8+

The traditional weapon of any dregordian warrior is the kayakor. (see page 84) True practitioners of the martial forms associated with this weapon learn to master its offensive and defensive capacity to great effect. A Kayakor Initiate wielding a kayakor gains a +1 Fighting against anyone armed with a Reach 0 weapon. As well, opponents lose one point of Gang Up bonus against the Kayakor Initiate as they learn to move and spin their weapon in a constant circle of blocking positions.

KAYAKOR SPECIALIST

Requirements: Seasoned, Dregordian, Kayakor Initiate, Trademark Weapon (Kayakor)

Maintaining a focus on training and experience with their particular kayakor, the dregordian becomes a truly dangerous opponent as they combine tripping and disarming attacks in a constant flurry of offense. While armed with a kayakor, the Kayakor Specialist may perform one Disarm or Leg Sweep maneuver each round with no multi-action penalty. The Leg Sweep maneuver is a Fighting roll opposed by the target's Agility. The target is prone on a success and Shaken and prone on a raise.

KAYAKOR DEVOTEE

Requirements: Veteran, Kayakor Specialist

Learning the nuances of the kayakor takes time and patience; Kayakor Devotees have taken important steps down the path. This Edge may be taken multiple times. Each time, the character selects one of the benefits from the list below:

- **Whirling Shield:** The character suffers no Gang Up bonuses against him.
- **Controlled Retreat:** The defender can withdraw from combat without drawing a free attack from his opponents.
- **One-Handed Strike:** The effective reach of the kayakor increases to 2.
- **Hook-and-Twist:** The character gains +2 to Disarm or Leg Sweep maneuvers.

LONG DISTANCE SWIMMER

Requirements: Veteran, Dregordian, Vigor d8+, Swim d8+

This dregordian can swim tremendous distances for long periods of time. He can easily cover sixty miles in a day without suffering any ill effect. Each additional day prompts a Vigor check with a cumulative -1 penalty or he suffers a level of Fatigue requiring a full day to recover.

Thanks to the conditioning from the rigors of such travel, the character gains a +1 to all Vigor checks (including Soak rolls).

POWERFUL

Requirements: Novice, Dregordian or Ogre or Orc, Wild Card

Some races have an extraordinary capacity to exceed the pinnacle of might and potency. This Edge increases the character's Strength by one die type and the maximum Strength cap by +1. This does not count towards the normal attribute increases per Rank. This Edge may be taken once per Rank.

RIDE THE BEAST

Requirements: Seasoned, Dregordian, Embrace the Beast, Spirit d8+

Further succumbing to his inner beast, the dregordian becomes even more dangerous. While berserk, he gains an additional +2 to damage, and may automatically go berserk at any time by spending a benny.

Liner Notes: Beast Edge Conflicts?

It may seem that, just as brinchie can only take Content or Fireblood, dregordians should be restricted to one or the other of Calm the Beast or Embrace the Beast.

In the case of dregordians, however, the two ideas aren't actually mutually exclusive. A dregordian might well learn to harness their Inner Beast for great need in some instances, while choosing to suppress such rage at other times. The combination of Edges would be the sign of a truly balanced individual among the saurian people.

ROBUST

Requirements: Novice, Dregordian or Dwarf or Ogre, Wild Card Some races have extraordinary capacity to exceed the pinnacle of health and resilience. This Edge increases the character's Vigor by one die type and the maximum Vigor cap by +1. This does not count towards the normal attribute increases per Rank. This Edge may be taken once per Rank.

SPRINT SWIMMER

Requirements: Seasoned, Dregordian, Swimming d8+

The dregordian that develops this Edge gains the ability to "Run" an extra d6 (as an action) while swimming.

TAIL LASHER

Requirements: Veteran, Dregordian, Agility d6+, Fighting d10+ Dregordians can become so comfortable integrating their tails into their combat style that the use of them becomes almost unconscious — and quite deadly. A dregordian with the Tail Lasher Edge can use their tail for a Fighting attack without suffering a multi-action penalty.

WAY GIFTED

Requirements: Novice, Dregordian, Adept

Many believe that the mystical disciplines of The Way were first mastered by the dregordians as a method to wrest control from their bestial natures. Upon taking this Edge, the dregordian adept gains one additional Discipline (as though they had taken the New Power Edge) or 5 Essence (as though they had taken the Power Points Edge), though this does not count towards their "once per rank" restriction. When gaining an additional Discipline through this Edge, the dregordian may select a Discipline up to two Ranks higher than his current Rank. This Edge may be taken twice to gain its full benefits.

DWARF

At once open and secretive, the dwarves of Shaintar have played an enigmatic role in the development of the world, a role few outside of their Clanhomes can discern. Outwardly friendly and hospitable, they nonetheless keep everyone at arm's length when it comes to what they are up to deep in their caves.

Physically imposing despite their short stature, dwarves give the impression of being immovable and unkillable. They have a fondness for all things mechanical, though they are first and foremost defenders of their homes; at one point or another they have battled everyone for their place in the world. Though given to grim dispositions, a dwarf can be a wonderful companion to drink and sing with if one doesn't mind horrid singing and the occasional friendly brawl.

Dwarves tend to stand about two-thirds the height of humans, but have dense and powerful builds. Despite rumors to the contrary, dwarven women do not have beards, and can be quite attractive. Due to their penchant for underground dwelling, dwarves tend to be pale, unless they spend an inordinate amount of time outside. Dwarves live to about two hundred years, reaching emotional and physical maturity about the same time as humans (early adulthood at sixteen to twenty).



STARTING RACIAL PACKAGE

Cannot Swim: A dwarf sinks like a stone in any water.

Intestinal Fortitude: Though not particularly spiritual, dwarves are nonetheless very courageous. They draw strength from their connection with the mountains and stone. As such for Fear or Intimidation, a dwarf can roll his Vigor in place of Spirit. Note that other Spirit-based circumstances are not affected.

Low Light Vision: The darkness of the caves requires keen eyes. Ignore attack penalties for Dim and Dark lighting.

Slow: Short and stocky, their Pace is 5".

Stalwart: Powerful and tough, dwarves begin with a d6 starting Strength and a d8 Vigor. Furthermore, their natural maximum Vigor is d12+3, and they can reach this with normal Advances without applying the Professional or Legendary Edges (which can bump their Vigor to d12+4 and +5, respectively).

Stoic: Dwarves must spend double points to raise Spirit during character creation, but may advance it normally after that.

DWARF RACIAL EDGES

APPRENTICE WRIGHT

Requirements: Novice, Dwarf, Keeper of the Old Ways

Dwarves are rightfully famous for their mastery of craftsmanship, building, and repair of many things. There are those among them that are accorded great status for their craft skills. This Edge is the first step on that path, but even an apprentice wright is far superior in most cases to a master wright in other races. The character gains the benefits of McGyver. Additionally, with a raise, he halves the time it takes to repair something.

JOURNEYMAN WRIGHT

Requirements: Seasoned, Dwarf, Apprentice Wright

The character is able to create a device as per Gadgeteer once per game session. The device has an amount of Essence equal to his Repair die type. He must have access to parts, and it takes a d20 minutes to

create. Note that such devices, while seeming magical in their capabilities, are not mystical in any direct sense. Their effects should be described in terms of mechanical results.

MASTER WRIGHT

Requirements: Veteran, Dwarf, Journeyman Wright, Repair d10+

Dwarves who become Master Wrights can pull off feats of engineering, construction, mechanical gadgetry and (if they have access to such things) alchemical wizardry that amaze their allies and confound their enemies. This character gains an amount of Essence equal to twice his Repair die for each item and may select any two powers listed in the New Device Edge at the start of each session. GM's permission and use common sense are needed — without access to a city or other source of supplies, he's not going to be able to replenish some things. This Essence does not regenerate normally, but the character may "scrounge" Essence from one of his items to use in another item with d20 minutes and a successful Repair roll. As these are physical devices, the character will have to deal with the logistics of such things — carrying reinforced walls, transporting a catapult, and so on — can be logistically impossible at times. Once the Essence is exhausted in any device, it is useless.

HEART OF STONE

Requirements: Novice, Dwarf

The stoicism of dwarves can reach truly impressive levels, granting them specific resistance to mystical and magical powers and effects. Taking this Edge grants Improved Arcane Resistance with all of its benefits and drawbacks.

Dwarves with this Edge cannot pursue any magical paths or professions.

KEEPER OF THE OLD WAYS

Requirements: Background, Dwarf, Smarts d8+, Notice d8+, Repair d8+

This character paid attention to the lore masters and is able to apply his knowledge of the Old Ways in his daily tasks. He gains +2 to Repair, Notice, and Knowledge rolls on anything regarding metallurgy and mechanics.

Liner Notes: Steadfast and Unchanged, Like the Mountains Themselves

Dwarves are one of the more traditional fantasy races found in Shaintar. This plays into the tropes of the race itself as they are stoic and immovable and create a nice touchstone for players. New dynamics are introduced through their interactions with all the other races found in the setting, as well as the important role they play in history.

LORE WARDEN

Requirements: Novice, Dwarf, Keeper of the Old Ways, Smarts d8+, Fighting d6+, Investigation d6+, Knowledge (History) d8+, one other Knowledge Skill at d4+, Notice d6+

While many believe the fae to be the masters of knowledge in Shaintar, the wisest know that it is the dwarves who have kept vast stores of history and lore safe through the great cataclysms and tragedies that have befallen the land over the many centuries. The Lore Wardens are among the most respected and cherished individuals of the dwarven race, for not only do they keep and protect the past, they are also tasked with going out into the world to discover new and lost knowledge. A Lore Warden is trained to find — and fight for, if necessary — both new and lost knowledge, ultimately to return it to the vaults of their people for recording and safe keeping. This is considered Obligations (Major –Lore Wardens.) Thanks to decades of training and education, they gain +1 on all Knowledge checks, including Common Knowledge. They gain +3 on all "Old Ways" rolls (instead of just +2). They gain +2 to their Investigation checks, and +2 to Notice if the roll is related to finding something lore-related. Finally, Lore Wardens can expect great hospitality and accommodation from any dwarf who knows their station, and most Olarans as well.

MIGHTY CONSTITUTION

Requirements: Veteran, Dwarf, Stout

A dwarf with this Edge gets +2 to resist disease or poison, and makes a Vigor check every three days to recover from wounds instead of every five days. Sleeping in the heaviest of armors won't ever bother a dwarf with Mighty Constitution.

NEW DEVICE

Requirements: Veteran, Dwarf, Master Wright

Each time this Edge is chosen, the Master Wright may carry one additional device with him. Suggested devices are listed below: *barrier* (reinforced walls), *blast* (catapult with fiery loads), *blind* (dust cannon, mirror device), *bolt* (arbalest), *burrow* (gearwork digger), *burst* (fiery oil cannon), *entangle* (tanglewire launcher), *farsight* (telescope), *jet* (flaming ram), *light* (tinkered lantern), *obscure* (smoke bombs), *pummel* (compressed air blaster), *telekinesis* (wood-and-gear crane).

ROBUST

See Dregordian Racial Edges (page 39).

STAND FIRM

Requirements: Seasoned, Dwarf, Strength d8+

Dwarves can be particularly difficult to move, knock about, or grapple. A dwarf with this Edge gains a +2 to any rolls to resist being moved or knocked down (such as with the Push maneuver). They also gain +2 whenever they are on the defending side of any Grappling situation.

STOUT

Requirements: Seasoned, Dwarf, Nerves of Steel, Vigor d10+

Some dwarves impress even their fellows with how much they can drink, how they never seem to really tire, and how hard they are to hurt. This dwarf can drink all night, and never gets sick. He gains +2 to resist Fatigue and +4 on opposed rolls during drinking contests. Furthermore, he gains +1 to Soak rolls.

ELDAKAR

The oldest and most influential of all the races of Shaintar, the magically gifted eldakar ("Old Blooded" as translated in Galian) are responsible for many of the social and political structures seen across the continent. They created language, laws, and customs, and almost every other race in Shaintar adopted these traditions in some way. With the exception of the extremely rare faelakar, who are beings of mostly spirit rarely seen in Shaintar, eldakar are the greatest of the fae. For all their influence, the power of the eldakar has faded in recent years as the humans ascend to dominance over the world. They have had to content themselves with advising and guiding the better of the human leaders where they can. To this end,

many eldakar venture into the world, looking for causes and quests they can undertake to better help it — although more than a few have dispensed with such noble causes, instead using their gifts for personal gain or worse.

Eldakar actually stand slightly taller than humans, but tend to have much slighter builds. Their hair and eye colors range the gamut of hues, and their skin tones range from the palest white to deep and rich browns. Eldakar are truly immortal; though they can die from trauma, disease, and the like, old age will never take a toll on them. Those eldakar whose ages reach into the thousands of years begin to show some strain in their features and some dulling of eye and hair colors, but only a trained eye can see it. They reach physical and emotional maturity around the age of thirty.

STARTING RACIAL PACKAGE

Enemies: All creatures of Darkness and Flame will seek to kill an eldakar given the opportunity.

Gossamer: Eldakar must spend double points to raise their Vigor at character creation. Strength costs are doubled at character creation and it costs two Advances during game play.

Immortal Grace, Acumen, and Will: Eldakar begin with d6 starting Agility and Smarts, and Spirit of d8. Furthermore, their Spirit can go as high as d12+2 (Professional and Expert can raise it to d12+3 and d12+4 respectively).

Keen Fae Senses: Eldakar begin with a d6 Notice skill, and they also gain +2 with sight-based Notice checks.

Low Light Vision: The blood of the fae gives the eldakar the gift of night vision. Ignore attack penalties for Dim and Dark lighting.

Magically Sensitive: Eldakar can use the *detect arcana* power at will (using their Spirit for their rolls). Those that take up an Arcane Background that provides the ability gain a +2 to *detect arcana* attempts.

Unearthly Fae Beauty: Infused with the beauty of the fae, eldakar enjoy an inherent +2 Charisma.

Weakness: All eldakar are deathly vulnerable to Black Iron and Blood Steel, suffering +4 damage from those sources.



ELDAKAR RACIAL EDGES

ADROIT

See Brinchie Racial Edges (page 36).

BRILLIANT

Requirements: Novice, Eldakar, Wild Card

Some fae have extraordinary capacity to exceed the pinnacle of intellect and perception. This Edge increases Smarts one die type and the maximum Smarts cap by +1. This does not count towards the normal attribute increases per Rank. This Edge may be taken once per Rank.

ENLIGHTENED

Requirements: Novice, Eldakar, Wild Card

Some fae have extraordinary capacity to exceed the pinnacle of wisdom and spiritual strength. This Edge increases Spirit one die type and the maximum Spirit cap by +1. This does not count towards the normal attribute increases per Rank. This Edge may be taken once per Rank.

PATTERN LINKED

Requirements: Seasoned, Eldakar, Adept, Druid, or Sorcerer, Smarts d8, Spirit d10+

Eldakar have a remarkable ability to perceive and connect to the Patterns that lie between Corelisia and Shaintar, and this ability serves them well when they pursue a magical path of some kind. This Edge grants the Hero 5 Essence. It may be taken multiple times.

Liner Notes: Elves, Variation on a Theme

Faelakar were the first fae to enter Shaintar. They are spirits made flesh, and can generally be either as they choose. They are rarely seen, and their exact number is unknown.

Eldakar are the first generations of children the faelakar had. Though born of Shaintar, they are still very strongly linked to their fae heritage and spiritual natures.

Alakar are those born not only with fae qualities, but with the endurance and diversity of humans flowing in their veins. They are not to be confused with korindians (half-elves). Truth be told, most of the elvish population is made up of those of mixed heritage.

Shayakar are those eldakar, and in some cases alakar, aevakar, and their descendants who followed Vainar in his fall.

PATTERN SIGHT

Requirements: Seasoned, Eldakar, Smarts d8+, Spirit d10+

Some eldakar are particularly attuned to the Patterns, such that they have true mystical vision. An eldakar with Pattern Sight has the normal (non-raise) effect of the *mind's eye* power at will; they can see through obfuscation, illusion, and in total darkness.

SOULFINDER

Requirements: Seasoned, Eldakar, Healer, Spirit Singer

Those eldakar who truly reach out to Landra to connect with her and her plan for their people can bear her title, that of Soulfinder. Soulfinders have the capacity to call upon the raw spiritual energies of Life for a number of effects. This Edge may be taken multiple times. The character chooses a new ability each time he selects it. This Edge may be taken only once per Rank. At Legendary, it may be taken every other Advance.

• **Gifted Healer:** This is identical to, and stacks with Healer, granting +2 to healing efforts.

• **Life Bringer:** The character and up to five companions gain the benefits of Hard to Kill. This may be taken a second time, giving himself and five companions the benefits of Harder to Kill. The chosen companions must be within the Life Bringer's Spirit die x5 to receive the benefit.

• **Sender:** The character may attempt to banish evil entities as per Holy Warrior without using Essence. He must pass a Vigor roll after each attempt or suffer a level of Fatigue.

• **Ease Bringer:** The character gains the *succor* power. If he does not have an Arcane Background, he gains 5 Essence for use with this power, and uses his Spirit die. If he does have the power already, he gains +4 to casting rolls when using *succor*.

SORCEROUS CLARITY

Requirements: Seasoned, Eldakar, Sorcerer, Smarts d8+

The eldakar's natural gifts with the Patterns reveal how best to unlock their potential. The sorcerer with this Edge gains +1 to Sorcery skill rolls.

SPIRIT SINGER

Requirements: Novice, Eldakar, Spirit d10+

Some eldakar reach a point where they begin to connect to their patron, Landra, and find themselves with a greater connection to the spirit world. Spirit Singers can sense and speak with spirits of Life, including ethereal faeries (found usually in the deep wood), elemental entities (found in ancient stone, lively brooks, elder trees, and fresh winds), and animal spirits (in the wisest and liveliest examples of any given species). The spirits will be very well disposed to the Spirit Singer and will, within their capacity, provide what assistance they can. It is entirely up to the GM to determine what spirits are in any given area, and what they are capable of doing for the eldakar.

VENERABLE

Requirements: Background, Eldakar, Smarts d8+

Some eldakar have been around a very long time, and they've managed to learn at least a little about everything. Venerable eldakar ignore the -2 when making unskilled checks; they must still expend an Advance to acquire a skill before they can raise it past d4.

GOBLIN

The most numerous of the gobliness, which also includes orcs and ogres, goblins are the smallest and quickest of the species. Their natural gifts and incredible olfactory senses make them ideal scouts, trackers, and thieves. However, goblins are quite capable of being anything they wish, and it is only the oppression of their own society that restricts many of them.

On average, goblins are cleverer than their larger cousins. However, their relatively frail nature compared with orcs and ogres is such that only in the most enlightened gathers will a goblin be found in a position of authority. This discriminatory behavior means that the most competent goblins are likely to leave their Gathers and seek their fortunes in the outside world.

Although grotesque by human standards, goblins are not "hideous monsters." They have greenish to grayish skin tones, wide-set features, and large ears. Like most of the gobliness, they have very little to no body hair. Their eyes tend to glow slightly in the dark, enhancing their generally frightening appearance. Goblins tend to physically and mentally mature about age fourteen, and they tend to live to around sixty-five or seventy.

Liner Notes: A Small Role to Fill

Goblins easily populate the niche of small, quick, and clever in the landscape of Shaintar. Fitting the bill quite nicely, a goblin in the group can add a lot of depth to roleplay due to their outsider status amongst most people, and their diminished status among their own people, the gobliness. It's also quite interesting to let players view them from a different perspective, since they are commonly portrayed as cannon fodder.

STARTING RACIAL PACKAGE

Dexterous: Goblins begin with a d6 starting Agility.

Keen Sense of Smell: Goblins are naturally blessed with Notice d4 and Tracking d4. They also get +2 on any scent-based Notice checks.

Outsider: All gobliness face some social stigmas, no matter how progressive the society they are in.

Size -1: Goblins must subtract one from their Toughness for their small stature.

Small and Evasive: Goblins are smaller than everyone else, and as a survival mechanism grow up learning how to avoid being struck by those larger than themselves. Attackers subtract one from all attacks against goblins so long as they are active and aware of the attack.

Socially Inept: Goblins exhibit behavior that is strange and unusual to others not of their kin, and must select one Quirk (Minor) at character creation.

Tenacious: Goblins who venture into the world are made of tougher stuff than their kin. They begin play with the Hardy Monstrous Ability.

Thermal Vision: Goblins have the Infravision Monstrous Ability.

Thin-limbed: Goblins must spend double points to raise their Strength at character creation. Furthermore, they can never raise their Strength above a d8, even during play.

GOBLIN RACIAL EDGES

CHARMING NIT

Requirements: Background, Goblin, Spirit d8+

There are some goblin bloodlines that produce charismatic and even generally attractive progeny, giving them a real advantage in both influencing their own kind and dealing with other races. The Charming Nit does not suffer from the Outsider Hindrance. Additionally, they gain +1 to their Charisma.

CLEVER NIT

Requirements: Novice, Goblin, Smarts d8+

The smallest of the goblins are often the most innovative, bringing the best ideas for their larger cousins to implement. They often unravel problems which elude the mightier goblins. Whenever a Clever Nit spends a benny (using the Extra Effort rule, see page 113) to add to a Smarts roll or a Smarts-linked skill, they get to add a d10 instead of a d6 to the result. As well, they can take the Jack-of-All-Trades Edge with only a d8 in Smarts.

LUCKY NIT

Requirements: Novice, Goblin, Spirit d6+, Luck

Something about the greater universe smiles upon Shantar's tiniest residents, giving them an edge in truly difficult situations. When a Lucky Nit spends a benny for a re-roll, they may add and reroll any ones that turn up on the dice.

MIGHTY NIT

Requirements: Background, Goblin, Vigor d6+

Though most goblins are born with an inherent Strength limitation, some few bloodlines are able to achieve might comparable to their orc cousins. A Mighty Nit does not suffer the d8 limit to his Strength development, and he does not pay double for Strength at character creation. Furthermore, he can achieve Strength of d12+1 before needing to employ the Professional Legendary Edge.

Note: if a goblin takes this Background Edge, he must buy his Strength to a minimum of d6 during character creation.

NIMBLE NIT

Requirements: Novice, Goblin, Agility d8+

Fast and dexterous, goblins can achieve some rather impressive feats when needed. Whenever a Nimble Nit spends a benny (using Extra Effort, see page 113) to add to an Agility roll (or an Agility-linked skill), they get to add a d10 instead of a d6 to the result. As well, they gain access to the brinchie Racial Edge, Greater Acrobat, if the goblin has the Acrobat Edge.

SPEEDY NIT

Requirements: Seasoned, Goblin, Agility d8+, Vigor d6+

Getting away is a finely honed art for many goblins; oddly, getting to danger quickly appeals to some of the less traditionally minded goblins. A Speedy Nit rolls two "Run" dice and takes the better of the two. As well, whenever he is in combat, attackers subtract an additional -1 from all attacks against him.

SQUIRMY NIT

Requirements: Seasoned, Goblin, Agility d8+, Strength d6+

It can be difficult to grab and hold onto a goblin who doesn't wish to be grappled. Squirmy Nits gain a +2 whenever they are on the defending side of a Grappling situation. They also gain a +2 in any situation where they are entangled or held, or when they are trying to get loose from something (like rope bonds). Finally, Squirmy Nits can always add +1 to a Gang Up bonus, even if the normal maximum of +4 is reached.

VERSATILE NIT

Requirements: Seasoned, Goblin, Jack-of-all-Trades

As the goblins have been exposed more and more to human cultures, they've adapted many ideas, qualities, and talents. None are more adept at this than the goblins, many of whom consider the humans "really interesting." A Versatile Nit, upon taking this Edge, may choose a human Edge they otherwise meet the requirements for. This includes Background Edges. The GM must approve this choice and there should be a good story-driven rationale for it. Taking Desert-Born, for example, should only be allowed after the goblin has spent some time in the desert.

HUMAN

Arguably the rising race of Shaintar, the balanced physical and mental traits of humans, combined with their inherent diversity and adaptability, has helped them weather the worst apocalyptic storms and come out stronger in the long run. They have an average lifespan of one hundred years.

Although ubiquitous and well-known by any standards, it is worth pointing out that there are many “variants” of humans:

- The massive, powerful, and aggressive Kalinesh
- The dark and beautiful sea-going Nazatirans
- The proud and stalwart Olarans
- The exotic and swarthy Youlin-Aradi
- The angular and lithe Camoners
- The sturdy, diverse “average” folk of the rest of the Southern Kingdoms

Even with these general tendencies, though, there is a great deal of diversity within each cultural group — frail, bookwormish Kal and massive, giant-esque Nazatirans, for example. It is also important to note that, especially within the Southern Kingdoms, it is highly possible to come across human bloodlines with noticeably fae influences.

STARTING RACIAL PACKAGE

Adaptable: Human Heroes begin with one free starting Edge (though they must meet its prerequisites).

Diverse: Humans begin with one free d6 in one skill

HUMAN RACIAL EDGES

DESERT-BORN

Requirements: Background, Human, Agility d6+, Vigor d8+, Strength d6+, Special

The character must be from the Eternal Desert, one of the *Youlin Aradi*. One who is Desert-Born gains a +2 to resist heat effects and a +1 to Survival checks in desert regions. They may also use future Advances to take any of the following Edges (without needing to fulfill any other Requirements): Alertness, Danger Sense, Fleet-Footed, and Quick.

EPIC DESTINY

Requirements: Novice, Human, Special

Upon taking this Edge, the human Hero can take one Edge regardless of Rank requirements, although they must meet all other requirements for that Edge. This Edge can be taken once per Rank. The GM reserves the right to deny some Edges (like Sidekick or Followers).

FAST LEARNER

Requirements: Novice, Human, Smarts d8+

Many humans make up for a lack of natural physical powers and gifts by simply being very good at picking up new skills or being very good at what they do. The human with this Edge, when taking an Advance that involves skills, has one of the following three options:

- **Intense Focus:** They may take a brand new skill at d4 while raising a single skill they have that is below its linked attribute.

- **Balancing Act:** They may raise one skill that is at or above its linked attribute, and also raise a single skill that is currently below its linked attribute.

- **Up to Speed:** They may raise three skills that are all currently less than their linked attributes.

Note: this Edge has no effect on Character Creation; see the new Education and Training Background Edges.

NORTH-BORN

Requirements: Background, Human, Strength d6+, Vigor d8+, Special

The character must be born in the North, either as a citizen of the Kal-A-Nar Empire or as part of the barbaric northern tribes. One who is North-Born gains a +2 to resist cold effects of the environment and a +1 to Survival checks in cold and mountainous regions. Being North-Born grants access to both the Berserk and War Cry Edges. Finally, North-Born can take the Stout and Mighty Constitution Edges of the dwarves at Veteran Rank (Stout must be taken first).



RESILIENT

Requirements: Novice, Human, Luck

A human with this Edge gains +2 on all Soak rolls; further evidence that something in the universe smiles on humans in the face of great adversity.

SEA-BORN

Requirements: Background, Human, Agility d6+, Vigor d6+

The character must be born of Nazatir, the Pirate Archipelagos, the southern coasts, or one of the other island realms. He gains +2 to all Boating, Climbing, and Swimming rolls. The bonus to Climbing only applies in situations where there is rigging available. As well, any Sea-Born Hero gains a +1 to all Fighting and Throwing rolls whenever he's on the deck of a waterborne vessel.

SEA DOG

Requirements: Novice, Sea-Born

Due to experience on the rocking ships of the sea, the character gains the benefit of Steady Hands. As well, he gains +2 on Survival rolls in coastal and island conditions, and +2 on Streetwise rolls in port towns.

SOUTH-BORN

Requirements: Background, Human, Special

The character must be born in the Southern Kingdoms — Olara, Galea, the Wildlands, the Freelands, or somewhere nearby. Southlanders are extremely versatile and diverse, gaining insights and innovative ideas from all kinds of sources. When the South-Born Edge is taken, the Hero gains one of the following:

- One free attribute raise (and that attribute – and linked Skills – now caps at d12+1 without needing Legendary Edges).
- +3 additional skill points (when spending these, the player can ignore linked attributes).
- One Novice Racial Edge from any other race (subject to the GM's permission).

KORINDIAN

One of the more unique races of Shaintar, the korindians are the descendants of a veritable horde of “half-elves” that left the main continent of Shaintar and exiled themselves to a large island off of the southwest coast. Led by Kor, they left the tyranny and intolerance of the mainland and founded a new society that rejected the ways of their ancestors.

The korindians, as a society, have developed codes of behavior and ways of life that seem almost alien to their mainland “cousins” — they reject the use of metal for anything and rely heavily upon what nature provides, seeking harmony with their environment and each other. Among the many things they have developed is the martial art known as Kor-In, which combines powerful strikes with redirecting the opponent's force against him.

Korindians are a race unto themselves now, expressing many similar traits to alakar, but with their fae traits much less pronounced. They tend to have rich, light-brown complexions, pale-hued eyes, and darker hair, though the more diverse hair and eye colors of their fae lineage are not wholly uncommon. Korindians usually live half again as long as a typical human, though they come to mental and physical maturity at about the same time as humans (early adulthood at sixteen to twenty years).

STARTING RACIAL PACKAGE

Enemy: All creatures of Flame and Darkness will attack korindians first if given the opportunity.

Island-born: Korindians can swim as early as they can crawl. They start with a d6 in Swimming.

Lithe: Korindians have a starting Agility of d6.

Low Light Vision: Like their fae cousins, korindians can see very well in the dark. Ignore attack penalties for Dim and Dark lighting.

Nimble: Korindians are deceptively fast in combat, giving them a +1 Parry.

Outsider: Korindians are odd by all mainlander standards.

The Law of Kor: Traditional korindians will eschew the use of metal in any form, including for money. This is treated as a Major Obligation.

Trained from Birth: Korindians train in hand-to-hand as soon as they are able to walk. All korindians start with Martial Artist, regardless of pre-requisites.

Weakness: As all fae, korindians are vulnerable to Black Iron and Blood Steel and take +2 damage from these sources.

Liner Notes: Other Half-Elves Abound

Half-elves exist beyond Korinidia. They are known as M'adukar and are created like their martial brethren with the following exceptions: remove Trained from Birth, The Law of Kor, and Island-born and give them one free Edge and one free skill at d6.

The Laws of Kor

We will live in peace with each other, taking care of one another, and treating all who live among us with respect and honor.

We will deny the sins of metal; neither coin nor arms will taint our lives. Coin leads to greed, and arms lead to war. These are the curses of the mainland, and they will not curse our lives.

We will live in harmony with the land, and in synchronicity with Life. The Paths will be our paths, and we will be custodians of our environment.

We will seek Truth. We will speak Truth. Truth will be the foundation of our dealings with each other, and with all others. It is the lack of Truth in words, deeds, and spirit that acts as a disease in the mainland. Our people will be healthy by embracing Truth and denying deceit and dishonor.

We will, each of us, live to the fullness of our potential. We will seek the Truth in our heart and find what brings us joy and fulfillment, and we will pursue such things with purpose, discipline, and passion.

We will serve our community, seeking tasks that should be done and services we are equipped to render. The community will serve us, granting the sustenance, shelter, and support that all living beings require to be healthy and happy.

We will defend those who are in need, and we will stand against Darkness and Flame wherever we find it. We will also stand against injustices and wrongs wherever we encounter them. Let us be examples of an honorable and worthy life.

KORINDIAN RACIAL EDGES

CHILD OF THE ISLAND

Requirements: Background, Korindian

Korindians are taught from birth to live as one with their island home, which is mostly made up of jungle and forest. They gain the benefits of the Woodsman Edge without having to meet any of the requirements.

DENY THE ARROW

Requirements: Veteran, Kor-In, Quick, Agility d8+, Notice d8+ Knowing the devastating power of archers in war, Kor developed a technique to focus the eye and hand to reflexively knock an incoming missile away. As a reaction to any Shooting or Throwing attack that involves a physical missile (arrow, throwing knife, etc.), the Hero's Parry is used as the TN. This only applies if the Hero is aware of the attack.

DENY THE STEEL

Requirements: Seasoned, Kor-In, Fighting d8+

Kor knew that rejecting the trappings of warfare did not mean war would never come to his people. This technique was developed to even the odds between a korindian and a weapon-wielding invader. Korindians with this Edge ignore the -2 penalty to perform the Disarm Manuever. As well, they may combine it with the Counterattack Edge. Finally, if the korindian chooses to do no actual damage, the "damage" roll to be opposed by the target's Strength is +2.

GIFTS OF THE TREES

Requirements: Novice, Kor-In

Though korindians learn never to rely on any gear for their survival, Kor did teach that what was freely given by their island home should be used efficiently to aid them in all ways. For many Kor-In practitioners, this came to mean that sticks and staves that could be fashioned from fallen limbs and driftwood, and should be incorporated into fighting forms. The Hero with this Edge can use any Martial Artist or Kor-In technique, within reason, with fighting sticks, clubs, and staves. The GM is the final arbiter on any questionable applications; for example, you can't really use a staff in wrestling.

KOR-IN

Requirements: Novice, Korindian, Spirit d6+, Fighting d8+

Though it is possible to learn how to fight very well anywhere in Shaintar, the study of the formal art of Kor-In conveys a proficiency in hand-to-hand combat that is unparalleled. The Kor-In student discovers a series of stances and forms they can rely upon in almost any combat situation. The Hero with this Edge must select one style of combat from the list below. When he uses that style, he drops into a stance at the beginning of his action, gaining the benefits and effects until he takes his next action:

- **Whirlpool:** The Hero moves and shifts within a tight circle, throwing blocks and counters in a constant flurry. Their Pace is reduced by 2, but they gain +1 Parry.

- **Thunderbolt:** The Hero strikes at weak points with lightning accuracy; their unarmed damage gains an Armor Piercing value of 1.

- **Boulder:** The Hero holds their ground, drawing from the heart of the earth to give them resilience. Their Pace is reduced by half, but they gain +1 Toughness.

- **Monkey:** The Hero can leap up and extend a strike or kick a great distance, granting them Reach 1 in unarmed combat.

This Edge may be taken multiple times, with the character selecting a new style each time.

ONE WITH LIFE

Requirements: Novice, Korindian, Druid

The Paths of Life come particularly easy to korindians, who were taught by Kor to maintain a strong connection to the land, sea, sky and all living things. A korindian with this Edge gains an immediate +5 Essence, and a +1 on all Channeling rolls.

TSUNAMI STRIKE

Requirements: Seasoned, Kor-In, Strength d6+, Spirit d8+, Fighting d8+

Korindians who incorporate the flow of the waves into their training can reach a devastating level of mastery, striking foes with great force and redirection. The Tsunami Strike increases the Hero's unarmed damage to Str+d6. With a raise on the attack roll, the attacker executes a Push maneuver and may either Bash (pushing the target 1" for every raise on the attack roll) or Knock Prone their opponent.

Liner Notes: Non-Korindians Learning Kor-In

Generally, non-korindians cannot learn this very specialized art as it requires a great deal of intensive training as well as immersion in the culture and philosophy of the people of Kor. GMs may, however, wish to consider the occasional exception, so long as it makes for a good story.

One way is for a non-korindian to be born on, or otherwise spend a great deal of time on, the island of Korindia. If he shows great respect for the culture and the ability to be disciplined and focused enough to take up the training, he might be allowed to train alongside the natives.

The other way, which should be very carefully considered by the GM, is for a Hero traveling with a korindian to take up training with his fellow Hero. The GM must decide if the Hero is talented enough to pick up the training. An entire Rank's worth of time should pass before the non-korindian is allowed to take the basic Kor-In Edge.



OGRE

The least numerous of the gobliness, ogres are the largest and slowest of the species. Their great strength and size, natural toughness and ferocity make them the greatest of the gobliness warriors, but they normally need a great deal of guidance. Like goblins and orcs, ogres are capable of being anything they want.

Ogres are not inherently very bright or willful, and are thus generally easy to manipulate and control if handled correctly. However, there are plenty of examples of ogres who defy such expectations and stand quite well for themselves. More than a few, in fact, have used the preconceived notions others have of ogres to turn the tables on their opponents.

By human standards, ogres seem quite monstrous. They are the strongest and mightiest of all the races native to Shaintar. They are not monsters, however, but an intelligent species quite capable of being a part of society. have greenish, grayish, or brownish skin tones., with wide-set features and large ears. Like most of the gobliness, they have very little to no body hair. Their eyes glow slightly in the dark, enhancing their generally frightening appearance. Ogres are also the shortest-lived of the gobliness, typically reaching maturity in their early teens but only living to about fifty or so.

STARTING RACIAL PACKAGE

Bad Eyes: Ogres are mighty, except where their eyes are concerned; they suffer a -2 on all Trait rolls dealing with anything more than 5" (thirty feet) away.

Big Target: Attackers gain +1 to attack rolls made against ogres.

Great Strides: Ogres have a natural Pace of 7" instead of 6".

Keen Sense of Smell: Ogres begin with Notice d4 at the start and +2 to Notice rolls based on smell.

Mighty and Resilient: Ogres begin with an impressive starting Strength and Vigor of d8. Furthermore, their natural maximum Strength is d12+4, while their natural maximum Vigor is d12+2. They can reach these ratings with normal Advances without applying the Professional or Legendary Edges.

Monstrous Size and Appearance: Ogres suffer a -2 Charisma due to their appearance and bearing with non-gobliness.

Outsider: All gobliness face some social stigmas, no matter how progressive the society they are in.

Reach: Ogres have Reach 1.

Size +2: Ogres add 2 to their natural Toughness due to their great bulk.

Slow and Pliable: Ogres must spend double points to raise Smarts and Spirit at character creation. Furthermore, their Smarts can never be higher than d8.

Thermal Vision: Ogres have the Infravision Monstrous Ability.

OGRE RACIAL EDGES

BEHEMOTH

Requirements: Background, Ogre, Strength d10+, Vigor d10+

While all ogres are giants among the other races, there are some ogres that reach truly frightening sizes, making them walking towers of might. A Behemoth ogre increases their Size to +3. This gives them an additional +1 to their base Toughness. They are also between ten and fourteen feet tall, with massive weight as well. As such, Behemoths gain a +2 in any Grappling and Push situations when engaging any of the smaller races.

MORE THAN MUSCLE

Requirements: Background, Ogre, Smarts d6+

Every once in a while, an ogre comes along who surprises those who expect a slow, nearly-blind, hunk of beef. An ogre with this Edge does not suffer the Bad Eyes Hindrance, does not have to pay double to raise his Smarts, and he has no limit to how high he can develop his Smarts. Note that if this Background Edge is taken, the ogre must increase his Smarts to at least a d6 at Character Creation, but it only costs one point to do so.

PORTER

Requirements: Seasoned, Ogre, Brawny

Many ogres go with their strengths when serving their communities, choosing to maximize their carrying capacity to aid in the transport of goods and supplies over long distances. An ogre Porter can carry twelve times their Strength die (instead of eight) without penalty. As well, even when Encumbered, he gains +2 on any Vigor checks to resist Fatigue related to long travels.

POWERFUL

See Dregordian Racial Edges (page 39).

ROBUST

See Dregordian Racial Edges (page 39).

SIEGE STRENGTH

Requirements: Veteran, Ogre, Brawny, Strength d12+, Vigor d10+

There are ogres who develop the capacity to apply their impressive strength to dismantling just about anything. An ogre with Siege Strength treats their Strength damage as Heavy Weapon damage and can harm anything with the Heavy Armor quality. This includes large trees, castle walls, and so forth. Note that this does not apply to damage done with normal weapons; a sword or an ax will simply not hold up to such stresses and will shatter. Give a Siege Strength ogre a battering ram, however...

STONE HURLER

Requirements: Seasoned, Ogre, Strength d10+, Throwing d8+

One of the roles ogres fill in the Gathers is to provide ranged weapon support against any attacks, in the form of hurling large rocks at foes. A Stone Hurler has mastered the technique of flinging large stones. His Range increments are reduced by one Range category (Long to Medium, Medium to Short, and Short is unchanged). His damage is Str+d8. Throwing rocks this large requires two hands.

Of course, ogres have Bad Eyes, so this can sometimes be a dangerous thing...

IMPROVED STONE HURLER

Requirements: Veteran, Stone Hurler, Strength d12+

The ogre has gotten even better at throwing big rocks. If he does not move during the round, he gains +2 to his Throwing roll. The damage from these massive rocks is Str+d10.

ORC

Commonly referred to as the "middle gobliness," orcs are quite large and tough by human standards. They tend to be just smart enough to outwit the ogres and get them to do what they want, and they are certainly strong enough to generally command respect and service from the goblins. As such, orcs tend to be the leaders of gobliness society.

Due to their role among the gathers, orcs actually have some rather stringent social customs that they observe when dealing with one another. Much as one might expect in a pack of wolves, orcs have to determine dominance within their own ranks. When an orc encounters others of his kind, there is a period of time during which the social hierarchy must be sorted out, even if the newcomer is only visiting for a short while.

Like all gobliness, orcs are quite capable of almost any pursuit, and can be found with some regularity in most societies. In general, they tend towards more combative roles where they can excel. Orcs have the same green-brown-gray colorations as all gobliness, with the same wide-set features and large ears, as well as the lack of significant body hair. Likewise, their eyes glow in the dark. Orcs live around sixty to seventy years, maturing a little more quickly than a human of the same age (around ages fourteen to seventeen).

STARTING RACIAL PACKAGE

Bestial Appearance: Orcs suffer a -2 Charisma due to their appearance and bearing.

Dim: Orcs must spend double points in raising Smarts during character creation. Furthermore, they must use two Advances to raise Smarts thereafter.

Keen Sense of Smell: Orcs begin with Notice d4 and +2 to Notice rolls related to smell.

Outsider: All gobliness face some social stigmas, no matter how progressive the society they are in.

Strong and Tough: Orcs begin with a starting Strength of d8 and Vigor of d6. Furthermore, their natural maximum Strength is d12+2 and they can reach this rating with normal Advances without applying the Professional or Legendary Edges.

Thermal Vision: Orcs have the Infravision Monstrous Ability.

ORC RACIAL EDGES

BULKY

Requirements: Background, Orc, Brawny Vigor d8+

Orcs are big, but some are really big. A Bulky orc gains Size +1, which also raises their base Toughness by 1. The effects of Brawny and Bulky stack.

CANNY

Requirements: Background, Orc, Smarts d6+

Every once in a while, an orc comes along who surprises those who expect a witless set of walking armor and axe. An orc with this Edge does not have to pay double to raise his Smarts, either at character creation or any time after that.

DEFENDER OF THE GATHER

Requirements: Novice, Orc, Spirit d6+, Fighting d8+

The traditional role of orcs in gobliness society is to defend their homesteads, a role many orcs still take very seriously. An orc with this Edge may, as a reaction to a successful hit against an ally, fling himself in the way and take the damage instead. The player must elect to do this before the damage is rolled, and he can only do this for allies that are within half his Pace. If he is wounded while performing this act of self-sacrifice, he gains a benny.

This action can only be performed once per round.

IMPROVED DEFENDER OF THE GATHERD

Requirements: Veteran, Defender of the Gather, Notice d8+

Some orcs become very dedicated to the role of defender, and are able to unleash righteous fury upon their enemies. Whenever one of the orc's companions suffers a wound at the hands of an enemy, he automatically goes Berserk (as per the Edge).

NOBLE MEIN

Requirements: Background, Orc, Spirit d8+

Some orcs are born with an appearance and demeanor that defies usual preconceptions, making them very well received among other races and elevating them among



their own kind. An orc with Noble Mien does not suffer the Bestial Appearance Hindrance of their race. As well, they enjoy a +1 to their Charisma.

POWERFUL

See Dregordian Racial Edges (page 39).

RAGE MASTER

Requirements: Seasoned, Orc, Spirit d6+, Vigor d8+

Some orc bloodlines contain within them the capacity to draw upon ancient fires within. An orc Rage Master gains the effects of the Berserk Edge. They can enter this state at will by spending a benny.

WARRIOR BORN

Requirements: Novice, Orc, Fighting d8+

There are legends within goblinish society that speak of the orc as born to war. An orc with this Edge is the epitome of that idea. When taking this Edge, an orc may immediately select a Combat Edge of any Rank, as long as they otherwise qualify for it. This Edge may be taken multiple times, but only once per Rank.

SKILLS IN SHAINSTAR

The skill system of *Savage Worlds* works just fine for Shaintar, but below are a few clarifications and suggestions.

BOATING

This skill covers pretty much all *physical* tasks with the operation of a ship, to include manning the rudder or wheel. Finding's one way on the ocean requires Knowledge (Navigation).

DRIVING

There is no reason for players to spend points on this skill. If they have reason to be able to manage a cart, wagon, or coach, let it be a Common Knowledge default or a Defining Interest.

GAMBLING

If the GM is using the optional Resource Rolls system (described later in the **Gear** section), Gambling can have a fairly useful role to play.

A gambler must have at least a d6 Resource die to have enough to gamble with; this may mean getting a "stake" from another character if the Hero is particularly down on his luck.

If the GM wants a "quick and dirty" approach and there's only one Hero gambler and a bunch of non-player gamblers, he can have the Hero gambler simply roll a Gambling check every hour (modified according to the relative skills of the other players, anywhere between

-4 if the table is full of sharks to +4 if there's nothing but rubes playing). A failure means the Hero's Resource die goes down one die. A success means he breaks even, while every raise increases his Resource die by one level.

The GM can also use the approach in the core *Savage Worlds* rules: Every gambler rolls; the highest roll is compared to the lowest. The loser gives one die level of Resources to the winner, plus an additional level for every raise the winner got over the loser, down to a d4, at which point the loser is out of the game completely.

The next highest roll is compared to the next lowest in the same fashion, and so forth. If there's an "odd man out," they break even. This also happens in the case of any ties. Everyone with at least a d6 in Resources can continue in the next round.

HEALING

In Shaintar, this deals with the binding of wounds in a non-magical fashion. However, there are magical concoctions, salves, and special plants that those with the right knowledge can utilize. As such, the base rules work as written. Furthermore, others can make either Healing or Survival as cooperative rolls, possibly helping to find that special plant that will make the difference. Healing can also be used to treat Fatigue, Poison, and Disease in most cases.

KNOWLEDGE

The following are some knowledge skills regularly used in Shaintar.

Battle: In addition to the usual use in Mass Combat situations, Knowledge (Battle) can be extremely useful to a group of Heroes if a Hero ends up with the Tactician Edge.

Cosmology: This skill means the character has an understanding of the Four Powers, the greater beings that serve those Powers, the Aether, Corelisia, and other major metaphysical concepts. This covers the lore of the metaphysical lands beyond.

Dark Creatures: The specific study of undead creatures and beings otherwise corrupted by Darkness.

Flame Creatures: The specific study of the monstrous creatures from Norcan Darr, as well as knowledge of other demons and demonic creatures that may invade the lands of Shaintar.

History: This is an incredibly useful skill that would effectively permit the player to recall just about anything on the Timeline. This also covers legends and stories of the past.

Magic: This skill deals with the specific processes, theories, and results of all forms of magic. It is used to identify specific properties of what might be sensed with *detect arcana*, and to be able to come up with what magical effect might have caused an observed result.

Navigation: This very specialized and highly prized skill allows for navigating the seas and other outdoor areas where it is easy to get lost.

Politics: Another often-underestimated skill that indicates the character's knowledge of who is in charge, where and what relations are like between nations and local authorities.

“X” Craft: Applies to the creation of special items that can be magically enchanted. The most appropriate versions are Gem Craft; Armor Craft (metal); Weapon Craft (metal); Wood Craft (staves, bows included; involves Everwood, too); Silver Craft (as applies to both silver and White Silver).

LOCKPICKING

Lockpicking would also be the appropriate skill for disabling or bypassing a trap. Notice, however, would be the appropriate skill for *finding* a trap.

Liner Notes: Scoundrels Abound

Instead of adding a “Sleight of Hand” or “Pickpocketing” skill, I’ve chosen to leave that as an Agility check. If someone has a thief-like background, they are going to get a +1 or +2 to such attempts, using their base Agility (usually opposed by Notice). Furthermore, anyone with the Thief Professional Edge will enjoy an added +2 for such activities. Using Defining Interests creatively will enable a player to build a very talented rogue.

PILOTING

No character in the Shaintar setting would have reason to have this skill.

REPAIR

At first glance, this seems to have little bearing in a low-tech setting. However, it would apply to pretty much any application of tools to a task. Any smith is going to have this skill, as would any character with an “engineering” bent.

LANGUAGES

The richness of the cultures in Shaintar is enhanced by the numerous languages in the realm, and the ability to speak different languages can be a defining part of a particular character.

Every Hero is able to speak their native racial language, with the exception that anyone playing a brinchie character will only speak Brin inherently if they have the Plains Runner Edge. There may be other circumstances, such as being an adopted son or daughter of someone of another race, where the Hero speaks the racial language of their adoptive culture rather than their own.

For the sake of convenience, every Hero begins the game able to speak whatever the “common tongue” is of the region where the campaign begins. In most cases, this will be Galean, as this has become the trade language of the Southern Kingdoms. In the north, it will likely be Kalinesh. The GM will indicate if it is a different tongue for some reason.

Any Hero with a beginning Smarts higher than d6 will know one additional language for every die level above d6. If the GM permits it, the Hero can use one or more Defining Interests for languages.

Additional languages cost one skill point at character creation. To learn a new language during game play requires an entire Advance, and access to someone to teach the language. For Fast Learners, this is the equivalent of learning a brand new skill. Don't forget, Defining Interests can also be used for languages as well.

LANGUAGES OF SHANTAR

GALEAN

Human, "Common" language of the Southern Kingdoms, including Galea, the Freelands, and the Wildlands. Olan

Human, the language of the Kingdom of Olara and the surrounding areas. Strong linguistic links to Kalinesh.

CAMONERE

Human, the language of the Prelacy of Camon. Also spoken in many parts of Shaya'Nor by the humans there.

KALINESH

Human, language of the Kal-A-Nar Empire, also spoken by the barbarian tribes east of the Empire.

ARADISH

Human, the language of the Youlin Aradi (the desert people). Rarely spoken outside of that area.

NAZATIR

Human, language of the seafaring Nazatirans. Also very common in most of the southern waters.

MALAKARAN

Human, language of the Dominion. Linguistically a combination of Galian, Kalinesh, and Aradish, but anyone speaking just one of those will have a hard time following a native speaker.

FAE

The ancient language of the elves and all faerie of Shantar. The aevakar speak a dialect so closely similar that there is little distinction, save in some pronunciations.

SHAYAE

Very close to Fae, but distinctly different thanks to influences of so many beings of Darkness. This is the main tongue of the lands of Shaya'Nor.

KORINDIAN

Similar to the Fae language, but with many Galian, Kal, and unique words mixed in.

DWARVISH

There are as many dialects as there are Clanhomes, but the distinctions are small enough to make common communication not a problem.

DREGORDIAN

The odd language of the dregordian people is difficult for an outsider master and costs two Advances or counts as two languages during character creation.

GOBLINESH

The language of goblins, orcs, and ogres.

BRIN

The ancient language of the brinchie, not even commonly spoken by most of them anymore. There is no written component to the tongue.

CHILDER

The "common" tongue spoken by most childer (demonic humanoids, including ratzin, minotaurs, thratchen, and gargoyles) who come into Shantar. This language is difficult to learn, as each species of childer has its own distinct dialect; it requires two Advances or counts as two languages at character creation.

EXISTING HINDRANCES IN SHAIN TAR

In Shaintar, some Hindrances do an excellent job of representing certain specific elements and ideas.

ALL THUMBS

There aren't many "devices" in Shaintar as compared to a modern or science-fiction setting. However, this Hindrance can still have an impact. Their foibles apply to the use of any crossbow (and they suffer a -2 to their Shooting roll with any crossbow-like device). Doors with intricate locks should be beyond such a character.

Most importantly, any Arcfire devices will definitely fall under the All Thumbs limitations; Arcfire is something just now entering the environment and will take some adventuring to learn more about.

BLOODTHIRSTY

See **Liner Notes: Villainous Hindrances**.

CODE OF HONOR

See **Liner Notes: Honorable Hindrances**.

DOUBTING THOMAS

This Hindrance simply doesn't fit into a land like Shaintar, where magic and the supernatural are very much a part of everyday life, or at least part of the common collective knowledge.

ENEMY

There are some "stock enemies" that a character can take that make sense in the Shaintar setting. All of the following would classify as a Major Enemy. Minor Enemies are almost always going to be a small gang or lone figure.

- The Tor Mastak (Kalinesh Secret Police)
- The Red Store (Independent, widespread criminal organization)
- The Paladins of Archanon (From the Prelacy of Camon)
- The *shayakar* Night Guard (Deadly operatives of Shaya'Nor)

All of these are described later in this book.



Liner Notes: Villainous Hindrances

Shaintar is very much designed to be a heroic fantasy setting, one where there are Good Guys and Bad Guys, and the players are meant to be the Good Guys.

Does this mean it's impossible to set up and run a campaign based on Bad Guys in Shaintar? Not at all. If that's what you as a GM want to do, there are certainly any number of approaches you can take to do it. Having said that, there are certain Hindrances that fall into the Villainous category. I generally do not permit them, or else I restrict them in such a way that the player knows he's on a short leash with it. In many cases, players will take certain Hindrances and then use them as a license to create overwrought tension and discord in the gaming group. A certain level of internal conflict can lead to excellent roleplaying experiences. However, all too often, these conflicts are destructive to the fun and sense of fellowship one wants to create at their gaming table.

Bloodthirsty is one of those borderline Hindrances. There are some character backgrounds for which this makes a certain amount of sense. If the player can be trusted to use the Hindrance as a touchstone for good roleplaying and non-destructive character-to-character conflict, you can probably let him take this Hindrance. If the player is likely to use it as an excuse to just be a blood-drenched killing machine, I recommend against allowing it.

The Major level of Greedy is another Hindrance I generally just don't allow; it is prone to create deadly character-to-character conflict over something that is not likely to be interesting or a lot of fun for most of the players.

The Mean Hindrance has the potential to be an interesting and defining aspect of a character. All too often, however, it can be abused as a "free pass" for the player to be a jerk and make the game not enjoyable for other players. I tend to not allow it unless the player impresses me with a good backstory and I think I can trust them. Vengeful is another borderline Hindrance. On one hand, it can be an excellent defining element for a character's backstory. On the other, it can be a license to be a vicious killing machine that runs counter to the goals of the rest of the group. Having a Major level of Vengeance against all undead is probably a pretty solid and allowable Hindrance. Having a Major sense of Vengeance against dwarves, even if there aren't any in the party, is bound to create an untenable conflict.

GREEDY

See **Liner Notes: Villainous Hindrances**. Note that this actually has a minor positive effect where the optional Resource Rolls system is concerned.

HEROIC

See **Liner Notes: Honorable Hindrances**.

Liner Notes: Honorable Hindrances

As said elsewhere, Shaintar is a heroic fantasy setting, and when I run campaigns in it, I urge my players to create characters that can fit into that thematic frame. I encourage each player choose at least one of the following three Hindrances as part of their Hindrance package — Code of Honor, Heroic, or Loyal. Each one of these Hindrances encourages the character to have some reasonable reason to "do the right thing" and pursue the storylines that come up.

In exchange for taking such Hindrances, I allow players to "carry over" any bennies they have left at the end of a session, based on which Hindrances they have. For either Code of Honor or Heroic, they may carry over two bennies; Loyal only allows one benny to be carried over. Regardless of which Hindrances they have, the maximum bennies that can be carried over are two.

There are plenty of sources of evil and plenty of wrong things to be righted. The sources are both supernatural and political in nature, and the characters can end up in some very deep and intricate plots. They don't have to be anti-heroes or secret villains to have interesting, in-depth experiences in Shaintar.

By encouraging at least one of those Hindrances, I ensure that there is at least a significant reduction in unnecessary and destructive party conflict. Furthermore, I make it easier on myself in terms of motivating the characters to get involved in stories that are less about personal gain than they are about serving the cause of Good against very powerful Evil.

ILLITERATE

This Hindrance works just as written in the Savage Worlds core rules. Most societies in Shaintar are very socially progressive, and as such, reading and writing is fairly common.

LOYAL

See **Liner Notes: Honorable Hindrances**.

MEAN

See **Liner Notes: Honorable Hindrances**.

OUTSIDER

This Hindrance is already built into certain races. Anyone playing a human of Nazatiran stock, or from one of the other islands, or from the far north that lies between the Kal-A-Nar Empire and Shaya'Nor could easily take this Hindrance in any campaign set in the Southern Kingdoms. A human raised in one of the "Villainous" cultures (see the Enemy Hindrance) who is trying to be a Hero could conceivably be an Outsider.

Other uses of the Outsider Hindrance will be entirely contextual, based on the story and where the campaign is set.

VENGEFUL

See **Liner Notes: Honorable Hindrances**

NEW HINDRANCES

ANIMOSITY

The Hero, for one reason or another, has a great deal of anger, angst, or need for justice against a group or organization. It may be that he is a former slave of the Kal-A-Nar Empire, or the last survivor of a massacre at the hands of a group of Prelacy paladins. He may have survived numerous battles against childer, or he's seen the devastation of the undead and will not suffer them to exist anymore.

As a Minor Hindrance, Animosity is an integral part of the Hero's thinking, and he will certainly act in accordance with it should an opportunity to strike against his chosen foes. As a Major Hindrance, the Hero's abject hatred of the target of his Animosity drives his every action and decision; this level must be allowed by a GM, because it will likely be a key driver for a campaign.

OBLIGATIONS

The Hero has ties to a group or organization, perhaps even an entire kingdom, which has an occasional or regular impact on his life. Grayson's Grey Rangers, the Church of Light, the Kingdom of Galea, and the Black Lantern are all excellent examples of entities to which a Hero might have Obligations.

As a Minor Hindrance, the Hero has a great deal of autonomy, but he is still subject to be called on at any given time by the organization. The Hero is also expected to consider the agenda and goals of his organization, in both choice and action.

As a Major Hindrance, the Hero is in active service to the organization, living his daily life as a member, taking missions and tasks from those higher up in the structure, and under constant scrutiny by superiors. This level of the Hindrance requires the GM's approval, as it is likely the defining characteristic of a campaign.

A Hero with Obligations and Connections to the same individual or organization has a special relationship with the person or group in question, and gains a +2 or

+4 bonus to Persuasion rolls (depending upon whether their Obligations are minor or major) when dealing with them. In essence, the Connection has a vested interest in the Hero, and is more likely to want to see him succeed.

EDGES IN SHAIN TAR

The first part of this section deals with Edges from the Savage Worlds core rules, providing some notes and interpretations of how they are used in Shaintar. The second part lists new Edges that truly define Shaintar.

CORE EDGE NOTES

What follows are some notes about Edges in the Savage Worlds core rules and how they apply to the Shaintar setting.

ACE

Not used. Seafarer (page 77) handles the ship borne portion of this nicely.

ACROBAT

In addition to the other benefits, an Acrobat can use their Agility in place of their Strength when making a roll to get an extra inch out of Jumping (including the Acrobat bonus of +2).

ADEPT

The Savage Worlds core rules Edge of the same name does not exist in Shaintar. The term adept has a different meaning, and for a variant on the core rules concept, look at Warrior-Adepts of the Jade Flame (see page 78).

ARCANE BACKGROUND

"Raw" Arcane Backgrounds are not available in Shaintar. Instead, you need to access them through a Professional Edge (see page 71).

ARCANE RESISTANCE

This Edge is not available as a regular Background Edge; some races give access to it as a Racial Edge, and there is a power that also confers its benefits.

BERSERK

This Edge is not available as a regular Background Edge; various races gain access to it as a Racial Edge.

CHAMPION

You don't take this Edge directly. See Paladin (see page 76) and Soulguard (see page 77).

CONNECTIONS

There are *all kinds* of groups (and even nations) this could apply to, so the GM and the player need to work out the details of this Edge before it comes into play. Some of the possible groups a Hero could have the Connections Edge with include:

- The Black Lantern
- The Southern Kingdoms Council of Rulers
- The Lanthorian Free Trade Council
- Grayson's Grey Rangers
- One of Galea's Orders of Knights
- One of Olara's Military Orders
- Other kingdom or national organizations

GADGETEER

Dwarves gain access to this effect via the Journeyman Wright Edge.

GIANT KILLER

In Shaintar, this Edge also takes effect when anyone of human size or smaller is fighting either ogres or minotaurs (regardless of actual Size difference).

HOLY (AND UNHOLY) WARRIOR

No player character is going to be an Unholy Warrior, but the Holy Warrior benefits are attained through **Lightbringer** (see page 75).

MCGYVER

Dwarves gain access to this effect via the Apprentice Wright Edge.

MENTALIST

This Edge is not taken directly; see **Dreamdancer** on page 73.

MR. FIX IT

Dwarves gain access to this effect via the Apprentice Wright Edge.

NOBLE

A character cannot have this Edge without GM approval, as it has a significant effect if the optional Resource Rolls system is in use.

NO MERCY

This Edge doesn't apply; as a Setting Rule, anyone can spend a benny to re-roll damage in Shaintar.

RICH & FILTHY RICH

Shaintar is not normally a setting that deals with money and the acquisition of gear. These Edges are useful more in the abstract than in specific, because they can determine a general access to resources, rather than a specific income or bank balance.

As a general rule, I don't have anyone bother with Filthy Rich; if they want that kind of access, they need to have a Noble Background, instead. Rich easily justifies a good set of armor, an expensive weapon, and a trained warhorse. Additionally, Rich characters can generally get what they want in a town or city, especially near their home territory.

Should the GM and players wish for more specific accounting, Rich characters will enjoy an annual income of 250 gold, while Filthy Rich provides annual revenue to the tune of 1000 gold.

Note that these Edges have a significant effect if the optional Resource Rolls system is in use.

ROCK & ROLL

Not available.

SOUL DRAIN

There is no need to take this Edge; its effects are available to all arcane casters as a Setting Rule.

STEADY HANDS

This will be useful for anyone shooting from the deck of a ship or astride a horse. For aevakar, the Aerial Archer Racial Edge is a better choice.

THIEF

The +2 bonus should also apply to any Agility/Common Knowledge/ Defining Interest checks that are of an appropriate nature (pickpocketing, forgery, etc.).

TRADEMARK WEAPON

Those who use identical weapons (or naturally paired weapons, such as the brinchie *Rrka* and *Lo-sska* or the Cavalier Saber and Parrying Dirk) in either hand may count Trademark Weapon for both weapons. On the flip-side, they do not get the benefit if they somehow drop or lose one of those weapons.

WIZARD

Not available; see **Mage** on page 75.

NEW EDGES

These are the new Edges particular to the Shaintar setting.

BACKGROUND EDGES

BRAVE

Requirements: Novice, Spirit d6+

Some are born with ice water in their veins. Others know fear, yet refuse to let it stay them from their goals or their duty. A Brave Hero gains a +2 on any Spirit checks dealing with either Fear or to resist Intimidation.

EDUCATION

Requirements: Novice, Noble and/or Smarts d8+

Some Heroes begin life with extraordinary access to educational opportunities. Perhaps they attended a grand university or they grew up under the tutelage of one or more great minds. Education confers 5 additional skill points on the Hero, but these points must be spent on the following: Healing, Investigation, or Knowledge skills. As well, a Hero starting with Education gets one additional language.

HEIRLOOM

Requirements: Novice

Some Heroes start with a special item, either passed on to them by their family or bestowed upon them by a mentor or patron. The player needs to come up with the

back story of how he gained this item and clear it with the GM. If approved, this Edge can be taken and the character begins play with an item that has some kind of special quality. As a general rule, either it is made of an inherently magical substance (White Silver, Everwood, or Crysarium) or it has one of the minor qualities that an Arcane Artificer is able to bestow upon an item.

All such items are subject to the GM's approval.

Note that an Heirloom item is *not* automatically Soul-Bonded to the Hero; that benefit requires taking that Edge separately.

HORSEMAN

Requirements: Novice, Agility d6+

"Born in the saddle" is more than a turn of phrase for this Hero. He learned to ride at least as soon as he could walk. Heroes with the Horseman Edge gain +2 to all Riding checks (but not when using Riding in place of Fighting). Additionally, a Horseman can mount or dismount as a free action, but not both in the same round.

TRAINING

Requirements: Novice, Agility d6+, Smarts d6+

Some Heroes begin life with a great deal more training under their belt, due either to membership in some kind of organization which values proficiency, or growing up with one or more outstanding mentors. Training confers 4 additional skill points that can be spent on any skill not covered by the Education Edge. The Hero gains one additional Defining Interest as well (though this cannot be used for a new Language).

COMBAT EDGES

BATTLE HARDENED

Requirements: Seasoned, Spirit d6+, Vigor d8+

The Hero's conditioning reflects the rigors of a martial career. He gets +2 to Soak rolls.

CHARGE

Requirements: Seasoned, Fighting d10+

The warrior is experienced at moving across a large distance and getting the most effect out of rushing their foe. He may ignore the standard multi-action penalty for



Running when making a Fighting attack. He may also initiate an attack at the end of an All Out Move (see Setting Rules on page 110).

IMPROVED CHARGE

Requirements: Veteran, Charge

If he moved at least one inch past his normal Pace, the warrior gains +2 to his damage at the end of a Charge.

CLOSE FIGHTING

Requirements: Novice, Agility d8+, Fighting d8+

This Edge is for skilled knife fighters and martial artists, typically found in the streets of Lanthor or Snake's Den, or on the beaches of Korindia. Those who master such fighting forms are adept at turning the reach of their opponent's weapon against them. Close fighters (who must be fighting with a knife or no weapon at all) move inside most weapons' reach, adding a bonus to their Parry equal to the enemy weapon's Reach +1 for that adversary (against a long sword with Reach 0, the bonus would be +1 to Parry; against a kayakor, with Reach 1, the bonus becomes a +2 to Parry). No bonus is granted if the foe is unarmed or is using a knife or similarly sized weapon.

IMPROVED CLOSE FIGHTING

Requirements: Seasoned, Close Fighting

Experienced close fighters learn how to exploit vital areas and weak spots for quick and lethal kills. The character with this Edge gets a bonus to his Fighting roll equal to his enemy's Reach +1.

DARK FIGHTING

Requirements: Novice, Fighting d8+, Notice d6+

By using hearing and other senses, some people learn how to fight in even pitch-black conditions. Conditions which would hinder the use of hearing or smell will reduce, or even negate this Edge's benefits. Dark Fighting halves all Fighting, Shooting, and Throwing penalties for lighting conditions (round down). This is not cumulative with such abilities as Low Light or Thermal Vision, but it will work in utter darkness.

DIRTY FIGHTER

Requirements: Seasoned

Some fight with honor. Some fight to win. This Edge is most likely known by thugs, pirates, and assassins. A Dirty Fighter is particularly good at Trick maneuvers, gaining a +2 bonus with them.

REALLY DIRTY FIGHTER

Requirements: Seasoned, Dirty Fighting

A master at capitalizing on every deadly opportunity if the character successfully Tricks his opponent and spends a benny, he counts as having the Drop on his target.

DOUBLE SHOT

Requirements: Veteran, Archer, Shooting d8+

The archer is trained to nock and fire two arrows at once, increasing their chance to take down particularly tough targets. The archer can fire two arrows at once with a single Shooting roll at -2. They must be fired at the same target, and the shot must be within Short Range. If successful, both arrows hit for their normal damage.

This Edge only works with bows, not other ranged weapons.

GROUND FIGHTER

Requirements: Novice, Agility d6+, Fighting d8+

Your Hero suffers no penalty to Parry or Fighting rolls while prone and may get up from a prone position with no movement penalty

HOLD OFF

Requirements: Seasoned, Strength d8+, Fighting d10+

The character is skilled at using the reach and size of a larger weapon to enhance their defensive posture. The Hero adds +1 to his Parry if using a weapon with Reach 1 or more. This is in addition to any bonus already granted by such a weapon.

LUNGE

Requirements: Seasoned, Fencer *or* Student of Forms

A lunge allows a swordsman to extend the reach of their weapon. The character gains +1 Reach to their weapon. They may not use this Edge with First Strike, Frenzy, or Sweep, and it may only be used with weapons appropriate to the Fencer Professional Edge, or by those using other swords that have Student of Forms.

NIMBLE STRIKE

Requirements: Veteran, Improved Extraction, Agility d8+, Fighting d8+

The Hero has learned to fight with great dexterity—moving in and striking quickly—then moving away before their opponent may strike. If they can move at least 2" before making an attack against an adjacent foe, they may attack and withdraw from combat without the foe, or other adjacent opponents, receiving a free attack, and without requiring an Agility roll.

The attacker is still subject to First Strike attacks from foes they move adjacent to with a Nimble Strike.

ONE AGAINST MANY

Requirements: Veteran, Fighting d10+

The Hero is a master of defending against multiple attackers, anticipating each foe's every move. Opponents gain no Gang Up bonus against him.

SHIELD EXPERTISE

Requirements: Seasoned, Agility d6+, Fighting d8+

Many soldiers train in the use of weapon-and-shield combat, but the dedicated warrior learns how to make a shield a very powerful tool for surviving combat.

A character with Shield Expertise increases the Parry value of any shield (but not bracers) by +1.

SHIELD MASTERY

Requirements: Veteran, Shield Expertise, Two-Fisted, Fighting d10+

A true master with weapon-and-shield combat learns how to use his shield offensively while maintaining the defensive value of it. Shield Mastery allows the warrior to make an attack with his shield without losing the Parry bonus it confers. Medium shields (or less) do Str+d4 damage, while a large (or greater) shield does Str+d6. Multiple Action and Off-Hand penalties still apply.

STUDENT OF FORMS

Requirements: Seasoned, At least two Combat Edges, Smarts d6+, Fighting d10+

The Hero has studied and practiced with a particular form of fighting and has developed an impressive and effective aptitude with it. The Hero chooses a particular weapon type — long swords, spears, chuktars, etc. — and gains a +1 to all Fighting rolls made with weapons of that type. Alternately, the Hero may choose one of the following to apply Student of Forms to: Martial Artist (Kor-In), Fencer, or Kalinata.

SUNDER

Requirements: Seasoned, Dwarf and/or Strength d10+

Dwarves, due to their extensive knowledge of metals and structures, or particularly strong warriors, can learn how to strike weak points in Armor to great effectiveness. Any melee attack made by someone with this Edge ignores 1 point of Armor, whether crafted or natural. This stacks with other AP bonuses.

IMPROVED SUNDER

Requirements: Veteran, Sunder

As with Sunder, but the amount of Armor ignored is raised to 2 points.

SUPERIOR DEFENSE

Requirements: Heroic and/or Kor-In, Block, Agility d8+

A character with this Edge who performs the Defend or Full Defense action gains a +4 to his Parry (instead of just +2). He also subtracts 2 from any ranged attacks against him this round, as well as adding +2 to any attempts to evade area effect attacks.

TAKEDOWN

Requirements: Seasoned, Martial Artist, Fighting d8+

The Hero has learned how to throw or trip an opponent. He may use his Fighting skill instead of his Strength when performing a Push Maneuver. As well, targets are automatically Shaken on any Raise.

THROWING SPIKE PROFICIENCY

Requirements: Seasoned, Agility d8+, Throwing d8+

The Hero has mastered the technique of holding and throwing more than one Nazatiran throwing spike in his hand, giving him a “Rate of Fire” of 3 with these subtle-but-deadly weapons. He also knows how to draw three of these spikes as a single action, or as a free action if he has Quick Draw.

TRICKY FIGHTER

Requirements: Seasoned, Agility d8+ or Smarts d8+, Fighting d8+

The Hero suffers no multi-action penalty when using a Trick in the same round as a Fighting attack. The player must choose which type of Trick this Edge applies to (Agility or Smarts) and must have a d8+ in that attribute. The Hero may take this Edge twice to apply it to both kinds of Tricks.

WAR CRY

Requirements: Seasoned, Orc, Ogre, or North-Born

The larger gobliness are able to let out great, bloodcurdling screams that can cow lesser opponents. The Northlander barbarians are also able to master this, though their technique is a little different and leans more on their spiritual beliefs in the presence of their ancestors on the battlefield.

When a War Cry is made, place a Large Burst Template adjacent to the character making the shout. The character makes an Intimidation check against all the targets within the template, and each target must make a Spirit check against the Intimidation total or suffer the appropriate consequences (see Test of Wills in the Savage Worlds core rules).

WRESTLING

Requirements: Novice, Martial Artist

The Hero has learned how to grapple more effectively. The Wrestling Edge confers a +1 on all opposed Agility or Strength rolls from a Grapple maneuver. As well, the Hero may use their Martial Artist damage instead of just their Strength when Grappling.

LEADERSHIP EDGES

FIRST AMONG EQUALS

Requirements: Novice, Command, Spirit d8+

The Hero has the strength of character that other heroes both admire and respect. This gives him the ability to influence them positively in combat situations. Heroes in the company of a First Among Equals may benefit from any other Leadership Edges the Hero has. These benefits may be enjoyed without the restriction of the normal 5” command radius; anyone who can see or hear the Hero with this Edge — and considers him a strong ally and inspiring figure — enjoys the other Leadership benefits. This only applies to Wild Cards; Allied Extras must still fall within the normal radius.

POWER EDGES

APPLICATIONS

Requirements: Novice, Knowledge (Magic) d8+, Sorcery d8+, Special

Sorcerers who reach a certain level of mastery can learn and develop Applications that modify or combine sorcery powers, which are called Principles in sorcery.

Each time this Edge is taken, the mage can select two Principles to receive a single Application each, or one Principle gains two Applications. Applications are described below; each specific use of an effect on an individual Principle (or discrete set of Principles, in the case of Linking) counts as one Application. Note the Rank requirements for Applications. Further uses of this Edge can be used to add Applications to new Principles, or to put additional Applications on previously -enhanced Principles.

Each effect added to a Principle via Applications adds +2 to the overall Essence cost to cast it. For multiple instances (as with *bolt*), each instance gets the extra Essence cost added. Thus, three 2d6 *bolts* cast with Increased Range will cost 3 Essence each.

Typically when a mage applies an Application to a power, he gives it a name; essentially immortalizing him with a specific spell which others might cast in the future.

AREA

Requirements: Veteran

This effect increases the influence of a power. When chosen, the caster must select the shape of the area: Small Burst Template, Medium Burst Template, Large Burst Template, or Cone.

Note: This does not increase the Range of the power, nor provides selectivity of targets. The caster must take the Selective or Increased Range Power Applications separately.

ARMOR PIERCING

Requirements: Seasoned

This effect is applied to any power that causes actual damage. One use of the effect grants an Armor Piercing value of 2; a second use makes the Armor Piercing value 4.

BLOCK ARMOR PIERCING

Requirements: Novice

This effect, usually applied to armor or barrier, negates the Armor Piercing effect of any attack, including any Applications using the Armor Piercing effect above.

HEAVY WEAPON

Requirements: Veteran

This effect, applied to a damaging power, causes the damage to affect structures and anything protected by Heavy Armor. This makes the power effective against castle walls, ships, and large monsters.

INCREASED RANGE

Requirements: Novice

This effect doubles the Range of certain powers or grants Range to a power that is touch only. The base Range for a power that had none before is half the caster's Spirit, with no Range increments.

For example, applying this effect to *bolt* will change the Range to 24/48/96, while applying it to *healing*, if the caster has a Spirit of d10, gives the power a maximum Range of 5.

LINKED

Requirements: Veteran

This effect allows the caster to create an Application that combines two powers into a single casting. This is the one case where an effect is applied to two powers the caster knows, instead of just one. Applying the effect a second time allows a third power to be added to the linked set.

Unlike other Applications, Linked only costs one additional Essence (though the added Essence for each linked power must be taken into consideration; Linked spells can be *very* costly).

With powers that have grossly variable effects (boost trait, for example), it is important that the Application formed from using this effect has a specific result (see the Sample Applications section below).

NO RANGE PENALTY

Requirements: Seasoned

This effect, applied to any power that can be used at Range, makes it work at no penalty regardless of the distance. This does not affect the Range of the power; that requires the Increased Range effect. This only affects the casting/targeting penalty that would normally be applied at greater distances.

SELECTIVE

Requirements: Novice

This effect is generally used in conjunction with area effect powers such as burst or blast, or applied to powers to which the Area Power Application has been added. When the power is used, the caster determines who within Range is and is not affected.

TRIGGERED

Requirements: Seasoned

This effect enables a specific power to be cast in advance and then activated as the result of a specific condition or within a pre-arranged time frame. A triggered power requires a great deal of focus. Each instance of a maintained triggered power incurs a -2 to further casting rolls. The GM is advised to approve which powers he deems modifiable by the Triggered effect and exactly how they may manifest.

For example, a sorcerer might create an Application using *blast* and Triggered, establishing a temporarily trapped door while he attempts to escape from pursuing childer beasts. The next time anyone opens the door, the *blast* goes off.

As another example, a sorcerer may cast a Triggered *dispel* Application when going into a situation where an enemy caster is present, he'll likely cast it to go off against the first power cast against him.

SAMPLE APPLICATIONS

ALAIN'S UNERRING DART

Requirements: *bolt*; Increased Range, No Range penalty

For +4 Essence, the Range of the bolt power is extended to 96, and there is no Range penalty applied.

AUBERIK'S ARMOR ENHANCEMENT

Requirements: *armor*; Block Armor Piercing

For +2 Essence, the armor power is enhanced to negate any Armor Piercing bonus an attacker may have against the target.



AUBERIK'S INSTANT FORTRESS

Requirements: *barrier*; Block Armor Piercing, Triggered

For +4 Essence, *barrier* can be set to go off the moment the caster detects any kind of attack, and it will negate any AP effect.

BRAN'S EXPANDED AWARENESS

Requirements: *boost trait*; Linked x2

For +2 Essence (meaning a total of 8), *boost trait* can be cast to enhance Smarts as well as the target's Notice and Tracking skills by the same amount (one die type, or two with a raise).

BRAN'S SHARED DEFENSES

Requirements: *armor, deflection*; Area, Linked

For +3 Essence (for a total of 7), *armor* and *deflection* can be shared by anyone within a Large Burst Template, with the caster at the center.

FANDRIGAR'S LONG HEALTH

Requirements: *boost trait, warrior's gift*; Linked

For +1 Essence (for a total of 7), *boost trait* (Vigor) is linked to *warrior's gift* (Hard to Kill).

GABRIEL'S CLUMSY OAF

Requirements: *lower trait*; Linked x2

For +2 Essence (meaning a total of 8), *lower trait* can be cast to deplete Agility as well as reduce the target's Fighting and Shooting skills by the same amount (one die type, or two with a raise). Note that a target's Parry is affected when Fighting is lowered.

GABRIEL'S DODDERING FOOL

Requirements: *lower trait*; Linked x2

For +2 Essence (meaning a total of 8), *lower trait* can be cast to deplete Smarts and also reduce the target's Notice and any Smarts-based Arcane Skill by the same amount (one die type, or two with a raise).

GABRIEL'S WEAK CHILD

Requirements: *lower trait*; Linked

For +1 Essence (meaning a total of 5), *lower trait* can be cast to deplete the target's Strength and Vigor by the same amount (one die type, or two with a raise). Note that a target's Toughness is affected when Vigor is lowered.

KAINE'S PIERCING SPEAR

Requirements: *bolt*; Armor Piercing x2

For +4 Essence, the *bolt* power gains an Armor Piercing value of +4.

KAINE'S TOWER BANE

Requirements: *bolt*; Heavy Weapon, Increased Range

For +4 Essence, the *bolt* power has Range values of 24/48/96 and becomes a Heavy Weapon.

LURIEN'S BATTLE ENCHANTMENT

Requirements: *boost trait, warrior's gift*; Linked x2

For +2 Essence (meaning a total of 10), *boost trait* can be cast to enhance the target's Strength and Fighting by the same amount (one die type, or two with a raise). At the same time, the caster grants the Combat Reflexes Edge to the recipient. Note that the target's Parry is raised by an increase to Fighting.

UBREK'S SURPRISE CHAOS

Requirements: *havoc*; Triggered

For +2 Essence, *havoc* can be cast on an item or area, set to go off when unwanted company comes in contact.

YOZ'S SIEGE ENDER

Requirements: *blast*; Armor Piercing, Selective

For +4 Essence, the *blast* power is given the extra punch of AP 2 as well as becoming Selective, allowing the caster to avoid harming allies in the area of effect.

EASY MAGIC

Requirements: Veteran, Arcane Skill d8+, Knowledge (Magic) d8+

Some powers become second nature to a caster, either through intense practice or constant use. When this Edge is taken, the player chooses one of the Hero's powers. Whenever this power is cast, a simple success will result in a raise effect automatically. The power must have a raise effect to begin with for this to be applied.

This Edge can be taken multiple times; each time, apply it to a new power.

ESSENCE LINK

Requirements: Seasoned, Spirit d8+, Arcane Skill d8+, Knowledge (Magic) d6+

Casters with this Edge have learned how to share their Essence with other casters of the same style to aid in the casting of powers, performing rituals, or crafting items. Each person wishing to give or receive Essence must have this Edge for it to work, and all casters involved in the sharing of Essence must be of the same style (all priests or all sorcerers). As an action, a caster can transfer Essence by making an Arcane Skill check; for each success and raise, the caster can transfer 1d4 Essence to another caster. This roll can Ace.

The recipient must also make an Arcane Skill roll at the same time. This requires the casters to coordinate so they are going on the same initiative result. Each success and raise allows the recipient to roll a d4, and these dice can also Ace; this total indicates the maximum they can effectively take in this round. The received Essence can exceed the caster's normal total, but the excess fades away at a rate of one point per hour. Use of Essence Link is an action for both the donor and the recipient, but it can be combined with actually casting a power if the usual multi-action penalty is applied.

EXCEPTIONAL RAPID RECHARGE

Requirements: Heroic, Improved Rapid Recharge, Spirit d8+

The arcane caster with this Edge recovers Essence at a rate of one point every five minutes.

EXPANDED UNDERSTANDING

Requirements: Seasoned, Smarts d8+, Knowledge (Cosmology) d6+, Knowledge (Magic) d8+

Some arcane casters seek to breach the boundaries of their traditions, mastering powers that are normally not a part of their style. This can make them both dangerous and suspect by others in their orders, depending on what they seek to learn. This Edge can be taken once per rank, starting at Seasoned. When this Edge is taken, a power from a style other than the Hero's can be immediately learned. They must still meet the Rank requirement for the power. Such choices are subject to the GM's approval and may require some roleplaying and use of the Investigation skill. Alternately, this Edge may be used by druids, priests, adepts, necromancers, or acolytes to make use of the Applications Edge (normally restricted to sorcerers). This use of Expanded Understanding is still restricted to once per Rank.

HARD TO RESIST

Requirements: Veteran, Spirit d8+, Arcane Skill d10+, Knowledge (Magic) d6+

Some arcane casters specialize in overcoming resistance to their powers, thus learning tricks and techniques that will bypass the usual means to defend against magic. The arcane caster with this Edge gains a +4 to his casting skill for the purpose of winning an opposed check with the target of his magic.

MAGIC PROFICIENCY

Requirements: Seasoned, Knowledge (Magic) d6+

The caster has learned to better control one of his powers and gains +2 to skill (or attribute) rolls with the chosen power in question. This Edge may be taken once per Rank, with the Hero selecting a new power each time.

PROFESSIONAL EDGES

ADEPT

Requirements: Novice, Spirit d8+, Vigor d6+, The Way d8+

Adepts are masters of the body and mind, tapping their own internal Essence reserves to the maximum potential. Theirs is the power to know, and even change, thoughts. On becoming an adept, the character immediately gains the Arcane Background (Psionics) Edge, although the adept's Arcane Skill is instead called The Way, and is based on Spirit, not Smarts. Their powers are called Disciplines. Adepts begin with three Disciplines and a base pool of ten Essence. Adepts also have "Aura Sense;" they are able

to detect arcana at will, using their Spirit as a check. A Knowledge (Magic) check is required to identify what type of magic is at work, and a raise will tell what power is in effect, if any. Adepts gain a +2 to identify psionic powers.

ALCHEMIST

Requirements: Novice, Smarts d8+, Alchemy d6+

Masters of bubbling cauldrons and strange experiments, alchemists are able to create potions, salves, and other concoctions imbued with amazing magical properties. The alchemist begins with the Arcane Background (Alchemy) Edge. The Arcane Skill is called Alchemy and is based on Smarts. Alchemists begin with 4 powers, called Formulae, and a base pool of 5 Essence. In addition, a beginning alchemist starts with 1d4+2 potions already prepared. See the Arcane Background (Alchemy) for more information (page 97).

ARCANE ARTIFICER

Requirements: Seasoned, Adept, Alchemist, Druid, or Sorcerer, Knowledge (Crafting of the relevant items) d8+, Knowledge (Magic) d10+

The realm of Shaintar is a truly magical one, and the flows of Essence have become stronger than ever in recent years. Those who study the application of enchanting mystical essences can become great assets to whomever they are serving or working with.

On taking this Edge, the Artificer may craft (or modify) an item that adds one of the following Minor Qualities:

- +1 to a Trait roll; it should be somewhat relevant to the function of the item.
- +1 damage done by a weapon.
- +1 AP for a weapon.
- +1 Armor for a suit of armor.
- +1 Parry for a shield, set of bracers, weapon, or other item.
- +5 Essence (of the type related to the Artificer; this Essence recovers at a rate of 1/hour).
- Reduce the weight of the item by half.

- Increase the Coverage of a suit of armor (applying an additional -1).

- Provide a bonus of one less Maintenance penalty for an arcane caster.

- Provide a bonus of +2 for arcane casters to resist Disruption.

- Any other Minor Quality that the GM approves.

Assuming the artificer is always “fiddling” with devices when able (not locked in a dungeon, for example), and has adequate tools (normally a box that weighs around twenty pounds), he may make a Knowledge (Magic) roll at -4, and a relevant Knowledge (Crafting) roll at -2 when they gain an Advance. If successful, the artificer adds another Minor Quality to any item of their choice. This could be a personal weapon, the cloak of friend, or any other item of their choice. If time is set aside specifically to use this ability, it takes 1d4+1 hours.

No item may have more than three of the same Minor Quality; only Master Artificers (see Shaintar: Legends Unleashed) can exceed this limit.

Magical Substances: When working with inherently magical materials (such as White Silver, Crysarium, and Everwood), all rolls involved in enchantments have a +2 bonus.

Appropriate Locations: If the work is being done in a location appropriate to the Artificer (a temple for a priest; a sacred grove for a druid; a mystical lab for a sorcerer or alchemist), the GM may award a +2 for any required rolls.

Stacking: Bonuses from enchanted items don’t stack, so a sword with +3 (Fighting) wielded by someone with gauntlets having +2 (Fighting) gets only the higher of the two.

ARCHER

Requirements: Veteran, Marksman, Agility d6+, Shooting d8+; only works with bows

Archers are among the most prized common soldiers in any military. Those who train in advanced techniques learn how to master the bow in all conditions, and they can compensate for many difficulties. Archers reduce all called shot, range, and cover penalties by one.

CAVALRYMAN

Requirements: Seasoned, Fighting d8+, Riding d8+, Mount must be trained for combat

This Hero knows how to make the most of mounted combat. When performing a Mounted Charge, the Cavalryman gets a +2 on his Fighting roll as long as he moves at least 6" in a straight line before attacking. This is in addition to the normal +4 damage. The Hero suffers no multi-action penalties for doing a Mounted Charge, even if the mount "Runs".

DREAMDANCER

Requirements: Seasoned, Adept, Spirit d8+, The Way d6+

The Dreamdancer Guild of adepts trains its members to be masters of the mind. They focus primarily on the areas of telepathy and illusion. Upon completion of his or her training, a Dreamdancer gains the Mentalist Edge.

DRUID

Requirements: Novice, Spirit d8+, Channeling d6+

Druids are the living conduits of the power and will of the Ascended. They are no mere worshippers; they are partners with the Ascended, working to keep the Four Paths (Nature, Earth, Sky and Sea) strong and vital in the world. Druids automatically start with the Obligations (Major: Four Paths) Hindrance, and failure to follow the will of the Ascended or committing acts against Life could result in very harsh consequences. These can range from a temporary loss of powers to even falling very ill (long-term Fatigue levels), depending on the egregiousness of the transgression (the GM is left to decide).

Once initiated as a druid, the character immediately gains the Arcane Background (Miracles) Edge, although the druid's Arcane Skill is called Channeling instead of Faith. Their powers are called Gifts. Druids begin with two Gifts and a starting pool of ten Essence. Druids also have "Aura Sense," able to *detect arcana* at will, using their Spirit as a check. A Knowledge (Magic) check is required to identify what type of magic is at work, and a raise will tell what power is in effect (if any). Druids gain a +2 to identify powers of Life.

BARD

Requirements: Novice, Spirit d6+, Smarts d6+, Knowledge d4+ (at least 2 appropriate skills, such as History, Cosmology, or Politics), Persuasion d8+

The bringers of news and entertainment around the world, Bards are a respected, though sometimes mistrusted, lot. They are well educated and well-traveled, taking every opportunity to learn a new tale or a new piece of news. Bards are skilled orators, jugglers, singers, and musicians. They are also capable negotiators, and in many smaller towns they are called upon to arbitrate disputes. Bards may expect hospitality almost anywhere they go. They also gain a +2 on any Knowledge checks that have to do with the stories and lore of Shaintar. Bards all know how to play multiple instruments, sing, juggle, and tell good stories. They use their Persuasion skill in performing such feats, and affect entire crowds in doing so. Finally Bards enjoy a +2 Charisma among those who respect their gifts and knowledge.

ELIXERIAN

Requirements: Novice, Alchemist, Smarts d8+, Alchemy d8+, Knowledge (Magic) d8+

The preparation of alchemical potions is a slow, exacting process. Some versatile alchemists have the knowledge and talent to create elixirs — short-lived concoctions that are less stable than true potions, but highly versatile. Once per game session, an alchemist can create an elixir, provided he has access to sufficient materials (at the GM's discretion, though "scraping together" stuff is appropriate to the effort). The elixir can be of any Formula that alchemists have access to (even if the Hero doesn't know it as one of his personal Formulas). The maximum points that can go into the elixir are equal to half of the alchemist's total. It takes thirty minutes to concoct the elixir. Such elixirs, for all their versatility, are highly unstable. They will only remain potent for 1d4 hours. As well, making one is very dangerous; the Mishap rules for Alchemy apply, with the added risk that an explosion happens if the first roll is a one on the Alchemy die (regardless of Wild Die); no second roll is necessary.

FAMILIAR

Requirements: Novice, Druid, Knowledge (Cosmology) d8+

The druid has acquired an animal familiar. The creature gained varies with the druid's Rank when he first takes this Edge. Use the Available Familiars table to determine the type of animal a druid can choose.

AVAILABLE FAMILIARS

Rank	Animal Types
Novice	Hawk, rabbit, cat, snake
Seasoned	Dog, wolf, deer, mule
Veteran	Lion, riding horse, tiger
Heroic	Bear, bull, warhorse, elephant, rhino, great shark, or a smaller magical creature
Legendary	One of the Soulbright (see next page)

The druid and the familiar acquire the Loyal Hindrance to each other. The familiar is not a slave and can refuse to follow orders, especially ones that will cause it harm. Unless ordered otherwise, the familiar follows its natural instincts. For example, a cat familiar may stop to chase a mouse, take a quick nap, or sate its curiosity about a small hole, and it's likely to hide during combat.

The strong bond allows the familiar to resist the effects of beast friend. Each Rank of the druid adds +1 to the creature's Size for the purpose of how much Essence is needed to control it.

Both can understand each other's speech. To others, the familiar is simply making animal noises, whereas the druid speaks his normal language.

The familiar is a Wild Card with respect to wounds and the Wild Die, but has no bennies. The druid may spend bennies for the familiar, however.

A druid can dismiss a familiar to gain another if he chooses.

Each additional time this Edge is taken, the druid can pick one of the abilities below. Each ability may only be taken once. The druid may take this Edge only once each Rank. Taking it during character creation allows the character to take it again while he's a Novice.

Abilities

- The druid can transfer wounds and Fatigue levels to or from his familiar as a free action.
- The druid may increase one attribute of his choice which is lower than that of the familiar by one die, to a maximum of d12.
- The druid can use the familiar's senses as if they were his own. This requires concentration. The maximum Range for this ability is the druid's Smarts x100 yards.
- The familiar can use the druid's Combat Edges as its own.
- Any Gifts the druid casts on himself also affect the familiar. If he casts armor with a raise, both he and his familiar gain +4 Armor for the Duration, for example.
- The familiar has 5 Essence, which the druid may use as if it was his own. They recharge at the same rate as the druid's (usually one point per hour).

Soulbright: There are certain bloodlines of many animal types that are true paragons of their species. No mere animals, they are intelligent and self-aware beings capable of great wisdom and exceptional friendship. These are creatures that descend from those that came directly from Corelisia when the world was new.

To create a Soulbright creature, simply pick a base animal from the Savage Worlds core rules (or any source the GM approves) and then build it up as a Novice character (5 Attribute dice, 15 Skill points, a Major and two Minor Hindrances, and Edges, Attributes, and/or Skills to balance the Hindrances. If a less powerful creature than Heroic is chosen, the GM should allow some level ups to balance that. For example, a Soulbright wolf should probably start as Veteran or even Heroic creature.

FENCER

Requirements: Novice, Agility d6+, Fighting d8+

In the Prelacy of Camon, they've developed the art of fencing to a fine, disciplined, martial form. In the Freelands and the Pirate Archipelagos, the forms are much less structured and far more brazen. The essence is the same, though; masters of the rapier, saber, or similar weapons become exceptionally skilled at defending themselves, as well as exploiting opportunities to place a well-aimed thrust. Fencers gain a +1 Parry while unencumbered and they gain a +1 to offset any called shot penalties. Both of these bonuses require them to be armed with a rapier, saber, or similar light weapon.

LIGHTBRINGER

Requirements: Veteran, Priest of Light, Spirit d10+, Faith d8+

Many are called to the Light, but some are so driven that they become living icons of Archanon's Will. These beings are called Lightbringers, and they are Shaintar's greatest hope against the Darkness and Flame. Lightbringers can invoke the light Miracle at will, with no roll and no Essence cost. This is their "Celestial Aura," and in addition to the illumination effect, the Aura grants the Lightbringer the ability to use Intimidation or Persuasion on multiple targets within his aura's radius. Lightbringers also gain the Holy Warrior Edge, usable against all creatures of Darkness or Flame and their servants.

MAGE

Requirements: Seasoned, Sorcerer, Smarts d8+, Knowledge (Magic) d8+, Sorcery d6+

The path of sorcery is a difficult one. Each practitioner struggles constantly to master the eldritch forces at their disposal. Some achieve a level of mastery that entitles them to be addressed as a mage. This confers the Wizard Edge on the sorcerer (renamed as the Mage Edge). In addition, he is no longer subject to the automatic wound effect for a "snake eyes" roll during casting, though he still suffers normal Backlash results.

MERCHANT

Requirements: Veteran, Trader, Persuasion d10+

The Trader has improved his craft to masterful levels, making him extremely valuable to anyone who seeks anything of importance or quality. A Merchant gets a d10 Wild Die on any rolls involved in finding and negotiating the price of an item. If the optional Resource Rolls system is being used, this applies to all of his Resource rolls. Additionally, all attempts take only a half hour, or one-quarter of an hour if he has relevant Connections where the transaction is taking place.

ORDER OF THE AZURE CITADEL

Requirements: Novice, Adept, Spirit d8+, The Way d8+

The Brothers and Sisters of the Azure Citadel strive for the perfect balance between body, mind, and soul. They seek internal perfection, that they may make the world more sublime by their efforts. They know the history of adepts in Shaintar, and they strive with great effort to improve the image of adepts in society. To this end, they have a strong alliance with the Order of the Jade Flame. A member of this order may spend a benny to substitute his Spirit die for any single Trait roll he must make.



PALADIN OF LIGHT

Requirements: Novice, Spirit d8+, Strength d6+, Vigor d8+, Fighting d8+

Paladins of Light are the warrior-champions of the new church. They defend the church, attack enemies of Light, bring law and justice wherever it is needed, and serve as examples to the people of Shaintar. All paladins of Light are under the Obligations (Major: Church of Light) Hindrance automatically, and they will likely lose their powers (and possibly worse) if they stray from the Light too far. Paladins gain the ability to detect Flame and Darkness at will. They must make a Spirit check, and the ability works in a radius around them equal to their Spirit. In addition, they gain the Champion Edge, usable against all creatures of Darkness or Flame and their servants.

PRIEST OF LIGHT

Requirements: Novice, Spirit d8+, Faith d6+

Those called to the Light may be blessed by the Lord of Light, Archanon, to channel his holy celestial power to do great deeds in the world. Such priests are not only spiritual leaders, but also active agents for the Will of Archanon in Shaintar. All priests of Light are under the Obligations (Major: Church of Light) Hindrance automatically, and they will likely lose their powers (and possibly worse) if they stray from the Light too far. On becoming a priest of Light, the character immediately gains the Arcane Background (Miracles) Edge. They begin with two powers, called Miracles, and a base pool of ten Essence. Priests also have "Aura Sense;" they are able to detect arcana at will, using their Spirit. A Knowledge (Magic) check is required to identify what type of magic is at work, and a raise will tell what power is in effect (if any). Priests gain a +2 to identify powers of Light.

SAVANT

Requirements: Seasoned, Alchemist, Arcane Artificer, Smarts d8+, Alchemy d8+

Savants are experts in all matters dealing with the arcane properties of materials. Theirs is the sublime fusion of alchemical training and artificer artistry. Savants require only half the time and material costs to concoct their potions, or to enact enchantments via Arcane Artificer and Master Artificer. As well, they gain a +2 on all rolls related to crafting potions, as well as enchanting items through the use of Artificer/Master Artificer.

SCROUNGER

Requirements: Novice, Persuasion d6+, Streetwise d8+

Some people are just very skilled at knowing how to find what they need in an urban setting. They know where to look, who to talk to, and how to get a good deal. They can even manage good barter in place of having enough cash. A Scrounger can make a Streetwise check in any city (-2 in towns or large villages) to find a needed item or resource. With a raise, they can get an excellent deal on it, perhaps even getting it for "free" so long as some sort of trade is worked out, usually in the form of a special service. With two raises, they've managed to come up find the item with no strings attached (GM's discretion).

If the optional Resource Rolls system is being used (see the Gear section on page 79), the Scrounger makes a Streetwise roll; for a success and each raise, the Availability Rating is lowered by one category (to a minimum of Common, or +0). Note that the Scrounger cannot alter the Value Rating of the item this way, only the Availability Rating.

SEAFARER

Requirements: Novice, Agility d6+, Boating d8+, Climbing d6+

The seas around Shaintar are treacherous indeed, and it takes a special kind of person to thrive on them. Those that do are worth twice their weight in gold aboard a seaborne ship. Seafarers enjoy a +2 to Boating, as well as any Climbing, Survival, or Knowledge checks made in relation to a ship.

SLAYER

Requirements: Seasoned, Knowledge (Flame and/or Darkness) d6+, at least 2 battles with creatures of the type in question

Some sense a calling, others are driven by revenge, while some just become very good at what they do. When this Edge is chosen, the character must declare themselves either a Demon Slayer (which applies to all creatures of Flame or who are Flame-blooded) or an Undead Slayer (which applies to all creatures of Darkness or those who are Corrupted). When fighting creatures of the type the Slayer specializes in, their damage for a raise is a d12 instead of a d6. They may make the appropriate Knowledge roll at +2 to know the weaknesses and vulnerabilities of their chosen opponents.

SORCERER

Requirements: Novice, Smarts d8+, Sorcery d6+

Sorcerers have an inherent understanding of the Patterns and develop the ability to tap into the Aether to alter reality in specific ways. Most strive to learn even more, achieving the titles of mage, or even archmage. However, even a raw, untrained, sorcerer can be quite dangerous. On becoming a sorcerer, the character immediately gains the Arcane Background (Magic) Edge, although the sorcerer's Arcane Skill is called Sorcery. Sorcerers begin with three powers, called Principles, and a base pool of ten Essence. Any sorcerer with a Smarts of d10 or greater gains the cantrips power for free. Sorcerers also have "Aura Sense;"



they are able to detect arcana at will, using their Spirit. A Knowledge (Magic) check is required to identify what type of magic is at work, and a raise will tell what power is in effect (if any). Sorcerers gain a +2 to identify powers of sorcery.

Backlash: Sorcerers tap a dangerous power when they touch the Aether. In addition to being Shaken on a Sorcery roll of one (regardless of Wild Die), if they roll "snake eyes," they suffer a wound.

SOULGUARD

Requirements: Seasoned, Druid, Spirit d8+, Channeling d8+, Fighting d10+

Some druids come to see Darkness and Flame as enemies not only to defend against, but to actively seek out and destroy. Such druids become much more martial in their approach, focusing more time and energy on direct combat than most of their brothers and sisters. Soulguards gain the Champion Edge, usable against all creatures and servants of Darkness or Flame.

TRADER

Requirements: Novice, Spirit d6+, Persuasion d6+

There are those who have a special knack for traversing the roads of commerce, finding the hard-to-find and getting the best deals for what they need. A Trader gains a +2 on any rolls involved in finding and negotiating the price for purchased items. If the optional Resource Rolls system is being used (see the **Gear** section on page 79), this applies to all of his Resource rolls.

WARRIOR-ADEPT OF THE JADE FLAME

Requirements: Seasoned, Adept, Spirit d8+, Strength d6+, Vigor d6+, Fighting d8+, The Way d8+

One of the many special orders of adepts, this order focuses on developing the powers of psychokinesis and biokinesis. Through applications of force and physical adaptation, these adepts train to become warriors as much as users of psionic energy. They also dedicate themselves to acting in a manner that promotes positive images for adepts, often taking roles similar to that of paladins and Soulguards. The Order of the Jade Flame is akin to that of a knighthood, though they avoid such titles. However, they are regarded in many places in the Southern Kingdoms with the same level of respect. Warrior-Adepts can use the following Disciplines as a free action (but they can still only cast one Discipline in a round): *analyze foe*, *armor*, *boost trait*, *deflection*, *smite*, *speed*, and *warrior's gift*. When casting as a free action, they may only affect themselves with the Discipline; they cannot bestow the Discipline on anyone else, as that requires a normal action.

SOCIAL EDGES

FAST TALKER

Requirements: Novice, Spirit d6+, Persuasion d6+

Sometimes it's better to convince an enemy to surrender, or just walk away, or even switch sides, rather than just insult him and make him more inclined to fight. A Fast Talker can initiate a Test of Wills in combat with his Persuasion Skill, opposed by the target's Spirit. The usual effects may be applied, but depending on the roleplay of the moment, the GM may instead choose to use the Reaction Table from the core rules to interpret how the enemy responds.

The Iron Will Edge defends against this ability. A Hero with the Glib Edge can treat the use of this Edge as a Free Action (though what else he does while attempting to persuade someone will affect the outcome).

FRIGHTENING/IMPRESSIVE

Requirements: Novice, Spirit d6+, Intimidation d6+

Some folks are very Frightening in their appearance and presence, while others project a highly Impressive bearing. This Edge allows the Hero to apply his Charisma modifier to any Intimidation checks; if it is negative, the Edge counts as Frightening (and the value is inverted as a bonus), while a positive modifier counts as Impressive. The maximum amount of modifier from Charisma that should be permitted for the Intimidation check is +4.

GLIB

Requirements: Seasoned, Spirit d6+, Taunt d6+

There are those who fight as much with words as with steel or fists, rattling off a constant chatter full of jibes, insults, and wisecracks intended to keep their opponents off balance. These folks are capable of Taunts timed right before a well-placed blow. A Glib Hero can perform a Taunt as a Free Action.

WEIRD EDGES

SOUL-BONDED ITEM

Requirements: Seasoned, Spirit d6+

Throughout the history of Shaintar, the flows of magic have been strong enough that some individuals of great worth develop mystical connections to the items they use. This trend has increased greatly in the most recent years; some believe it is tied to the appearance of the mysterious Filaments and Loci, all evidence that the very Patterns of magic and creation in Shaintar are somehow changing. In taking this Edge, the player selects one of his Hero's items — a sword, a suit of armor, a staff, a pendant — and undertakes to develop some kind of story regarding how he came to own it. It may be as simple as random chance, or as developed as the long history of a family heirloom. The item in question gains two Minor Qualities; look at the list under Arcane Artificer (see page 72) for appropriate suggestions. The GM must approve all choices, and they should be story-driven and appropriate to the item in question.

IMPROVED SOUL-BONDED ITEM

Requirements: Veteran, Soul-Bonded Item (same item)

In taking this Edge, the player may now select another Minor Quality as well as a power to add to the item. If there is a Duration for the chosen power, it will only last for the base Duration and must be re-activated with an action. If the Hero is not an arcane caster, he must use his Spirit to activate or use the power. If there are any extra effects for the power based on added Essence being spent, the Hero can add each such effect by suffering a -1 to his roll to use the power. The chosen power can only be up to one Rank higher than the Hero, and the GM must approve the choice.

GEAR IN SHAIN TAR

It is important to note, right up front, that Shaintar is not meant to be a world where asset management is a concern. Heroes should start with what makes sense for their characters, in the context of the story being told. If they are young Grey Rangers, then they will be well equipped with at least basic gear (and those who are Rich or Noble may have a few extra items of superior quality). If they are a group of ex-slaves escaping the Kal-A- Nar Empire, they'll likely have little more than sticks, rusted swords, and scraps of leather for armor.

RESOURCE ROLLS

This is an alternate system for the management of resources and the acquisition of gear that avoids the specific tracking and accounting of money in favor of a fast and fun dice-based approach. It is an optional system to use as you see fit. During the course of a campaign, resources often grow and can be broken down into three broad categories: scant, moderate, or great.

In this system (and in the **Gear** section), each item has a Value Rating and an Availability Rating, both listed as a modifier. GMs should feel free to alter both ratings per the situation; some places may have a surplus of a particular type of item, while others may have very little chance of having something like that on hand.

And, naturally, the laws of supply and demand will rule: If something has a high Availability penalty (meaning it's in short supply), it will likely be much more expensive, thus having a harsher Value Modifier.

Value	Rating
Cheap	+2
Moderate	+0
Expensive	-2
Exorbitant	-4
Priceless	-6

Availability	Rating
Surplus	+2
Common	+0
Uncommon	-2
Scarce	-4
Rare	-6

Heroes have a die rating, called Resources. This is an indication of how much money and barter-worthy stuff they have on hand. The GM assigns each Hero a rating, using the following as guidelines:

Condition	Die Code or Adjustment
Typical Hero	d6
Greedy (Minor)	+1 to rolls
Greedy (Major)	+2 to rolls
Outsider	-2 to rolls
Poverty	d4
Noble	d8
Rich	d8*
Filthy Rich	d10*
Connections (if appropriate and available)	+2 to rolls
Streetwise	+1 per success and raise; -2 for failure.
Persuasion roll (Charisma modifiers apply to this roll.)	+1 per success and raise; -2 for failure.
Intimidation roll	+1 per success and raise; run out of town for failure

* - When a character suffers a loss to his Resource Die, it will regenerate back to this level at a rate of one die type per month.

At any point in the story where the Heroes come across access to treasure or resources of significance, the GM should raise their Resource die type by one or two levels, the latter if they come across a real hoard. Heroes can also simply give one or more die levels of Resources to other characters, literally one for one. As a general rule, Heroes should get a Resource die increase once per Rank, at least, up to a maximum of d10 (d12 if the Hero has either Noble or Filthy Rich).

When a Hero wishes to buy an item, the GM generates modifiers by the means described above. The Hero then rolls his Resource roll; this is a Trait roll, so it has Die and can Ace. If he succeeds, the item is acquired. If the item is attained, a second Resource roll is required. A cost roll is made against a standard success level of the item's Value Ratings applied. On a failure, the Resource die drops two levels. On a success, the Resource roll drops one level. On a raise, the die level remains unchanged.

A group of Heroes may make cooperative Resource rolls to aid the primary purchaser. Each success and raise gives the primary purchaser a +1 on their Resource roll. A second roll to determine cost is made as usual, but if the Hero to the support of the group, he only loses a die level of Resources on a failure, and nothing otherwise. Any Hero using his Resource Trait to help another loses the ability to make any purchases during that same period of time.

The time to seek out the item and make the acquisition is usually about 1 hour per level of the Availability Rating of the item; one hour for a Surplus item, two hours for a Common one, five hours for a Rare one. The attempt can normally be retried if there's a failure, unless the GM decides that the item is simply not available in the area.

RESOURCE ROLLS IN ACTION

One: Gorim wants to buy a new axe, and his Resource die is a d8. The GM uses the standard modifiers: +0 for Value, and +2 for the Availability.

Gorim rolls his d8 and a Wild Die and gets a 5 and a 1. Adding the +2 total modifier, he's got a 7 and a 1, so he bought the axe.

He then rolls again, getting a 5 and a 2, so his Resource die goes down a level to a d6.

Two: Lan'toff seeks a suit of Shay'von Leather Armor in a town fairly far away from any elven settlements. The GM decides to use the full Value and Availability modifiers. This means the eldakar mage is facing a total penalty of -12 to the roll!

His own Resource die is a d8. Others in the party decide to help him. Alaria rolls a 9, giving him a +1. Arianna rolls a 9, giving him a +2. The GM decides to employ Persuasion and rolls a 6; with his Charisma, this becomes an 8, giving him a raise. The GM adds another +2, for a total of +5 to his Resource roll. The GM rolls an 8 (the Resource die aces) and a 5; he re-rolls the Wild Die and gets a 1, so he has a total of 13, which is enough to buy the armor.

and comes up with a 4, making the roll a 12. With his +5, he gets a 17. Even with the -12, he's generated a success result and he has acquired the Shay'von Leather armor.

He then rolls his Resource die check again, this time getting a 3 and a 2 (the +5 from before doesn't apply). At a -6 Value penalty, his final total is a -3. Because members of his group helped him, it's not as disastrous as it could be; instead of losing two die levels, as he would have on his own, his Resource die merely drops to a d6.

Three: Erasmus Flint is in Lanthor, and needs to get his hands on an elvish long sword for one of his upcoming schemes. This has a -12 penalty. Erasmus has access to a great deal of resources, giving him a d10, and his local connections give him a +2 to his roll. He's able to get a couple of raises on a Persuasion roll, giving him +3 more.

He rolls and gets an 8. Even adding his +5, he can only generate a 13 — not enough with a -12 modifier, and the GM determines he's not going to find an elvish long sword anytime soon.

He doesn't have to roll the second Resource roll, since he didn't really spend anything.

Liner Notes: Load Limits

I don't pay a whole lot of attention to them. Instead, I pretty much "eyeball" it, mostly relying on the players to be reasonable.

If I catch someone with a d4 or d6 Strength trying to wear heavy armor and carry a maul, I will call them on it, whereas someone with a d10 Strength and Brawny will generally be able to carry most anything they want.

The biggest thing to consider on a fantasy-genre character is their armor. I give d4 Strength characters either no armor, or leather. Characters with d6 Strength get leather, studded, or maybe scale, while d8 Strength characters get scale or chain. Those who start with d10 Strength or better may start with plate-and-chain, if the story and their background warrant it, or they have a decent starting Resource die.

GEAR LISTS AND DESCRIPTIONS

Assuming the characters start in any kind of non-deprived situation, they begin with gear, armor, and weapons that make sense for their backstory, skill set, and attributes. A GM may wish to use the Resource Rolls system right from the start for character creation or just assign Gear. Even if you don't wish to use it for the whole process, you should certainly feel comfortable using it in cases where a player wants his Hero to start with something extraordinary.

In the accompanying Liner Note on "Load Limits," there's a good thumbnail guide for assigning armor. Bear in mind that it takes someone with good resources to start with plate-and-chain, and only under an extraordinary set of resources and circumstances should a character begin with plate armor, such as a strong knight with a Noble background. Again, using the Resource Rolls system can help simplify this.

It is important to note that Shaintar has a slightly different set of listings for armor. In addition, many other items have been adjusted to fit more naturally with the technology, craftsmanship, development, and economics of Shaintar.

In the typical Shaintar campaign, the heroes are not only assigned their armor and weapons, but also get any basic incidental equipment that makes sense. You should feel free to keep it very simple: "You have basic survival gear and a week's worth of rations, in addition to your clothes, armor, and weapons." Just give them the various kits and packs listed below that apply and move on.

However, if you have players who want more details or are much more into what they are carrying and what they might have for contingencies, have them present you with a list of specifics.

If you prefer the more traditional approach, that's fine too. All costs listed are in copper pieces, the basic unit of currency in Shaintar that fulfills the role of a dollar in modern currency; a silver piece is worth ten coppers, while a gold piece is worth a hundred. The average Shaintar character will begin with 500 coppers, while a rich one will start with 1500 and a Filthy Rich one will have 2500.

Something with a "n/a" cost, however, must be found on a quest or granted as a gift. These are items that are rarely traded and are not available under any normal circumstances.

ARMOR

Type	Armor	Coverage	Weight	Cost	Value	Availability
Partial Leather	+1	-2	10	35	+2	+2
Full Leather	+1	-4	15	50	+2	+2
Partial Scale	+2	-2	15	200	+0	+0
Full Scale	+2	-4	20	240	+0	+0
Partial Chain	+3	-2	20	350	+0	+0
Full Chain	+3	-4	25	500	+0	-2
Partial Plate & Chain	+4	-2	25	750	-2	-2
Full Plate & Chain	+4	-4	40	900	-2	-2
Partial Plate	+5	-2	40	1200	-2	-4
Full Plate	+5	-4	50	1600	-4	-4
White Silver Chain	+4	-4	10	n/a	-6	-6
Shay’Von Leather	+2	-4	5	n/a	-6	-6
Cavalier Armor	+2	-5	18	n/a	-6	-4
Korindian Studded	+2	-2	12	n/a	-4	-6
Dregordian Scale	+3	-4	15	800	-2	-4
Shayakar Night Chain	+3	-4	12	1100	-2	-4
Dwarvish Plate	+6	-5	75	3500	-6	-4

SHIELDS

Type	Weight	Cost	Value	Availability	Notes
Bracers	6	40	+2	-2	+1 Parry; Two must be worn, does not stack with Shield; Minimum Agility d8
Small Shield (Buckler)	8	25	+2	+2	+1 Parry
Medium Shield	12	50	+2	+0	+1 Parry, +2 Armor versus ranged shots that hit
Large Shield (Kite, Pavise)	20	100	+0	-2	+2 Parry, +2 Armor versus ranged shots that hit
Tower Shield	30	300	+0	-4	+3 Parry, -1 Fighting, counts as Medium cover versus ranged attacks (-2 to be hit)
Kalinesh Spike Shield	25	400	+0	-4	Same as Large Shield; Str+d8 if used offensively.

HAND WEAPONS

Name	Damage	Weight	Cost	Value	Availability	Notes
Aevakar Sky Lance	Str+d8	7	700	-2	-6	AP 1, Reach 1; 2 hands unless charging
Axe	Str+d6	2	200	+0	+2	
Bastard Sword	Str+d8+1	10	550	-2	-2	-1 Parry; if used 2-handed, no Parry penalty, and Str+d8+2
Battle Axe	Str+d8	10	300	+0	+0	
Cavalier Parrying Dirk	Str+d4	2	75	+2	+0	+1 Parry if used defensively
Cavalier Saber	Str+d6	3	400	+0	-2	
Chuktar (gobliness blocking blade)	Str+d10	14	650	-2	-4	+1 Parry, 2 hands
Club	Str+d4	4	5	+2	+2	
Dagger/Knife	Str+d4	1	25	+2	+2	
Dwarven Axe	Str+d8	8	600	-2	-2	AP 1
Elvish Long Sword	Str+d8	6	n/a	-6	-6	White Silver, +1 Parry, AP 1
Elvish Rapier	Str+d6	3	n/a	-6	-6	White Silver, +2 Parry, AP 1
Flail	Str+d6	8	200	+0	-2	Ignores shield
Great Axe	Str+d10	15	500	+0	-2	AP 1, -1 Parry, 2 hands
Great Sword	Str+d10	12	400	+0	-2	-1 Parry, 2 hands
Halberd	Str+d8	15	250	+0	-2	Reach 1, 2 hands
Ironwood Club	Str+d6	5	50	+2	-2	
Ironwood Staff	Str+d6	10	100	+0	-2	+1 Parry, Reach 1, 2 hands
Kal Flail	Str+d10	15	550	-2	-4	Ignores Shield, -1 Parry, 2 hands
Kayakor (dregordian pole arm)	Str+d10	20	1000	-4	-4	AP 1, +1 Parry, Reach 1, 2 hands
Korindian Fighting Sticks	Str+d4	2	n/a	+2	-2	+1 Parry (only when using 2)
Lance	Str+d10	10	500	+0	-2	AP 1, Reach 2 (only usable when Riding)

Name	Damage	Weight	Cost	Value	Availability	Notes
Long Sword	Str+d8	8	300	+0	+0	
Lo-sska (brinchie long sword)	Str+d8	6	550	-2	-4	
Maul	Str+d10	20	400	+0	-2	AP 2 vs. Plate or Rigid Armor, -1 Parry, 2 hands
Ogre Axe	Str+12	35	750	-2	-4	AP 1, -1 Parry, 2 hands, must be Large
Ogre Club	Str+d10	25	100	+0	-2	2 hands, must be Large
Ogre Mace	Str+d10	30	600	-2	-4	AP 2 vs. Plate or Rigid Armor
Ogre Siege Maul	Str+d12	90	1500	-4	-6	Parry -2, must be Large, 2 hands, Heavy Weapon
Ogre Sword	Str+d12	30	800	-2	-4	-1 Parry, must be Large; if used 2-handed, no Parry penalty, and Str+d12+1
Olaran Two-Handed Sword	Str+10	12	750	-2	-2	Reach 1, 2 hands
Pike	Str+d8	25	40	+2	+0	Reach 2, 2 hands
Rapier	Str+d4	3	150	+0	-2	+1 Parry
Rrka (brinchie short sword)	Str+d6	4	300	+0	-4	+1 Parry if used defensively only
Saber	Str+d6	4	200	+0	+2	
Short Sword	Str+d6	4	200	+0	+2	
Spear	Str+d6	5	250	+0	+2	+1 Parry, Reach 1, 2 hands
Staff	Str+d4	8	10	+2	+2	+1 Parry, Reach 1, 2 hands
Warhammer/Mace	Str+d6	8	250	+0	+0	AP 1 vs. Plate or Rigid Armor

RANGED WEAPONS

Name	Range	Damage	Cost	Value	Availability	Weight	Min Str	Notes
Axe, throwing	3/6/12	Str+d6	75	+2	+2	2	-	
Bow	12/24/48	2d6	250	+0	+2	3	d6	
Crossbow	15/30/60	2d6	500	-2	+0	10	d6	AP 2, 1 action to reload
Dagger/Knife	3/6/12	Str+d4	25	+2	+2	1	-	
Dwarven Crossbow	20/40/80	2d6	1000	-4	-4	20	d8	AP 2, 3 shots before reload
Elvish Longbow	18/36/72	2d6+1	2000	-4	-6	4	d6	Everwood, Requires Shooting d8+
Goblin Bow	9/18/36	2d4	180	+0	+0	2	-	
Handbow	5/10/20	1d6+1	700	-2	-4	5	-	AP 1, 1 action to reload
Nazatiran Throwing Spikes	4/8/16	Str+d4	45	+2	-2	.5	-	AP 1, easy to conceal
Sling	4/8/16	Str+d4	10	+2	+2	1	-	
Spear	3/6/12	Str+d6	250	+0	+2	5	d6	

WEAPONS AND ARMOR NOTES

The following section is important to read through carefully, as a number of new concepts are presented within.

Aevakar Sky Lance: A unique spear-like weapon designed to specifically capitalize on the winged speed and maneuverability of the aevakar. With the Flying Lancer Edge, an aevakar can do a lance-style charge as the rules for mounted combat, except they need not follow a straight line to their target.

AP (Armor Piercing): The weapon in question negates a number of points of armor equal to its AP rating. Note that AP has no effect against natural Toughness, though it does affect the armor power. Armor: The amount of additional Toughness granted the character by the item. Rather than deal specifically in locations, suits of armor have a called shot penalty (explained below).

Bastard Sword: Also known as a “hand-a-half” sword, the optimal use of the blade is with two hands (eliminating the -1 Parry penalty and increasing the damage by +1).

Cavalier Armor: These are designed by great craftsmen in service to the original noble houses of Camon. The unique design and craftsmanship causes some blows to slide off in unexpected ways, granting the wearer a +1 to their Parry. It should be noted that anyone caught wearing this armor in the open in Camon risks imprisonment and execution as a traitor, since the Cavaliers are fully outlawed.

Liner Notes: Swords vs. Hammers & Axes

As a general rule, it seems most games slightly favor swords over axes and hammers. Truth is, the sword really was, and remains, a superior melee weapon in many ways. In *Savage Worlds*, it is difficult to come up with too many “nifty bits” to differentiate weapons, mainly because you just don’t want to bog down the game.

But always remember: An axe or a hammer will always be better than a sword for bashing open doors and chests! Such weapons gain +2 damage vs. all inanimate objects (and the barrier power), while bladed weapons suffer -2 damage against the same.

Cavalier Saber: The Cavalier Saber is light and balanced enough to be useful for fencing and light-weapon fighting. Anyone trained as a Fencer and using a Cavalier Parrying Dirk with this Saber gains the +1 Parry automatically (and can still strike with the Dirk).

Chuktar (gobliness blocking blade): A large, brutal blade with prongs and flanges.

Club: The stats and cost are for a crafted weapon. Improvised clubs have no cost, but impose a -1 Fighting.

Coverage: Suits of armor are rated as being Partial or Full. Most Partial armors provide a -2 penalty for any called shots to bypass it, while Full sets normally impose a -4. This indicates the penalty to the attack roll (Fighting, Shooting, or Throwing) of anyone who wants to try and bypass the armor and do damage directly to the wearer’s Toughness. This is a nice, streamlined mechanic built into the armors and it also gets away from deciding if someone is wearing greaves or paldrons.

If someone makes a successful attack after applying the Coverage penalty, they apply their damage directly to the target’s Toughness, completely ignoring the protection of the armor. They do not do any additional damage.

The standard called shot rules found in the *Savage Worlds* core rules are still in effect in Shaintar and they complement each other nicely. A Partial suit of armor is considered to cover the torso and not much else. If someone wants to do a called shot against a limb, they automatically bypass the armor and get the Limb Shot effect. A shot to the vitals still goes against Partial armor (unless someone wants to take a -6 to their attack), but a headshot requires a helmet (described below) to defend against it.

Full suits of armor cover the torso and extremities, and thus require a called shot past their Coverage rating to bypass. If someone really wants to strike a vital spot and bypass Full armor doing so, the cumulative penalty will be -8!

Dregordian Scale: Dregordian Scale literally uses scales from the monstrous drakes that still reside in their jungles.

Dwarven Crossbow: Ingenious dwarves figured out how to have a cartridge of three bolts slotted with cleverly aligned gears that provide enough power to fire each bolt before having to reload the whole contraption.

Elvish Longbow: Carved in a very odd and powerful way this bow is an exotic “recurve” that requires an expert archer to use. Though crafted from Everwood, it should be noted that this does not convey any special damage effects on fired arrows; hitting a Flame or Darkness entity with the bow itself will have such an effect, if the archer is willing to risk damaging (1 on the Fighting die) or destroying (a critical failure) the bow.

Elvish Long Sword/Rapier: These are rare and exquisite weapons crafted from White Silver, granting them a mystical quality that any swordsman would prize. Most

are handed down through family lines, or granted as gifts to great warriors and loyal servants. An Elvish Longsword only requires a Strength of d6 to be wielded with full abilities, and an Elvish Rapier only requires a Strength of d4.

Everwood: The weapon in question is made of Everwood, an exceedingly rare wood carefully cut from the heart of ancient oak trees. It has ties to the power of Life, is easier to enchant than many other materials, and triggers certain Weaknesses in many monsters.

Handbow: Believed to have been invented in the Pirate Archipelagos, this is simply a miniature crossbow that can be easily fired with one hand.

Helmets: If a character wants to wear a helmet, one is assumed to come with the armor they wear. Like armor, helmets are rated as Partial or Full. A Partial helm applies an added -1 to called shots to the head (for a total of -5) if the attacker wants to do a head shot that ignores armor. A Full helm applies a -2 penalty (for a total of -6). On the downside, Partial helmets apply a -1 penalty to Notice rolls while worn, while Full helms apply a -2.

Ironwood Club/Staff: This wood is heavier and more solid, and therefore much nastier to hit people in the head with.

Kal Flail: Huge and frightening, the Kal Flail uses three chains, each with a flanged metal ball on the end. Fools who try and use one without training (-4 penalty) usually end up maiming themselves (on a 1 on either die, take a wound).

Kayakor (dregordian pole arm): An elaborate and expertly designed pole arm, similar to the halberd in form and function. However, each one is a work of art, hand-crafted by dregordian families of deep and long lineages. It is unheard of for non-dregordians to use one, and is considered a terrible insult. Non-dregordians opting to carry/wield one suffer a -4 reaction modifier from dregordians.

Korindian Studded: Rather than use metals studs, korindian leather features seashells, appropriately shaped stones, and similar objects woven into the leather to provide extra protection. Each suit of Korindian Studded Leather is wholly unique in appearance and form.

Lo-sska (brinchie long sword): It is unclear how or when the brinchie came into the knowledge of these blades, for their nomadic culture of old could not have come up with such amazing works of metalsmithing. The length of

a long sword, but slightly curved and having three sharp points at the end of the blade, Lo-sskas are lightweight and perfectly balanced.

Minimum Strength: Fighting with a weapon that has a high Strength requirement invokes penalties. For every level of difference between the Hero's Strength and the Minimum Strength, apply a -1 penalty to the attack roll.

Nazatiran Throwing Spikes: Small, slender, and deadly in the hands of anyone who really knows how to use them (see the Throwing Spike Proficiency Edge on page 67), they are very easy to conceal (-2 to Notice checks when searching for weapons).

Ogre Siege Maul: Designed specifically for those ogres who have the Siege Strength Edge, this weapon will do terrible damage to standing structures; damage with this weapon against inanimate objects can get a raise and can Ace.

Ogre Weapons: These weapons are specifically designed for ogres; anyone not of at least Large Size will suffer a -2 to use them (-4 if they're a goblin).

Olaran Two-Handed Sword: Superior balance and reach makes this weapon highly favored on the northern borders of Olara. Non-Olarans carrying one may well be confronted over what makes them worthy to have it.

Parry +X: The weapon provides a Parry bonus when wielded. In some cases, this bonus is dependent on the weapon being used in defense instead of to attack. This will be stated in the Notes.

Range: Ranged weapons have three numbers. Shots taken out to the first number (the weapon's Short Range) in game inches suffer no penalty. Shots out to Medium Range suffer a -2, while Long Range shots suffer a -4. Note that the Archer Edge applies to these penalties. Reach: Melee weapons with a Reach rating can strike targets that are not adjacent to the user. Their Range in inches is equal to their Reach rating.

Rrka (brinchie short sword): Similar in all ways to the Lo-sska, except that it is the length of a short sword. By itself, it grants the wielder a +1 Parry if used in defense. However, the ultimate combination is a Lo-sska and Rrka together; the wielder enjoys a +1 Parry even when attacking with both (but only if they have the Kalinata Edge).

Shayakar Night Chain: Most people fear this mail is corrupted, but surprisingly it has no taint of Darkness at all. Nonetheless, it is favored by the shayakar Night Guard,

as it has minor enchantments that make it nearly silent and help the wearer blend into available shadows. It grants a +2 on Stealth checks at night and in shadowy areas.

Shay'Von Leather Armor: This armor is designed, crafted, and mystically enhanced by the famed Shay'Von clan of the fae. Due to its highly magical properties, the wearer gains +2 on all Soak rolls.

Shields: In addition to providing Parry bonuses in close combat, all shields (except the Tower Shield) provide extra Armor against ranged attacks that come from the front. Trying to bypass a shield's Armor Protection with a ranged attack is done at a penalty equal to the shield's Armor bonus. This penalty is cumulative with other called shot penalties. So if a marksman archer wanted to make a head shot (-4) against a Full helmet (-2) wearing knight with a large shield (-2), their total penalty would be -8. They'd best try to get the Drop on that man.

2 Hands: Normally, this weapon needs two hands to use. However, the GM may allow characters of sufficient size and strength to wield such weapons one-handed, if it makes any kind of sense.

White Silver: The weapon in question is made of White Silver, a rare, magical, form of silver that gleams like chrome. It is associated with the power of Light, is easy to enchant, and triggers certain Weaknesses in many monsters.



GEAR AND SERVICE LISTS

Any item marked with an asterisk (*) has further explanation in the Gear Notes.

GENERAL STORE ITEMS

Item	Cost	Weight	Value	Availability	Notes
Backpack	25	2	+0	+0	
Bedroll	25	3	+0	-2	
Blanket	10	4	+0	+0	
Candle	1	-	+2	+2	
Clothing, Travel	20	-	+0	+2	
Clothing, Formal	100	2	-2	-2	+1 Charisma in the right situations
Clothing, High Formal	1000+	-	-4	-4	+2 Charisma in the right situations; must be tailored
Clothing, Ranger	80	-	-2	-4	+1 Survival, Stealth*
Clothing, Winter	60	3	-2	-4	+2 Vigor to resist cold
Clothing, Wright	300	6	-2	-6	+1 Repair and related checks*
Flask, Metal	10	1	+0	-2	
Flint and Steel	3	1	+2	+0	
Grappling Hook	50	2	-2	-2	+2 Climbing
Hammer	10	1	+0	+2	
Lantern	25	3	+0	-2	
Lockpicks	100	-	-2	-2	
Lockpicks, Master Quality	1500	-	-4	-6	+2 Lockpicking
Oil	2	1	+2	+0	1 pint
Parchment	1	-	+2	-2	Per 3 sheets

Item	Cost	Weight	Value	Availability	Notes
Pavilion	100	20	-2	-4	+2 Shelter*, 6 people
Pick/ Shovel	5	5	+2	+0	
Pry Bar	10	5	+0	-2	+2 Strength rolls vs. portals
Quiver	10	2	+0	-2	20 arrows
Rope	10	15	+0	+0	Per 10" (60')
Rope, Elven	500	3	-2	-6	Per 10" (60')
Saddle	10	10	+0	-2	
Saddle, Fine Quality	50	10	-2	-2	+1 Riding
Saddle, Glean Riding Master	1200	6	-4	-6	+2 Riding
Soap	1	-	+2	+0	
Spikes	10	10	+0	-2	Per 10
Tent	30	10	+0	-2	+1 Shelter*, 2 people
Torch	5	1	+2	+2	
Travel Rations	25	10	+0	+0	1 Week
Water Skin	3	1	+2	+0	
Whistle	2	-	+2	+0	
Whetstone	3	-	+2	+0	

AT THE INN

Such goods and services as one might attain at a typical inn.

Item	Cost	Value	Availability	Notes
Poor Fare	2	+2	+2	Vigor roll or suffer a Fatigue level for 8 hours after eating
Typical Fare	5	+0	+0	
Exceptional Fare	10+	+0	-2	+1 next Spirit roll
Poor Lodgings (Common Room)	3	+2	+2	Vigor roll or suffer a Fatigue level for 8 hours after waking up
Typical Lodgings	10	+0	+0	
Exceptional Lodgings	20+	+0	-2	+1 next Vigor roll
Bath	5	+0	-2	+1 next Healing attempt on the Hero

TRANSPORTATION

Means of getting about the world beyond merely walking.

Item	Cost	Value	Availability	Notes
Horse	300	-2	+0	Pace 10, "Run" d8; Spirit roll at -2 every round faced with combat, bolts on a failure.
War Horse	1000	-4	-4	Pace 8, "Run" d8
Master Breed Horse	n/a	-6	-6	See Notes*
Caravan	3/day	+2	-2	Some or all of the cost can be paid through guardian service
River Travel	5/day	+2	n/a	Some of the cost can be paid through guardian service
Sea Travel	8/day	+2	-2	Some of the cost can be paid through service by any Hero with Boating

Kits

Kits represent everything from specialized sets of tools to delicate instruments to pre-packed survival items. They provide a variety of necessary and useful things oriented towards a category of tasks. Each kit has a description in the Notes below the table.

Much of a kit's composition is permanent in nature, but there are consumables as well. As a general rule, assume one-tenth (1/10) of the cost of the kit must be spent each month to keep it well stocked. If the alternate Resource Roll system is in use, a roll is made every month with the Moderate (+0) and Common (+0) modifiers applied (unless otherwise altered by the GM).

Item	Cost	Weight	Value	Availability	Notes
Alchemist's Chest	2000	20	-4	-4	
Artificer's Chest	3000	20	-4	-4	
Healer's Kit	1000	5	-4	-2	+2 Healing
Ranger's Kit	200	12	-2	-4	+2 Survival
Specialist's Kit	200	15	-2	-4	Variable bonuses
Tool Kit	200	18	-2	-2	
Wright's Pack	1500	15	-4	-4	+2 Repair

GEAR AND SERVICES NOTES

Alchemist's Chest: This kit represents the minimal materials and portable equipment an alchemist requires in order to not incur penalties when crafting new potions and other concoctions. Without such a chest, an alchemist will suffer a -2 to all rolls in an urban environment, and -4 in the wilderness. Replenishing this kit is more expensive and difficult than most; it costs 50 copper a month to maintain. Alternately, a Resource Roll is made with the Expensive (-2) and Uncommon (-2) modifiers.

Artificer's Chest: Though the purpose is quite different (and so are the contained instruments, tools, and other elements), in all game-related ways this is identical to the Alchemist's Chest. Note that any character that combines both disciplines can customize a chest that fulfills both purposes as a single kit (for a single kit's costs).

Clothing, Ranger: Either a set of clothing specifically crafted for Grayson's Grey Rangers, or based thoroughly on that design; this provides the wearer a +1 to offset any Survival or Stealth penalties while in non-urban settings. It can even provide a Charisma bonus of +1 when interacting with those who hold the Rangers in high esteem, although it can be a penalty in dealing with those who hate the Rangers.

Clothing, Wright: With pockets, loops, hooks, and other useful elements cunningly sewn and bolted everywhere, this outfit is designed to allow the "field engineer" to move well while providing easy access to tools (and weapons). It provides a +1 to Repair and related checks, but only to offset any penalties where its features may apply. It also provides a point of Armor with a Coverage penalty of -3.

Healer's Kit: More than just a set of pouches with a few bandages, the Healer's Kit has a complete collection of herbs, ointments, salves, splints, and other items geared towards enhancing the user's ability to bring healing to his companions. Although a Healer's Kit has many more consumables than most other kits, a successful Survival roll made every month will offset this. If the roll is missed, use the costs or Resource Roll modifiers noted in the Alchemist's Chest description to replenish the kit.

Master Breed Horse: Whether from the fabled oases of the Eternal Desert, the stables of Fortune, or the plains of Vale, this horse has nearly mystical blood in its veins. Use the base elements of either the Horse or the War Horse; add +2 to the Pace, the "Run" die increases to d10, and each Trait goes up by a point.

Ranger's Kit: Quality materials, masterful distribution of weight, and expert packing make the Ranger's Kit ideal for anyone who spends his days roving the wilderness. The kit includes: Ranger Clothing, a week of travel rations, a water skin, a backpack, a bedroll, flint & steel, a fishing line and hook, game trapping gear, and other useful odds and ends to improve survival chances. In addition to an overall +2 on all Survival rolls, the Ranger's Kit provides a +1 to Healing rolls and a +1 to Vigor checks to resist environmental conditions.

Shelter: This item provides a bonus to Survival rolls when some form of shelter would be important or useful (such as in bad weather). This bonus only applies to offsetting any penalties from these conditions. The bonus does apply universally to any Vigor checks made overnight while in the shelter.

Specialist's Kit: A catch-all to allow a player or GM to come up with a kit that has a good collection of items that support a profession or pursuit. Such a kit will provide either a +2 to a single skill and possibly a +1 to a couple related skills, or a general +1 to a set of skills and related rolls (as the GM determines).

Tool Kit: A complete and travel-friendly set of tools, primarily oriented towards carpentry and basic metalworking. Without such tools, many related tasks would suffer at least a -2 penalty.

Wright's Pack: While there are "standard packs" that can be attained, no craftsman or wright worthy of the trade will leave such a thing unmodified for more than an hour. Regardless of the nigh- infinite variations possible, each such pack is meticulously packed with quality tools, devices, hardware, and an arcane mix of strange components. In addition to the general +2 to all Repair

rolls, the Wright's Pack ensures the bearer is never without the necessary tools for any task. As well, it grants a +1 to any other Trait check where it might be arguably applied (Lockpicking and Knowledge rolls for artificers when crafting).

OTHER SPECIAL GEAR

What follows are some specialized items that characters may come across, either in shops that cater to those involved in dangerous work or in the caches of defeated enemies. A powerful patron might bestow one or more of these items on a group performing a perilous or important service for him.

As a general rule, the average general store should not have these items just "lying around." It should require some digging and exploring. This provides an excellent opportunity to make use of the Streetwise skill, or the Scrounger or Connections Edges. Use the prices listed (in copper pieces) as starting points; need and supply will always change things, sometimes dramatically, and a character with a high Charisma bonus and good Persuasion skills might get a bargain, if they are crafty enough. Of course, if the optional Resource Rolls system is being used, this handles the scarcity and expense issues very well. The appropriate ratings are listed with the costs of each item.

POTIONS

Normally found only in the larger towns and cities, alchemists can sometimes be discovered tucked away in some backwater village or off the beaten path. These smaller shops typically have a few lesser potions, and rarely any of the more powerful ones.

Where the potion might have a raise effect, the GM can either decide that the alchemist is simply good enough that his potions always are enhanced, or have the player roll a d6 when they actually use it. On a 5 or 6, the raise effect occurs; otherwise, only the base effect happens. Normal durations apply as per the power used, with no extended effects.

Bottled Shadows: Unstopping this unnaturally cold, ebony bottle causes shadows to flow forth and fill the surrounding area. Obscure, Large Burst Template (2 Essence). [750 Copper; Value: -2; Availability: -4]

Concentrated Essence: Some alchemists have discovered the secret of distilling the pure Essence of magical materials into a cordial that can be ingested, giving the imbiber additional energy to cast powers with.

Unfortunately, this is not a “universal” potion; it must be made for a specific style of magic. A creative interpretation of the boost trait power (2 Essence), the imbiber gets a 1d6 boost to their Essence (2d6 with a raise). [750 Copper; Value -2; Availability (of specific type needed): -6]

Curative Cordial: This bittersweet extract of hundreds of plants and fungi, if consumed within 10 minutes of infection or exposure, can cure any disease or poison affecting the victim. This potion is not useful against wounds. Healing (3 Essence). [1000 Copper; Value -4; Availability: +0]

Elixir of Might: Warm and bubbly, this concoction burns a bit as it goes down. Boost trait (Strength) (2 Essence). [750 Copper; Value: -2; Availability: -2]

Elixir of Nimbleness: It's almost like swallowing mercury, so fast does this liquid slide down. Boost trait (Agility) (2 Essence). [750 Copper; Value: -2; Availability: -2]

Elixir of Stalwartness: Thick, and sometimes a little crunchy. Boost trait (Vigor) (2 Essence). [750 Copper; Value: -2; Availability: -2]

Healing Salve: This thick paste can actually be acquired from some druidic enclaves, as well as alchemists. It is applied directly to wounds, and must be used within 10 minutes after the wound is suffered. This salve is not useful for poisons or diseases. Healing (3 Essence). [1000 Copper; Value -4; Availability: +0]

Potion of Greater Healing: This potion can be used to treat wounds that are hours, or even days old. Greater healing (10 Essence). [3250 Copper; Value: -6; Availability: -4]

Potion of Restoration: This rare and valuable concoction has a chance of healing otherwise permanent, crippling, injuries. When it is used, either the GM needs to decide the Alchemy skill of the creator, or else roll a d6. In the former case, the roll is at -4; in the latter, the potion only works on a 5 or 6. It takes 1d6 hours to take effect. Greater healing (20 Essence). [5750 Copper; Value: -6; Availability: -6]

The Little Bottle of Explosive Consequences: Only a fool would dare carry too many of these small, crystal vials around. To use it, you must shake the bottle rapidly, and then throw it hard at the target. When it shatters, make sure you aren't too close... Blast, Large Burst Template, 3d6 (6 Essence). [2000 Copper; Value: -4; Availability: -4]

ESSENCE BONDED ITEMS

This is the kind of item that masters bestow upon their best students, or that a chosen druid or priest will find with the help of spirit. Faithful paladins and priests, sent out on a mission by the Church of Light, may also be granted such a thing. Typically, such a granted item starts with 5 (or, very rarely, 10) Essence contained within. Arcane Artificers skilled in the particular magical style the item is associated with may add more Essence to the item.

Should someone seek such an item out — and the Resource Rolls system is being used — the Value is Expensive (-2) and the Availability is Scarce (-4).

Focus Crystals: Crafted from raw Crysarium, an oddly malleable crystalline substance that has, even more oddly, begun turning up in mines and digging sites all over Shaintar. This substance is important to adepts, because it is quite reactive to the mental energies they use. All adepts have focus crystals; otherwise, their powers are far too taxing to use. Those lucky enough to find an Arcane Artificer schooled in The Way will endeavor to have Essence bonded into their crystal, while others may be honored by their mentors to begin their careers with one.

Holy Symbols: Lovingly and painstakingly forged and crafted by smiths loyal to the Church of Light, these White Silver pendants are particularly attuned to the flows of Light. These symbols are a great honor gifted to the most promising priests (and those paladins who also draw from their Faith), and are almost exclusively reserved for those carrying the message of the Church into dangerous areas. The symbols are shaped in the main image of the Church, a stylized blue blade-down sword on a white background.

Everwood Staves: Most artificers skilled at imbuing Essence into items state unequivocally that Everwood is the easiest substance to work with. It readily absorbs mystical power. Though wooden rods, wands, or pretty much anything else made of Everwood holds Essence just fine, staves are by far the preferred form. This is mainly due to their overall utility as weapons, walking sticks, and other more mundane uses. Oddly enough, Everwood is as equally capable of holding the Essence of sorcery as it is of storing the energies of druidic channeling. Alchemists and scholars are still puzzled by this mysterious quality. A mage who is greatly pleased with his student may bestow such a staff on an apprentice just setting out into the world or one who performs services on his teacher's behalf, such as quests for rare knowledge. Druids, on the other hand, sometimes find Essence-bonded staves on spirit quests during their meditations and training.

MAGIC IN SHAINSTAR

Shaintar is a setting inextricably tied to magic, both in history and destiny. As such, some terms and descriptions — and even key effects — have been modified to express how powers function within this framework. In Shaintar, the source of power that all arcane casters make use of is called Essence, not Power Points. The seven forms of magic are as follows: Alchemy, Channeling, Faith, Necromancy, Sorcery, Thaumaturgy, and The Way. Two of them — necromancy and thaumaturgy — are not available to Heroes. Each form of magic has its own style and its own rules.

Powers stand as the base frames from which “Trappings” of the various styles of magic are hung. General descriptions of Trappings exist in each style of magic. How a power looks and feels in Shaintar is far more important than the name used to cast it.

SOME NOTES ABOUT CORE POWERS

There are some core Savage Worlds powers that need slight alteration to better fit in the realm of Shaintar. They are modified as follows:

BOOST/LOWER TRAIT

The core power is broken into two parts, and must be learned separately via the New Power Edge. Boost trait is one power, while lower trait is the other.

DAMAGE FIELD

Due to the powerful strikes that can be achieved in unarmed combat in Shaintar, *damage field* is altered so that it does not combine with the attacker's Strength; instead, *damage field* damage is applied as a separate attack that hits at the same time,

For example: a korindian with Tsunami Strike and a Strength of d8 has a 2d6 damage field going. If he hits a target, he delivers d8+d6 and 2d6 of damage, both applied to the target's Toughness rating separately.

DETECT/CONCEAL ARCANA

A simple truth exists: one must see magic to wield it. Most Professional Edges granting Arcane Backgrounds also grant the ability to detect arcana at will using the character's Spirit attribute.

It takes an action, but requires no Essence to *detect arcana*. With a success, the user can sense the presence of magic. With a raise, they can determine what style of magic is at work. To identify a specific power at work, a Knowledge (Magic) check must be made.

Conceal arcana is a separate power and must be taken normally.

ELEMENTAL MANIPULATION

This power is not available in the Shaintar setting.

LIGHT/OBSCURE

The core power is broken into two parts, and must be learned separately via the New Power Edge. *Light* is one power, while *obscure* is the other.

QUICKNESS

With the enormously potent abilities available to all Heroes in Shaintar, the *quickness* power as written can quickly make a shambles of any game session. A handful of moderately experienced characters with *quickness* cast on them become literally twice as effective.

In the Shaintar setting, the power is modified to grant an additional Action at no Multiple Action Penalty. As well, that Action may be a *repeat* Action – two Sweep attacks, two spells cast, etc.. The raise effect remains unchanged.

SUMMON ALLY

Additional entities can be summoned; look at the **Denizens** section (see page 144) for those that have *Summon Rank* in their descriptions. Note that priests can only summon celestials and druids summon life spirits. Heroes may well encounter acolytes summoning childer and demons, while necromancers summon corrupted and undead to do battle.

MAGIC STYLES

The following are descriptions and added information about the seven forms of magic. Each has subtle yet important differences.

You should take note of the Trappings; these are important roleplaying elements for the style you are using, or experiencing, if you are on the receiving end of a power or effect. In addition, each style description may indicate special properties to be aware of; for example, sorcery gives the character access to special variants of Principles

called Applications. Finally, most styles of magic grant the user access to the *dispel* power; in the description, you will find how the use of this power varies depending on the style of magic targeted.

ALCHEMY

Alchemy is the application of alchemical principles and ancient lore to create concoctions of enchanted and eldritch power. Alchemists rely primarily on the greatest sources of material power in Shaintar: Everwood, White Silver, and Crysarium, but there are many other potential sources of mystic power that can be used in alchemical concoctions, such as rare flora and fungi, the organs and blood of magical creatures, and holy water.

Requirements: Normally, it takes an action to imbibe an alchemist's concoctions, though in some cases — such as the more assault-oriented materials — simply shaking and throwing the bottle will suffice. Still other applications involve applying the substance externally to the target. For example, *conceal arcana* is usually an oil applied topically to magical items. Naturally, alchemical items can be lost or broken. Should the GM feel particularly nasty, they might “go off” under really stressful situations, such as being caught in an acolyte's hell blast...

Trappings: Alchemy may be the most diverse of all the magic forms, and the effects of alchemical concoctions are unique to their creators. One alchemist's healing potion may smell of lilacs and have tiny phantom flowers float out of the bottle when opened, while another's may be a viscous, noxious goo that must be crammed down the throat of the victim.

In addition to powers, the GM should consider allowing some Edges to be converted into potions, as well as entertaining any other creative ideas the alchemist player may have for Formulae.

Liner Notes: Alchemy Trappings

With the addition of enhanced Trappings effects into the *Savage Worlds* core rulebook, each of the magic styles of Shaintar can be further enhanced by incorporating such effects.

The potential Trapping effects for Alchemy are as follows:

Noxious: For any gaseous effects, an added Essence can be put into the potion to force those affected to make a Vigor check or suffer a Shaken result from the fumes; on a natural 1 on the Vigor die, they also suffer a Fatigue level.

Restorative: For beneficial effects, an added Essence can be imbued into the potion to make it helpful to folks who are suffering. If someone else pours the potion down the recipient's throat, that person gets a free roll to recover from Shaken. If the potion was made with a raise on the roll, the recipient also loses a Fatigue level.

Sticky: Some concoctions can be quite goopy and sticky; for appropriate effects, a victim may have to roll a Strength or Agility check to avoid suffering a -1 to all Strength and Agility related rolls, as well as losing 1 off of their Pace. If such a roll is made with a raise, however, the base effect is negated as well.

In addition, the Acid Trapping effects from the Savage Worlds core rulebook can often apply to certain concoctions.

- **Arcane Background:** Alchemy
- **Arcane Skill:** Alchemy (Smarts)
- **Starting Essence:** 5
- **Starting Powers:** 4

Alchemists are those intelligent, daring, souls who study the more "scientific" principles of the Patterns and understand how to unlock the metaphysical properties of many strange and wondrous substances. Their powers are called Formulae. They can concoct various potions to be carried by themselves or their companions. When an alchemist creates a potion, he predetermines how much Essence goes into the potion at that time. Once allocated, and the potion is completed, the alchemist recovers his Essence at the normal rate.

For example, if an alchemist were to create a Potion of Flying, he could put 3 Essence into this potion, thus giving the user her Pace in flight. These 3 Essence are unavailable for anything else until the potion is completed and the alchemist has had a chance to recover them.

When the potion is created, the alchemist must roll his Alchemy check at that time. Any raise effects are determined then. As such, a good roll, such as a 10, on an invisibility potion will mean it is particularly "potent;" the user will enjoy the fully invisible effect.

It normally takes 1 hour and 250 copper pieces per Essence, plus 250 copper pieces per Rank, to make a potion. This is assuming proper facilities and resources. Time and costs double under more rudimentary conditions, and can be as much as halved if a cheaper source of materials or an excellent workspace can be found.

If the optional Resource Roll system is being used, see **The Costs of Alchemy** on the next page.

Mishap: The danger to Alchemy is that it is a tricky, sometimes volatile process. If an alchemist ever rolls a failure, he should roll his skill again. If he rolls a success on the second roll, he simply wastes the time and resources and must start over. If he rolls a second failure, he suffers a Mishap; all potions created that day are gone, the entire day is wasted, and all currently available resources have been used up or destroyed in the chaos.

If the first roll comes up a 1 on the skill die (regardless of what comes up on the Wild Die), the Mishap effect automatically occurs and the alchemist needs to roll again. If the second roll comes up a 1, the alchemist is caught in an explosion. Reagents go flying everywhere, something is likely on fire, and the alchemist, and anyone else directly present at the time, suffers a wound and must roll on the Injury Table.

Liner Notes: The Cost of Alchemy (Part I)

Though there is a lower emphasis on tracking money and resources in Shaintar, alchemy requires the GM to impose some limits to keep things from getting out of hand.

The Direct Cost Method

One approach is to simply apply a direct cost, which works if you're running a campaign in the more traditional style and have everyone tracking their coins. Alchemical potions and other preparations cost 250 copper pieces per Rank of the power, plus 250 copper per Essence that is imbued into the potion. So a *healing* potion will cost 1000 copper: 250 for being Novice Rank, and 750 for the 3 Essence required.

A *blast* potion meant to do 3d6 in damage in a Medium Burst Template will cost 1500 copper pieces: 500 for being Seasoned Rank, and 1000 for the 4 Essence required for that level of effect.

Liner Notes: The Cost of Alchemy (Part II)

The Resource System Method

Whenever the alchemist is attempting to craft a new potion, he will need to attain the necessary resources, at which time a Resource Roll is made as with all other item purchases. In this case, the Rank of the intended potion or concoction determines the Value rating:

Rank	Value	Rating
Novice	Cheap	+2
Seasoned	Moderate	+0
Veteran	Expensive	-2
Heroic	Exorbitant	-4
Legendary	Priceless	-6

As a general rule, the GM should use the same values for the Availability Rating. However, this is also an excellent way to control how easy or hard it is to create certain potions, enabling the GM to rein in anything that is possibly having too detrimental an effect on the campaign. As well, it may simply make sense that the necessary ingredients for a healing salve may be much harder to get in the desert than in the heart of Galea; common sense and imagination should both rule here.

On the other side of the equation, creative use of certain skills

— especially Survival, Tracking, and specific Knowledge skills — should come in very handy as potential positive modifiers for finding and attaining necessary ingredients. Another factor is how much time an alchemist might have to create potions and concoctions. As a general rule, the GM can roll a d6 per week of downtime to discover how many hours are available (and the die can ace).

Note: This system can also be useful to any GM who wants a bit more resource management involved in the Artificer, Wright, and related pursuits.

CHANNELING

This is the focusing of the granted powers from the Ascended, manifesting the Four Paths of Life: Nature, Earth, Sea, and Sky. Druids open themselves to channel the Gifts of the Ascended. In many cases, these powers have different Trappings based on the Path channeled. This is, in most cases, a matter of style and taste, since all druids have access to all Paths. However, when a druid chooses to become a Path Walker, the Path they cast from takes on a greater meaning.

Requirements: Based on the Path they channel, the druid must have access to it in some fashion. This means earth, stone or metal for Earth Gifts, some form of water for Sea Gifts, trees and plants for some Nature Gifts, and a decent amount of space for Sky Gifts. They must also be able to speak, invoking the names of the Ascended and other spirits to grant their desired Gifts.

Trappings: As per the Path, of course — stone, earth, and metallic effects for Earth; water and ice for Sea; wind and lightning for Sky; and plants, animals, or spiritual energy for Nature.

Dispel: The *dispel* power works normally against Channeling, Necromancy (the powers of Darkness), and Thaumaturgy (the powers of Flame); -2 vs. all other types of powers.

Liner Notes: Channeling Trappings

For druids, there are four Paths, which means a great many different potential Trappings.

Earthen Defenses: Anything providing protection or physical enhancement that uses this Trapping gains a +1 to the defenses provided, but the target loses one from their Pace; this can be doubled to +2 for an equivalent Pace reduction. This could also apply to bark-based defenses.

Flowing Water: Streaming and seeping water grants offensive powers with this Trapping a +2 AP value for an extra Essence.

Friend of Nature: So long as the creatures interacted with are not asked to do anything dangerous, any use of beast friend costs one half the normally calculated amount. As well, any beneficial magics bestowed on animals can be made at +2 for an extra Essence.

Gift of Life: Because of Life's particular aspect, all healing and restorative effects can be made at a +2 to the skill roll for an added Essence.

Living Wood: For offensive effects that occur in high vegetation areas, the writhing vegetation can cause an entangling effect. Much like the Sticky Trapping under Alchemy, this Trapping requires the victim to make either a Strength or Agility check to avoid suffering -1 to all Strength and Agility related checks while entangled, as well as a -1 to Pace. If they get a raise on their check they are free of the base effect as well.

Soul Blast: For offensive powers that draw upon the might of the Soulfinder, an additional 2 Essence can be spent to ignore all Armor, but the attack dice are reduced to one less (a 2d6 attack becomes 1d6, etc.).

Speed of the Wind: Any movement related powers can gain a +2 to Pace for +1 Essence.

In addition, the Cold/Ice and Electricity Trappings from the *Savage Worlds* core rules can all be applied as appropriate.

FAITH

Faith is the invocation of Archanon's mercy, justice, and will upon the realm of Shaintar. Priests and followers of the Light open themselves to the Lord of Light and his celestial host, allowing them to channel and bestow miracles of the Light. Those who are particularly faithful and most directly serve the Will of Archanon on occasion may be able to invoke miracles to which they do not normally have access, this is strictly by the GM's judgment and needs of the story.

Requirements: The faithful must be able to gesture and incant the words and songs of the Church to invoke their miracles. If they have only one hand free, they suffer a -1 to their roll. While standing on a particularly blessed piece of ground, or at a sanctified altar, they may gain a +2 to their Faith rolls.

Trappings: Bright flashes and pulsing swirls of light, accompanied by celestial choruses of music and song, go with each invocation. The greater the miracle, the greater the display — there is nothing subtle about Archanon or his miracles.

Dispel: The *dispel* power works normally against Thaumaturgy (the powers of Flame) and Necromancy (the powers of Darkness), -2 against all other types of powers, including Faith.

Liner Notes: Faith Trappings

For priests, Trappings rely on both the physical aspects of light and the moral aspects of their beliefs.

Courage: Any beneficial power can also bolster the recipient to greater bravery. For +1 Essence, the target gains +2 on all Spirit checks against Fear and Intimidation. If the effect is instant, the bonus applies to the very next such roll for the recipient; otherwise this lasts for as long as the power does.

Holy Presence: If the priest casts an ongoing effect upon himself, he can attain a +2 Charisma and a +2 to all Intimidation checks for the Duration of the effect using this Trapping. He is surrounded by a powerful holy aura and celestial choral music underscores his voice. He must remain where he is for the effect to be maintained, however; moving away from his location negates the Trapping effect.

Illumination: All ongoing effects can have the *light* power attached to them for an added Essence.

Penance: For any offensive effect, the victim can be made to deal with his past misdeeds internally while also suffering the base effect. This costs an added +2 Essence, causing the target to roll a separate Spirit check or be Shaken; with a natural 1 on the Spirit die, he suffers a Fatigue level.

In addition, the Light Trappings from the *Savage Worlds* core rules can be applied, except for the Beam effect.

NECROMANCY

The powers of Darkness and undeath are the necromancer's to command. They are not available to player characters, however.

Trappings: Darkness, naturally. Cold and frost, creeping shadows, and evil incantations are also the hallmarks of this wicked power.

Liner Notes: Necromancer Trappings

Necromancers can draw upon the following Trapping effects from the *Savage Worlds* core rules: Cold/Ice (**Fatigue and Slow** only); Darkness; Necromantic.

SORCERY

Manipulating the Patterns to weave the energies of the Aether into reality-altering powers is the primary facet of sorcery. Sorcerers master Principles, represented by the powers available to them. Once they have the grasp of a Principle, they are often able to learn numerous Applications related to those Principles (see Power Edges on page 67).

Requirements: Sorcerers must be able to gesture with at least one hand free (-1 to Sorcery rolls if not using both hands), and they must be able to incant the verbal formulae that harness the Patterns to their will.

Trappings: Displays of pure eldritch energy, which is various shades of purple; floating mystic runes dancing around the head and hands of various colors; lots of noise and excitement. Sorcerous magic is not subtle in the casting.

Dispel: The dispel power works normally against Sorcery, Necromancy (the powers of Darkness) and Thaumaturgy (the powers of Flame); -2 vs. all other types of powers.

Liner Notes: No Trapping Effects for Sorcerers

With all the other advantages that sorcerers enjoy, one of their limitations is that they do not benefit from the Trapping effects granted to other styles. Much of this is easily compensated for in their use of Applications, though.

THAUMATURGY

Thaumaturgy is the power of the acolyte to harness the chaos and destruction of the Flame, as well as to summon demonic forces. These powers are not available to player characters.

Trappings: Never subtle, the powers of Flame are the fires of the Abyss. Flames, distorted air, waves of heat, and shouted curses bring this nefarious art to bear.

Liner Notes: Thaumaturgy Trappings

Acolytes gain access to all of the Fire/Heat Trapping effects from the *Savage Worlds* core rules. As well, they gain the Fear effect that Necromantic Trappings grant, and the Acid Trapping effects.

THE WAY

The Way is the focusing of internal strength, spirit, and sheer force of will to alter one's state or the state of another sentient being, or the application of one's will as a purely physical force. This practice is called "The Way" and it teaches adepts to look inward, instead of outward, to master their powers. At once subtle and frightening, adepts are more feared and misunderstood than any other wielder of power, save perhaps acolytes and necromancers. Then again, perhaps they are feared because others understand all too well what they can do.

Requirements: The Way is a taxing form of mystical power, and as such, adepts are trained to use *focus crystals* (carved from the mineral substance, Crysarium) to offset the drain upon themselves. If an adept must use a Discipline without their focus crystal, the Essence cost is *doubled*. If an adept loses their focus crystal and must find another, or decides they would like to bond with another more powerful crystal, such as one that has been imbued with Essence points via the Arcane Artificer Edge, it requires an Advance to do so.

Trappings: Many powers of The Way are invisible to the naked eye, requiring someone actively using *detect arcana* to sense what is going on. When a physical manifestation occurs, swirls of blue energy coalesce around the adept and whatever target may be involved.

Dispel: The *dispel* power works normally against The Way; -2 vs. all other types of powers.

Liner Notes: Trappings of The Way

The powers of adepts are generally subtle, which can be a great advantage in many ways.

Invisible: Magical attacks from adepts can gain a +2 Surprise bonus to strike and damage, but their damage dice are reduced by a die type. Ongoing beneficial effects cannot be detected by normal means, but those with *detect arcana* will gain a +2 to sense such powers in effect.

Subtle Manipulations: Powers like *illusion* and *puppet* can be subtly enhanced by a skilled conversationalist. In non-combat situations, an adept can use Persuasion to gain bonuses on his casting roll; +1 for a success and each raise.



POWERS

Following is a comprehensive list of new powers for use in your campaign. Remember, when introducing powers from other sources that Power Points equate to Essence.

ANALYZE FOE

Rank: Novice
Essence: 1-2
Range: Smarts
Duration: 3 (1/round)

Knowledge is power. Being able to judge the strength of a foe before engaging him in combat can be highly advantageous. The character makes an Arcane Skill roll opposed by the target's Spirit. On a success, he gains a +1 bonus to Trait rolls to directly affect the target, and the target suffers a -1 penalty to Trait rolls to directly affect the caster. With a raise, the effect is increased to +2 and -2 for both.

In addition, for 2 Essence, a success allows the caster to learn of a single Immunity, Invulnerability, or Weakness of the target (if one exists), while a raise reveals two.

ANIMATION

Rank: Seasoned
Essence: 3
Range: Touch
Duration: 3 (1/round)

The caster is able to make some objects "come to life," effectively turning them into servitor constructs for a time. Only items that have some conceivable means of movement, statues, tables, and suits of armor are good examples, can be animated to any reasonable effect. The caster can only animate items of up to roughly human size, though he may animate smaller objects if desired. Such smaller objects would not have the same statistics as listed below and probably would not be as useful in combat.

Animated objects have no self-will and very limited capacity for interpreting orders. They obey the will of the caster, but only the most rudimentary commands may be given. Animated objects are mostly good for carrying items or fighting.

ANIMATED STONE OBJECT

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

Skills: Fighting d6

Pace: 4; **Parry:** 5; **Toughness:** 11 (4)

Special Abilities

- **Armor +4:** Stone skin
- **Construct:** +2 to recover from being Shaken, no additional damage from called shots, does not suffer from disease or poison
- **Fearless:** Animated objects are immune to Fear and Intimidation

ANIMATED WOOD OBJECT

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

Skills: Fighting d8

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

Special Abilities

- **Armor +2:** Wooden skin
- **Construct:** +2 to recover from being Shaken, no additional damage from called shots, does not suffer from disease or poison
- **Fearless:** Animated objects are immune to Fear and Intimidation

ARCANE SHIELD

Rank: Novice
Essence: 1
Range: Touch
Duration: 3 (1/round)

The caster can invoke magical energies to protect someone from other eldritch or spiritual forces. The caster can temporarily grant the Arcane Resistance Edge to a chosen target (including himself). For a raise, the target is protected by Improved Arcane Resistance.

BLESS

Rank: Seasoned
Essence: 4 - 6
Range: Spirit x 2
Duration: 3 (2/round)

This power allows a character to increase a single Trait for all friendly characters in a Medium Burst Template by one die type with a standard success, by two with a raise. The affected Trait can exceed d12. Each step over d12 adds +1 to the Trait total.

For example, a raise on someone who already has a d12 in the affected Trait grants him d12+2 for the Duration of the power. This power always affects the same Trait for all targets with a single casting, though the Trait may be different for separate castings. For example, all targets have their Fighting increased with one casting and then their Strength increased with another.

Additional Effects: For two more Essence, the area is increased to a Large Burst Template.

CANTRIPS

Rank: Novice
Essence: 1
Range: Smarts
Duration: 1 minute (1/minute)

This power allows for almost any innocuous effect to be created at the caster's whim as they summon mystic forces to perform minor tasks. These include (but are not limited to) - cleaning, lifting (10 pounds), flavoring foods, mending clothes, writing, ringing bells, causing someone to have an itch or sneeze, changing an object's colors, opening a door, etc.

CLAIRVOYANCE

Rank: Seasoned
Essence: 3
Range: Varies
Duration: 3 (1/round)

Clairvoyance allows the caster to see people, places, and things outside their normal sight. The Range varies depending on how well the Arcane Skill roll is made. A normal success gives the caster a Range equal to their Spirit x2, with each raise doubling the distance. Walls, doors, and other barriers do not hamper *clairvoyance* in any way, though the GM may decide that magical barriers can block it. *Clairvoyance* is not quite as good as normal sight. All Notice and similar checks take a -2 penalty.

Additional Effects: For an additional 3 Essence, the caster can use their hearing through the power (with the same penalties applied). The GM may allow other senses, as well, for the same added cost.

CURSE

Rank: Seasoned
Essence: 4 - 6
Range: Spirit x 2
Duration: 3 (2/round)

This power allows a character to lower a Trait of all enemy targets in a Medium Burst Template. This is an opposed roll against the victims' Spirit. Success lowers a single Trait of the caster's choice one step, and a raise lowers it two steps. A Trait cannot be lowered below a d4. Multiple castings stack, though the caster must keep track of when each casting expires as usual. This power always affects the same Trait for all targets with a single casting, though the Trait may be different for separate castings. For example, all targets have their Fighting lowered with one casting and then their Strength lowered with another.

Additional Effects: For two more Essence, the area is increased to a Large Burst Template.

DRAINING TOUCH

Rank: Seasoned
Essence: 3
Range: Self
Duration: 3 (1/round)

The most insidious casters can kill with a casual touch, and this power allows them to do just that. After casting the power, the attacker delivers his draining touch on a successful touch attack (+2 Fighting). Victims must make a Vigor roll (at -2 if the caster scored a raise when casting) or suffer a level of Fatigue. Normally these Fatigue levels recover at one per five minutes, but if the target rolls a 1 on his Vigor die, regardless of the Wild Die, he recovers at a rate of one level per hour.

GROWTH/SHRINK

Rank: Seasoned **Essence:** 2+
Range: Smarts
Duration: 3 (2/round)

Growth doubles the overall size of the target. The subject gains +1

Size for every 2 Essence spent when the power is cast. Each point of Size grants the target a one die type increase to Strength and a point of Toughness. This power may be cast multiple times on the same target, though the caster must track each casting separately.

Shrink reduces the Size of the subject by one step for every 2 Essence, down to a minimum of Size -2 (approximately the size of a rat). Each level of Size reduction reduces the target's Strength by one die type (minimum of d4) and his Toughness by 1 (minimum of 2).

Subjects from Size +4 to +7 have the Large Monstrous Ability and fill a 2" square on a tactical battlemat. From Size +8 to +10, they are Huge and occupy an area 3" square. If the target is +11 or more, he is considered Gargantuan and occupies a 4" square area. Creatures of Size -2 have the Small Monstrous Ability.

For unwilling targets, the caster's Arcane Skill roll is opposed by their Spirit.

ILLUSION

Rank: Novice
Essence: 3
Range: Spirit
Duration: 3 (1/round)

Illusion makes a single target see something that isn't there, or else see things differently than they actually are. The caster's Arcane Skill is opposed by the target's Spirit; a success means the target perceives the illusion as real with one of their five senses. Once they examine the illusion with any of their others senses, it is broken. A raise indicates that the target perceives the illusion as real with all of their senses. Illusory attacks can never actually wound a target, though they can cause a target to become Shaken. Such attacks are made with the caster's Arcane Skill, but resolved like any Fighting, Shooting, Throwing, or similar roll. Passive illusions, like a wall, take little effort to maintain. The Essence cost must be met, but only normal maintenance penalties apply. Active illusions, such as a black cat or phantom enemies, require constant concentration to maintain. The caster must expend an Action while maintaining such an illusion. This power only works on sentient, living beings. It is useless against animals, spirits, or the undead.

JET

Rank: Novice
Essence: 2
Range: 12"
Duration: Instant

Jet creates a damaging stream that shoots out from the caster. Measure a straight line 1" wide and 12" long starting from the character's position. If successful, targets

within this area must make an opposed Agility roll versus the Arcane Skill roll or suffer 2d10 damage, and this is considered Heavy Damage.

LEGERDEMAIN

Rank: Novice
Essence: 1
Range: Smarts
Duration: Instant

Legerdemain allows the character to perform a single action at Range he would normally be capable of doing in person. If the action would require a Trait roll, then the caster rolls the lower of the Trait or his Arcane Skill to both activate the power and determine the results of the action. If the action does not require a Trait roll, then his Arcane Skill is used normally.

Casting *legerdemain* is a normal action, but the action performed through the use of it is considered a free action. Note that existing free actions like speaking are unchanged. However the caster is still limited to not duplicating the same action in a round, so it is impossible to cast another power via *legerdemain*. As an example, trying to remotely pick the lock on a door would call for the lower of the caster's Lockpicking or Arcane Skill to determine if the power and action was successful. Merely tipping over a glass of water would need only an Arcane Skill check.

The power does not create or duplicate the effects of any gear or magical effects upon the caster, but in all other ways, the action is treated exactly as if the caster were performing the action himself at the location. For example, a Fighting attack does his normal unarmed Strength damage, even if the caster is holding a dagger with *smite* on it.

MEND

Rank: Veteran
Essence: Special
Range: Touch
Duration: Instant

Casters with this power can actually mend damage done to objects and structures made of wood, metal, or stone. The caster must concentrate for one full action, and then cast the power on their next action, subtracting a penalty equal to the structure's equivalent to wounds from their Arcane Skill roll. The cost in Essence is equal to half the structure's base Toughness (ignore Armor and magical bonuses). For items without a Toughness, the GM should simply assign a number (1-3 for most objects, 4-6 for wood buildings, 7-10 for stone buildings, 11-15 for castles). A

success repairs one wound, a raise mends two. For items or sites that do not have wounds measured, the GM can simply decide how many applications of the power will be needed.

MIND'S EYE

Rank: Seasoned
Essence: 2
Range: Self
Duration: 3 (1/round)

The caster gains the ability to link their mind into the Aether in such a fashion as to see beyond the normal world. This enables them to see through any form of darkness and see invisible entities as well. They can also peek into a room without anyone being the wiser. Casting this power allows the user to ignore the effects of obscure and invisibility, as well as any normal lighting penalties. In addition, with a raise, the user can see past doors and walls that are not somehow mystically shielded.

PHANTASMS

Rank: Novice
Essence: 2+
Range: Smarts
Duration: 3 (1/round)

The caster can create illusory images perceived by a single sense, affecting anyone able to perceive them. For each additional Essence invested in the casting, an additional sense may be affected; by spending 6 total Essence, the phantasm fools all five senses. This does include touch, though the illusion has no real Strength and can be dispersed by any force applied in an attack manner. Unlike illusion, phantasms create holographic images visible to everyone in the area and cannot cause a target to become Shaken. Anyone perceiving a phantasm may make a Notice check opposed by the caster's Arcane Skill roll to see through the illusion. An arcane caster may substitute *detect arcana* for the Notice check if they so desire. Maintaining a Phantasm over multiple rounds requires an Action each round it is in effect.

Additional Effects: Phantasms are normally no larger than a human in size. For 2 additional Essence, the phantasm covers an area equal to a Medium Burst Template, or a Large Burst Template for 3 additional Essence.

QUAKE

Rank: Veteran
Essence: 5
Range: Smarts x 3
Duration: Instant

Quake causes a tiny but powerful earthquake that can crush foes and level buildings. It works only upon solid earth; not sand, water, wood, floors, or any other substances. The area of effect is a Large Burst Template centered within the caster's Range. Victims within the Large Burst Template must make an Agility roll or fall into the hole where they are crushed by earth and stone for 2d10 damage. Those who make the roll cling to the sides and may climb out on their next action. Those who succeed with a raise jump free and may act normally on their next action.

Walls crumble and are breached with this power, opening a hole as wide across as the earthquake, as the damage is considered Heavy Weapon damage.

SANCTIFY/DESPOIL

Rank: Novice
Essence: 10
Range: Special
Duration: Permanent

Sanctify allows the caster to consecrate areas of earth, causing great pain to supernaturally evil creatures that attempt to tread upon it. Alternately, casters of evil natures can *despoil* an area, making it anathema to creatures of Light and Life, including fae. A caster may only possess whichever of these powers is appropriate for his Arcane Background. Using either power takes an entire day of prayer. The caster must remain within the bounds of the area for the duration. The area is determined by the GM, but is typically the grounds of a church, a battle, or some other place of importance. If no clear boundaries exist, the area is equal to five times the caster's Spirit in yards. When the ritual is complete, the Arcane Skill roll may be attempted. If successful, the area is consecrated. If the roll is failed, the caster must start from scratch. Any supernaturally evil (or good, if appropriate) creature that attempts to enter the sacred ground must make a Spirit roll each round or suffer a wound.

SILENCE

Rank: Novice
Essence: 2
Range: Smarts
Duration: 3 (1/round)

The caster creates a zone of absolute quiet within a Large Burst Template. No sound can be made or heard within the space while the power is active. This prevents the use of powers for most arcane types and completely negates any sound-based Notice checks for those within the area.

STORM

Rank: Veteran
Essence: 8
Range: 25 square miles
Duration: 2d6 hours

Storm summons up a small but powerful squall that can cause vessels to become lost (or perhaps even sink), deter pursuers over land, and do great damage to a local area. It takes four full rounds of concentration to cast, during which time clouds begin to form overhead. If successful, rain falls, lightning crashes, and a sudden storm manifests that is centered on the caster. The effects of the storm count as Hazards; every ten minutes a character spends trapped in the full fury of a storm, he should make a Vigor check or suffer a Fatigue level. Limited visibility and severe damage to wooden buildings, crops, and ships will happen. Those with this power can also cause an existing (non-supernatural) storm to become calm in a matter of minutes.

TELEPATHY

Rank: Novice
Essence: 2
Range: Any
Duration: 3 (1/round)

Telepathy is used to communicate mentally with other people. If the target is willing, a normal roll is all that is needed to succeed. Otherwise, the roll is opposed by the target's Spirit. Success allows communication with the target. Only those thoughts and images the participants wish to send can be sensed; anything more requires mind reading. If the caster cannot see their target, they must know and be able to identify the intended recipient in some reasonable fashion; the roll is -2 if they are within a mile or -4 if they are farther away than that. Reaching someone on another plane of existence – for example, contacting someone in The Eternal Forest from within Shaintar – is beyond all but Legendary casters. Even then, it is still difficult and at the GM's discretion.

Each conversation established via telepathy counts as a separate power for purposes of maintenance penalties. *Telepathy* can be used to speak with entities with whom you do not share a language; communication is based on thoughts and images. However, this form of communication can be difficult and basic in nature. The stranger the being (spirits, monsters, or beings from entirely different realms), the more complicated even the most basic communication can be.

WILDERNESS WALK

Rank: Novice
Essence: 1
Range: Touch
Duration: 1 hour (1/hour)

Wilderness walk allows the target to move through the outdoors quietly and without leaving a trace. The magic quiets the sound of the target's footsteps, adding +2 to his Stealth rolls. It also disguises the target's passage, making him impossible to track.

Wilderness walk cannot be used indoors or in urban settings.

POWERS USABLE BY MAGIC STYLE

(A)lchemy (C)hanneling (F)aith (N)ecromancy (S)orcery (T)hamaturgy The (W)ay

Power	A	C	F	N	S	T	W
Analyze Foe			Δ	Δ	Δ	Δ	Δ
Animation		Δ		Δ	Δ		
Arcane Shield	Δ	Δ	Δ	Δ	Δ	Δ	Δ
Armor	Δ	Δ	Δ	Δ	Δ	Δ	Δ
Banish		Δ	Δ	Δ	Δ	Δ	
Barrier		Δ	Δ	Δ	Δ	Δ	Δ
Beast Friend	Δ	Δ					Δ
Blast	Δ	Δ	Δ	Δ	Δ	Δ	
Bless			Δ			Δ	
Blind	Δ	Δ	Δ		Δ	Δ	
Bolt		Δ	Δ	Δ	Δ	Δ	Δ
Boost Trait	Δ	Δ	Δ	Δ	Δ	Δ	Δ
Burrow		Δ					
Burst						Δ	
Cantrips				Δ	Δ	Δ	
Clairvoyance			Δ	Δ	Δ	Δ	Δ
Conceal Arcana	Δ			Δ	Δ	Δ	
Confusion				Δ	Δ		Δ
Curse			Δ	Δ		Δ	
Damage Field	Δ	Δ	Δ	Δ	Δ	Δ	
Darksight	Δ	Δ	Δ	Δ	Δ	Δ	Δ
Deflection		Δ	Δ	Δ	Δ	Δ	Δ
Disguise	Δ			Δ	Δ		Δ

Power	A	C	F	N	S	T	W
Dispel		Δ	Δ	Δ	Δ	Δ	Δ
Divination			Δ				
Drain Power Points				Δ	Δ	Δ	
Draining Touch				Δ			Δ
Entangle	Δ	Δ	Δ	Δ	Δ	Δ	Δ
Environmental Pr.	Δ	Δ	Δ	Δ	Δ	Δ	Δ
Farsight	Δ	Δ	Δ	Δ	Δ	Δ	Δ
Fear			Δ	Δ		Δ	Δ
Fly	Δ	Δ	Δ	Δ	Δ	Δ	Δ
Greater Healing	Δ	Δ					
Growth/Shrink	Δ	Δ			Δ	Δ	
Havoc	Δ	Δ			Δ	Δ	Δ
Healing	Δ	Δ	Δ	Δ		Δ	Δ
Illusion				Δ			Δ
Intangibility	Δ			Δ	Δ		
Invisibility	Δ			Δ	Δ		
Jet		Δ	Δ		Δ	Δ	
Legerdemain	Δ	Δ		Δ	Δ		Δ
Light	Δ	Δ	Δ		Δ	Δ	
Lower Trait			Δ	Δ	Δ	Δ	
Mend		Δ			Δ		
Mind's Eye	Δ		Δ	Δ	Δ		Δ
Mind Reading			Δ	Δ			Δ
Obscure	Δ	Δ		Δ	Δ	Δ	
Phantasms				Δ	Δ	Δ	Δ
Postcognition			Δ	Δ			Δ
Pummel		Δ	Δ		Δ	Δ	Δ

Power	A	C	F	N	S	T	W
Puppet				Δ		Δ	Δ
Quake		Δ				Δ	Δ
Quickness	Δ	Δ	Δ		Δ	Δ	Δ
Rending				Δ		Δ	Δ
Sanctify/Despoil		Δ	Δ	Δ		Δ	
Shape Change		Δ					
Silence		Δ	Δ	Δ	Δ		
Slow	Δ	Δ	Δ	Δ	Δ		Δ
Slumber	Δ	Δ	Δ	Δ	Δ		Δ
Smite		Δ	Δ	Δ	Δ	Δ	Δ
Speak Language	Δ		Δ		Δ		Δ
Speed	Δ	Δ	Δ		Δ	Δ	Δ
Storm		Δ				Δ	
Stun		Δ	Δ	Δ	Δ		Δ
Succor	Δ	Δ	Δ				
Summon Ally		Δ	Δ	Δ		Δ	
Telekinesis					Δ		Δ
Telepathy							Δ
Teleport					Δ	Δ	
Wall Walker	Δ	Δ		Δ	Δ		Δ
Warrior's Gift	Δ		Δ	Δ		Δ	Δ
Wilderness Walk		Δ					Δ
Zombie				Δ			

FILAMENTS AND LOCI

Not long after the Gates of Hell opened, signifying the awakening of Ceynara and heralding the War of Flame, those with mystical sensitivities began noticing strange “lines of power,” threads of the thinnest presence, streaming across the lands in certain areas. These threads tend to run between ten and thirty feet above the ground, and for some reason they follow the lay of the land, adapting to the topographical contours of hills, mountains, gorges, and rivers. Scholars and experts call these threads of power “Filaments.” In places where two or more cross, the raw power seems to multiply considerably, and such a location is called a “Locus.” The more Filaments that cross in a Locus, the more potential power there is. Filaments are just beyond the realm of normal senses, barely on the “other side” of the Veil between Shaintar and Corelisia. No one is absolutely sure what they are, or why they recently became known. There are theories of course; a prevalent one among scholars is the opening to the realm of Flame somehow disturbed the Patterns in some massive fashion, causing the Filaments to be revealed and, as it turns out, exploitable by practitioners of the magical arts.

Direct proximity to a Filament (being within about 10” of one) enables arcane casters with the Essence Link Edge to tap into raw mystical energies and use the Filament to cast powers or otherwise work magic. This works very much the same way as the normal Essence Link transfer action, except that the Filament, as the granter, simply rolls a d6 to determine how many d4s are rolled for Essence shared. The recipient still rolls his Arcane Skill to determine how many d4s he can accept. Filaments and Loci are “universal” donors of energy, usable by anyone with Essence Link.

Loci are more far powerful and easier to tap into. A Locus is rated as Normal (d6s), Strong (d8s), Superior (d10s), or Paramount (d12s). All the same rules for Essence Link apply, except the dice associated with the Loci’s rating are rolled instead. For example, a druid picks a Superior Locus to cast a power. He rolls a d6 and gets a 4 — that’s how many d10s (instead of d4s) he rolls for the amount of Essence the Locus provides for his casting. He then rolls his Channeling and gets a result of 14 — a success and two raises, allowing him to roll 3d10 to determine how much Essence he can actually gain from the Locus as an action.

Note that in any instance where a permanent effect is being created, whether it’s a Master Artificer’s crafting or a permanent High Magic effect (more on High Magic will appear in the future book, *Legends Unleashed*), at least one-fourth (¼, rounded up) of the Essence must come from one or more casters’ personal reserves.

Regardless of how the Essence is used it fades at a rate of one point per ten minutes.

In recent months, Superior and Paramount Loci, and the Filaments that feed into them, within 100 yards or so, have become visible to the naked eye, but only during the Thirteenth Hour.

Filaments and Loci are valuable and important to arcane casters; Loci in particular have become the site of numerous new constructions and more than a few conflicts. Despite the idea that the Patterns are involved, it is difficult to predict where Filaments and Loci might be found. If a GM wishes to determine randomly if either is in the party’s area, roll 2d6; should either die turn up a 6, there is a Filament nearby, and if two 6s come up, there’s a Locus.

The story behind the Filaments and the Loci is one of the mysteries for the Heroes of Shaintar to discover more about as time goes on...

SETTING RULES

This section defines the high epic fantasy elements beating within the over-the-top epic that is Shaintar. Should you find they are too powerful for the game you envision, modify them as you see fit, but bear in mind that some of the Edges and other material presented within these pages are designed around these rules, so adjustments may need to be made.

MANEUVERING FOR ADVANTAGE

This section covers modifications and additions to the standard Savage Worlds core rules that deal with movement, combat, and related situations.

COVERING THE DISTANCE: THE ALL OUT MOVE

There are times when Heroes need to cover great distances quickly in order to arrive in the nick of time.

In this setting, the All Out Move is added as a maneuver. When a player declares this as the Hero’s action in a round, this is the only thing the Hero can do (with one exception, to follow). His Pace is doubled, and then a “Run” die is added. This becomes the total distance the Hero moves on his turn. When doing an All Out Move, the Hero’s Parry is reduced by 4 (to a minimum of 2). Anyone performing a ranged attack against the Hero gains a +1 to their skill roll.

The Hero must move in a relatively straight line; minor adjustments for obstacles and terrain can be made, but there are no major turns or doubling back allowed. The GM is the final arbiter on the path taken. The one action a Hero can take at the end of an All Out Move is a Charge (if he has that Edge). His Fighting roll is made at -2, but he gains +4 to any damage he does if he hits. He must make an Agility roll at -2 after resolving the attack; if he fails, he ends the turn prone. Note: A mounted Hero can use the All Out Move with a mount; all of the same rules apply. A mounted charge, using this maneuver, will do +8 damage (+4 from the basic Mounted Charge rules and the additional 4 from this option). The Charge Edge is not required to perform this variant, though the usual rules about fighting from horseback apply.

IT'S A SURPRISE

Players are clever, especially when it comes to trying to get one over on the bad guys. The Drop handles the most extreme cases of getting a serious advantage against an enemy, but it's just not appropriate to grant such a severe bonus for every good idea.

Between the Drop and nothing, the GM of a Shaintar campaign is encouraged to use the concept of Surprise maneuvers to reward clever play. When a player comes up with an action in combat that makes the GM and other players go "Oh, that's cool!" or otherwise demands some kind of bonus, simply add a +2 "Surprise Bonus" to the action. This bonus applies to both the attack roll and the damage.

For example, perhaps a very stealthy character spends three rounds sneaking around behind the main villain while the rest of the group is fighting him head on. The character jumps out from behind to attack him, but the GM feels he's too prepared for battle to warrant this attack gaining the Drop. A Surprise maneuver bonus of +2 on the Fighting and damage roll should do nicely to reward the tactical thinking and effort.

"BYPASS SKULL"

In Shaintar, things get truly epic. This includes both the skills of attackers and the defenses of their opponents. There are times when a simple Called Shot to the head just isn't enough.



Truth be told, there are folks in my current gaming group who have certain, shall we say, “squicks” that come up whenever folks talk too graphically about the specific part of the head/face that they wish to target. One night I threw out the statement “Let’s face it, you’re basically Bypassing the Skull.” It stuck.

So your incredibly gifted archers or other precision strike fighters can take a base -6 (not counting additional modifiers, such as for helmets) to go for the eye, ear, open mouth, etc. of a particularly tough opponent. In doing so, not only is the +4 damage applied, but the target only gains one-half of their natural Toughness (and no Armor, unless it’s from the Power).

It’s A KIND OF MAGIC

These setting Rules apply to the use of powers in Shaintar.

THE DEEP MAGIC

Casters are just as epic and heroic as anyone else in the Shaintar setting. Sometimes, they have to reach deep down and draw upon power beyond their normal limits to cast one more spell to save the day. In the Shaintar setting, all arcane casters except alchemists automatically gain the Soul Drain Edge upon achieving the standard requirements for the Edge.

MORE FOR THE CASTING

In high fantasy, it’s not uncommon to find powers can be cast with longer durations than just a few seconds. As a matter of “team support,” many arcane caster players like to have the chance to “buff” their teammates with some empowering or protective powers. To support these ideas in Shaintar, there are two approaches to casting powers to which all casters (except alchemists) have access. These are Combat Casting and Meditative Casting.

Combat Casting is what all *Savage Worlds* players use. It takes an action, and most powers with any Duration last in terms of rounds. They can usually be extended at the cost of 1 additional Essence per round.

Meditative Casting allows arcane casters to take a minute to cast a power instead of doing it as an action. Doing this extends the Duration of the power by a factor of ten, while still costing the same amount of base Essence. In other words, a power that normally lasts three rounds would last for thirty rounds (three minutes) instead. As well, any Essence spent to extend it would add another minute instead of a round.

Of course, some powers have different Durations than the standard

3 (1/round) Essence cost. Use the following chart to determine the extended Duration of a power when cast in the Meditative fashion.

Base	Extended*
Rounds	Minutes
Minutes	10 Minutes
10 Minutes	100 Minutes
Hours	10 Hours

*via Meditative Casting

Example: *Clairvoyance* has a normal duration of 3 (1/round). Using Meditative Casting, it would last 3 (1/minute).

Liner Notes: Practical Limits

In practical terms, pre-combat “buffing” is still fairly limited. You can only Meditative Cast two “3/1” powers beforehand; waiting to cast a third one means you are already paying Maintenance to get a third one off. Some may choose to do this anyway, but the point of diminishing returns arrives pretty quickly.

This system really enhances the role of magic in the setting, and strengthens the utility of casting in a way that works. It makes the GM’s job easier as well, in that he can go ahead and consider some powers as active on bad guy casters before a battle.

DEFEAT THE CASTER, DEFEAT THE SPELL

In the core rules, powers are indicated as having a set initial Duration, after which they are considered to be “maintained.” This can be interpreted to mean powers will continue even after an arcane caster is incapacitated, until the base Duration runs out. In classic fantasy, however, it is generally expected that once you take down a villainous arcane caster, his magic dies with him. This is the case in Shaintar. Whenever a caster is Incapacitated, any of their active powers instantly end.

FOR THE BENEFIT IF OUR HEROES

These are additional Setting Rules that modify how bennies can be used.

OPENING THE FLOOR FOR NOMINATIONS

It can be very hectic and trying for a GM to keep up with every moment and every action during a game. This often means missing opportunities to hand out bennies for great lines, excellent roleplaying, and heroic actions in game.

As an option, GMs are encouraged to hand out, in addition to whatever markers they normally use to represent bennies, a distinctive marker that stands as a “Nomination Chip.” Each player should get one of these at the beginning of each session.

Its purpose and use is quite simple. Whenever that player identifies another player’s actions as being “benny-worthy,” they can turn the chip in so that the player is rewarded with a bonus benny. The GM has the option of overriding this nomination if they feel the nomination is frivolous. Generally, however, the GM should be hands-off with this system, letting players liberally support each other.

GIVE IT ALL YOU GOT

In a world where Heroes are expected to do the impossible on a regular basis, they often need to push their limits. This Setting Rule, called Extra Effort, allows a player to spend a benny to add a d6 to a Trait roll instead of re-rolling it. This d6 can Ace, and its final result is added to the initial Trait roll.

This may be done only once for any given Trait roll. It can, however, be combined with the standard re-roll option for bennies; if a re-roll is declared after a using Extra Effort, the Extra Effort die is also re-rolled.

Liner Notes: I’ve Got a Golden Benny

Another option that has been a great deal of fun in my home campaign is the Gold Benny. I use different colored poker chips for my bennies, and the one that everyone wants is the yellow/ gold colored one.

The Gold Benny is awarded almost exclusively for birthdays

— anyone having a birthday in the week leading up to or after the current session gets it. For significant events, like milestone anniversaries, getting married in the first place, accomplishing something fairly awesome in real life, or doing an act of great kindness in the world, I might also award such a benny.

The Gold Benny is a pretty major deal.

For one thing, it’s the Life Saver. At any time, it can be spent on the behalf of any character to negate all damage suffered in a given round — even damage that kills a character! The GM has to find some way to explain events such that, somehow, it just didn’t happen, or something happened to change the results. Alternately, the player can spend a Gold Benny — again, on any Hero’s behalf — to cause any Trait roll to automatically succeed with a raise. If further effects can be gained by continued rolling, the initial roll, including the Wild Die, is considered to have Aced. Damage can be affected in the same way by a Gold Benny.

The most common use of the Gold Benny in my campaigns has been the “Activate Deus Ex Machina” Plot Device System, whereby I am expected to entertain my players with some creative and over-the-top narration of how amazing circumstances and/or the involvement of greater spiritual beings have interfered to give the Heroes some huge leg-up in their current, very dire, situation.

It may sound awful to some of you GMs, but trust me; it has become the highlight of most of my campaigns. After all, there are always new dire situations to throw at them...

A VERY PALPABLE HIT

It is neither epic nor heroic to roll a well-timed hit, only to get a disastrous damage roll. As such, Shaintar is a setting that allows all Wild Cards to spend a benny to re-roll damage; there is no need for the No Mercy Edge.

LEAD FROM THE FRONT

Leadership Edges are interesting options for characters to explore, but those who apply themselves in becoming effective leaders sacrifice significant personal advancement by doing so. Every such Edge taken leaves said Hero that much further behind his comrades’ individual prowess over the long haul.

In Shaintar, leaders are meant to be forthright and strong Heroes as well. They inspire not only the rank-and-file, but can give guidance and influence to their fellow Heroes (see “First Among Equals” on page 67). Such heroic leaders should not feel like they are completely sacrificing their advancement in order to develop their leadership potential.

GMs who agree with this reasoning should adopt the option I did in my own games; each time a Leadership Edge is taken, the player may also give the character a skill increase for one skill less than its linked attribute. In this way, such characters can at least get a small advancement while becoming the kind of leader others will follow into the Abyss or the Nether.

For example, Halleck Deven, a sergeant in the Grey Rangers, decides to take Command to better represent the leadership training he's received. His Stealth is currently a d6, and his Agility is a d8, so he chooses to raise his Stealth at the same time.

DIVINE INTERVENTION (AKA "DEUS EX MACHINA EST")

Entities, both divine and corrupt, are active and vested in the machinations of man. Though the Covenants preclude most direct, overt involvement, such beings find a way to meddle in the affairs of the mortal sphere. In other words, it's within the framework of the game for such powerful beings to step in and aid the Heroes from time to time when the outcome matters to them. Defending an important temple of Light against a Flame Horde might gain the aid and attention of emissaries of Archanon.

The degree of aid is entirely dependent upon the charity of the GM and the circumstances — a series of horrid dice rolls at a critical juncture; invoking an Ascended's name in the face of overwhelming enemy forces; one or more Players offering up a benny, purely for the purpose of seeking guidance or assistance towards a goal that clearly advances the agenda of the powers of Light and Life, and so on.

The greater the group's overall Rank, the increased likeliness they may get. Couple this with their quest's nature to determine whether it makes sense or not. If the Heroes are fighting some nameless beast in a cavern, help is less likely than if they are battling over the possession of a Netherstone with the forces of Darkness.

How should the intervention manifest? The GM should consider the sense of story, and unleash his imagination to make it a memorable event that helps drive the story forward:

- A caressing whisper passes by the archer's ear, saying "Worry not, your arrow will fly true." He takes aim at the dark acolyte in the distance who is a heartbeat away from sacrificing the princess, and a sudden wind rises at his back as the arrow flies free, and all penalties are negated.
- A vampire lord bears down on the lone priestess, the blood of her comrades trickling from his fangs. She invokes "Archanon!" as she unleashes bolts of light. The player rolls horribly, and the group has no bennies left; an angel appears over the head of the vampire even as time stands still. The GM tells

her to reroll. Getting a far better result, the vampire lord bursts into flame as the now White Silver bolts drive him back.

- The Heroes have just defeated a powerful foe, and don't know what to do next. A raven flies down and lands upon the body of one of the leader's lieutenants, giving a harsh caw as it does. Inspection reveals hidden notes from a source in the criminal haven of Camden, and an enigmatic tattoo.

In every instance where aid and guidance comes from the powers of Light and Life, it should be clearly understood that the Heroes have connected to a higher plane, and are more and more serving a higher purpose. Their lives are going to become dramatically more interesting... and dangerous.

Doing good works, driving back the darkness, and working towards the goals of Life and the Light increase the characters' "spiritual signature." Their spirits are becoming more connected to the mystical matrix of the world, and this light shines all the way through to Corelisia.

Saiderin, the Raven, may mark them as well. This inevitably leads to far greater troubles for them, as the Raven is constantly scouting out new recruits for the endless schemes he has afoot to protect his beloved land.

CHOSEN OF THE HORN

One of the most powerful ways a Hero can connect with the divine in Shantar is to become one of the rare Chosen of the Horn. These are Heroes that the living spirit of the realm, the Silver Unicorn, chooses to be her champions.

These true Heroes — selfless, dedicated, noble in word and deed — may come to the direct attention of the Silver Unicorn. She may subtly aid and guide such Heroes as she judges their worth. Candidates might catch glimpses of her shimmering form; sometimes at the height of danger and stress, other times in quiet contemplation in an appropriate setting.

When a Hero is selected as her champion, the gift comes with great rewards and great risk. He is often called upon to go into the darkest and most dangerous situations of the land to strike at the very heart of evil itself. It is worth noting that those rare groups comprised of suitable worthies could all become Chosen.

The Chosen gain the following gifts as they rise in Rank. As a Chosen gains a new Rank, he gains that Rank's gift. A character gains all the gifts of his current and previous Ranks when he becomes a Chosen.

- **Novice:** +1 benny per session.
- **Seasoned:** +2 on any opposed Trait rolls to resist Flame or Darkness effects.
- **Veteran:** The Champion Edge. If the Hero is a paladin or a Soulguard, the effects stack!
- **Heroic:** +2 on all Spirit and Vigor checks to recover from being Shaken, Soak wounds, resist poisons, disease, and Fatigue.
- **Legendary:** Call the Unicorn's Power — the Hero can spend a benny to activate this ability. Doing so allows the Hero to ask for any power; non-arcane casters use their Spirit, while arcane casters use their Arcane Skill. In either case, there is no expenditure of Essence. If the power is granted (at the GM's discretion), it is cast and used as normal. Any power with a Duration lasts only its base Duration and cannot be maintained.

Liner Notes: A Two-Edged Sword

Intervention from beyond doesn't just happen for the Heroes; powerful and important villains in service to Flame and Darkness are sometimes aided by their patrons. This doesn't happen quite as often, mainly due to the "only the strong survive" attitudes that more evil greater beings have. Nonetheless, there may be an instance where an acolyte or warlord receives a blessing of strength or survival from Ceynara, while a necromancer or shayakar battle leader may gain some positive turn of events from one of the Necrolords.

For the most part, this is easily represented by the pile of GM bennies you start with. However, if your benny reserve is low and the Heroes have been getting some real benefit from their connections to the Ascended, you should feel free to invoke this idea. Among other things, it's a good idea to occasionally show the players that the enemy has powerful beings helping out, too.

Liner Notes: Expanded Advancement Scheme

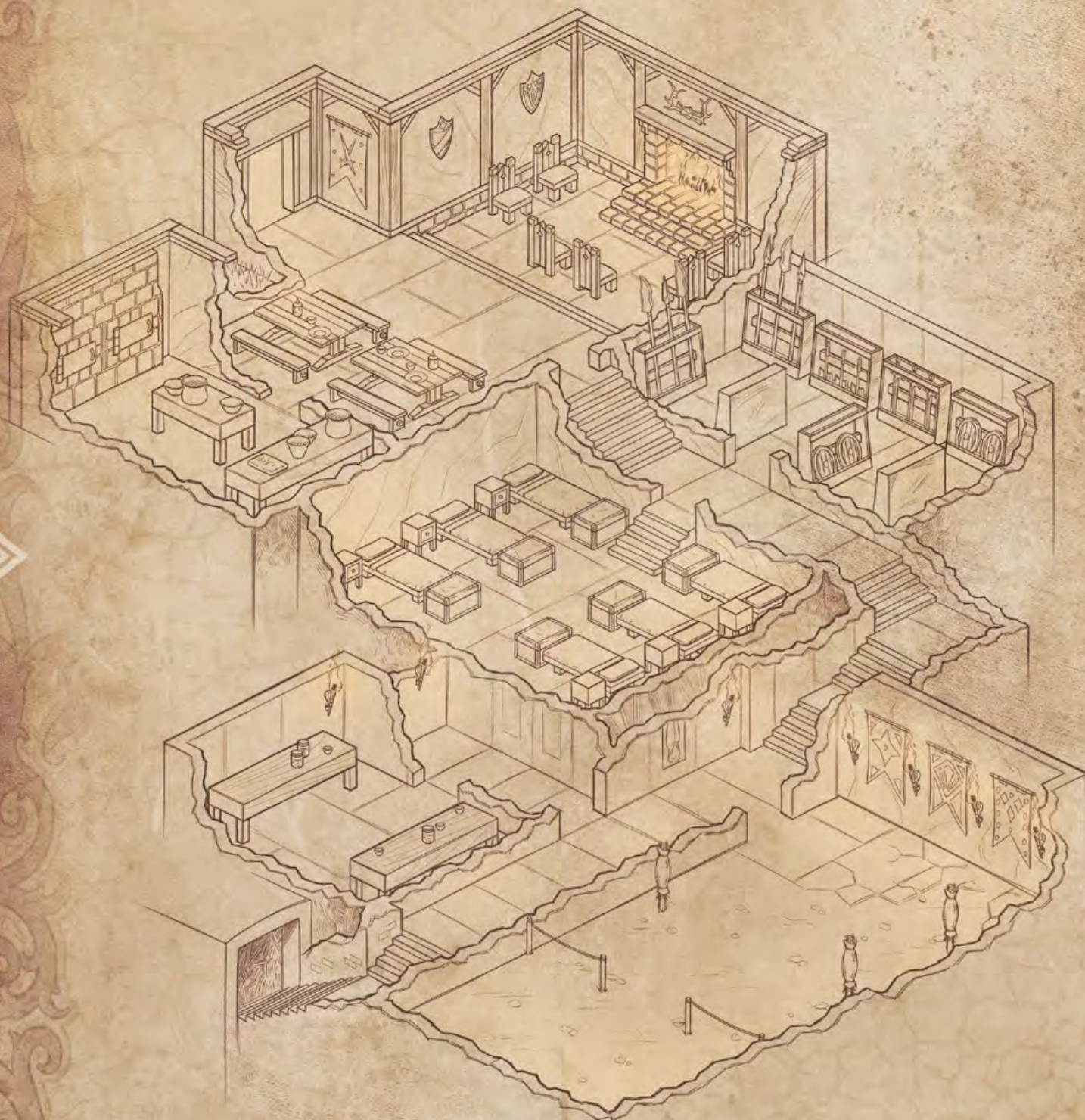
While you're welcome to use the standard advancement scheme in Savage Worlds, the Shaintar standard is as follows: each Rank gets twenty five Experience Points, instead of twenty. This gives an extra Advance per Rank, which not only slows down the character advancement into the higher Rank Edges, it also takes a bit longer to reach Legendary Rank. Once a Hero reaches Legendary, the exact rules as written in the Savage Worlds core rules apply to further advancement.

In doing things this way, players get a little more time with each Rank to develop their characters with the Edges of the lower Ranks. It also allows the GM to be a bit more generous with experience awards without unbalancing story lines.

Another neat result of doing things this way is that Heroes become Legendary at one hundred Experience Points, which has no bearing on anything other than aesthetics, but it does feel right to have such an auspicious number associated with becoming a Legend.



TYPICAL RANGER HQ





CHAPTER 3:

GAMEMASTERING AN EPIC REALM



WHAT IS EPIC HIGH FANTASY?

Just as you wish for your players to understand the world they are gaming in, you should understand the themes and style of the genre. The Heroes are driving back terror and corruption, personified by Darkness and Flame and the countless minions that serve those forces. They are solving ancient mysteries and revealing hidden conspiracies. They are saving kingdoms... and, ultimately, the world.

HIGH FANTASY

"A long time ago, in a galaxy far, far away..."

-- George Lucas, *Star Wars*

High Fantasy isn't about Earth, or any easily recognized version of Earth. There may be many things we recognize, like bipedal folks, swords, castles, and creatures from mythology — but, you won't find Texas, the Pope, or the Battle of Hastings. You are transported to some place where all the rules can be changed: new species, forms of magic, gods, mysteries, and even how the universe was created are all possible.

Shaintar is, in all ways, a fantasy realm that only borrows from our world rather than be defined by it. It is located on a completely different planet, Starfall. The rules of magic and even physics are different, and the mythologies and cosmologies known through the history of Earth are utterly unknown in Shaintar.

Unrestricted by any preconceived notions about the physical or temporal reality of Earth, very large and very transformative stories can be told in a High Fantasy setting. Nations can fall. Entire continents can be destroyed or reborn. The course of history can be determined by the fateful actions of mighty heroes and terrible villains.

"It's a kind of magic."

-- Queen

It's hard to find a fantasy story that doesn't have magic in it, but the magic found in High Fantasy is altogether different. It is a real, palpable, and often daily thing. Magic permeates life for most Heroes in a High Fantasy realm.

At the same time, magic changes everything. It changes the tide of battle. It decides life and death. It saves the day or ruins it. Magic is often the driving force. It may be the tool used by the forces of Evil to threaten terrible change or destruction, and it may be the only way to save the kingdom... or the world.

As powerful and important as magic is in Shaintar, the capacity for any Hero to perform great deeds that defy the expectations of normalcy represents a kind of magic as well. With whirling blades through amassed hordes, impossible shots past impregnable armor, dramatic leaps across improbable distances, Heroes of all kinds invoke a sort of paranormal force when they take action in a High Fantasy realm like Shaintar.

Liner Notes: Forget Those Magic Item Slots

Outside of many traditional fantasy RPGs, both of the tabletop and electronic variety, magic items do not tend to flow like trinkets at an arcade in High Fantasy. A magic sword is a pretty big deal, as is a ring or even a potion.

Shaintar is a setting that hews closely to that idea.

Monsters and bad guys don't lie around with these things stashed in bags and chests, waiting to be plundered; if there is such an item, rare as that should be, it will likely be in use by the owner.

Items are often tied to a bloodline, and to history. The "Soul-Bonded" Edges reflect this, allowing a player to select an item that develops with a Hero. This represents the Hero unlocking the potential of a special item even as he unlocks his own potential. There are artificers and alchemists who can provide some magical item support, but nowhere near the level that will be found in other games. These items are a powerful source of support, but it remains within the province of the Hero to be the primary agent of action and change in Shaintar.

One very defining aspect of Shaintar is the core importance of magic to the setting. It really is at the heart and foundation of everything. The cosmology of the setting — the Four Powers, the Patterns, The Way, etc. — all connects directly and indirectly with the world through the very metaphysical foundations of the setting. This is about people with a strong sense of spirit and will drawing upon the mystical strength of the world for their goals.

This manifests in a number of ways that can be leveraged into story points. The expenditure of a benny to soak damage or pull success out of a failure can be creatively interpreted as a Hero calling upon her faith in the Light or the spirit of her heroic father to aid her at a moment of crisis. Rolling multiple Aces on an attack or damage check can represent the Ascended reaching out to aid at a critical moment, or the Hero tapping into a set of Patterns just beyond the Veil to achieve something otherwise nearly impossible.

"Shepherd Book once said to me, 'If you can't do something smart, do something right.'"

-- Jayne Cobb, *Serenity*

"The Kurgan. He is the strongest of all the immortals. He's the perfect warrior. If he wins the Prize, mortal man would suffer an eternity of darkness."

"How do you fight such a savage?"

"With heart, faith and steel..."

-- Ramirez and MacLeod, *Highlander*

At the heart of any High Fantasy story is the core conflict between Good and Evil. This isn't a matter of shades of gray, or determining what the least terrible choice is; the lines are clear, and the Hero knows which side he needs to be on.

Granted, the lines don't always start out completely clear, but it generally takes little effort to determine who the Bad Guys are in a High Fantasy setting. Deep and abiding moral quandaries, fraught with tragic consequences, are not the norm in such a setting, and are not the typical experience in a Shaintar campaign.

Two of the Four Powers are forces of malevolence, terror, and despair. Flame is the Power of demons, tyrants, chaos, and destruction. Darkness is nothing less than the corruption of Life and living things, seeding fear, hopelessness, and unlife throughout Shaintar. Those who wield such Powers, or serve them, are clear symbols of the Powers they are in thrall to.

Certainly there are those of malign purpose who do not directly connect with either Power, and they are more than capable of disguising their motives as needed. Determining Good versus Evil is one thing, but choosing to fight for Good is quite another. Far more often than not, the Heroes are outnumbered by a great margin, and the champions of Flame and Darkness tend to be frighteningly powerful. Only through great dedication and committed teamwork can the Heroes hope to win the day.

And there may well be a few lost days — and lost friends — before the Final Battle is fought and won. In the ruins of Osgiliath, Sam said it best.

"It's like in the great stories, Mr. Frodo. The ones that really mattered. Full of darkness and danger, they were. And sometimes you didn't want to know the end. Because how could the end be happy? How could the world go back to the way it was when so much bad had happened? But in the end, it's only a passing thing, this shadow. Even darkness must pass. A new day will come. And when the sun shines it will shine out the clearer. Those were the stories that stayed with you. That meant something, even if you were too small to understand why. But I think, Mr. Frodo, I do understand. I know now. Folk in those stories had lots of chances of turning back, only they didn't. They kept going. Because they were holding on to something."

"What are we holding onto, Sam?"

"That there's some good in this world, Mr. Frodo... and it's worth fighting for."

-- Sam and Frodo, *The Lord of the Rings: The Two Towers*

EPIC FANTASY

"Here we are! Born to be kings! We're the Princes of the Universe!"

-- Queen

"Go big or go home."

--- Eliza Dushku

In Shaintar, the Heroes may start out humbly, perhaps no one of particular import. Yet they are destined for something great. They are literally born to it — not because of anything specific in the rules, but because they are the protagonists right from the start.

In other words, it is perfectly acceptable and even encouraged for the players to proceed with the knowledge that their characters are meant to do great things. The characters themselves shouldn't know this, but the players should be willing to push the boundaries and take risks and explore just what they are capable of as the campaign proceeds. The Setting Rules are there for Heroes to use in their efforts to struggle through against otherwise impossible odds.

Though some players in fantasy adventure games tend to push too hard, trying to break the backbone of the rules, many more will play things too safe. They will tend towards the more defensive and simple actions, afraid to risk failure, damage, and possibly death for their characters. GM's of Epic campaigns should do everything in their power to encourage a more assertive and expressive style, awarding bennies liberally to those who really embrace the theme.

Note that Epic doesn't always mean flashy or loud; a quiet and determined Hero can simply make a really difficult choice and put everything she has into making it work on a grand scale.

"You remember it. Remember every bit of it, 'cause we are on the eve of a day that people are going to talk about long after we are dead and gone."

-- Destroyer Commander (Rod Steiger), *The Longest Day*

Though events may well begin in a village, on a farm, or in some small grove off the beaten path, the Epic Fantasy tale never remains in such confines for long. The Heroes are bound to travel great distances, meet more people than they can count, and see sights both great and terrible on such scales as boggle the imagination.

And they will not only be a part of great events that change the course of history — they will be at the very heart of those events. They may not be the only Heroes involved, but it is for certain that in the movie that might be filmed of the events, they will be lead characters. Epic events don't just happen around the player characters — they happen to those characters, and they happen *because* of those characters.

This means the GM must not be afraid for the Heroes to become important, and to gain status and influence on their surroundings. The Heroes of an Epic campaign eventually find a place in the world that suits their contributions and their path.

"Arise, arise, Riders of Theoden! Fell deeds awake: fire and slaughter! Spear shall be shaken, shield be splintered, a sword-day, a red day, ere the sun rises! Ride now, ride now! Ride to Gondor!"

-- Theoden, *The Return of the King*

"Lo there do I see my father. Lo there do I see my mother and my sisters and my brothers. Lo there do I see the line of my people, back to the beginning. Lo, they do call to me; they bid me take my place among them, in the Halls of Valhalla, where the brave may live... forever."

-- Norse prayer for battle and burial rites (as presented in *The 13th Warrior*)

Make no mistake about it, Epic campaigns must have battles. These are not quiet, skullduggery-driven, political affairs. Swords will be drawn, horns blown, and orations

shouted across the battlefield. Arrows and powers will fly across the way as those who fight with steel and fang close frantically to melee.

In Epic stories, where there are battles, there is usually a war. This is no less true in Shaintar; in many ways, war never really ends. The forces of Flame and Darkness are at constant odds with Life and Light, pitting warriors and agents against one another every day. However, there are times when all the lands are engulfed in the conflagration of warfare, and this is a time for great deeds and glory. One of the greatest examples of an Epic experience on television is *Babylon 5*, and the opening monologue to Season Four really captures the "epic-ness" of it all in a way that is very much worth sharing. If, at the end of a campaign arc, the players and GM can all look back and feel like something like this could be written for what they experienced, then they did it right.

"It was the year of fire, the year of destruction, the year we took back what was ours. It was the year of rebirth, the year of great sadness, the year of pain, and the year of joy. It was a new age. It was the end of history. It was the year everything changed..."

-- The Lead Cast, *Babylon 5*

INSPIRATIONAL AND INFORMATIVE SOURCES

Seeing and feeling Epic High Fantasy (even when it's not strictly fantasy) is going to serve you much better than me going on and on about it here. So here's a very partial list of movies and books that have inspired me over the years as I've developed this setting.

THE BOOKS

The Shannara Series (Brooks), The Codex Alera (Butcher), the Belgariad/Malloreon series (Eddings), the Riftwar saga (Feist), the Sword of Truth series (Goodkind), The Fionavar Tapestry (Kay), A Song of Ice and Fire (Martin), the Harry Potter series (Rowling), the Drizzt Do'Urden Forgotten Realms series (Salvatore), The Lord of the Rings (Tolkien), Dragonlance (Weis/Hickman), Memory, Sorrow, and Thorn (Williams), the Amber series (Zelazny)

I know for a fact that I need to read many more. As well, some of these provided me ideas about what not to bring into Shaintar.

On a personal note, I have to say that just about everything Guy Gavriel Kay wrote has moved me and inspired me greatly. Just sayin'...

THE MOVIES & THE TV SHOWS

300; 7th Voyage of Sinbad; the 13th Warrior; 55 Days at Peking; the Adventures of Robin Hood; Babylon 5; Battlestar Galactica (both); Beastmaster; Big Trouble in Little China; Braveheart; A Bridge Too Far; Clash of the Titans; Crouching Tiger, Hidden Dragon; Excalibur; Flash Gordon (the movie); the Forbidden Kingdom; Hawk the Slayer; Hero; Highlander; Jason and the Argonauts; Krull; Ladyhawke; the League of Extraordinary Gentlemen; the Lord of the Ring series; the Matrix; Mortal Kombat; the Mummy series; Pirates of the Caribbean; Record of the Lodoss War; Silverado; Star Trek: Deep Space Nine; Star Trek (the latest movie); Star Wars (the original trilogy); Starblazers; The Sword and the Sorcerer; the Three Musketeers; the Underworld series; Van Helsing; X-Files

Liner Notes: Cinematic Gaming

I have many times used the term cinematic when describing my game mastering style. I have also seen more than a few commentaries lambasting the term. The word is too broad, the detractors say, because

What Dreams May Come is as cinematic as Mortal Kombat which is as cinematic as Remains of the Day and so on...

However, we are talking about heroic action games here, so I assume most folks will know that I mean “cinematic” to mean the kind of cinema where John McClane gets shot up and blown up and still manages to take down the main bad guy, where Neo and Trinity run up walls and dodge enough bullets to kill the Venezuelan army, or where Aragorn faces down all of the orcs and lives to tell the tale.

Yes, that kind of cinematic.

So you bring that to the table as a GM, and I guarantee you'll get your players fired up. Let them know they can dodge, leap, and pull off other amazing stunts with just a little effort and some good descriptions. Let them know that bennies are there so they can do and survive the impossible. Describe things in sweeping camera movements, with sound effects and lighting cues. Don't be afraid to say “like in the movie Return of the King” when you want to describe what's happening as the minotaur bashes down the gate and ratzin pour through the portal.

Let the great works of literary fantasy inform their thoughts about backstories, long-term narrative arcs, and deeper emotional meaning behind their actions and relationships with other characters.

Let the cinema drive their action sequences and combat experiences, and the visceral elements of their encounters with the world at large. After all, gaming really is its own art form, and there's absolutely nothing wrong with combining elements of other forms to enhance its unique experiences for you and your players.



LINES OF CONFLICT

It is one thing to give you a map and a basic description of the world. It is another to make sure you know specifically what regions the villains call home. What follows is a broad primer detailing the main forces and how they align in the largest conflicts sweeping across the land.

THE KAL-A-NAR EMPIRE

The Emperor of the Kal is a giant, standing over fourteen feet tall. He is never seen without his massive Blood Steel plate armor on, and always has a great flaming blade. He is part demon, and it is clear he has performed dark necromantic rituals to extend his life and increase his power. How else could he exert absolute control for over a millennia?

Worshiping Ceynara, the Queen of the Abyss, as their Goddess of Strength and War, the soldiers and servants of the Empire are driven to acts of terror and glory in her name. Some fight for her blessings, others serve as loyal swords to the Emperor, while some fight out of fear of what awaits those who are disloyal to the land.

The army of the Empire single-mindedly wishes to break the back of the Southern Kingdoms and expand their lands. The Emperor views it as a divine goal to bring glory to both himself and Ceynara. Each death is a noble sacrifice in her name. In addition to mundane troops, the grim acolytes — priests and war mages — have brought forth thousands of childer from Norcan Darr, boosting the ranks to staggering numbers.

The Empire is not known for its complex strategies, and most frequently engages the Southern Kingdoms in direct, brutal strikes. From time to time, a demon-tainted Warlord may execute more devious schemes, such as driving into a rural area of the Southern Kingdoms with a host of soldiers and acolytes to perform some horrific ritual in order to unleash one blight or another into the countryside.

TOR MASTAK

While most Kalinesh lack subtlety, the Tor Mastak consider deception part and parcel of their craft. They are insidious and deadly hunters, spies, and assassins who are fanatically loyal to the Emperor. While known through all the lands as “The Sword of Truth”, within Kal-A- Nar citizens know they are more properly known as “Tor Mastak: The Emperor’s Sword of Truth.”

The Tor Mastak often sends hunters abroad to capture high-profile slaves who’ve escaped; this is done to ensure a public spectacle of their punishment as a symbol of the Emperor’s terrible might. If the hunters assigned cannot capture their targets, they slay the slaves, and any who may have harbored or helped them. This has led to villages being burned to the ground, and earned Tor Mastak hunters the nickname of Slavesbane.

The Tor Mastak is also tasked with either recruiting adepts within the Empire or slaying those who refuse service.

Encounters with The Sword of Truth generally appear as something else — missing people or the mysterious death of an important personage. Alternatively, village raids or more overt acts of banditry could be staged to draw out the Heroes if they have thwarted past Imperial plans and have become targets of Imperial justice.

CHILDER

Truly bestial in all ways, yet sentient enough to wreak havoc, the childer hail from another realm beyond the Veil. The average resident of Shaintar believes them to come from a level of Hell, which isn’t really all that far off considering the cosmological influences over their homeland.

The truth, however, is that the childer hail from a land called Norcan Darr, located elsewhere on Starfall. Because of the Mists of the Veil, the only way for the childer to come to Shaintar is via mystical gateways crafted and activated by Ceynara’s acolytes. Ancient thaumaturgic rituals can be enacted to create a temporary doorway, but there are places throughout Shaintar called “Cauldrons” that have been used many times in the past as doorways through which the childer hordes can be summoned.

Scholars generally agree that childer are the twisted creations of one or more Demon Lords, which is where the name “childer” has come from. In the case of the ratzin, minotaurs, and thratchen, a transformation of beasts resulted in dangerous and wicked beings that then went on to procreate massively.

The gargoyles, however, do not fit this description at all; reptilian, yet very stone-like and possessed of nearly elemental properties, many very knowledgeable scholars contend the gargoyles come from someplace else originally and, like the Builders, are transplants to Norcan Darr. Regardless, all of the childer readily answer the call of the Acolytes of the Abyss, or else directly serve demon masters

who bring them to Shaintar. They are consumed with Flame, revel in destruction, consider the sentient races of Shaintar delicacies, and are born and bred for war.

MAELSTROM

This mercenary army is believed to be another arm of the Empire's might, though they are often critical of the Emperor's policies. Regardless, the bulk of those serving are Kalinesh ex-patriots and slaves purchased by the Maelstrom. Thugs, cutthroats, freebooters, and criminals round out their ranks.

Contingents of acolytes number among them, as well as sorcerers and adepts. The reason? Their high demand earns them a fine salary from the most successful mercenary army in the known world. Maelstrom's success stems largely from the long-standing contract they enjoy with the Malakar Dominion. Their roles within the Dominion are two-fold: they aid in law enforcement, and serve as a supplemental standing army.

The Maelstrom is a devastating force in the ongoing War of Flame. After the initial invasion came southward from the Kal Empire, a portion of the Dominion forces went rogue. The rogue force surged into the western edge of Landra'Feya, intent on laying waste to the Wildlands and Grayson's Grey Rangers.

Though their main force was repelled and scattered, dozens of squads and platoons still roam the Wildlands, causing havoc, raiding, and burning entire villages to the ground. They've become a serious problem behind the main lines of the war, and there is every indication they are regrouping for a new push.

Encounters with Maelstrom forces inevitably result in bloodshed, as they prefer action over words — those who don't wear their colors are by and large considered fair game. While the rank and file troops are not particularly religious, most leaders are fanatical followers of Ceynara. Maelstrom mercenaries typically fight to the death, knowing their own merciless reputation makes surrender an unlikely option for themselves.

SHAYA'NOR

A nation of dark shadows and hidden conspiracies that is still recovering from the Betrayal War, the various factions of this corrupt land are beginning to regain their strength and the "cold war" among them will soon end. Vainar, their patron god, has returned to the land in a weakened state, but he too regains his strength with each passing day. Despite these circumstances, Shaya'Nor is still

an active part of the political landscape. During the time of chaos, the DeLear family has ruthlessly expanded its power base by crafting an alliance with the Merchant and the Red Store (see page 125).

With the rise of the DeLears, new machinations and plots have begun from these dark lands. The DeLear family is working towards carving out sections of the Southern Kingdoms for its own sinister purposes, taking advantage of the destruction and chaos sowed by the Empire's invasion. Patiently, Shaya'Nor makes plans to strike against their neighbors to the south and take back territories lost in their last war with the Kal as well.

Encounters with the forces of Shaya'Nor typically are the end result of an investigation into something sinister — a sudden death of a magistrate or an abandoned town and its recently disturbed cemetery. Likely foes in such instances are shayakar, accompanied by one or more of the Night Guard. Remember, these forces tend to work at night and prefer subtle, covert, acts.

In more overt situations, werewolves are often used as shock troops. It is a rare circumstance when greater undead or corrupted are involved in actions outside of the power and influence of Shaya'Nor. Necromancers, with lesser undead in tow, are far more likely to be found abroad.

THE PRELACY OF CAMON

The Prelacy, as it is most commonly referred to, is a rigid church-state with strict moral and social codes. Its paladins constantly comb the land, rooting out "evil" in an endless quest. Some suspect when it has its own house in order, that it may well turn its judgmental eye to the rest of the world.

What constitutes a threat to the Prelacy, and their definition of evil, is highly fluid in the minds of most paladins. Paladins destroy non-humans and casters, sparing mystical crafters — alchemists and artificers — by impressing them into service under threat of death. They consider their conflict with the Church of Light and its supporters to be a holy war. This schism goes back to the rise of Archanon, and there is no real hope of reconciliation.

In recent days, raiding parties have grown increasingly bold, striking deep within the Southern Kingdoms to burn Churches of Light, massacre non-humans (especially fae), and weaken their corrupt, heretical brethren in preparation for the war to free the Southern Kingdoms from either the shackles of a false god, or the shackles of their sinful lives.

Encounters with Prelacy forces involve scout forces accompanied by a smaller number of paladins. They often use subterfuge and disguise to pass unnoticed through enemy lands. When the battle is joined, however, cloaks are thrown back, Prelacy symbols are displayed proudly, and the Prelacy's paladins are committed to dying in service to their god.

THE MALAKAR DOMINION

Though they seldom want their hands seen in any activities outside of their borders, the various faction leaders of the Dominion are constantly sending their agents and operatives into the Wildlands and other Southern Kingdoms for various criminal enterprises and power-grabbing opportunities. One of their continuing goals is to find allies seeking money and power; these people, if they have any influence in their areas, are recruited heavily to gain a foothold in the region.

Those few who know of the Merchant believe that his power base is in the Malakar Dominion. Whether he is one of the Princes, or a well-hidden and powerful Crime Lord or Guild Master, is unknown.

Though they have publicly denounced the Maelstrom for breaking their contract and invading the Southern Kingdoms from their lands, no one believes for a moment that the Dominion is in any way apologetic, or that they are not involved in some way. Nonetheless, there as yet has been no formal action taken against the Dominion; the Kingdoms are rather tied up with the war on two fronts as it is. There isn't much likelihood of any direct Dominion encounters unless the Heroes find themselves going there for some reason. It's far more likely the Heroes will encounter paid agents and mercenaries who are acting on the behalf of the Dominion. Agents foolish enough to reveal their allegiances will likely find themselves assassinated in short order. Adepts make excellent money in the employ of Dominion patrons. Such operatives are usually in the company of tough bodyguards and deadly assassins.

THE RED STORE

The Red Store is a seemingly new player in the Southern Kingdoms region, but experts within the Southern Kingdom's spy community think the "Store" has actually been building up its resources and networks for many years. Evidence indicates that the Red Store began as a small but effective "Association" within the Malakar Dominion during the Hundred Years Peace that followed the Betrayal War. There are also those who believe the Red Store is headed up by the mysterious and very powerful

entity known only as "the Merchant." It is clear he seeks economic and political power, but some within the ranks of the Black Lantern are convinced there is an even more sinister agenda at work.

Regardless, the Red Store is known in underworld circles as an organization that can — and will — obtain anything that anyone wishes to purchase. The common saying in back alleys, seedy taverns, and on the docks of almost every seaside town is, "You can buy almost anything in Lanthor, you can buy everything from the Red Store." Slavery and "floaters" (highly addictive alchemical elixirs that alter the moods of those who imbibe them) are the main commodities of the Red Store, but they also profit from illegal weapons smuggling such as Black Iron, Blood Steel, Crysarium, and alchemical explosives, as well as magical services and assassinations.

In recent times, following the invasion of the Kal-A-Nar Empire, the Store has been very active throughout the Wildlands, the Freelands, and elsewhere. They've been raiding White Silver mines, ambushing supply caravans headed north and west to the main battle lines, and providing mercenaries and other operatives to those leaders who conspire against the Kingdoms and the Grey Rangers.

It is the Rangers, in fact, who seem to be the most avidly targeted by the Store. Animosity has developed between the two organizations, with another kind of war developing. It is clear that the Red Store wishes to tear down the Rangers completely, thus leaving the Wildlands without their most important defenders.

Encounters with the Red Store are of two types; rogues and spies working behind the scenes in an urban setting, and brutal engagements with Red Store thugs and bandits who are raiding a caravan or site with resources they desire.

THE BUILDERS

The most confusing — and, to some, most frightening — enemies of the Southern Kingdoms are the mysterious Builders. Dwarven in shape and stature, but mostly hairless and possessed of red-to-brown skin, the Builders are believed to come from the hellish, otherworldly, realm known as Norcan Darr.

Their agenda is unknown. Many ally with the Kal-A-Nar Empire. Others ally with the Malakar Dominion. Rumors abound that there are Builders in the Prelacy. However, many Builder groups seem to be working independently,

either to uncover their underground homes and bases from thousands of years ago, or to attain resources like Crysarium and more basic supplies.

It may be that the Builders have simply “come home” — there is every indication that they were one of the primary races inhabiting the lands of Shaintar in the ancient days. Why they departed for Norcan Darr, or were banished there, remains a mystery.

The truly frightening thing about the Builders is the strange device-based magic they wield. Called “Arcfire,” those sensitive to magic see it as some strange combination of Flame, Pattern, and The Way. It manifests as orange lightning-fire, and most of the powers used are of a destructive nature. More and more of the Builders called Arcmancers are appearing and their mastery of Arcfire gives them a much wider range of powers to call upon.

Builder armor is extremely strong and flexible; Builder weapons are powerful and very dangerous. Engagements with even a modest Builder retinue typically results in terrible casualties for Southern Kingdom forces.

Encounters with Builders are often a straightforward military engagement. There are many types of troops in their units — soldiers, arclancers, “boom troopers” wielding horrible siege-level weapons, and the arcmanagers who seem to lead them all.

THE SOUTHERN KINGDOMS

The Southern Kingdoms are the lands of Heroes, a place where those of good heart and good intentions reside, and hold back the forces of Darkness, Flame, and tyranny. Comprised of distinct nations and related groups, they represent an alliance that has always stood against the forces that would plunge Shaintar into darkness and terror. Though their collective resources are constantly strained by the sheer number of enemies thrown at them, the courage and resourcefulness of the Southern Kingdoms keep them standing against all odds. Great Heroes who are guided by the Ascended strike at the most powerful and dangerous threats.

OLARA

“We are the wall. We man the gateways to the South. We cannot fall, lest all fall with us.” These words, spoken by the first king of Olara, set a standard the kingdom lives by. Both fatalistic and determined to live each day to the fullest, Olarans are a tough and resolute people. All know how to fight, for everyone must be ready to defend their homes against the hordes of the enemy that come.

And they always come. Olara is defined by war and inhabited by warriors.



THE CLANHOMES

Though there are dwarven strongholds throughout the Southern Kingdoms, the vast majority of southern dwarves live in Olara. They share a love of weaponcraft and standing in defense of their homes. Some believe the strength and resilience of Olara — its capacity to never buckle under any attack it has faced — comes from the spiritual bond between the dwarves and humans of the Kingdom.

THE FAE NATION

If Olara is the armor and shield of the Southern Kingdoms, the Fae Nation is the source of magical strength. The spiritual heart of the nation is located in Eldara in the north of Landra'Feya, though there are elven collectives throughout the region.

Though there are plenty of strong and capable warriors, including more skilled archers than any other country, the greatest part of the strength of the Nation comes from the various wielders of magic among the fae. This includes druids, adepts, and especially sorcerers.

GALEA

Galea is truly the heart of the Southern Kingdoms, the nation that founded the alliance and helped all of the member countries and regions to grow and prosper in the early days. The King or Queen of Galea sits at the head of the Council of Rulers, guiding and coordinating in times of war so all benefit from efforts to protect the region.

Galea is also the sword of the land. When an enemy marches upon any country in the alliance, Galea will mount a devastating counter-offensive to drive them out. Disciplined infantry, powerful cavalry, dangerous archers, and engines of war give the Galeans a combined force structure that has never lost a war.

THE FREELANDS

The Freelands have never had a standing army; the closest thing they have are the Freelords of Lone Keep. The Freelords are a ragtag band made up of folks of every type and kind. Sworn to protect the autonomy and principles of the Freelands, they patrol the nation and provide security and justice wherever they go.

They are by no means numerous enough to mount a significant force in a real war. Still, there is always at least a company of Freelords that rides north when the call is

made, ensuring the Freelands are represented in spirit. Unsurprisingly, the Freelord Company always performs dramatically well wherever it goes.

The Freelands are primarily the source of supplies and communication for the armies of the Southern Kingdoms. Combining excellent shipping and overland transportation with highly efficient logistics, the merchant guilds of the Freelands see to it that the armies want for very little in the field.

MINDOTH'S TOWER

The home of the Druidic Council, the selected leaders of the vast majority of the druids in Shaintar, Mindoth's Tower is an enclave within the Kingdom of Galea. Its ties to Galea and all the Southern Kingdoms run deep. In short, the druids will do everything within their power to see Life (and Light) prevail. Mindoth's Tower sends as many warriors and healers as they can whenever war comes to the Kingdoms, spreading them out among the allied forces as much as possible.

ARCHANAYA

Like Mindoth's Tower, the central home of the Church of Light is an enclave encapsulated and protected by Galea. Eager to serve and return the kindness shown them in their earliest days, the Church is turning out as many priests and paladins as they can, sending them out into the Kingdoms to help, protect, and teach. As the War of Flame has raged, the servants of Light have sought to bring battle to the servants of Flame and Darkness.

GRAYSON'S GREY RANGERS

Possibly the most important force in all of the Southern Kingdoms, Grayson's Grey Rangers have struggled long and hard to make the Wildlands a livable, semi-civilized region. They are the law and defenders of the land, recognized by almost every duchy, county, free city, and village as the high authority of the region when it comes to protecting the innocent and holding back enemies.

In war time, the Rangers primarily act to protect supply lines and put down rebellions and bandit uprisings that try to take advantage of the chaos. They also shore up the front lines during particularly intense assaults. However, due to the Maelstrom's sudden attack, they have had to act as a primary military force in this latest war.



Now the Rangers are being targeted quite specifically by the Red Store, leaving them in a very precarious situation. They simply don't have the manpower to handle all that is being asked of them, and there is every indication that the worst is yet to come.

The vast majority of Rangers are skilled survivalists, trackers, and archers. However, amongst the ranks of the Rangers are many folks of varied skills; they are almost as eclectic as the Freelords.

THE BLACK LANTERN

Not every enemy can be stopped on the battlefield and in the Southern Kingdoms there is a cadre of men and women who stand in the shadows to oppose the Flame and the Darkness. They seek out the enemies that hide behind masks and subterfuge, and they root out the information that the armies of Light and Life need to know.

They are the Black Lanterns.

Black Lanterns are rogues, thieves, spies, merchants, bards, enforcers, constables, pirates, and many other types, all working to preserve the Southern Kingdoms through covert actions against their enemies, seeking out intelligence, and providing a network of communication and support throughout Shaintar.

The most likely way a band of Heroes will encounter any Black Lanterns is through recruitment. When any of the Heroes have shown a capacity for the kind of work the Lanterns do, they may be approached. Their group will enjoy many of the benefits if they do — a Lantern's comrades are often key to a Lantern's success.

THE UNCHAINED

Though not part of the Southern Kingdoms at all, it is important to make note of the Unchained as a potentially important source of allied help for Heroes. These are the resistance fighters within the borders of the Kal-A-Nar Empire. Led by former Blood Pits champion, Jerrik Tul, the Unchained are growing from a minor annoyance to a serious threat to the authority and stability of the Empire.

They have, among other things, managed to convince some of the lesser warlords from the outlying areas to reach back to the days of honor, rejecting the Emperor's path of terror. Combined with hundreds of Blood Pit fighters and other slaves they have freed, it's easy to see why the Tor Mastak consider them the greatest current threat to the Kal Empire.

SHAINSTAR'S HISTORY

What follows is a section dealing with the creation myths of the realm of Shaintar, followed by a timeline presenting a few thousand years of major events. The mythical material contradicts some things that are known by more learned scholars, but it represents what is generally believed about how everything came to be. The timeline is a bit more fact-oriented, though the veracity of some information is far more suspect the further back in time you are reading.

THE TIME BEFORE TIME

According to druidic and elvish legends, the Earth Mother and Life Giver, **Shainais**, bonded with the Sky Father and Great Maker, **Targon**. Their bonding created the world called Shaintar.

Shanais opened "pathways" for the dwarves to make their way into this new world. Some legends hold that the goblins "stole" their way through these same paths, while others claim that another Greater Being, one who hated Shanais and Targon, led the goblins through. Still other legends maintain that Shanais herself led them through as she did the dwarves. The truth may never be known.

Targon created breaches in the Veil between Corelesia and Shaintar, allowing the faelakar to take living forms in this new world; some legends hold that the aevakar, jealous of the fae's special status, sent some of their own through these breaches, in much the same way that the goblins appeared.

It is unclear in any of the legends as to where the reptilian dregordians came from; some hold that they simply "came about" as a result of Shaintar's own evolution. Regardless, the Creators clearly saw them as welcome among their children.

As they surveyed their creation, it is said that Shanais and Targon jealously guarded those who they had given favor to, and gave them unfair advantages over those their mate had favored. When they found their children fighting over which of them was the greater, they despaired of their own arrogance and lack of wisdom.

As a sign of their unity, Shanais and Targon created humans together, and brought them forth in great numbers. Not wishing to stand as a source of further conflict, the Creators decided to leave Shaintar to its own development, seeking other places in the universe to create new worlds.

Before they left, however, they chose to raise certain beings to watch over their creation and protect it against the unknown enemies they feared. They chose one of the dwarves to be master of the Living Mountain, and **Dranak** was raised as the Ascended known as **Stonewalker**. **Zavonis** of the proud aevakar was raised to become the **Windmaster**, ruler of the Endless Sky. Looking to the strange but wondrous dregordians, they raised **Illiana** to become the **Waverider**, and her home became The Boundless Sea. From the humans they raised **Ceynara** as the **Defender**, and it was her task to guard against destructive forces and demonic enemies in spirit realms of Corelesia. Finally, they raised up **Vainar**, one of the fae, to stand as the **Soulfinder** and primary of the Ascended. Making his home in the ethereal Eternal Forest, he sought to make all the realms in his sight safe and prosperous.

-5000 - Shanais and Targon raise the **Ascended** and leave the realms of influence of Shaintar.

-4900 - All of Shaintar is rocked by earthquakes for many days and some legends speak of the earthquakes lasting for over a year. Some scholars propose that this is the creation of the **Everwall**.

-4300 - Legends speak of a war between the beings we know as the **Dregordians** and the now-mythical "**Serpent Riders**," or **Draykin**; some scholars hold that they were the first **Dragon Cult**, and all evidence indicates they are wiped out by the dregordians.

With the Draykin defeated, the dregordians enter the age of what has been named the **Thousand Year Conflict** as warfare and savagery break out among the dregordian families.

-4283 - Date of the earliest chronicle describing the dwarven homeland **Dranak'Or** (now known as Shaya'Nor). It is the first major area where the dwarves settled after Shanais opened the pathways after the creation of Shaintar.

-4000 - The height of what is referred to as the **Empire of the Golden Sun**. It spans across most of what is now called the Eternal Desert and spreads out into the northern lands. Though there are very few remnants of that time, relics found indicate a highly developed and advanced civilization.

It is believed that the earliest forms of **metalworking** and the forging of **iron** are developed by the dwarves of the northern lands at this time. Most weaponry is forged from iron as it is found to be superior to that of bronze.

-3700 - Records indicate that the Empire of the Golden Sun falls around this time, although the causes are unknown. There is some speculation that a great stone fell from the sky and destroyed the capital and many cities nearby. Scholars point to the nearly mile-wide crater called Sky Basin found between Mara and Amargol to support that theory.

-3680 - A large portion of the lush and green lands that could be found directly east of the Hellstorm Mountains begin to dry up and disappear, thus creating the **Eternal Desert**. Some scholars hold that this further evidence of a great stone fell from the sky while others maintain it is simply a natural occurrence due to a change in weather patterns.

-3300 - According to legends, the Thousand Year Conflict ends when the dregordian, **Voltiss vo Ssartis**, comes down from the Hellstorm Mountains to begin teaching **The Way** as a means for his people to control their "**Inner Beast**." Dregordian civilization begins to flourish and grow

-3290 - The first adept school is built in Dregordia in **Ssatay**.

-3000 - The **Golden Age of the Fae**, the faelakar rule over most of Shaintar. Much of what the other races and nations will ultimately rely upon in terms of law, society, economics, and the like are developed during this era. Of most notable importance, many communities make the transition from hunter/gatherer societies to more agrarian practices.

-2600 - Around this time, dregordian society has taken on the basic form we know today. A highly controlled, bureaucratic, and orderly republic.

-2500 - **Vainar's Fall** - Vainar discovers a region in the far reaches of Corelesia known as the **Nether**. He attempts to embrace all of the Darkness of the Nether in the hopes of destroying it for all time. His arrogance brings about his fall, and he is instead utterly corrupted by this Darkness, becoming the greatest of the beings known as the **Necrolords** - **Vainar the Fallen**.

-2400 - The fae's Golden Age ends as many follow Vainar's new path. *Shayakar* — the third of all fae that embrace the Darkness — gather in the dwarven homeland Dranak'Or and rename it **Shaya'Nor**. The first **Black Iron** is found deep in the mountains of Shaya'Nor. Soon, weapons and armor are forged from it, and its deadly nature towards non-*shayakar* fae and other spirit beings is discovered.

-2200 - **Ceynara** is seduced by the great Demon Lord, **Uldor**. She abandons her place and, taking most of her forces with her, assumes the titles of **Queen of Hell** and **Goddess of War**.

-2100 - Various wars break out all across Shaintar as **Flame** and **Darkness** consume the hearts of many. This is the beginning of the **Age of Doom**.

In a vain attempt to summon the Ascended, many **Faelakar** destroy themselves and hundreds of their followers in a magical cataclysm that creates the vast inner sea and the island now collectively known as **Og m'Drakar** ("The Eye of the Dragon"). The place is eternally charged with vast mystical energies.

Dregordians maintain a neutral and isolationist stance behind their borders.

-2000 - The various clans of the **Youlin Aradi** (the "People of the Sun") begin to coalesce under strong leaders, thus forming the initial social structures that survive to this day in the lands of the **Desert Princes**.

-1700 - **Haarak Tuularis** unite all of **Shaya'Nor** under one rule and becomes the greatest and most terrible of all the Necrolords (except for **Vainar**) who ever walked upon Shaintar.

-1600 - A genocidal war against all dwarves begins in Shaya'Nor, one that leaves no dwarf alive in the **Shadow Lands**. Many of the refugees flee southward into the mountains and hills of the Bloody Pikes, Gorgons, and Fangs, creating many of the **Clanhomes** there. Another large group of refugees separates from the main group and settles in Targon's Arm.

-1500 - Ceynara herself leads **Demons** and **Childer** from **Norcan Darr** through the **Seven Great Cauldrons** into Shaintar, beginning the devastating **War of Fire**. This is the first recorded sighting of **Brinchie** upon the land, which leads many to believe that they are childer.

-1200 - The War of Fire ends when the remaining **Ascended** capture **Ceynara** and cast her back into Hell through a gate created by the magical energies surrounding **Og m'Drakar**. **Vainar** refuses Ceynara's plea for aid, indicating that Darkness and Flame are not allies.

-1100 - A long period of minor wars ensues as the hostile factions that remain, without the direct intervention of the Ascended, struggle for domination over one another. What remains of the great kingdoms prior to the War of Fire crumble.

-1000 - The **Age of Peace** is marked by the **Gather by the Eye**. Many spiritual beings and leaders receive visions instructing them to bring their people to **Og m'Drakar**. It is here that the Ascended entreat the people of Shaintar to live together in peace. It is also here that they claim that they can never again have so great an influence upon the creation of **Shanais** and **Targon**.

Many fae receive visions that lead them to begin following the **Paths**, thus bringing about the first **Druids** in Shaintar. It is believed that they are called to do service in repentance for much of the harm that they have caused.

The earliest **sea travel** begins around this time.

-700 - The Age of Peace ends with the **Coming of the Hordes** as legions of *shayakar*, goblins, and humans surge out of **Shaya'Nor** and sweep across Shaintar. **Vainar** and **The First Thirteen**, the mightiest of the Necrolords, reign in the Shadow Lands.

-600 - The **Age of Darkness** descends across Shaintar as the armies of **Shaya'Nor** dominate almost all of the lands. Only the dwarves of the Hellstorm Mountains, the dregordians, and a mix of races in the area now known as the **Freelands** stand against their might.

-500 - Plagues, pestilence, and famine ravage all of Shaintar, devastating the populations of every race.

-400 - Humans in the southern lands, led by the legendary **Kaine**, discover the **Patterns** and begin devising the magical practices of **Sorcery**, mostly in search of a means to fight back against the Hordes.

-300 - Unable to stand by and watch any longer, the Ascended once again walk upon Shaintar and bring their ethereal hosts with them. They drive the Horde of Darkness back into **Shaya'Nor**. Great heroes attack and destroy the **First Thirteen** and create the first **Netherstones**. These are the "condensed essences" of the Thirteen that are too powerful to actually be destroyed. Wisely escaping to his realm in the Nether, **Vainar** spitefully releases the horrible plague known as **Vainar's Curse** across the land. It is estimated that close to two-thirds of Shaintar's population is wiped out, and the fae are hardest hit of all.

-175 - **Cyria Eridor** and **E'lara R'eva** combine their magic and druidic skills and develop a cure that stops the spread of Vainar's plague.

0 - The three remaining **Ascended** finally acknowledge that they must have a **Soulfinder** and seek out one to raise in **Vainar's** place. They offer to raise **Saiderin**, Vainar's younger brother, but he refuses. Thus, they choose **Landra**, Vainar's sister and youngest of the three siblings. Her first act is to formulate the **Covenants** as a means to restrict influence in Shaintar from Corelesia and beyond. This is hoped to reduce the possibility of such cataclysms as have already almost destroyed Shaintar.

This heralds the dawn of the **Age of Hope** and marks the beginning of the New Fae Calendar. The Fae Nation is declared reborn; the **Quo- Unias** ("Highest One"), **Azhurin Eridor**, resides in Eldara within the vast forest realm of **Landra'Feya** ("Landra's Blessed Garden").

49 - **Kor** is born from the romantic union of an eldakar mother and a human father.

50 - Anxious to rebuild their population, the eldakar have turned to the humans when they discovered they are highly successful at mating with them. The **Quo- Unias** removes the taboo of interracial marriage with humans but forbids others from taking the Life Bond as the magical union of two souls would make an eldakar mortal. The more "elvish" of the offspring become known as **Alakar**, whereas the more human among them easily blend in as gifted humans. The **M'adukar** (more crudely called "half- elves") are ostracized (or worse) by their parent cultures, leaving thousands disenfranchised, bitter, and hateful.

78 - Angered over the treatment of his fellow M'adukar, **Kor** leads them to settle on the island that is now known as **Korindia**, where they form their own civilization.

200 Legend maintains that the first encampment that would become **Lone Keep** is made at this time. Most scholars accept this as the approximate time that the **Freelands** came into being.

250 **Lanthor**, destined to become the largest and oldest free city-state in all of Shaintar, begins building up its massive series of docks that lead to it becoming one of the greatest ports in the world.

387 - **The Fang Wars** - Squeezed between **Shaya'Nor** to the north and the Wolfhead Mountains to the south, hundreds of goblinish tribes band together and strike against the heavily decimated dwarves in the latter region. Ultimately they drive the dwarves out and take the former Clanhomes there for themselves, thus beginning an enmity between the two races in that region that continues to this day.

400 - A great storm slams onto the southwestern coast of Shaintar, causing considerable destruction and massive flooding in coastal towns. Termed the **Great Whitecap Flood**, it also devastates the island of **Nazatir**.

500 - **Emeralda**, the first major town in the Pirate Archipelagoes, is founded around this time.

The Fae Nation is dominant throughout the region known now as the **Wildlands** - most of the south-central and southeastern portions of Shaintar. Some refer to this as the **Second Golden Age of the Fae**, as many developments considered lost from previous wars and cataclysms are rediscovered during this time, including astronomy, law, mathematics, advanced agriculture, and advanced forms of philosophy and art.

It is also around this time that the first **Everwood** is discovered. Druids are literally gifted this precious and powerful resource from the hearts of the most ancient trees.

720 - Brinchie tribes begin migrating into **Landra'Feya**. Although there are initial tensions, the *Quo-Unias* and other Elders command that they are to be welcomed.

988 - A holy war ensues in the northwest regions of Shaintar between those that follow the **Ascended** and the Eleran (the early Kalinesh tribes) that worship **Ceynara**; the Eleran eventually dominate the region.

1132 - A massive volcano erupts in the southeast corner of Shaintar, causing great destruction and taking hundreds of lives. Many druids, mostly elves and dwarves, gather to use their Gifts to calm it. When the crisis is abated, these gathered druids begin discussions that eventually lead to the formation of the **Druidic Council** later that year. They select the oldest and most powerful among them, **Mindoth**, as the **First Speaker**.

1135 - The **Druidic Council** takes up permanent residence in the dormant volcano now called **Mindoth's Tower**.

1277 - Nazatir is placed on the mainland maps. The first recorded trade between the southern coastal areas and **Nazatir** occurs at this time. It is unknown if Nazatir is populated by refugees from the **War of Fire, The Age of Darkness**, or some other war on an uncharted landmass.

1400 - The battles amongst the human warrior tribes of the Northwest, lead to the rise of the **Eleran Kal-A-Nar** (the "People of Glory Empire"), a harsh society that values humans above non-humans and strong humans above all.

1650 - A large number of the humans that have spread through the southern lands begin living in the **Freelands**, joining the small but growing communities that are yet again rebuilding after ages of war and disaster. **Lanthor** begins the steady growth that will lead to it becoming the largest city in all of Shaintar.

1700 - The worship of **Ceynara** as a Goddess begins to take root in goblinish society, spreading through Gathers throughout Shaintar.

1722 - **Jolokas ki Grilnas** leads his army to defeat three other Warlords on the same battlefield. Most of the other Northern human tribes to bow to his superior intellect and strength. He immediately begins to consolidate his power and sets out to crush all who do not surrender to him.

1724 - **Jolokas** is named Emperor of the **Eleran m' Kal-A-Nar** (the Kal-a-nar Empire). **Ceynara** is named as their patron Goddess of War.

1735 - The **Empire** begins to expand eastward and south, destroying or enslaving everything in their path. This is marked as the beginning of the **Great Exodus** as thousands of non-Kalinesh flee the slavery or death that the Empire holds for them.

1741 - **The Battle of Aralon** - Elvish war leader **Tavrin Ondori** leads a combined force of fae, gobliness, humans, dwarves, and brinchie against an army sent by **Jolokas ki Grilnas** that is pursuing refugees fleeing the Empire. They meet in a bloody conflict that lasts for eight days near the Aralon Forest. Finally, reinforcements for Tavrin's forces arrive in the form of hundreds of *Youlin Aradi* cavalry and thousands of aevakar, turning the tide and sending the Kal back north.

The battle is not without cost, and the greatest is paid by the aevakar, who are decimated by the Empire's acolytes and their summoned gargoyles. As most of their people participated in the battle, the aevakar elders decide to split up those that remain and "leave the world of Walkers and their wars." It is believed that they retreat to safe havens that Zavonis gave to them before the enactment of the Covenants. It is rumored that there are three such locations, with two believed to be that of Last Home and Bastion.

1748 - **The Stand on the Forge** - Pursued by yet another army sent by the Kal, **Banrick Olar**, chieftain of the Stone Bear Tribe, makes camp in the area east of the Forges known as **Bearheart** and declares that he "will run no more." Various other tribes join him, and they make a stand against the forces of the **Empire**. Even as the Kal forces threaten to overwhelm them, dwarves from the Forges and Elves from the Crystal Forest join the battle and break the Kal army. This is marked as the founding of the **Kingdom of Olara**.

1753 - The first of the **Empire's** war clans enter the **Eternal Desert**. The *Youlin Aradi* fight fiercely but their own factionalism betrays them and they quickly fall under the Empire's rule.

1757 - The first Grand Warlord of the South (**Trayvos ki Arron**, Conqueror of the Sunland) is named, establishing four such Grand Warlords for the first time in the Empire's history.

1770 - Humans from the **Great Exodus** flow into the valley of the Wolfhead ranges. They immediately begin warring with the gobliness tribes there.



1800 - Pushed out of the Wolfhead Valley and further out of the northeastern lands, hundreds of goblinish clans move into the **Evershade Forest** and around **Og m'Drakar**; the recent warring with the **Empire** leaves almost no one to resist them, and they establish many Gathers that remain to this day.

1850 - Even as the goblinish push farther and farther out of the **Evershades**, the worship of **Ceynara** evolves into an established and powerful church, unifying the various Gathers more strongly than they have ever been.

2000 - Prosperous trade, initiated mainly by the fae, begins to flow between most of the races and communities in the southern lands.

2009 - Hundreds of alakar, joined by a few eldakar and humans, arrive in **Korindia**, claiming that they were led there to escape the horrors of the coming Age. They are welcomed into the society, although some have a difficult time giving up their mainland ways. A few humans are given leave to create a port town that will serve their needs and stand as the only place to allow non-Korindian traditions.

2100 - A new group of dregordians, the **na Dristak**, are discovered living deep in a remote area of the Ever Living Jungle. It is believed that they are a group that was lost during the War of Fire. **Consul Thrak na Brssak** establishes na Dristak as the ninth House.

2109 - **Harkor ki Doman** begins his “**Endless Reign**” of the **Empire**. Many historians refer to this as the beginning of the **Age of Blood**.

2110 - Emperor Harkor, against the advice of most of his inner circle and to the horror of the **Az-Junin** guild, grants a charter for the formation of the **Az-Agkar** (the “Death Lords”). This necromantic guild enjoys special favor with the Emperor, touching off a bitter rivalry that lasts to this day.

2200 - About the same time, **White Silver** and **Blood Steel** are discovered. The former is first mined by the dwarves of the Stoneheart Mountains, while the latter is first created via horrific, blood-soaked rituals in the mountains of Arak Nulos, deep inside the Empire. As **Black Iron** is of **Darkness**, similarly White Silver is of **Light** and Blood Steel is of **Flame**.

The **Red Hand**, known as the **Overlord of Lanthor**, having milked the rebuilding of Lanthor and its docks for all they can, live in decadence and opulence while much of the population suffers terribly.

2204 - A band of heroes calling themselves the **Freelords of Lone Keep** arrive in Lanthor and, with the help of the populace, bring down the Red Hand. The leader of the rebellion, **Cherrin Wallace**, is raised to take the position of Overlord, and begins the process of rebuilding Lanthor “as it was meant to be.”

2216 - The Dragon War - The Dragon Cult again arises in **Dregordia**, claiming that the **Dragonlords** were the first true gods of Shaintar long before **Shanais** and **Targon**. Through various sacrificial rituals, they are able to open passages to the Realm of Dragons, and hundreds of the great beasts enter Shaintar to wreak havoc and destruction.

This also marks the second time that the **Seven Great Cauldrons** are opened across Shaintar, again spewing forth the **Childer of Norcan Darr**, who are clearly allied with the Dragonlords.

2234 - For the first time in the history of Shaintar, the **Empire**, **Shaya' Nor**, and the free peoples of Shaintar unite for a common cause, and the **Dragon War** is brought to an end as numerous factions gather at **Og m'Drakar**. Together, they perform a ritual that opens a great gate there, and most of the Dragons are cast into **Norcan Darr**.

2300 - Seven kingdoms emerge to vie for control of the Wolfhead Valley - **Travane**, **Rhodes**, **Baravold**, **Moore**, **Aldayern**, **Verrin**, and **Camon**.

2390 - A man known only as **The Chosen** begins preaching about “the one true God,” **Archanon**, in the valley of the Wolfhead Mountains.

2391 - **Cyria Eridor**, one of the greatest mages of elvenkind, sets out from her home in **Ey'Dreigh** and travels eastward. It is believed by many that she engineered events that led to the rise of the **Kingdom of Galea**.

2405 - At the age of sixteen, **Vol Al'Daya**, the “King of the East,” comes out of the Clan of the Silver Unicorn to unite various warring factions in the region now known as **Galea**. He is strongly supported by the **Fae Nation** and the **Druidic Council**.

2412 - Various bandit princes, robber barons, fae malcontents, and deposed Kal Warlords band together to form the **Malakar Dominion**, opposed to **Vol Al'Daya's** plans for peace in the Southern Kingdoms.

2438 - **The Battle of the Orcshields** - Al'Daya's army faces a combined force of gobliness, Malakar soldiers, and Kaliness mercenaries. With the timely arrival of Olaran forces, the tide is turned and the Malakarans flee the field, leaving the gobliness to surrender even as the Kaliness fight to the bitter, bloody, end. Though victorious, Al'Daya determines that the Orcshields will stand as his western border. He also reaches an agreement with the Olarans, insuring their autonomy to the north.

Most historians agree that the **Kingdom of Galea** comes into being at this time.

2441 - **The Line of Freedom** - Vol Al'Daya's army turns southward, meeting little resistance as many of the peoples there welcome his rule. However, he meets a band of soldiers and adventurers that number barely a twentieth of his forces on the northern edge of the Lonewood Forest, near what is now known as the city of **Alewond**. Showing nothing but honor and respect, these **Freelords** declare that the lands south of them are under their protection, and that no ruler may lay claim to them. Legend holds that Al'Daya received a vision from **Landra** herself, and that is why he declared that the **Freelands** would always remain so as long as **Galea** could lift a sword to defend them.

2446 - Vol Al'Daya founds the city of **Galadrea**, named for his elvish queen, as the capital of **Galea**. Galea is widely recognized as a full-fledged kingdom with nine provinces ruled by nine Major Houses - **Al'Daya** (later called **Aladay**), **Lyonn**, **Avanon**, **Furrel**, **Danatar**, **Crinn**, **Bartosse**, **Perendel**, and **Kahnar**.

2449 - Targis Stane, a powerful merchant lord in the Freelands, setshimself up as "king" of town of Fortune. At his side stands Norrd the Destroyer, one of the founders of the **Malakar Dominion** and a very powerful archmage.

2450 - **The Battle of Fortune** - Freelords, led by the sorceress **Chandra Kandora** and the adept knight **Darrick Pellinor**, known as "Pellinor the Bright", assault the forces of Stane and Norrd in Fortune to free the town. Though Chandra dies, the Freelords are successful; Stane is killed, and Norrd disappears in an explosion.

2466 - With the ever-growing **Church of Archanon** providing support, His Majesty **Erik Camon** finally unites most of the noble houses and forms the **Kingdom of Camon** in the Great Valley of the Wolfhead Mountains.

2523 - **"The Rise of the Jungle"** - The House of **Dristak** launches a successful rebellion against the ruling House of **Brssak** in **Dregordia**, changing the reins of power in that nation for the first time in known history. It is believed that most of the other families blame the Brssaks for the fall of dregordian civilization after the War of Fire, the rise of the **Dragon Cult**, and the ongoing war with the **Empire**.

2532 - As the remaining kingdoms along the Southern Fangs fall to **Camon**, the **Church of Archanon** is granted leave to form the **Paladins of the Holy Sword**, a militant order under direct command of the Archcardinal. Construction begins on their citadel in the Wolf River Pass.

2562 - **Tantor-Voshnos** - The event known as the "Dread Betrayal" begins when the Grand Warlord of the South, **Soman ki Akara**, declares that the **Empire** has fallen to ruin and dishonor and that the war clans under his command will secede from the Kal. This sparks a **Kal Civil War** of immense proportions within the Empire. There are quiet grumbings within the Azkal (noble blood) that there is reason to accept some of what Soman claims. Soman releases all of his *ulin* (slaves), elevating them all to *Dremarin* caste. This marks the end of the Empire's rule over the **Eternal Desert** and a return to autonomy for the **Youlin Aradi**.

2577 - After rescuing the Kingdom of Galea from a powerful shade who had replaced the king and assumed the throne, a band of adventurers are named the First Company of the Silver Unicorn, an elite cadre of individuals empowered with the highest authority of Law and Guardianship in all of Galea. Their authority eventually grows to be at least tacitly recognized or respected in most allied nations.

Cyria Eridor, a founding member of the Silver Unicorn, is named High Mage to the court of Galea, a post she fills for four hundred forty- five years.

2682 - **"The Farmers' Rebellion"** - A violent uprising of farmers and ranchers in Banor quickly spreads throughout the **Malakar Dominion**. Support for the rebels quickly pours in from the **Fae Nation** and the dwarves of the Stoneheart Mountains and a civil war ensues.

2690 - A rather sudden internal purge of many of the nobles and faction leaders of the **Dominion** leads to a truce between the leaders of the rebellion and the newly instated members of the **Chamber of Dominion**. Negotiations eventually lead to peace, and the dwarves and elves who aided the Rebellion are not-so-kindly ousted from the country.

2726 - **Evan Argorn** takes the throne of **Galea**. His first act is to form the **Council of Rulers**, including the Dukes of each province as well as the fae **Quo-Unias**, the First Speaker of **Mindoth's Tower**, and the Overlord of **Lanthor**. Most historians agree that this marks the unified alliance now known as the **Southern Kingdoms**.

2734 - Hundreds of mayors, merchant lords, and guild masters meet in **Lanthor** to determine the direction and fate of the **Freelands**. They finally issue the historic **Freelands Autonomy Proclamation**, establishing their intent to all of Shaintar to remain free and independent of other nations and to stand as a unified whole. The **Lanthorian Free Trade Council** is formalized as the ruling body and the **Freelords of Lone Keep** are formally recognized as the military and law-enforcement arm of the Council.

2805 - The Kingdom of **Camon** outlaws the "heathen worship" of the **Ascended**. The Church's official policy is that the Ascended are merely servants of **Archanon**, and that anyone with powers claiming to serve them is actually a practicing demon-worshipper.

2807 - A small rebellion, started by Camoners trying to defend their belief in the Ascended, is quickly and ruthlessly stamped out by the Church's **Paladins**. The King and his forces do nothing to intercede.

2835 - The reigning king of **Camon**, **Warick Travane**, dies without a direct heir. Rather than oversee the Succession as per tradition, the Grand Archcardinal of the **Church of Archanon** declares that it has been divinely decreed that Camon be ruled by the Church, and the **Prelacy of Camon** is born. Though the Noble Houses are not disbanded, their roles are reduced to little more than a bureaucratic function.

2838 - The **Purification Mandate** is issued by the **Prelacy** - all non-humans are to be removed from Camon or face enslavement. All those who use magic are deemed "possessed by demonic or dark forces" and are commanded to be handed over to the Cardinal of Judgment's magistrates. Many refugees pour into **Galea**

and other **Southern Kingdoms**, and there are more than a few border skirmishes between the paladins of Camon and their neighbors.

2872 - The **Second Company of the Silver Unicorn** is formed to assist "freedom fighters," including the **Cavaliers** that serve the deposed Noble Houses in **Camon**. They focus mainly on rescuing political prisoners and preventing acts of genocide. They do not, in fact, attain their titles until after their return in order to avoid implicating the Throne of Galea and possibly starting a full-scale war.

2903 - An impressive expedition, called the **Starfinder Armada**, sets out to explore the seas to the south and east of **Galea**. It is never heard from again.

2992 - **Jantor**, First Speaker of the **Korindian Council of Elders**, is discovered to possess thousands in silver and gold and to own at least three forged weapons. He is publicly shamed and exiled to the wilderness, but there are many among the younger generations that protest, claiming that the time for change is coming. This marks the social demarcations between the "Traditionalists" and the "Progressives" in Korindia.

3001 - To protect themselves against the Dominion and other dark forces in the **Wildlands**, various smaller kingdoms, city-states, and baronies unite resources to create **Grayson's Grey Rangers**, a body of soldiers and sheriffs charged with patrolling the Wildlands, enforcing laws, and resisting the efforts of the **Dominion** to engulf its smaller neighbors. The nature of the group is quite similar to that of the revered Freelords of Lone Keep, with a highly diverse and eclectic force.

3008 - "**The Gold War**" - Malakar Dominion forces raid far into the Eternal Desert to get at gold mines held by *Youlin Aradi*. Aided by goblinish forces and more than a few Kal mercenary companies, the Dominion is able to gain an early foothold.

3011 - With the aid of numerous dwarvish companies and some other mercenary units, the *Youlin Aradi* are able to finally oust the Malakar Dominion from their main mining holdings in the northeast portion of the Eternal Desert. This marks enduring improvements in the relationships of many of the Desert tribes.

3020 - The **Third Company of the Silver Unicorn** sets out to find the legendary **Netherstones** - the condensed "essences" of the **First Thirteen**

Necrolords that ruled over Shaintar centuries before. They are only able to complete half the task before the Betrayal War erupts.

3021 - The Betrayal War - Halivan Allard and dozens of delegates from all over the Southern Kingdoms are massacred in Rhion, a city in the Kingdom of Olara, during the **Open Hand Peace Conference**, called by Allard to begin making amends to his neighbors and lead his people away from the “falsehoods” of the Church. The Cardinal of Judgment, **Mandris Toman**, and the Supreme Paladin, **Sir Glain Nollan**, with the aid of **Olaran** dissidents and **Kal-A-Nar** and **Shaya’Nor** agents, commit the massacre, using newfound “powers of Archanon’s wrath.”

It is ultimately discovered that Mandris, as the Avatar of **Vainar**, and Glain, as the Avatar of **Kolvos** (the demon son of **Ceynara** and **Uldor**) have joined **Darkness** and **Flame** against **Life**. After the **Seven Great Cauldrons** are opened for the third time in Shaintar’s history and a powerful ritual is enacted that severely reduces much of the magic in the world, the other **Ascended**, except for Landra, choose Avatars as well.

Before the final battle at **Og m’Drakar**, Vainar betrays his allies and engineers Glain’s murder. Ceynara sacrifices everything for vengeance, uniting her power with the Ascended. However, the greatest shock of all comes when a being calling himself **Archanon** and representing the Power of **Light**, joins the Ascended, leading to Vainar’s ultimate defeat at the hands of the Third and Fourth Companies of the Silver Unicorn.

The victory is not without great cost; the three Ascended Avatars (**Koress** the dregordian, the aevakar **Shaydra**, and the dwarf **Kerf Mindril**), as well as **Lord Waverly Avanon** and the King of Galea, **Roderic Argorn**, die to ensure Vainar’s final defeat. Worse, all of the Ascended, as well as Archanon, are vastly reduced in power and influence due to the strictures of the Covenants enacted millennia ago. It is said that Ceynara is truly asleep, and the Gates of Hell are shut for a century.

It is also during this time that Silver Unicorn members **Daniel Argorn**, Roderic’s brother, and **Iolie Rhodes**, of the House of Rhodes of Camon, marry and take the throne of Galea.

3023 - “The Bloody Iron Hand” - Ultra-conservative forces regain control of the Prelacy and begin purging all “enemies of the Church,” preying on the fears and suffering of the people and promising order

House Baravold and House Rhodes are stripped of their titles when it is discovered that both houses were heavily involved with the Cavaliers and were operating to overthrow the power of the Church. Dubbing themselves Royalists, they still consider themselves Camoners even though they are under the protection of Galea and the dwarves of the Northern Fangs.

3024 - Chrysalia Nollan, a former member of the Fourth Company of the Silver Unicorn, and **Sir Rohan Doyle** found the Reformed Church of Archanon, which is also called the **Church of Light**, in the coastal region near Mindoth’s Tower. **Hawk Nollan**, Chrysalia’s husband, founds an adept Order called the **Jade Flame**, dedicated to protecting priests of the newly formed **Order of the Open Hand**.

3026 - The Dark Hunt Expedition ventures into the lands of Shaya’Nor to discover where the Hordes’ base of power lies and if Vainar is truly destroyed. It is reported to be near Ey’Mord where the ancient dwarven city called Stonewalker’s Stronghold once was.

3046 - “Paradise Delivered” - The Nazatiran pirate king, **Gonzales de Marcel** comes to the aid of the *Youlin Aradi* Prince **Pakteh amin Piresh** and prevents the **Crimson Serpent Consortium** out of Camden from successfully taking Paradise from the Desert Princes. He is rewarded by gaining the hand of Pakteh’s eldest daughter and being named the heir to Paradise.

3097 - Various dark portents are noted by sages and historians throughout the **Southern Kingdoms**; the druids decide to form a **Centennium Council** to plan for the impending awakening of **Ceynara** as well as the return of power to the forces of **Flame** and **Darkness**.

3119 - Rumors begin to spread that **Vainar the Fallen**, believed to have been destroyed during the Betrayal War, has somehow returned. It is even believed by some that he resides deep within **Shaya’Nor**, where he is recuperating from his terrible wounds still.

3121 - The War of Flame - The Gates of Hell burst open and the **Seven Great Cauldrons** once again spew forth childer and demons across the lands of Shaintar. The Kal-A-Nar Empire launches a massive army southward in an effort to bring all of Shaintar under its rule. A second front opens on the border between the Dominion and the Fae Nation, making things even more desperate for the Southern Kingdoms.

CHAPTER 4:
LEGENDARY
TALES



Heroes need adventures, and there are plenty of those in the realm. In any part of Shaintar, there are people struggling against the forces of tyranny and evil. With on the ongoing war, there are battles being fought along the northern area of the Southern Kingdoms. There are freedom fighters inside the borders of oppressive nations. There are criminals at work everywhere, with honest heroes and law enforcers doing all they can to stop the crimes.

Monsters maraud, innocents are endangered... and Heroes are needed.

RANGERS AT WAR

Grayson's Grey Rangers are the main source of law and protection throughout the Wildlands. The War of Flame has pressed all of the armies of the Kingdoms to their limits, and things only got worse when the mercenary army called the Maelstrom invaded from the west, crossing the border of the Malakar Dominion into the Fae Nation.

A Rangers campaign during this period takes a brand new team into the field, dealing with problems all-too-common to the Wildlands. Eventually, the Rangers will find themselves saving not only the Wildlands, but all of the Southern Kingdoms.

Common Heroic Paths (all are serving in Grayson's Grey Rangers, either from directly signing up or cross-training from other military forces): rangers, knights (primarily Golden Torch and Olaran knights), soldiers, druids, priests and paladins, adepts, sorcerers, ex-slaves, wanderers.

Likely Regions: Anywhere in the Wildlands, but especially in the west and north; Olara; Landra'Feya; northern Galea

Likely Settings: Woods and forests; rivers and streams; hills and foothills; farmsteads, villages, and towns; military outposts; keeps and manors of minor nobles; roads, pathways, and crossroads; caves, hideouts, and camps.

Common Enemies: Bandits, criminals, Kalinesh soldiers, Maelstrom mercenaries, acolytes, childer, spies of the Malakar Dominion, the Prelacy, or Shaya'Nor.

Rewards: Recognition of service, enhanced and enchanted items, legends unfolding.

COUNTERING THE TERROR

The Heroes are newly graduated Rangers, rushed into service due to desperate need for more soldiers in the field. The war has taken a terrible toll, with Rangers spending more time fighting on the front lines than taking care of the cause of justice in the Wildlands. The heroes start out picking up some of that slack, and eventually find themselves enmeshed in a plot to destroy the Southern Kingdoms by opening a third front in the war.

Chapter I: The Heroes are sent to a small town that has been requesting aid for weeks now; a dangerous and organized group of bandits has been raiding the area unchecked. The bandits are led by a fairly tough marauder, but a mysterious ebony-haired female rogue seems to be influencing him. As things come to a head, she disappears.

Chapter II: The Heroes are praised and then ordered to remain in the town and begin patrolling as wide an area as they can manage; they are the law and the protectors there now. The town puts them up in the local inn, and they start getting to know the folks. Their patrols reveal another band of cutthroats, this time raiding caravans on a main trade route. Interrogating surviving enemies, or finding some papers on the leader, reveals that the band received money and instructions from a mysterious benefactor. Someone remembers seeing a woman with black hair at some point...

Chapter III: A series of farms is being attacked by childer; the Rangers must go to their rescue. Following tracks will lead back to a hidden cave, where an acolyte and a small band of Maelstrom mercenaries are dispatching the childer to various locations, apparently to create chaos and destroy the Rangers' morale.

Chapter IV: The second in command of the Rangers, Lord Great Colonel Kesspar no Visstor, a dregordian, pays a surprise visit to the Rangers, with a pleasant, innocuous stranger at his side. The stranger is a human from the Freeland and part of a secret organization called the Black Lantern. They ask the Rangers about what they've discovered, then share that it goes with other information discovered elsewhere — someone is paying various groups to cause as much chaos and stress as possible. The Rangers are instructed to report directly to Colonel Kesspar from this point forward, and to find out all they can.

Chapter V: A series of kidnappings in the region leads the Rangers to a place where thugs and bandits from various organizations are gathering from all over, bringing their captives with them. It's a bandit fortress, and is being used as a clearinghouse where the captives are being taken

by Maelstrom soldiers and transported elsewhere. The black-haired woman is here — Lady Arayna Malak, a Dominion agent working with the Maelstrom to destroy Galea and the Southern Kingdoms. She will try to escape if the fight goes badly, though she doesn't give up the base without a fight.

Chapter VI: Many captives are saved, but many more have already been taken away to another location south and east, near the Galean border. The specific purpose isn't known, but it's clear that a bloody ritual is planned. Worse, time is running out! On the way, a "hit team" of Maelstrom mercenaries and Dominion agents attempts to intercept the Rangers.

Chapter VII: Near their destination, the Rangers come across a small town that has come completely under the control of local bandits. Oddly, the folks of the area seem nervous, but not particularly towards the armed men watching over them. It turns out these bandits, though bad guys, aren't that bad. They don't know what the Maelstrom is up to, but they've decided the demon-worshippers can't have these townsfolk. The Rangers can actually get themselves a small force against the Maelstrom if they negotiate things well.

Chapter VIII: Deep in a forest at the foot of some hills, the Rangers find an entrance to a cave guarded by many childer. They are in for the battle of their lives, especially since there is at least one thratchen among them.

Chapter IX: Deep in the cave, a cadre of acolytes is about to sacrifice a large number of people and open a gateway into the Abyss itself! The purpose is to open a third front in the war, with forces able to strike at the relatively unguarded Kingdom of Galea and the Freelands. This spot was chosen due to ancient lines of mystical power gathered here, as well as its proximity to the intended targets. The acolytes are led by the most powerful member of their cadre, and they are guarded by highly skilled Maelstrom warriors, including a Flame-Blooded Warlord, and Dominion agents. This is a battle to save Galea and the Southern Kingdoms!

RED STORE RISING

The Heroes, recognized for their excellent service and instincts, are asked to begin investigating the criminal organization known as the Red Store. Supposedly expanding their operations out from the Malakar Dominion, the Red Store has not only been engaged in numerous nefarious enterprises throughout the Southern Kingdoms, they've been *specifically* targeting Grey Rangers and their missions. Before all is said and

done, the Heroes will learn of a terrible secret which changes everything in Shaintar forever. **Note:** This is written to be the first time the Heroes have ever heard of or encountered Builders; if it's not, adjust accordingly.)

Chapter I: Lord Great Colonel Kesspar no Visstor, impressed with the Heroes and their performance so far, brings them in for a special mission briefing. He wants them to follow up on some information about a new organization that has been stirring up trouble in the Southern Kingdoms. Called the Red Store, it is known to be a criminal enterprise with fingers in many pies. However, its most disturbing trend is direct attacks against Rangers, their outposts, and their operations. Contacts in the Black Lantern have found Red Store agents in the town of Midway; the Heroes are to go there, pick up the trail, and investigate what's going on. Naturally, being Rangers, they're also to follow up and try to put an end to whatever the Store is doing.

Chapter II: In Midway, the Heroes are able to discover who the contact is for the Red Store. A brief chase through the town should result in capturing the man and questioning him about what's going on; all he knows is that the people he dealt with needed an agent in town for later operations, but he does know they have agents in Camden, a town better known as Snake's Den to people of the Wildlands. On their way to Snake's Den, the heroes are ambushed by a group of bandits who are also in the employ of the Store. Questioning any survivors will reveal that they were simply to jump any Rangers in the area, no questions asked.

Chapter III: Snake's Den is one of the only cities in the Wildlands that refuses the authority of the Rangers, so subterfuge is in order. A group called Oliver's Orphans is known to be friendly to the Rangers. Once in the city, searching and asking the right questions will reveal the hideout where a group of brutal new criminals have set up shop. They're Red Store people; dealing with them, one way or another, will net the Rangers information about a stronghold on Sky Island, off the western shores of the Freelands.

Chapter IV: Word of their deeds spreads rapidly through Camden, and it turns out that the Red Store has made some powerful allies within the ruling Seven Houses. The "hammer is about to fall," as Oliver explains, and they must get out of town immediately. Naturally, a ship would be good — the chase and race is on as the Rangers fight their way through the streets, hoping to find a ship that will get them away and maybe even straight to Sky Island. Intense battles and negotiations should rule the day here.

Chapter V: Possibly fighting off pursuers over either land or sea, the Rangers eventually find themselves on Sky Island. The Red Store stronghold is not far from shore as it is convenient for shipping. It may take some effort to find as the Red Store has taken great pains to hide its location. Guards and Sergeants of the Red Store patrol heavily. There is a group of Builders led by an Arcmancer in the stronghold who are meeting with influential members of the Store, which includes a powerful Captain and a Negotiator. Assuming the Heroes have never encountered Builders before, the experience should be a shocking and strange one.

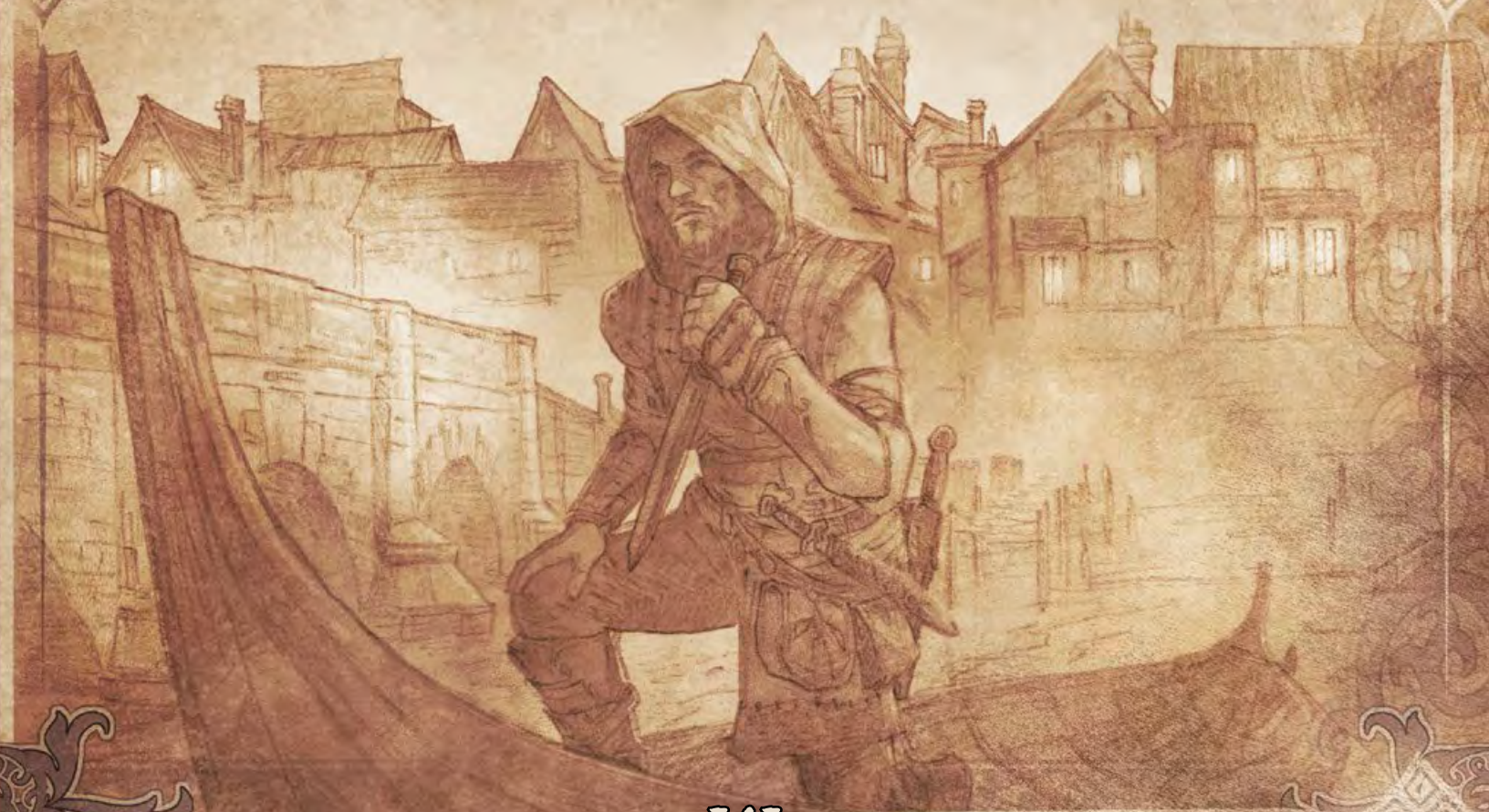
Chapter VI: If/when the fighting starts, the Heroes will be even more shocked to discover the weapons the Builders are using project a strange “lightning/fire” that is powerful and dangerous. The Builders will be anxious to get out and get to a waiting sub-surface craft (essentially, a clockwork submarine), while the Red Store people will be determined to wipe the Rangers out in order to protect the location of their secret fortress.

Chapter VII: Regardless of who survives and who gets away, assuming the Rangers win the battle, they can search the stronghold and discover documents detailing a number of plans and plots throughout the Southern Kingdoms. Of particular and immediate note is the location of something called a “Builder Citadel,” hidden in the southernmost part

of Landra’Feya, between the fae town of Valora and the goblinish gather of Tolm. According to the information found, these Builders are planning to sell some of the weapons and devices they make to the Red Store.

Chapter VIII: There’s a ship trailing after the craft the Heroes are using to get back to the mainland. The Heroes are trailed the whole way unless they can find out a way to lose their pursuers. One way is to simply lay an ambush, but even then it’s a fairly large Red Store force and it promises to be a rough battle.

Chapter IX: Builder citadels are underground complexes that are powered by Arcfire crystals and inhabited by defending golems. This one has only recently been opened, so not everything is working yet, and there are thankfully not as many Builders as the place is designed to house. The simple goal here is to take on and stop the Builders before they fully repair the fortress. The fortress has, among other things, a gate device that will let them bring supplies and other Builders from their home realm. Simply by doing enough damage, the Rangers can cause the remaining Builders to activate a self-destruct mechanism; now it’s time to race out of the place. If they did not deal with the trailing Red Store forces, they will exit in time to see the Red Store going in a different entrance, just in time to be blown to bits.



BREAK THE CHAINS

The Unchained began as a small but determined group of former slaves, penitent servants of the Empire, and outsiders determined to pay back the Kal for damage done to their lands. At first, the Unchained were merely out to free more slaves and do what damage they could. Their leader, Jerrik Tul, had other plans. Having won his freedom as a Blood Pits warrior in a grand tournament for the Emperor, he refused the offer of status in the Empire and instead escaped so that he might realize his dream of tearing down the current order.

Campaigns based on this represent the “next stage” of Jerrik’s plan. More and more have joined his cause; some are even from the ranks and populace of the Kal. For them, Jerrik’s struggle hearkens back to a time when the Kal represented honor and martial glory for its own sake, not for the glorification of demons posing as gods. Jerrik now has to teach the former slaves to work with those who once enslaved them.

Common Heroic Paths: Soldiers, ex-slaves, rogues, wanderers, emissaries, common folk. Any of the other types might be among the Unchained, due to being assigned there to help or a personal decision to help free the people of the Empire.

Likely Regions: Throughout the Kal-A-Nar Empire, though most Unchained activities tend to be more to the east and the south, where the iron grip of the Emperor and the Tor Mastak are weakest.

Likely Settings: Open plains and farmlands; small, depressed villages and towns; military outposts; hills and mountains; dry and desert-like areas; keeps and strongholds of warlords; hidden-away camps.

Common Enemies: Kalinesh soldiers, the Tor Mastak, acolytes, childer, spies of Shaya’Nor, demons.

Rewards: Survival, better gear, the freedom of the Kalinesh people from the demonic and tyrannical rule of the Emperor, legends unfolding.

RETURN TO HONOR, RETURN TO GLORY

The Heroes are new to the Unchained, and they will be tested to determine their worth and their commitment. Proving both, they will be brought into the knowledge of Jerrik Tul’s plan, and his dream. Not long

after that, they will be given a chance to discover if it is truly possible, with the opportunity to truly turn the order of things in the Empire on its ear.

Chapter I: Kendra Shard, one of those closest to Jerrik Tul, comes to the Heroes. As they are the most recent recruits to the cause, they need to fulfill a mission to prove their capabilities and commitment. They’ve already been mind-read by another of Tul’s people, a goblin adept named Skeezer. Not far from their current location, there is a Tor Mastak outpost that is currently holding some farm families for the crime of providing aid to the enemies of the Empire. They are to be publicly hanged soon; the Heroes are sent to rescue them.

Chapter II: Upon successfully completing the task, and presumably taking out the outpost while they were at it, the Heroes are called before Jerrik Tul. He sits at a cookfire with them, telling them of his plans to ultimately free the Kal lands from the grip of the Emperor and his demon-worshipping followers. He explains that many Kalinesh people would like to return to the days of honor and glory. He then asks each of the Heroes to tell their story; this is a great time to elaborate on backgrounds, perhaps even using flashback scenes. Jerrik wants to know who they are, where they came from, and why they are among the Unchained now.

Chapter III: Tul and company leave for other areas where Unchained are at work, leaving the Heroes and a few others in the immediate area to continue the work. Skeezer is left to watch over them and advise. A couple of days later, information reaches the camp that two different caravans are making their way through the region; one, a supply train, is lightly guarded, so Skeezer sends the younger, more inexperienced recruits to deal with it. The Heroes are sent to tackle the more heavily guarded slave caravan, rescuing the slaves and leaving the slavers dead to a man.

Chapter IV: When the Heroes return, a distraught Skeezer reveals that the other group was captured by a group of Kalinesh soldiers; the supply caravan was apparently a trap, though oddly not one set by the Tor Mastak. He needs the Heroes to track the soldiers to wherever the other Unchained were taken. There are often some wild childer wandering the outer lands, and they are always a danger.

Chapter V: The Heroes track the soldiers and their captives back to the stronghold of a local warlord’s, *Dair-Az Roka* ki Arnos. He has not undertaken the flame-blood ritual, achieving his status and rank through sheer military brilliance and merit. Nonetheless, he’s

been banished to the outer lands for his “lesser faith.” When the Heroes arrive and undertake to rescue their comrades, they meet with very little resistance; the few soldiers they fight are those Rokan knows he cannot trust, due to their fanaticism or their allegiance to the local *Tor Mastak Dair-Kron* (Captain). When they make their way to where the prisoners are held, Rokan is there, serving them a meal.

Chapter VI: The capture of the Unchained folks was a ruse to get the attention of those closer to Tul; the Heroes will have to do. Rokan wants to join with the Unchained, and bring his forces and resources to bear in starting a true civil war. However, his wife — an elven woman named Fallia — has been taken hostage by *Dair-Kron Olerk ki Enzer*, the captain in charge of the local *Tor Mastak* outpost. Rokan violated the law by taking the ex-slave as his wife, and Olerk is using this to ensure he is well fed and very rich. As well, he covets Fallia and wants her as his own. If the Heroes rescue her, Rokan will break with the Empire. First, however, they must find her. Olerk’s a crafty bastard, and his residence is a well-kept secret.

Chapter VII: The Heroes should eventually be able to steal, bribe, coerce, or otherwise find Olerk’s residence. The next trick is to deal with Olerk and his servants,

a group that includes a fairly powerful adept, and get Fallia out of his grasp. Returning her to Rokan may also be a challenge, depending on how noisy they are about the whole thing. Olerk keeps a garrison of regular Kal troops under his command in the nearby town.

Chapter VIII: Reunited with his beloved, Rokan reveals that all of his “slaves” have been free for some time, but have remained to help him keep up the ruse and to prepare for his eventual defection. He explains that his stronghold will never be safe once word gets out; they must all go into exile in the far borderlands and build from there. As final preparations are undertaken, the Heroes are asked to help patrol for Kalinesh soldiers and *Tor Mastak* agents, with the intent of making sure no one discovers their efforts before it’s too late.

Chapter IX: Though successful in keeping word from spreading for a while, it was inevitable that the events of recent days would be revealed. A force of *Tor Mastak* and Imperial soldiers, possibly with acolytes and childer in tow, is coming to stop Rokan. This could be a rather massive (Mass Combat rules) battle, or a more intimate skirmish featuring just the Heroes and some allies (including Rokan). Rokan’s successful defection to the Unchained sets in motion a series of events that will change the Kal-A-Nar Empire forever.



DENIZENS

Every tale needs characters in order to be told; not just the Heroes, but the Villains and the Allies that they meet — for support or for conflict — along the way.

Liner Notes: Anyone Can Be A Wild Card

We're foregoing the Wild Card designation for specific entries here; any one of them could be either an Extra or a Wild Card as the story needs. Granted, the more powerful ones and most "named" NPCs tend to be the ones with the benefits of being a Wild Card, but sometimes it's good to simply take one of the "minion" types and give him Wild Card status, thus making him the low-level leader of a group of thugs or the like.

NEW MONSTROUS TEMPLATES

These are some abilities or conditions that apply specifically to certain denizens found in Shaintar.

CELESTIAL

Those from the Celestial Halls of Archanon, or who are truly blessed by him, gain a new existence that truly has them walking in the Light.

- **Archanon's Strength:** All Celestials have the Brave and Battle- Hardened Edges. They also gain +2 to recover from being Shaken.
- **Light:** The *light* power, at will, counts as a normal success.
- **Of the Light:** Healing from any source other than Light can heal no more than one wound.
- **Otherworldly Defenses:** Non-magical attacks only do half damage to Celestials.
- **Sense Darkness/Flame:** Use Spirit to activate.
- **Slow Regeneration**
- **Unearthly Form:** Celestials are immune to diseases and poison, and they have no biological needs.
- **Warrior of Light:** All Celestials have the Champion Edge. **Weakness:** Celestials suffer +3 damage from Black Iron and Blood Steel.



CORRUPTED

Beings who are tainted by Darkness are corrupted; this is different from undead in that such beings are not “the living dead,” but are instead living in a constant state of Life and Darkness. The very essence of their existence is colored by the Darkness that seeks to overtake all of Shaintar.

- **Anathema to Life:** Corrupted cannot benefit from any magical healing, except that coming from Necromancy. Normal healing that relies on the use of plants, herbs and similar techniques won't work for them, either.
- **Dark Protection:** Corrupted are immune to all diseases and poisons.
- **Dark Resilience:** Corrupted gain +1 Toughness.
- **Dark Sustenance:** Corrupted gain Slow Regeneration.
- **Dark Vitality:** Corrupted gain a +1 to recover from being Shaken.
- **Weakness:** Corrupted suffer +2 damage from White Silver and Everwood.

DEMON

The truly demonic come from the Abyss, and their power is terrible to behold. Only the mightiest heroes would even contemplate engaging such a creature in combat.

- **Abyssal Nature:** Demons only suffer half damage from non-magical attacks.
- **Creatures of Entropy:** Demons cannot benefit from any kind of Healing.
- **Demonic Hide:** Demons gain +2 to their Toughness.
- **Infernal Form:** Demons are immune to all diseases and poisons.
- **Infernal Stamina:** Demons gain +2 to recover from Shaken. **Weakness:** Demons suffer +4 damage from White Silver and Everwood.

FLAME-BLOODED

The flame-blooded are not fully demonic, but they have the power of Flame coursing through their spirits. This gives them some measure of might, but it brings them fully into the power of Ceynara and the other demon lords.

- **Ceynara's Warmth:** Flame-blooded gain +1 Toughness. **Ceynara's Might:** Flame-blooded do +1 damage with all Fighting attacks.
- **Embrace the Flame:** Flame-blooded may take the Berserk Edge at any time without meeting its requirements.
- **Knowing the Abyss:** Flame-blooded gain +2 to all Spirit checks to resist Fear and Intimidation.
- **Only the Strong:** Healing of any kind is only half as effective for flame-blooded; it requires a raise to heal a wound or to restore an Extra to fully active status.
- **Weakness:** Flame-blooded suffer +2 damage from White Silver and Everwood.

LIFE SPIRITS

Spirits of Life have certain special qualities that make them truly alien and truly powerful.

- **Fearless:** Immune to Fear and Intimidation.
- **Life Dependency:** Life Spirits require the presence of their connected Path (stone golems need earth; zephyrs need air). Without significant sources being present, they cannot sustain themselves and disappear.
- **Strength of Life:** They have +2 to their Toughness, and non-magical attacks cannot harm them.
- **Stuff of Life:** Life Spirits take no extra damage from called shots as they have no organs to speak of.
- **Sustained by Life:** Life Spirits have Slow Regeneration, and they are immune to poison, disease, and biological needs.
- **Weakness:** Life Spirits take +4 damage from Black Iron and Blood Steel.

RACIAL TEMPLATE

Rather than present separate write-ups for racial variants of the characters presented in the section below, here are some templates that represent the qualities of different races in the roles presented. This includes special weapons or gear that might be appropriate to the character in that role.

Please use logical thinking in using these; a dregordian commoner will not likely have dregordian scale or a Kayakor; nor should there be dwarven demons (though a Flame-Blooded dwarf is very possible).

AEVAKAR

- **Enemy:** All creatures of Darkness and Flame (especially gargoyles) see the aevakar as a racial enemy.
- **Fae Beauty:** +1 Charisma.
- **Keen Fae Senses:** +1 die type for Notice, and +2 to sight-based Notice checks.
- **Light Frame:** -1 Toughness.
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting.
- **Ranged Weapons:** Aevakar will likely have bows (Range 12/24/48, 2d6) or crossbows (Range 15/30/60, 2d6, AP 2, 1 action reload), as well as the Aerial Archer Racial Edge.
- **Weakness:** Vulnerable to Black Iron and Blood Steel (they suffer +2 damage from those sources).
- **Wings:** Flying Pace 12, Climb 1 and d10 "Run."

ALAKAR

- **Bows:** Alakar will almost always have bows (Range 12/24/48, 2d6); if they meet the requirements, they'll carry an Elvish Longbow (Range 18/36/72, 2d6+1, Everwood).
- **Enemy:** All creatures of Darkness and Flame see the alakar as a racial enemy and will attack them first if possible.
- **Fae Beauty:** +1 Charisma.
- **Keen Fae Senses:** +1 die type for Notice, and +2 to sight-based Notice checks.
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting.
- **Weakness:** Vulnerable to Black Iron and Blood Steel (they suffer +2 damage from those sources).

BRINCHIE

- **Dexterous:** +1 die type for Agility (and possibly Fighting).
- **Fast:** Pace of 8" and d10 "Run".
- **Hot Blooded:** Brinchie are from warm areas, and hate the cold. They receive a -4 penalty to resist frigid climes.
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting.
- **Natural Acrobats:** The Acrobat Edge.
- **Natural Claws:** Str+d4.
- **Weapons:** Brinchie in warrior roles will almost certainly have a Rrka (Str+d6, +1 Parry) and Lo-ska (Str+d8).

DEGORDIAN

- **Aquatic:** Breathe underwater, d6 Swimming
- **Battle Rage:** Spirit roll every round or start using only Wild Attacks.
- **Dregordian Gear:** Dregordians in warrior roles will almost always be wearing Dregordian Scale (+3) and carry a Kayakor (Str+d10, AP 1, Reach 1, 2 hands).
- **Jungle Dweller:** -4 penalty resisting cold environmental effects.
- **Mighty:** +1 die types for Strength and Vigor.
- **Tail and Claws:** Str+d4.

DWARF

- **Cannot Swim**
- **Dwarven Gear:** Dwarven warriors will likely carry Dwarven Axes (Str+d8, AP 1) and Dwarven Crossbows (Range 20/40/80, 2d6, AP 2, 3 shots before reload). Those with resources will wear Dwarven Plate (+6).
- **Intestinal Fortitude:** Vigor in place of Spirit for Fear and Intimidation checks.
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting.
- **Slow:** Pace is 5".
- **Stalwart:** +1 die type for Vigor.

ELDAKAR

- **Eldakar Gear:** Eldakar will often carry Elvish Rapiers (Str+d6, AP 1, +2 Parry, White Silver) or Elvish Long Swords (Str+d8, AP 1, +1 Parry, White Silver). As well, they will often wear White Silver Chain (+4) or Shay'Von Leather (+2, +2 to Soak rolls).
- **Enemies:** All creatures of Darkness and Flame will seek to kill an eldakar given any chance.
- **Immortal Grace, Acumen, and Will:** +1 die type for Spirit.
- **Keen Fae Senses:** +1 die type for Notice, and +2 to sight-based Notice checks.
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting.
- **Magically Sensitive:** *detect arcana* (+2).
- **Unearthly Fae Beauty:** Infused with the beauty of the fae, eldakar enjoy an inherent +2 Charisma.
- **Weakness:** All eldakar are deathly vulnerable to Black Iron and Blood Steel and suffer +4 damage from those sources.

GOBLIN

- **Small Size.:** -1 Toughness.
- **Keen Sense of Smell:** +1 die type for Notice and Tracking; +2 scent-based Notice checks.
- **Small and Evasive:** Attackers subtract 1 from all attacks.
- **Tenacious:** Hardy.
- **Thermal Vision:** As the Infravision Monstrous Ability.

KORINDIAN

- **Enemy:** All creatures of Flame and Darkness will attack korindians first if given the opportunity.
- **Island-born:** d6 in Swimming.
- **Korindian Gear:** Most korindians will wear Korindian Studded Armor (+2) and wield either Staves (Str+d4, +1 Parry, +1 Reach, 2 hands) or Korindian Fighting Sticks (Str+d4, +1 Parry when wielding 2).
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting.
- **Nimble:** +1 Parry.
- **The Law of Kor:** No use of metal.
- **Trained from Birth:** Block and Martial Artist.
- **Weakness:** As all fae, korindians are vulnerable to Black Iron and Blood Steel (+2 damage from these sources).

OGRE

- **Bad Eyes:** -2 to Notice, Shooting, or Throwing past 5”
- **Big Target:** Attackers gain +1 versus ogres.
- **Great Strides:** Pace 7.
- **Keen Sense of Smell:** +1 die type for Notice and Tracking; +2 scent-based Notice checks.
- **Mighty and Resilient:** +2 die types for Strength and +1 die type for Vigor.
- **Ogre Gear:** Ogre warriors will likely carry an Ogre Axe (Str+d12, AP 1, -1 Parry, 2 hands) or one of the other ogre weapons.
- **Reach +1**
- **Size +2:** +2 Toughness.
- **Thermal Vision:** As the Infravision Monstrous Ability.

ORC

- **Keen Sense of Smell:** +1 die type for Notice and Tracking; +2 scent-based checks.
- **Strong and Tough:** +1 die type for Strength and Vigor.

- **Thermal Vision:** As the Infravision Monstrous Ability.
- **Warrior Born:** Add an additional Combat Edge.

ACOLYTES

Demon priests and warlocks, these are the practitioners of the evil and dangerous art of Thaumaturgy. These men and women consort with the vilest forces in the universe to wield terrible power. Most are in service to the Kal-A-Nar Empire, but there are just as many who follow the road to damnation for their own ends.

ACOLYTE

Acolytes typically found as functionaries in any temple dedicated to Ceynara, supporting Kalinesh troops in the field, or alongside high masters leading terrible rituals.

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

Skills: Fighting d6, Knowledge (Cosmology) d6, Knowledge (Flame) d8, Knowledge (Magic) d6, Notice d6, Stealth d6, Thaumaturgy d8

Pace: 6; **Parry:** 5; **Toughness:** 7 (2)

Edges: Acolyte, Essence Link

Gear: Ceremonial Blood Steel Long Knife (Str+d6), Partial Scale

Armor (+2, -2 Coverage)

Powers: *armor, bolt, burst*

Essence: 15

WAR PRIEST

Devoted to conquering all of Shaintar in the name of their mistress, acolyte war priests are formidable foes who have completely given themselves over to their demonic goddess. They are even more dangerous when in the company of warriors who share their views.

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

Skills: Fighting d10+1, Healing d4, Knowledge (Cosmology) d6, Knowledge (Flame) d6, Knowledge (Magic) d6, Notice d6, Thaumaturgy d10

Pace: 6; **Parry:** 8 (1); **Toughness:** 12 (5)

Edges: Acolyte, Charge, Frenzy, Magic Proficiency (+2 bolt)

Gear: Enchanted Blood Steel Long Sword (+1 Fighting, Str+d8+2), Enchanted Blood Steel Plate & Chain Armor (+5, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs. ranged shots that hit)

Powers: *armor, bless, bolt, burst, fly, summon ally*

Essence: 20

Special Abilities

- **Ceynara's Warmth:** Flame-blooded gain +1 Toughness
- **Ceynara's Might:** Flame-blooded do +1 damage with all Fighting attacks
- **Embrace the Flame:** Flame-blooded may take the Berserk Edge at any time without meeting its requirements
- **Knowing the Abyss:** Flame-blooded gain +2 to all Spirit checks to resist Fear and Intimidation
- **Only the Strong:** Healing of any kind is only half as effective for flame-blooded; it requires a raise to heal a wound or to restore an Extra to fully active status
- **Weakness:** Flame-blooded suffer +2 damage from White Silver and Everwood

ADEPTS

Greatly feared, and for good reason, adepts are often employed by various factions for the unique talents they can employ in any mission or operation. Heroes don't always know they are up against an adept... until it's too late.

ADEPT

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

Skills: Fighting d6, Intimidation d4, Knowledge (Magic) d4, Notice d6, Stealth d6, The Way d8

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

Edges: Adept

Gear: Short Sword (Str+d6), Small Shield (+1 Parry), Partial Leather Armor (+1, -2 Coverage), Focus Crystal

Powers: *deflection, mind reading, stun*

Essence: 10

ADEPT MANIPULATOR

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

Skills: Fighting d8, Intimidation d6, Knowledge (Magic) d6, Notice d6, Persuasion d8, Stealth d6, The Way d10

Pace: 6; **Parry:** 7 (1); **Toughness:** 9 (3)

Edges: Adept, Dreamdancer, Linguist

Gear: Short Sword (Str+d6), Small Shield (+1 Parry), Partial Chain Armor (+3, -2 Coverage), Focus Crystal (+5 Essence)

Powers: *deflection, mind reading, pummel, puppet, telekinesis*

Essence: 20 (5)

BANDITS

These are the rough men and woman who roam the wilds, preying on travelers, holding up merchant caravans, and carving out an outlaw's life. Some may well be romantic, rebellious figures, but most are just ugly and vicious cutthroats, predators who need to be hunted down and dealt with.

BANDIT

The rank-and-file of most bandit groups, these folks aren't particularly dangerous as individuals, but in large numbers they can be overwhelming. This entry can be easily used for just about anyone with minimal combat training that is encountered in the realm.

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

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

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

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

BANDIT PRINCE

Though rarely staying still long enough to call any one place truly his kingdom, the bandit prince sees himself as a master of men as well as his own destiny. Some are dashing gentlemen rebels, resisting what they see as a tyrannical rule over the lands they roam. This may well be the case in many places, such as the Malakar Dominion and the Prelacy of Camon.

Most, however, are simply brutal, ruthless men who have gained enough skill and reputation to build a small army around them. They are true threats the people and the lands of Shaintar.

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

Skills: Climbing d6, Fighting d10, Intimidation d6, Knowledge: Battle d6, Notice d8, Persuasion d6, Riding d8, Shooting d10, Stealth d8, Survival d6, Swimming d6, Taunt d6, Tracking d8

Pace: 8 (d10 "Run"); **Parry:** 8 (1); **Toughness:** 11 (4)

Edges: Combat Reflexes, Command, Counterattack, Dirty Fighter, Elan, Fleet-Footed, Improved Frenzy, Marksman, One Against Many, Tricky Fighter

Gear: Enchanted Long Sword (+2 Fighting, Str+d8+1, AP 1) or Enchanted Battle Axe (+1 Fighting, Str+d8+1, AP 2), Bow (Range 12/24/48, 2d6), Full Plate & Chain Armor (+4, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs. ranged shots that hit)

MARAUDER

Far more experienced and dangerous than the typical bandit, marauders are either found in small-but-deadly groups in the rural areas or wild, or else are the leaders of more successful bandit groups.

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

Skills: Climbing d4, Fighting d8, Intimidation d6, Notice d6, Riding d6, Shooting d8, Stealth d6, Survival d4, Swimming d4, Tracking d6

Pace: 8; **Parry:** 7 (1); **Toughness:** 9 (3)

Edges: Counterattack, Fleet-Footed, Marksman, Tricky Fighter

Gear: Long Sword (Str+d8), Bow (Range 12/24/48, 2d6), Full Chain Armor (+3, -4 Coverage), Small Shield (+1 Parry)

BUILDERS

Strange, dwarf-like beings from Norcan Dar, the Builders wield items of magical power that have never before been seen in Shaintar.

Or perhaps they have? Some of the more ancient of the eldakar speak of a time thousands of years ago when the Builders lived in Shaintar, and their *crysalite*-driven machines and weapons dominated the whole of the continent. Why they left, and why they have returned, are mysteries yet to be solved.

Crysalites are refined crystals of Crysarium, the ore that adept focus crystals are created from. They are amber-colored, faceted stones embedded in different configurations on the armor, weapons, and other items the Builders use.

ARCFIRE TRAINED (PROFESSIONAL EDGE)

Requirements: Smarts d6+, Does *not* have the All Thumbs Hindrance

This highly specialized Edge cannot be attained unless the Hero has been trained by someone who is either an Arcmancer or has been Arcfire Trained and has some experience. This person can then teach the techniques and understanding required to attain this Edge.

A character must be Arcfire Trained in order to use any Arcmancy- created device. Without this Edge, the device simply will not work for him. Note that this does not mean he automatically has the needed skill; an Arcfire device that shoots the *bolt* power requires Shooting, but one that grants the *deflection* power requires the Arcmancy skill to operate. An Arcfire Trained Hero without the skill will either have to roll the default d4-2 or have someone who has the skill turn on the device for them.



BUILDER ARCLANCERS

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

Skills: Fighting d8, Knowledge (Arcfire) d4, Notice d6, Repair d6, Shooting d10

Pace: 5; **Parry:** 8 (2); **Toughness:** 10 (4)

Edges: Arcane Resistance, Arcfire Trained

Gear: Arclance (2d8, AP 2, RoF 3, 18/36/72, 24 shots, Alt. Effects: *dispel*, *stun*; Str+d6 damage), Builder Armor (+4, -4 Coverage, ignores AP), Arcfire Bracers (+2 Parry) The Arclance looks like a strange spear or staff with a crossbow-like stock on one end and various flanges and protrusions on the “firing” end. Like the Arcfire Handcaster, it has to have new *crystalites* to keep firing.

Special Abilities

- **Cannot Swim:** A Builder sinks like a stone in any water
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting
- **Slow:** Short and stocky, their Pace is 5”

BUILDER ARCMANCER

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

Skills: Arcmancy d10, Fighting d6, Investigation d8, Knowledge (Magic) d8, Knowledge (Arcfire) d10, Notice d8, Repair d8, Shooting d6

Pace: 5; **Parry:** 7 (2); **Toughness:** 8 (2)

Edges: Apprentice Wright, Arcmancer, Journeyman Wright

Gear: Arcknife (Str+d6, AP 2), Arcmancer Leathers (+2, -5 Coverage), Arcmancer Bracers (+2 Parry), Arcmancer Rod, Arcmancer Belt

Essence: 10 each

Powers: *armor* (belt), *bolt* (rod), *deflection* (bracer), *dispel* (rod)

Special Abilities

- **Cannot Swim:** A Builder sinks like a stone in any water
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting
- **Slow:** Short and stocky, their Pace is 5”

BUILDER ASSAULT TROOPS

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

Skills: Fighting d10, Knowledge (Arcfire) d4, Notice d6, Repair d6, Shooting d10

Pace: 5; **Parry:** 9 (2); **Toughness:** 12 (5)

Edges: Arcfire Trained, First Strike, Improved Arcane Resistance, Two-Fisted

Gear: Enhanced Arcfire Blade (+2 Fighting, Str+d8+2, AP 2), Arcfire Handcaster (Range 12/24/48, 2d8, AP 2, 4 shots before reload), Enhanced Builder Armor (+5, -4 Coverage, ignores AP), Arcfire Bracers (+2 Parry) or Arcfire Shield (+2 Parry, +2 Armor vs. range shots that hit)

Special Abilities

- **Cannot Swim:** A Builder sinks like a stone in any water
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting
- **Slow:** Short and stocky, their Pace is 5”

BUILDER BOOM TROOPERS

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

Skills: Fighting d8, Notice d6, Repair d6, Shooting d10

Pace: 5; **Parry:** 6; **Toughness:** 11 (4)

Edges: Arcane Resistance, Arcfire Trained, Brawny

Gear: Boomcaster (*burst*, *jet*, *pummel*; Heavy Weapon; used as Club for Str+d4 damage), Builder Armor (+4, -4 Coverage, ignores AP)

Special Abilities

- **Cannot Swim:** A Builder sinks like a stone in any water
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting
- **Slow:** Short and stocky, their Pace is 5”

BUILDER COMMANDERS

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

Skills: Fighting d12, Knowledge (Arcfire) d6, Knowledge (Battle) d6, Notice d8, Repair d8, Shooting d12

Pace: 5; **Parry:** 12 (3); **Toughness:** 14 (6)

Edges: Arcfire Trained, Block, Counterattack, Improved First Strike, Improved Frenzy, Improved Arcane Resistance, One Against Many, Two Fisted

Gear: Enhanced Arcfire Blade (+3 Fighting, Str+d8+3, AP 3), Enhanced Arcfire Handcaster (Range 15/30/60, 2d8+2, AP 3, RoF 2, 8 shots before reload, +2 Shooting), Elite Builder Armor (+6, Full Coverage, ignores AP *environmental protection*), Enhanced Arcfire Bracers (+3 Parry)

Special Abilities

- **Cannot Swim:** A Builder sinks like a stone in any water
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting
- **Slow:** Short and stocky, their Pace is 5”

BUILDER SOLDIERS

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

Skills: Fighting d8, Notice d6, Repair d6, Shooting d8

Pace: 5; **Parry:** 8 (2); **Toughness:** 11 (4)

Edges: Arcane Resistance, Arcfire Trained

Gear: Arcfire Blade (Str+d8, AP 2), Arcfire Handcaster (Range 12/24/48, 2d8, AP 2, 4 shots before reload), Builder Armor (+4, -4 Coverage, ignores AP), Arcfire Bracers (+2 Parry)

The Arcfire Handcaster looks like a pistol crossbow with a tuning fork-like projection instead of the bow aspect, and it fires small crysalite “bullets.” To recharge it requires new especially dedicated crysalites be put into it.

Special Abilities

- **Cannot Swim:** A Builder sinks like a stone in any water
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting
- **Slow:** Short and stocky, their Pace is 5”

BUILDER GOLEMS

In addition to the many devices, weapons, and armor the Builders can bring to bear, they have golems — mechanical warriors constructed specifically to defend their citadels and carry out direct assaults against the Builders’ enemies.

WARRIOR GOLEMS

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

Skills: Fighting d8 (+2), Notice d6+2, Shooting d8 (+2)

Pace: 5; **Parry:** 6; **Toughness:** 13 (5)

Edges: Alertness, Ambidextrous, Brawny, Improved Arcane Resistance, Two-Fisted

Special Abilities

- **Armor+5:** -6 to bypass
- **Construct:** +2 to recover from being Shaken, no additional damage from called shots, does not suffer from disease or poison
- **Enchanted:** Arcfire enhancements give them +2 on Fighting and Shooting
- **Fearless:** Immune to Fear and Intimidation
- **Hardy:** A second Shaken result does not cause a wound
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Methodical:** -2 to resist Tricks
- **Ponderous:** -1 Pace, cannot “Run”

- **Weakness:** Lighting, acts as *entangle*, freezing systems; opposed with Vigor
- **Weapons, Melee:** Sparking blades, rotating saws, drills, etc. (Str+d8 damage, AP 3)
- **Weapons, Ranged:** Arcfire projectors (Range 12/24/48, 2d6, AP 2; Alternate attack: *stun*)

CELESTIALS

With the advent of Archanon’s presence in Corelisia, his most powerful priests became aware of the Celestial Halls. They also realized that the denizens of the Halls could be called upon to aid in the fight against Flame and Darkness. When brought forth, these beings are more than happy to serve, though they are not suicidal puppets. Discorporation, after all, is very difficult to recover from, even if it’s not technically the same as dying again...

AETHEREAL WARDER OF THE FIRST HOST

Summon Rank: Veteran. Aethereal Warders guard the Celestial Halls from the forces of the Abyss and the Nether, as well as carry out missions of justice for the Lord of Light.

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

Skills: Fighting d10, Healing d6, Intimidation d8, Invocation d8, Knowledge (Cosmology) d6, Notice d8 (+2)

Pace: 6; **Parry:** 9 (2); **Toughness:** 10 (4)

Edges: Alertness, Arcane Resistance, First Strike, One Against Many

Gear: White Silver Long Sword (Str+d8), White Silver Chain Armor (+4, -4 Coverage), Large Shield (+2 Parry, +2 Armor vs. ranged shots that hit)

Powers: *blind, smite*

Essence: 10

Special Abilities

- **Archanon’s Strength:** All Celestials have the Brave and Battle-Hardened Edges. They also gain +2 to recover from being Shaken
- **Light:** As the *light* power, at will, counts as a normal success
- **Of the Light:** Healing from any source other than Light can heal no more than one wound
- **Otherworldly Defenses:** Non-magical attacks only do half damage to Celestials
- **Sense Darkness/Flame:** Use Spirit to activate
- **Slow Regeneration**
- **Unearthly Form:** Celestials are immune to diseases and poison, and they have no biological needs

- **Warrior of Light:** All Celestials have the Champion Edge
- **Weakness:** Celestials suffer +3 damage from Black Iron and Blood Steel

GUARDIAN ANGEL OF THE FIRST HOST

Summon Rank: Veteran. Guardian Angels are capable of doing battle with the forces of evil, but also serve very well in providing aid to those who battle against Flame and Darkness.

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

Skills: Fighting d8, Healing d8, Invocation d8, Knowledge (Cosmology) d6, Notice d8 (+2), Persuasion d8

Charisma: +4; **Pace:** 6; **Parry:** 7 (1); **Toughness:** 10 (4)

Edges: Alertness, Arcane Resistance, Dodge, Healer, Holy Warrior **Gear:** White Silver Spear (Str+d6, +1 Parry, +1 Reach, 2 hands), White Silver Chain Armor (+4, -4 Coverage)

Powers: *barrier, blind, healing*

Essence: 15

Special Abilities

- **Archanon's Strength:** All Celestials have the Brave and Battle- Hardened Edges. They also gain +2 to recover from being Shaken
- **Heavenly Presence:** +4 Charisma
- **Light:** As the *light* power, at will, counts as a normal success
- **Of the Light:** Healing from any source other than Light can heal no more than one wound
- **Otherworldly Defenses:** Non-magical attacks only do half damage to Celestials
- **Sense Darkness/Flame:** Use Spirit to activate
- **Slow Regeneration**
- **Unearthly Form:** Celestials are immune to diseases and poison, and they have no biological needs
- **Warrior of Light:** All Celestials have the Champion Edge
- **Weakness:** Celestials suffer +3 damage from Black Iron and Blood Steel
- **Winged Flight:** Flying Pace 15, Climb 3, d10 "Run"

HONORED DEAD

Summon Rank: Seasoned. Drawn from the ranks of fallen warriors who in life displayed great honor and dedication, these rank-and-file soldiers of the Light are impressive in their gleaming armor and luminescent presence.

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

Skills: Fighting d10, Healing d6, Notice d6

Pace: 6; **Parry:** 9 (2); **Toughness:** 10 (4)

Gear: White Silver Long Sword (Str+d8), White Silver Chain Armor (+4, -4 Coverage), Large Shield (+2 Parry, +2 Armor vs. ranged shots that hit)

Special Abilities

- **Archanon's Strength:** All Celestials have the Brave and Battle- Hardened Edges. They also gain +2 to recover from being Shaken
- **Light:** As the *light* power, at will, counts as a normal success
- **Of the Light:** Healing from any source other than Light can heal no more than one wound
- **Otherworldly Defenses:** Non-magical attacks only do half damage to Celestials
- **Sense Darkness/Flame:** Use Spirit to activate
- **Slow Regeneration**
- **Unearthly Form:** Celestials are immune to diseases and poison, and they have no biological needs
- **Warrior of Light:** All Celestials have the Champion Edge
- **Weakness:** Celestials suffer +3 damage from Black Iron and Blood Steel

LANTERN BEARER

Summon Rank: Novice. Manifesting as childlike waifs, usually bearing lanterns on a pole, these Celestials serve most often as guides and aids to priests faced with difficult tasks.

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

Skills: Fighting d6, Healing d8+2, Notice d8+2, Stealth d6, Tracking d8+2

Pace: 10; **Parry:** 6 (1); **Toughness:** 8 (3)

Gear: Lantern Pole (Str+d4, Reach 1, +1 Parry, 2 hands), White Silver Robe (+3, -5 Coverage)

Special Abilities

- **Archanon's Strength:** All Celestials have the Brave and Battle- Hardened Edges. They also gain +2 to recover from being Shaken
- **Healing Hands:** Once per day a Lantern Bearer may employ the *healing* power, using his Spirit for the check. As well, he gains +2 on all natural healing attempts
- **Lantern:** The *light* power at will; it also provides the Lantern Bearer with +2 to all Notice and Tracking rolls
- **Light-Footed:** Lantern Bearers have a Pace of 10
- **Of the Light:** Healing from any source other than Light can heal no more than one wound

- **Otherworldly Defenses:** Non-magical attacks only do half damage to Celestials
- **Sense Darkness/Flame:** Use Spirit to activate
- Slow Regeneration
- **Unearthly Form:** Celestials are immune to diseases and poison, and they have no biological needs
- **Warrior of Light:** All Celestials have the Champion Edge
- **Weakness:** Celestials suffer +3 damage from Black Iron and Blood Steel

CHILDER

Beast men. Monsters. Strange creatures from beyond the Veil. They are the “Demon Children,” commonly known simply as childer. It is believed that they were spawned or created by the infernals of the Abyss many centuries ago, though it is unclear why they reside in a different realm — a hot, desolate landscape known as Norcan Darr, the “Hard Lands.”

What is known is that they are universally vicious and tainted by Flame. These are the monsters that are often found in the wilds of Shaintar, where they’ve been summoned to create chaos and do murder and harm wherever they go.

And they prefer to devour the flesh of sentient beings whenever they can get it.

GARGOYLE

Summon Rank: Seasoned. Though first to be listed, gargoyles are the exception to the rule when it comes to childer. They are not “beast- men” in the way the other childer are, instead looking more like devilish, bat-winged monstrosities carved from stone. Ranging from deep red to coal black, with glowing gold embers for eyes and a lava-like substance for blood, gargoyles truly stand apart from other demonlings. In fact, most scholars speculate that they have an entirely different origin, and may not be childer at all.



Regardless, they are often found wherever other childer are, serving the same ends with ruthless efficiency and great might.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8, Notice d8 (+2), Stealth d6

Pace: 4 (d4 "Run"); **Parry:** 6; **Toughness:** 12 (5)

Edges: Ambidextrous, Alertness

Special Abilities

- **Claws/Spines:** Str+1d6, AP 1
- **Fearless:** Immune to Fear and Intimidation
- **Flight:** Flying Pace 12, Climb 2, d6 "Run"
- **Hardy:** Not wounded from a second Shaken result
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)

- **Living Stone:** +5 Armor, +2 to recover from Shaken, Immune to disease, poison, Fatigue effects, and fire; +2 Stealth when motionless
- **Stonefooted:** Very slow on their feet, though they fly just fine
- **Weakness:** +2 damage from White Silver and Everwood

GREATER GARGOYLE

Summon Rank: Veteran. Larger, more powerful, and truly frightening to behold.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d10, Notice d8 (+2), Stealth d6

Pace: 4 (d4 "Run"); **Parry:** 7; **Toughness:** 13 (5)

Edges: Ambidextrous, Brawler, Alertness, Two-Fisted

Special Abilities

- **Claws/Spines:** Str+1d8+2, AP 1
- **Fear:** When first encountered, a Spirit check must be made against the Greater Gargoyle's fearsome visage and presence
- **Fearless:** Immune to Fear and Intimidation
- **Flight:** Flying Pace 15, Climb 2, d8 "Run"
- **Hardy:** Not wounded from a second Shaken result
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Living Stone:** +5 Armor, +2 to recover from Shaken, immune to disease, poison, Fatigue effects, and fire; +2 Stealth when motionless
- **Stonefooted:** Very slow on their feet, though they fly just fine
- **Weakness:** +2 damage from White Silver and Everwood

MINOTAUR

Summon Rank: Novice. Massive, enduring, icons of strength and rage, the minotaurs are the shock troops of the childer. Often called "Bullheads" by those who've encountered them one too many times, the minotaurs are usually in charge of childer raiding parties and have small swarms of ratzin at their beck-and-call.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d10+1, Notice d6 (+2), Intimidation d8, Throwing d6

Pace: 8 (d10 "Run"); **Parry:** 6 (-1); **Toughness:** 12

Edges: Alertness, Berserk, Charge, Sweep

Gear: Minotaur Axe (Str+d12, AP 1, -1 Parry)

Special Abilities



- **Ceynara's Warmth:** Flame-blooded gain +1 Toughness
- **Ceynara's Might:** Flame-blooded do +1 damage with all Fighting attacks
- **Embrace the Flame:** Flame-blooded may take the Berserk Edge at any time without meeting its requirements
- **Hide:** +1 to Toughness
- **Horns:** Str+d8 damage; Gore Attack: Str+d10 after a charge, victim rolls Agility vs. minotaur's Fighting roll or is grappled
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Knowing the Abyss:** Flame-blooded gain +2 to all Spirit checks to resist Fear and Intimidation
- **Only the Strong:** Healing of any kind is only half as effective for flame-blooded; it requires a raise to heal a wound or to restore an Extra to fully active status
- **Size+2**
- **Weakness:** +2 damage from White Silver and Everwood

MINOTAUR BATTLE MASTER

Summon Rank: Veteran. Larger, more cunning, and more skilled, Minotaur Battle Masters are usually found in charge of sizable forces of childer, or else in the company of mighty acolytes and Kal warlords.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+3, Vigor d12+1

Skills: Fighting d12+1, Notice d6 (+2), Intimidation d8, Throwing d6

Pace: 8 (d10 "Run"); **Parry:** 7 (-1); **Toughness:** 15 (2)

Edges: Alertness, Berserk, Charge, Improved Frenzy, Improved Sweep

Gear: Blood Steel Minotaur Axe (Str+d12+3, AP 1, -1 Parry), Partial Blood Steel Scale Armor (+2, -2 Coverage)

Special Abilities

- **Ceynara's Warmth:** Flame-blooded gain +1 Toughness
- **Ceynara's Might:** Flame-blooded do +1 damage with all Fighting attacks
- **Embrace the Flame:** Flame-blooded may take the Berserk Edge at any time without meeting its requirements
- **Hide:** +1 to Toughness
- **Horns:** Str+d8 damage; Gore Attack: Str+d10 after a Charge, victim rolls Agility vs. minotaur's Fighting roll or is Grappled
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)

- **Knowing the Abyss:** Flame-blooded gain +2 to all Spirit checks to resist Fear and Intimidation
- **Only the Strong:** Healing of any kind is only half as effective for flame-blooded; it requires a raise to heal a wound or to restore an Extra to fully active status
- **Size+3**
- **Weakness:** +2 damage from White Silver and Everwood

RATZIN

Summon Rank: Novice (get 4+1d4). The lowest of the low ratzin are something of a joke to friend and foe alike. Individually, they are cowardly, weak, and not much of a threat.

Individually.

The greatest threat the ratzin pose is their enormous numbers. There are thousands of them for every minotaur or thratchen. Even worse is that ratzin know exactly how to use those numbers to their advantage; when there are at least two ratzin against one target, they get a +1 on their Gang Up bonus (+1 per ratzin, in other words). As well, they can get a maximum +6 total from Gang Up.

Ratzin are also highly useful as scouts, thieves, and saboteurs. In addition, they can literally *smell* magic; they have *detect arcana* at will, using their Notice skill to activate.

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

Skills: Climbing d6, Fighting d6, Lockpicking d4, Notice d6 (+2), Stealth d8, Survival d4, Tracking d6 (+2)

Pace: 9 (d10 "Run"); **Parry:** 5; **Toughness:** 6 (1)

Gear: Dagger (Str+d4), Partial Leather Armor (+1, -2 Coverage)

Special Abilities

- **Bite/Claws:** Str+d4
- **Ceynara's Warmth:** Flame-blooded gain +1 Toughness
- **Ceynara's Might:** Flame-blooded do +1 damage with all Fighting attacks
- **Embrace the Flame:** Flame-blooded may take the Berserk Edge at any time without meeting its requirements
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Knowing the Abyss:** Flame-blooded gain +2 to all Spirit checks to resist Fear and Intimidation



- **Only the Strong:** Healing of any kind is only half as effective for flame-blooded; it requires a raise to heal a wound or to restore an Extra to fully active status
- **Pack Mentality:** Automatically fails any Spirit checks if no other ratzin within 5"
- **Pack Tactics:** +1 to Gang Up Bonus; max Gang Up +6
- **Size-1**
- **"That Ratzin Nose!":** +2 Notice, Tracking; *detect arcana* with Notice at will
- **Weakness:** +2 damage from White Silver and Everwood

RATZIN SCOUTS

Summon Rank: Seasoned (get 4+1d4). Those ratzin who show any kind of capacity for cleverness and initiative are often taken off the front lines, where their brethren are fed to the forces of Light and Life as sword fodder. These gifted ratzin are utilized as scouts, raiders, and even assassins from time to time.

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

Skills: Climbing d6 (+2), Fighting d8, Lockpicking d6 (+2), Notice d6 (+2), Stealth d8 (+2), Survival d4, Throwing d8, Tracking d8 (+2)

Pace: 9 (d10 "Run"); **Parry:** 7 (1); **Toughness:** 8 (2)

Edges: Dirty Fighter, Extraction, Thief, Tricky Fighter

Gear: Short Sword (Str+d6), Partial Scale Armor (+2, -2 Coverage), Bracers (+1 Parry)

Special Abilities

• **Bite/Claws:** Str+d4

- **Ceynara's Warmth:** Flame-blooded gain +1 Toughness
- **Ceynara's Might:** Flame-blooded do +1 damage with all Fighting attacks
- **Embrace the Flame:** Flame-blooded may take the Berserk Edge at any time without meeting its requirements
- **Infravision:** As the Infravision Monstrous Ability
- **Knowing the Abyss:** Flame-blooded gain +2 to all Spirit checks to resist Fear and Intimidation
- **Only the Strong:** Healing of any kind is only half as effective for flame-blooded; it requires a raise to heal a wound or to restore an Extra to fully active status
- **Pack Mentality:** Automatically fails any Spirit checks if no other ratzin within 5"
- **Pack Tactics:** +1 to Gang Up Bonus; max Gang Up +6
- **Size-1**

- **"That Ratzin Nose!":** +2 Notice, Tracking; *detect arcana* with Notice at will
- **Weakness:** +2 damage from White Silver and Everwood

THRATCHEN

Summon Rank: Veteran. Bestial, goat-ish headed satyrs, the thratchen are the most alien and dangerous of the childer. They are natural teleporters, phasing in and out rapidly and moving instantly through space as easily and naturally as normal people walk. A thratchen can swing a sword 20 yards away from its intended target, shift through space in an instant, and land the blow perfectly.

Thratchen are insanely fast, devotees to the martial arts, and incredibly unnerving. Even other childer are disturbed by them; thratchen are never used as leaders. Instead, they are deployed independently to strike against the heroes and leaders of the Southern Kingdoms.

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

Skills: Fighting d12+2, Notice d6 (+2), Stealth d8

Pace: 6; **Parry:** 12 (1); **Toughness:** 10 (3)

Edges: Acrobat, Alertness, Block, Counterattack, First Strike, Frenzy, Level Headed, Quick, Student of Forms

Gear: Enchanted Blood Steel Long Sword (Str+d8+1; +1 to Fighting), Full Blood Steel Chain Armor (+3, -4 Coverage), Bracers or Small Shield (+1 Parry)

Special Abilities

- **Ceynara's Warmth:** Flame-blooded gain +1 Toughness
- **Ceynara's Might:** Flame-blooded do +1 damage with all Fighting attacks
- **Embrace the Flame:** Flame-blooded may take the Berserk Edge at any time without meeting its requirements
- **Infravision:** As the Infravision Monstrous Ability
- **Knowing the Abyss:** Flame-blooded gain +2 to all Spirit checks to resist Fear and Intimidation
- **Only the Strong:** Healing of any kind is only half as effective for flame-blooded; it requires a raise to heal a wound or to restore an Extra to fully active status
- **Phasing:** Permanent -2 *deflection* effect
- **Teleport:** 15"; Teleport movement is treated the same as normal move, with a "Run" of d10
- **Weakness:** +2 damage from White Silver and Everwood

THRATCHEN DERVISH

Summon Rank: Heroic. Faster, more skilled, and masters of two-weapon combat. Veterans who have survived battles against a thratchen dervish typically have one word of advice: “Run!”

Attributes: Agility d12+2, Smarts d8, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d12+3, Notice d8 (+2), Stealth d10

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

Edges: Acrobat, Alertness, Ambidextrous, Dirty Fighter, Expert of Forms, Improved Counterattack, Improved First Strike, Improved Frenzy, Improved Level Headed, One Against Many, Quick, Tricky Fighter, Two-Fisted

Gear: 2 Enchanted Blood Steel Long Swords (Str+d8+2; +2 to Fighting; AP 1), Full Blood Steel Plate & Chain Armor (+4, -4 Coverage), Enchanted Blood Steel Bracers (+2 Parry)

Special Abilities

- **Ceynara’s Warmth:** Flame-blooded gain +1 Toughness
- **Ceynara’s Might:** Flame-blooded do +1 damage with all Fighting attacks
- **Embrace the Flame:** Flame-blooded may take the Berserk Edge at any time without meeting its requirements
- **Fearless:** Immune to Fear and Intimidation
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Knowing the Abyss:** Flame-blooded gain +2 to all Spirit checks to resist Fear and Intimidation
- **Only the Strong:** Healing of any kind is only half as effective for flame-blooded; it requires a raise to heal a wound or to restore an Extra to fully active status
- **Phasing:** Permanent -2 deflection effect
- **Teleport:** 15”; Teleport movement is treated the same as normal move, with a “Run” of d10
- **Weakness:** +2 damage from White Silver and Everwood

COMMONERS

Sometimes good, honest folk get caught up in things. At other times, you need someone who knows how to do something you don’t. These stats are useful for laborers, merchants, craftsmen, and farmers — pretty much anyone. You’ll note that Streetwise and Survival are listed on either side of a slash; this is because a Commoner will have one or the other, based on their rural or urban roots.

COMMONER

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

Skills: Fighting d4, Notice d4, Knowledge (Trade skill) d6, Stealth d4, Streetwise/Survival d4; any one other skill at d6 (or more, if needed)

Pace: 6; **Parry:** 4; **Toughness:** 5

Gear: Dagger or Club (Str+d4)

CONSTABLES

Though folks like the Rangers do a great job patrolling the roads and responding to calls for help, they can’t be everywhere at once. Most urban areas require day-to-day peacekeeping, and that’s where constables come in. They may be the local noble’s assigned town guards, sheriffs that make their way between a small collection of towns and villages, or a trusty officer of the law chosen by the people to protect them.

CONSTABLE

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

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

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

Gear: Short Sword (Str+d6), Spear (Str+d6, Reach 1, +1 Parry 2 hands), Crossbow (Range 15/30/60, 2d6, AP 2, 1 action reload), Partial Leather Armor (+1, -2 Coverage), Small Shield (+1 Parry)

CHIEF CONSTABLE

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

Skills: Fighting d8, Healing d4, Intimidation d6, Investigation d4, Notice d6, Persuasion d4, Shooting d6, Stealth d6, Streetwise d6

Pace: 6; **Parry:** 7 (1); **Toughness:** 9 (3)

Edges: Hold Off

Gear: Long Sword (Str+d8), Halberd (Str+d8, Reach 1, 2 hands), Crossbow (Range 15/30/60, 2d6, AP) Full Chain Armor (+3, -4 Coverage), Medium Shield (+1 Parry +2 Armor vs. ranged shots that hit)

CORRUPTED

Not all creatures given to Darkness become pure undead. Many exist in a “twilight” state between Darkness and Life; living, yes, but corrupted by the Darkness within their souls. Such an existence can be both a blessing and a curse, as the corrupted enjoy certain advantages over the undead, but also suffer from weaknesses due to the mixed influences within them.

The *shayakar* (detailed under their own heading) are a special example of corrupted, different in many ways by virtue of being Darkness' newest children. They tend to enjoy a special status as "Vainar's Chosen."

GHoul

Summon Rank: Seasoned (1+1d4). More animal than anything, a single ghoul is not particularly powerful when faced by capable Heroes. A pack of ghouls can be a terrifying and deadly encounter. Necromancers tend to avoid summoning ghouls for anything more complicated than setting them loose on a village or enemy force, as they are difficult to control.

Ghouls are considered the lowest of the corrupted, the result of Darkness destroying the mind. The more developed ghouls (the flesh renders, found in *Legends Unleashed*) find this amusing, for they see the embrasure of their bestial nature a great evolution in their being.

Note: ghouls normally eat what they kill, meaning their victims won't become ghouls. Only flesh renders are cognizant enough to intentionally infect people to create more ghouls, which they do from time to time to boost the ranks.

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

Skills: Climbing d6, Fighting d8, Notice d6, Stealth d8, Tracking d4

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

Edges: Ambidextrous, Two-Fisted

Special Abilities

- **Anathema to Life:** Corrupted cannot benefit from any magical healing, except that coming from Necromancy. Normal healing that relies on the use of plants, herbs and similar techniques won't work for them, either.
- **Bite/Claws:** Str+d4; Infection [Vigor Check every day or suffer a Fatigue level; Vigor check with raise to get rid of it]
- **Dark Protection:** Corrupted are immune to all diseases and poisons
- **Dark Resilience:** Corrupted gain +1 Toughness
- **Dark Sustenance:** Corrupted gain Slow Regeneration
- **Dark Vitality:** Corrupted gain a +1 to recover from being Shaken
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Pack Mentality:** -2 Spirit and Spirit-related checks if no other ghouls within 5"
- **Pack Tactics:** +1 to Gang Up Bonus; max Gang Up +6
- **Ravenous:** Must make a Spirit check when faced with a helpless victim; failure means the ghoul will stop to feed regardless of anything else, even being attacked
- **Spawn:** Anyone killed by a ghoul's infection — and not consumed — will rise as one within a week
- **Weakness:** Corrupted suffer +2 damage from White Silver and Everwood
- **Weakness:** Daylight - Fatigue level, Bad Eyes



HOBGOBLIN

Summon Rank: Novice. When an orc falls to Darkness, he is transformed rather dramatically. His most brutal instincts are drawn forth and his physical form is deformed and exaggerated to frightening extremes. The resultant creature is called a hobgoblin, and where one is a foe to be feared, a group of them are truly a terror..

One of the more fascinating, if horrifying, aspects of the hobgoblin is that he exists in two states: asleep and Berserk. When conscious, a hobgoblin constantly enjoys the bonuses of being Berserk, while also suffering the penalties (the Parry penalty, the inability to use any skills that require concentration and the reckless abandon of his attacks).

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

Skills: Fighting d8, Intimidation d6, Throwing d6

Pace: 6; **Parry:** 3 (-1); **Toughness:** 12 (2)

Edges: Charge, Combat Reflexes, Frenzy

Gear: Great Axe (Str+d10, AP 1, -1 Parry), Throwing Axes (Str+d6, 3/6/12), Partial Scale Armor (+2, -2 Coverage)

Special Abilities

- **Anathema to Life:** Corrupted cannot benefit from any magical healing, except that coming from Necromancy. Normal healing that relies on the use of plants, herbs and similar techniques won't work for them, either.
- **Berserker Eternal:** +2 Fighting, +2 Strength and melee damage, +2 Toughness, ignore wound penalties if a Wild Card, -2 Parry, no skills that require concentration, reckless abandon [hit adjacent target if Fighting die comes up a 1]
- **Dark Protection:** Corrupted are immune to all diseases and poisons
- **Dark Resilience:** Corrupted gain +1 Toughness
- **Dark Sustenance:** Corrupted gain Slow Regeneration
- **Dark Vitality:** Corrupted gain a +1 to recover from being Shaken
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Weakness:** Corrupted suffer +2 damage from White Silver and Everwood

HOBGOBLIN WARMONGER

Summon Rank: Seasoned.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12, Vigor d12

Skills: Fighting d12, Intimidation d8, Throwing d6

Pace: 8 (d10 "Run"); **Parry:** 5 (-1); **Toughness:** 15 (4)

Edges: Combat Reflexes, Fleet-Footed, Improved Charge, Improved Frenzy

Gear: Black Iron Great Axe (Str+d10, AP 1, -1 Parry), Throwing Axes (Str+d6, 3/6/12), Partial Plate and Chain Armor (+4, -2 Coverage)

Special Abilities

- **Anathema to Life:** Corrupted cannot benefit from any magical healing, except that coming from Necromancy. Normal healing that relies on the use of plants, herbs and similar techniques won't work for them, either
- **Berserker Eternal:** +2 Fighting, +2 Strength and melee damage, +2 Toughness, ignore wound penalties if a Wild Card, -2 Parry, no skills that require concentration, reckless abandon [hit adjacent target if Fighting die comes up a 1]
- **Dark Protection:** Corrupted are immune to all diseases and poisons
- **Dark Resilience:** Corrupted gain +1 Toughness
- **Dark Sustenance:** Corrupted gain Slow Regeneration
- **Dark Vitality:** Corrupted gain a +1 to recover from being Shaken
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Weakness:** Corrupted suffer +2 damage from White Silver and Everwood

TROGLODYTE

Summon Rank: Novice (2+1d4). Goblins who give themselves over to Darkness become terrible and twisted troglodytes. Masters of shadow and creators of terror wherever they go, these vicious monsters are used by their dark lords to undermine morale in the areas where Life and Light hold sway.

One of their favorite tactics is to steal into villages, kidnap the children, and let the adults find the gnawed remains...

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

Skills: Climbing d6, Fighting d8, Notice d6, Stealth d8, Tracking d6

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

Special Abilities

- **Anathema to Life:** Corrupted cannot benefit from any magical healing, except that coming from Necromancy. Normal healing that relies on the use of plants, herbs and similar techniques won't work for them, either
- **Claws and Teeth:** Str+d4
- **Dark Protection:** Corrupted are immune to all diseases and poisons

- **Dark Resilience:** Corrupted gain +1 Toughness
- **Dark Sustenance:** Corrupted gain Slow Regeneration
- **Dark Vitality:** Corrupted gain a +1 to recover from being Shaken
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Shadow Walker:** In any shadows, troglodytes gain the base level of *invisibility* at will. They cannot make any attacks while in this state
- **Size -1**
- **Small and Evasive:** -1 to be hit
- **Weakness:** Corrupted suffer +2 damage from White Silver and Everwood





TROGLODYTE FEARMONGER

Summon Rank: Seasoned (1d4). Far more clever and dangerous, these are the creatures sent far into enemy territory to create havoc and terror.

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

Skills: Climbing d6+2, Fighting d10, Lockpicking d6+2, Notice d8, Stealth d10 (+2), Tracking d6

Pace: 6; **Parry:** 8 (1); **Toughness:** 7 (1)

Edges: Extraction, Speedy Nit (roll 2d6 for "Run"), Thief

Gear: Black Iron Short Sword (Str+d6), Partial Leather Armor (+1, -2 Coverage), Bracers (+1 Parry)

Special Abilities

- **Anathema to Life:** Corrupted cannot benefit from any magical healing, except that coming from Necromancy. Normal healing that relies on the use of plants, herbs and similar techniques won't work for them, either
- **Claws and Teeth:** Str+d4
- **Dark Protection:** Corrupted are immune to all diseases and poisons
- **Dark Resilience:** Corrupted gain +1 Toughness
- **Dark Sustenance:** Corrupted gain Slow Regeneration
- **Dark Vitality:** Corrupted gain a +1 to recover from being Shaken
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Shadow Walker:** In any shadows, troglodytes gain the base level of *invisibility* at will. They cannot make any attacks while in this state.
- **Size -1**
- **Small and Evasive:** -1 to be hit
- **Weakness:** Corrupted suffer +2 damage from White Silver and Everwood

TROLL

Summon Rank: Seasoned. Perhaps the most terrifying example of what happens when one of the goblinish is corrupted, trolls are the result of ogres falling to darkness. A troll is a force of sheer, nigh-unstoppable destruction. The base versions revert to an animalistic mentality, preying on pretty much anything that moves. They can be controlled by those that understand them, but not easily.

The most disturbing thing about trolls is how incredibly hard it is to kill one. Their regenerative powers are such that they are immune to damage from non-magical weapons, and even magical damage can be healed by their gifts. Only damage from fire cannot be regenerated.

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d12+1, Vigor d10

Skills: Fighting d6, Notice d6, Survival d4, Throwing d4

Pace: 7; **Parry:** 5; **Toughness:** 10

Edges: Sweep

Special Abilities

- **Anathema to Life:** Corrupted cannot benefit from any magical healing, except that coming from Necromancy. Normal healing that relies on the use of plants, herbs and similar techniques won't work for them, either
- **Bad Eyes:** -2 to Notice, Shooting, or Throwing past 5"
- **Big Target:** +1 to be hit
- **Claws:** Str+d6, AP 1
- **Dark Protection:** Corrupted are immune to all diseases and poisons
- **Dark Resilience:** Corrupted gain +1 Toughness
- **Dark Sustenance:** Corrupted gain Slow Regeneration
- **Dark Vitality:** Corrupted gain a +1 to recover from being Shaken
- **Fast Regeneration:** +2 to recover from Shaken; doesn't work against Fire
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Invulnerability:** Trolls cannot be wounded by non-magical attacks
- **Reach +1**
- **Size +2**
- **Weakness:** Corrupted suffer +2 damage from White Silver and Everwood

GREAT TROLL

Summon Rank: Veteran. Though still not very bright, great trolls are at least above animal cunning and can use armor and weapons. They are considerably larger, more powerful, and extremely useful when the forces of Darkness wish to unleash sheer brute force against their enemies.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d12+1

Skills: Fighting d10, Notice d4, Survival d4, Throwing d6

Pace: 7; **Parry:** 7/6 (-1) with Ogre Axe; **Toughness:** 14 (2)

Edges: Charge, Improved Sweep

Gear: Ogre Axe (Str+d12, AP 1, -1 Parry) or Ogre Club (Str+d10), Throwing Stones (3/6/12, Str+d6), Partial Scale Armor (+2, -2 Coverage)



Special Abilities

- **Anathema to Life:** Corrupted cannot benefit from any magical healing, except that coming from Necromancy. Normal healing that relies on the use of plants, herbs and similar techniques won't work for them, either.
- **Bad Eyes:** -2 to Notice, Shooting, or Throwing past 5"
- **Behemoth:** +2 grapple with smaller opponents
- **Big Target:** +1 to be hit
- **Claws:** Str+d6, AP 1
- **Dark Protection:** Corrupted are immune to all diseases and poisons
- **Dark Resilience:** Corrupted gain +1 Toughness
- **Dark Sustenance:** Corrupted gain Slow Regeneration
- **Dark Vitality:** Corrupted gain a +1 to recover from being Shaken
- **Fast Regeneration:** +2 to recover from Shaken; doesn't work against Fire
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Invulnerability:** Trolls cannot be wounded by non-magical attacks
- **Reach +1**
- **Size +3**
- **Weakness:** Corrupted suffer +2 damage from White Silver and Everwood

VAMPIRE

Some believe the vampires are the true masters of Shaya'Nor, and none believe this more fervently than the vampires themselves. Truly straddling the line between the Darkness and the living world, vampires seek to manipulate everyone and everything to their ends. Still, some of them are more than happy to get their hands dirty and they live long enough to become deadly combatants. Vampires are beyond the summoning of mere necromancers; in fact, many of them take up the practice themselves. To represent this, simply pick a template below and add the Necromancy skill and some powers and Essence to it. The templates presented have a warrior background, but can easily be modified to suit other roles.

There's one interesting thing to note about vampire skin color. When first created, vampires are very pale. Over time, the Darkness within them changes their skin to a deep obsidian color, making them quite unmistakable. Once they become Masters they have the ability to shift their coloration at will, looking nearly human. Their native state, however, is still very much obsidian.

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

Skills: Climbing d6, Fighting d10, Intimidation d8, Knowledge (Battle) d6, Notice d8 (+2), Persuasion d8, Riding d6, Shooting d6, Stealth d8

Pace: 8 (d10 "Run"); **Parry:** 8 (1); **Toughness:** 13 (4)

Edges: Alertness, Charge, Elan, Fleet-Footed, Frenzy, Level Headed, Quick

Gear: Enchanted Black Iron Long Sword (Str+d8+1; +1 Fighting), Black Iron Chain Armor (+4, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs. ranged shots that hit)

Special Abilities

- **Anathema to Life:** Corrupted cannot benefit from any magical healing, except that coming from Necromancy. Normal healing that relies on the use of plants, herbs and similar techniques won't work for them, either
- **Bite:** Str+1, must first Grapple opponent; Bypasses any Armor, victim suffers a Fatigue level each round after the first; vampire is a TN 4 to hit in melee while engaged in a bite
- **Blood Nourishment:** Gains Fast Regeneration when drinking blood
- **Claws:** Str+d4; vampires are never considered "unarmed"
- **Dark Protection:** Corrupted are immune to all diseases and poisons
- **Dark Resilience:** Corrupted gain +1 Toughness
- **Dark Sustenance:** Corrupted gain Slow Regeneration
- **Dark Vitality:** Corrupted gain a +1 to recover from being Shaken
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Invulnerability:** Can only be damaged by Weaknesses; other attacks only cause Shaken
- **Spawn:** Any human or fae killed by a vampire's natural weapons has a 50% of rising in 1d4 days. Roll 1d6 if they do; 1-4, they rise as ghouls, 5-6, they come back as another vampire
- **Weakness:** +4 damage from White Silver and Everwood; if plunged into the heart [-6], the vampire must make a Vigor check or be turned to dust
- **Weakness:** Daylight - Fatigue level, Bad Eyes; 2d10 burning damage from direct sunlight, no Armor protection
- **Weakness:** Cannot swim; sinks like a stone and, not being undead, can drown

ELDER VAMPIRE

At this stage, the vampire's skin has turned completely obsidian. The tradeoff for this clear detriment to any attempt at hiding her true nature is the increase in power and understanding she receives.

Attributes: Agility d12, Smarts d10, Spirit d10, Strength d12+2, Vigor d12

Skills: Climbing d6, Fighting d12, Intimidation d10, Knowledge (Battle) d10, Notice d10 (+2), Persuasion d10, Riding d6, Shooting d8, Stealth d10

Pace: 8 (d10 "Run"); **Parry:** 11 (2); **Toughness:** 14 (5)

Edges: Alertness, Block, Charge, Elan, First Strike, Fleet-Footed, Improved Frenzy, Killer Instinct, Level Headed, Quick

Gear: Enchanted Black Iron Long Sword (Str+d8+2, +2 to Fighting), Black Iron Plate & Chain Armor (+5, -4 Coverage), Enchanted Medium Shield (+2 Parry, +2 Armor vs. ranged shots that hit)

Special Abilities

- **Anathema to Life:** Corrupted cannot benefit from any magical healing, except that coming from Necromancy. Normal healing that relies on the use of plants, herbs and similar techniques won't work for them, either
- **Bite:** Str+2, must first Grapple opponent; Bypasses any Armor, victim suffers a Fatigue level each round after the first; vampire is a TN 4 to hit in melee while engaged in a bite
- **Blood Nourishment:** Gains Fast Regeneration when drinking blood
- **Claws:** Str+d4; vampires are never considered "unarmed"
- **Dark Protection:** Corrupted are immune to all diseases and poisons
- **Dark Resilience:** Corrupted gain +1 Toughness
- **Dark Sustenance:** Corrupted gain Slow Regeneration
- **Dark Vitality:** Corrupted gain a +1 to recover from being Shaken
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Invulnerability:** Can only be damaged by Weaknesses; other attacks only cause Shaken
- **Spawn:** Any human or fae killed by an elder vampire's natural weapons has a 75% chance of rising in 1d4 days. If they do, they come back as a vampire
- **Weakness:** +4 damage from White Silver and Everwood; if plunged into the heart [-6], the vampire must make a Vigor check or be turned to dust
- **Weakness:** Daylight - Fatigue level, Bad Eyes; 2d10 burning damage from direct sunlight, no Armor protection
- **Weakness:** Cannot swim; sinks like a stone and, not being undead, can drown

WEREWOLF

The prevailing theory about werewolves assumes they were once a breed of childer who gave themselves over to Darkness. Another legend claims they came from a different land entirely, someplace far across the sea. Regardless of their origins, the werewolves are a powerful force to be reckoned with. This is especially true in light of the long-standing tendency of werewolves and vampires to form alliances.

Note: werewolves, like vampires, cannot be summoned. As well, werewolves *can* aspire to other pursuits; feel free to add other skills, or even a mystical profession (such as an Adept, Necromancer, or Sorcerer).

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

Skills: Climbing d6, Fighting d10, Notice d8+2, Stealth d6, Intimidation d8, Tracking d8

Pace: 8 (d10 "Run"); **Parry:** 7; **Toughness:** 9

Edges: Alertness, Ambidextrous, Berserk, Combat Reflexes, Fleet-Footed, Frenzy, Two-Fisted

Special Abilities

- **Anathema to Life:** Corrupted cannot benefit from any magical healing, except that coming from Necromancy. Normal healing that relies on the use of plants, herbs and similar techniques won't work for them, either.
- **Bite/Claws:** Str+d4; Infection [Vigor check every day or suffer a Fatigue level; Vigor check with raise to get rid of it]
- **Dark Protection:** Corrupted are immune to all diseases and poisons
- **Dark Resilience:** Corrupted gain +1 Toughness
- **Dark Vitality:** Corrupted gain a +1 to recover from being Shaken
- **Fast Regeneration:** +2 to recover from Shaken; doesn't work against damage from Everwood or White Silver
- **Howl:** Intimidation check over Medium Burst Template, centered on werewolf; once per battle
- **Human Form:** Use Marauder stats (see page 149); this form cannot be assumed if any of the moons are full. Gear does *not* shift, so clothes and armor must be taken off or they are destroyed in the transformation
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Size+1**
- **Spawn:** Any human that becomes Incapacitated from a werewolf's infection has a 50% chance of becoming a werewolf in 1d4 days. Otherwise, they will simply die if they cannot be cured
- **Weakness:** +2 damage from Everwood

- **Weakness:** +4 damage from White Silver; being struck forces a Spirit check to prevent reversion to human form, even during a full moon

WEREWOLF ALPHA

The pack leader, and a force all his own.

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

Skills: Climbing d8, Fighting d12, Knowledge: Battle d6+, Notice d8+2, Stealth d8, Intimidation d10, Tracking d8

Pace: 8 (d10 "Run"); **Parry:** 8; **Toughness:** 11

Edges: Alertness, Ambidextrous, Berserk, Brawler, Charge, Combat Reflexes, Fleet-Footed, Improved Frenzy, One Against Many, Two-Fisted

Special Abilities

- **Anathema to Life:** Corrupted cannot benefit from any magical healing, except that coming from Necromancy. Normal healing that relies on the use of plants, herbs and similar techniques won't work for them, either
- **Bite/Claws:** Str+d6+2, AP 1; Infection [Vigor check every hour or suffer a Fatigue level; Vigor check with raise to get rid of it]
- **Dark Protection:** Corrupted are immune to all diseases and poisons
- **Dark Resilience:** Corrupted gain +1 Toughness
- **Dark Vitality:** Corrupted gain a +1 to recover from being Shaken
- **Fast Regeneration:** +2 to recover from Shaken; doesn't work against damage from Everwood or White Silver
- **Howl:** Intimidation check over Large Burst Template, centered on werewolf; once per battle
- **Human Form:** use Bandit Prince stats (see page 148); this form cannot be assumed if any of the moons are full. Gear does *not* shift, so clothes and armor must be taken off or they are destroyed in the transformation.
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Size+2**
- **Spawn:** Any human that becomes Incapacitated from a werewolf alpha's infection has a 75% chance of becoming a werewolf in 1d4 days. Otherwise, they will simply die if they cannot be cured
- **Weakness:** +2 damage from Everwood
- **Weakness:** +4 damage from White Silver; being struck forces a Spirit check to prevent reversion to human form, even during a full moon

CRIMINALS

Counterparts to bandits, criminals instead ply their trade in the cities and urban centers of Shaintar. They reside in the shadows or they roam the streets in the bright of day. Many think they rule the urban areas they live in, though there are plenty of heroes and

representatives of the law who would tell them otherwise.

BOSSES

Most come up through the ranks and are hard-bitten and ruthless. Others come into their role via connections and influence. Either way, they must be very tough and capable individuals to hold onto their positions, and they rule the back alleys of the city as a lord rules his keep.

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

Skills: Fighting d12, Gambling d6, Intimidation d6, Lockpicking d6, Notice d6, Shooting d8, Stealth d8, Streetwise d6, Taunt d6

Pace: 8 (d10 "Run"); **Parry:** 9 (1); **Toughness:** 10 (3)

Edges: Brawler, Bruiser, Combat Reflexes, Dirty Fighter, Frenzy, Killer Instinct, Tricky Fighter

Gear: Long Sword (Str+d8) or Battle Axe (Str+d8), Crossbow (Range 15/30/60, 2d6, AP 2, 1 action reload), Partial Chain Armor (+3, -2 Coverage), Bracers (+1 Parry)

ENFORCERS

More capable, experienced, and focused, enforcers are employed to lead thugs and see to it that the wishes of their bosses are met, or that those who cross the bosses are set straight, sometimes permanently.

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

Skills: Fighting d8, Gambling d6, Intimidation d6, Lockpicking d4, Notice d6, Shooting d6, Stealth d8, Streetwise d6

Pace: 6; **Parry:** 7 (1); **Toughness:** 8 (2)

Edges: Brawler, Dirty Fighter, Tricky Fighter

Gear: Short Sword (Str+d6) or Mace (Str+d6, AP 1 vs. Rigid Armor), Crossbow (Range 15/30/60, 2d6, AP 2, 1 action reload), Partial Scale Armor (+2, -2 Coverage), Small Shield (+1 Parry)

THIEVES

Some are solo operators, some work as part of a guild, and others serve as specialists for criminal bosses. Thieves are the burglars, the takers, the finders of secrets, and the breakers of rules. The GM should assume Defining Interests that focus on things like pickpocketing, forgery, and fencing objects.

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

Skills: Climbing d8 (+2), Fighting d8, Investigation d6, Lockpicking d8 (+2), Notice d8, Persuasion d8, Stealth d8 (+2), Streetwise d8, Throwing d8

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

Edges: Connections, Dark Fighting, Dirty Fighter, Extraction, Thief

Gear: Short Sword (Str+d6), Parrying Dirk (Str+d4, +1 Parry if used defensively), Throwing Knives (Range 3/6/12, Str+d4), Partial Leather Armor (+1, -2 Coverage), Climbing Gear, Lockpicks, Rope, other gear as needed

THUGS

Thugs are the bottom-rung soldiers and minions who serve those of higher intellect or power. Many dream of ascending in importance and influence, but the majority are happy simply to grab what they can from day to day and live off the people who fear and loathe them.

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

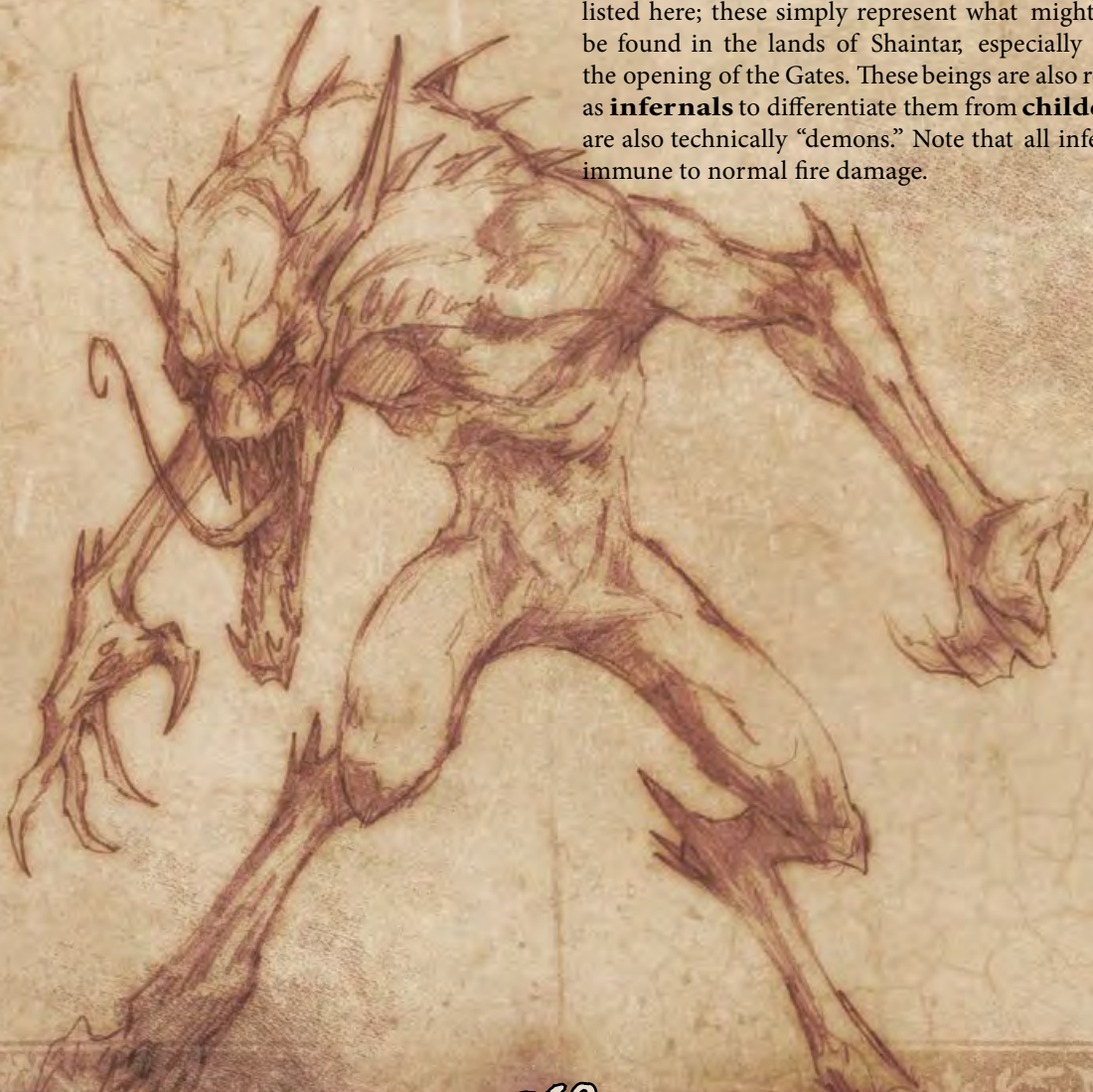
Skills: Fighting d6, Gambling d4, Intimidation d4, Lockpicking d4, Notice d4, Shooting d4, Stealth d6, Streetwise d4

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Gear: Short Sword (Str+d6) or Club (Str+d4), Crossbow (Range 15/30/60, 2d6, AP 2, 1 action reload), Partial Leather Armor (+1, -2 Coverage)

DEMONS

Demons are the true denizens of the lands of Hell, lorded over by Ceynara and Uldor. Of course, there are far more powerful entities that reside there than the ones listed here; these simply represent what might actually be found in the lands of Shaintar, especially following the opening of the Gates. These beings are also referred to as **infernals** to differentiate them from **childer**, which are also technically “demons.” Note that all infernals are immune to normal fire damage.



ABYSSAL BRUTE

Summon Rank: Veteran. These hulking, plodding brutes are one mainstay of demonic armies. Unlike horde fiends, brutes are capable of learning how to wield weapons and wear armor.

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

Skills: Fighting d8, Intimidation d6, Notice d4

Pace: 6; **Parry:** 7 (1); **Toughness:** 13 (3)

Edges: Arcane Resistance, Brawny, Charge, Frenzy

Gear: Blood Steel Weapon (Str+d8), Blood Steel Armor (+3, -4 Coverage), Small Shield (+1 Parry)

Special Abilities

- **Abyssal Nature:** Demons only suffer half damage from non-magical attacks
- **Creatures of Entropy:** Demons cannot benefit from any kind of healing
- **Demonic Hide:** Demons gain +2 to their Toughness
- **Infernal Form:** Demons are immune to all diseases and poisons.
- **Infernal Stamina:** Demons gain +2 to recover from Shaken.
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Slow Regeneration:** Does not work vs. White Silver or Everwood damage
- **Weakness:** +4 damage from White Silver and Everwood

HORDE FIEND

Summon Rank: Veteran. Spindly, wiry, long-clawed horrors that are the rank-and-file of most demon armies.

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

Skills: Fighting d10, Intimidation d6, Notice d4, Stealth d6

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

Edges: Ambidextrous, Arcane Resistance, Berserk, Two-Fisted

Special Abilities

- **Claws:** Str+d4, AP 2
- **Abyssal Nature:** Demons only suffer half damage from non-magical attacks
- **Creatures of Entropy:** Demons cannot benefit from any kind of healing
- **Demonic Hide:** Demons gain +2 to their Toughness
- **Infernal Form:** Demons are immune to all diseases and poisons
- **Infernal Fury:** Can go Berserk at will

- **Infernal Stamina:** Demons gain +2 to recover from Shaken
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Slow Regeneration:** Does not work vs. White Silver or Everwood damage
- **Weakness:** +4 damage from White Silver and Everwood

KALINESH

The Kalinesh Empire is the greatest threat to the Southern Kingdoms, launching a war for total domination of Shaintar. Kal soldiers are driven by their personal honor, their yearning for glory, their worship of Ceynara, or any combination of the three.

FLAME-BLOODED KAL WARLORD

There are those among the elite of the Kal military who embrace the call of even greater power by undergoing a terrible ritual that bonds their souls and bodies forever with infernal spirits. Forever damned, flame-blooded warlords unleash their demonic powers upon the battlefield.

A Flame-Blooded Warlord is one of the most powerful foes the Heroes will ever face.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d12+3 (d10 Wild Die), Intimidation d10, Knowledge (Battle) d10, Notice d6, Shooting d6, Stealth d6, Survival d4

Pace: 8 (d10 "Run"); **Parry:** 11 (-1); **Toughness:** 17 (7)

Edges: Battle Hardened, Brawny, Combat Reflexes, Fleet-Footed, Master (Fighting), Improved Block, Improved Charge, Improved

Frenzy, Improved Level Headed, Improved Sweep

Gear: Enchanted Blood Steel Great Sword or Great Axe, Flaming (Str+d12+4, +2 Fighting, 2 in 6 chance for the target to catch fire, -1 Parry, 2 hands), Enchanted Blood Steel Plate Armor (+7, -6 Coverage), Bracers (+1 Parry)

Special Abilities

- **Ceynara's Warmth:** Flame-blooded gain +1 Toughness
- **Ceynara's Might:** Flame-blooded do +1 damage with all Fighting attacks
- **Embrace the Flame:** Flame-blooded may take the Berserk Edge at any time without meeting its requirements
- **Fear**
- **Fearless:** Immune to Fear and Intimidation

- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Knowing the Abyss:** Flame-blooded gain +2 to all Spirit checks to resist Fear and Intimidation
- **Only the Strong:** Healing of any kind is only half as effective for flame-blooded; it requires a raise to heal a wound or to restore an Extra to fully active status
- **Slow Regeneration**

KAL BATTLE LEADER

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

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

Pace: 6; **Parry:** 9 (2); **Toughness:** 12 (4)

Edges: Battle Hardened, Berserk, Brawny, Charge, Combat Reflexes, Frenzy, North-Born (+2 vs. cold, +1 Survival in mountains)

Gear: Long Sword/Battle Axe (Str+d8), or Mace/Warhammer (Str+d6, AP 1 vs. Rigid Armor), Bow (Range 12/24/48, 2d6), Full Plate & Chain Armor (+4, -4 Coverage), Large Shield (+2 Parry, +2 Armor vs. ranged shots that hit)

KAL WARRIOR

The rank and file of the armies of the Empire. These stats are also useful for mercenary soldiers who serve in the ranks of the Maelstrom.

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

Skills: Fighting d8, Intimidation d4, Notice d4, Shooting d6, Stealth d6, Survival d4

Pace: 6; **Parry:** 7 (1); **Toughness:** 9 (2)

Edges: Brawny, Combat Reflexes, North-Born (+2 vs. cold, +1 Survival in mountains)

Gear: Long Sword/Battle Axe (Str+d8), or Mace/Warhammer (Str+d6, AP 1 vs. Rigid Armor), Bow (Range 12/24/48, 2d6), Full Scale Armor (+2, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs. ranged shots that hit)

TOR MASTAK

The agents of the Tor Mastak are highly skilled at hunting their prey, ferreting out spies and plots against the Empire, and eliminating anyone they deem to be dangerous.

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

Skills: Climbing d6+2, Fighting d8, Intimidation d6, Investigation d6, Knowledge (Politics) d4, Lockpicking d6+2, Notice d6, Shooting d6, Stealth d8+2, Streetwise d6, Survival d4, Tracking d6

Pace: 6; **Parry:** 7 (1); **Toughness:** 8 (2)

Edges: Alertness, Thief

Gear: Short Sword (Str+d6), Crossbow (Range 15/30/60, 2d6, AP 2, 1 action reload), Partial Scale Armor (+2, -2 Coverage), Bracers (+1 Parry), Lockpicks, Rope, other gear as needed

TOR MASTAK ADEPT

Most Tor Mastak leaders prefer to have at least one adept in their ranks.

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

Skills: Fighting d8, Intimidation d4, Notice d6, Stealth d8, The Way d8

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

Edges: Adept

Gear: Short Sword (Str+d8), Bracers (+1 Parry), Full Scale Armor (+2, -4 Coverage), Focus Crystal

Powers: *armor, boost trait, mind reading, puppet, speed*

Essence: 15

TOR MASTAK GROUP LEADER

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

Skills: Climbing d6+2, Fighting d10, Intimidation d8, Investigation d6, Knowledge: Politics d6, Lockpicking d6+2, Notice d8, Shooting d8, Stealth d8+2, Streetwise d6, Survival d4, Tracking d8

Pace: 6; **Parry:** 9 (2); **Toughness:** 10 (4)

Edges: Assassin, Connections, Dirty Fighter, First Strike, Thief, Tricky Fighter

Gear: Blood Steel Long Sword (Str+d8), Crossbow (Range 15/30/60, 2d6, AP 2, 1 action reload), Enchanted Blood Steel Chain (+4, -2 Coverage), Enchanted Bracers (+2 Parry), Lockpicks, Rope, other gear as needed

LIFE SPIRITS

The living world is full of spirits that tap into the various aspects of Life, representing all four Paths. Druids are able to call forth these beings to aid in their causes. Occasionally, one might be motivated to come out on its own, which could be a very interesting encounter.

FAERIES (LIFE)

Summon Rank: Novice. Though not particularly helpful for most combat situations, a faerie can often provide assistance in any number of other ways. Most faeries manifest as tiny, elfin beings with either butterfly or dragonfly wings. They are also sometimes called pixies.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4-2, Vigor d4

Skills: Channeling d8, Notice d6+2, Stealth d8, Taunt d8, Tracking d6

Pace: 3; **Parry:** 2; **Toughness:** 4

Edges: Improved Dodge

Powers: *cantrips, healing, mend*

Essence: 5

Special Abilities

- **Fearless:** Immune to Fear and Intimidation
- **Flight:** Flying Pace 6, Climb 3, d6 "Run"
- **Size -2**
- **Small:** -2 to be hit
- **Strength of Life:** Life Spirits have +2 to their Toughness, and non-magical attacks cannot harm them
- **Spiritual Dependency:** Faeries cannot live long outside of truly natural settings (forests, fields, gardens, etc.). For every hour they spend away from such places, they suffer a Fatigue level, eventually dying
- **Sustained by Life:** Life Spirits have Slow Regeneration, and they are immune to poison, disease, and biological needs
- **Weakness:** Faeries take +4 damage from Black Iron and Blood Steel

CLAY GOLEM (EARTH)

Summon Rank: Veteran. The spirits of Earth are plodding, stubborn, and hard to motivate. They are relentless when put into motion, though.

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

Skills: Channeling d8, Fighting d6, Notice d4

Pace: 4 (Cannot "Run"); **Parry:** 5; **Toughness:** 12

Edges: Arcane Resistance, Brawny

Powers: *entangle*

Essence: 10

Special Abilities

- **Burrow (8"):** Clay Golems can meld into and out of the ground
- **Clay Fists:** Str+d6, and they are not considered unarmed.
- **Clay Form:** +3 Toughness
- **Fearless:** Immune to Fear and Intimidation
- **Hardy:** Second Shaken results do not cause a wound

- **Life Dependency:** Life Spirits require the presence of their connected Path (stone golems need earth; zephyrs need air). Without significant sources being present, they cannot sustain themselves and disappear
- **Strength of Life:** Life Spirits have +2 to their Toughness, and non-magical attacks cannot harm them.
- **Stuff of Life:** Life Spirits take no extra damage from called shots (they have no organs to speak of).
- **Sustained by Life:** Life Spirits have Slow Regeneration, and they are immune to poison, disease, and biological needs
- **Weakness:** Life Spirits take +2 damage from Black Iron and Blood Steel

NEREID (WATER)

Summon Rank: Veteran. The spirits of Water are fluid, subtle, and difficult to fathom. In their element, however, they are truly indomitable.

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

Skills: Channeling d10, Fighting d8, Notice d6

Pace: 6 (Swim Pace 15, d10 "Run"); **Parry:** 6;

Toughness: 8

Edges: Arcane Resistance

Powers: *burst* (with water; only 2d8 damage, but forces a Vigor check vs. Fatigue), *entangle* (ice), *healing, succor*

Essence: 15

Special Abilities

- **Fearless:** Immune to Fear and Intimidation
- **Fluid:** Can pass through even tiny cracks as Difficult Ground
- **Hard Water:** Str+d6
- **Hardy:** Second Shaken results do not cause a wound
- **Life Dependency:** Life Spirits require the presence of their connected Path (stone golems need earth; zephyrs need air). Without significant sources being present, they cannot sustain themselves and disappear
- **Strength of Life:** Life Spirits have +2 to their Toughness, and non-magical attacks cannot harm them
- **Stuff of Life:** Life Spirits take no extra damage from called shots (they have no organs to speak of)
- **Sustained by Life:** Life Spirits have Slow Regeneration, and they are immune to poison, disease, and biological needs
- **Weakness:** Life Spirits take +2 damage from Black Iron and Blood Steel

NYMPH (WATER)

Summon Rank: Seasoned.

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

Skills: Channeling d8, Fighting d6, Notice d4

Pace: 6 (Swim Pace 10, d8 "Run"); **Parry:** 5; **Toughness:** 7

Edges: Arcane Resistance

Powers: *healing*

Essence: 10

Special Abilities

- **Fearless:** Immune to Fear and Intimidation
- **Fluid:** Can pass through even tiny cracks as Difficult Ground
- **Hard Water** (Str+d4)
- **Life Dependency:** Life Spirits require the presence of their connected Path (stone golems need earth; zephyrs need air). Without significant sources being present, they cannot sustain themselves and disappear
- **Strength of Life:** Life Spirits have +2 to their Toughness, and non-magical attacks cannot harm them
- **Stuff of Life:** Life Spirits take no extra damage from called shots (they have no organs to speak of)
- **Sustained by Life:** Life Spirits have Slow Regeneration, and they are immune to poison, disease, and biological needs
- **Weakness:** Life Spirits take +2 damage from Black Iron and BloodSteel

WIND SPRITE (AIR)

Summon Rank: Seasoned. The spirits of Air are mercurial, mischievous, and hard to even keep track of. They do enjoy striking against the enemies of Life, however.

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

Skills: Channeling d8, Notice d4, Stealth d8, Taunt d8, Tracking d6

Pace: 3; **Parry:** 2; **Toughness:** 4

Edges: Improved Dodge **Powers:** *blind, telekinesis*

Essence: 10

Special Abilities

- **Deflection:** As the *deflection* power (Permanent, -4 level)
- **Ethereal:** Can affect real world with powers; can be affected by magic
- **Fearless:** Immune to Fear and Intimidation
- **Flight:** Flying Pace 10, Climb 3, d8 "Run"

- **Life Dependency:** Life Spirits require the presence of their connected Path (stone golems need earth; zephyrs need air). Without significant sources being present, they cannot sustain themselves and disappear

- **Size -2**

- **Small:** -2 to be hit

- **Strength of Life:** Life Spirits have +2 to their Toughness, and non-magical attacks cannot harm them

- **Stuff of Life:** Life Spirits take no extra damage from called shots (they have no organs to speak of)

- **Sustained by Life:** Life Spirits have Slow Regeneration, and they are immune to poison, disease, and biological needs

- **Weakness:** Life Spirits take +2 damage from Black Iron and BloodSteel

ZEPHYR (AIR)

Summon Rank: Veteran.

Attributes: Agility d12, Smarts d6, Spirit d10, Strength d6, Vigor d6

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

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

Edges: Improved Dodge, Quick

Powers: *bolt, blind, silence, telekinesis*

Essence: 15

Special Abilities

- **Deflection:** As the *deflection* power (Permanent, -4 level)
- **Ethereal:** Can affect real world with powers; can be affected by magic
- **Fearless:** Immune to Fear and Intimidation
- **Flight:** Flying Pace 15, Climb 3, d10 "Run"
- **Life Dependency:** Life Spirits require the presence of their connected Path (stone golems need earth; zephyrs need air). Without significant sources being present, they cannot sustain themselves and disappear
- **Strength of Life:** Life Spirits have +2 to their Toughness, and non-magical attacks cannot harm them
- **Stuff of Life:** Life Spirits take no extra damage from called shots (they have no organs to speak of)
- **Sustained by Life:** Life Spirits have Slow Regeneration, and they are immune to poison, disease, and biological needs
- **Weakness:** Life Spirits take +2 damage from Black Iron and Blood Steel

NECROMANCERS

True practitioners of the Darkarts, necromancers tend towards subtlety and behind-the-scenes work. However, they are quite capable of bringing their powers to bear to defend themselves or take what they want.

Most necromancers are a part of the social and political structure of Shaya'Nor, but there are a few that tend to their own agendas throughout Shaintar. A significant number can also be found in the Malakar Dominion.

NECROMANCER

Beginning students of the dark arts are still very dangerous. Most are found working with a more powerful practitioner or some other Dark entity.

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

Skills: Fighting d4, Knowledge (Cosmology) d6, Knowledge (Darkness) d8, Knowledge (Magic) d8, Necromancy d8, Notice d6, Stealth d6

Pace: 6; **Parry:** 5 (1); **Toughness:** 6 (1)

Edges: Necromancer

Gear: Staff (Str+d4, +1 Parry, +1 Reach, 2 hands), Partial Leather Armor (+1, -2 Coverage)

Powers: *bolt, damage field, lower trait, obscure*

Essence: 15

SEEKER

Those necromancers who stay the course and continue to perfect their craft come to be called Seekers or, more formally, "Seekers in the Dark." They are said to be seeking the greater secrets of knowledge in the shadows of the world, unlocking the portals to eternity and power.

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

Skills: Fighting d6, Knowledge (Cosmology) d8, Knowledge (Darkness) d8, Knowledge (Magic) d10, Necromancy d10, Notice d8, Stealth d6

Pace: 6; **Parry:** 7 (2); **Toughness:** 9 (3)

Edges: Easy Magic (*armor*), Level Headed, Magic Proficiency (+2 *bolt, lower trait*), Necromancer

Gear: Enchanted Staff (Str+d4, +2 Parry, +1 Reach, 2 hands, 5 Essence), Full Chain Armor (+3, -4 Coverage)

Powers: *armor, bolt, curse, damage field, draining touch, lower trait, obscure, zombie*

Essence: 25 (5)



PRELACY PALADINS

The knights of the oppressive Church of Archanon are regularly sent on missions to do “Archanon’s Will” in the Southern Kingdoms. Very often, this means terror and murder for the “non-believers” who reside there.

These stats are also useful for any knights and cavalry soldiers you might need.

CRUSADER

Though magic is evil in the eyes of Prelacy Church of Archanon, there are “blessed alchemists and artificers” who channel His Will. Crusaders — those paladins who have risen through the ranks to positions of leadership — are gifted with such blessed arms and armor.

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

Skills: Fighting d10, Intimidation d8, Notice d6, Riding d10, Shooting d8, Survival d4

Pace: 6; **Parry:** 10 (3); **Toughness:** 11 (4)

Edges: Cavalryman, Charge, Command, Frenzy, Shield Expertise, Sweep

Gear: Enchanted Long Sword (Str+d8+2, +1 Fighting), Lance (Str+d10, AP 1, Reach 2; Only on horse), Crossbow (Range 15/30/60, 2d6, AP 2, 1 action reload), Full Plate & Chain Armor (+4, -4 Coverage), Enchanted Medium Shield (+2 Parry, +2 Armor vs. ranged shots that hit), War Horse

PALADIN

Though the Prelacy has a regular army (use Soldier stats, see page 177), the mounted might of the paladins is the force that most directly challenges the Southern Kingdoms. Ironically, the lack of any kind of magic has served to make the Church’s knights even tougher and more capable.

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

Skills: Fighting d8, Notice d6, Riding d8, Shooting d6

Pace: 6; **Parry:** 7 (1); **Toughness:** 9 (3)

Gear: Long Sword (Str+d8), Lance (Str+d8), Crossbow (Range 15/30/60, 2d6, AP 2, 1 action reload), Full Chain Armor (+3, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs. ranged shots that hit), War Horse

RANGERS

Whether it’s as members of Grayson’s Grey Rangers or woodcrafty scout-warriors from another region, these stats should be useful for any needed allies (or enemies, as appropriate).

RANGER

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

Skills: Climbing d4, Fighting d8, Healing d4, Notice d6, Shooting d8, Stealth d6, Survival d6, Swimming d4, Tracking d6

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

Gear: Short Sword (Str+d6), Bow (Range 12/24/48, 2d6), Partial Leather Armor (+1, -2 Coverage), Bracers (+1 Parry)

ROVER

Some rangers get a reputation for being very tough, as well as very difficult to bring in from the wilderness.

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

Skills: Climbing d6, Fighting d10, Healing d6, Notice d8, Shooting d10, Stealth d8 (+2), Survival d8 (+2), Swimming d6, Tracking d8 (+2)

Pace: 8 (d10 “Run”); **Parry:** 8 (1); **Toughness:** 11 (3)

Edges: Archer, Battle Hardened, Brawny, Combat Reflexes, First Strike, Fleet-Footed, Marksman, Woodsman

Gear: Long Sword (Str+d8) or Mace (Str+d6, AP 1 vs. Rigid Armor), Bow (Range 12/24/48, 2d6), Full Chain (+3, -4 Coverage), Bracers (+1 Parry)

THE RED STORE

While the rank-and-file of this criminal organization can easily be represented by many of the entries here (Bandits, Criminals, and Soldiers), there are a few specialist types that require their own write-ups.

ACQUIRERS

Acquirers are the specialists that the Store depends on most to attain whatever it is that others are willing to buy. This ranges from pilfering and theft to kidnapping.





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

Skills: Climbing d6+2, Fighting d8, Intimidation d6, Investigation d6, Lockpicking d6+2, Notice d6+2, Shooting d8, Stealth d8+2, Streetwise d6

Pace: 6; **Parry:** 7 (1); **Toughness:** 8 (2)

Edges: Alertness, Connections, Dirty Fighter, Thief

Gear: Long Sword (Str+d8), Crossbow (Range 15/30/60, 2d6, AP 2, 1 action reload), Partial Scale Armor (+2, -2 Coverage), Bracers (+1 Parry), Lockpicks, Rope, other gear as needed

NEGOTIATORS

Adepts in the employ of the Red Store specialize in manipulating situations and negotiations in the favor of their bosses.

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

Skills: Fighting d6, Intimidation d8, Knowledge (Magic) d6, Notice d6, Persuasion d10, Stealth d6, The Way d10

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

Edges: Adept, Dreamdancer, Linguist

Gear: Short Sword (Str+d6), Small Shield (+1 Parry), Partial Leather Armor (+1, -2 Coverage), Focus Crystal

Powers: *deflection, illusion, mind reading, phantasm, puppet, telekinesis*

Essence: 15

PROPRIETORS

Proprietors are the leaders of the various enterprises of the Red Store. They run the operation, make tactical and economic decisions, and are ultimately responsible for whether or not an enterprise is profitable, or successful, if profit isn't the main goal.

Proprietors tend to be very unique in nature; it's best to simply pick one of the other write-ups in this section and make him or her a Proprietor, which includes being a Wild Card.

SHAYAKAR

The "fallen" elves are disturbing in many ways. Being fae, they remind the Heroes of the beauty and grace that comes from being elven. Most *shayakar* display a certain level of honor and civility which makes them harder to hate than a raving Ceynara-worshipping barbarian. As well, they are not inherently corrupted, at least not from birth. Only those who actively seek to further their command of Darkness take on that status.

Nonetheless, they can be unnerving, dangerous, and committed to the goal of spreading Darkness and its corruption throughout the world.

Shayakar are pale and gothic in appearance, both in their features and in their dress.

SHAYAKAR NIGHTGUARD

The Nightguard are a somewhat strange anomaly; they are spies and assassins, the elite force in service to Shaya'Nor. At the same time, they have a rather strong code of honor, albeit one that can be very confusing for those of the Southern Kingdoms to understand. For example, a Nightguard will have no problem stabbing a sentry in the back or slitting his throat to sneak into a place, but that same Nightguard may decide that a worthy opponent deserves an honorable battle, and will thus refuse to use her gifts to hide or escape. As well, Nightguard won't harm non-combatants unless given no choice.

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

Skills: Climbing d6 (+2), Fighting d10, Lockpicking d8 (+2), Nightguard d10, Notice d8, Stealth d10 (+4), Shooting d8, Survival d4, Tracking d6

Pace: 8 (d10); **Parry:** 9 (1); **Toughness:** 9 (3)

Edges: Acrobat, Assassin, Fleet-Footed, Nightguard (+2 Stealth, access to a limited number of powers and Essence), Thief

Gear: Black Iron Long Sword (Str+d8), Bow (Range 12/24/48, 2d6, Black Iron arrowheads), Full *Shayakar* Night Chain Armor (+3 Armor, -4 Coverage; +2 on Stealth rolls at night), Bracers (+1 Parry), Poison (usable on blade or arrows; Vigor-4 or suffer a Fatigue level)

Powers (use Spirit): *invisibility, obscure*

Essence: 5

Special Abilities

- **Deathwhisper:** When killed, the Nightguard can whisper a last sentence to any one person they choose, anywhere in Shaintar
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting
- **Magically Secretive:** *conceal arcana* at will, using Spirit
- **Shayakar Night Gifts:** They gain the Level Headed and Combat Reflexes Edges at night
- **Weakness:** Daylight - Fatigue level, Bad Eyes
- **Weakness:** +2 damage from White Silver and Everwood

SHAYAKAR SOLDIER

Combining martial prowess with the stealth and outdoor skills of rangers, the average *shayakar* soldier is a fairly dangerous foe to meet, doubly so in their homeland.

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

Skills: Climbing d6, Fighting d8, Notice d6, Stealth d8 (+2), Shooting d8, Survival d8+2, Tracking d8+2

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

Edges: Marksman, Woodsman

Gear: Black Iron Short Sword (Str+d6), Bow (Range 12/24/48, 2d6), Full Scale Armor (+2 Armor, -4 Coverage), Bracers (+1 Parry)

Special Abilities

- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting
- **Shayakar Night Gifts:** They gain the Level Headed and Combat Reflexes Edges at night
- **Weakness:** Daylight - Fatigue level, Bad Eyes

SOLDIERS

Men at arms. Guardsmen. Mercenaries. Military forces off to war.

The professionally trained soldier is a potent ally and a difficult enemy.

SOLDIER

The average soldier isn't particularly clever, experienced, or highly trained, but he tends to know where to stab a person to do the most damage.

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: Short Sword (Str+d6), Crossbow (15/30/60, 2d6, AP 2, 1 action reload), Scale Armor (+2, -4 Coverage), Small Shield (+1 Parry)

EXPERIENCED SOLDIER

The old vet, the sergeant, and the one who's made war a way of life — a dangerous one, for certain.

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

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

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)

SORCERERS

Whether hired to aid with a mission, encountered during a time of need, or faced off against during a conflict, a sorcerer always makes things interesting

MAGE

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

Skills: Fighting d6, Knowledge (Cosmology) d8, Knowledge (Legend Lore) d6, Knowledge (Magic) d10, Notice d8, Sorcery d12

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

Edges: Easy Magic (*deflection*), Mage, Magic Proficiency (*bolt*)

Gear: Enchanted Staff (Str+d4, +2 Parry, +1 Reach, 2-handed, 5 Essence), Partial Scale Armor (+2, -2 Coverage)

Powers: *Alain's unerring dart, bolt, boost trait, cantrips, deflection, dispel, entangle, invisibility, Kaine's piercing spear*

Essence: 25 (5)

SORCERER

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

Skills: Fighting d6, Knowledge (Cosmology) d6, Knowledge (Magic) d8, Notice d8, Sorcery d10

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

Edges: Sorcerer

Gear: Staff (Str+d4, +1 Parry, +1 Reach, 2 hands), Partial Leather Armor (+1, -2 Coverage)

Powers: *Alain's unerring dart, bolt, boost trait, cantrips, deflection, entangle, Kaine's piercing spear*

Essence: 15

UNDEAD

Many beings of Darkness no longer have any spark of Life in them, subsisting entirely on Darkness. The least of these beings are completely mindless. As they grow or are infused with more power, there is enough of the corrupted Essence within them to simulate Life in a manner to give them will and wit.

Many undead are summoned by Necromancers to one task or another. Others simply reside where they are, waiting to perform some ages-old task or to defend their haunts from the living. The very Darkness within them drives them to hate Life, making discussions difficult most of the time.

SKELETONS

Summon Rank: Novice (1+1d4); using the Zombie power, the necromancer gains this many for each 3 ESS spent. The basest form of necromantic animation involves the raising of corpses by infusing them with Dark spirits. In some cases, the most negative memories and instincts of a departed soul remain behind, and the spirit uses this to mock the life that was. Normally skeletons and zombies simply do as they are told, no less, no more.

Skeletons are the result of either long-decayed bodies being raised or the flesh and other detritus being intentionally sloughed off by the necromancer and his assistants.

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

Skills: Fighting d8, Notice d4, Stealth d6

Pace: 7; **Parry:** 7 (1); **Toughness:** 8 (1)

Gear: Melee Weapon (Str+d6), Small Shield (+1 Parry)

Special Abilities

- **Bony Form:** Half damage from piercing and slashing weapons
- **Bony Hide:** +1 Armor
- **Claws:** Str+1; Skeletons are never considered unarmed
- **Fearless:** Immune to Fear and Intimidation
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Undead:** +2 Toughness, +2 to recover from being Shaken, immune to poison and disease, no additional damage from called shots
- **Weakness:** +2 damage from White Silver and Everwood
- **Weakness:** +4 damage from hammers, maces, and similar weapons

GREATER SKELETONS

Summon Rank: Seasoned; using the Zombie power, the necromancer gains one of these for each 3 ESS spent. A much more cunning and capable servant, though still by no means fully sentient.

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

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

Pace: 8; **Parry:** 8 (1); **Toughness:** 10 (3)

Edges: Charge, Frenzy

Gear: Melee Weapon (Str+d8), Partial Scale (+2, -2 Coverage), Small

Shield (+1 Parry), Bow (Range 12/24/48, 2d6)

Special Abilities

- **Bony Form:** Half damage from piercing and slashing weapons
- **Bony Hide:** +1 Armor
- **Claws:** Str+1; Skeletons are never considered unarmed
- **Fearless:** Immune to Fear and Intimidation
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Undead:** +2 Toughness, +2 to recover from being Shaken, immune to poison and disease, no additional damage from called shots
- **Weakness:** +4 damage from hammers, maces, and similar weapons
- **Weakness:** +2 damage from White Silver and Everwood

SPECTER

Summon Rank: Veteran. Specters are the spirits of those who have fallen to Darkness, who cannot or will not move on to their place in the Nether. Some are tied to a place important to them in life, while others are placed in an area for some purpose determined by the Necrolords. Heroes should be careful when scoffing at tales of a place being haunted.

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

Skills: Fighting d6, Intimidation d10, Notice d10, Stealth d6, Taunt d10

Pace: 6; **Parry:** 5; **Toughness:** 7

Special Abilities

- **“Cold Hand of Death”:** Touch attack, Spirit vs. Vigor to cause a Fatigue level; 2 Fatigue levels with a raise
- **Ethereal:** Permanent; can only be affected by magic, can affect real world with powers and “Cold Hand of Death”
- **Fear**
- **Flight:** Flying Pace 12, Climb 1
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Telekinesis:** As the *telekinesis* power, at will; Use Spirit for skill checks

- **Undead:** +2 Toughness, +2 to recover from being Shaken, immune to poison and disease, no additional damage from called shots
- **Weakness:** +4 damage from White Silver and Everwood.

WRAITH

Summon Rank: Veteran. Walking between the living world and the spirit realm, wraiths remain apart from everything. They are often used as both guardians and avenging spirits by the lords of Darkness. They are particularly gifted at hunting down those who vex their masters. **Note:** the *lower trait* effect on their swords happens only on a successful melee strike; it can't be used at Range.

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

Skills: Fighting d10, Intimidation d10, Notice d8 (+2), Riding d8, Stealth d8, Tracking d8

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

Edges: Alertness, Frenzy

Gear: Enchanted Cold Black Iron Long Sword (Str+d8+2; +1 Fighting; *lower trait* (Vigor), Spirit vs. Spirit), Medium Shield (+1 Parry, +2 Armor vs. ranged shots that hit), Nightmare (Use War Horse stats, add Undead Monstrous Ability and d6 Smarts)

Special Abilities:

- **“Cold Hand of Death”:** Touch attack, Spirit vs. Vigor to cause a Fatigue level; 2 Fatigue levels with a raise
- **Fear**
- **Fearless:** Immune to Fear and Intimidation
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Invulnerable:** Can only be harmed by magic and Weakness; all other attacks cause Shaken only
- **Undead:** +2 Toughness, +2 to recover from being Shaken, immune to poison and disease, no additional damage from called shots
- **Weakness:** +4 damage from White Silver and Everwood

ZOMBIE

Summon Rank: Novice (1+2d4); using the Zombie power, the necromancer gains this many for each 3 ESS spent. The most common undead of all, zombies have the efficient utility of being readily created from the byproducts of any battle.

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

Skills: Fighting d6, Notice d4, Stealth d4

Pace: 4 (d4 Run); **Parry:** 5; **Toughness:** 7

Special Abilities

- **Fearless:** Immune to Fear and Intimidation
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting
- **Relentless Fists:** Str+d4, not Unarmed
- **Slow:** d4 Run
- **Undead:** +2 Toughness, +2 to recover from being Shaken, immune to poison and disease, no additional damage from called shots, except the head
- **Weakness:** +2 damage from called shots to the head
- **Weakness:** +2 damage from White Silver and Everwood

GREATER ZOMBIE

Summon Rank: Seasoned; using the Zombie power, the necromancer gains one of these for each 3 ESS spent. Far more powerful and brutal than its lesser "cousin."

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

Skills: Fighting d8, Notice d4, Stealth d4

Pace: 4 (d4 Run); **Parry:** 6; **Toughness:** 8

Edges: Brawler, Frenzy

Special Abilities

- **Fearless:** Immune to Fear and Intimidation
- **Hardy:** A second Shaken result does not cause a wound
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting
- **Mighty Fists:** Str+d6+2
- **Slow:** d4 "Run"
- **Undead:** +2 Toughness, +2 to recover from being Shaken, immune to poison and disease, no additional damage from called shots, except the head
- **Weakness:** +2 damage from called shots to the head
- **Weakness:** +2 damage from White Silver and Everwood



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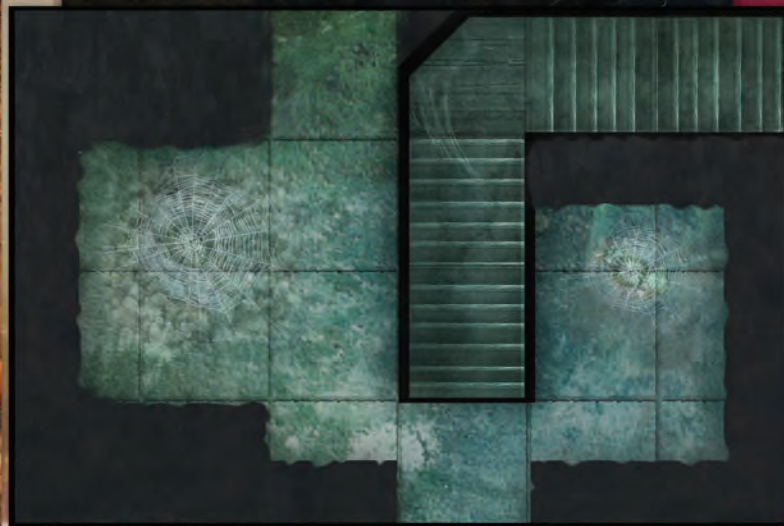
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