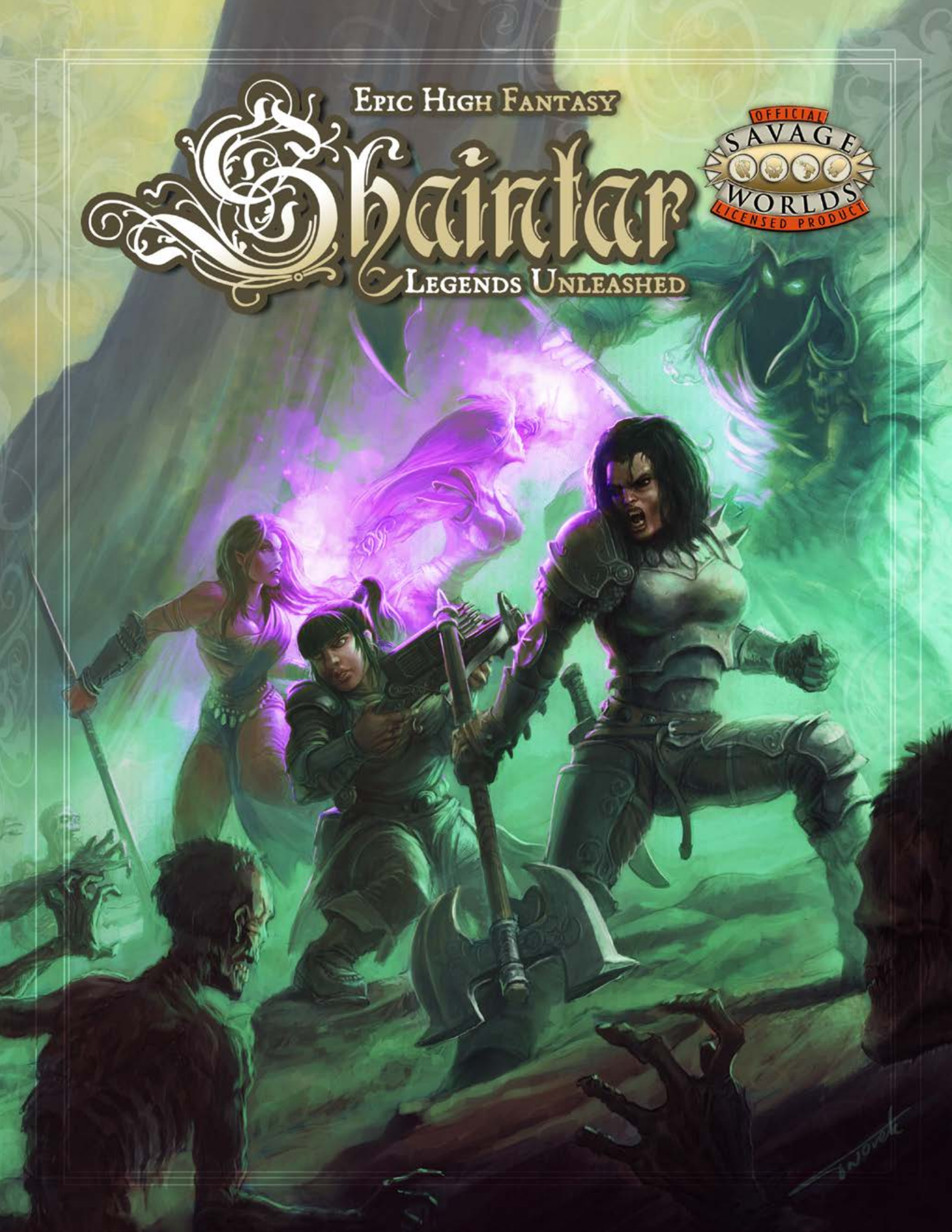


EPIC HIGH FANTASY



Shaintar

LEGENDS UNLEASHED



EVIL BEAGLE GAMES PRESENTS

SHAINSTAR: LEGENDS UNLEASHED

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WHAT DOES HE HAVE AGAINST DUNGEONS?

Shaintar developed primarily from my hatred of dungeons.

Yes, it's true. I've never enjoyed dungeons. I accepted them at an early age because "that's how the game was played"; note that it was 1977, and the hobby was very much in its toddler years. Dave Arneson had run his Blackmoor setting with a special dungeon; Dave Meggary had fallen in love with the board game aspect of it (and became the driving force behind the "Dungeon" game); and that very structured, reveal-as-you-go aspect intrigued Gary Gygax (and a ton of other players at a certain very early GenCon) enough to lead to the creation of "The Fantasy Game."

Of course, someone with a keener sense of marketing (the story I got from the Man Himself, Gary, was that it was his first wife, Mary) suggested a much catchier name - "Dungeons & Dragons."

So, yeah, with half the name of the core product of the hobby enmeshed in the minds of the players, and a great deal of the earliest stuff published oriented on these strange underground lairs full of monsters and treasures, it became nearly impossible to escape the dungeons. Not literally, of course - unless it was the Tomb of Horrors or the Temple of Elemental Evil.

But I hated them. I had visions of standing atop hills, sword raised, facing enemy armies with the sun at my back. The sun doesn't really get down into dungeons, you know? I wanted to ride across the plains with my companions, spiriting away the princess or the Amulet of Carne from the Darkmist Riders. I wanted to sail the seas, fending off terrible serpents and heading off to far lands where lost compatriots needing rescuing.

Maybe they were in a dungeon, but it was of the "cell underneath the Evil Lord's Keep" variety, not these inexplicable mazes full of alien creatures that managed to be both terrifying and silly at the same time.

So as I looked at the Keep on the Borderlands, I turned away from the "Caves of Chaos" and took a good look at what it would take to create a setting for gaming that supported the kinds of stories I wanted to tell. At the time, it didn't seem anyone else wanted

to. I didn't know about M.A.R. Barker's Empire of the Petal Throne... and sadly, hardly anyone else did, either.

It was a very long time before the name Shaintar came into play. To begin with, it was simply called "The Realm." The dregordians, korindians, brinchie, and aevakar (called "avanar" back then) were the first races I created. Early on, I chose to throw out the idea of "high elf" and "wood elf" for something that I thought had more flavor. I always wanted things to sound better, to look better, and to feel better.

And to make more sense.

Internal consistency was important to me long before I even knew the term. I needed rules - not game rules, but rules of the story - to work internally for me. Only then did I feel I could convey the level of verisimilitude that I wanted. Yes, a five-dollar word I came across in my childhood that stays with me today.

Internal consistency meant rules for magic that everyone had to go by. It also meant monsters that made some kind of sense within the setting; I threw out most of the tomes of creatures popular at the time and focused on a slimmer, concise bestiary that spoke about the nature of the world and the influences upon it. Variations on a particular species of creature gave the necessary diversity, and also allowed for independent development of individuals within a category of beast. Common now, yes, but a novel concept, if I may say so, for back then.

As well, I focused heavily on the evil that men (and elves, and dwarves, etc.) could do. Most of my really great stories focused more on the machinations of non-monster foes, just as you would find in most great adventure stories. The monsters serve as tools and means to an end; the one holding their leashes is the one to be feared the most.

I reined in the gods while I was at it. No more 31 Flavors of Deity. There was to be a clean, concise cosmology. From that foundation sprang the Powers, the Ascended (and their corrupted counterparts), and the rest of it. Eventually, more would flow out and upwards, as well.

Which brings me to my most interesting revelation.

Shaintar teaches me who she is. Yes, there's a gender – the Silver Unicorn is the embodiment of Shaintar in all ways, and she is most certainly a female. At some point, the setting stopped being a playground for my imagination and my design ideas. She came to life, and she insisted I work with her in further defining and developing her.

Not only her, but her origins, as well. Enter the Starfather, the Mother of Night, the Scions, the Offspring, the planet of Starfall, and all of the other realms that reside upon it.

And all that lies beyond.

Shaintar is a living, breathing place, just on the other side of our own Veil. If you visit, a part of you becomes a part of her. Her lands thrive through your victories, and bleed when you are defeated. She honors your Fallen, and reveres your Legends. You are meant to journey across her green and blessed places, her snow-covered ridges, her deep and lush jungles, her wind-blasted dunes, her blue, churning waters...

... and, yes, even through her deep, underground realms...

... to discover your place among the ranks of Heroes and Legends that have fought to keep her safe and help her grow to her potential.

You were never meant to kill kobolds for their copper pieces. You were never meant to poke at floors with poles, map the next ten feet, and repeat as needed. You were never meant to save against instant death gasses in hopes for a potion or a scroll in some wooden box. You were never meant to be digested by cube-shaped blobs or have your armor scragged by bizarre psuedo-bugs.

Those are challenges for others, in other lands. Here, in Shaintar, you're meant for greater glory, and more terrible challenges. You're meant for high adventure, epic contests, and outcomes that bards will sing of and poets will chronicle.

I created Shaintar not for Adventurers. Not for perfectly-balanced parties of Dungeon Delvers. Not for Self-Centered Rogues and Murder-Bent Warriors.

Shaintar is a land for Heroes. Shaintar is a crucible of Legends.

Leave the dungeons for the grave robbers and the mercenaries. You have greater, finer things to do.

Liner Notes – What Is This?

In all ways, Shaintar: Legends Unleashed is the sequel to Shaintar: Legends Arise. Thematically, it builds upon the foundations of that first book. Mechanically, many of the Edges and other game play elements derive from and advance similar elements from Arise. Narratively, the story and timeline of Arise continues into Unleashed.

Truly clever GMs can find ways around needing Legends Arise to use this book, but I feel essential continuity of the experience will be lost for them and their players if they try that. The experience would, I feel, be like starting your Star Wars experience by watching "Return of the Jedi" first and not really dealing with "A New Hope" or "The Empire Strikes Back."



CHAPTER ONE: THE VIEW FROM ON HIGH



Inevitably, those who struggle to save a world will learn much about it. Secrets will be uncovered and conspiracies revealed. Lost legends will come to light, and the plans of great and terrible beings will be discovered.

The passage of time brings great change. Battles won and lost, borders altered, and goals achieved or prizes let slip make the world a different place from the one the Heroes first journeyed in.

THE WAR OF FLAME

Utter chaos reigned in the Southern Kingdoms during the war. Defenses were overrun everywhere as murderous troops, hordes of childer, and demons ran amok in Olara, Landra'Feya, and the Wildlands. Even as the soldiers of Olara, the warriors and druids of the fae, and the Grey Rangers scrambled to form defenses as Galea and the Freelanders brought up their forces, the Maelstrom – a powerful mercenary army based in the Malakar Dominion – burst through the western edge of Landra'Feya and opened up a second front in the war.

This has been the defining conflict for a while now. As time has passed, counter-offensives and other efforts have effectively recaptured much of the territory once lost. Galea's mobilization reinforced Olara's lines, and the Freelanders helped the Rangers push back against the Maelstrom in the west. While it cannot be said that things are exactly stable – outbursts of terrible, violent conflict happen all the time – the followers of Flame have enjoyed no further advances and are only just able to hold where they are now.

There are pockets throughout the region where Maelstrom soldiers, childer, Kalinesh forces, and even bands of demons continue to create havoc, destruction, and death. This is especially true in the southern parts of Landra'Feya and western realms of the Wildlands. The Grey Rangers are kept constantly busy dealing with these threats.

THE BLASTED LAND

The corridor that runs from the south-western part of the Kal-a-Nar Empire into northwest Olara has always suffered during any invasion, but never more so than during the War of Flame. This is where the Acolytes gathered thousands of villagers, slaves,

and prisoners of war and sacrificed them in mass ceremonies to call forth Demon Lords and their hordes into Shaintar. Fires raged, blood flowed in rivers, and the very Life of the region was burned away.

This is the Blasted Land.

It is now mostly a wasteland. Burnt and bent trees, charred rocks, and cracks mar the landscape. The few villages that still have standing buildings are either mostly or entirely abandoned. Any survivors lucky or brave enough to remain nearby and alive lurk in caves, small canyons, or clearings in what little forest remains.

There are goblinessh gathers in the region that have successfully survived through this living hell, and in many cases it is thanks to them that anyone else has survived as well. Many goblinessh have recently begun following a mysterious being known simply as the Crystal Lord; rumors have him clad in a strange, multi-colored, crystalline armor and that he is immensely powerful. He seems to be gathering the disenfranchised, the refugees, and those who crave vengeance against the destroyers of their homes.

His purpose is wholly unknown.

THE UNCHAINED

Once merely a band of ex-slaves and freedom fighters, this faction has steadily grown in size and impact within the borders of the Kal-a-Nar Empire. Some warlords and nobles who seek a nobler and more honorable way have allied with Jerrik Tul. They have freed their slaves and added their military might to his. The inevitable result seems to be an impending civil war.

While such a thing might have been impossible in the past, the full might of the Empire's forces has been thrown against the Southern Kingdoms. This has created an opportunity for those who would rise up against the immortal but damned Emperor – an opportunity that is about to be exploited to its full extent.

What effect this will have on the war remains to be seen, but it is very likely to turn things in the favor of the Southern Kingdoms.

THE BUILDERS

There are actually three different factions of these mysterious dwarf-like beings at work in Shaintar. It is clear that they all hail from the Flame-touched lands of Norcan Darr, and by all accounts they once ruled Shaintar.

The largest faction within Shaintar apparently wants to return to those days, and everything they do is focused on that goal. They are retaking the mostly-underground citadels they once lived and worked in, long hidden by ancient magics that have begun failing in recent times. There they prepare arcfire-powered gates that will allow thousands of their brethren and hordes of their war machines to pour into Shaintar, launching an invasion of truly frightening proportions.

The next largest faction is actually the one that has been in Shaintar the longest. Brought here by the mysterious and nefarious Merchant, they have been working as his agents among the various groups he manipulates. Developing arcfire weapons and arms specifically designed to fit the needs of their clients – those the Merchant has made special arrangements with – these Builders intend to be the masters of power and magical technology in the realm the Merchant seeks to create and rule.

The smallest faction consists of individuals and small groups advising various institutions and leaders in the Southern Kingdoms, giving them some sense of what they are up against with the other two. For the most part, they are good-natured and apologetic souls who believe what their fellows are doing is wrong. Either they fear the endgame of the Merchant, or they know the rule of their own people will ultimately destroy much of what is beautiful and good about Shaintar. In some cases, they simply don't get along with other Builders and want another life.

Regardless of motives and goals, the presence of the Builders represents a paradigm shift in Shaintar, one where strange new magical devices and sources of power will forever alter the lands.

Liner Note – Millennia of Development, No Technology?

I've often been asked about this, and the answer is both simple and complex. In the most basic terms, the lack of real technological development in Shaintar has to do with the radiation.

“What? Radiation?”

Yep. In this particular instance, we're talking about magical radiation, which sounds utterly cheesy until you examine the deeper matter. Deeper is very much the operative word here, too, because the radiation in question comes from the entire core of the planet of Starfall, upon which Shaintar resides. From the crust to the very center of the planet, the crystalline material known as crysarium permeates the earth, and crysarium is the entire reason why magic works.

It's also the reason many processes necessary for technological development don't work. One notable example for fans of Earth history is that of gunpowder; the background radiation emitted by cryarium neutralizes the chemical reaction before true combustion occurs. This is true for any purely physical deflagration or detonation effects – before the reaction can truly get underway, the multidimensional radioactive aura of the entire planet of Starfall creates a neutralizing effect that causes it to simply fail. Pretty much any other purely physical and chemical reaction you might think of as key to advancing technology past the late Medieval and early Renaissance era is affected in the same way.

This doesn't mean there aren't some pretty impressive technological innovations at work in Shaintar, including greatly advanced forging, intricate gear-works, functioning clocks and printing presses, and much more. Such things are extremely expensive and can only be created or operated by highly gifted individuals.

One interesting advance that beats Real Earth in terms of historical development is that of plumbing. The dwarves developed highly effective water systems for their underground realms, and the fae invented and perfected aqueducts and similar systems as well. These elements have been combined effectively in most cities and large towns.

As well, the dwarves are capable of crafting and using highly advanced mechanical devices, the kinds of things DaVinci and his peers envisioned. Most such devices are one-offs or highly limited in presence and use.



THE MERCHANT

This one man – if a man he is – has had more influence over recent events throughout Shaintar than any other faction or entity. Some believe he's been pulling strings behind the scenes for dozens, perhaps even hundreds of years. The Black Lantern, a network of information gatherers and spies that serves the Council of Rulers in the Southern Kingdoms, first encountered signs of his existence near the end of the Betrayal War, just before the period known as the "Hundred Years' Peace."

By all indications, he began building his power base in the heart of the Malakar Dominion; some believe he was (and may still be) highly placed within their league of assassins and spies known as the Schozim, while others insist he is hidden deep within the tangled web of guilds and associations that vie for control there. What is certain is that much of his power originally projected from the Dominion's borders, though he has long since exceeded those limits.

The Council of Rulers has made it the Black Lantern's highest priority to discover everything it can about the Merchant and his operations, with a definitive eye toward stopping him. No small order, since no one knows what he looks like, and no one outside his organization has apparently ever met him in person.

He is believed to be directly responsible for pushing the Empire directly into war as soon as Ceynara awoke, as well as the plan to plant the Maelstrom in the Dominion in order to open the second front. His agents apparently hold key positions within the Tor Mastak and the Az-Junin.

Evidence suggests he's been hard at work manipulating some of the key factions within Shaya'Nor, and has brought the powerful De'Lear family (currently the ruling House of the nation) within his influence. By working with a large faction of Builders, the plot to arm the Prelacy with arcfire weapons most certainly comes from him. Machinations within the Eternal Desert, the



Freelands, and various parts of the Wildlands are also believed to be in some way tied to his greater schemes.

Grayson's Grey Rangers have come in frequent contact with the Merchant's various agents and have come across many apparent plots related to his efforts. Their information leads to the theory that he seeks to secure control of the natural resources of Shaintar. In particular, his focus seems to be on crysarium. Known to be a powerful resource for both adepts and alchemists, it is the raw substance at the heart of the Builders' magical technology. The sudden and dramatic increase in the discovery of crysarium veins throughout Shaintar seems to tie directly into the Merchant's activities.

THE RED STORE

It is common knowledge (at least among those who are actively working against the Merchant) that the Red Store is his personal organization of thieves, mercenaries, spies, and assassins. Moving goods legitimate and illegal; capturing and selling slaves; seeking out artifacts and hidden stashes of lost knowledge; undermining and toppling governments – these and more are the ongoing activities of the innocuously named group.

In recent days, the Red Store has initiated a war for control of the underground black markets of Lanthor, Shaintar's largest city and the key port of the Freelands. They've also made a play for control of Camden (also known as "Snakes Den") in the Wildlands, though with a great deal less success thanks to the combined efforts of locals and Grey Rangers. Until recently, the Wildlands kingdom of Erimar was strongly associated with them, though recent upheaval there shifted the balance back in favor of cooperation with the Rangers and the Southern Kingdoms.

Not surprisingly, the Red Store has become one of the most powerful associations within the Malakar Dominion, which grants them a high level of control over that nation. There is also word spreading that they are hiring mercenaries by the thousands, possibly for a direct military action of some kind.

OTHER OUTSIDERS

Travel through the mists that surround Shaintar has always been impossible. No ship that ever sails into them has returned, and there are precious few stories of any craft from other lands making their way to Shaintar's shores. Demons and their ilk come from Norcan Darr and the Abyss by way of Cauldrons, mystic portals fueled by Flame. The servants of Darkness traverse the cold and shadowy under-realms of Corelisia to reach the green lands of Shaintar, entering via the Ebonways where corruption tears at the very fabric of reality.

If there are other lands across the sea, the typical resident of Shaintar reasons they are forever cut off from the main continent and its small collection of islands.

In recent times, heroes and leaders have come to realize there are those from beyond who can traverse the treacherous waters and time/space altering effects of the mists. Ships have come, landing small groups of travelers. They bear strange arms and armor, and are led by incredibly powerful beings, many of whom seem on par with the Merchant in capabilities and scope of influence.

Spies and survivors of encounters with these beings have named the leaders as "Offspring," apparently the children or grandchildren of the mysterious and deity-like Scions. No one is really sure where such entities are from, but it seems clear they have agendas inimical to Shaintar's residents, involving control of the planet and her resources. Many who come are allies of the Merchant, but others seem to be in some kind of competition with him, or are even outright enemies.

Their retainers are powerful and armed with weapons that rival or even exceed the violently destructive tools of the Builders. Should they begin arriving in even greater numbers, it may be that the military might of all of Shaintar would not be enough to repel them.

CHAPTER TWO: LEGENDS OF SHANTAR



It is one thing to be a Hero of the land; every day a challenge, every conflict a moment where lives and destinies are decided.

To be a Legend, however, is to be the focal point of events that change nations, where thousands of lives are on the line. The stakes are incredibly high, and the opponents wield powers far beyond mortal ken.

The Legends of Shaintar hold in their hands not only the fate of nations, but the fate of the entire realm itself.

THE PATHS OF LEGENDS

There are professions and pursuits anyone might take up, either before they become Heroes or on the road to becoming such.

Those who reach Heroic and Legendary Rank, however, come to discover they have much more grandiose and influential roles in the world around them.

LEADERS AND COMMANDERS

Inevitably, those who ascend to great levels of achievement will be turned to for guidance and leadership. While many will eschew such roles, there are those who will either take up the responsibility, or else have it thrust upon them.

It may begin as a small thing at first; a few courageous souls, weapons in hand, approach the Hero and either ask to or insist on following her.

It may be a grand and glorious moment; the king or general steps forward after a terrible battle, bestowing lands or a force upon the captain who led friends and allies to victory.

However it happens, such a Hero is going to want to develop the ability to lead those who follow effectively, if they are destined to join him in battle. This means Leadership Edges.

Liner Notes — Free Allies

Despite the core Legendary Edges that can be taken to gain Followers and Sidekicks, it may be that the story has transpired such that one or more Heroes have gained Followers freely. The GM should feel free to treat them as less reliable resources that those attained via Edges; they may leave when circumstances change significantly, drawing them back home or to another duty.

At the same time, Followers are a perfectly acceptable “reward” to grant to successful Heroes, even earlier in their careers. The game is set up for exactly that, empowering the player characters to easily travel and fight with non-player characters with minimal negative impact on speed of play.

At the Heroic and Legendary level of play, however, it can get a bit crazy with how many men-at-arms a team of Heroes have at their disposal. The GM should feel free to find reasons for such Followers to not be a part of every venture, emphasizing the more hardcore loyalty of those achieved through actual Edges. As well, non-Edge Followers can fairly easily be killed off in droves to create tragedy and drama as the stakes get ever higher.

There are a couple of new Edges in this book – Heroic Inspiration and Legendary Presence – that will enable anyone with a Charisma bonus to become very beneficial for his team.

It is also during this era of a Hero’s career that he may well be awarded the status of Noble, gaining lands and resources as well as inherent responsibilities. If he’s still actively traveling the world, engaged in efforts to fight Darkness and Flame, he will want to make sure he has an effective seneschal or other proxy to manage his affairs. If, however, the story turns in a way as to keep him in the area, perhaps to defend it from invaders, or to rebuild it after a terrible crisis, this can be an engaging series of sessions as well.

Naturally, it can even come to pass that one of your players’ Legendary characters becomes a patron for a new group of Heroes, just beginning their own epic adventures...

ADVISERS AND DIPLOMATS

Not all great Heroes are destined to lead nations or companies of warriors. Those that become such, however, will always be in need of peers and mentors who can best guide and advise them in the great matters they must weigh. Many Heroic and Legendary characters are well suited to the role of a trusted adviser.

Similarly, it will take a deft tongue and a wise perspective to find solutions to the problems that plague communities and nations. While the early days of a Hero might find her solving every challenge with a sword thrust or well-delivered magical bolt of energy, she will discover that the wider world sometimes offers crises where diplomacy and negotiation are the only way to prevent terrible loss.

Heroes who reach such stations as Heroic and Legendary are known; their names and their deeds may well be enough to halt a battle or bring bitter enemies to the parlay tent. They have traveled and learned much. This makes them worldly and enlightened enough to bring the right perspective to a meeting where the fate of communities and even kingdoms may hang in the balance.

EMISSARIES AND INSURGENTS

In the early days of a roguish character's career, she may well be considered a thief, scout, or, if she is particularly clever, a spy. Once she has achieved enough successes and garnered a reputation, she can find her services in demand for grander schemes. Schemes that may well topple nations or change the course of wars.

Heroes with a penchant for skullduggery, if they survive to such lofty ranks, will be powerful assets to any nation or organization determined to foil the plots of enemy factions and kingdoms. They have the experience and talent necessary to infiltrate, investigate, and determine the courses of action needed to enact dramatic results.

They can also act as agents for a kingdom or group that otherwise cannot openly act in the interests of another, but wishes nonetheless to provide support. This is often the case when the Southern Kingdoms wish to send folks into the Malakar Dominion to help factions they respect and have good relations with; sending in aid openly would lead to outright warfare, which is something they wish to avoid.

Those who would act as high level spies, agents provocateurs, and other such operatives need not only to master their skills and talents with stealth and covert actions, but also understand the far-reaching matters at hand. They must grasp politics, strategy, and be able to forecast the consequences of a series of actions they might undertake while at work within a theater of operation.

After all, they will very much be on their own, deciding not only their fate, but the future for those they serve... and those they act against.

LIBERATORS

All over Shaintar, there are those who are oppressed and enslaved. It is one thing to free some slaves from a caravan, or to remove a despotic robber baron from power over a large town. It is an entirely more complex undertaking to free an entire region or nation from tyranny, or to destroy an entire network of slavers and those who are their customers.

In many cases, the work might never truly end, but each success is reward enough as those freed from slavery and oppression have their lives changed for the better. At the same time, there is the terrible risk to the very lives the Heroes are trying to help. There is little in the way of middle ground for such a path; triumph and tragedy can be met in equal measure on such a road.

Liberator Heroes will find themselves often going back and forth between covert, guerrilla warfare and open conflict with identified enemies. They will constantly face overwhelming odds, and will ultimately come to be hunted by entities every bit as powerful as they are.

At some point, they may well need to have one of their numbers become a commander, as described above, pulling together a force out of those willing to fight for their liberation.

ADVENTURERS

In usual gamer parlance, an "adventurer" is anyone who wanders the world and gets into trouble. In more classic terms Adventurers are people who explore and search and break boundaries. The great hunters and mountain climbers and treasure seekers of old were adventurers, as is someone like Sir Richard Branson, the man who uses his money to fly private craft beyond Earth's atmosphere and builds special submarines to go deeper than anyone ever has in the ocean.

For the Heroic and Legendary of Shaintar, becoming adventurers means going beyond the mists that surround the lands, piercing the Veil to explore the realms outside of their normal reality. It means

delving into hidden tombs and lost cities under the Eternal Desert, discovering artifacts and lore from the ancient Empire of the Golden Crown. It means facing the impossible and conquering it.

Part of what will enable Heroes to become adventurers doing impossible things is access to artifacts and magical technologies that were lost to Shaintar. Builder devices or magical talismans long hidden by magical shrouds are now within reach of those bold and daring enough to strive for them, or to battle for them. As well, there are those who come from lands beyond, and the means they used to get to Shaintar could just as readily be used to leave the boundaries of the land.

The most likely means to travel to other lands will be by sea, which means acquiring a ship and a crew; no easy feat, especially if the sailors are told where they are going. The other pathway to beyond will be various portals and gateways, opened by magic and mystical power, which will take both courage and knowledge to manage.

TEACHERS

Mastering the great arts of magic, warfare, engineering, and skullduggery will make any truly Legendary Hero a treasure to those who would seek to learn such things. Whether she wishes it or not, the Hero will almost certainly be sought out by anyone who desires to follow in her footsteps. This will be especially true of anyone who is accomplished in the realms of magic or warfare.

Some Heroes may well decide to take up residence at an academy or place of learning, applying their knowledge and experience to a curriculum designed for many to learn valuable lessons. Others are more likely to take on an apprentice (or three), devoting intensive time and drilling to ensure those they teach will at least be able to survive in the path they've chosen.

In the former case, such a Hero is likely to become a background character for new stories featuring inexperienced Heroes. In the latter case, it may be that Followers and Sidekicks are the apprentices and students. It may, however, be that there is a mix of different experience levels at work, with some characters much higher in experience and Rank than the others.

Liner Notes - Mixed Experience Campaigns

For one reason or another, you as a GM may find yourself faced with the possibility of running a game that features very high-ranked Heroes alongside those of much lower status. Perhaps most of the party got wiped out in a particularly deadly session, but one or two survived. Alternately, it could simply be that the story calls for a team of new recruits to go on a dangerous mission, led by one or two "old hands" who are there to both train them and keep them from getting killed.

This can work, but it will take a particularly mature group that is willing to deal with the disparity of capabilities between the characters. One way to make things more fair and fun for those playing the less-experienced Heroes is to give them extra bennies for each game session. I suggest +1 for every ten Experience Points between them and the more powerful characters.

You might also want to award XP at different rates, with a much slower rate for the really experienced characters; this will eventually enable the lower Ranks to catch up. Some may not like this idea, but there is certainly cinematic precedence for it. One need only look at how Luke became every bit as formidable as the much more experienced Han to see that.

Another alternative to doing such a game is to have each player maintain two characters, one at the much higher Rank, and one as a fresh newcomer. That way, everyone can play whichever makes sense for the session at hand. This works well in circumstances where the Heroes are based out of a central location, sent on missions and patrols.

In game terms, it is best to treat the act of teaching as a purely roleplaying experience; a Heroic or Legendary teacher should be a great reason for other Heroes to pick up things that should require training under a master. Alternately, you can use the **Day in the Life** rules (published separately by Evil Beagle Games) to facilitate such interactions.

One way that might be fun to reward the whole "master/student" dynamic is to allow a Legendary Hero to enable his students to learn Edges and Powers that are one Rank higher than the student is.



PARAGONS OF THE RACES

For each of the races, there are special gifts and techniques that only the most advanced of their kind can develop. These are the paragons, the symbols of what is greatest of their race.

Aevakar

Eagle Eyes

Requirements: Heroic, Alakar or Aevakar, Notice d8+

Aevakar and their alakar cousins have the capacity to develop their eyesight to incredible acuteness, able to pick out great details far away.

This Edge confers the *Farsight* Power at the normal level to the Hero, permanently. This means all Range penalties are halved (Medium Range is -1, Long Range is -2).

Greater Eagle Eyes

Requirements: Legendary, Eagle Eyes

Aevakar with this Edge become true masters of ranged combat. The raise level of the *Farsight* Power is permanently granted, doubling all range increments. For example, a bow's range increments become 24/48/96.

Fly By

Requirements: Heroic, Aevakar, Greater Aerobatics

Many aevakar master the technique of winging past targets, getting a powerful strike in while denying any counter-strike as they pass right by.

Masters of the Fly By can move through spaces occupied by enemies, getting a Fighting attack in while not suffering a counter attack for withdrawing. Furthermore, the attack is made at +1 Fighting and +1 damage (and can be combined with Wild Attack for a total of +3 Fighting and +3 damage).

The aevakar with this Edge can choose to target more than one opponent in a round by applying multi-action penalties for each added target; resolve this similarly to Improved Frenzy, with a Fighting die for each target and a single Wild Die. Fly By ignores First Strike but not Improved First Strike. On Hold enemies can still interrupt, and if the aevakar is Shaken or Wounded at any point in his attack, all subsequent attacks are negated.

Greater Aerobatics

Requirements: Heroic, Aevakar, Aerobatics, Agility d10+

Truly masters of flight, aevakar with Greater Aerobatics increase the penalty to be hit by ranged attacks to -2. Additionally, they cannot be Ganged Up on while in the air.

Zavonis' Embrace

Requirements: Legendary, Aevakar, Windmaster

This ability is given to only a select few Windmasters, and takes considerable time to learn. The aevakar imbued with this gift is able to bestow the gift of flight on his companions.

In a Large Burst Template centered on him, the aevakar can take aloft up to his Spirit die in willing recipients. He can maintain this for a number of rounds equal to his Vigor die, and must make a Vigor roll for each round beyond that. Failure indicates he suffers an immediate level of Fatigue, after which he and his passengers *must* land.

At the end of any flight (extended or otherwise) in which he transports others, he suffers a level of Fatigue that requires an hour of rest to regain; this stacks with any Fatigue incurred from failed Vigor rolls from above. Heroic aevakar have lost their lives saving innocents in this manner.

Alakar

Eagle Eyes

See Aevakar Racial Edges

LIFE BOUND

Requirements: Legendary, Alakar, Spirit Sight, Woodwalker

Some alakar truly connect with the essence of the wild, Life constantly flowing through their spirit and body.

A Life Bound alakar benefits greatly from his connection to the path of Spirit. While in a forest or natural setting where Life is strong – often called the Green – he enjoys the benefit of Slow Regeneration, as the Monstrous Ability. He also gains a +2 to all Spirit and Vigor checks in such settings.

NO PLACE TO HIDE

Requirements: Heroic, Alakar, Woodwalker, Shooting d8+

Within the Green places, some alakar are impossible to evade once they have begun the hunt.

This Edge grants the alakar an additional +2 to all Notice and Tracking rolls within woodland and related environments; these bonuses stack with other bonuses. As well, no target of the alakar's Shooting will receive any Cover bonuses from trees, bushes, or any living flora.

ONE WITH THE GREEN

Requirements: Legendary, Alakar, Life Bound

In his element, such an alakar can inherently call on Powers of spirit and nature at will.

When in the Green, as per Life Bound above, an alakar with this Edge can call upon the following Powers at will, with no Essence cost: *Beast Friend*, *Entangle*, *Obscure*, *Succor*. The alakar uses his Spirit to enact the Powers, and they last for their base Duration only.

If the alakar is a druid, this Edge works somewhat differently; he can use his Channeling skill instead of his Spirit, and he can use his Essence to extend the durations of the Powers.

If he already has any of the listed Powers as a Gift, he can instead craft one or two Applications, as the Power Edge of that name, using that Power as part of said Applications. This can be done for each of the listed Powers that he already has. For example, an alakar druid with *Entangle* and *Succor* takes this Edge; he now has *Beast Friend* and *Obscure* as Gifts while in the Green. Furthermore, he can construct Applications for both *Entangle* and *Succor* that apply when he is in Green places.

BRINCHIE

CALL OF THE WILD

Requirements: Heroic, Brinchie, Fireblood, Plains Runner, Spirit d8+

Those brinchie whose blood runs from the tribal lines have the potential to truly call upon their ancient heritage in times of need.

As a free action, the brinchie can use *Boost Trait* (Strength, Vigor, or Fighting) on himself, using his Spirit for the roll. This particular use of the Power can only be used once in a combat scene, but its Duration is for the entirety of that scene.

Once the battle is over, the brinchie automatically suffers a Fatigue level that requires at least four hours of rest to recover.

FIREHEART

Requirements: Legendary, Brinchie, Fireblood, Spirit d8+

In the fullness of his combat fury, a brinchie is immune to Fear.

While Berserk, a Brinchie with this Edge has the Fearless Monstrous Ability. As well, he enjoys the effects of the Strong-Willed Edge at all times.

KALINATA MASTERY

Requirements: Legendary, Brinchie, Kalinata Expertise, Fighting d12+

True masters of this powerful art become blinding furies of violence and masters of the combat field.

Kalinata Mastery gives the Hero one Fighting attack per turn as a free action (no Multiple Action Penalty), regardless of any other Edges or maneuvers the Hero has used. This includes Defend, Full Defend, and All Out Move. This attack can stack with Two-Fisted and Frenzy attacks. The attack can use any weapon or form the Hero has, regardless of whether it was used already in the round, but it must be a single, one-target attack (no Sweep, Frenzy, etc.). If the Hero Wild Attacked in the round, that effect applies.

SILVERCLAW

Requirements: Legendary, Brinchie, Content, Spirit d8+

There are some brinchie who carry in them the blood of an ancient, noble line, one that legends claim did battle against the werewolves for centuries. These legends maintain that the Silverclaw Clan, blessed by the Silver Unicorn herself, was all that stood between the horror of a werewolf horde and the rest of Shaintar.

Those who carry the blood, if they find a state of inner peace and withstand the more fury-driven aspects of their nature, can summon forth claws of White Silver at will. In addition to the inherent benefits, such as extra damage against supernaturally evil creatures, the claws gain AP 2.

DREGORDIAN

STREAM CHANNELER

Requirements: Heroic, Dregordian, Spirit d8+

Dregordians can reach out to connect to their patron Ascended, Illiana, and gain gifts from this connection.

A Stream Channeler has a constant connection to water, no matter where they are. This means they are never in danger of being thirsty, and they can see to the water needs of up to their Spirit die in other people. This water literally flows from their hand in a gentle trickle at will.

Stream Channelers also have constant access to water for purposes of Trappings.

TEARS OF ILLIANA

Requirements: Legendary, Stream Channeler

This dregordian has shown true faith. The water this character creates is blessed by Illiana, and any drinker recovers any lost Fatigue. This works once per drinker per day, and the imbiber is cleared of all poisons and toxins, even those magical in nature.

Drinking the Tears of Illiana takes a Full Round.

TOTAL DISCIPLINE

Requirements: Heroic, Calm the Beast, Spirit d10+

Some dregordians attain such a complete focus of mind, body, and spirit that they are quite difficult to overcome in any way.

Total Discipline grants the dregordian the ability to ignore one wound level (this stacks with Nerves of Steel/Improved Nerves of Steel) and one Fatigue level.

WAVERIDER

Requirements: Legendary, Dregordian, Stream Channeler, Spirit d12+, Vigor d10+

Illiana's chosen – those who gain her title of Waverider – gain a great deal of strength and power from their connection with water. This Edge may be taken multiple times. Each time, the character selects a new benefit from the list below:

- **Strength of the Ocean:** The dregordian gains a die type increase in Strength and Vigor.
- **Flow Like Water:** The dregordian gains a die type increase in Agility, as well as doubling their Swim Pace and using their Swimming die as their "Run" die.
- **Illiana's Embrace:** Those within 12" of the character gain the ability to breathe underwater and increase their Swimming die one die type (those that don't have Swimming gain a temporary d4).
- **Illiana's Kiss:** This chosen is immune to all poisons and gains Slow Regeneration.
- Each benefit may be taken only once.

DWARF

LEGENDARY WRIGHT

Requirements: Legendary, Master Wright

Given the right tools and team, this amazing craftsman can create true mechanical marvels. He may create a device that emulates any Power with a successful Repair roll – it takes him a number of hours equal to the number of Essence required to cast the Power.

For each raise on the Repair roll, the time is halved. For every four Extras and/or two Wild Cards helping, he gains a +1 to his roll. Devices created do not expend Essence; they function for 1d6 hours. In all other ways, this Edge works like the Wright Edges from Legends Arise.

EARTH TALKER

Requirements: Heroic, Dwarf, Spirit d8+, Vigor d10+

Most dwarves don't pursue particularly spiritual paths; those that do, however, can find their way to a much stronger connection to the earth and stone that is so important to their people. In this way, the greater spirits of the Firmament – those that are closest to Dranak, the Stonewalker, himself – can provide insight to history and even more recent matters.

By spending at least an hour within a space connected directly to earth or stone, the Earth Talker can make a Spirit check and gain the benefits of the *Postcognition* Power. If the Spirit roll fails, the Earth Talker suffers a Fatigue level that requires a night's rest to recover.

STONEWALKER

Requirements: Legendary, Dwarf, Earth Talker, Spirit d10+, Vigor d12+

Dwarves can achieve a truly extraordinary connection to their patron Ascended, Dranak, giving them truly magical connections to the Firmament of the land.

A Stonewalker can move through soft earth, metal, or stone at his Pace as a full round action. He is the equivalent of prone when doing this, in case someone attacks him at some point.

While entombed within the earth, the Stonewalker has no need to eat, drink, or breathe. He can effectively remain within such environs for up to his Vigor x2 in days; his natural healing rate is doubled during this period.

While Stonewalking, all Notice checks are unimpeded; the surrounding earth and stone tells the dwarf all he needs to know.

LEGENDARY CONSTITUTION

Requirements: Legendary, Dwarf, Improved Nerves of Steel, Mighty Constitution, Vigor d12+

Nothing seems to shake or stagger a dwarf with a Legendary Constitution.

With this Edge, the dwarf can drink anything, eat anything, inhale anything, and never get sick. They are immune to poison and disease.

Assume any environmental or hazard situation that would inflict Fatigue on someone to take four times the effort to affect the dwarf. For example, while a normal person starts having to roll Vigor checks after going twenty-five hours without sleep, a dwarf with this Edge doesn't have to roll until one hundred hours have passed. Where a dwarf is being affected by Monstrous Abilities, Edges, or Powers that cause Fatigue, he gains a +4 to any roll to resist the Fatigue.

EVERLASTING

Requirements: Legendary, Dwarf, Legendary Constitution

A dwarf with this Edge effectively has Slow Regeneration, gaining a Vigor check to recover wounds once per day. Such a dwarf can even come back from death with this Edge (their spirit lies dormant within the body while it heals); this is negated, however, by decapitation or utter destruction of the body (such as from fire).

ELDAKAR

ARMOR OF THE AETHER

Requirements: Legendary, Ascension

This character gains +2 to Toughness against non-magical attacks. This Edge may be taken up to two times, giving a +4 Toughness in total. As black iron and blood steel are considered magical in nature, this does *not* offer any additional protections against an Eldakar's Weaknesses.

Liner Notes – Magical vs Non-magical Weapons

There are times when the matter of what is a magical vs a non-magical weapon or attack is in question, especially as far as someone's defenses are concerned. In Shaintar, any weapon crafted from a mystical substance – white silver, black iron, blood steel, everwood, and crysarium being the most likely – is considered fully magical for purposes of affecting creatures and defenses that ignore non-magical attacks.

As well, any weapon with a Power on it, either temporarily or permanently, is considered magical while the Power is active. The most common iteration of this is *Smite*, but the GM may rule that other enhancements that are applied to a weapon will make it magical.

ASCENSION

Requirements: Legendary, Eldakar, Spirit d12+, Knowledge (Cosmology) d8+

The original eldakars were the children of the faelakar that first entered Shaintar at the very beginning of the realm's existence. Some bloodlines of eldakars retain the capacity to reconnect to that ephemeral, powerful status, although it takes great effort and dedication.

The eldakars that reach Ascension become, in essence, faelakar. They immediately gain one of the following abilities. This Edge may be taken multiple times with the character gaining a new ability each time:

- **Aura of Grace and Power:** The sheer eminence of a faelakar's aura is such that they can engender great awe and admiration – this adds +2 to Charisma. By spending a benny, the character can Intimidate or Persuade a crowd

of people; alternately, they can instill a group with Fear (in a Large Burst Template at a range equal to their Spirit).

- **Eternal:** Faelakar have Slow Regeneration that will bring them back even from death, although wounds suffered from black iron or blood steel cannot heal this way (they must heal normally or via other means).
- **Spirit Made Flesh:** The ability to become Aethereal at will; this works the same as the Intangibility Power. Every hour spent in this state requires a Vigor check to avoid gaining a Fatigue level. While Aethereal, the faelakar can Fly at their Pace.

POWER OF THE ASCENDED

Requirements: Legendary, Adept, Druid, or Sorcerer, Ascension (taken at least once)

Faelakar are able to make their magic an even more intrinsic part of themselves.

Each time this Edge is taken, the character chooses one of his known Powers to activate at will. Such a Power costs no Essence to use. If the Power has a Duration greater than Instant, it can be maintained indefinitely if the caster uses it on himself. If it is cast on another, however, the Power only has the base listed Duration and costs Essence to maintain past that point. These Powers are still susceptible to disruption, as per the Savage Worlds core rules.

Note that only base Powers may have this Edge applied to them; it may not be used for Applications, nor may it be used for High Magic effects.

SORCEROUS VIRTUOSITY

Requirements: Heroic, Eldakar, Mage, Sorcerous Clarity, Smarts d10+, Spirit d8+

The eldakars' knack for sorcery is further expressed by their ability to achieve inherent efficiency with the wielding of such forces.

An eldakar sorcerer with this Edge spends one less Essence automatically whenever casting a sorcery Principle. This means Principles normally only costing 1 Essence are free to cast. As well, this effect stacks with that of the Mage Edge.

GOBLIN

A GOBLIN FOR ALL OCCASIONS

Requirements: Legendary, Goblin, Clever Nit, Versatile Nit

Goblins who manage to live long enough can be among the most useful folk anyone could hope to know. They've picked up enough knowledge, experience, understanding, and stuff to make the improbable easy, and bring the impossible within reach.

Once per session, a goblin with this Edge can spend a benny to provide whatever is needed to overcome a particular challenge. This can manifest in any number of ways:

- Having just the item needed in his pack or pockets or hidden away.
- Having a contact with exactly the right pull or resources, or being owed a favor by someone who can help in a major way.
- Knowing a particular and pertinent piece of knowledge, or having a book or scroll with the needed knowledge on hand.
- Knowing the trick needed to overcome a lock, trap, or similar kind of challenge, or to defeat some kind of device that is otherwise going to cause terrible damage or calamity.
- Any other way the player and the GM can agree this Edge might be useful.

In addition, this Edge expands the Jack-of-All-Trades Edge so that *all* untrained skills are rolled without a -2 penalty.

DABBLER

Requirements: Heroic, Goblin, Smarts d8+, Spirit d8+, Special (see below)

The "least" of the beings of Shaintar may well have the strongest connection to the Great Beings of Myth...

Only goblins that have no Arcane Backgrounds, or Professional Edges that give access to Arcane Backgrounds, may take this Edge. Once this Edge is taken, the goblin is no longer able to follow any of those paths; accessing magic in this way prevents grasping the principles of the other methods.

Upon taking this Edge, the goblin may choose any one Novice, Seasoned, or Veteran Rank Power. He uses his Smarts to cast it, and has 5 Essence that will only work for that Power. He cannot take the Power Points Edge and is limited to only ever having 5 Essence for casting that Power.

This Edge may be taken more than once; this grants another Novice-to-Veteran Rank Power with its own pool of 5 Essence. The nature of these magical gifts doesn't conform to normal expectations; they are raw manifestations of magical energy that are only seen practiced by one other type of being – the Scions and their Offspring!

FORTUITOUS NIT

Requirements: Heroic, Goblin, Lucky Nit, at least three other Nit Edges

It is unwise to ever, *ever* underestimate a goblin.

The wee gobliness who refuse to shy away from danger and embrace all that the world has to offer become indefatigable and unyielding in their pursuits. There are no odds that daunt them, no challenges that give them pause. The Patterns themselves align with certain goblins, making them truly impossible to dismiss.

A Fortuitous Nit gains a d4 as an *additional* Wild Die for all Trait rolls! This is treated in all ways just like the normal Wild Die, becoming another alternative for results.

SERENDIPITOUS NIT

Requirements: Legendary, Goblin, Fortuitous Nit

Even more aligned with the Patterns and all that the universe has to offer, the Serendipitous Nit's extra Wild Die is increased to a d6.

HUMAN

BACK TO BASICS

Requirements: Legendary

Of all the races, humans have the greatest capacity to adapt and overcome whatever challenges are put before them. Some reach a point where, seeing a difficult road ahead, they can quickly train and learn foundational gifts that they will need to survive, and to thrive.

Upon taking Back to Basics, the Hero gains two Novice Rank Edges. He must meet all other qualifications for the Edges in question. Any Edges that provide Arcane Backgrounds may not be chosen and Background Edges must meet with GM approval. Back to Basics may be taken multiple times.

BLOOD OF HEROES

Requirements: Heroic, Human, Epic Destiny

Humans of all origins have an amazing potential for greatness, but some truly are born to it. Perhaps they are descended from one of the faelakar, or perhaps they simply come from a long line of those who refuse to let destiny leave them behind.

A Hero with this Edge may, on any round they receive a face card (Jack or higher) for initiative, spend a benny to gain the benefits of a Joker.



BLOOD OF LEGENDS

Requirements: Legendary, Human, Blood of Heroes

Now when the Hero draws a face card, he may spend a benny to gain +4 to all trait and damage rolls for the round (instead of just +2), in addition to “automatic interrupt” benefits of a Joker. When an actual Joker is drawn, these benefits replace the normal Joker benefits (no benny required).

INDOMITABLE

Requirements: Heroic, Human, Brave, Strong Willed

Humans seem to have a special gift for facing down the worst possible odds and refusing to fail or to falter. Once committed to a path, some human Heroes cannot be turned away.

Indomitable grants the Hero the Fearless Monstrous Ability; as well, he gains +4 on any Trait roll to resist the *Puppet* Power.

KORINDIAN

GREATER KOR-IN

Requirements: Heroic, Korindian, Kor-In, Spirit d8+, Fighting d10+

Having continued to practice and train to extraordinary levels, the Kor-In practitioner has achieved truly phenomenal proficiency.

Upon first taking this Edge, the character selects one particular style from the list below. This effect stacks with that of his Kor-In form, thus creating a style particular to that character.

- **Dauntless:** Although slow of movement (Pace is reduced by half, rounded up), the Hero gains the ability to ignore one wound level while in this stance. This stacks with Edges such as Nerves of Steel/Improved Nerves of Steel. The Hero also temporarily gains the benefit of the Monstrous Ability, Hardy.

- **Decisive:** Such is the intensity of this form that the Hero rolls a d10 for any raise damage, instead of the usual d6. He also gains +1 AP for his melee strikes.
- **Elusive:** While in this stance, the Hero gains +1 Parry and a “deflection” effect of -1, which applies to both melee and ranged attacks against them.
- **Mighty:** Mastery of this form allows the Hero to perform a Wild Attack with +3 Fighting and Damage and only suffer a -1 to their Parry.

For example, a character could use the Decisive Monkey style that would increase his Reach by +1, grant AP 1, and any raise does a d10 damage. His counterpart, schooled in Mighty Whirlpool, has a Pace reduction of 2, gains +1 Parry and can Wild Attack with only a -1 Parry penalty (a net-zero change to Parry) and +3 to hit and damage.

This Edge can be taken multiple times, adding a new component that can be combined with a single Kor-In form. Each round, a Kor-In practitioner may *only* combine a single Kor-In form with a single Greater Kor-In form.

KOR-IN MASTERY

Requirements: Legendary, Korindian, Greater Kor-In, Spirit d10+, Fighting d12+

A true master of the fighting forms originally developed by Kor comes to understand the constant ebb and flow of combat. They learn that absolute adaptability is the key to victory.

At the beginning of his round of action, the hero with Kor-In Mastery declares one of the following benefits to be in effect; the benefit remains in effect until the start of his next round of action:

- +2 to all Fighting rolls.
- +2 Parry.
- -2 to be hit by ranged attacks.
- +2 Toughness.
- +2 damage.

SECRET OF THE PRECISE STRIKE

Requirements: Legendary, Kor-In Mastery

Kor-In Masters ignore up to two points of called shot penalties; this means a called shot to a limb suffers no penalty, and head or vital shots are only made at -2. This benefit also applies to bypassing Armor.

SHATTERING BLOW

Requirements: Heroic, Tsunami Strike

Understanding flows of force and will, the Kor-In practitioner becomes capable of penetrating defenses and eliminating any object in their way.

With this Edge, when this Hero strikes inanimate objects, he gains the bonus damage for a raise and may Ace his damage roll. In addition, he gains AP 2 with Kor-In attacks (which stacks with any other Armor Piercing bonuses he may have).

OGRE

ENDURING

Requirements: Legendary, Ogre, Behemoth, Hard to Kill, Nerves of Steel, Strength d12+, Vigor d12+

The mightiest of all ogres become nearly impossible to put down.

Enduring grants a truly powerful advantage, in that it bestows the capacity for the ogre Hero to take one additional wound level before going to the Incapacitation chart. This means the ogre has four Wound Levels total; all other normal rules apply. This means an Enduring ogre will suffer -4 Wound Penalties as well, should he take that many.

JUGGERNAUT

Requirements: Heroic, Ogre, Nerves of Steel, Siege Strength

There are those among the ogres that are truly valued for their ability to put their heads down and plow right through any opposition, no matter what happens.

A Juggernaut can charge straight through enemy forces, knocking them aside to create a hole through the lines. The Juggernaut rolls a "Run" die and moves the full distance in a straight line. He then rolls his Strength Trait; anyone in his path must roll either an opposed Strength check to hold their position, thus stopping the Juggernaut's charge, or a successful Agility check to get out of the way. Failure on the opposed Strength roll of an enemy in the Juggernaut's path results in them suffering the Juggernaut's Strength damage, and they suffer the Bash and Knock Prone effects of the Push maneuver (see the Savage Worlds core rules).

If anyone manages to launch an attack against the Juggernaut, because they are on Hold or have First Strike, and they cause a Shaken result, the Juggernaut still completes the maneuver; they are simply Shaken at the end of their movement.

Lesser non-living obstacles, like small trees, temporary barricades, and such will just be knocked aside or crushed.

When the Juggernaut is done, assuming no one could stop him, there should be an open path from where he started to where he stopped; anyone who was not otherwise Pushed will have been shoved to one side or the other 1".

MASSIVE SWEEP

Requirements: Heroic, Ogre, Improved Sweep, Strength d10+

Some ogres learn how to make the most of their Size and Reach in the midst of melees.

Using the Massive Sweep Edge, an ogre can use their Sweep to strike everyone within their Reach.

ORC

PROTECTOR OF THE GATHER

Requirements: Legendary, Orc, Improved Defender of the Gather, Vigor 10+, Fighting d12+

Whenever the Hero Incapacitates an enemy in combat, he may move up to half his Pace (rounded up) and attack another enemy at no multi-action

penalty. This must be a single Fighting attack; no Frenzy, Sweep, or related Actions. Wild Attack is fine. This may happen once per round.

TIRELESS

Requirements: Heroic, Orc, Spirit d8+, Strength d8+, Vigor d10+

Leaders and defenders of their people, some orcs develop the ability to shrug off the effects of exhaustion, poison, the environment, and anything else that would drain others.

A Tireless orc suffers no Fatigue penalties. They can still be Incapacitated by Fatigue, they just don't suffer penalties; they go at full capacity until they drop.

UNBOWED

Requirements: Heroic, Orc, Harder to Kill, Improved Nerves of Steel, Vigor d10+

Once engaged in battle, some orcs are so dedicated to victory that even death can be shoved aside... for a time.

When making the immediate Vigor check after being Incapacitated, if this orc rolls a Raise, he may continue fighting instead of falling down. He must still deal with any Shaken effect he may have.

If he rolls anything less than a Raise, he can declare that he gains that result anyway. However, at the end of the combat, he immediately rolls another Incapacitation Vigor check, this time at -6. He ignores bonuses for the Hard to Kill or Improved Nerves of Steel Edges, and he must roll regardless of whether or not he is healed before the combat ends. No matter what he rolls, the best result he can achieve is the Success status; he falls to the ground, Incapacitated (all *Healing* done to him during the battle is undone).

Note that Harder to Kill still applies to the final result of this roll.

UNSTOPPABLE

Requirements: Legendary, Orc, Rage Master, Spirit d8+, Vigor d10+

Some orcs, in the depths of their fury, cannot be stopped short of being completely incapacitated.

An Unstoppable orc, when he is Berserk, can still make a single Fighting attack (nothing special like Sweep or Frenzy, though the Wild Attack Maneuver is allowed) even if he is Shaken. This can come even after he has rolled his Spirit check and failed to recover from being Shaken. Free actions are still allowed while Shaken, as normal.

TECHNIQUES OF THE MASTERS

These are the Heroic and Legendary Edges for Shaintar, organized in the same fashion as presented in *Legends Arise*. Note that many of these should probably not be used in most other Savage Settings, unless the GM wants a truly over-the-top experience for his story and the players.

COMBAT EDGES

EXPERT OF FORMS

Requirements: Heroic, Student of Forms, At least four other Combat Edges

At this stage, the Hero has become truly impressive with the forms, gaining a +2 with Fighting rolls in the style chosen.

HEROIC CHARGE

Requirements: Heroic, Improved Charge, Spirit d8+, Strength d10+

With great strength and absolute dedication, a warrior can plow through any opposition to get to an intended target and hit it with terrible force.

A Hero with Heroic Charge declares a target on the field, one that is within his maximum Pace + "Run" distance. So long as it is possible for him to reach that target, declaring Heroic Charge ensures that he will without having to roll his Run die.



The Hero must move to the target, and he must launch an attack on that target to use this Edge. When doing so, he gains the following advantages:

The ability to bypass any opposing foes with an opposed Strength check if they are directly in the path; the Hero gains a +4 on this roll. Failure means the Hero is stopped in his tracks at that point.

If anyone comes off Hold and launches a successful interrupting attack, the ability to shrug off any Shaken results with a free immediate Spirit check (or by spending a benny). This free Spirit check may be made once per interrupting attack. Failure does mean the Hero is stopped, however, and their turn is over.

The bonus damage from this maneuver is an additional Strength die added to the usual Str+Weapon damage (instead of the +2 from Improved Charge).

This maneuver is not without risk; at the end of the action, the Hero must make a Vigor check at -2 or suffer a Fatigue level for over-exertion. It takes a full night of rest to recover Fatigue suffered this way.

Liner Notes - Heroic Edges

These are special Edges designed specifically to emphasize the Heroic nature of things in the Shaintar setting. In other words, once your Hero reaches Heroic Rank, it's time to start acting like it, and these Edges are meant to help. Note that most of them require a risk or direct sacrifice of some kind, usually resulting in at least a Fatigue effect. Magic (specifically the *Succor Power*) can be used to remove this Fatigue; otherwise, it requires rest to recover.

HEROIC EFFORT

Requirements: Heroic, Spirit d8+

With intense concentration, total conviction, or desperate need, Heroes can call upon something deep within themselves to accomplish miraculous things.

When spending a benny for an Extra Effort (see *Legends Arise* Setting Rules), the Extra Effort die automatically aces and can be rolled again immediately.

Doing so really takes something out of the character, though. They automatically suffer a Fatigue level after the task is resolved. It takes a full night of rest to recover Fatigue suffered this way.

HEROIC LEAP

Requirements: Heroic, Acrobat, Agility d10+, Strength d8+

Heroes of the acrobatic inclination can perform some rather amazing stunts by the time they reach the Heroic Rank, covering incredible distances with grace and style.

A Hero with this Edge, when jumping, can make an Agility check (with the bonus of +2 from Acrobat) to gain extra distance; with a success, they gain an extra 1d4", instead of just 1". If they have the Fleet-Footed Edge, this bonus distance becomes a 1d6". Brinchie gain this automatically, due to their inherent extra speed.

A Heroic Leap can carry Heroes over enemy ranks or other obstacles, enabling them to avoid things like First Strike and similar attacks. The GM is the final arbiter of what can be avoided and bypassed this way.

Finally, a Hero with Heroic Leap can do a "strike from above" maneuver, which functions much like a mounted charge. By making the jump as part of a full "Run" before an attack, the Hero gains +2 to their damage, though they suffer the multi-action penalty of -2 to their Fighting roll.

This maneuver is not without risk; at the end of the action, the Hero must make a Vigor check at -2 or suffer a Fatigue level for over-exertion. It takes a full night of rest to recover Fatigue suffered this way.

HEROIC SHOT

Requirements: Heroic, Spirit d8+, Shooting d10+

There comes a time in every archer's life when that one shot will make the difference between victory and complete disaster. That's the time to make a Heroic Shot.

When a Hero invokes the use of Heroic Shot, he must Aim. (Marksman comes in handy in this situation). This cannot be combined with Double Shot or Split Shot. A single Shooting roll is made.

If the shot hits, damage is rolled normally, but all 1s are treated as Ace results. As well, a bonus die of damage is rolled for *each* raise that is achieved, not just the first.

Once the attack results are determined, the Hero automatically suffers a Fatigue level, and he must roll a Vigor check to avoid suffering a second one. This represents the Hero truly putting his heart into that shot. It takes a full night of rest to recover Fatigue suffered this way.

Note: If a player wants to take this for Throwing instead, it should be allowed.

HEROIC STRIKE

Requirements: Heroic, Spirit d8+, Fighting d10+

There comes a time in every warrior's life when that one blow will make the difference between victory and complete disaster. That's the time to make a Heroic Strike.

When a Hero invokes Heroic Strike, he must make a Wild Attack. This cannot be combined with Frenzy or Two-Fisted, though it can be used with Sweep. A single Fighting roll is made.

If the strike hits, damage is rolled normally, but all 1s are treated as Ace results. As well, a bonus die of damage is rolled for each raise that is achieved, not just the first.

Once the attack results are determined, the Hero automatically suffers a Fatigue level, and he must roll a Vigor check to avoid suffering a second one. This represents the Hero truly leaving a piece of himself on the field with that strike. It takes a full night of rest to recover Fatigue suffered this way.

HEROIC SURGE

Requirements: Heroic, Adept, Druid, Priest, or Sorcerer, Spirit d10+, Arcane Skill d10+

Those who manipulate magical forces actively are sometimes able to discover how to truly push themselves and their craft when the moment calls for it. In doing so, they can gain extra effect over and above what is normally expected.

This Edge allows the Hero to effectively double or otherwise dramatically increase the effectiveness of a Power. This either means doubling the dice rolled for damage, adding a +4 to the Arcane Skill roll for

opposed effects, or applying a -4 penalty to any roll to resist an effect. The GM is the final arbiter of what is possible using this Edge.

In order to enact a Heroic Surge, the caster must expend fifty percent more Essence for the Power as well, rounded up. Thus a 3d6 Bolt that is being Heroic Surged into a 6d6 Bolt will cost a total of 3 Essence to cast. A *Puppet* Power that is being Heroic Surged to add +4 to the Arcane Skill roll would cost 5 Essence to cast.

Heroic Surge can be very risky for the caster. After casting the Power, he must roll a Spirit check at -2/ Rank of the Power (-2 for Novice, -6 for Veteran, etc.). Failure means he takes a Fatigue level from over-extending himself and a final result of one or less means he suffers a wound as well. It takes a full night of rest to recover Fatigue suffered this way.

HEROIC SWEEP

Requirements: Heroic, Fighting d10+, Improved Sweep, One Against Many

Through great effort, the Hero becomes a whirlwind of destruction, assaulting all around him. A Medium Burst Template is centered on the Hero and he makes a single Fighting roll at -4. The result is applied against the Parry of everyone within the area of effect. Damage is rolled individually against any target hit.

The Hero may not move or take any other actions or maneuvers (such as Wild Attack) and suffers a level of Fatigue at the end of the action, which requires a full night's sleep to recover. The speed and intensity of this attack allows the Hero to ignore any Edges that may allow targets to interrupt his action (such as Reach, First Strike, etc.).

IMPROVED DOUBLE SHOT

Requirements: Heroic, Double Shot

The archer now suffers no penalty in making this shot.

LEGENDARY SWEEP

Requirements: Legendary, Fighting d12+, Heroic Sweep

The Hero is now a true destructive force in his part of any battlefield.

The basic rules are the same as for Heroic Sweep. The area of effect is a Large Burst Template, and the penalty is only a -2. In all other ways, using this Edge is exactly like Heroic Sweep, including the automatic Fatigue level.

SHIELD GUARDIAN

Requirements: Heroic, Shield Expertise

For some warriors, the shield becomes a powerful symbol of not only self-defense, but the defense of others they are sworn to protect. The Shield Guardian has learned to use his shield to effectively protect another as well as himself.

Before taking an action, a character with this Edge can declare an adjacent character as receiving all of the same defensive bonuses he receives from the shield (Parry bonuses, shield bonuses to Armor against ranged damage); these bonuses are shared, not lost. If the declared target moves away from the Shield Guardian, the bonuses are lost to the target (though not to the Shield Guardian).

The shared defenses remain applied until the Shield Guardian acts again.

SPLIT SHOT

Requirements: Legendary, Improved Double Shot, Agility d10+, Shooting d12+

Some archers can perform nearly miraculous feats with their bows, making them some of the most dangerous opponents on the field.

With this Edge, the Hero lays down a Cone Template and chooses two different targets to fire at with one Shooting roll, as long as they are within the Cone Template.

LEADERSHIP EDGES

HERO'S COMPANY

Requirements: Legendary, War Band, 4+ Leadership Edges

The GM must approve this Edge, as it can have a truly massive impact on a campaign. If allowed, all of the Hero's remaining Followers (of the initial five he got from the Followers Edge) become Wild Cards, gaining an immediate Advance. The rest of the War Band also gains an Advance, and each is considered to have one benny per session, as well.

An additional twenty followers join the Hero; they operate under the same guidelines as those who joined under the War Band Edge (gaining an Advance whenever the Hero does, if warranted).

WAR BAND

Requirements: Legendary, Command, Followers, One other Leadership Edge, Knowledge (Battle) d6+

Some Heroes gain such a reputation for effective leadership and glorious battles that they draw men and women of courage and valor to them, ready to forge great destinies.

The GM must approve this Edge. If it is allowed, the Hero's Followers expand to a group of ten. Furthermore, every time the Hero Advances, the War Band members also gain an Advance if they were significantly involved in the sessions that generated the Advance. Generally, such Advances should be universal to the group, but some variations may be allowed at the GM's discretion. The initial five Followers should gain an immediate Advance when this Edge is taken.

There are a number of write-ups in the Denizens section of **Legends Arise** that would work for such Followers; suggestions include *Marauders*, *Enforcers*, *Thieves*, *Paladins*, *Rovers*, and *Experienced Soldiers*.

POWER EDGES

EXCEPTIONAL RAPID RECHARGE

Requirements: Heroic, Improved Rapid Recharge, Spirit d8+

The caster with this Edge recovers Essence at a rate of one point every five minutes.

HIGH MAGIC SPELL

Requirements: Legendary, Knowledge (Magic) d8+, One of the following: Archmage, Archon, Order of the Sapphire Citadel, Life in the Balance, or Pathmaster

Legendary casters use High Magic to create mystical effects of grand vision, or terrible consequence.

Each time this Edge is taken, the hero selects one Power he knows. He may now make use of any and all High Magic options listed for that Power (see Powers, later in this section). This Edge may be taken any number of times, applied to a new Power each time.

Additionally, for any non-Instant Duration Power to which the caster has the High Magic Spell Edge applied, he no longer has to concern himself with maintaining that Power when it is cast. Its Duration changes to its Meditative value (see *More for the Casting* in the Setting Rules of **Legends Arise**), and it does not count as a “maintained Power” for any penalties. Such a Power will still cease if the caster is injured and fails the requisite roll, is Incapacitated, or goes to sleep, unless another effect is in place to keep it going.

Liner Notes – High Magic for..?

Players who favor alchemists may be wondering why there are no High Magic options for their characters. There are story and game balance reasons. Alchemists have so many other amazing opportunities to change their world, and being able to carry around a supply of High Magic potions could be very destructive to even a Legendary campaign.

As for the villainous types, it should be noted that necromancers gain access to High Magic when they become either High Clerics of Vainar or Warlocks, while acolytes who reach Minister of the Undying Fire status gain High Magic.

IMPROVED HARD TO RESIST

Requirements: Heroic, Hard to Resist, Knowledge (Magic) d8+

The caster gets a +6 to overcome targets’ opposed rolls.

PROFESSIONAL EDGES

ARCHMAGE

Requirements: Legendary, Mage, Smarts d12+, Sorcery d12+

Some very few masters of eldritch forces achieve the coveted title of archmage, and they are truly magical giants to be reckoned with. They no longer master the Patterns – they are integral parts of the Patterns.

Archmages have such mastery over Sorcery they may cast two Powers a round (this can be the same Power twice, if they wish), though they still take a multi-action penalty in doing so. Archmages also ignore all maintenance penalties.

ARCHON

Requirements: Legendary, Celestial Star, Faith d12+, Special

The rarest of rare heroes in service to the Light experience a kind of ascension, becoming beings not quite of the world anymore. They attain a celestial quality, becoming a kind of “living angel” in Shaintar.

Archons cease aging, perhaps even losing a few years to return to a state of peak physical health. They become immune to all forms of disease and poison, and they only breathe and eat as a matter of choice. Archons are immortals, and are only capable of dying from damage done to them. That may prove difficult, however, as they also have Slow Regeneration.

The *Light* of an Archon acts as sunlight to any vampires, and the area within that *Light* is considered sanctified such that supernaturally evil creatures must make a Spirit roll every round they are within the *Light* or suffer a wound. As well, the aura of the Archon automatically acts as a *Fear* effect to any creatures or followers of Darkness or Flame; all Spirit checks made against this aura are at -2.

A player cannot simply choose to take this Edge when their character reaches Legendary status. The GM must determine at what point the character is worthy, if ever. The player may set aside an Advance, unused, that the GM may then use to reward the Hero with this Edge should circumstances in the story merit it.

CELESTIAL STAR

Requirements: Heroic, Lightbringer, Spirit d12+, Faith d10+

Some followers of the Light achieve a truly extraordinary connection with the Celestial Halls, and their light shines forth with great intensity and presence.

The *Light* of a Celestial Star is doubled in radius and strength. It causes vampires to roll a Vigor check every round they are in it; on a failure, the vampire suffers a Fatigue level. If the Celestial Star invokes his Holy Warrior effect, all rolls against it are at -2.

The aura of the Celestial Star is such that the Hero receives a +2 Charisma when it is active.

COMBAT ARCHER

Requirements: Heroic, Archer, Trademark Weapon (bow), Agility d8+, Fighting d8+, Shooting d10+

The Azure Feathers. The Silver Arrows. The Third Freelord Archery Company. These are some of the distinguished units whose members specialize in combat archery techniques. Their members train with heavy-duty bows, made from either Ironwood or Everwood, and they are capable of firing in the midst of a melee. They can also use their bows in hand-to-hand combat very effectively.

Combat Archers may fire their bows in Close Combat, using the target's Parry as the Target Number. They may also strike opponents with their stout bows in melee (doing Str+d4 damage).

FENCING MASTER

Requirements: Legendary, Counterattack, Fencer, Lunge, Fighting d12+

True fencing masters are some of the most dangerous combatants in Shaintar. They have studied the forms and styles to a point that is nearly mystical in effectiveness.

- The Fencing Master gains the following benefits:
- They are not subject to First Strike or Improved First Strike attacks.
- They may use their Lunge in combination with First Strike and Improved First Strike.
- They may withdraw from combat without incurring free attacks against them.
- They suffer no penalties to Disarm an opponent, and any attempt to Disarm a Fencing Master is at -2.
- Fencing Masters may use their Counterattack against all adjacent foes that miss them in a round.

FORCE OF WILL

Requirements: Legendary, Adept, Spirit d10+, The Way d10+

The adept who attains this level of mastery knows how to direct his will forcibly into any discipline he wishes to enact.

Through Force of Will, the adept can spend Essence to empower his skill; each Essence point spent on a skill check with The Way, before rolling, adds +2 to the roll (to a maximum of +8). If the player chooses to spend Essence after the roll, each point spent adds +1 to the total (with a maximum of +4).

Using Force of Will automatically negates any negative effect of rolling a 1 on the The Way die.

LIFE IN BALANCE

Requirements: Legendary, Druid, Spirit d12+, Channeling d12+, Knowledge (Cosmology) d10+

The pinnacle of achievement for a druid is to reach a oneness with the Paths and the Ascended who oversee them. The druid who reaches this apex is truly a conduit between the Life realms and Shaintar.

A druid who is Life in Balance gains the abilities of *all* of the following Racial Edges immediately: Earth Talker, Spirit Singer, Stream Channeler, and Wind Whisperer. They may take this Edge multiple times after the first. Each additional time they take this Edge, they may select one of the following Racial Edges: Soulfinder, Stonewalker, Waverider, and Windmaster.

Note that a druid may *not* take Path Walker if they take Life in Balance (and vice versa).

MAESTRO

Requirements: Legendary, Savant, Smarts d10+, Alchemy d10+

Maestros understand the patterns in all things on such a deep and meaningful level that they can coax mystical properties out the way a conductor urges music from his orchestra, with beautiful and powerful results.

Maestros need only expend half their Essence (rounded up) to attain the same effects when crafting a potion, and the potion always has the raise effect (if applicable) on a successful roll to create. Thus, a *Boost Trait* (Strength) potion would only require 1 Essence to craft and would provide +2 die levels.

Maestros may imbue the same Minor Quality, via Arcane Artificer, up to five times into the same item (instead of the normal limit of three). A Maestro who is also a Master Artificer reduces the final Essence cost of enchanting an item with a Power or Edge by one for every raise achieved on the Knowledge (Magic) roll and the Knowledge (Craft) roll. The time to create such an enchantment is cut in half also (rounded up).

Finally, Maestros never face a “Kaboom” result when a Mishap occurs.

MASTER ARTIFICER

Requirements: Legendary, Arcane Artificer, Arcane Skill d10+, Knowledge (Crafting; appropriate to items) d12+, Knowledge (Magic) d12+

The Master Artificer has achieved the education and experience necessary to imbue truly powerful abilities into items, crafting treasures worthy of story and song. There is, however, sacrifice to be made in the pursuit of such items as the Hero expends a permanent part of their magical self into the item.

In order to enchant an item with a Power, the Master Artificer must invest an amount of Essence equal to the Rank of the Power x2. This imbues the Power with the capacity for base and raise level effects (based on the roll to activate the Power, described below). This cost is a permanent reduction in the Hero's total Essence.

For example, if a sorcerer wished to imbue his staff with the *Deflection* Power, it will cost 2 of his Essence permanently. If he wanted to imbue the same staff with the *Invisibility* Power, it will cost 4 permanent Essence.

Once it has been enchanted, the Power doesn't cost Essence to use the item. Instant Duration Powers simply go off when activated; longer Duration Powers will last for the base Duration when activated, after which it will need to be activated again.

If the Master Artificer wishes to make the Duration truly permanent, the final cost in Essence for the item is doubled for the base level effect, and tripled for the raise effect to be permanently active. In the above examples, it would cost 4 permanent Essence for a permanent -2 *Deflection* effect, or 6 permanent Essence for a permanent -4 *Deflection* effect.

Non-casters using an item with a Power roll their Spirit to activate and, if necessary, target it. Casters of the same type as the Master Artificer may instead use their relevant Arcane Skill.

Some Powers require a specific cost, as follows:

- *Analyze Foe*: 2 Essence for the base effect; 3 Essence for the extra (weakness detection) effect.
- *Barrier*: 2 Essence per section.

- *Beast Friend*: Size of the desired creature x2 added to cost.
- *Blast*: +4 Essence for Large Burst Template, +4 Essence to raise to 3d6 damage.
- *Bless/Curse*: +2 Essence for Large Burst Template.
- *Blind*: +3 Essence for Medium Burst Template, +6 Essence for Large Burst Template.
- *Bolt*: 2 Essence for each bolt; 4 Essence per bolt if 3d6 damage.
- *Confusion*: 2 Essence per target.
- *Disguise*: +2 Essence per each Size step up.
- *Entangle*: +3 Essence for Medium Burst Template.
- *Fly*: Double Essence (12) for the double Pace.
- *Greater Healing*: Flat 10 Essence for base effect, 20 Essence for total effect.
- *Growth/Shrink*: 4 Essence per Size step.
- *Havoc*: +3 essence for Large Burst Template.
- *Mend*: Base cost (6 essence, or 12 essence for raise effect); assume multiple applications for mending big/tough things.
- *Summon Ally*: Base on Rank desired; thing(s) summoned is fixed when item is made.
- *Teleport*: 4 essence per range increment.

A Master Artificer may also imbue an item with an Edge. It costs 3 permanent Essence per Rank of the Edge. Note that many Edges simply aren't appropriate for use as magical Powers. As well, putting an improved version of an Edge into an item requires the base version be invested first.

In order to enchant an item, the Master Artificer needs one hour per Essence being spent. About halfway through this period, the Master Artificer's Knowledge (Craft) roll is made at -4 (modified for conditions and materials, as per Arcane Artificer); if

this roll fails, the item is ruined, losing any existing magic properties, and the process must be restarted. The invested Essence is not lost.

At the end of the process, Knowledge (Magic) is rolled at -2 per Rank of the Power or Edge (also modified for conditions and materials). Failing this roll doesn't ruin the item, but the process will still have to be restarted. Again, the invested Essence is not lost.

If the Master Artificer is attempting to imbue a Power they don't know into the item, or any Edge, they must also make an Investigation roll at -2 in order to find the proper formulas, sigils, techniques, etc.

Use of Master Artificer is fairly expensive; fortunately, most Legendary Heroes have access to a lot of funding. The material cost of such enchantments is 50 gold per base Essence cost for the enchantment. If using the Resource Rolls system, use the guidelines given for *The Costs of Alchemy* in **Legends Arise**.

MASTER OF FORMS

Requirements: Legendary, At least six other Combat Edges, Expert of Forms, Spirit d8+

The Hero has become so in tune with the fighting style they pursue, there's almost nothing they can't do with that weapon or attack form. They draw upon their inner Power to perform preternatural acts.

In choosing this Edge, the player must select one of the following Powers: *Analyze Foe*, *Confusion*, *Deflection*, *Quickness*, *Smite*. They can take an action to activate the chosen Power, which will last for the base Duration (3 rounds). They use their Spirit to activate the Power, and it only works when they are using their chosen fighting style.

Note that *Confusion* works a little differently; it has no Duration, and the Master of Forms uses his Fighting to activate it. If he chooses to affect two targets, the roll is at -2, and it's -4 if he tries for three targets.

This Edge can be taken multiple times, adding an additional Power each time.

MASTER OF HORSE

Requirements: Heroic, Cavalryman, Mount must be trained for combat

Masters of Horse are experts of mounted combat, able to urge their horses to great deeds and protect them in the chaos of combat. The term is usually used with great respect for such mounted warriors as the "Riders of Vale" in Galea, the "Desert Riders" in the Eternal Desert, and the "Horsemasters of Fortune" in the Freelands.

A rider's mount uses the rider's Parry, including the use of Edges and shields. As well, the rider's mount gains a +2 to its Pace and a Run die of d10 instead of d8.

NOBLE SACRIFICE

Requirements: Heroic, Paladin of Light, Spirit d10+

There comes a point in many paladins' lives when the greatest good requires the greatest sacrifice. Those who are most prepared can be empowered to go out in a true blaze of glory.

The paladin with this Edge has prepared his soul for his final reward, and he can call out to the Light to give him great strength to achieve his final goal even as he pours the entirety of his life force into his final act. Upon enacting this Edge (a free action), the player declares a final goal for the Hero. It must be something conceivably achievable within the scene. Examples include the death of a main villain or seeing to it that everyone else on the paladin's side of a conflict gets safely away.

At this point, the paladin's fate is sealed. He will die at the end of the scene. However, he gets the following immediate benefits:

- Five bennies are awarded to him; they must be spent in this scene.
- He will suffer no wound penalties during the scene.
- Any Shaken result coming from an Extra is ignored, unless a Wound is also done.
- Any Extra Shaken by the paladin is automatically Incapacitated.

- The paladin is Fearless while under the effects of this Edge.
- It takes Five wounds to force a roll on the Incapacitation table, and no penalties are applied to any Incapacitation rolls if the paladin's goal has not been achieved.
- His paladin bonuses are doubled; he does +4 damage to supernaturally evil entities, and enjoys +4 Toughness against their attacks.
- Whenever he chooses to "Run", he gets the maximum result instead of rolling.

If the paladin achieves his goal before the scene is over, he will still fall dead on the spot. He will get a "final soliloquy," lingering long enough for at least one of his companions to reach him. If there are no companions available or able to reach him, the paladin may elect to instead give a dying speech "to the Light itself."

Of course, choosing to have a destiny like this looming over you does come with a couple of additional advantages. Those paladins with this Edge enjoy +2 on any Healing rolls (magical or otherwise) made on them, and they have a +1 Charisma when dealing with anyone who honors the Path of Light.

This is, admittedly, one heck of a way to go, and anyone into the concept of a paladin should enjoy and appreciate it. However, it may be that this is not really the end of the story for this character. After all, the Lord of Light does occasionally send aethereal warders to help those Heroes on great quests. Who's to say Archanon might not send back a beloved friend, at least for a time?

ORDER OF THE SAPPHIRE CITADEL

Requirements: Legendary, Adept, Order of the Azure Citadel, Spirit d10+, The Way d12+

Those of the Order of the Azure Citadel who remain committed to the mastery of their Disciplines can, with great effort and skill, become initiated into the Order of the Sapphire Citadel.

Once so initiated, an adept with this Edge can spend 3 Essence to substitute his Spirit for any Trait roll, instead of having to spend a benny. As well, he enjoys Connections with the Sapphire Citadel, a very powerful organization in the Southern Kingdoms, and he gains a +2 Charisma when dealing with other adepts who know of and respect the Sapphire Citadel.

PATH WALKER

Requirements: Legendary, Druid, Spirit d12+, Channeling d12+, Knowledge (Cosmology) d10+

For some druids, a single Path calls them more than any other. Their channeled gifts flow from and through the Path of their calling exclusively (or nearly so), and eventually they form a very distinct connection to that Path that further empowers them.

Upon taking Path Walker, the druid must select one of the Four Paths to claim as their primary Path. This choice should naturally evolve from how they've played their character, with the Game Master's approval. Once the choice is made, they gain the following:

One of these four combinations – Earth Talker/Stonewalker; Spirit Singer/Soulfinder; Stream Channeler/Waverider; or Wind Whisperer/Windmaster.

A +2 on all Channeling rolls when they rely on their Path, and a -2 to any Channeling rolls involving other Paths.

The Wizard Edge effect whenever channeling with their Path.

If the Spirit Singer/Soulfinder or Stream Channeler/Waverider combination is selected, the character may continue using level ups to take additional Soulfinder or Waverider effects. If the character already had one or more effects from Soulfinder or Waverider, this allows the selection of another one. In any instance where the character already has the Racial Edge in question, there is no added benefit.

Note that a druid may *not* take Life in Balance if they take Path Walker (and vice versa).

RIGHTEOUS FURY

Requirements: Heroic, Paladin of Light, Strength d8+

Paladins of Light can reach a point of great faith and strength in their service to Archanon, and can call upon his righteous strength to empower them to face great and terrible odds.

With a successful Spirit check, as an action, the paladin can invoke the effects of the Berserk Edge. They do not need to suffer a wound to do this, but they must be in the presence of great evil or danger to innocents. Paladins do not hit friendly targets in combat; all other aspects of the Edge apply.

When the Righteous Fury is ended, the paladin must make a Spirit check at -2 or suffer a level of Fatigue. It takes a full night of rest to recover Fatigue suffered this way. The *Succor* Power can also alleviate this Fatigue.

SOCIAL EDGES

HEROIC INSPIRATION

Requirements: Heroic, Bard or Noble, Charismatic, Spirit d10+, Persuasion d8+

Some Heroes are able to stand before their comrades and give such a rousing speech, no enemy can douse the flames of passionate commitment to the fight. These are the speeches that bring victory from defeat, and rally forces otherwise in total rout.

Either immediately before a battle (if time permits and the battle is anticipated), or during a fight, the Hero with the Edge may take a full round to give a rallying oration that is intended to steel the hearts of their fellow Heroes and all Allies in hearing range. With a successful Persuasion check (Charisma modifier added), all who hear the speech are granted one-half (round down) the Hero's Charisma bonus to all Spirit checks for the duration of the combat. With a raise, the total Charisma bonus of the Hero is granted.

LEGENDARY PRESENCE

Requirements: Legendary, Heroic Inspiration, Spirit d12+, Persuasion d10+

Heroes of this stature can give speeches that change the tides of battle – and the course of history.

In addition to the benefits described under Heroic Inspiration, a successful speech grants half the orator's Charisma bonus (round down) to *all* allied Trait rolls in the first round of engaged combat; with a raise, the total Charisma bonus is added. This benefit may only be achieved a total of twice during a single combat; once right at the beginning, if a speech is given prior to the engagement, and a second time from a mid-battle rallying speech (which takes a full Round to perform).

WEIRD EDGES

ARTIFACT

Requirements: Legendary, Greater Soul-Bonded Item (same item)

Upon taking this Edge, the item has become truly powerful, bonding closely with the owner and dedicating itself to the path and goals he is.

The GM is in charge of whatever happens at this point. A combination of Minor Qualities, Powers, and Edges can be applied, and/or the GM can simply come up with some kind of unique ability that truly differentiates the item. In addition to all the Shaintar material, there's plenty of good stuff in *Savage Worlds Fantasy Companion* a GM might use for this.

GREATER SOUL-BONDED ITEM

Requirements: Heroic, Improved Soul-Bonded Item, Spirit d8+

Upon taking this Edge, the item in question gains another Minor Quality, as well as either a Power or Edge of the player's choice. The rules for Powers are as found in Improved Soul-Bonded Item. If an Edge is chosen, its Rank requirement can only be up to one Rank higher than the Hero, and must be appropriate to the item (and the Hero). The GM must, as usual, approve all such choices.

THE TOOLS OF LEGENDS

Once Heroes reach this level of achievement, they begin to seek out items and devices that will help them against the much tougher threats they are bound to face. Though Shaintar is not the kind of place where one finds “magic shops” chock full of random items for sale, it is possible to find some rather interesting specialized and enchanted items here and there.

As well, the presence of alchemists and artificers makes it possible to get limited-use items, or enchantments put on favored gear.

Finally, the presence of the Builders means Heroes, and Villains, are entirely capable of picking up arcfire-enhanced weapons and armor, which can make for significant advantages for those who manage to learn how to use them.

ADDITIONAL WEAPONS AND ARMOR

Not all that follows is necessarily for “advanced” characters only; some are added options that might be found in places the Heroes haven’t yet ventured, and much of this material simply adds more texture and stylistic choice rather than different game mechanics.

However, there are a few items that are much harder to find than normal, and some that require the skills of truly experienced and talented folks to use to best effect.

ADDITIONAL ARMOR CHART

Type	Armor	Coverage	Weight	Cost	Value	Availability
Partial Studded Leather	+2	-2	14	175	+0	+2
Full Studded Leather	+2	-4	18	220	+0	+2
Partial Ring Mail	+2	-1	15	120	+0	+2
Full Ring Mail	+2	-3	20	200	+0	+0
Partial Brigandine	+3	-2	16	320	+0	+0
Full Brigandine	+3	-4	22	450	+0	-2
Tinker Leathers	+2	-5	8	900	-2	-4
Builder Armor	+4	-4	20	n/a	-4	-6
Builder Armor, Enhanced	+5	-4	20	n/a	-6	-6



ADDITIONAL HAND WEAPONS

Type	Damage	Weight	Cost	Value	Availability	Notes
Arcfire Blade	Str+d8	6	n/a	-4	-6	AP 2
Danataran Combat Whip	Str+d4	2	150	+0	-4	-1 Parry, Reach 2, <i>see below</i>
Kal Barbed Whip	Str+d8	9	n/a	-4	-4	-1 Parry, Reach 2, <i>see below</i>
Lanthorian Knuckle Spikes	Str+1	.5	20	+0	-2	Easily concealable, user still counts as Unarmed Defender
Obsidian Blades	varies	half	x2	-2	-4	See below

ADDITIONAL RANGED WEAPONS

Name	Range	Damage	Cost	Value	Availability	Weight	Min Str	Notes
Arcfire Handcaster	12/24/48	2d8	n/a	-6	-6	6	-	AP 2, 4 shots before reload
Crossbow w/ Cocking Lever	15/30/60	2d6	750	-2	-2	12	-	AP 2, Full Turn to reload
Dregordian Javelin	4/8/16	Str+d6	400	-2	-4	3	d6	
Dwarven Crossbow, Hammerbolt Modification	25/50/100	2d6+2	n/a	-4	-6	24	d8	AP 2, 8 shots before reload
Ironwood Bow	15/30/60	2d6	700	-2	-4	8	d6	Str+d4 melee damage

ADDITIONAL SHIELDS

Type	Weight	Cost	Value	Availability	Notes
Nazatiran Spike Bracers	4	120	+0	-4	+1 Parry, two must be worn, doesn't stack with shields; Minimum Agility d8; Str+d4 melee damage, AP 1
Orc Blade-Shield	15	200	+0	-4	+1 Parry, +2 Armor vs ranged damage; Str+d6 melee damage
Arcfire Bracers	7	n/a	-6	-6	+2 Parry, two must be worn, doesn't stack with shields; Minimum Agility d6



1. Partial Brigandine



4

2. Tinker Leathers



2

3. Builder Armor



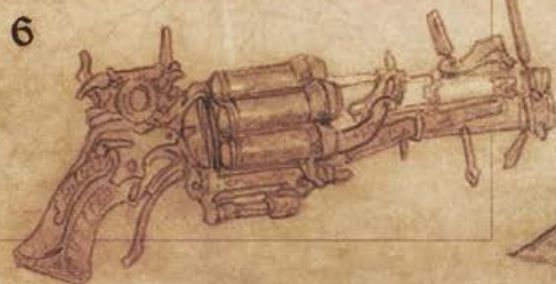
3

4. Nazatiran Spike Bracers



5

5. Arcfire Bracers



6

6. Arcfire Handcaster



7

7. Orc Blade-Shield

Brigandine: Though fine as a stand-alone armor, this can also be combined with available Chain to create a combined suit that provides the equivalent of Plate & Chain armor (+4 Toughness). Use the lower Coverage if the values are different.

Tinker Leathers: Though each suit is tailor crafted, often by the wearer, they share similar properties. With hooks, pockets, loops, pouches, and other places to attach and/or store gear, the wearer of Tinker Leathers has their effective carrying capacity increased by fifteen pounds! This works to offset the already low weight of the Tinker Leathers and give more carrying ability, besides.

Builder Armor: Exceedingly rare, most such suits are either the spoils of combat with the Builders or found in one of the many caches that have suddenly began appearing. The wearer must be Arcfire Trained (see *Shaintar: Legends Arise*, page 149) to wear such armor and gain full benefits; if he is not, the effective weight is tripled and he only gains a +2 Armor value from it. Whether the normal or enhanced version, Builder Armor has a special energy field always active that negates any Armor Piercing (AP) value

of incoming attacks. To properly don and activate Builder Armor requires a basic success with the Arcmancy Skill or a Repair check at -2.

Nazatiran Spike Bracers: Much like normal bracers, except these have been designed to both carry and integrate Nazatiran throwing spikes. Each bracer holds nine such spikes, though the last three are what gives the bracers their offensive damage capabilities (they can be extended out from the wrist area to act as "claws"). If the wearer has the Throwing Spike Proficiency Edge (from *Legends Arise*), he gains the benefit of Quick Draw with the contained spikes.

Orc Blade-Shield: With a curved blade fully integrated into half of the circumference of this medium shield, the wielder can attack with it and do the listed damage. If he has the Shield Mastery Edge (from *Legends Arise*), the damage is increased to Str+d8.

Arcfire Bracers: In all ways, these function as normal bracers, except they require the Arcfire Trained Edge and only require an Agility of d6 to use.

Arcfire Blade: This requires the Arcfire Trained Edge, and a steady supply of crysalites to keep it powered. A normal set will keep a moderately used blade active for about two weeks. Without the crysalites, it is functionally a poor long sword (-2 to Fighting and damage, -1 Parry, and no AP)

Danataran Combat Whip: The flashy Danatar family of Galea came up with this, mastering techniques that confound opponents. On a raise, the whip does not do an extra d6 damage; instead, the target suffers a -2 Parry until their next action. Alternately, on a raise, the wielder can force an opposed roll (attacker's Strength versus the higher of the target's Strength or Agility); if the target fails, they are tripped to the ground, lying prone.

Kal Barbed Whip: This massive, horrific weapon is used as much as a weapon of terror as anything. Covered in wicked barbs, not only does it have the effects of the Danataran whip, but on a raise the target must make a Vigor check or be Shaken, regardless of any damage they might have actually suffered.

Lanthorian Knuckle Spikes: A fist-load popular with bruisers and thugs in the streets of Shaintar's largest city. They do not help the wielder against anyone with a real weapon, as the user is still considered unarmed in such situations.

Obsidian Blades: In recent times, a small group of dwarves traveled to Korindia and, abiding by the rules of the island elders, made their way into the mountain area with tools of stone, wood, and other non-proscribed materials. They delved into depths of the highest mountain, a dormant volcano, and brought forth great amounts of a black, glassy substance – obsidian.

Returning to Kor-Davine, where the rules of the island are lifted for non-korindians, they set to work fashioning weapons and arrowheads from the material. Exceedingly sharp when properly worked, this new material allowed the dwarves to provide korindians with knives, short swords, and arrowheads of considerable quality without using any metal.

Obsidian can be used to make knives, short swords, spears and similar smaller weapons that function the same as their metal counterparts, but with two exceptions. First, they have an Armor Piercing value of 1, or add +1 AP if a style crafted normally has

an AP value. Second, due to their relative fragility, when used on metal armor, they break on a natural 1, whether rolled on the Fighting die *or* the Wild Die.

Arcfire Handcaster: Another item requiring the Arcfire Trained Edge, as well as a supply of crysalites crafted for it. The damage is caused by an arcfire-charged crystalline “bullet” fired from one of four rotating chambers. It looks like a small, blocky revolver with vaguely tuning fork like protrusions alongside the barrel. It fires small crystalline bullets surrounded by raw arcfire. To recharge it requires new, especially dedicated crysalites be put into it.

Crossbow w/ Cocking Lever: This clever modification makes it possible for anyone to reload a crossbow, thus eliminating the Strength requirement. However, it is a tedious process, taking an entire turn to accomplish, during which the user can do nothing else (including move).

Dregordian Javelin: A well-crafted, aerodynamic throwing spear that also functions as a short spear in melee; use all spear values, except it has no Reach and does not require two hands.

Dwarven Crossbow, Hammerbolt Modification: This highly sought-after variant, invented by Cracken Hammerbolt at the outset of the War of Flame, uses advanced design elements to enhance both the damage and Range of the weapon. As well, the holding chamber can cycle up to eight bolts before it must be replaced with a new chamber. Any dwarven crossbow can receive the modification, but it requires a master craftsman who knows the secret techniques and takes at least a week.

Ironwood Bow: There are times when an archer finds himself in the middle of melee, and the best weapon at hand is his bow. Most cannot stand up to the punishment for long, but the ironwood bow is designed specifically to endure melee usage. A trained Combat Archer (see the Edge, above) is best suited to using such a weapon. Anyone without that Edge suffers a -2 penalty for unfamiliar use in melee.

Special Arrowheads

Truly clever folks have, over the years, figured out some interesting things to do with arrows and bolts beyond just causing other folks to stop moving...

Blunt: Some accuracy and distance is lost, but such arrows do non-lethal damage, making them useful for capturing criminals and the like. -1 Shooting, -2 off of the Short Range increment (recalculate Medium and Long), non-lethal damage. Cost: Negligible.

Explosive: Enterprising alchemists sometimes craft these special arrows, with heads only angled enough to enable reasonable flight and not meant to pierce anything. Instead, the integrated vial full of extremely volatile liquid (almost always a variant of the “Explosive Consequences” formula) which cracks on contact, releasing a small-but-deadly explosion. The arrow does 2d6 over a Small Burst Template, but it subtracts 4 from the Short Range increment (recalculate Medium and Long). Cost: 750 Copper [Value -2, Availability -4]

Fishing: Virtually useless in combat, fishing arrows can make an archer very handy when it comes time to find food near bodies of water. Such arrows allow Shooting to act as a cooperative roll for another’s Survival check. Cost: 1 Copper each [Value +0, Availability +0]

Line: This is more than a simple head for an arrow shaft; it is a prepared arrangement of thin, strong, line carefully attached and intended to be fired into a solid structure. Once embedded, it is meant to facilitate “zip-line” travel or climbing. Cut the Range numbers in half for such a shot, and the Shooting rolls must achieve a raise in order to embed strongly enough. For horizontal travel, make an Agility roll (Acrobat Edge bonuses counts); otherwise, use Climbing. A roll of 1 in either case (regardless of the Wild Die) means the arrow dislodges or the line breaks, usually about halfway through the journey. Cost: 25 Copper [Value +0, Availability -4]

Obsidian: Sharper than metal arrows, but unrecoverable if used against metal armored opponents or similarly hard surfaces. AP 1. Cost: 5 Copper each [Value +0, Availability -2]

Whistler: Emitting a high-pitched, piercing sound that serves as an excellent signal for those knowing to listen for it. Cost: 3 Copper each [Value +0, Availability -2]

POTIONS, CONCOCTIONS, AND SUCH

Legends Arise introduced both alchemy and the enchantments of artificers, including the rules for creating potions and adding enhancements to items. What follows are a few items that enterprising Heroes with access to great resources may be able to acquire, if they find themselves in the right place to look.

Note that there is a new Minor Quality that many may wish to have imbued into certain weapons – Unbreakable.

Archer’s Dram: Light and sweet, this potion induces far greater visual acuity on the imbiber over long distances. *Farsight* (3 Essence). [1000 Copper; Value: -4; Availability: -2]

Bow of the Hunter: A masterfully-crafted Elvish longbow enchanted for accuracy (Range 18/36/72, 2d6+1, +2 Shooting). [100 Gold; Value -4; Availability: -6]

Chameleon Cordial: Thick, syrupy, and yet salty, this is not pleasant to drink at all. It must also contain some small amount of the intended target of impersonation, though most alchemists keep a few on standby that are just “someone else” for those seeking no disguise in particular, other than to hide their own appearance. *Disguise* (3 Essence). [1000 Copper; Value: -4; Availability: -4]

Elixir of Ghostliness: A smoky flavor accompanies this potion, giving the drinker the quality of etherealness. *Intangibility* (5 Essence). [1500 Copper; Value: -4; Availability: -6]

Elixir of Mousiness: Pouring this oily concoction over a person causes him and his possessions to shrink immediately (down 2 Size steps). It can be thrown onto an unwilling target for a rather shocking combat effect. *Shrink* (4 Essence). [1250 Copper; Value: -4; Availability: -4]

Elixir of Spiderfeet: Goopy and sticky, this syrupy liquid makes the drinker able to move across walls and ceilings with great ease. *Wall Walker* (2 Essence). [750 Copper; Value: -2; Availability: -2]



Enchanted Long Sword: High-quality steel and exceptional craftsmanship (Str+d8+2, +1 Fighting, AP 1) [200 Gold; Value: -6, Availability: -6]

Enchanted Obsidian Blade: A short sword crafted from the strange black glass of Korindia, treasured for its unbreakable nature (Str+d6, +1 Fighting, AP 2, Unbreakable) [180 Gold; Value: -6; Availability: -6]

Hair of the Dog: An obnoxious brew that smells like wet dogs and tastes just as bad, but it allows the imbiber to assume the form of any sort of canine. *Shapechange* (dogs only; 4 Essence). [1250 Copper; Value: -4; Availability: -2]

Lifting Libation: Odorless and tasteless, this clearer-than-water liquid gives the drinker the ability to fly at great speeds. A highly treasured potion, indeed. *Fly* (6 Essence). [2000 Copper; Value: -4; Availability: -6]

Lightning Breath Seltzer: This fizzing concoction stings as it goes down, but it doesn't stay down for long – seconds later, the imbiber belches out a literal storm of lightning bolts! *Burst* (3 Essence) [1000 Copper; Value: -4; Availability: -4]

Lozenge of the Linguist: A hard, apple-flavored candy that allows the user to understand and speak any language. *Speak Language* (1 Essence). [500 Copper; Value: -2; Availability: -2]

Mage's Staff: An Everwood staff imbued with properties of great value to any practicing sorcerer (Str+d4, Parry +2, Reach 1, 2 hands, 5 Essence, 1 less maintenance penalty, +2 to resist Disruption). [220 Gold; Value: -6; Availability: -6]

Mint of Refreshment: A small wafer that clears the sinuses even as it relieves fatigue and shock. *Succor* (1 Essence). [500 Copper; Value: -2; Availability: -2]

Night Eyes Drops: A couple of drops in each eye grants the ability to see perfectly in the dark. *Darksight* (1 Essence). [500 Copper; Value: -2; Availability: -2]

Octopus Bag: Possibly one of the most bizarre alchemical creations ever, invented by a rather mad hermit who lived by the sea and hated visitors. The pouch is opened and hurled (Throwing skill), and tentacles burst forth to wrap up the target. *Entangle* (2 Essence). [750 Copper; Value: -2; Availability: -6]

Oil of Stone Skin: Not consumed, you instead rub this oil over all the parts of your body you wish to protect. It feels like mud hardening, but has a more profound effect. *Armor* (2 Essence). [750 Copper; Value: -2; Availability: -4]

Ointment of Arcane Cloaking: This greasy, mildly unpleasant smelling application will conceal magical auras emanating from the wearer. *Conceal Arcana* (2 Essence). [750 Copper; Value: -2; Availability: -4]

Paladin's Great Sword: A mighty white silver blade designed to slay demons. Note that the normal Parry penalty is eliminated with a Minor Quality. Str+d10+2, Slayer (Demon). [1000 Gold; Value: -6; Availability: -6]

Potion of Disappearing: One usually believes he has been cheated when buying this potion, as nothing can be seen inside the vial. Nonetheless, it can be felt and tasted – a cool, minty flavor – as you drink it, causing you to immediately vanish from sight. *Invisibility* (5 Essence). [1500 Copper; Value: -4; Availability: -4]

Potion of Greatness: Though it tastes like old, flat, beer, this potion not only makes the drinker feel great, it literally makes him great – in Size (3 steps worth). *Growth* (6 Essence) [2000 Copper; Value: -4; Availability: -6]

Quicksilver Concoction: A surprisingly sludgy gray slush that goes down with effort, yet it instantly bestows a great rapidity to your body and mind. *Quickness* (4 Essence). [1250 Copper; Value: -4; Availability: -4]

Razor Skin Brew: Always leaving something of a sore throat behind as it goes down, this vaguely juice-like concoction causes razor-like points and blades to spring out all over the drinker's body, poking out through everything but plate mail. *Damage Field* (4 Essence). [1250 Copper; Value: -4; Availability: -4]

Runner's Rum: A fusion of high-quality rum and the usual mysterious ingredients of alchemy, this is a tasty dram that makes the drinker fleet of foot. *Speed* (1 Essence). [500 Copper; Value: -2; Availability: -2]



Type of Enchantment	Cost Range	Value	Availability
Minor Quality	20-50 Gold	-4	-4
Power or Edge	200 gold/Essence spent	-6	-6

Liner Notes – The Costs of Enchantments

Most groups of Heroes are likely to have someone among them who learns the gifts of an artificer. However, in case such a person is not among the group, or in situations where the time necessary to craft all that is desired simply isn't there, it may be that the Heroes will seek out others to do the work.

In such situations, the GM should use the following ranges for costs; for those using the optional Resource Rolls, those numbers are provided as well.

Obviously, it is insanely expensive and difficult to get enchantments on your items, especially those of a Master Artificer's doing. Only those of great accomplishment, or with access to incredible resources, can hope to achieve it.

ARCFIRE DEVICES

Arcfire and arcmancy represent a dramatic and powerful change to what is possible with magic. Devices that can, with training, put magical power into the hands of anyone. There are many who believe that arcmancy may be one of the oldest forms of magic; that it may be the cause of the fall of the fabled Empire of the Golden Crown, and the reason for the mists that surround Shaintar.

In part, at least, they are right.

With the coming of the Builders, and the opening of a number of their long-hidden underground citadels throughout Shaintar, it has become possible for a daring few to lay their hands on some rather powerful and dangerous items. What follows is a list of those likely of interest to Heroes, which they might acquire either through battle with Builders or by exploring one of their ancient strongholds.

Note that neither a cost, nor any information as regards the use of the Resource Roll system, is provided. Heroes will not find such things available for trade or purchase anywhere (except for a few listed above); if someone has one, they aren't selling it to the highest bidder. They will hold onto such a treasure as a means of attaining great personal power.

Note that all such devices require both the Arcfire Trained Edge and a supply of appropriately designed crystalites to make them function.

Arc Lance: Possibly the most elegant Builder weapon ever created, these devices are wielded by specialized troops called Arclancers. 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. There are triggers, knobs, wires, and crystalites integrated all over the device.

Arclances project arcfire energy in a number of ways – raw bolts of energy that are fairly devastating; a pulse of shocking energy (*Stun*); and a disruption ray that can unravel any magical effect (*Dispel*).

Arc Lance (Range: 18/36/72, 2d8, AP 2, RoF 3, 24 shots until reload, Alt. Effects: *Dispel*, *Stun*; Str+d6 melee damage, 2 hands)

Boomcaster: The Builder boomcaster troops are burly even by Builder standards, wearing special armor and a backpack/harness system designed to help them manage the powerful boomcaster weapon system. Hoses, cables, wires, gears, and crystalites cover the whole system, which consists of a power generator worn on the back and a hose-like projector held with both hands. The generator has enough power for extended use, but eventually more crystalites are needed to keep it running.

The boomcaster can project raw, destructive arcfire (*Burst*, *Jet*) or concussive force (*Pummel*). If engaged in melee, the tube can even be used as a club!

Boomcaster (*Burst*, *Jet*, *Pummel*; Heavy Weapon; 2 hands, Str min d8, used as club for Str+d4 damage)

Elite Builder Armor: A much-advanced version of the Builder armor, more fully covering than even plate armor. It creates an energy field that protects the wearer from environmental conditions (such as extreme heat and poisonous air), and its construction confounds any armor piercing effects.

Elite Builder Armor (+6 Armor, Full Coverage, ignores AP, *Environmental Protection*)

GREAT AND POWERFUL MAGIC

One of the great aspects of truly epic high fantasy is “big magic,” and Shaintar is meant to be the setting that opens this wide for the Heroes.

And the Villains.

There are new Powers for those of Heroic and Legendary Ranks. More importantly, there is an epic new option for casters – High Magic, the expansion of Powers to world-shaking, destiny-altering effects.

NEW POWERS

GREATER CURSE

Rank: Heroic
Essence: 10
Range: Sight
Duration: Permanent

Some casters may call upon great magics or dire spirits to bring great, long-lasting harm to those that cross them. This goes far and above the effects of a mere *Curse*.

The caster pits their relevant Arcane Skill against the victim's Spirit. If the caster is successful, the victim becomes sick and might even die. The character becomes Fatigued immediately, and each day thereafter he must make a Vigor check (with the appropriate penalties) to resist becoming Exhausted. After becoming Exhausted, he must then pass a Vigor check once a day or become Incapacitated. Once he becomes Incapacitated, he makes a Vigor roll each day to avoid death.

Fatigue gained from *Greater Curse* can only be ameliorated by the use of *Succor*; with a successful casting, the Fatigue is abated for 10 minutes, and it's kept at bay for an hour with a raise. After that time, it comes right back to the full level it was when *Succor* was cast. No amount of rest or other efforts will remove the Fatigue until the *Greater Curse* is lifted.

Instead of sickness and death, the *Greater Curse* may also be used to cause one of the following effects: Blind, Deaf, Dumb (as in unable to speak), Horrid (as the Ugly Hindrance except that the Charisma penalty is -4), Clumsy (Agility drops a die type, which cannot be raised until the curse is lifted, and all Agility-linked skills are at -2), or Unlucky (as the Bad Luck Hindrance, plus a -1 to all rolls).

The *Greater Curse* can be lifted by the caster or use of the *Dispel* Power. Additionally, most *Greater Curses* have some special task or set of circumstances that can be fulfilled to remove them. A caster who clearly states the task, circumstances, or conditions of the *Greater Curse's* removal to the victim during casting receives a +2 to their Arcane Skill roll to cast the *Greater Curse*.

POSTCOGNITION

Rank: Heroic
Essence: 3
Range: 1 mile radius or less (see text)
Duration: Varies

By opening their mind to the flows of psychic energy, the caster can catch glimpses of past events in the area. The caster can try to shrink the area of effect to a one hundred yard radius by taking a -2 penalty to their Arcane Skill roll. By taking a -4, they can focus their attention to the area of a Large Burst Template.

On a success, the caster witnesses a surge of memories, focused on emotionally charged events from the last ten years. Each raise allows the caster to see farther into the past (per the GM's discretion). Note that really major, dramatic, or emotion-filled events (such as a murder or a couple falling in love) are always treated as “fresher” memories and, thus, can be witnessed on a normal success regardless of how far in the past they occurred.

After getting a “reading” the caster can make a Smarts roll to try and pick out pertinent pieces of information (based on what they were trying to discover by using the Power). Each raise allows them to attain more information. By successfully shrinking the area of the reading, the caster gets a +2 or +4 to their Smarts roll, based on how focused the reading was.

RENDING

Rank: Heroic
Essence: 5
Range: Smarts
Duration: Instant

This grotesque Power uses raw force to squeeze, pull, and tear internal organs, bones, and other vitals. A good attack can kill a foe in one quick blast, leaving nothing but a mangled pile of bleeding flesh and busted bones. Regardless of the specific effect and reaction, the attack is an opposed roll between the caster's Arcane Skill and the victim's Vigor. Success inflicts 1d6 damage, with an additional 1d6 damage per raise, up to a maximum of 3d6. Living beings gain *no* Armor or Toughness against this damage, thus taking straight wounds over an effective Toughness of 0. Non-living entities and objects gain their full Toughness ratings, but not Armor.

HIGH MAGIC

Legendary casters can gain access to epic options for the Powers they know, via the High Magic Spell Edge. Casting High Magic Powers is somewhat different than casting normal magic, with greater and possibly world-changing effects, but also greater costs and risks.

Each Power is listed with one or more High Magic options; if a Hero has the High Magic Spell Edge for that Power, all of the listed options are available to him. Sorcerers may also apply Applications to this form. There are two types of High Magic Powers – **Combat** and **Ritual**.

Combat High Magic Powers are cast like normal Powers in a combat round. Ritual High Magic is cast over a much longer period of time – ten minutes for every Essence that is required to cast the Power. So a High Magic Ritual that costs a total of 13 Essence would take one hundred thirty minutes to cast; such rituals last much longer than combat Powers (see below).

High Magic options are also listed with Essence cost modifiers; Casting Modifier (CM), the penalty applied to the casting roll of that effect; and whether or not the option can be made Permanent, and the permanent Essence cost.

In the case of the Permanent option, casters will have to give up permanent Essence to empower the effect so that it lasts. Fortunately, the use of Essence Link can enable casters to spread that cost around. For example, if a caster wanted to cast *Armor* permanently on someone, the essence cost would be two times the permanent modifier for the Power; in the case of *Armor* this is 15, so this would need a total of 30 permanent Essence. That is an insane amount, yes, but it can be spread out by other participating casters, so a large ritual group is a great idea here.

For those combat Powers that are not Instant or Permanent, the Duration is calculated as though the Powers were cast in a Meditative fashion, even though it is cast as a normal action in a round. This means most such Powers will last in terms of minutes (see “More for the Casting” in **Legends Arise**, page 112).

Ritual High Magic Durations are different, lasting one hour for every Essence invested into the casting. It is possible (and often preferable) for casters to dump more Essence than needed just for the purpose of extending a Ritual High Magic Power.

Casting at certain places of power, or during certain times, or using specific kinds of power sources can be very useful for shouldering the burdens of difficult Powers (see “Places of Power,” “Times of Power,” and “Sources of Power” below for more on this). Casting on Filament lines, or at Loci points can make the Essence costs an even easier burden to bear.

For Ritual High Magic, other casters of the same style as the main caster can aid in one of two ways; they can either assist in the casting roll, via the Cooperative Roll rules, or donate Essence, assuming they and the main caster both have the Essence Link Edge. In the former case, the normal rules for limits on cooperative rolls are ignored; there is *no limit* to the bonuses granted by those rolling to assist.

After casting any High Magic Power, the main caster must make a Vigor check; for Combat magic, the penalty is -2, while it is -4 for Ritual magic. With a raise, he suffers no negative effects. With a simple success, he suffers a Fatigue level. With a failure, he suffers two levels of Fatigue.

If there were any other casters assisting in the High Magic Power, they must all make a simple Vigor check or suffer a level of Fatigue.

Liner Notes – Dispelling High Magic

The *Dispel* Power can be applied to trying to get rid of a High Magic effect, but it is very difficult. Whatever the CM (Casting Modifier) for the initial High Magic Power was, that value is added to the opposing roll against *Dispel*. Furthermore, *Dispel* can only be attempted once against a particular High Magic effect; if it fails, *Dispel* from that caster cannot be tried again against that effect. The normal *Dispel* Power cannot be used against Permanent effects.

Of course, there is a High Magic *Dispel* effect that is much more effective against other High Magic

DELVING INTO RITUAL MAGIC

Rituals are not only the stuff of legendary tales; they have real and powerful value. This is how great things of lasting significance are done with magic; fates are decided, wars are begun or ended, and realms are destroyed or saved by such rites. Even at smaller scales, rituals are used to extend the reach, duration, or effect of a Power such that it becomes more than a tool of momentary use and instead becomes a major factor in a plot or plan.

The Essence Link Edge and Cooperative Roll rules address what it takes for others to help in a ritual, either by providing additional Essence or assistance in the casting roll. Many rituals have great Essence requirements, and should not be undertaken lightly. Below are some of the ways various casters obtain the necessary Essence to perform powerful rites. Remember, a central caster can “pool” all kinds of Essence by way of the Essence Link Edge, which is why it’s a good idea for rituals to involve as many supportive casters as possible. Whenever a Permanent effect is in the works, at least **one-fourth** ($\frac{1}{4}$, rounded up) of all Essence needed must come from the personal reserves of one or more of the involved casters. The rest can come from Filaments, Loci, and the providers listed below. For non-permanent effects, all Essence can come from external sources.

PLACES OF POWER

There are places throughout Shaintar that resonate with inherent power. Many of them do so due to the presence of Filaments and Loci (discussed at length in **Legends Arise**, page 110), but some are either the sites of great and terrible moments in history, or are fundamentally empowered due to the presence of inherent magical substances.

Most such places are attuned to a specific form of magic; they are not useful to just any style, but only to a particular one. A graveyard may have connections to Darkness; a sacred grove given to the powers of Life; the site of a terrible and bloody battle resonates with Flame; a chamber full of cysarium pulsates with energy for the Way; and so on.

Such places are measured in terms of overall strength, which corresponds to how much total Essence may be present to be tapped at any given time.

Site Strength	Available Essence
Weak	3d4
Fair	4d6
Strong	5d8
Powerful	6d10
Staggering	7d12

The GM decides what the Site Strength is, then has one of the players roll the corresponding dice. These dice can Ace as normal. Once a total is achieved, this is the amount of Essence (of the stated type for the site) that can be drawn on for any ritual cast here. The Essence Link Edge *must* be possessed by anyone attempting to draw upon such power. Instead of automatically rolling d4’s, however, the caster (and anyone helping with the ritual) is allowed to roll the same die type as is associated with the Site Strength.

Before officially beginning a ritual, a caster may decide to tap as much of the site’s available Essence as possible. As per the Essence Link Edge, such power can be tapped well above the caster’s normal maximum; it will fade away at a rate of 1 point per hour, but enough excess can be absorbed to be more than useful.

Essence drained from a place of power regenerates at a rate of 1 per hour (though the maximum amount is still randomized).

Liner Notes – Filaments And Places of Power

What happens when one or more Filaments are near a place of power? There's a whole lot of magical might to draw on, that's what! As a general rule, the GM should simply use the higher values in the above table to represent the influence of Filaments and Loci on a place of power; it's just easier that way.

TIMES OF POWER

As there are places that pulse with inherent power, there are certain times that reverberate with magic might. There are very good reasons why mighty casters and their followers choose to cast at specific times, or on specific dates.

Times of power, unlike places, do not provide pools of Essence to draw on. Instead, they are multipliers on the available Essence for a ritual. The way this works is simple – take the total Essence contributed to the main caster of the ritual (via Essence Link) and multiply it accordingly before the spell is cast.

The chart below is broken down according to magic type and the special times that have an impact on one or more of them.

“Important Days” are entirely subjective and based on the magic style in question; there will be different times throughout the year that are minor and major holidays, holy remembrances, festivals, and the like for each of the Four Powers.

Stellar conjunctions refer to certain alignments of stars; there are, of course, all kinds of variations in this idea, so the GM can determine if and when a conjunction may be coming up to help a caster's ritual.

Naturally, the question comes up as to what happens when certain times overlap, such as when the 13th Hour happens on a night with two full moons, or it's noon on a high holy day for a priest. Simply take the highest multiplier and then add +1 to it for each additional condition that applies and grants higher than a x1 multiplier.

For example, if a necromancer chooses to cast his ritual at the 13th Hour (x3) on a night with two full moons (x3) that also happens to be a Very Important Day (x2), his Essence multiplier will be x5 (x3 for the highest one, and +1 for each other condition).

Time of Power	Channeling	Faith	Necromancy	Sorcery	Thaumaturgy	The Way
Dawn	x2	x3	--	--	--	--
Noon	x2	x2	--	--	--	--
Twilight	x2	--	x2	--	--	--
13th Hour	--	--	x3	x2	x3	x2
One Full Moon	--	--	x2	--	--	--
Two Full Moons	--	--	x3	x2	--	--
Three Full Moons	x2	--	x4	x3	x2	--
Moderately Important Days	x2	x2	x2	x2	x2	x2
Very Important Days	x3	x3	x2	x2	x3	x2
Moderate Stellar Conjunctions	--	--	--	x2	--	--
Major Stellar Conjunctions	--	x2	--	x3	--	x2

Liner Notes – Does This Stuff Work for Normal Magic?

The simple answer is – no.

The out-of-game reasons should be fairly obvious; not only does it dramatically complicate normal spell casting as part of the game, it essentially breaks the balance of the game thoroughly. Spellcasters would simply make sure they had all the right conditions in place for any important battle and then pretty much own the scene.

The in-game reason is fairly consistent with the world rules, as well. Quite simply, these various means of tapping power require the time and investment of a ritual to make any use out of them. A caster's personal Essence is something he can easily shape to his needs, but a raw river of such power needs more coaxing, manipulation, and craftsmanship to make effective use out of it.

Sources of Power

There are other sources of power, vessels of varying degree that can be sacrificed and used up to provide needed Essence for a ritual. As a general rule, they fall into three categories – raw sources, magical items, and living beings.

Raw sources are such things as deposits of white silver (Faith) or black iron (Necromancy); unshaped everwood (Channeling); and unprocessed crysarium (The Way); Bloodsteel doesn't count, as it is actually a processed result, rather than a raw form. With all of the advantages Sorcery has, this is one area of limitation – there are no raw sources to draw upon for that style of magic. Other sources of power work just fine, however.

Like places of power, sources provide a set amount of Essence that can be tapped for a ritual. Unlike places, however, tapping these raw sources destroys them, removing any and all future potential they might have for crafting items or being used for other magical efforts.

Raw sources are rated in terms of the relative amount that's available. The same rules apply for making use of the sources as for tapping a place of power (see above).

Magical items can also be sacrificed to enable a ritual, using the Essence Link Edge. The basic calculation for how much Essence an item can contribute is fairly simple, though the GM can feel free to adjust the number based on less tangible elements (such as the story importance of the item).

For every Minor Quality the item has, it can provide 3d8 of Essence. For every Power or Edge, the item provides 5d10. If it's an Heirloom, add a die of the highest appropriate type. If it is Soul-Bonded, raise the die types to d10s and d12s. If the item has Greater Soul Bond, treat all 1s rolled as being Ace results, and roll again. Multiple casters can draw on the freed Essence at the moment the item is sacrificed, which is often wise, as it will minimize the wasting of Essence from a bad roll. Essence freed this way only remains in the immediate area for three rounds; after that, it dissipates into the Aether.

Sorcerers *can* draw upon the Essence freed from a sacrificed magical item.

Note that this must be a sacrifice. This cannot be used as a means to destroy unwanted evil items. The overall nature of the item will determine what spell types it can support in a ritual, which is the GM's call. Almost all items can be used in a sorcerous ritual, though if an inherently Flame or Darkness oriented item is used, the spell itself (and the caster) will be corrupted or turned by it.

Raw Source Amount	Available Essence
Small (sack full)	4d4
Medium (barrel full)	5d6
Large (cart full)	6d8
Huge (cottage full)	7d10
Massive (castle full)	8d12

The final and most reprehensible source of power is that drawn from the sacrifice of living things. Blood magic in Shaintar is inherently evil; only thaumaturgists (*not* necromancers) can make use of it. Even though this makes it more or less a plot device, there may be circumstances where a GM wishes to know just how much power is derived from killing how many people, at least in order to give scope to a particularly powerful and horrible ritual.

Each living being killed in a ritual provides their Spirit die x2 in Essence to the ritual. If the person is a child (generally younger than 15), or is a Fae other than an Eldakar, the amount is their Spirit x3. Eldakar provide their Spirit x4 when sacrificed in this way. Anyone murdered on a specially prepared altar provides double the final calculated Essence.

Whoever commits the actual act of killing either gains the Essence (through the Essence Link Edge), or immediately transfers it to the main caster (again, using Essence Link). Thus, the murderer must be a caster. It is possible, through this means, to waste a great deal of Essence, which is why such rituals often have many victims on hand.

Yes, acolytes are the vilest of the vile...

HIGH MAGIC EFFECTS

Note that many of the Powers have a Master effect listed, one that has Essence and Casting Modifiers of 0. In these cases, the use is considered a default “free” option, essentially replacing the original Power. As well, the caster does not have to make a Fatigue-check when using only a Master effect.

As a reminder, the listings will indicate the following: whether the effect is a Combat one or a Ritual; what added Essence cost there may be; what Casting Modifier may be applied; and whether or not the effect can be a Permanent one (and the necessary total Essence to make it so).

For Permanent effects that are passive in nature (such as *Armor* or *Invisibility*), imbuing a raise effect is entirely dependent on whether or not the casting roll of the ritual is a raise or not. For Permanent effects which are more active (usually requiring an opposed roll, such as *Analyze Foe* and *Conceal Arcana*), raise effects are dependent on how well the character with the imbued ability rolls when using the ability. Such rolls default to Spirit if no other Trait is obvious for them.

Many High Magic effects list in the “Permanent?” response as “No, but can be added to {x},” where {x} is another High Magic effect for the same Power that *can* be made Permanent. Simply apply the additional Essence cost and Casting Modifier to the ritual when adding in this additional aspect to the permanently imbued ability.

ANALYZE FOE – HIGH MAGIC

Foe Sense

Ritual; Essence [Normal]; CM [-8]; Permanent? [x10]

This is the ritual necessary to imbue someone with the *Analyze Foe* Power as a permanent ability. The caster must choose whether to imbue the base level effect or the weakness detection enhancement when casting.

Greater Combat Vision

Combat; Essence [+3]; CM [-3]; Permanent? [No, but can be added to *Foe Sense*]

This is a greater version of the *Analyze Foe* Power, giving two benefits. First off, there’s no limit to the number of bonuses and penalties acquired (multiple raises mean multiple levels of effect). Second, it can be used against a number of opponents equal to the caster’s Smarts at the same time. His one roll is made against all of the opponents; opponents of the same type only require a single roll in resistance. For example, a group of minotaurs with the same stats only require one roll to gain an advantage against all of them. Opponents of different types, or unique individual opponents, all get their own opposing roll.

ANIMATION – HIGH MAGIC

Crafted Servant

Combat; Essence [+1 per Enhancement]; CM [-1 per Enhancement]; Permanent? [No, but these can be added to *Eternal Servant*]

Use of this High Magic enables the caster to modify his animated wood or stone creature, adding to its attributes, skills, Edges, or abilities. Each application of this effect counts as an Advance for the entity, much like any other character. In addition to normal options for an Advance, the caster can add abilities from the following list:

- Armor +2 (+6 maximum)
- Burrowing (at Pace)
- Hardy (costs +3 Essence and a CM of -3)
- Infravision
- Multiple Limbs (+1 limb per application of this effect)
- Regeneration (normal cost for Slow; +4 Essence and -4 CM for Fast)
- Size (+1 Size per application of this effect)
- Wall Walker

Eternal Servant

Ritual; Essence [Normal]; CM [-10]; Permanent? [x15]

This is the ritual necessary to create a permanent animated servant with the same stats as one resulting from casting *Animation*. The caster must decide on a stone or wooden servant when the ritual is cast.

March of the Unyielding

Combat; Essence [+2 per doubling]; CM [-2 per doubling]; Permanent? [No]

This High Magic enables a caster to animate more than a single object, creating a force of servants or warriors to do his bidding. For each +2 Essence and -2 CM, he doubles the number of objects animated; two objects for 5 Essence at -2, four objects for 7 Essence at -4, and so on.

ARCANE SHIELD — HIGH MAGIC

Enduring Shield

Ritual; Essence [Normal]; CM [-8]; Permanent? [x10]

This is the ritual necessary to imbue someone with a permanent *Arcane Shield*. Note that there are negative consequences to this, as positive magic is affected by Arcane Shield.

Greater Shield

Combat; Essence [+4]; CM [-4]; Permanent? [No, but this can be added to *Enduring Shield*]

The effect of *Arcane Shield* is doubled when this High Magic effect is invoked. This means +4 resistance for a success and +8 for a raise.

Stronghold Shield

Ritual; Essence [+5 Level 1, +2 per each added Level]; CM [-1 per Level]; Permanent? [No, but can be added to *Enduring Shield*]

Using this ritual, a structure can be magically shielded. The following list should be used as a guideline for how much Essence and what the CM will end up being:

- Level 1: Covered wagon or hut
- Level 2: Small house or shop
- Level 3: Medium house or shop
- Level 4: Manor home, small keep, or small sailing ship
- Level 5: Mid-sized keep, castle, medium sailing ship
- Level 6: Large castle or sailing ship

ARMOR — HIGH MAGIC

Armorskin

Ritual; Essence [Normal]; CM [-8]; Permanent? [x15]

This is the ritual necessary for bestowing permanent *Armor* on someone (or something of roughly Hero size).

Bulwark

Combat; Essence [+4]; CM [-4]; Permanent? [No, but it can be added to *Armorskin*]

This effect makes the recipient of the *Armor* Hardy (as per the Monstrous Ability), meaning they do not take extra damage from a second Shaken result. They also gain +2 to all Vigor rolls and +2 on all rolls to resist the Push maneuver or other efforts to move them.

Immunity

Combat; Essence [+6 per Immunity]; CM [-3 per Immunity]; Permanent? [No, but it can be added to *Armorskin*]

Use of this effect allows the recipient to enjoy Immunity from a source of damage, much like the Monstrous Ability of the same name. An Immunity can be chosen from the list below:

- Air (including druid Powers of that type; heat and cold Trappings are also included here)
- Darkness (including necromancer Powers that do damage; this counts as two Immunities for Essence and CM)
- Earth (including druid Powers of that type; metal is included here, but not magical metal weapons)
- Fire (this includes Flame-based damage; this counts as two Immunities for Essence and CM)

- Light (this includes all damaging priest Powers; this counts as two Immunities for Essence and CM)
- Lightning (including druid Powers of that type)
- Metal (including any normal and magical metal weapons; this counts as two Immunities for Essence and CM)
- Water (including druid Powers of that type; this also protects against ice Trappings)
- Wood (including druid Powers of that type)

Other variations can be considered, as the GM permits. Overly broad or common damage sources should require double costs and penalties, as noted above.

BANISH — HIGH MAGIC

Banish the Horde

Combat; Essence [+5]; CM [-5]; Permanent? [No]

With this effect, the caster is able to target all entities of a certain type on a battlefield. For example, all thratchen could be sent away, or all wraiths. The GM is the final arbiter on what constitutes a “battlefield,” but the area in question can be pretty massive.

Rebuke the Named

Ritual; Essence [+20]; CM [-8]; Permanent? [Special]

This ritual allows the caster to name a previously banished Wild Card entity (such as a demon lord or the spirit of a liche) and cause this entity to be unable to come back to Shaintar for a long time. For the initial cost and CM, the entity is banned from Shaintar for a century. For every 5 additional Essence and -2 CM applied, the time is doubled.

The only way for such an entity to break the rebuke is via truly ancient and vile rituals with great complications and requirements. In other words, the plot of a campaign...

BARRIER — HIGH MAGIC

Conjured Fortress

Ritual; Essence [+2 Essence per 10x10 section]; CM [-2 per 10 x 10 section]; Permanent? [x20]

Using this ritual allows the caster to create an actual structure, with internal walls, windows, doors and such. A raise on the casting roll means even more detailed furnishings can be added in, though each piece (bed, chair, etc.) will be firmly attached to the structure.

The structure built by this ritual will settle itself properly into the environment it is cast into, within reason; building one on a swamp isn't going to be a particularly good idea, nor is trying to put one on the side of a mountain. Multiple stories are possible, such that a two-story inn or a tower can be crafted. With enough sections, an entire castle can be constructed with this ritual.

The Toughness of the structure remains that of the base *Barrier* Power: 10. Other High Magic effects will be needed to give it more durability than that.

Stalwart Walls

Combat; Essence [+2 per section]; CM [-4]; Permanent? [No, but it can be added to *Conjured Fortress*]

This effect makes *Barrier* sections as strong as castle walls or ships' hulls, giving them the quality of Heavy Armor. This means only attacks with the Heavy Weapon quality will do damage.

BEAST FRIEND — HIGH MAGIC

Exalted Beast Friend

Combat; Essence [+5]; CM [-5]; Permanent? [No]

This High Magic enhancement to the *Beast Friend* Power confers the following added benefits: the Range becomes unlimited, allowing the caster to call as far as needed for a particular creature; mythical and semi-intelligent creatures can be reached out to, though they will have more self-will about approaching and helping the caster, possibly requiring a service or favor in return; while a creature is within the caster's

influence, the caster gains any sensory gifts that the creature enjoys; as well, any attributes the creature has above the caster's causes the caster to enjoy a die increase during the Power's Duration.

For example, if a druid (Strength d6, Vigor d8) calls forth a war horse, his Strength and Vigor both temporarily go up by a die each.

King (or Queen) of the Wild

Combat; Essence [+5]; CM [-5]; Permanent? [No]

This powerful High Magic effect enables the caster to reach out to all creatures, great and small, within a roughly twenty-five square mile area (five by five miles) and encourage them all toward some general actions. The caster cannot cause every critter to suddenly start building complex structures, but he might instruct them all to begin bringing food to a certain location. He might also set them all to acting wildly and disruptively, hindering the movements of enemy troops through an area. He might also have them all seek out people who are lost and in need in a region.

The GM is final arbiter of what is possible, but this should be an interesting and creative experience for the Hero. Note that if the caster tries to simply have all the creatures in range come and attack his immediate enemies, the Game Master should limit how many show up at a time to keep things reasonable (up to ten smaller creatures, or no more than three-to-five really large beasts).

BLAST — HIGH MAGIC

Greater Blast

Combat; Essence [+3]; CM [-3]; Permanent? [No]

Enhancing *Blast* with this High Magic effect raises the damage dice to d10s.

Hellstorm

Combat; Essence [+5]; CM [-5]; Permanent? [No]

With this hideous High Magic enhancement, the *Blast* Power now throws down three Medium or Large Burst Templates at once, wherever the caster wishes within the Range limits. They can overlap, go off right next to one another, or be spread around wherever the caster can reach. As well, Hellstorm damage is Armor Piercing 4.

If this is combined with *Greater Blast*, the CM and Essence penalties stack.

BLESS — HIGH MAGIC

Battlefield Blessing

Combat; Essence [+8]; CM [-8]; Permanent? [No]

Using this High Magic effect allows the caster to give a *Bless* effect to every ally considered to be a part of a given conflict; the GM is the final arbiter of what constitutes a "battlefield," but it is usually fairly obvious.

The effect is selective, aiding only those who are friendly to the caster.

Greater Blessing

Ritual; Essence [+30]; CM [-12]; Permanent? [No]

Use of this ritual greatly expands the gifts of *Bless* on those who receive it. For the Duration, they enjoy not only the normal *Bless* effects, but each recipient may select two additional Traits to enjoy the same elevation; this is independent of what the caster selects as the primary Trait, and the choices can be different for each target.

As well, each recipient automatically receives an additional benny, and they also gain the Champion Edge for the duration of the Power (or the evil equivalent of it, if appropriate). If they already have this effect, such as from being a paladin or Soulguard, then the benefits *stack*.

BLIND — HIGH MAGIC

Eternally Sightless

Combat; Essence [Normal]; CM [-4]; Permanent? [x6]

This terrible High Magic variant of the *Blind* Power casts the target (or targets) into eternal blindness. If the lesser (non-raise) effect is attained, the victim develops the Bad Eyes Hindrance; if they already have that Hindrance, they are instead Blind. The raise effect results in permanent blindness for the victim.

Only *Exalted Healing* can be used to remove these effects.

Master Blind

Combat; Essence [+0]; CM [-0]; Permanent? [No]

Using this High Magic effect lets the caster make the *Blind* Power an opposed check, which pits the victims' Agility directly against the skill of the caster.

BOLT — HIGH MAGIC

Greater Bolts

Combat; Essence [+3]; CM [-3]; Permanent? [No]

Applying this High Magic effect to *Bolt* empowers it tremendously. The damage dice are raised from d6 to d10.

If combined with *Onslaught*, the Essence and CM modifiers stack (the Casting Modifier total becomes -8, and each bolt costs a total of 6 Essence to cast).



Onslaught

Combat; Essence [+2 per each additional bolt]; CM [-4]; Permanent? [No]

When using this High Magic option for the *Bolt* Power, the caster can throw forth a number of additional bolts equal to one-half his Smarts die. The caster may use either version of the *Bolt* Power (three 2d6 bolts, or a single 3d6 bolt) when using this effect; all of the additional bolts are equivalent in Power.

The Power works just like the normal *Bolt* Power in all other ways; a separate Arcane Skill die is rolled for each bolt, with a single Wild Die for the whole thing. For example, if a Smarts d10 archmage casts *Onslaught* with three 2d6 bolts, he rolls eight Arcane Skill dice and one Wild Die, assigning each one to a target. It's still a single action.

BOOST TRAIT — HIGH MAGIC

Exalted Boost Trait

Combat; Essence [+4]; CM [-4]; Permanent? [No, but it can be added to *Pattern Crafted*]

This High Magic enhancement to the *Boost Trait* Power has the following additional effects: there are no limits to the number of die raises possible, allowing one for each raise scored; any Trait rolls made with the boosted Trait combine the results of the Trait die and the Wild die when rolled; the boosted Trait cannot be negatively affected by any magic while it is thus boosted (except *Exalted Dispel*).

Pattern Crafted

Ritual; Essence [+0]; CM [-8]; Permanent? [x15]

This rather powerful and highly-prized ritual allows the caster to permanently enhance a Trait for a recipient. This can include giving the recipient a skill he did not previously have (at the base d4 level)!

BURROW — HIGH MAGIC

Earth Swimmer

Ritual; Essence [+0]; CM [-8]; Permanent? [x15]

This is the ritual necessary to bestow the *Burrow* Power on someone permanently.

Long-Distance Burrow

Combat; Essence [+4]; CM [-4]; Permanent? [No, but this can be added to *Earth Swimmer*]

This High Magic enhancement to the *Burrow* Power greatly increases the distance that can be covered with the Power. The Range increments per round become Smarts x20!

Tunnel

Combat; Essence [+4]; CM [-4]; Permanent? [Special]

Using this High Magic enhancement to the *Burrow* Power causes the caster's movement through the earth to leave permanent tunnels, or to undermine the stability of the ground above if that is the intent. Through ground that is at least Toughness 4 in value, the tunnel can be assumed to be shored up and stable if desired, and large enough for up to Size 2 creatures to move through.

Using Tunnel, the caster can *Burrow* through up to Toughness 10 barriers; clever use of this effect can literally bring down castle walls over time.



BURST — HIGH MAGIC

Fan of Devastation

Combat; Essence [+5]; CM [-5]; Permanent? [No]

This High Magic effect broadens the *Burst* effect such that the caster lays down five Cone Templates, side-by-side, in front of the caster in a semi-circle effect, affecting all who are touched by any one of the cones. Any attempt to escape the damage is rolled at a -4 penalty.

Greater Burst

Combat; Essence [+3]; CM [-3]; Permanent? [No]

Use of this High Magic enhancement of the *Burst* Power raises the damage dice to d12+2.

CLAIRVOYANCE — HIGH MAGIC

Realmscry

Ritual; Essence [+15]; CM [-10]; Permanent? [x8]

This High Magic effect allows the *Clairvoyance* Power to reach anywhere in the realm of Shaintar, within the border of the Mists. The lead caster must simply think of the place desired to be observed, with at least a general idea of where it is; once the point of observation is established, it can be “walked” around at a Pace of 10” per round.

While the ritual is active, the point of observation can be turned off, then moved to a completely new location. Doing this requires an Arcane skill roll (including the Casting Modifier), though no new Essence or other resources must be spent.

Areas of strong magical presence may interfere with the scrying; treat them as offering the equivalence of Darkness penalties, based on strength of the magical sources and other factors. In an area of low interference, the penalty is “Dim” (-1), while moderate power levels make the area “Dark” (-2). A very strong source of magic power is equal to “Pitch Black,” giving a -4 penalty.

If cast permanently, some kind of item is crafted or prepared to serve as a focus for the effect; traditionally, this is a mirror, pool, or crystal orb. Other such focal points are possible.

Spirit Track

Combat; Essence [+5]; CM [-5]; Permanent? [No]

Though it has the same potential Range of effect as the *Realmscry* Power, spirit track works differently in that it is focused on finding, observing, and following a specific entity. When the Power is cast, it is opposed by the subject's Spirit; on a success, he is found and will be followed for as long as the Power is kept active, but he is aware that something magical is near and following him around. On a raise, the effect is invisible to the target.

Anyone with *Detect Arcana* will gain a roll to sense the magical presence when they are within their Spirit in inches of the subject.

The Power can find someone anywhere in Shaintar, though penalties for strong magic interference (as described under *Realmscry*) applies to any attempts. As well, if the target enters such an area, a new roll may be required, applying those penalties.

CONCEAL ARCANA — HIGH MAGIC

Exalted Conceal Arcana

Combat; Essence [+4]; CM [-4]; Permanent? [No, but can be added to *Invisible Pattern*]

Casting this High Magic effect creates an area equal to a Large Burst Template centered on the caster or target of the casting. Everything within that field enjoys the *Conceal Arcana* effect, and whenever there is an effort to penetrate the concealment with any form of detection, the resistance roll is made at +6.

Invisible Pattern

Ritual; Essence [+0]; CM [-8]; Permanent? [x10]

This is the High Magic ritual necessary to bestow permanent *Conceal Arcana* on someone or some thing.

CONFUSION — HIGH MAGIC

Greater Confusion

Combat; Essence [+6]; CM [-6]; Permanent? [No]

In casting *Greater Confusion*, the caster can choose as many targets as he wishes, up to his Smarts die. In addition to the given effect of the Power, each target who fails his Smarts roll suffers -2 to all Trait rolls for a number of minutes equal to the caster's Smarts die.

Mass Confusion

Combat; Essence [+8]; CM [-8]; Permanent? [No]

Casting this High Magic effect (add the +8 Essence to the 3 Essence needed for three targets), the caster can cause the *Confusion* Power to be applied to every enemy on a battlefield (as defined by the GM).

Master Confusion

Combat; Essence [+0]; CM [-0]; Permanent? [No]

Using this High Magic effect lets the caster make the *Confusion* Power an opposed check, which pits the victims' Smarts directly against the Arcane Skill of the caster.

CURSE — HIGH MAGIC

Battlefield Curse

Combat; Essence [+8]; CM [-8]; Permanent? [No]

Using this High Magic effect allows the caster to give a *Curse* to every enemy considered to be a part of a given conflict; the GM is the final arbiter of what constitutes a "battlefield," but it is usually fairly obvious. The Power must be cast at its highest area of effect (the 6 Essence level). The effect is selective, impairing only those who are enemies of the caster.

Mighty Curse

Ritual; Essence [+40]; CM [-16]; Permanent? [No]

Use of this ritual greatly expands the banes of a *Curse* on those who receive it. For the Duration, they suffer not only the normal *Curse* effects, but each target also suffers the following negative effects: -2 to all Trait rolls; -1 Toughness; -2 Pace. In addition, any Wild Cards affected lose a benny.

When casting the *Mighty Curse* ritual, the lead caster must decide, upon completion, where the curse falls. This usually means it's a good idea for the caster to know where his chosen targets are going to be for a while. The Range of a *Mighty Curse* is unlimited, though – it can be cast against any spot within Shaintar!

DAMAGE FIELD — HIGH MAGIC

Chain Damage Field

Combat; Essence [+3]; CM [-3]; Permanent? [No]

When a *Damage Field* is cast with this High Magic effect, each time an enemy is affected by it, the damage lashes out to strike every other known enemy within a radius of the caster's Smarts x3 inches. This works whether the field was activated by someone striking the caster, or the caster intentionally touched or attacked someone with it.

This effect is selective and will only affect those the caster perceives as an enemy.

Mighty Damage Field

Combat; Essence [+5]; CM [-5]; Permanent? [No]

Use of this High Magic effect increases the damage of the Power to 2d10. Furthermore, the Power lashes out in such a way that even those striking the caster with Reach will be affected by the Power. On a raise, the damage is 2d12!



DARKSIGHT — HIGH MAGIC

Exalted Darksight

Combat; Essence [+2]; CM [-2]; Permanent? [No, but this can be added to *Eyes of the Night*]

With this High Magic enhancement to *Darksight*, it is literally impossible to impair the target's vision in any way. Blind will not work on him, nor will blindfolds. He can see through physical substances up to a foot thick and 4 Toughness in value.

Eyes of the Night

Ritual; Essence [+0]; CM [-8]; Permanent? [x10]

This is the High Magic ritual necessary to bestow permanent *Darksight* on someone.

Night Maneuvers

Combat; Essence [+6]; CM [-6]; Permanent? [No]

When this High Magic version of the *Darksight* Power is in effect, the caster can imbue every ally on a battlefield (as defined by the GM.) This is selective, affecting only allies.

DEFLECTION — HIGH MAGIC

Constant Guardian

Ritual; Essence [+0]; CM [-8]; Permanent? [x15]

This is the ritual necessary to create a permanent *Deflection* effect around someone.

Exalted Deflection

Combat; Essence [+4]; CM [-4]; Permanent? [No, but this can be added to *Constant Guardian*]

This High Magic enhancement to *Deflection* gives the Power these effects; the *Deflection* effect can go as high as -8 with enough raises. Once per round, in reaction to any single attack that successfully hits, the caster can make an Arcane Skill roll (ignoring

the CM in this case) in opposition to the attack roll to actively deflect it away (even if *Exalted Deflection* was cast on someone other than himself, though he must be able to see the attack to do this); the recipient is automatically immune to any non-magic ranged attacks.

DISGUISE — HIGH MAGIC

Doppelganger

Combat; Essence [+7]; CM [-7]; Permanent? [No, but can be added to *Transform*]

Use of this High Magic version of *Disguise* allows the caster to truly transform himself or his target into another person. Effectively, the recipient of the Power takes on most or all of the characteristics, qualities, abilities, and talents of the entity being mimicked. In other words, whoever is playing the transformed character should take on the character sheet of the person being copied.

If a specific person isn't being exactly mimicked, a "generic" version of that entity (preferably someone from the Denizens section) is copied.

At the choice of both the caster and the recipient (if not the same person, they must both concur, and this Power cannot be used against an unwilling target), the Power can exclude Smarts, Spirit, skills associated with those two attributes, and Hindrances. If both agree to alter those as well, the recipient truly becomes the target in all ways.

However, no memories are transferred. All that the target of the Power knew and experienced prior to the casting remains as it was in his mind, and he gains no memories or sense of what the person he has become knows. As such, no passwords, hidden passages, or solutions to a murder mystery will be attained even if the Power gives him every Knowledge skill the person he's mimicking has.

Arcane Backgrounds, Monstrous Abilities, and related gifts and talents are also bestowed by this Power, making it one of the most sought-after High Magic Powers in Shaintar. Note, however, that the size restrictions of *Disguise* remain in effect.

Transform

Ritual; Essence [+0]; CM [-10]; Permanent? [x15]

This is the High Magic ritual necessary to make a magical *Disguise* truly permanent, forever transforming the target's appearance.

DISPEL – HIGH MAGIC

Battlefield Dispel

Combat; Essence [+4]; CM [-4]; Permanent? [No]

Over the area of a battlefield (as defined by the GM), the caster can choose a single effect and *Dispel* it from all enemies. Alternately, a broad negative effect cast on allies can be dispelled. In both cases, the casting is selective, affecting only those the caster chooses.

If the GM doesn't easily know the Arcane Skill of the opposing caster(s), he should simply choose a reasonable die level and roll it, usually between d8 and d12 at the Legendary Rank the Heroes are operating at by this point.

Breaking the Pattern

Ritual; Essence [+20/+40]; CM [-4/-8]; Permanent? [N/A]

This ritual is required to undo the magic of any permanent magical Power, or to remove an enchantment from a magical item.

In order to remove a Minor Quality from an item, the lower CM and Essence modifier is applied; the higher values are used for Major Qualities and any High Magically-gifted permanent Powers.

Note that, unless otherwise indicated, *Breaking the Pattern* cannot be used to remove permanent negative conditions like eternally sightless or forever mute (this requires *Exalted Healing*).

Exalted Dispel

Combat; Essence [+3]; CM [-0]; Permanent? [No]

This is the ultimate directed *Dispel* Power, able to undo any magic Power that is currently active. In order to undo permanent magically-gifted Powers or magic effects on items, use *Breaking the Pattern*. This is the Power necessary to deal with High Magic Powers effectively. At the same time, if used against any non-High Magic Power, the caster gains a bonus of +8 on his roll to *Dispel* the magic.

DIVINATION – HIGH MAGIC

Communion

Ritual; Essence [+35]; CM [-14]; Permanent? [No]

Use of this ritual elevates *Divination* to an exalted level, allowing a much more intimate and interactive connection with one or more divine beings from the Celestial Halls of Archanon. The Covenants still govern things to a degree, and the beings in the discussion may not be able to reveal certain things, even if they know, which they may not.

At the completion of the ritual, the lead caster is able to enter into a spiritual state in which his consciousness is firmly within the Aether, in the region that most closely touches upon the Celestial Halls of Light. There he may spend up to an hour conversing with angels, ethereal warders, and other beings of the realm, gaining whatever insight and advice he can. He may bring a number of others with him equal to his Spirit die, thus enabling his companions to join him on this journey.

While in this state, the participants' bodies are completely helpless, so it's a good idea to do this either in a safe area or with plenty of guards on hand. The spirit forms of those who make the "journey" cannot go far into the realm of Light, and will only catch distant and indistinct glimpses of what lies in Archanon's lands.

The GM may choose this as a valuable opportunity to convey key information or advice. At the same time, he may decide that only the vaguest of information can be conveyed, and that the Heroes have not yet gained enough notice or attention for their deeds to warrant more useful guidance or attention.

Divine Link

Ritual; Essence [+0]; CM [-14]; Permanent? [x25]

Enacting this powerful ritual allows the Archon to permanently gain a direct link to the divine halls of the Lord of Light. This makes *Divination* a permanent effect, but there are limits still.

Divination can only be called upon once a day, during the dawn hour. The caster must be awake and praying during this time. The usual minute must be taken, and a Faith roll made at -7 in order to gain an effective response (the GM may arbitrarily alter this for plot-driven purposes).

DRAIN POWER POINTS — HIGH MAGIC

Essence Thief

Combat; Essence [+2]; CM [-2]; Permanent? [No]

When using the High Magic variant of *Drain Power Points*, the Essence drained is actually gained by the caster. This can raise the caster's temporary Essence to a level above his normal maximum, but any additional Essence will fade away at a rate of 1 point per round until his normal maximum is reached. Furthermore, the roll for how many points are drained can Ace.

If combined with *Mighty Essence Drain* (below), the modifiers stack; the CM is -10, and the additional Essence cost for the casting is +10.

Mighty Essence Drain

Combat; Essence [+3]; CM [-3]; Permanent? [No, but can be added to *Pattern Shear*]

This High Magic effect raises the draining effect to 2d8+2, or 2d10+4 with a raise.

Pattern Shear

Ritual; Essence [+0]; CM [-14]; Permanent [x25]

This terrible High Magic effect permanently strips the drained Essence from the target; this can end the mystical career of any caster.

As it is a ritual, the intended target will need to be in hand and immobilized in order for this to work.

DRAINING TOUCH — HIGH MAGIC

Everlasting Death Touch

Ritual; Essence [+0]; CM [-10]; Permanent? [x15]

Enacting this ritual causes *Draining Touch* to become a permanent effect on the caster. While this makes normal physical contact impossible, it does mean that the caster can drain the life force from anyone at will.

Master Draining Touch

Combat; Essence [+0]; CM [-0]; Permanent? [No, but it can be added to *Everlasting Death Touch*]

Using this High Magic effect lets the caster make the *Draining Touch* Power an opposed check, which pits the victim's Vigor directly against the Arcane Skill of the caster. In this case, a raise on the part of the caster causes a second Fatigue level.

ENTANGLE — HIGH MAGIC

Battlefield Entangle

Combat; Essence [+4]; CM [-4]; Permanent? [No]

This High Magic effect allows the caster to cause every enemy on a battlefield (as defined by the GM) to suffer the effects of the *Entangle* Power. The Power is selective, affecting only those the caster chooses.

Entombment

Ritual; Essence [+0]; CM [-8]; Permanent? [x10]

This terrible ritual permanently entombs the victim in a manner appropriate to the casting style of the ritual leader. The *Entombment* inherently sustains life, so anyone so entombed will not starve or suffocate. Depending on the trappings of the *Entombment*, they may or may not be awake and aware during their imprisonment.

It is assumed that the intended victim is already captured and unable to move, so a simple success is all that is needed for complete immobility.

The Entombment cannot be broken out of by normal means; the victim is utterly motionless and can gain no leverage to use Strength or Agility to break out, and he cannot cast any Powers, unless he is an adept.

If allies can find the prison, they can attempt to break it open. The Break the Pattern effect for Dispel is the best chance, but magical attacks with the Heavy Weapon effect can also break through. The tomb is considered to have a Toughness of 16 for these purposes.

Master Entangle

Combat; Essence [+0]; CM [-0]; Permanent? [No]

Using this High Magic effect lets the caster make the *Entangle* Power an opposed check, which pits the victim's Agility directly against the Arcane Skill of the caster.

ENVIRONMENT PROTECTION — HIGH MAGIC

Castle Shield

Ritual; Essence [+0]; CM [-2/environment effect]; Permanent? [x15]

Use of this ritual allows the caster to cover a structure as big as a large castle with the *Environment Protection* Power. Not only does this make the walls immune to the ravages of fire, normal lightning bolts, and other hazards, it ensures that anyone inside the walls is also protected and has plenty of fresh, clean, air to breathe at all times. By casting at a flat -10 CM, the structure is considered protected against all reasonable effects of the setting.

Protective Cloak

Ritual; Essence [+0]; CM [-8]; Permanent? [x15]

This is the ritual necessary to bestow permanent *Environment Protection* on someone.

FARSIGHT — HIGH MAGIC

Eyes of the Falcon

Ritual; Essence [+0]; CM [-8]; Permanent [x10]

This is the ritual necessary to bestow permanent *Farsight* on someone.

Greater Farsight

Combat; Essence [+3]; CM [-3]; Permanent [No, but can be added to *Eyes of the Falcon*]

This High Magic enhancement for *Farsight* removes all range-oriented penalties for any attack or other check. Whatever the maximum range of a weapon or Power, a Hero with *Greater Farsight* can use it to that limit with no penalties for range. As well, all Coverage Penalties, including those applied to armor, are cut in half (round down).

FEAR — HIGH MAGIC

Deadly Terror

Combat; Essence [+3]; CM [-3]; Permanent? [No, but it can be added to *Fearful Visage*]

This terrible High Magic enhancement for the *Fear* Power makes it possible for those who fail their *Fear* checks to suffer immediate physical trauma. For each success and raise the caster gets against a victim, the victim suffers a Fatigue level. Without magical assistance, each such level sustained requires a full night's rest to restore.





Fearful Visage

Ritual; Essence [+0]; CM [-8]; Permanent? [x10]

This is the ritual necessary to bestow the *Fear* effect permanently upon someone. The recipient can take an action in combat to activate the effect, using their Spirit if they do not have the same Arcane Skill as the caster of the ritual.

Master Fear

Combat; Essence [+0]; CM [-0]; Permanent? [No]

Using this High Magic effect lets the caster make the *Fear* Power an opposed check, which pits the victims' Spirit directly against the Arcane Skill of the caster.

FLY — HIGH MAGIC

Greater Fly

Combat; Essence [+3]; CM [-3]; Permanent? [No, but this can be added to *Mystic Wings*]

Using this High Magic effect for *Fly* greatly increases its value. The recipient's Flying Pace is increased to 20" (or 40" if the base 6 Essence version is cast).

Mystic Wings

Ritual; Essence [+0]; CM [-12]; Permanent? [x20]

This is the ritual necessary to bestow permanent *Fly* on someone.

GREATER HEALING — HIGH MAGIC

Exalted Healing

Ritual; Essence [+20]; CM [-6]; Permanent? [n/a]

This is the ultimate healing Power, capable of healing any wound, removing any negative condition, and otherwise restoring someone to perfect health. All diseases are cured, poisons removed, crippling injuries healed, and even lost limbs are regrown!

A permanent loss of Charisma due to scars or other injuries or inflictions is restored by this Power. Anyone suffering the permanent effects of another High Magic – blindness, deafness, lost Essence, a permanently lowered trait – will be similarly healed and restored by *Exalted Healing*.

If there is any doubt about what can or cannot be healed by *Exalted Healing*, the Game Master's word is final here. It may be that there are some things that simply cannot be healed, no matter how powerful the magic is that's brought to bear. *Exalted Healing* cannot, under any circumstances, bring anyone back from the dead (though there is a limited version of this under the *Healing* greater magic).

Note that using this ritual assumes the use of the more complicated version of *Greater Healing*, including the inherent -4 Casting Modifier and the base Essence of 20. As such, not taking into account any other modifiers, the base cost is 40 Essence and a total penalty of -12 to cast the Power.

Heal the People

Ritual; Essence [+30]; CM [-10]; Permanent? [n/a]

This High Magic ritual brings *Greater Healing* to everyone within a small region, equal to a standard-sized town (roughly 2500 people). All of the effects of whichever version of *Greater Healing* the caster makes use of are applied to everyone within that area.

Wound penalties that would normally apply are ignored; use the base Casting Modifier instead. If the higher-cost version of the *Greater Healing* Power is used, the -4 based penalty is applied as well.

Whatever afflictions the population is suffering from, if they fall under the version of *Greater Healing* that is cast, are healed or dealt with. In the case of poisons or diseases, the ten minute limit is ignored.

GROWTH/SHRINK — HIGH MAGIC

Inherent Size Shifting

Ritual; Essence [+0]; CM [-14]; Permanent? [x20]

By use of this ritual, the target is permanently imbued with the capacity to change his size at will; the Size steps he can shift up or down are determined by the base amount of Essence invested for the effect (2 points for every Size step up and 2 points for every Size step down that is desired).

If successful, the recipient is able to shift his Size to a new step as an action. Note that any clothes and gear worn by the target at the time of the ritual will similarly shift in size; anything the person is carrying that wasn't treated by the ritual will remain at its normal size when any shifting occurs.

Lasting Alteration

Ritual; Essence [+0]; CM [-10]; Permanent? [x15]

This is the High Magic effect necessary to make any size alteration a permanent effect. As with the base Power, an unwilling recipient opposes the caster's Arcane Skill with their Spirit.

HAVOC — HIGH MAGIC

Master Havoc

Combat; Essence [+0]; CM [-0]; Permanent? [No]

Using this High Magic effect lets the caster make the *Havoc* Power an opposed check, which pits the victim's Strength directly against the Arcane Skill of the caster. In this case, a raise on the part of the caster causes an additional d6 in distance to be rolled (for 3d6").

Mighty Havoc

Combat; Essence [+4]; CM [-4]; Permanent? [No]

This High Magic effect increases the dice rolled for the Havoc Power from d6's to d10's. As well, the victims must roll either their Strength or Agility, whichever is lower, to resist.

HEALING — HIGH MAGIC

Battlefield Healing

Combat; Essence [+6]; CM [-6]; Permanent? [n/a]

The Healing Power can be cast on all allies over the extent of an entire battlefield (as defined by the GM). Ignore individual wound penalties of the treated in favor of the established CM above.

Lifeline

Combat; Essence [see below]; CM [see below]; Permanent? [n/a]

Though resurrection is not something that can normally happen within Shaintar, the Lifeline High Magic effect can sometimes bring someone's spirit back to his body if cast shortly after he has fallen.

If successfully cast, the spirit of the fallen person is returned to his body; he is still Incapacitated and dying, and must be further healed quickly or he will be lost for good. He is considered at the Failure level of the Incapacitation chart, Bleeding Out. He will have to make a Vigor check with all applicable penalties on the next round unless he is further healed. Lifeline can only be cast on a particular individual once a day.

The amount of Essence and the Casting Modifier are based on how long it takes for someone to get to the fallen person and cast this Power. Consult the chart below for the Essence and CM values:

Time Since Death	Essence	CM
Up to 3 Rounds	+4	-4
Up to 1 Minute	+8	-8
Up to 5 Minutes	+12	-12
Up to 10 Minutes	+16	-16
Up to 20 Minutes	+20	-20

Barring some sort of intervention of a higher order, any attempt at using Lifeline after twenty minutes is pointless.

Those brought back with Lifeline will still suffer a Permanent Crippling Injury. Additionally, unless the Power was cast with a raise, the character's highest attribute is permanently reduced one die step (player's choice in the case of any ties).

Preemptive Healing

Ritual; Essence [+8]; CM [-4/-8 if Permanent]; Permanent? [x10]

Use of this Healing High Magic ritual imbues a "healing factor" onto the recipient, effectively giving him limited Fast Regeneration. He gets a natural Healing roll at the caster's Arcane Skill rating at the beginning of every round that he has any wounds. A success removes one wound, a raise removes two.

While there are no Weaknesses that will cause this Healing to fail to work, it cannot bring the Hero back from the dead, nor will it restore any lost limbs or permanent crippling injuries.

ILLUSION — HIGH MAGIC

Battlefield Visions

Combat; Essence [+8]; CM [-6]; Permanent? [No]

The caster can use this High Magic effect to cause every enemy on a battlefield (as defined by the GM) to perceive the same *Illusion*. It must be the same basic effect for each target, though it can be a reasonable "mass illusion" in that small variances are allowed. For example, an attacking force can be made to see a rushing river of water; those to the flanks may perceive they are on the edges and are able to get free, while those in the middle only see doom. A horde of allies might charge over the hillside and crash into the enemy, with each foe seeing an attack that fits their own posture.

All of the regular rules for *Illusion* apply. If some break out of the effect, they can help others see what's going on by taking an action. This gives their allies a new roll to break free.

Deadly Illusion

Combat; Essence [+4]; CM [-4]; Permanent? [No]

This High Magic effect causes *Illusion* to become potentially deadly for those who are targeted. All the same rules apply, except that illusory attacks can now cause wounds!

Life is but a Dream

Ritual; Essence [+0]; CM [-8]; Permanent [x8]

This is a very powerful and strange High Magic effect. The permanent cost is paid because the target is, for all intents, transformed permanently by the Power. This ritual allows the caster to plunge a target into a literal lifetime experience. The recipient “wakes up” in a different place, either as himself or as another entity, and he lives out most or all of that new life in the span of a day.

This experience can have both positive and negative effects, based primarily on the intent of the caster. If it is meant to give the recipient a generally positive and instructive experience, he gains a single, free Advance immediately; he gains two if the ritual was cast with a raise. The caster must work with the GM to determine what is appropriate, based on the illusory story that was told.

If the experience was meant to be a negative, retributive experience, the recipient wakes up with a new Minor (non-physical) Hindrance of the caster’s choosing. Phobias are not uncommon, but almost anything is possible based on the experiences the target suffered. If a raise was scored, the target receives a Major or two Minor Hindrances.

It is also possible, with a raise, for the caster to cause the recipient to receive a combination of a single Advance and a Minor Hindrance, if the desired effect of the casting was meant to be complex in its effects.

Regardless of intent, the dream life is completely immersive, encompassing all senses. The target is in a coma state and cannot be awakened (except, perhaps, via some appropriate High Magic effect, such as *Exalted Healing* or *Exalted Dispel*).

INTANGIBILITY — HIGH MAGIC

Ghost Form

Ritual; Essence [+0]; CM [-14]; Permanent? [x20]

This powerful ritual imbues the target with the ability to become *Intangible* at will as an action. Anything that the target was wearing and carrying at the time the ritual was completed will become intangible when he does, but anything new that is worn or carried will drop to the ground upon future uses of the ability.

Greater Intangibility

Combat; Essence [+4]; CM [-4]; Permanent? [No, but it can be added to *Ghost Form*]

This enhanced version of *Intangibility* enables the caster to pick up anything that doesn’t cause him to become Encumbered and such an object will also become intangible. As well, he is immune to all normal magic (but not High Magic).

With a Spirit roll at the same Casting Modifier as this Power, the recipient of *Greater Intangibility* can will himself to be able to affect the real world for a single round while remaining intangible. Activating this ability is an action, so multi-action penalties apply to anything else he does this round.

INVISIBILITY — HIGH MAGIC

Burgler’s Gift

Ritual; Essence [+0]; CM [-12]; Permanent? [x15]

This is the ritual necessary to bestow the gift of *Invisibility* on a target permanently. The recipient can become invisible as an Action; whether the effect is at the -4 or the -6 level depends on the casting roll of the ritual.

True Invisibility

Combat; Essence [+6]; CM [-6]; Permanent [No, but can be added to *Burgler's Gift*]

Normal *Invisibility* generally applies to normal sight-based Notice checks; *True Invisibility* applies to all senses, including mystical or greatly enhanced ones. The recipient cannot be seen or detected by any means, unless he attacks someone. In that circumstance, any attempt to detect or attack the character with *True Invisibility* is made at -8.

True Invisibility also makes it impossible for anyone using any means of scrying or other detection to find the character. Generally speaking, it is impossible for the character to be seen or detected if he does not take an aggressive action against someone else; the GM is final arbiter of the ultimate limits of this Power.

JET — HIGH MAGIC

Compass of Doom

Combat; Essence [+3]; CM [-3]; Permanent? [No]

This powerful High Magic variant of the *Jet* Power allows the caster to stand at the center of an imaginary compass image, with a 1"x12" stream of Power going each of eight directions – North, Northwest, West, Southwest, South, Southeast, East, and Northeast.

The Power works in all other ways as it does with the normal *Jet* effects, except that all attempts to avoid the damage are rolled at -2.

Mighty Jet

Combat; Essence [+5]; CM [-5]; Permanent? [No]

Casting this High Magic effect increases the damage of the *Jet* effect to 2d12+2 damage, and the size of the effect increases to 2" by 24" (meaning you would want to lay four standard rulers together, 2x2, on the table).

Attempts at avoiding this damage are rolled at -4.

LEGERDEMAIN — HIGH MAGIC

Master Legerdemain

Combat; Essence [+0]; CM [-0]; Permanent? [No]

This High Magic version of the *Legerdemain* Power allows the caster to use the higher of his two applicable Trait rolls – his Arcane Skill, or the other Trait – when casting the Power and when accomplishing the task.

This, indeed, means that a master of *Legerdemain* with a high enough Arcane Skill will use his gift to do just about everything!

Mystical Multitasking

Combat; Essence [+4]; CM [-4]; Permanent? [No]

Through the use of this High Magic effect, the caster can accomplish a number of *Legerdemain* tasks equal to one-half of his Smarts die at the same time. This counts as a single action for purposes of multi-action penalties, but the usual rule against repeating the same action applies.

As such, an archmage with a d10 Smarts could cast this Power and do the following as effectively a single action: light a torch, open a door, shove an enemy, drink a potion, and kick up dust in someone's face (Trick).

LIGHT — HIGH MAGIC

Battlefield Clarity

Combat; Essence [+4]; CM [-4]; Permanent? [No]

Using this High Magic form of the *Light* Power dispels any and all forms of obscurement based on lighting conditions, up to and including total darkness and any base use of the *Obscure* Power. If used to oppose fog of war (an *Obscure* High Magic effect), the casters make an opposed roll. Whoever wins "owns" the field, and no additional casting of the opposed Power from the losing caster will work.

This effect works over an entire battlefield, as defined by the GM. It is non-selective, however, affecting all areas at once.

Eternal Light

Ritual; Essence [+0]; CM [-5]; Permanent? [x5]

This is the High Magic effect that allows the caster to cause *Light* to become a permanent effect.

Note that if a Priest of Light enacts this ritual, the *Light* is considered holy, having the same effect on certain creatures (such as vampires) as sunlight, and its radius is considered sanctified (as per the Sanctify Power).

Lower Trait – High Magic

Deconstruction

Combat; Essence [+0]; CM [-4]; Permanent? [x10]

This horrific High Magic variant for *Lower Trait* causes the reduction in the target's Trait to be permanent; it can only be restored by *Exalted Healing* or *Pattern Crafted*. The victim's selected Trait cannot be lowered below d4.

Devastating Lower Trait

Combat; Essence [+4]; CM [-4]; Permanent? [No, but this can be added to Deconstruction]

This High Magic enhancement to *Lower Trait* confers the following additional negative effects on the victim: for every additional raise, an added die step is lost to the Trait (to a minimum of d4); the Trait recovers at a rate of 1 die step per day, unless *Exalted Healing* is applied; the affected Trait suffers an additional -2 to all rolls while the impairment is effect.

MEND – HIGH MAGIC

Landscape Restoration

Ritual; Essence [+40]; CM [-16]; Permanent? [n/a]

Sometimes the very lands can be blighted and destroyed by terrible wars, devastating catastrophes, or horrible magics. This High Magic effect for *Mend* can be used to undo such massive damage.



The ritual is performed at the center of a damaged area, up to a ten-mile diameter region. If it is successful, any damage caused by anything other than long-term natural forces is restored. This includes restoring trees and vegetation from a non-naturally-started fire; repairing rents in ground and stone from massive engines of war or magic; removing blood and toxins from sources of water; and so on. The GM is the final arbiter of what can be accomplished, but the whole thing is fairly miraculous.

Magical Mend

Ritual; Essence [+25]; CM [-10]; Permanent [n/a]

Fixing the un-fixable is what this High Magic effect is designed to do. Any object of any substance in any state, so long as at least ten percent of it is still present, can be repaired with this Power. All magical properties can be restored as well.

MIND'S EYE — HIGH MAGIC

Eternal Vision

Ritual; Essence [+0]; CM [-10]; Permanent? [x15]

This is the ritual necessary to bestow *Mind's Eye* permanently on the caster or a target of his choice.

Exalted Mind's Eye

Combat; Essence [+4]; CM [-4]; Permanent? [No, but it can be added to Eternal Vision]

Use of this High Magic variant of *Mind's Eye* makes the caster immune to the following Powers: *Blind*, *Conceal Arcana*, *Confusion*, *Disguise*, *Illusion*, *Invisibility*, *Obscure*, and *Phantasm*. He will see any and all magical effects without needing to roll, including abilities of *The Way* and any attempts at scrying or observing him or his location while the Power is active.

The Power is meant to confer absolutely true sight and awareness; the GM is the final arbiter on what else *Exalted Mind's Eye* may or may not help the caster with.

MIND READING — HIGH MAGIC

Mind Walk

Combat; Essence [+5]; CM [-5]; Permanent? [No]

When using this superior form of *Mind Reading*, the caster can literally walk through the mind and memories of the subject. The duration is 5 minutes, and can be extended at 5 minutes per additional Essence spent.

In that time, the caster can ask any number of questions, or explore memories, or simply have a conversation with the inner consciousness of the target. If a particular question or thought is of a vital or dangerous nature, or the caster explores deep-hidden fears or something of great emotional value to the target, an additional contested roll is appropriate (with the CM of this effect applied again).

Thought Scanning

Combat; Essence [+8]; CM [-1/five minds]; Permanent? [No]

The caster can reach out to a number of nearby minds and scan for a particular one, or to get a sense of their general thoughts and feelings. There's no actual range for this, but the nearest minds will be targeted; if the caster takes a -5 CM, he will scan the closest 25 minds to him.

When looking for a particular mind, the caster's roll is opposed by the target's Spirit. If the caster is merely looking to see what the local folks are thinking and feeling, a success will reveal the most basic information ("They are all very frightened" or "Most of them are just looking for breakfast."). A raise might reveal something more, per the GM's consideration ("Most are frightened, but a couple seem perfectly calm" or "Almost all of them are looking for breakfast, but one of them is looking for you"). In the latter case, the caster would be able to tell who has the aberrant thoughts.



OBSCURE — HIGH MAGIC

Fog of War

Combat; Essence [+4]; CM [-4]; Permanent? [No]

Use of this High Magic effect for *Obscure* extends the effect over an entire battlefield (as defined by the GM). The effect is fully selective, affecting only those the caster sees as an enemy. This can effectively neutralize, or at least cripple, a force that doesn't have a way to counter the effects or enough troops with natural abilities to get around the penalties.

Gloom

Ritual; Essence [+0]; CM [-10]; Permanent? [x10]

Using this variant for *Obscure* creates a permanent pall of dim lighting and gloomy atmosphere around a fairly large area (up to 10x10 miles square). The lighting penalty for the region is permanently shifted to Dim (-1), and there is also a mild fear-like effect; all who enter the region (and are not naturally allied with the Power of Darkness) must make a Spirit check or suffer a -1 distraction penalty to all Trait rolls while they remain in the area. This roll must be made every hour, and cumulative failures stack further penalties on the character (up to a maximum of -3).

As might be expected, only necromancers may use this Power.

PHANTASMS — HIGH MAGIC

Empowered Phantasm

Combat; Essence [+6]; CM [-6]; Permanent? [No, but can be added to *Stuff Of Dreams*]

Using this High Magic effect allows the caster to create a particularly dangerous and combat-capable *Phantasm*. It will have capabilities equal to something from the Legendary level of the *Summon Ally* Power. However, as a *Phantasm*, it is utterly immune to fear, fatigue, poisons, disease, and environmental concerns.

As well, any Smarts-based or Spirit-based opposed/resistance rolls are based on the caster's Traits. The *Phantasm* cannot be Shaken; it can only be destroyed, though a single wound level will do it.

Stuff of Dreams

Ritual; Essence [+0]; CM [-8]; Permanent? [x10]

This ritual allows the caster to create a permanent phantasmal creation, one that will continue to exist and repeat any basic instructions forever (or until dismissed or dispelled). *Stuff Of Dreams* must be cast on either a permanent location or on an item.

Such a *Phantasm* has no intelligence and cannot be interacted with in any meaningful way. It can be "programmed" to activate when a condition is met, and it can be further instructed to provide up to three answers to specific questions (if meant as a messenger).

Creativity is encouraged, but the GM is the final arbiter on what can and cannot be done with such a *Phantasm*. Of course, if the *Empowered Phantasm* effect is added in, this magnifies the possibilities greatly; the creation has intelligence and independent will, though this is entirely based upon that of the caster (to which the creation is utterly loyal).

Note that such a *Phantasm*, even cast at the basic level, cannot be "popped" simply because it has no strength. If a permanent *Empowered Phantasm* is attacked and destroyed, it will regenerate within a day.

POSTCOGNITION — HIGH MAGIC

Object Reading

Combat; Essence [+5]; CM [-5]; Permanent? [No]

This High Magic variant of *Postcognition* allows the caster to focus his journey into the past on a specific object. As such, the information gathered is not based on any location, but on what the object has been present for in the past. All other rules apply for purposes of what types of memories are found, and how to pick out relevant information from what is seen. The caster does not, however, need to make any effort to "shrink the area," as this is an automatic factor when focusing on an object.

This cannot be used to read a person or spirit; only a non-sentient item can be read this way. Look at *Mind Reading* to gain information from thinking beings.

Story Trail

Ritual; Essence [+20]; CM [-8]; Permanent? [No]

Through this ritual, a caster can determine a particular story or line of investigation, and travel through the timeline of the tale to discover facts about it. This has no geographical limitations; it is entirely up to the GM to determine where the sensory journey will take the caster.

This is meant to be a much broader and more involving post-cognitive experience, and the GM is encouraged to make it as interesting and entertaining as possible. It is permissible to allow the journey to be shared (like a holographic “movie”) with those present for the fulfillment of the ritual, thus making it something everyone can experience and be involved in.

PUMMEL — HIGH MAGIC

Fan of Force

Combat; Essence [+6]; CM [-3]; Permanent? [No]

This High Magic effect broadens the *Pummel* effect such that the caster lays down five Cone Templates, side-by-side, in front of the caster in a semi-circle effect, affecting all who are touched by any one of the cones.

Master Pummel

Combat; Essence [+0]; CM [-0]; Permanent? [No]

Using this High Magic effect lets the caster make the *Pummel* Power an opposed check, which pits the victim's Strength directly against the Arcane Skill of the caster. In this case, a raise on the part of the caster causes an additional d6 in distance to be rolled (for 3d6”).



PUPPET — HIGH MAGIC

Possession

Combat; Essence [+3]; CM [-3]; Permanent? [No]

This High Magic variant of *Puppet* works a bit differently; it gives the caster total control of the body of the victim. The mind of the victim is completely submersed in the subconscious, while the caster's mind takes complete control.

The caster's own body goes into an immobile trance while the Power is in effect, so it is a good idea to have friends or henchmen to look after it for the Duration. The caster knows what the victim knows, and can do anything the victim could do. He retains his own Smarts and Spirit, though.

At the conclusion of the Power, or when the caster drops it, the mind of the victim takes back over. He will remember nothing of what happened, though some GMs may allow a Smarts check to retain snippets of what went on.

Alternately, the caster may decide to stay in permanent residence of the victim's body. He does this by slaying (or allowing the slaying of) his own body. At that moment, he remains permanently in control of the target of his *Possession*. Most beings (Extras) simply drift away as mere psychic shadows and then pass on beyond the Veil. Strong personas (Wild Cards) may remain close, looking for a way to regain control of their body. By finding a means of communication with their allies, they may regain command of their form if someone successfully casts *Exalted Dispel* on the body, casting the intruder out forever.

Servitude

Ritual; Essence [+0]; CM [-12]; Permanent? [x15]

This is the awful ritual that places a *Puppet* victim under the permanent control of the caster. Once successfully cast, only the *Break The Pattern* ritual will remove the control.

In the first few days, the actions of the victim will be stilted and wooden. Over time, however, he will become much more natural, believing himself to be a willing slave to his master.

QUAKE — HIGH MAGIC

Fury of the Earth

Combat; Essence [+6]; CM [-6]; Permanent? [No]

Summoning earth spirits by the hundreds, the caster is able to create focused micro-quakes across a battlefield (as determined by the GM), affecting only the foes of the caster. All other *Quake* rules apply for purposes of avoiding damage, etc..

If cast in such a way that an enemy's stronghold is part of the area of effect, the entire structure can be brought down by this terrible effect.

Master Quake

Combat; Essence [+0]; CM [-0]; Permanent? [No]

Using this High Magic effect lets the caster make the *Quake* Power an opposed check, which pits the victim's Agility directly against the Arcane Skill of the caster.

QUICKNESS — HIGH MAGIC

Celerity

Ritual; Essence [+0]; CM [-10]; Permanent? [x15]

This is the ritual needed to permanently bestow *Quickness* on someone.

Exalted Quickness

Combat; Essence [+5]; CM [-5]; Permanent? [No, but this can be added to *Celerity*]

This is the High Magic enhancement for the *Quickness* Power, granting the following added benefits: the recipient may repeat two actions per turn (casting two Powers and striking with the same attack; taunting twice and tricking twice; etc.); the recipient ignores up to -4 multi-action penalties; the recipient's Parry goes up by 1, and he gains +2 on all Agility and Notice rolls.

RENDING — HIGH MAGIC

Death from Afar

Ritual; Essence [+20]; CM [-8]; Permanent? [No]

Possibly one of the most terrible magic rituals ever, this High Magic version of *Rending* enables the caster to name anyone existing in Shaintar at the end of the ritual. Wherever they are, they are assaulted by this Power!

In all other ways, it works as a normal *Rending* attack. This can be combined with Mighty Rending; the Casting Modifier penalties and Essence increases stack.

Mighty Rending

Combat; Essence [+4]; CM [-4]; Permanent? [No]

This horrific High Magic enhancement increases the damage dice to d10s. Furthermore, there is no limit to the amount of additional damage caused by raises!

SANCTIFY/DESPOIL — HIGH MAGIC

Exalted Sanctify/Despoil

Ritual; Essence [+25]; CM [-10]; Permanent? [As per Power]

Use of this High Magic variant greatly increases the value of the sanctification or despoiling of the area. Any supernatural creatures of opposing nature make opposed Spirit rolls at -2 against the caster to avoid wound levels, and they are automatically Shaken when first entering the area.

As well, they suffer a -1 to all Trait rolls while in the affected area, while all those who follow the general beliefs and codes of the caster gain a +1 to all Trait rolls while within the affected area.

Finally, all spells cast by anyone of the same style as the caster of the *Sanctify* or *Despoil* are made at +2 while in the affected area.

Master Sanctify/Despoil

Special (see description); Essence [+0]; CM [-0]; Permanent? [As per Power]

Simply put, the caster can now *Sanctify* or *Despoil* (as per their style) an area in a mere hour of prayer or ritual. Doing it more than three times in a day, however, invokes an automatic Fatigue level per additional casting, which takes a full night's sleep to recover without magical help.

SHAPE CHANGE — HIGH MAGIC

Greater Shape Change

Combat; Essence [+4]; CM [-4]; Permanent? [No, but this can be added to Skinwalker]

With this High Magic enhancement to the *Shape Change* Power, the caster is able to take on the forms of mythical and magical creatures (though not any of the humanoid races; see *Disguise* for that). As well, the caster is able to cast other Powers while in any animal form, and he can speak clearly for others to hear without any issues, unless the form simply has no mouth.

In addition to animals and beasts, if the caster is a druid, he can also assume the forms of any of the Life Spirits (see the Denizens section). The GM is the final arbiter of what is and is not possible for this Power, but the range is fairly wide.

Skinwalker

Ritual; Essence [+0]; CM [-12]; Permanent? [x20]

This is the ritual that bestows the ability to permanently shift into any kind of animal upon the recipient. It is assumed that this is cast at the Legendary level.



SILENCE — HIGH MAGIC

Battlefield Silence

Combat; Essence [+3]; CM [-3]; Permanent? [No]

The caster is able to cause all allies on a battlefield (defined by the GM) to enjoy the benefits of *Silence*, such as being very quiet while sneaking around for an ambush. Alternately, the caster can target all enemies on a battlefield, disabling their ability to communicate and cast most Powers.

Either use is selective, only affecting the intended targets.

Forever Muted

Combat; Essence [+0]; CM [-4]; Permanent? [x10]

Use of this High Magic variant targets a single entity, rather than an area. The caster's Arcane Skill is opposed by the target's Spirit. If a success is scored, the target is forever cursed to speak at no more than a whisper, and any sound they make from any sources will be inaudible beyond a Small Burst Template.

If the caster scores a raise, the target is unable to create any sound at all. While this could actually be useful for someone who seeks to be sneaky, it is still a burden of great difficulty. Only *Exalted Healing* can cure a victim of this Power.

SLOW — HIGH MAGIC

Battlefield Slow

Combat; Essence [+4]; CM [-4]; Permanent? [No]

The caster is able to attack every enemy on a battlefield (as defined by the GM) at once with this High Magic effect. It is selective, avoiding all allies.

Eternal Impairment

Ritual; Essence [+0]; CM [-5]; Permanent? [x15]

This horrendous variant of *Slow* forever curses the target with the effects. Only *Exalted Healing* can remove the impairment.

Greater Slow

Combat; Essence [+3]; CM [-3]; Permanent? [No, but this can be added to eternal impairment]

By use of this High Magic effect, *Slow* can be enhanced to cause the following additional negative effects: the target's Pace is cut in half (round down), and they cannot "Run" at all; the target's Parry is reduced by 2, and ranged attacks are made against him at +2; and all Agility and related Trait rolls are made at -2.

SLUMBER — HIGH MAGIC

Battlefield Slumber

Combat; Essence [+4]; CM [-4]; Permanent? [No]

The caster is able to affect an entire battlefield (as defined by the GM) of enemies with the *Slumber* Power. The effect is selective, only targeting those the caster wishes to put to sleep.

Master Slumber

Combat; Essence [+0]; CM [-0]; Permanent? [No]

Using this High Magic effect lets the caster make the *Slumber* Power an opposed check, which pits the victim's Spirit directly against the Arcane Skill of the caster.

Sleep of the Dead

Ritual; Essence [+0]; CM [-10]; Permanent? [x15]

This ritual form of *Slumber* is used to put a victim to sleep for eternity. They are unchanging and immortal while in this suspended state, but they are aware of nothing around them and simply sleep and dream their existence away.



Once affected by this ritual, the target cannot be awakened by any means save three: use of the *Exalted Healing* Power; use of the *Break The Pattern* ritual; and (if one is chosen by the caster) a specific condition named at the casting of the ritual, such as a kiss from a noble, or a special password phrase spoken, or the alignment of certain moons and stars.

SMITE — HIGH MAGIC

Battlefield Smite

Combat; Essence [+4]; CM [-4]; Permanent? [No]

With this High Magic effect, the caster can empower all of the weapons of an allied force on a battlefield (as defined by the GM) with the *Smite* Power. The caster must choose if the effect will be for melee weapons or the ammunition of ranged weapons; to affect both will require two castings.

The effect is selective, affecting only those deemed allies by the caster.

Greater Smite

Combat; Essence [+4]; CM [-4]; Permanent? [No]

Use of this enhancement to the *Smite* Power grants a number of additional effects. First, the attacks empowered by Smite act as if imbued with one of the following effects, per the caster's style and choice: Blood Steel (acolytes only); Black Iron (necromancers only); Everwood (druids only); White Silver (priests only); Flaming (acolytes only); lightning; icy; or some other related substance as allowed by the GM.

Second, the affected weapon is considered to have a benny all its own, which can only be used to re-roll damage.

Finally (and most profoundly), for the duration of the Power, the weapon gains an additional die of damage equal to its normal damage die or dice. For example, a long sword with *Greater Smite* on it would do Str+2d8 (plus the +2 or +4 rolled for the base *Smite* effect), while arrows for a bow would do 3d6 plus the *Smite* damage.

SPEAK LANGUAGE — HIGH MAGIC

Battlefield Understanding

Combat; Essence [+4]; CM [-4]; Permanent? [No]

By using this High Magic effect of *Speak Language*, the caster can cause either everyone or all allies on a battlefield (as defined by the GM) to be able to understand one another, regardless of language spoken.

In the former case, it may be that the caster wants to foment understanding and a chance for peace; in the latter case, he may be simply trying to make it easier for allies to breach any language barriers during combat.

The Power is selective, affecting only those the caster wishes.

Polyglot

Ritual; Essence [+0]; CM [-6]; Permanent? [x8]

This is the ritual necessary to bestow the *Speak Language* effect on someone permanently.

Speed — High Magic

Exalted Speed

Combat; Essence [+3]; CM [-3]; Permanent? [No, but this can be added to with the wind]

Applying this High Magic enhancement to the *Speed* Power grants the following added effects: the recipient's Pace is tripled, not doubled; the recipient doesn't need to roll a "Run" die, as the maximum effect is always assumed; and all attacks are at -2 to hit the recipient.

With the Wind

Ritual; Essence [+0]; CM [-6]; Permanent? [x10]

This is the ritual necessary for a caster to bestow the effect of the *Speed* Power on someone permanently.

STORM — HIGH MAGIC

Tempest

Combat; Essence [+6]; CM [-6]; Permanent? [No]

This epic version of the *Storm* Power brings forth deadly and devastating conditions over a very large area. The normal *Storm* conditions begin as usual after four full rounds; after ten rounds, *Tempest* conditions will prevail, and will expand over an area of one hundred square miles (a 10x10 mile square), centered on the caster.

In addition to the Hazard effects of *Storm*, *Tempest* causes 2d10 damage to anyone caught out in the full fury of it. This damage is applied at the same time the Vigor check is made against the Hazards (once every ten minutes). With a successful casting roll (at the CM), the caster can direct wind or lightning at structures to cause 2d10 Heavy Damage once every ten minutes.

As with a normal casting of *Storm*, *Tempest* lasts 2d6 hours (though in this case, the dice can Ace).

Weather Mastery

Ritual; Essence [+0]; CM [-14]; Permanent? [x20]

With this ritual, a caster can permanently alter the prevailing weather conditions of an area roughly ten thousand square miles (100x100 mile square). The conditions cannot be of a *Storm* or *Tempest* level, though such conditions may well come up occasionally if the prevailing conditions are set at a particularly rainy and windy level.

Dramatic temperature changes can be accomplished, as can utterly unseasonable or non-regional effects; a portion of the desert can be made into a tropical zone; a tropic island can be shifted into a winter wonderland; a bright and sunny region can be made gloomy, wet, and stormy.

The GM is the final arbiter on what can be accomplished, but the effects can be rather dramatic and society/agriculture altering.

STUN – HIGH MAGIC

Battlefield Stun

Combat; Essence [+3]; CM [-3]; Permanent? [No]

This High Magic effect causes the *Stun* to affect all enemies on a battlefield (as defined by the GM). It is selective, affecting only those the caster chooses.

Master Stun

Combat; Essence [+0]; CM [-0]; Permanent? [No]

Using this High Magic effect lets the caster make the *Stun* Power an opposed check, which pits the victim's Vigor directly against the Arcane Skill of the caster. On a raise, the victims also suffer a Fatigue level that requires an hour rest to shake off.

SUCCOR – HIGH MAGIC

Battlefield Succor

Combat; Essence [+3]; CM [-3]; Permanent? [No]

The caster can use this *Succor* variant High Magic effect to bring comfort to all allies on a battlefield (as defined by the GM). It is a selective effect, helping only those the caster chooses.

Exalted Succor

Combat; Essence [+4]; CM [-4]; Permanent? [No, but this can be added to hand of comfort]

By use of this High Magic effect for *Succor*, any negative conditions the recipient is under are temporarily alleviated for three rounds; this includes wound levels, negative effects from any Power that is not permanent, negative effects from any poison or disease the recipient is affected by; and anything else that the GM deems can be alleviated.

The caster can maintain this relief after three rounds by maintaining the effect with 1 Essence point every round (note that this goes against the normal High Magic Duration rules). This counts like any maintained Power.

Exalted *Succor* also makes the recipient immune to any Fatigue effects while the Power is in effect on the recipient. As well, the target gains +4 to recover from any Shaken status suffered while under the influence of the Power.

Hand of Comfort

Ritual; Essence [+0]; CM [-6]; Permanent? [x8]

With this ritual, the caster can empower himself or a chosen recipient to have a permanent *Succor* effect with but a touch. If the recipient is not of the same casting tradition, he uses his Spirit to enact the effect.

SUMMON ALLY – HIGH MAGIC

Absent Friend

Ritual; Essence [+20]; CM [-8]; Permanent? [No]

Only druids and priests may make use of this variant of *Summon Ally*. It is used to call back the manifest spirit of a friend or ally who has fallen and passed on. He comes back as he was, with the addition of either the Spiritual or Celestial qualities (see the Denizens section). The GM may decide on other changes – to gear, abilities, etc. – to reflect the time the fallen Hero has spent in the beyond.

The returned Hero is a Wild Card, but he has no bennies; the caster must share his bennies with the summoned friend for the time he is around.

Fallen friends cannot be forced to come and serve; the GM (with input from the player who played the fallen character, if he's still in the gaming group) may decide that the Hero has no wish to return to Shaintar, even for a little while. In this case, the ritual simply fails, though some kind of message may be sent. Particularly kind GMs may send a replacement spirit to serve in the Hero's place.

Force Multiplication

Ritual; Essence [+20]; CM [-8]; Permanent? [No]

Engaging this High Magic variant for *Summon Ally* allows the caster to summon forth even more allies, and for a longer period of time. At the end of the ritual, the summoner may call forth one of the following categories of allies: four Heroic allies; eight Veteran allies; sixteen Seasoned allies; or thirty-two Novice allies. They remain for the usual duration for a ritual Power, but all other rules for *Summon Ally* apply.

Pattern Twin

Ritual; Essence [+25]; CM [-12]; Permanent? [No]

This particularly powerful (and possibly disturbing) High Magic effect for *Summon Ally* allows the caster to bring forth a nearly-exact copy of himself from the Pattern. The *Pattern Twin* has all of the caster's exact attributes, Edges, skills, and Hindrances. He arrives with all the same gear the caster has in his possession at the time of casting, except that any magical items will have only Minor Qualities, no Major.

The twin is a Wild Card, but he has no bennies; the caster must share his bennies with his twin for the time the entity is around.

Here's the kicker: this Power can only be taken by archmages and thaumaturgists. Since sorcerers cannot normally attain *Summon Ally*, however, any archmage wishing to have this High Magic effect must first take the Expanded Understanding Edge to attain *Summon Ally*.

TELEKINESIS – HIGH MAGIC

Greater Telekinesis

Combat; Essence [+4]; CM [-4]; Permanent? [No]

This High Magic enhancement to the *Telekinesis* Power confers the following additional benefits: the base Range (and Pace) is the caster's Spirit plus Smarts; the base weight that can be lifted is Spirit x100 in pounds, and the raise effect is Spirit x500 pounds; victims in the grip of *Telekinesis* can actually be crushed for damage equal to the caster's Spirit die x2.

Telekinetic Octopus

Combat; Essence [+4]; CM [-4]; Permanent? [No]

This odd but highly-useful High Magic variant for *Telekinesis* enables the caster to create a number of telekinetic “arms” equal to his Smarts. Each can take an action in a round; each arm that acts beyond the first only imposes a -1 multi-action penalty, instead of the usual -2. As well, each arm can do the same thing (attack with a weapon, grab someone, etc.).

If this is combined with *Greater Telekinesis*, the Essence increases and CM penalties are combined.

TELEPATHY — HIGH MAGIC

Mass Communication

Combat; Essence [+4]; CM [-4]; Permanent? [No]

Through the use of this High Magic effect for *Telepathy*, a caster can establish a mystical communication “network” over a large area, allowing all perceived allies to talk mentally with one another freely for the Duration. The area may be defined as a battlefield (per the GM’s discretion), or alternately a ten mile by ten mile region.

Maintaining such a network of communication is intensely distracting and draining; the caster suffers a -2 to all other Trait rolls while this Power is going, and suffers a -1 to his Parry as well. He can only move his Pace and may not “Run”.

Mind Bond

Ritual; Essence [+0]; CM [-6]; Permanent? [x10]

This ritual allows the caster to create a permanent telepathic link between himself and one other entity, or, alternately, between two other entities of his choosing. When the ritual is completed, the two linked folks will forever enjoy (and, perhaps, not enjoy) telepathic communication with each other, no matter how far apart they are.

TELEPORT — HIGH MAGIC

Greater Teleport

Combat; Essence [+6 (added to a base cost of 3)]; CM [-4]; Permanent? [No]

This much-improved High Magic version of *Teleport* has the following benefits; it can reach anywhere in Shaintar. If the caster tries to reach someplace not known to him, he suffers between a -2 and a -4 extra penalty on his casting, based on familiarity. The caster can take anyone within a Large Burst Template around him at no Fatigue penalty, as well as his Spirit x100 in pounds of extra non-living weight.

As well, instead of bouncing back to his starting place on a failure, the caster instead lands in a random location of the GM’s choosing, but usually someplace relatively safe that the caster has been to before, unless a 1 is rolled, in which case all bets are off.

Thratchen Popping

Combat; Essence [+3]; CM [-3]; Permanent? [No]

Casting this Power empowers the caster to move like a thratchen (see Denizens section for more about them). For the duration of the Power, he can pop around within the distance he casts the Power to allow (10” per 3 Essence, or 15” per 3 Essence on a raise), stopping and acting and popping away again. This essentially makes him immune to First Strike and being attacked as he withdraws from combat.

As well, his unpredictable movement gives him a constant +2 Surprise maneuver bonus against his opponents in attacks and physical opposed rolls, as well as a -2 to be hit by any attacks.



WALL WALKER — HIGH MAGIC

Greater Wall Walker

Combat; Essence [+3]; CM [-3]; Permanent? [No, but can be added to Spider's Gift]

This enhancement to the *Wall Walker* Power provides the following benefits when cast successfully: the raise effect of *Wall Walker* on a successful roll; the recipient is immune to being moved by any Powers, such as *Havoc*, *Pummel*, or *Telekinesis*; the recipient is immune to being moved or knocked Prone by any combat actions, such as from the Push maneuver or from any special Edges.

Spider's Gift

Ritual; Essence [+0]; CM [-6]; Permanent [x8]

This is the ritual necessary to bestow *Wall Walker* permanently on someone.

WARRIOR'S GIFT — HIGH MAGIC

Eternal Warrior's Gift

Ritual; Essence [+0]; CM [-8]; Permanent? [x10]

With this ritual, the caster is able to bestow upon himself or someone else the capacity to invoke *Warrior's Gift* at will. Essentially, this means the recipient is able to call upon any Edge as desired, so long as the standard qualifications as per the Power are met. Such invocations are "one-at-a-time," however; it requires multiple castings of this ritual to have the ability to use multiple Edges granted by *Warrior's Gift*.

Greater Warrior's Gift

Combat; Essence [+3]; CM [-3]; Permanent? [No, but it can be added to *Eternal Warrior's Gift*]

This High Magic version of *Warrior's Gift* enhances the base Power in the following ways: the caster can call upon Combat Edges of his Rank or lower; Professional Edges and Racial Edges that have combat-related qualities can be gifted (subject to the GM's approval); combat-oriented Racial Edges that are from other Races may be taken (such as a human

taking Defender of the Gather); and the recipient's Fighting, Shooting, and Throwing skills are all raised by one die step for the Duration.

WILDERNESS WALK — HIGH MAGIC

Walker of Paths

Ritual; Essence [+0]; CM [-6]; Permanent? [x8]

This is the ritual necessary to permanently bestow the *Wilderness Walk* gifts on a recipient.

Wilderness Master

Combat; Essence [+2]; CM [-2]; Permanent? [No, but it can be added to *Walker of Paths*]

This High Magic expansion to the *Wilderness Walk* Power adds the following gifts to the recipient while the Power is in effect: the non-raise version of Invisibility while in the outdoors; +2 to all Notice, Tracking, and Survival checks in the wild; and -2 to be hit by any attacks while in the outdoors.

WAR MAGIC

Truly powerful casters can bring forth magics that can turn the tide of a battle and change the destiny of nations. There are specialized Powers that can be learned and cast as rituals that will affect various important aspects of a battle and are collectively known as War Magic.

These Powers are described very specifically in terms of the effect they will have with the Mass Battle (and Epic Battles, in the Appendix) rules, including the options given in the **Fantasy Companion**. They are not intended for use in normal play as there are many High Magic options in the previous sections that reflect non-Mass Battle variations of what is found here.

These rituals take an hour normally to cast, and they function very much like High Magic. Essence Link and Cooperative Rolls can be used to aid the primary caster, but all the Vigor checks versus Fatigue apply as well. Anyone involved in keeping a ritual going cannot otherwise participate in the battle. For instance, they will not be making individual rolls to support the Knowledge (Battle) roll.

Note that the ritual can be started well in advance of the fight, and the last part of it can be held until the desired effect is needed to go off. As such, a battle commander could have a team of casters prepare such a ritual hours before a fight, then maintain the Power in a kind of stasis until he is ready to surprise his foe with the effects on any given battle round. Naturally, most commanders will want the bonus effects right from the beginning, since the very first round of a battle can make all the difference.

If the ritual is being cast near a Filament or Locus, that source can be tapped into for the initial and ongoing Essence costs using Essence Link.

Check with the GM before selecting these, as he may not want to use this option in his game.

Crushing Despair

Rank: Heroic
Essence: 24
Range: The Battlefield
Duration: 3 Mass Battle rounds (8/round)
Casting Modifier: -4
Requirements: Necromancer; *Obscure, Curse*

Tapping into the deep Nether, necromancers can bring forth darkness and gloom to smother the very will to fight out of their enemies. Every round this ritual is in effect, the opposing force suffers -2 to all Morale checks.

Devastating Despair

Rank: Legendary
Essence: 30
Range: The Battlefield
Duration: 3 Mass Battle rounds (10/round)
Casting Modifier: -6
Requirements: *Crushing Despair*

As *Crushing Despair*, except the morale penalties are now -4.

Glorious Inspiration

Rank: Heroic
Essence: 24
Range: The Battlefield
Duration: 3 Mass Battle rounds (8/round)
Casting Modifier: -4
Requirements: Priest; *Light, Bless*

Devotees of the Lord of Light can bring forth divine inspiration to empower their troops to withstand all challenges. Every round this ritual is in effect, the allied force enjoys +2 to all morale checks.

Divine Inspiration

Rank: Legendary
Essence: 30
Range: The Battlefield
Duration: 3 Mass Battle rounds (10/round)
Casting Modifier: -6
Requirements: *Glorious Inspiration*

As *Glorious Inspiration*, except the morale bonus is now +4.

Infernal Abandon

Rank: Heroic
Essence: 24
Range: The Battlefield
Duration: 3 Mass Battle rounds (8/round)
Casting Modifier: -4
Requirements: Acolyte; *Bless, Speed*

Ceynara's thaumaturgists can empower her forces to move with great speed and recklessness through any obstacles. Under the influence of this ritual, allied forces ignore up to two penalties from terrain modifiers or ignore up to two Protection bonuses from Fortifications (as per the Siege rules from *Fantasy Companion*).



Demonic Abandon

Rank: Legendary
Essence: 30
Range: The Battlefield
Duration: 3 Mass Battle rounds (10/round)
Casting Modifier: -6
Requirements: *Infernal Abandon*

As *Infernal Abandon*, except the allies now ignore all terrain modifier penalties, or ignore all Protection Bonuses from Fortifications.

Living Battleworks

Rank: Heroic
Essence: 24
Range: The Battlefield
Duration: 3 Mass Battle rounds (8/round)
Casting Modifier: -4
Requirements: Druid; *Animation, Barrier*

Druids can call upon the earth, the trees, and all things natural to bring defensive support to their side in a battle. This ritual conveys a Protection Bonus of +2 while it is in effect for a side that is prepared to fight defensively. This is per the Siege rules in *Fantasy Companion*.

Greater Living Battleworks

Rank: Legendary
Essence: 30
Range: The Battlefield
Duration: 3 Mass Battle rounds (10/round)
Casting Modifier: -6
Requirements: Living Battleworks

As *Living Battleworks*, but the Protection Bonus is now +4.

Summon Cohort

Rank: Heroic
Essence: 45
Range: The Battlefield
Duration: 3 Mass Battle rounds (15/round)
Casting Modifier: -4
Requirements: Acolyte, Necromancer, or Priest; *Summon Ally*

Calling upon the infernal, divine, or profane forces they serve, casters can bring forth a sizable force to at least temporarily bolster their ranks.

If used for the side that has the lesser number of tokens in a battle, that side's token count is raised by one for as long as the effect is in place. If used for a side that has ten tokens, this ritual lowers the token count of the other side by one for as long as the ritual is in effect.

Should the ritual end before the battle is over, a token gained is immediately lost at the beginning of the round, while a token lost is replaced.

Summon Legion

Rank: Legendary
Essence: 60
Range: The Battlefield
Duration: 3 Mass Battle rounds (20/round)
Casting Modifier: -6
Requirements: Summon Cohort

As per *Summon Cohort*, but the token adjustment is 2.



CHAPTER THREE: GAME MASTERING LEGENDS



Chapter Three in **Legends Arise** covers the grand picture of Epic High Fantasy gaming, as well as what my take on Cinematic Gaming should be like. Here I want to get into what it takes to make a game work well for both the game master and the players when the Heroic and Legendary Ranks are reached.

Let me be very clear – the happiness of the GM is vital to the success of any campaign, but this is especially a concern once the Heroes become mighty and history-changing entities. The stress of putting together scenarios and experiences for such characters can become truly overwhelming, and the results very disheartening when they cleave their way through your biggest and nastiest Bad Guys in a single round of combat.

Liner Notes – A More Personal Tone

Readers of the previous book will note I've taken a very "Me talking to you" tone with this section. This is very much by design, as I feel I really need to connect with my fellow GMs when it comes to these particular challenges. This advice comes from literally decades of dealing with supremely powerful characters in the hands of masterfully clever players.

I've been in those trenches, my friends, and they are ugly, distressing places to be if you don't have the right mind set and the right emotional state at work.

This is not meant to discourage you by any means; games at this level can be some of the most rewarding, affecting, and exciting experiences your entire group will ever know. This section is about giving you tools and ways of thinking that will help ensure such memorable events happen for everyone.

Including you – the Game Master – who deserves to enjoy this every bit as much as your players do. That, I have to say, was a hard-fought lesson for me to learn at long last.

What follows are a list of rules for you to follow as you plan and execute your game sessions for your Heroic and Legendary Heroes. Use, modify, and ignore at your leisure, but I rather imagine at least a few of these will turn out to be very helpful for you when your band of six knocks on the gates of the Supreme Paladin of Camon's Keep, ready to take on his entire army...

RULE NUMBER ONE – CHEAT

This is hardly a new concept in the annals of gaming, but it absolutely bears emphasis as the first rule of running the campaigns being discussed here. Feel free to make sure your players know that you will sometimes "cheat"; honestly, they should expect it, and they should appreciate that it's really the only way you have a chance of giving them any kind of challenge.

That word – **challenge** – comes up a lot in this context. It is not the place of the GM to win out against the players; even in "Empire Strikes Back" and "The Two Towers," the Heroes were far from utterly defeated, lest the stories just be over with a lousy ending. Yet the Game Master is very much expected to challenge the Heroes, or else the game becomes little more than an exercise in flexing might and cleverness for a few rounds, wondering what the next campaign might be like.

Realize that from the very beginning, you're being ganged up on. Your players are each maximizing the abilities of their Novice Rank Heroes against whatever you throw at them, and doing so in conjunction with their fellows. By the time they reach Heroic and Legendary Rank, they know their characters like snipers know their favorite rifles, and those characters are pointed directly at everything you do and are used with precision to devastating results.

However, you have the right and, frankly, the responsibility to at least occasionally grab the strands of Fate and twist reality to make things more interesting and entertaining. In order to enjoy and savor their victories, battles need to be hard won and successes need to come at great effort and, sometimes, cost.

Blatant, naked cheating, however, is going to be held with a dim view. Your players are going to expect you to go through at least some kind of ritual or process to pull any stunts against them. At the very least, you need to carefully conceal your cheats so that everything happens behind-the-scenes, while out in front of the camera, all seems to be going as it was.

Here are some of the best kinds of cheats to employ, in no particular order:

MORE GM BENNIES

Your players can clearly see your basic stack, and they count on being able to watch that stack dwindle as they force you to spend them. So you cannot just dump more on there. You can, however, subtly add more bennies to individual Wild Cards. Though the standard enemy Wild Card has two personal bennies, I will often have more important ones carry three, four, or even five of their own if they have a key role to fulfill. Players do not necessarily need to know how many personal bennies such a character has; this can be an excellent way to give one or two more Soak rolls, re-rolls, or whatever when you need to juice the opposition. Save those core bennies for the final run down to the end of the conflict.

SURPRISE ABILITIES

I cannot tell you how many times I've realized "Dang it, I should have given him Improved Frenzy!" Well, guess what? Do it. Right there, on the spot. From a narrative perspective, the villain can reveal her talents unexpectedly; she didn't open up the fight showing off a given skill level, Edge, ability, or Power, but that could just mean she was waiting for the perfect time to catch her opponent by surprise. Not only is this a perfectly acceptable cheat, but your players will get a kick out of the cinematic conceit. Although they might also get a stabbing, burning, or chomping out of it, too.

UNLISTED BONUSES

In other words, "fudging." When a Bad Guy misses a roll by one or two, you really should feel free to at least once in a while kick the number up. Maybe the sword has an extra enchantment to hit, or the assassin got a *Boost Trait* for his Stealth skill that only just kicked in. You don't even really have to justify these number-nudges, unless you're the kind of GM who rolls everything out in the open. If that's the case be ready to simply say there are bonuses at work and leave it at that.

HEALING ITEMS

Magic items do not flow from factories in Shaintar, but if anyone should have a potion of *Healing* or a ring with Fast Regeneration on it, a main villain for a Legendary campaign should. These are not meant to be found and stuffed into the Heroes' trove of goodies; they should be used, and used up before a battle is over.

SURPRISE ALLIES AND REINFORCEMENTS

Are the Heroes cleaning up the board before the first round of combat is even over? Fine, that was the warm-up; now comes the force of warriors, monsters, or even a handful of bad-to-the-bone Wild Cards that are the "real threat." It pays to have such entities written up and on hand for use as needed.

BAD GUYS PRAY, TOO

Remember it's not only the Heroes who have allies among the divine; Demon Lords, Necrolords, and their more powerful agents often take a liking to a particular servant or chosen warrior. Sometimes, when all seems lost for that person, his patron may well decide to not leave him hanging in the wind, instead providing some kind of assistance. Or, perhaps, an escape.

RULE NUMBER TWO — RAISE THE STAKES

The days of just gathering at an inn, on the road, or on the battlefield and heading off to one adventure or another are over. The Heroes are known, and by now they should have some serious responsibilities — lands, keeps, guilds, companies, men-at-arms, etc. You simply cannot reach the status of Conan, Dr. Jones, or Aragorn and not eventually get called out to be something more than a wanderer.

Heroic and Legendary characters may well be able to stand against a horde of undead, but the people of the village or duchy that rely upon them cannot. Neither can they withstand the floods nor fires that often sweep through an area from time to time. War, famine, disease, and other great tragedies and trials cannot just be hit with a sword or bolts — they require strategies, planning, organization, and much more.

Even if such Heroes manage to avoid officially attaining such entanglements as keeps, lands, or forces to command, people will naturally seek them out to help deal with truly sweeping and massive threats, both of the combative and environmental varieties. You will do your campaign a great disservice if you don't take advantage of the storytelling potential of these greater challenges for your Heroes.

This isn't to say that the campaign should become a logistics and resource management game. At the end of the day, it may be that the Heroes still need to go out and stab or *Bolt* a problem, but the context of such actions should have greater meaning to the world around them.

Liner Notes — The Resource Roll System at Legendary Level

The optional Resource Rolls System from *Legends Arise* can be easily adapted to support a campaign where the Heroes are managing the resources of larger holdings, companies, and the like. As a GM, you can simply employ the same rules used for buying a potion or suit of armor to negotiations for bulk goods and services. Just assign a Value and Availability rating to the goods being negotiated for and conduct the same rolls. If the Hero is using their own personal assets alone for such transactions, perhaps apply a penalty of -2 to -4 (or higher) to the second roll that determines Resource loss; otherwise, assume collected assets and resources from allies and the local government offset such penalties.

Instead of a Hero's personal Resource Die, it may be that her holding or company starts out with a Resource Die; she can draw on this to aid her own efforts, but with the same potential for loss. Vice versa, she could attempt to use her personal resources to help her keep or guild, but with the same kinds of consequences possible.

In this way, you can easily manage the efforts of the Heroes to handle the logistical needs of their people and their holdings without simply having to hand-wave it arbitrarily. It can be a fun and exciting part of the campaign without necessarily eating up enormous amounts of time.

Want another interesting idea? Use the Gambling rules from the *Savage Worlds* core rules to determine the results of buying and selling in the greater marketplace; use Persuasion and/or Knowledge (Business) in place of Gambling, with modifications to the Resource Dice as the stakes and results.

For GMs who really want to integrate higher stakes in a game system way, check out **The Long View** below.

Everything such Heroes are involved in means a great deal more than it did before. They are watched, noted, followed... and often hunted. A careless word can mean great harm or destruction; if not for them, then for those that depend on them. Hostages are a real and often constant concern. Assassins of ever-increasing skill may hunt them. Offers of employment and temptations of power and influence will regularly be laid before them.

If a Novice or Seasoned Hero screws up on a mission for a duke, her reputation may take something of a hit, but it's not likely to be a permanent problem; future successes can easily rehabilitate her reputation and put her back in good stead with that same duke. If a Legendary Hero fails the King of Galea, it is likely a matter of dire consequences, where fortunes and lives are lost. No apology or future service will ever truly make amends for such a failure.

As a Game Master, you should endeavor to create a higher level of stress for characters that operate at these levels. They should be constantly reminded of the role they play in the world. On the day when they cease to much care about the impact they have, it probably is time for them to retire and make way for newer, hungrier Heroes.

RULE NUMBER THREE — THESE ARE GAMES THAT THRONES PLAY

Han Solo became a general. Aragorn was called to take up his crown. It's hard to imagine Mal not becoming a figure of note in the frontier communities after the events of "Serenity."

Heroes of great stature are drawn into the arenas of politics and diplomacy, as well they should be. If a man who is famous for blowing things up while showing off his pecs and a woman who has a highly popular talk show can become politically influential figures, so too will the Heroes who saved the Southern Kingdoms from a horde of childer and the demon lord they followed.

A great campaign featuring Heroic and Legendary characters should feature at least some amount of politics and diplomacy, even if it means stretching the abilities of the Heroes. Especially if it does, frankly. A master of blades or magic can still be dramatically challenged if he suddenly finds he needs to acquire and then build up that Persuasion or Knowledge (Politics) skill.

To enhance these elements in a campaign, the Savage Worlds core rules has a whole section dedicated to Social Conflict, which will be useful for handling the game aspects of such responsibilities and efforts.

Having to engage in matters political doesn't mean the high adventure is done for. In fact, becoming agents of the king's will or operators on behalf of one faction or another can become a whole new reason for dangerous encounters. Traveling to a conference or meeting will likely be fraught with great peril, and when said conference is assaulted by assassins and murderers, who but the Heroes will stand against them?

Of course, you must remember to keep Rule Two firmly in mind. The stakes of such activities need to be pretty high, engaging a sense of great responsibility, and a sense of terrible consequence for failure to act well and effectively.

For groups who really want to get into such matters, check out the section that follows entitled **The Long View**; it features a rather detailed set of mechanics for building or aiding existing factions, and advancing the agendas of those factions over time.

THE LONG VIEW — FACTION PLAY FOR EPIC CAMPAIGNS

When the players decide their Heroes are ready to take on more responsibilities and play the greater games involved in building, maintaining, and advancing the agendas of Factions, this system will enable the Game Master to make the experience a gamable and enjoyable one that tests the abilities of the Heroes and the strategies of their players. Using this system will often take up a portion of a game session, or even the entirety of it, depending on how involved the players and GM get involved with it. As well, it could easily be used for handling between-session game play, if desired.

It should be noted that this system is fully compatible with the **Day in the Life** system, published separately by Evil Beagle Games. A session featuring Faction Play can be readily combined and integrated with one where some Heroes pursue more individual Activities from that system. Game Masters should also decide whether or not they are going to use this approach instead of the quick-and-dirty mechanics described above in **The Resource Roll System** at

Legendary Level; combining the two won't work very well. Generally, if the players are much more focused on getting into the action than in resource management and faction play, GMs should stick with the faster, leaner systems. For those groups who want a richer and more detailed approach that gives them a chance to flex their creative muscles in new directions, this system is the way to go.

THE STRUCTURE OF FACTIONS

The core concept of this system requires establishing one or more Factions that the Heroes are involved with at very high levels. These Factions can be almost anything; the following is a list of suggested types, but the specifics need to be determined by the GM and the players, based on the campaign reality.

- **Political:** This type of Faction can be a keep with some attached lands. It could be a barony, county, duchy, even a kingdom. It could also be a free city, town, commune, or any other political entity with a population and resources. Note that Heroes can be integral parts of a Political Faction without actually ruling it. For example, Legendary Heroes might decide to throw all their weight behind the Kingdom of Galea, doing what they can to advance that Faction.
- **Economic:** A trade caravan, a stand-alone business, or a merchants' guild could be an Economic Faction. So, too, could a merchantman vessel or even a fleet of such craft. A farm also serves as primarily an Economic Faction, and the list just grows from there.
- **Military:** Everything from a company of mercenaries to an entire army for a nation may serve as a Military Faction. A naval vessel, or a fleet of them, also stands as a Military Faction.
- **Covert:** A spy organization of any size, or a cabal of rogues and specialists with aims far greater than mere financial gain, is a Covert Faction.
- **Criminal:** Thieves guilds, gangs of bandits, smuggler operations, and pirates all qualify as Criminal Factions. Typically not for Heroes, they are listed here for the GM to use.

- **Scholastic:** Schools and universities, libraries, and groups dedicated to research of one kind or another function primarily as Scholastic Factions.

Once the type of Faction is determined, it's time to lay out the Core Traits and Modifying Statistics (AKA Modifiers) of the Faction. In most cases, the GM will simply assign these values as makes sense for the Faction; however, the players may instead be given points with which to build their Faction. This latter case is most likely to occur when the group is forming a brand new Faction in the world. In future Guidebooks and Black Lantern Reports, various Factions will be listed with their Core Traits and Modifiers.

The Core Traits for a Faction are:

- **Force:** The capacity of a Faction to exert physical might and military action for its goals. This Trait also represents the ability of the Faction to defend itself against physical attacks from other Factions.
- **Influence:** The capacity of a Faction to sway opinions, gain allies, and cause changes where it desires. This is primarily the realm of diplomats and negotiators, but it also represents the strength of the Faction's alliances.

- **Wealth:** The capacity of a Faction to acquire what it needs, move resources around, and maintain its infrastructure. This Trait represents a combination of money, assets, and raw materials.

- **Morale:** The sense of spirit, well-being, and commitment of the membership or population of the Faction. A Faction's Morale is a clear indicator of prosperity, health, and willingness to sacrifice and exert effort for its goals.

Each of these Core Traits functions just like a character's Traits; they are rated with a die type and rolled in exactly the same way when the situation calls for it. Factions run by one or more Wild Cards roll their Traits with a Wild Die.

Faction Traits can be used for Cooperative rolls whenever it makes sense, so long as the Hero utilizing the Trait has reasonable access to Faction support and assets. This most commonly occurs with Resource Die checks, where Wealth is a contributing element.

Core Trait Ratings and What They Mean

Rating	Force	Influence	Wealth	Morale
d4	Tiny force, minimal capacity (company size or less)	Precious little support or impact	Poor and bootstrapped	Negligible, on the verge of mutiny or riot
d6	Up to a battalion in strength	A modicum of local and regional impact	Moderate capital and operating funds	General contentment
d8	Up to a brigade in strength	A healthy amount of regional and national impact	Healthy coffers and assets	Elevated <i>esprit de corps</i> and solid commitment
d10	Up to a division in strength	Significant national impact, extends past borders	Very wealthy and prosperous	High commitment and pride
d12	A full corp or more to command	Exceptional world impact	Exorbitantly rich	Near-fanatical zeal and dedication

Factions also have a series of Modifying Statistics, or Modifiers. They are as follows:

- **Alliances:** A measure of how effectively the Faction has crafted and maintained effective ties with complimentary Factions. This Modifier most often impacts Force and Influence checks, though it could impact the others.
- **Army:** A measure of the Faction's organized land-based offensive and defensive capabilities. This can include actual armed soldiers, an effective militia, and both natural and crafted defenses. Army usually modifies Force checks.
- **Education & Training:** A measure of the knowledge and competency of the Faction's membership or population. This Modifier applies to Force, Wealth, and Morale most often.

Modifiers and What They Mean

Modifier	-4	-2	0	+2	+4
Alliances	No friends, many powerful enemies	No friends, some powerful enemies	No real friends or enemies	Some powerful friends, few enemies	Many powerful friends, virtually no enemies
Army	No organized force at all	Incompetent force	Functional force	Advanced force	Elite force
Education & Training	Rampant ignorance and incompetence	Significantly lacking	Moderate education and training	Advanced work force and population	Elite work force and population
Health	Rampant illness, high mortality	Significant illness and mortality	Fair health	Good health	Exceptional health
Intelligence	Misinformed and bumbling	Mostly blind	Functional information	Advanced information	Top secret information
Law & Order	Rampant crime and corruption	Significant crime and corruption	Fair law & order	Good law & order	Exceptional law & order
Navy	Landlocked, no assets	Virtually landlocked, negligible assets	Minimal access and/or assets	Good access and/or advanced assets	Exceptional access and/or elite assets
Population	Dozens at most	Hundreds	Thousands	Tens of thousands	Hundreds of thousands
Progress	Backwards and barbaric	Rustic and uncivilized	Average	Cultured and Advanced	Sophisticated and Elite
Resources	Wasteland	Impoverished	Minimal	Significant	Bountiful
Trade	Ostracized	Ignored	Engaged	Sought Out	Courted

- **Health:** The overall physical well-being of the membership or population of a Faction, as well as the Faction's ability to respond to traumas and illnesses. Morale is the most often affected Trait by this Modifier, though Force can also be affected.
- **Intelligence:** The Faction's capacity to gain important information about other Factions is measured by this Modifier. The ability to gain such information by overt and covert means applies equally, and Intelligence most often affects Force and Influence.
- **Law & Order:** A measure of a Faction's ability to create and maintain a "clean house," resisting corruption and chaos. The Faction's capacity for rooting out criminal and disruptive elements is key here, and Law & Order impacts Wealth and Morale checks mainly.
- **Navy:** A measure of a Faction's sea-going assets, both mercantile and military. This Modifier most often impacts Force and Wealth checks.
- **Population:** A measure of a Faction's actual size in terms of numbers of people involved. This Modifier most often impacts Force and Influence.
- **Progress:** A measure of a Faction's general social and technological advancement. The use of science, the enfranchisement of all beings, and other factors play into this Modifier, which most often impacts Influence, Wealth, and Morale.
- **Resources:** A measure of a Faction's actual possession and access to natural resources, raw material, and material assets. This Modifier clearly applies directly to Wealth, but it also plays a key role in Force and Influence checks.
- **Trade:** A measure of the Faction's capacity to export abundant resources and produced goods as well as import what is needed. This Modifier applies most often to Influence and Wealth.

All Modifiers are rated and utilized like a character's Charisma Stat, falling within a range of -4 to +4. One of the key activities a Hero can engage in with Faction Play is to target improving one or more of these Modifiers (see below).



Typical Starting Values for Faction Types

For newer or less powerful Factions, the following table reflects starting values. GMs can use these values for a starting player faction, awarding additional Faction Points for the players to then customize their Faction further.

Once the type of Faction is determined, the players involved in it should record the starting values. They are then awarded a number of Faction Building Points by the GM based on the following criteria:

Traits & Modifiers	Political	Economic	Military	Covert	Criminal	Scholastic
Force	d6	d4	d8	d4	d6	d4
Influence	d6	d6	d4	d8	d6	d6
Wealth	d6	d8	d6	d6	d8	d6
Morale	d6	d6	d6	d6	d4	d8
Alliances	+0	+0	+0	+2	+2	+0
Army	+0	-2	+2	-2	+0	-4
E&T	+0	+0	+0	+2	-2	+2
Health	+0	+0	+0	+0	-2	+0
Intelligence	+0	+0	+0	+2	+2	+2
L&O	+0	+0	+2	+0	-2	+0
Navy	+0	+0	+0	-2	+0	+0
Population	+0	-2	+0	-2	-2	-2
Progress	+0	+0	+0	+0	+0	+2
Resources	+0	+2	-2	+0	+0	+0
Trade	+0	+2	-2	+0	+2	+0



Each Hero committed to the Faction grants a single Faction Building Point (FBP).

Heroic Rank Heroes are worth 2 total Faction Building Points, while each Legendary Hero is worth a total of 3 FBPs.

Each instance among the Heroes of the following Edges is worth a bonus FBP: Noble, Rich, Filthy Rich, Connections, Bard, Merchant, Trader, Hero's Company, War Band, and any other Edges the GM feels are appropriate to the type of Faction being formed.

Once the total Faction Building Points are determined, the players can spend them in the following ways:

- 3 FBPs will raise a Modifier up by one, to a maximum of +4.
- 5 FBPs will raise a Core Trait by one die type, to a maximum of d12.
- Leftover Faction Build Points can be set aside in a pool of Bennies specifically for use on Faction Trait rolls. The maximum size of this pool is 5, and it replenishes each session. These can be combined later with newly acquired FBPs for additional building (thus causing the Faction's Benny pool to fluctuate over time).

FACTION PLAY

Once a group has one or more Factions they're invested in, it's time for them to start building (and maintaining) their Factions, as well as work on advancing the Faction's goals. Doing so not only strengthens the Faction to withstand challenges and assaults, such activities provide tangible benefits to the involved Heroes for future endeavors (again, much like the **Day in the Life** system).

Any session that involves Faction Play (and the GM should consider incorporating such game play as often as possible for characters at this level) consists of two phases, with a potential third phase.



PHASE I: DRAW FOR FACTION CHALLENGES

The GM first draws from the Action Deck and consults the following chart for the results. The suit of the draw may be used to determine thematic impacts, which the GM should use to embellish and enhance the narrative of the Challenge.

Suit Impact

Clubs: Military or Political Influences

Diamonds: Economic or Criminal Influences

Hearts: Personal Influences

Spades: Mystical or Cosmological Influences

Draw	Situation	Resolve With...
2	Disease: A plague or similar malady	Morale (E&T, Health, Progress, Resources)
3	Disaster: Fire, flood, storms, other natural calamities	Wealth (Army, E&T, L&O, Population)
4	Raids: Bandits, pirates, enemy soldiers, monsters...	Force (Alliances, Army, Intelligence, L&O)
5	Scandal: Accusations, dark secrets revealed, subordinates acting shamefully	Influence (Alliances, Intelligence, Progress, Trade)
6-10	A peaceful, uneventful time for the Faction	Nothing
Jack	Crime & Corruption: Forces within or without are attacking the prosperity and productivity of the Faction	Faction Conflict: Wealth
Queen	Ignominious Intercessions: The status of the Faction is being undermined.	Faction Conflict: Influence
King	Overt Offensive: Open conflict – perhaps even war – has come to the Faction	Faction Conflict: Force
Ace	Covert Conspiracies: The moral and spiritual fiber of the Faction is under attack.	Faction Conflict: Morale
Joker	Interesting Times: Draw twice and combine the results	As required



Some Challenges are resolved with **Faction Activity**, which is the second phase. Others require Faction Conflict, described in the third phase.

PHASE II: FACTION ACTIVITY

If a 2-5 was drawn in Phase I, the following system is used to resolve it. As well, the Heroes of the Faction may elect to engage in a Faction Activity of their choosing. The steps of resolving a Faction Activity are as follows:

- **Declare the Goal:** The Heroes determine to resolve a presented Challenge, or they may wish to simply do some Faction Building. If the latter, they choose a Modifier they wish to raise, and that's the target of their efforts.
- **Determine the Primary Trait:** This is where the group and GM negotiate to figure out which of the four Core Traits – Force, Influence, Wealth, or Morale – most applies for the stated goal. This should be derived both from the goal itself and the process the players are suggesting for how to achieve it.
- **Determine Cooperative Traits:** At this time, each participating Hero selects a single Skill to employ for a Cooperative roll in the task. They will have to explain in narrative terms how they are using that Skill towards the goal.
- **Determine Modifiers:** The GM now establishes which Modifiers will apply to the task. In general, GMs should choose *four* Modifiers, and whenever possible, at least one of them should have a negative number to apply. This represents how weaknesses in the Faction's structure will always undermine their efforts. *All* Modifiers applied will affect the final roll, though only *negative* Modifiers will apply to Cooperative rolls.
- **Establish Active Opposition or Prevailing Conditions:** At this stage, GMs should figure out if there is an opposing force of some kind (thus providing a Trait as an Opposed Roll) or if there are any complicating conditions that will apply general penalties to the Activity. Feel free to utilize any and all Hindrances possessed by the Heroes to complicate the activity (Minors applying a -2, Majors a -4). There is no specific limit to how many penalties a GM may apply.
- **Narrate and Resolve:** Now comes the round-robin approach to resolving the Faction Activity. Each player should cover how their contributions are influencing the task, and a primary Hero should be selected for the Faction's Core Trait roll (though even that lead character may be allowed to also use a personal Skill as a Cooperative Roll). Three rounds are used to handle Faction Activities; on each round, successes and raises (if any) are tracked with tokens of some kind.

Tokens	Challenge Result	Faction Activity Result	Player Rewards
0	One Modifier decreased by 2, a second Modifier decreased by 1	One Modifier decreased by 2	n/a
1-2	One Modifier decreased by 2	One Modifier decreased by 1	n/a
3-4	One Modifier decreased by 1	No changes	n/a
5	No changes	One Modifier increased by 1	One Bennie
6+	One Modifier increased by 1	One Modifier increased by 2	One Bennie <i>or</i> Bonus Adventure card (player choice)

At the end of the third round, use the number of tokens achieved to determine final losses or rewards:

All Modifiers are limited to -4 and +4. The Game Master selects what Modifiers are affected by downgrades, while the players get to choose what Modifiers are upgraded. In the latter case, however, the upgrade must make sense; the GM has the right to veto any nonsense choices that don't reasonably flow from the activity.

Core Traits cannot be increased directly from this process. However, they can be increased indirectly, once a particular Modifier has reached its maximum value of +4. Upon upgrading a Modifier to +5, the GM and players instead choose an appropriate Core Trait to increase a die type. When this happens, the Modifier resets to +0, while the Faction's Core Trait is increased one level.

Example: A Military Faction has Navy at +4. Upon pursuing an upgrade of their Navy Modifier, they choose to boost their Force Trait from a d8 to a d10. When this happens, their Navy Modifier resets to +0.

The reset may seem fairly harsh, but there are good reasons for it. Whenever a dramatic increase happens in a Faction's Traits, there is a considerable amount of chaos and inefficiency as the organization adjusts to the major changes occurring. In the example above, the group's naval forces have increased fairly significantly, but with new ships, new commanders, and new strategies, they aren't quite as whip-crack capable as they were with a smaller, leaner force.

This approach forces some strategic and tactical choices on the players. Increasing a Faction's Traits is vital to its health and survival (as **Faction Warfare** can diminish and ultimately demolish one or more Core Traits). At the same time, many groups will decide that maintaining high Modifiers ensures greater opportunities for success, thus avoiding Trait increases to keep their high bonuses.

In addition to all other described awards, each participating player receives a bonus Benny or Adventure Card (their choice) if six or more tokens are achieved.

PHASE III: FACTION CONFLICT

Faction Conflict occurs either as a result of a draw of Jack-Ace on the Faction Challenge chart, or by specific plan and design on the part of the Heroes. There are much greater risks with Faction Conflict, but much greater rewards as well.

Faction Conflict can represent a limited engagement between two sides, or a focused-upon portion of an ongoing struggle (such as a war, or trade dispute). The Game Master is encouraged to interweave other game play elements – such as Social Conflict and Mass Combat – as well as extensive roleplaying and more personal scenarios of interaction and conflict.

An iteration of Faction Conflict is played out over three rounds, similarly to Social Conflict. As with Faction Activity, a primary Trait is determined, and Cooperative rolls and Modifiers are applied each round. There is decidedly Opposition in this instance, and the GM should incorporate both Modifiers and Cooperative rolls from antagonist agents in the countering die roll.

For every success and raise the Heroes' Faction achieves each round, assign a token to them. At the end of three rounds, consult the following table for results.



Tokens	Faction Results	Hero Results
0	Total Disaster! All Core Traits reduced by 2 die types, all Modifiers reduced by 4.	2 Wound or Fatigue Levels, all personal Resource Traits reduced by 2 die types.
1	Horrible Defeat. All Core Traits reduced by 1 die type, all Modifiers reduced by 2.	1 Wound or Fatigue Level, all personal Resource Traits reduced by 1 die type.
2	Major Setback. Primary Core Trait reduced by 1, two relevant Modifiers reduced by 2.	Lose a Benny or a Resource Die Type.
3	Minor Setback. Two relevant Modifiers reduced by 1.	No losses or gains.
4	Status Quo. No losses or gains.	No losses or gains.
5	Minor Victory. Faction gains 3 FBPs (Faction Build Points); enemy suffers Minor Setback.	A Benny.
6	Major Victory. Faction gains 6 FBPs; enemy suffers Major Setback.	A Benny or Bonus Adventure Card (player choice).
7	Glorious Victory! Faction gains 10 FBPs; enemy suffers Horrible Defeat.	Major Victory, plus a single Skill raise (ignore Linked Attribute restrictions).
8+	Epic Victory! Faction gains 15 FBPs; enemy Faction is disbanded or destroyed, or at least suffers Total Disaster.	Glorious Victory, and +1 Charisma to reflect the Hero's involvement in this momentous conflict.

Note that if one or more of a Faction's Core Traits is ever reduced to d4-2, it is effectively destroyed or disbanded. It may be possible to rebuild the Faction over time, but until all Traits are at least d4, the Faction cannot function in any meaningful way.



FACTION PLAY AND THE BIGGER PICTURE

Game Masters and players alike should not only focus on the game mechanic rewards of Faction Play; there should also be significant story elements evolving out of such activities. In stating a goal for Faction Activity or Faction Conflict, the players need to establish the narrative results they are seeking in addition to game awards. In turn, the GM needs to work these results into the larger story, weaving the agenda and end game into the political and cosmological landscape for the players and their Heroes.

Clever GMs will also figure out ways to integrate Day in the Life Activities (like Negotiation and Interrogation) into the campaign following Faction events. As well, far more direct and personal scenarios will evolve from Faction Play, leading these powerful Heroes into all new adventures.

RULE NUMBER FOUR — DICE EXPLODE AGAINST LEGENDS, TOO

One of the things that sets Savage Worlds apart from many other game systems is the fact that, even at great levels of achievement, Heroes are still susceptible to a lucky blow from a drunken goblin with a rusty dagger. Any conflict can be potentially dangerous, especially if you utilize all of the tools at your disposal to create that threat. Some reminders -

- **Gang Up bonuses – the equalizer.** +4 to hit is +4 to hit, which can really make a difference against a stupidly high Parry. Five decently buffed thugs can be of great concern against a single Hero if they work together.
- **Wild Attack, for when you don't care if they die.** Take those same buffed thugs and have them Wild Attack. +6 to hit isn't easy to ignore for anyone.
- **Bypass Armor means never having to say you can't hurt them.** Few Heroes are going to be wearing totally-covering armor, and the Bypass Armor rules of Shaintar mean you can go for those holes and stab the fleshy bits all day long.
- **Remember Agincourt.** A handful of archers of even modest skill can be dangerous for any character. A horde of them can spell the end of an entire party if you use them correctly. Well, you may not wish to spell the end of the party, but it can still be satisfying to force them to do things like fall back and take cover when enough 4's are rolled to ensure at least a few exploding damage dice. Add in a few really gifted archers, taking Bypass Armor and Called Shots to the head, and...

These are just some of the tactics you should remember to use liberally, enabling you to make even moderately-skilled Extras dangerous enough to warrant careful consideration by the powerhouses among your Heroes. Employ these tactics with even more powerful Extras or Wild Cards, and things will get very real, very soon.

RULE NUMBER FIVE — AND THEN THERE'S THE MAGIC

The casters of your group of Heroes, once they reach Heroic and Legendary, are true forces of nature. They will be changing battlefields, altering national events, and ending plots before they truly get underway.

Unless, that is, you remember that you have access to all of that magic, too.

As might be expected, most of your Heroes will focus on whoever and whatever they think are the biggest threats on the field of battle. Use this to your advantage by having one or more powerful, yet not-so-threatening wielders of magic back up the main villains. Employ them as counters and foils to the mages, druids, priests, and adepts among the Heroes, diminishing or even neutralizing their impact in some cases.

Two extremely useful, yet often ignored, Powers are *Dispel* and *Lower Trait*. The first one is the end-all, be-all tool to counter the magic of the Heroes. For it to be truly effective, however, the enemy caster has to be fairly skilled and have access to one or more bennies. The other is subtle, yet ultimately devastating in its impact. Not only can it be used to reduce a warrior's Strength and Fighting to pitiful levels quickly, but it can turn a master wielder of magic into a bare novice in a round or two.

It's easy to get caught up in the raw damaging Powers of your villainous casters, but they are far more effective when you hit the Heroes with magics they don't have as much experience dealing with. Other Powers that serve this purpose include: *Blind*, *Fear*, *Illusion*, *Invisibility*, *Obscure*, *Phantasms*, *Puppet*, *Silence*, and *Slumber*.

Telekinesis is possibly one of the most useful Powers ever, and if used in creative ways, it can be truly confounding for your Heroes. An enemy caster with *Telekinesis* active can wield a huge, powerful weapon remotely. This means she can cover herself in *Armor*, *Deflection*, and a set of *Barriers*, nearly untouchable while her masterfully-wielded, enchanted ogre siege maul plows through the ranks of the Heroes...

PLANES OF CONFLICT

In Legends Arise, the various Lines of Conflict were explained at some length, focusing on various sources of trouble throughout Shaintar. The bigger, more thematic picture is presented here; Heroic and Legendary figures often find themselves at the center of conflicts that speak of things far greater than they ever anticipated.

Spoiler Alert – this section reveals some of the greatest secrets of the setting. Players will be denying themselves major revelatory experiences by reading through this material. Game Masters, prepare to discover much more of the Secret History of Shaintar.

GOOD VS EVIL

The crucial conflict of any high fantasy campaign, the battle between Good and Evil, is demonstrated constantly in Shaintar. Though omnipresent in the lives of Heroes from their very first experiences, the struggle takes on much greater and far-reaching meaning once they become truly Heroic and Legendary players on the stage.

Such Heroes become icons of their beliefs; they are beheld as avatars of the cosmological forces they fight for. In many cases, this is literal – priests become Lightbringers, druids are chosen as Soulfinders. Heroes are chosen and watched by the Greater Beings who represent the primal Powers, their actions often aided by those same beings and Powers.



Since the imposition of the Covenants by Landra, it is the task of these avatars and champions on both sides of the conflict to implement the will and goals of the Greater Beings. On bridges, in tombs, at the heads of mighty armies, and in the halls of power, such Heroes strike, counter, and strike again in a dance of destruction that shifts the course of history and defines the influence of Light, Darkness, Life, and Flame upon a given part of the world.

The Heroes of your campaign will ultimately become the target of interest, then ire, then absolute enmity from the servants of Darkness and Flame. Ultimately, Demon Lords and Necrolords themselves will take pains to strike out at the most dominant and capable servants of Light and Life. This is the most defining kind of struggle for Heroes who achieve the heights of accomplishment and renown – the enemy truly knows their names.

THE NORTHLANDS VS THE SOUTHERN KINGDOMS

In the north of Shaintar, three mighty nations are ruled with iron fists and terrible power, each seeking to impose their will across the rest of the world.

In the south, a far more diverse collection of nations, city-states, territories, confederations, and wild, untamed lands make up a conglomeration of peoples whose only true unity lies in their rejection of the authority of their northern neighbors.

The Kal-a-Nar Empire is given over to the tyrannical might of the Emperor, who himself is a child of the Queen of Hell, Ceynara. For him, dominance over Shaintar through war and destruction is as much a matter of faith as it is of desire for control; the two are inexorably entwined in his twisted soul, and in the spirits of his closest followers.

The nation of Shaya'Nor is a more complex, internecine network of powerful factions, each one hungry for greater control, yet united towards the ultimate goal of casting a web of influence over all of Shaintar. The spread of the shadows of Darkness is as much a need to them as it is a strategy.

The Prelacy of Camon is more like the Empire than its leaders would ever care to admit; religious fervor drives the Grand Archcardinal and his servitors to extend the might and influence of the Church of Archanon as far as possible. Ironically, this fervor conceals a more naked and raw ambition for temporal, secular might. The men who control the Prelacy are, for the most part, all-too-aware that their role is a facade, predicated on a terrible, long-standing lie that they work very hard to perpetuate on their people. For their part, the citizens of the Prelacy range between mere acceptance to absolute zeal for the Laws of the Lord of Order.

These are the nations arrayed in a constant state of conflict with the Southern Kingdoms, who have spent most of their existence simply fighting to survive and trying to build some stability and security against the next war or disaster.

Proud and noble Galea attempts to provide leadership and foundation without imposing more authority than is called for. Olara merely fights on, day to day, in a constant state of battle against the forces that never stop testing her. The Freelands continue building their economic might, almost naively counting on the strength of others to defend their interests. The Wildlands remain mostly undefined, only the Grey Rangers standing between them and utter anarchy. The fae and the dwarves keep their houses in order internally, but their days of true preeminence are long gone and now they can only guide the humans in hopes that they can hold the line against the north.

And always, the Malakar Dominion maneuvers and plots, ready to advance its own schemes against any place weak enough to succumb.

Thus far, the only thing that has truly prevented the South from collapsing under the weight of its opposition is that those same forces arrayed against it are also anathema to each other. The Church of Archanon counts necromancy and thaumaturgy equally sinful to the practices of channeling and faith magic (along with any other form). The subtle, strategic rulers of Shaya'Nor despise the brutish warlords of the Empire, just as their patrons – Necrolords and Demon Lords – seek the annihilation of their counterparts in the grand scheme of things.

Should these forces ever find common cause and array themselves jointly against the Southern Kingdoms, all hope might truly be lost.

Liner Notes – The Betrayal War

Just over a century ago, those Powers of the Northlands did line up together for a short time, and the Southern Kingdoms were nearly lost.

It was done in a strange way, to be sure. During what was called the Open Hand Conference, the Grand Archcardinal of the time, Halivan Allard, attempted to bring peace between the Prelacy and his southern neighbors, as well as tolerance and peace among his own people. However, a plot was hatched between Vainar, the Master of the Necrolords, and Ceynara, Queen of Hell. Vainar himself took the Cardinal of Judgment, Mandris Toman, as a living avatar for himself, while the son of Ceynara and Uldor, Kolvos, took Sir Glain Nollan, the Supreme Paladin, as his avatar.

The delegates of the Conference were massacred by Toman, Glain, and their followers, and the Cardinal of Judgment assumed control of the Prelacy. The Empire and Shaya'Nor quietly supported the efforts of the Church. A great build-up of forces and resources began to amass such that the Southern Kingdoms would surely fall.

In the act that would give this war its name, Vainar betrayed his allies by engineering the murder and utter destruction of Kolvos. It is only this – and the actions of a small handful of great Heroes and the Interloper, Saiderin – that spared the whole of the South.

THE STARFATHER VS THE MOTHER OF NIGHT

Shaintar is but one continent on a planet called Starfall, and Starfall was once the center of a mighty interstellar empire ruled by a being called the Starfather and his children, the Scions of the Starfather. These beings ruled through the possession of great cosmic power – power over self, over mind, over matter, and over the very essence of space-time.

The Empire of the Starfather was one dominated by magic instead of science. Magically-driven technology, primarily based on the principles of arcfire, the use of crysarium (and the resulting crysalites) provided machinery, industry, transportation, and the military might needed to extend an empire and maintain control.

The Starfather had a number of children by different, powerful beings. A large proportion of his children came from the entity known as the Mother of Night. A creature of deception, lies, and illusion, she long convinced him that she was a benevolent and complementary mate to his being and his desires. It was only after she had begotten and helped raise

enough of his Scions, bending them subtly to her will and influence, that she revealed her true self in a bid for his rule.

Inherently powerful in his own right, the Starfather's true dominion came from his bond with the planet called Starfall. Alone in the cosmos as the sole source of crysarium – which infuses the very core of the planet, from the center to the crust – Starfall acted as a living generator from which the Starfather could project his energy and will across his entire empire. Crafting the great Eternity Spire, which once stretched from the surface of Starfall to far beyond the atmosphere, the Starfather bade the Builders to construct mighty apparatuses on each and every planet within his empire. These became receptors and transfer stations, enabling him to literally broadcast the dynamism of Starfall across the galaxy. This connected all of the planets in the empire with feeds of enormous energy and a means of instant travel and communication.

It was this power that the Mother of Night craved for herself and for her children. The Starfather's benevolent and free hand with the many peoples of his empire seemed a weakness to her; she sought greater control and reverence from them. As well, she sought to expand the empire even further – all of Creation should bow to the might of her and her progeny.

Thus... war.

The Starfather and many of his Scions fought to preserve what was, while the Mother of Night and most of her brood arrayed against them. Offspring – the first few generations of children from the Scions – split fairly evenly, and entire peoples and planets sided one way or the other. The Builders, promised a greater role in the cosmic scheme of things, mostly turned against the Starfather, spelling the beginning of the end.

In an act of desperation and madness (or at least, so it seemed), the Starfather shattered the Spire and cast out a great, cataclysmic burst that destroyed the entire network he had built. The planets were cut off, left alone in the darkness of the universe. The Scions and their Offspring were stripped of most of their inherent Powers, mere shells of what they once were.

The Mother of Night was cast into the Void, and the Starfather's consciousness was shattered into fragments as his form fell into deep torpor.

As it turned out, there were many plans and contingencies put into play right near the end. The very "creation" of Shaintar was an act on the part of two of the Starfather's most trusted children, Shanais and Targon, to create a kind of protected zone on his home planet, preserving most of the native races and a few from beyond. Before darkness fell across the empire, many Scions and Offspring made it to Starfall, though they were scattered across the planet and most were kept out of Shaintar.

Now the conflict of ancient times has arisen anew; far from done in, the Mother of Night adapted to her place in the Void and has pulled many strings among the Nether and the Necrolords, all the while guiding her most prized children... including the one known as the Merchant!

It is believed that the Starfather, before he fell into his final sleep, put in place a scheme to restore the Spire one day and let the people rebuild the civilization that once was. Among the few who know the true history of the world, there are some that are certain the entity called Archanon – the one that inspires and empowers the new Church of Light – is one of those many fragments of the Starfather's consciousness.

Thus the battle for the very future of the entire world is just being joined – a battle the Heroes are bound to become embroiled in as they come to discover these lost and ancient truths.

THE QUEST FOR POWER

Another universal conflict for sentient beings, the quest to attain control of resources and influence the course of events, is of particular and defining importance in Shaintar. The many nations and factions throughout the realm maneuver and combat each other for all of the usual reasons, and do so with intensity of purpose and deadly results.

However, there is a greater, more insidious game afoot, and the stakes are much greater as the players are far more powerful and dangerous.

It's all about the crysarium.

Another history lesson is in order to best explain what is happening and why. At the time of the Shattering of the Spire (you should read **The Starfather vs. the Mother of Night** above, if you have not already), two of the Starfather's children – Shanais, the Druidess, and Targon, the Ranger – worked with others to create a powerful protection field that would preserve the continent and the immediately surrounding islands from the brunt of the cataclysm. At the same time, Saiderin the Wanderer and Celesia, the Silver Unicorn, worked powerful rituals to literally suppress the presence of crysarium within Shaintar.

To be clear, the mystically-charged mineral wasn't taken away or moved, not in a truly physical sense. The rituals used by these entities – both of whom are Offspring, direct descendants of the Starfather – caused the crysarium to shift out of physical reality, existing primarily in the Patterns immediately connecting Shaintar to Corelisia. This had the further effect of also concealing the Filaments and Loci, all of which are dependent on the presence and concentrations of crysarium.

While small amounts of the crystalline mineral have always been accessible to miners of particular skill and tenaciousness (the rituals were powerful, but not perfect), it has only been in recent days that the whole of the crysarium in Shaintar has physically manifested again. The rituals were only going to last for so long, and the rending of the Veil in the awakening of Ceynara and the launch of the War of Flame ripped through the last of the "Interloper's Cloak," as it was called. This revealed the precious mineral in far greater deposits, and the Filaments and Loci as well.

For those who have always known the potential and might of crysarium, the race to control it is on. This is what has turned Shaintar into the last, most important battlefield in a war that started many millennia ago – the war between the Starfather and the Mother of Night, carried on still by their children and their descendants, and those of Shaintar who are caught up in it.

Liner Notes – The Interloper's Cloak and the Return of the Builders

By now, you've started to figure out that the Builders are completely entangled in this secret history being revealed. They have been a key part of things since the very beginning; they were the crafters and the engineers that constructed the magical machinery that ran the Starfather's interstellar empire. When the Shattering occurred, they lost literally everything they'd worked for many thousands of years to create.

What few understand is that the Builders did not actually leave Shaintar of their own accord; they were cast out by Saiderin and his allies. The entire point of the Interloper's Cloak was to, in the Raven's eyes, protect Shaintar from the dangers and corruption of the Builders' magical technology. He laid the utter devastation of the war that led to the Shattering at their feet – and not entirely without cause.

The leaders of various Builder clans, called Makers, were mostly very ambitious entities in their own right, and the vast majority of them turned against the Starfather to side with the Mother of Night when they were promised much greater roles in the empire under her rule. These Makers turned their people to creating terrible weapons of apocalyptic destruction, and entire civilizations were wiped out of existence by their efforts.

In fact, much of the planet of Starfall was horribly scarred by the weapons of the Builders, put into the hands of those who would attempt to pry control of the Spire from the Starfather's hands. The once glittering and inspirational Empire of the Golden Sun, a beacon of peace and enlightenment in the galaxy, was utterly crushed by Builder war machines.

When Saiderin, Celesia, and those who worked with them enacted the ritual in conjunction with the Shattering of the Spire, Builder facilities and citadels throughout Shaintar were shifted out of existence in the same way the crysarium was.

For better or worse, however, as the Interloper's Cloak lifts at long last, the Builders are coming home to reclaim what is theirs...



THE MERCHANT VS SHANAIS AND TARGON

By the time most Heroes in Shaintar become Heroic and Legendary, they are likely either witting or unwitting pawns in the conflict that goes on between these key entities.

Yes, it is true that Shanais and Targon are more than mythical beings from the creation story of Shaintar. The realm that bears the amalgamation of their names was saved from devastation by their sacrifice and wisdom, and they've been looking out for it ever since. Celesia, the Silver Unicorn, is their daughter, making her literally the Spirit of Shaintar. Saiderin, the Wanderer, is forever bonded to Celesia, and the two act as direct agents of these Scions in the constant struggle to preserve what all of them gave so much to create.

The Merchant has long appreciated what his brother and sister accomplished; he has, in fact, plotted and planned his entire future around their "gift" and how he will best exploit it when the day finally comes to claim what he is determined to make his. Named Jarek, virtually no one knows who he truly is or what he looks like. He has been in Shaintar since before the Shattering, spending many centuries slowly building up his personal empire of networks and resources. His hand can be found in almost everything that comes to pass of importance; sometimes, with the barest hint of influence towards a tiny goal, and other times entirely turned to his purposes.

Like the Ranger and the Druidess, the Merchant remains far in the background, employing agents and pawns to enact his schemes. As events progress more rapidly, his hands can be seen to be moving much more quickly and with greater intent, such that now even those of more fleeting existence, but impressive intellect and awareness, can see certain patterns emerging.

Those in the highest authority of the Black Lantern have come across references to "the Merchant" enough times, in enough important matters, to realize his powerful influence on just about everything they work to oppose. The Council of Rulers of the Southern Kingdoms has just recently been made aware of this, too.

Saiderin has now begun to act to employ the resources of the Southern Kingdoms and the powerful people who serve them to engage the Merchant's forces more directly. He has even gone so far as to appear directly to the King of Galea and inform him, matter-of-factly, that outsiders like the Merchant and the Builders are the greatest enemies the Southern Kingdoms have ever faced.

While the average soldier or servant of important rulers is not likely to know any of this, those who achieve such status as Heroic and Legendary heroes stand a very good chance of being drawn into direct conflict against the agents of the Merchant and other Scions and Offspring, all seeking to secure the greatness of Shaintar.

Liner Notes – What About Crysarium in the Rest of Starfall?

An excellent question with a relatively easy answer. There are other lands throughout the planet of Starfall, and they all contain civilizations and life. Most have endured the challenge of digging out from a post-apocalyptic existence.

Much of the existing stores and sources of crysarium were wiped out during the last days of the war and in the Shattering. As people slowly rebuilt what they could, they relied heavily on what arcfire devices and energy sources they could salvage. Eventually, the Builders reappeared, helping in many places to repair and replace what was lost.

All of this has led to a depletion of crysarium. Efforts to dig deeper mines have been hampered by ongoing struggles throughout Starfall as various factions have begun warring with each other over the existing sources. As well, even the Builders are struggling to regain the techniques and engineering that they lost in the cataclysmic events of the war.

The Merchant figured all of this out in those last days, and he knew Shaintar was the richest source of crysarium in all the world. Like any great master of resource management, he planned accordingly even as the world fell apart around him.

CHANGE VS STABILITY

Saiderin, brother to Landra the Soulfinder and Vainar the Fallen, readily accepts the appellation “Interloper,” for he has always known that he interfered directly with the destiny of Shaintar and the people living there.

He had seen the horrors of so-called “progress,” and he sought a different road for those he chose to protect and guide. He wanted to make Shaintar a place of magic and nature and beauty, a land ultimately given to peaceful co-existence among the various races, enjoying a simpler life untainted by machines and industry.

He was a fool.

Bereft of weapons that could level castles and clear battlefields, the sentient beings of Shaintar were still more than able – and willing – to wage war with what they had and could craft. Where magical technology was not present, new methods of magic were discovered, empowering dedicated individuals with destiny-altering gifts. The blood of the Scions clearly flowed through every race, granting access to the Patterns and the flows of Essence.

The dwarves, most of all, confounded Saiderin’s vision. Though crysarium’s radiant influences prevent many chemical and physical reactions from full manifestation (which makes certain scientific progress impossible) masterful applications of muscle, technique, forge, and design let these descendants of the Builders bring weapons great and small, as well as plumbing and advanced building, to the other races of Shaintar.

Only among the fae, and especially the korindians, could the Raven and the Silver Unicorn see reflections of their original visions, and these were anomalies rather than signals of what would be. Humankind’s ambition and ingenuity, combined with the gifts of the other peoples of Shaintar, strove against the bonds the Interloper sought to put upon them.

Now, with the Cloak failing, the Builders returning, and signs that the mists between the lands of Starfall might yet be pierced, Saiderin’s weary eyes see a future he did not want for this land he loves, and his heart is breaking. Yet he will do all he can to see that Shaintar comes into this new future as strong and true to itself as possible.

Heroic and, especially, Legendary characters may well find themselves faced with this struggle at a deeply philosophical and emotionally-affecting level, forcing them to choose whether or not they wish to support Saiderin’s efforts to preserve what he can of his vision, or whether they wish to embrace the chaos and dangers of the changes that are coming by hell or high water.

DARKNESS VS FLAME

As has been mentioned elsewhere, the conflict between these two may well be one of the greatest saving graces for the Southern Kingdoms. The animosity that exists between these two cosmic Powers – animosity that very often explodes in fiery, terrible, conflict – has thus far prevented them from ever working effectively together to defeat the forces aligned with Light and Life.

It’s not so much that the agents of such forces cannot agree on the goal of defeating their mutual enemies, or even that the true masters of these Powers do not concede a mutual hatred of Light and Life in all ways. It’s always about the endgame, though. Neither faction is remotely willing to share control once their goals are achieved.

The followers of Flame seek to destroy everything before them, rebuilding in the dominant, warrior image of Ceynara and the Demon Lords. The followers of Darkness seek what they see as an inevitable corruption of all things, spreading the shadowy influence of Vainar and the Necrolords to every soul.

Simply put, the two Powers cannot rule jointly, and they are unlikely to ever agree to split the territories of Shaintar between them.

Unlikely, but that doesn’t make it impossible. There may come a day where the right people with the right amount of enlightened reason achieve dominion in both the Empire and Shaya’Nor. Should that day come, the Southern Kingdoms may well face a threat utterly impossible for them to withstand.

Heroes of sufficient achievement and finesse might well be called upon not only to defend against the overt threats of Flame and Darkness, but to help foment continued conflict between the forces of those two Powers.

LIFE VS LIGHT

On the surface of things, and even a few layers below, the alliance between the Powers of Life and Light is utterly unshakeable. They are benevolent in nature and guided to bring the best to all who would seek such. In the earliest days of existence, in the wake of the Betrayal War, the Church of Light survived and was able to grow only with the fraternal aid of the druids of Mindoth's Tower and the Kingdom of Galea.

Yet, there are differences of philosophy and ultimate goals that serve to create tension between those who serve the Paths of Life and those who seek to spread the Light of Archanon.

The druids and all who revere Life have long believed that the Ascended are not to be worshiped, but to be respected and admired for their works and to be joined in the greater cause of supporting Life throughout Shaintar. They have come to accept Archanon as another of the Ascended, and give him the same level of respect. Druids leave the matter of supporting the goals of the Church primarily to his followers, though, as matters of order and law are less inspirational to them.

The priests who lead many in following the Light generally stop short of calling Archanon a "god;" they have received enough guidance from on high to understand that this is not his way. Yet they insist on holding him forth as the Lord of Light, Bringer of Law, Honor, and Justice to the world. With priests being called upon in many cities and towns of the Southern Kingdoms to act as arbiters, magistrates, and the like, the Church's influence is spreading rapidly through the urban realms. The role of Archanon is one naturally ascribed a certain level of authority and leadership, and his celestial agents have done nothing to dissuade this reasoning among his worshipers.

Furthermore, the scholars of the Church vehemently deny the druidic claim that he is one of the Ascended. They insist that he is an ancient being who comes from long before the time of the Ascended. Lost to Shaintar due to the treachery of other greater beings (and, many preach, the unfaithfulness of his people), he has finally returned to help defeat Darkness and Flame once and for all and to lead Shaintar to a new Age of Glory. As might be expected, this kind of thinking does not sit well within the halls of Mindoth's Tower.

Thus far, this disagreement has been restricted to theological debates and the occasional fistfight between a too-enthusiastic paladin and an overly-sensitive soulguard. However, there are those in the circles of political influence throughout the Southern Kingdoms who fear a more radicalized faction on either side of the debate might rise up, creating a schism that could ultimately turn very destructive.



It may be that Heroes of great stature and understanding are called on to help ameliorate such a conflict, preferably with a minimum of violence and a great deal of diplomacy.

FREEDOM VS ORDER

Few in other parts of Shaintar truly grasp the implications of the “Great Experiment” that is the Freelands. Those that do will tell anyone who listens that the nation farthest to the south is the single greatest threat to the stability of Shaintar that has ever existed.

Though Shaintar is a realm very much entrenched in pre-Renaissance technological development, social development has progressed at a more substantial rate. Well, at least in some areas, such as Korindia, the Wildlands, the fae realms...

... and especially in the Freelands.

The banner the Freelords of Lone Keep ride under has ancient fae glyphs that read, essentially, “No Crown Over This Land.” This founding principle has been fought over and defended for centuries, and it has been further borne up by the Kingdom of Galea since the day Vol Al'daya faced a force a hundredth his own and declared the Freelands under his protection.

In the Freelands, a combination of democracy and meritocracy prevails; mayors and stead masters are elected by all people who reside in their influence, and guild masters are chosen based on their successes by councils of their peers. There is no nobility whatsoever in the Freelands; the closest anyone comes is the Overlord of Lanthor, the largest city in the known world, and that position is carefully monitored by any number of groups to ensure it never gains more authority than necessary.

The ideas that land can be managed by the people who live on it; that commerce can be regulated by the efforts of those who buy and sell alone; that all people have the right to determine their path and those who they will follow – these and more have flowed out of the Freelands and permeated much of the rest of the Southern Kingdoms.

Why is this deemed dangerous? Naturally, those who rule, or who gain great benefit by serving rulers, see their positions threatened by such a dramatic change from what has gone before. More than that, though, is that even the most enlightened and benevolent-minded leader or scholar can see that the Freelands are secure enough to enjoy their progressive ways only because the rest of the Southern Kingdoms provide the necessary military support to shield them from the North and others.

Granted, there are the Freelords, but while they are more than adequate to deal with threats from within and to maintain law and order, they have never been numerous enough to stand against a true military threat.

Should somehow the peoples of the rest of the Southern Kingdoms come to see the nobility and their armies as a burden undesired in light of what the Freelands exemplify, it seems clear that the Northlands need only bide their time until the way is made free and clear for them.

How do the Heroic and Legendary movers and shakers feel about such things? Will they take the lead to bring about such dramatic change in the southern lands and throughout Shaintar, or will they help maintain the strength and order that has protected the Southern Kingdoms for so long?

Liner Notes – Time Marches On

In *Legends Arise*, a full timeline of Shaintar's history was presented. With this book, it is suggested that a couple of years have passed, and GM's can add this additional entry at the end of that timeline:

3123 – The War of Flame grinds to a near-halt as civil war erupts within the Empire's borders. Former slave-warrior Jerrik Tul, leading an ever-growing army known as the Unchained, has finally become strong enough to lure many Kal Warlords and nobles to his cause.

Unfortunately for the Southern Kingdoms, other forces and factions seem intent on taking advantage of the chaos and devastation wreaked by years of war; the Prelacy of Camon shows signs of military build ups, and the criminal faction known as the Red Store has become bolder in its depredations throughout the Wildlands and elsewhere...

If you don't wish to move time forward in this way, that's fine. This is just here to let you know where things are in the “official” timeline between the two books.

CHAPTER FOUR. EPIC CHALLENGES FOR LEGENDS



With the *Justice and Life* shared campaign fully underway, I didn't want to lock any start-to-finish storylines down in this book. There are simply too many huge things possible, and even grander things in the works both for future releases and for the ultimate shared campaign that is *J&L*.

Instead, this chapter is all about presenting the *kinds* of challenges and stories that GMs will likely wish to present in their campaigns going forward with this book. There is a lot going on in the realm of Shaintar, and even more coming from beyond the Veil. What follows are some synopses of specific sources of challenge for Heroic and Legendary Heroes to engage with; they should provide solid foundations for Game Masters to craft unique experiences from.

Following the Challenge Arcs, the Denizens section details many villains, monsters, and others for the GM to pit their Heroes against.

CHALLENGE ARCS

What follows are some major story arcs that define the major conflicts in Shaintar, and how they can specifically be encountered and dealt with by the Heroes of a Shaintar campaign. Each Challenge Arc contains information about the main villains; what kinds of minions and agents they have working for them (referencing entries in the Denizens sections of both *Legends Arise* and this book); synopses of goals and plans; and other relevant information that a GM can use to construct a series of scenarios from.

The format is as follows:

- **High Concept:** The boiled down essence of the Challenge Arc in a single sentence.
- **Primary Opposition:** Who the Heroes will be up against for the most part when dealing with this Arc.
- **Key Antagonists:** The Named Bad Guys of the piece. They should rarely be directly encountered, instead acting behind the scenes and discussed as the key figures pulling the strings. Some will ultimately be encountered in "Final Battle" circumstances. Most of the Key Antagonists are written up in the Denizens section, where the GM can read more about their specific roles and goals.
- **Antagonist Agents:** Higher level folks – almost always Wild Cards – that will be encountered as bosses and lieutenants in various conflicts.
- **Antagonist Minions:** The rank-and-file Extras most often encountered in battles.
- **Opposition Goals:** Both short-term and long-term goals the Heroes will oppose throughout the Arc.
- **Key Allies:** Various specific folks the Heroes may encounter who could help them along the way.
- **Allied Forces:** Potential Allies that may aid or fight alongside the Heroes during the Arc.
- **Allied Goals:** What the Allies may be after as their own agendas.
- **Primary Locations:** The regions of the Shaintar map where most of the action for the Arc will likely take place.
- **Synopsis:** This gets into a bit more meat about what is going on and how the Heroes are likely to be involved. A bullet point list of possible activities is included here.
- **The End Game:** Laying out the possible conclusions for the Challenge Arc after a time, should the Heroes be particularly successful.

THE CRIMSON CRUSADE

- **High Concept:** The Prelacy strikes while the Southern Kingdoms are still reeling from the War of Flame.
- **Primary Opposition:** Forces of the Prelacy of Camon; allied Builder forces.
- **Key Antagonists:** The Cardinal of Judgment (His Excellency, Harken Lorre); the Supreme Paladin (His Lordship, Sir Nedderik Juneau); Archbishop Stephane Galois, Holy Purifier, Exalted Rank; Comtesse Claire Collard (agent provocateur); Adjutant Maker Fulgore.
- **Antagonist Agents:** {*Legends Arise*} Bandit Princes (used to cause chaos); Criminal Bosses (agents of urban discord); {*Legends*

Unleashed: Arbiters and Warrior Adepts (Inquisition agents); Builders (various); Crime Lords and Master Thieves (Prelacy spies); Tor Mastak Commanders (not Kal; re-purposed as Inquisition agents); Prelacy Forces; Soldiers.

- **Antagonist Minions:** {Legends Arise} Adepts (Inquisition agents); Marauders and Bandits; Builders (various); Criminals (various); Prelacy Paladins; Rangers (as Prelacy scout forces); Soldiers.
- **Opposition Goals:** Ostensibly to defeat and rule all of the Southern Kingdoms, casting out or slaughtering all who are impure and unworthy. More realistically, to dramatically increase land holdings and resources, as well as diminishing Olara's and Galea's threats to the borders of the Prelacy.
- **Key Allies:** The Kingdoms of Olara and Galea; Grayson's Grey Rangers; the new Wildlands kingdom of Drenmar; the Cavaliers of Camon; non-humans in the assaulted regions.
- **Allied Forces:** Soldiers of Olara and Galea; Grey Rangers; Priests and Paladins of Light; Druids; agents of the Black Lantern.
- **Allied Goals:** Stem the tide of Prelacy forces; save lives; shut down the flow of Arcfire weapons and technology into the Prelacy.
- **Primary Locations:** The northeast region of the Wildlands; northern Galea; eastern Olara; the Prelacy itself; other locations throughout the Southern Kingdoms.

SYNOPSIS

The War of Flame collapsed as rebellion broke out within the Kal-a-Nar Empire, and mere weeks later, the Prelacy's forces began incursions of their own into the borderlands of Olara, Galea, and the Wildlands. Worse, they've had agents working covertly throughout the Southern Kingdoms (and especially within the Wildlands), sowing the seeds of discontent among those they could reach with their rhetoric and their bribes. What began as skirmishes and raids has now blown up into a full-scale invasion – or, as the masters of propaganda within the Church of Archanon sell it, a crusade.

The Crimson Crusade, where the blood of infidels will run as rivers until all the lands are cleansed.

Heroes working with the Southern Kingdoms in any way are very likely to get caught up in this Challenge Arc. Large swaths of territory are at stake, as are the lives of many thousands of citizens. Especially at risk are all non-humans and all practitioners of magic. So, too, will anyone who openly worships the Light suffer terribly at the hands of the Prelacy's agents of the Inquisition and the Purifiers.

Heroes involved in this Challenge Arc will be engaged in activities like the following:

- Directly combating raiders and incursion forces from the Prelacy.
- Seeking out and dealing with agents of the Prelacy who are engaged in espionage and sabotage within the Southern Kingdoms.
- Finding and stopping agents of the Inquisition before they torture and murder non-believers, non-humans, wielders of magic, and followers of the Light.
- Rescuing those already captured by the Prelacy and its Inquisition before they disappear forever behind enemy lines.
- Finding Builders and their agents and cutting off the flow of Arcfire weapons and devices into Prelacy hands.
- Uncovering plots by local politicians and treasonous agents, preventing secession into Prelacy control or influence.
- Supporting efforts by the Cavaliers within Camon to restore the noble Houses to their rightful rule.

THE END GAME

The Heroes and their allies may simply make the war far too costly for the Prelacy to continue it, especially if they manage to cut off supplies of Arcfire tech from the Builders. Effective counterattacks against Prelacy holdings will also go a long way towards knocking the fight out of the Church and its followers. As iron-fisted as the Church's hold on the reins of power is, popular sentiment can and will alter the course of the

Grand Archcardinal's decisions; he will bow to the will of the people and call for an end to the Crusade should enough dissent come to light.

Of course, the Heroes may not be satisfied until the very foundation of the Church's leadership is cracked, opening the way for a full-scale civil war within the borders of the Prelacy. This won't be remotely easy, and may well cost the lives of many thousands upon thousands of innocent civilians. The Heroes will be dissuaded from actively pursuing this course by the Council of Rulers (and their direct agents in the situation, the Black Lantern). There is a great deal of fear for the impact such a civil war might have on the entire region.

NEVER SURRENDER

High Concept: Kalinesh and Maelstrom forces, left behind from the Empire's retreat, run amok in the Southern Kingdoms.

Primary Opposition: Soldiers and war priests of the Kal Empire and the Maelstrom mercenary army; childer and demons.

Key Antagonists: Lorask ki Gult, Warlord; Asascha kes Murdov, Maelstrom Commander; Dechmul the Damned, Exalted Minister of the Undying Fire; Baron Skaarzz, Demon Lord; Neavelyn Turrell, Boss of the Fireblades; Xarrik ki Dreander, Tor Mastak Commander

Antagonist Agents: {Legends Arise} Bandit Princes (war leaders gone rogue and carving out personal empires); Criminal Bosses (same, but focused on criminal enterprises in cities); Flame-Blooded Kal Warlords; {Legends Unleashed} Ministers of the Undying Fire; Gargoyle Princes, Minotaur War Masters, Ratzin Assassins and Thratchen Blade Storms; Crime Lords and Master Thieves (Maelstrom agents); Demon Lords, Horde Champions and Reavers; Tor Mastak Commanders (conducting continued covert operations against the Southern Kingdoms); Master of the Bow, Master of War.

Antagonist Minions: {Legends Arise} Acolytes and War Priests; Marauders and Bandits (mostly Maelstrom); Childer (all types); Criminals (various, mostly Maelstrom); Demons; Kalinesh (various, including Tor Mastak working behind the lines operations); {Legends Unleashed} Flamedancers.

Opposition Goals: Wreck havoc within the Southern Kingdoms, especially the Wildlands; murder innocents and gain mystical power (mostly to call forth demons); gain control of long-lost Cauldrons and use them to open paths to Norcan Darr and the Abyss, starting the war anew and far behind enemy lines.

Key Allies: The Southern Kingdoms, especially those among the Fae and the Kingdom of Galea; Grayson's Grey Rangers; the Church of Light and the Druids of Mindoth's Tower.

Allied Forces: Soldiers of Galea and Landra'Feya; Grey Rangers; Priests and Paladins of Light; Druids.

Allied Goals: Track down and eliminate all Maelstrom and Kal forces (soldiers can be captured; all Flame-blooded to be destroyed); prevent the opening of any Cauldrons; rescue anyone taken for acolyte sacrificial rites.

Primary Locations: Mostly the Wildlands and the great forest of Landra'Feya.

SYNOPSIS

Though the vast majority of the Kal-a-Nar Empire's forces retreated as civil war erupted, pockets both large and small of their war priests, soldiers, and demonic followers remained behind. Either cut off from escape or simply unwilling to retreat from their enemies, these Kal units now spread terror and death wherever they go as they attempt to establish a power base of some kind.

As well, portions of the mercenary army of Ceynara worshipers – the Maelstrom – also remain scattered throughout Landra'Feya and the Wildlands. The main part of the army either returned to the Empire with the Kal regulars or retreated back to the Malakar Dominion (where they faced mild reprimands for "abandoning their duties"), but madmen and opportunists remained within the Wildlands to pursue other agendas.

In many cases, despite the general disdain the Imperials have for the mercenaries (and vice versa), these units have combined to enhance their overall strength when possible. A large portion of these groups fall under the dual command of actual battle leaders and war priests; the latter are the most

fanatical about causing as much death, destruction, and terror as they can manage, all in the name of their Goddess of War, Ceynara.

In other cases, smaller groups may well try to establish themselves as independent mercenary companies, bandits, criminals, or whatever else they can manage to earn a living.

A significant number of these groups – almost always under the direction of a war priest, Minister of the Undying Fire, or other powerful acolyte – are actively seeking out lost places of power dedicated to their Goddess or other Demon Lords. These may be ancient temples and shrines, or even some of the lost Cauldrons that lead directly to Norcan Darr or the Abyss itself. If they find any, there will be rapid disappearances of innocent people – especially children and Fae – to use as sacrifices in rituals intended to awaken these sources of power and portals to the Flame-filled beyond.

Heroes engaged with this Challenge Arc will find themselves:

- Seeking out and engaging these forces for direct battle.
- Researching, tracking, and finding the ancient and lost sites in order to prevent their discovery, or at least their use.
- Rescuing those who are kidnapped for use in sacrificial rituals.
- Standing against small armies of childer and demons, led by one or more powerful Horde Champions or Demon Lords.
- Conducting their own rituals in order to spiritually strengthen areas to resist the Power of Flame.

THE END GAME

This Challenge Arc may never be completely over, as there are always forces dedicated to Flame willing to rampage through the Southern Kingdoms for their various aims. However, dedicated Heroes may seek out the most powerful Ministers, Warlords, and other major leaders of these forces and eliminate the greatest part of their threat. As well, they will have to

track down and either banish or destroy the mightiest childer and demons in order to disrupt the actions and effectiveness of their remaining followers.

Some Heroes may wish to take the fight to the leadership of the Maelstrom, in which case they are looking at heading into the antagonistic nation of the Malakar Dominion (where the Maelstrom enjoys the protection of that nation's laws). Others might cast their eyes northward, looking to the ultimate source of all the death and destruction that Flame brings. If they do, they will likely transition themselves to...

A RETURN TO HONOR

High Concept: The Unchained grow from a small band of resistance fighters to a sizable rebel army, launching a full-scale civil war within the Kal-a-Nar Empire.

Primary Opposition: The Emperor of the Kal and his loyal supporters; Opportunists in the guise of warlords and politicians, all seeking to gain power and influence in their own right; Agents of Shaya'Nor, seeing a chance to unmake the Empire utterly and expand their own nation's holdings.

Key Antagonists: Harkor ki Doman, Emperor of the Kal; Farak ki Turosk, Grand Warlord of the West; Jolokas ki Harkor, Grand Warlord of the Heart; Unikon ki Yolot, Grand Warlord of the East; Shayene kes Harkor, the Emperor's Judgment; Rakaz ki Marsk, High Lord of the Az-Junin; Keressa, High Lady of the Az-Agkar.

Antagonist Agents: {Legends Arise} Flame-Blooded Kal Warlords; {Legends Unleashed} Ministers of the Undying Fire; Gargoyle Princes, Minotaur War Masters, Ratzin Assassins and Thratchen Blade Storms; Werewolf Lords (via Shaya'Nor incursions); Demon Lords, Horde Champions and Reavers; Tor Mastak Commanders; High Clerics of Vainar and Warlocks (via Shaya'Nor incursions); Shayakar Commanders, Shayakar Night Masters (via Shaya'Nor incursions); Master of the Bow, Master of War; Archmages and War Mages (Az-Junin); Master Vampires (via Shaya'Nor incursions).

Antagonist Minions: {Legends Arise} Acolytes and War Priests; Adepts (as Az-Junin forces); Childer (all types); Corrupted (via Shaya'Nor incursions); Demons; Kalinesh (various); Necromancers (via Shaya'Nor incursions); Sorcerers (as Az-Junin

forces); Undead (via Shaya'Nor incursions); {Legends Unleashed} Flamedancers; Flesh Renders, Giant Trolls, Hobgoblin Bloodragers (via Shaya'Nor incursions); Shayakar (various, via Shaya'Nor incursions); Bone Golems, Bone Lords, Spectral Lords, Wraith Lords (via Shaya'Nor incursions).

Opposition Goals: The Emperor seeks nothing less than the utter destruction of his enemies; Various lords and warlords will see a chance to grab more power for themselves in the aftermath of the civil war, regardless of who wins; Shaya'Nor sees a chance to undermine its chief rival for control of all Shaintar, and especially all of the Northlands.

Key Allies: The Unchained; Warlords, lords, and others of the Kalinesh people who seek an end to the Emperor's rule and a return to a more honorable way of life; Agents of the Southern Kingdoms, obviously in favor of ending the tyrannical machinations of the Empire.

Allied Forces: A large melange of Kal forces, ex-slaves, Grey Rangers, Black Lanterns, and anyone else willing to help overthrow the Emperor.

Allied Goals: Total overthrow of the Emperor and a change to a more reasonable and benign government.

Primary Locations: The Kal-a-Nar Empire.

SYNOPSIS

For a few years now, Jerrik Tul and his stalwart band of ex-slaves, reborn patriots, and interlopers from the Southern Kingdoms have waged a desperate struggle to undermine the absolute authority of the Emperor and his servants. Though the effort seemed doomed from the beginning, nothing could be further from the truth now. At first, they came in small groups, then larger – citizens of the Kal-a-Nar Empire, seeking to return honor and glory to their land and their people.

Then came the true crack in the foundation of the current regime; Rokan ki Arnos, a warlord, joined with the Unchained in open defiance of his Emperor. Not long after, other warlords, nobles, and highly-placed people joined the cause, either directly in open support or via more subtle means of aid. The vast majority of the Empire's forces were southward, attempting once again to conquer all of Shaintar.

Jerrik saw the opening and launched a massive offensive to finally unseat the abomination who ruled the lands he loved.

Now the Kal Army has returned and the full weight of its might is arrayed against the Unchained. Jerrik and his allies must rely on tactics, guile, and heroism to overcome impossible odds. This is where the Heroes come in. Heroes engaged in this Challenge Arc will find themselves:

- Directly opposing the Emperor's forces.
- Countering the efforts of the Tor Mastak to track down Unchained hideouts and supporters.
- Rescuing those the Tor Mastak have captured to torture for information or to make examples of.
- Recruiting others to join the cause.
- Securing supplies and other support for the Unchained army.
- Freeing slaves.
- Scouting targets for strikes.
- Searching for new safe places to hide.
- Targeting key opposition figures who represent significant threats.
- Shutting down Cauldrons and other sites from where acolytes are bring forth demons and childer.

THE END GAME

The Empire won't fall easily, and perhaps not at all. This is not the kind of thing that will be completely resolved in a few sessions; such a task is the work of years.

It may be, however, that the Unchained will be able to carve out significant portions of the lands ruled by the Empire and establish a separate nation. Granted, it will be a nation constantly at war with both the Kal Empire and Shaya'Nor, but it will at least have the significant support of the Southern Kingdoms and other allies.

Whatever happens, Jerrik Tul will abjectly refuse any position of leadership, insisting Rokan ki Arnos (if he is still alive) or someone like him is elevated to authority.

Liner Notes – Overthrowing the Empire in Your Campaign

Note that the point of these Challenge Arcs is to craft ongoing situations for your Heroes to deal with, potentially in conjunction with everyone else running games in Shaintar. Future releases of material will continue to assume the Empire exists in some form, at least for a good long while.

If, however, you wish to completely break from the meta-arcs planned, that is perfectly OK! It's not like you can't ret-con later material to account for the overthrow of the Emperor and a completely changed region. The write-ups for the Emperor and his key folks are in this book just so you can have your Heroes fight him directly, if desired.

Winning such a fight is another matter entirely...

THE PATCHWORK CONSPIRACY

High Concept: The Merchant's daughter, the Seamstress, pulls the strings of a massive web of conspiracies designed to undermine the Wildlands and, ultimately, all the Southern Kingdoms.

Primary Opposition: Scions of the Mother of Night; the Red Store; the Malakar Dominion; Shaya'Nor; the Prelacy of Camon; the Builders.

Key Antagonists: The Seamstress; Arkus, the Battle King; Galena, the Clever Tinker; Caravan Master Blacktooth; Master Charcoal; Mistress Olivia; Mistress Zalar; Rioardian the Calm, Senior Agent of the Schozim; Vayasha, Shayakar Night Master; Archbishop Michel Andutat, High Inquisitor; Sidney Godard, Bandit Prince; Lady Kierstra Steinammel.

Antagonist Agents: {Legends Arise} Bandit Princes; Builder Arcmancers and Commanders; Vampires and Werewolves; Bosses; Red Store Negotiators; Sorcerers (various); Undead (various) {Legends Unleashed} Arbiters and Warrior Adepts; Builder Elites (various); Werewolf Lords; Crime Lords and Master Thieves; High Clerics of Vainar and Warlocks; Crusader Captains and Purifiers; Shayakar Commanders and Night Masters; Masters of the Bow and War; Arcmages and War Mages; Master Vampires.

Antagonist Minions: {Legends Arise} Adepts (various); Bandits (various); Builders (various); Corrupted (various); Criminals (various); Necromancers; Prelacy Paladins; Red Store Acquirers; Shayakar (various); Soldiers (various); {Legends Unleashed} Corrupted (various); Undead (various).

Opposition Goals: Destroying the Grey Rangers; undermining the security of the Wildlands and, by extension, the Southern Kingdoms; securing control of sources of crysarium and other resources; expanding the influence of the Malakar Dominion; further securing sites necessary for the Merchant's ultimate goal – whatever that may be!

Key Allies: Evrin the Operator; Grayson's Grey Rangers; the Black Lanterns; the Southern Kingdoms.

Allied Forces: Rangers and Soldiers of the Southern Kingdoms; Black Lantern operatives; special folks assigned by Evrin and other possibly allied Offspring.

Allied Goals: Primarily, stop everything the Opposition Goals state. Ultimately, the allies need to discover what's going on, who is behind it, and try to strike back at the sources to end the constant threats.

Primary Locations: Throughout the Wildlands and adjacent locations; potentially into the Malakar Dominion, Shaya'Nor, and even beyond the Veil.

SYNOPSIS

The Merchant and his allies have plans and goals that are doubtless bad news for most of the people of Shaintar. His focus is twofold – disrupt the political stability of the Southern Kingdoms (and, perhaps, all of Shaintar; many believe he is at least partially responsible for the Kal civil war) and gain control of crysarium and other key resources.

More recently, intelligence and research suggests his forces are also keen on securing control of major Loci and other places of power. The reasons for this are not yet clear, but suppositions run to the darkest and most dire ends. The raw magical might of the world is the most potent resource there is to control, and the Merchant is nothing if not completely committed to controlling valuable resources.

To this end, he has many schemes afoot, and the Patchwork Conspiracy is one of the more ambitious and dangerous ones. His daughter, known as the

Seamstress, has managed to create a loose alliance of Shaya’Nor operatives (loyal to the DeLear family, with whom he is allied), Prelacy agents and forces (those with more secular than spiritual ambitions), Malakar Dominion spies and provocateurs, and Builder forces. Her primary operational arm is that of the Red Store, the multinational criminal organization with deep pockets and extensive influence.

This alliance is focused on the goals stated above, with each faction promised what it desires most when all is concluded. The Prelacy seeks advantages in its Crimson Crusade. The Dominion wishes for greater economic and political influence throughout the Wildlands, perhaps even bringing some portions of those lands under direct control as protectorates. The Builders want their supremacy over at least portions of Shaintar restored, or at least control over their original strongholds and resources. The Red Store and its allied criminal enterprises, naturally, seek to maximize profits and opportunities from all of this.

Only the Shaya’Nor forces have no direct gains in play; for them, there is the dual purpose of spreading Corruption throughout the Southern Kingdoms, as well as paying off the debts the DeLears owe the Merchant.

Heroes caught up in opposing the Patchwork Conspiracy will find themselves:

- Battling Prelacy forces under strange circumstances, possibly alongside entirely unexpected allies for the Camoners.
- Tracking the movements and operations of Red Store and Dominion agents, trying to figure out what they are up to.
- Securing or regaining control of crysarium mines and other important sites.
- Tracking the thefts of crysarium and other major resources.
- Engaged in spy-vs-spy warfare with a coalition of Red Store, Dominion, Shaya’Nor, and Prelacy agents.

- Uncovering plots where corrupt officials are selling out to the Dominion and turning over partial or total control of their areas to the antagonist nation.
- Battling Builder forces invading areas to control ancient strongholds or massive crysarium sources.
- Searching for evidence of just who and where the Seamstress is.

THE END GAME

This is an extremely complex and long-term Challenge Arc which should absolutely be interwoven with other stories through the course of a campaign. In fact, it is the chief “meta-arc” of the *Justice and Life* campaign, which affects all of the intertwined campaigns being run in the shared canon of Shaintar. As such, the End Game of this particular arc is one that, for official purposes, is still a long way off.

However, if a Game Master wishes to approach and resolve this storyline independently, the first steps for the Heroes will involve uncovering as much information as possible about who all the players are and what they all want. Ultimately, each of the factions involved is being played in some way; some know it, and are fine with that truth so long as they wind up with the results they desire. Others may not be fully aware of the ultimate goals of the Seamstress and her father, the Merchant; were they to be aware of just how doomed they all are, things might well change as far as their role in the plots are concerned.

It all comes down to the ultimate prize – Shaintar itself. Just what does the Merchant want with Shaintar? That, friends, is the “Merchant’s Gambit.” Knowing the truth of that is one of the great reveals of all time, however, so even GMs should avoid reading the following Liner Note unless they are prepared to know the Single Biggest Secret of the entire Shaintar setting.



Liner Note – The Merchant’s Gambit

Frankly, it’s a bit intimidating to even write these words. I’ve had this under wraps for literally decades; no one who has been involved in playing or even running Shaintar has known this particular truth until recently. Only in the latter half of 2013 did I finally let a handful of folks in on the answer to this mystery, and I’ve made references to “the Merchant’s Gambit” as far back as the early 90s.

The big question of who the Merchant is was finally revealed recently in **Legends Arise**, and many have known it longer than that. He is a *Scion of the Starfather*, one of the first-generation children of the entity who was the god-emperor of a rather large interstellar civilization that ran on magical technology as well as pure cosmic power. Like his brothers and sisters, the Merchant (his real name is Jarek, known to a very precious few in existence) was born to enormous power and privilege, a demigod raised above countless billions. Also similar to his siblings, he developed an early fascination with a particular area of study and practice – in his case, the acquisition and management of vital resources, including mastering the movement of such resources to maximize efficient use of them.

Jarek’s other parent was the devious Mother of Night, and when she made her play for dominance of the Starfather’s empire, he sided with her. Unlike many of his siblings, however, the Merchant understood both the likelihood and consequences of failure; in fact, he bet on their losing the war. His entire involvement with the War of the Spire was to place himself perfectly to capitalize on the defeat of his Mother and her allies.

When the Starfather shattered the Spire and subsequently ripped the vast majority of the inherent cosmic gifts from the spirits of his Scions, Jarek was already well-ensconced on the planet of Starfall and in the lands of what was to become Shaintar. A consummate planner and strategist, he calculated the net results of the Shattering of the Spire, and he knew that in a few millennia, the realm Shanais and Targon put everything into saving – Shaintar – would become the single greatest treasure in the universe-to-come. He spent those millennia establishing his power base throughout the continent, securing alliances, mapping locations of importance, and hiding away treasures and resources against the needs of his plan’s endgame.

The entire purpose of the Eternity Spire – a vast crysarium antenna that projected from the surface of the planet of Starfall well above the atmosphere – was to project the magical power of the planet’s crysarium as broadcast energy across what was called the Crystalverse, a cluster of stars and their planets in close enough proximity to be connected via portals energized by the Eternity Spire. None of the Scions know how to restore the Spire, and if it were restored, most of them believe it would remain under the control of the Starfather (who, according to their own legends, will awake from torpor when it is restored).

The Merchant has no interest in either restoring the Spire or waiting for his father to awaken and take care of it. Instead, he’s come up with a perfectly viable alternative, one that will return cosmic mastery to himself and his siblings (mostly to himself) –

The Merchant’s Gambit is to turn **all of Shaintar** into a cosmic antenna, replacing the Spire utterly. The entire continent will become a mystical transformer, collecting the ambient energies of the planet of Starfall in a way that can then be used and projected across the Crystalverse.

Of course, doing this will destroy all life as it is known throughout Shaintar, turning the entire continent into a vast crystallized wasteland! Only the Builders (and those with them), locked away underground in shielded strongholds, will survive the conversion. Everything and everyone else will be destroyed.

For the Merchant’s Darker allies, there is a plan to convert all of the ensuing deaths into vast power for the Netherlords, and for the Mother of Night as well. For the Builders, the event will mark their return to power and preeminence in the universe. Most of the Merchant’s other allies don’t know of the final results of all that is planned, believing only that they will wind up with a great deal of might and influence in the world to come.

Ultimately, securing key sites of mystical power is the major component to the Merchant’s Gambit; there, he has his forces (led by Builders) creating grand crystalline structures to act as collectors and transfer stations. In order to prepare for these major land grabs and other seizures, he’s been manipulating the politics and situations of Shaintar for many thousands of years. Constant struggle and chaos is necessary to hide his efforts; so long as the main leaders and factions of Shaintar are fighting one another and constantly watching for threats from known enemies, he can work behind the scenes, unknown, until it is much too late.

The final phases of his plans are coming together, and his daughter is managing one of the most key parts of those plans – the Patchwork Conspiracy, a concentrated effort to completely undermine the stability of the Southern Kingdoms, which represent the greatest challenge to his plans. He is particularly concerned with the Grey Rangers, the Black Lanterns, and their combined efforts, for they are the ones who know the most about him and his family, and they have proven frustratingly capable for being such lower life forms.

Of course, the reason the Merchant has been as successful as he’s managed for all this time is because he’s known to never underestimate his opponents. Any effort to take the battle directly to him will be the greatest challenge of all. The prize, of course, is Shaintar itself.



DENIZENS

Heroic and Legendary Heroes need characters of worthy status and power to share their stories, especially as the villains of the tales. What follows are not only greater and more terrible versions of what was presented in *Legends Arise*, but some new entities and creatures that will truly terrify even the stoutest of hearts.

Liner Notes – Again, Anyone Can Be a Wild Card

Just a reminder that, as was presented in *Legends Arise*, any of the following can be an Extra or a Wild Card at the mere decision of the GM. Some presented below – especially those who are clearly individuals – should automatically be assumed to be Wild Cards.

NEW TEMPLATES

These are some abilities or conditions that apply specifically to certain denizens found in Shaintar.

OFFSPRING

Interfering more frequently in these mighty beings' plans makes the Heroes increasingly likely to encounter one or more Offspring – children of the Scions. Like their parents, they lost much of their overall power when the Spire was shattered, but they have adapted well to their current situation. Many act of their own accord, but more and more are being drawn into the great games of their mothers and fathers.

Though not as iconic as a Scion, an Offspring cannot help but be very focused on a particular path of study and vocation, seeking to be the greatest (or at least among the best) in the world. This singular focus can make them deadly in their arena of expertise, but it can also be an exploitable weakness if a Hero is willing to learn about his opponent before facing her.

Special Abilities

- **Advanced Form:** Offspring are immune to diseases and poison, and they never suffer Fatigue results (unless the Fatigue is intentionally taken on to empower an Edge or similar effect).
- **Arcane Background (Blood of the Starfather):** All Offspring have at least three Powers (no restrictions by list or Rank). They can use their Spirit to enact the Powers at will, and spend no Essence in using them. Like all casters, Offspring can sense magic as per Detect Arcana, using their Spirit as their Arcane Skill die.
- **Hardy:** Offspring do not gain a wound from being Shaken a second time.
- **Immortal:** Offspring have Fast Regeneration (including the +2 to recover from Shaken); they can only be killed through decapitation or the total destruction of their body. They do not age much past their thirties.
- **Inherent Gifts:** Offspring have at least two of the following Powers as permanent, raise-level effects: Armor, Darksight, Disguise, Environmental Protection, Farsight, Fear, Intangibility, Invisibility, Quickness, Shape Change (up to Heroic Rank), Speak Language, Speed, Wall Walker, Warrior's Gift. Truly powerful Offspring will have many more than two.
- **Venerable:** As per the eldakar Racial Edge, Offspring ignore the -2 unskilled penalty on all skills.

Note that there is nothing balanced about the above template, and it should never be granted to any Hero. However, once a character reaches Legendary, a GM *may* choose to impart a single element of the above template to a character, once per level-up; this indicates the character is a newly-awakening Offspring.

Liner Notes – What About the Scions?

Effectively gods – or at least fantastically powerful demi-gods – the Scions are not really meant to be encountered in any fashion that allows for direct conflict. They are manipulators and agents of change; patrons and masterminds; pullers of invisible strings. Their plots can be countered, and they can find themselves needing to retreat and plan anew, but the idea of fighting one...

Well, it may be that your players still demand to do so. This is the high-end book, after all.

No template here, however. Start with the Offspring template, but modify as follows: a large number of Powers that are all inherent, raise-effect and permanent; any other Power as needed/appropriate, cast like an Offspring, but always with a raise if successful; all High Magic options are available; utter Invulnerability to non-magic, and no Weaknesses.

Scions cannot be killed; at best, they might be put into torpor or made Ethereal for a period of 3-6 months, and only by artifact-level weapons or the items and magic of other Scions. There's almost no ability you can give a Scion that isn't appropriate. Granted, they have even more focus than their children, going by such appellations as the Merchant, the Alchemist, the Magistrate, and the Warlord, and they will tend not to stray far from those areas of expertise.

As insanely powerful as these notes make them, this is nothing compared to their original Power levels; the **Super Powers Companion** would be required to create them as they once were.

ADVANCED RACIAL TEMPLATES

Should you wish to apply a set of racial-specific Advances, the following templates assume a certain number of Racial Edges added over time. Note that gear is not upgraded; go with the base character write-up you attach the Advanced Racial Template to, adjusting as makes the most sense.

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.

- **Racial Edges:** Aerial Archer, Aerobatics, Greater Aerobatics
- **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 and d10 "Run."
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting.
- **Natural Acrobats:** The Acrobat Edge.
- **Natural Claws:** Str+d4.
- **Racial Edges:** Greater Acrobat, Kalinata, Kalinata Expertise
- **Weapons:** Brinchie in warrior roles will almost certainly have an Rrka (Str+d6, +1 Parry) and Lo-sska (Str+d8).

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.
- **Racial Edges:** Eagle Eyes, Forest Born, Woodwalker
- **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.

DREGORDIAN

- **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.
- **Racial Edges:** Kayakor Initiate, Kayakor Specialist, Tail Lasher
- **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.

- **Racial Edges:** Heart of Stone (unless a caster), Stand Firm, Stout (and Nerves of Steel)
- **Slow:** Pace is 5”.
- **Stalwart:** +1 die type for Vigor.

ELDAKAR

- **Eldakar Gear:** Eldakar will often carry Elvish Rapiers (Str+d6, AP 1, Parry +2, 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 Agility, Smarts, and 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)
- **Racial Edges:** Pattern Sight, Sorcerous Clarity (if a mage), Venerable
- **Unearthly Fae Beauty:** So 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 (they suffer +4 damage from those sources!).

GOBLIN

- **Keen Sense of Smell:** +1 die type for Notice and Tracking. +2 scent-based checks.
- **Racial Edges:** Dabbler, Nimble Nit, Speedy Nit
- **Small and Evasive:** Attackers subtract 1 from all attacks.
- **Small Size:** -1 Toughness

- **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, Reach 1, 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.
- **Racial Edges:** Greater Kor-In, Kor-In, Tsunami Strike
- **The Law of Kor:** No use of metal.
- **Trained from Birth:** 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 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.
- **Racial Edges:** Behemoth, Massive Sweep (with Improved Sweep), Siege Strength
- **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.
- **Racial Edges:** Bulky, Rage Master, Unstoppable
- **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

The greater servants of Ceynara bring the sheer fury of Hell with them to the battlefields!

FLAMEDANCERS

Some stare too long into the Fire. Some immerse themselves too far in its heat and its mesmerizing form. They become one with it, endlessly burning until there is nothing left of them.

Once an acolyte is taken by the Flame's madness and becomes a Flamedancer, he hasn't long to live – weeks, at most. Until then, however, he is a powerful agent of destruction, serving the Flame utterly to the end.

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

Skills: Fighting d10+2, Knowledge (Flame) d12,

Notice d6, Thaumaturgy d10

Pace: 6; **Parry:** 8; **Toughness:** 9

Edges: Acolyte, Charge, Improved Frenzy, Magic Proficiency (+2 *Bolt*)

Gear: None (Due to their *Damage Field* and Flame-Consumed nature, they are never considered unarmed)

Powers: *Blast, Bolt, Burst, Fly*

Essence: 30

Special Abilities:

- **Fire Fed:** Slow Regeneration when touching any flame
- **Flame-Consumed:** +2 Toughness, +2 Fighting, +2 damage, Fearless, Hardy, Ignores all Wound Penalties, +4 damage from White Silver and Everwood, No effect from *Healing*
- **Flame-Wreathed:** 2d8 *Damage Field* (as the Power), permanent
- **Mad:** Flamedancers are beyond reason, in a constant state of destructiveness with extremely brief periods of rest, which they accomplish by sitting and staring into a fire for an hour

MINISTERS OF THE UNDYING FIRE

The greatest war priests are chosen by Ceynara herself to receive awesome gifts of terrible Power. They are charged with bringing the Flame everywhere, spreading her dominance to all people.

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d10, Vigor d10

Skills: Fighting d12, Healing d4, Knowledge (Cosmology) d6, Knowledge (Flame) d10, Knowledge (Magic) d8, Notice d8, Thaumaturgy d12+2 (d10 Wild Die)

Pace: 6; **Parry:** 9 (1); **Toughness:** 16 (7)

Edges: Acolyte, Charge, Easy Magic (*Armor*), Essence Link, Flamelord (equivalent of Archmage), High Magic (*Bolt, Warrior's Gift*), Improved Frenzy, Improved Sweep, Magic Proficiency (+2 *Bolt, Rending*), Master (Thaumaturgy)

Gear: Enchanted Blood Steel Great Sword (+2 Fighting, Str+d10+3, AP 1), Enchanted Blood Steel Plate & Chain Armor (+7, -6 Coverage), Bracers (+1 Parry), Enchanted Ring (+10 Essence, Hard to Resist, *Deflection* -2)

Powers: *Armor, Bless, Bolt, Burst, Divination, Fly, Rending, Summon Ally, Warrior's Gift*



Essence: 45 (10)

Special Abilities

- **Demonic Form:** +2 Toughness, +2 to recover from Shaken, immune to all diseases and poisons, one-half damage from non-magical attacks, +4 damage from White Silver and Everwood, cannot receive healing of any kind
- **Nurturing Fire:** While touching any open fire, instead of burning, the minister gains the benefit of Slow Regeneration

ADEPTS

Adepts who have achieved the Arbiter level of mystical might are true forces to be reckoned with. They can alter the course of history with but a thought. While the Warrior-Adepts of the Jade Flame serve the causes of Light and Life, there are other such orders that work for more sinister – or at least selfish – purposes; they have the same benefits, as the Warrior-Adept of the Jade Flame from **Legends Arise**).

ARBITERS

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

Skills: Fighting d8, Intimidation d8+2, Knowledge (Cosmology) d6, Knowledge (Magic) d8, Knowledge (Politics) d8, Notice d10, Persuasion d10, Stealth d6, The Way d12+2 (d10 Wild Die)

Pace: 6; **Parry:** 9 (3); **Toughness:** 9 (3)

Edges: Adept, Dreamdancer, Easy Magic (*Deflection*), Essence Link, High Magic (*Puppet*, *Telekinesis*), Level Headed, Magic Proficiency (+2 *Rending*), Master (The Way), Order of the Onyx Eye (equivalent to the Order of the Sapphire Citadel)

Gear: Crysarium Rod (Str+d6, *Damage Field* 2d8, Permanent; 15 Essence), Enchanted Bracers (+3 Parry), Partial Chain Armor (+3, -2 Coverage)

Powers: *Barrier*, *Clairvoyance*, *Deflection*, *Fear*, *Illusion*, *Mind Reading*, *Mind's Eye*, *Pummel*, *Puppet*, *Quickness*, *Rending*, *Telekinesis*, *Telepathy*

Essence: 50 (15)

WARRIOR ADEPTS

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

Skills: Fighting d12+1, Intimidation d8, Notice d6, Shooting d8, Stealth d6, Survival d4, The Way d10

Pace: 8 (d10 "Run"); **Parry:** 12 (1); **Toughness:** 10 (4)

Edges: Adept, Battle Hardened, Elan, Exceptional Rapid Recharge, First Strike, Fleet-Footed, Force of Will, Improved Block, Improved Charge, Improved Frenzy, Level Headed, Nerves of Steel, Quick, One Against Many, Professional (Fighting), Warrior-Adept, Weapon Master

Gear: Crysarium Long Sword (+2 Fighting, Str+d8+2, focus crystal in hilt with 10 Essence), Medium Shield (+1 Parry, +2 Armor vs. ranged shots that hit), Full Plate & Chain Armor (+4, -4 Coverage)

Powers: *Armor, Boost Trait, Deflection, Mind Reading, Quickness, Smite, Speed, Telekinesis, Warrior's Gift*

Essence: 35 (10)

BUILDERS

These are even more powerful beings from the citadels of the Builders, moving about the lands of Shaintar. Worse are the terrible and destructive war engines they've brought with them. Note that some of the Edges below are dwarven Racial Edges.

BUILDER BOOM TROOPER ELITES

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

Skills: Fighting d8, Knowledge (Arcfire) d6, Notice d6, Repair d6, Shooting d10

Pace: 5; **Parry:** 8 (2); **Toughness:** 14 (6)

Edges: Arcfire Trained, Battle Hardened, Brawny, Combat Reflexes, Improved Arcane Resistance, Stand Firm

Gear: Advanced Boomcaster (*Burst, Jet, Pummel*; +2 Shooting, +3 damage; Heavy Weapon; used as Club for Str+d4 damage), Elite Builder Armor (+6, -6 Coverage, Ignores AP, *Environmental Protection*), Arcfire Bracers (+2 Parry)

Special Abilities

- **Cannot Swim**
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting
- **Slow:** Pace 5

BUILDER ARCLANCER ELITES

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

Skills: Fighting d10, Knowledge (Arcfire) d8, Notice d6, Repair d8, Shooting d12

Pace: 5; **Parry:** 10 (3); **Toughness:** 12 (5)

Edges: Arcfire Trained, Improved Arcane Resistance, Marksman, Steady Hands

Gear: Enhanced Arclance (Range: 18/36/72, 2d8+2, +2 Shooting, AP 2, RoF 3, 24 shots, Alt. Effects: *Blind, Dispel, Stun*; Str+d6 melee damage, +1 Parry), Enhanced Builder Armor (+5, -4 Coverage, Ignores AP), Arcfire Bracers (+2 Parry), Arclancer Goggles (*Analyze Foe, Darksight*)

Special Abilities

- **Cannot Swim**
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting
- **Slow:** Pace 5

MASTER ARCMANCERS

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d8, Vigor d12

Skills: Arcmancy d12+2 (d10 Wild Die), Fighting d10, Intimidation d8, Investigation d10, Knowledge (Magic) d10, Knowledge (Arcfire) d12, Notice d8, Repair d12+2, Shooting d12

Pace: 5; **Parry:** 11 (4); **Toughness:** 12 (4)

Edges: Apprentice Wright, Arcfire Engineer (Arcane Artificer), Arcmancer, Improved Level Headed, Journeyman Wright, Master (Arcmancy), Master Wright

Gear: Enchanted Arcmancer Rod (+4 Fighting, +3 Parry, *Smite*, Str+d8+2 damage, AP 3, Small Burst Template), Elite Arcmancer Leather-and-Ceramic Armor (+7, -6 Coverage), Enhanced Arcmancer Bracers (+4 Parry), Arcmancer Rod, Arcmancer Belt

Essence: 35 each

Powers: *Armor* (belt), *Barrier* (bracers), *Blind* (rod), *Deflection* (bracers), *Bolt* (rod), *Blast* (rod), *Burst* (rod), *Dispel* (rod), *Entangle* (rod), *Lower Trait* (rod), *Quickness* (belt), *Silence* (rod), *Teleport* (belt)

Special Abilities

- **Cannot Swim**
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting
- **Slow:** Pace 5

BUILDER GOLEMS

Though most are bipedal, such arcfire-driven magical machines can have any number of configurations, based on design needs or the strange aesthetics of their crafters. Note that the war golem is difficult to defeat unless someone has access to Heavy Damage.

ASSAULT GOLEMS

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+2, Vigor d12

Skills: Fighting d10 (+2), Notice d6+2, Shooting d10 (+2)

Pace: 5; **Parry:** 7; **Toughness:** 15 (6)

Edges: Alertness, Ambidexterity, Brawny, Improved Arcane Resistance, Two-Fisted

Special Abilities:

- **Armor** +6: -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+d10 damage, AP 3)
- **Weapons, Ranged:** Arcfire projectors (Range 15/30/60, 3d6, AP 2; Alternate attack: *Stun*)

WAR GOLEMS

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+4, Vigor d12

Skills: Fighting d10 (+2), Notice d6+2, Shooting d10 (+2)

Pace: 7; **Parry:** 7; **Toughness:** 21 (6)

Edges: Alertness, Ambidexterity, Brawny, Improved Arcane Resistance, Two-Fisted

Special Abilities:

- **Armor** +6: -6 to bypass (and Large bonus to hit does *not* apply); Heavy Armor

- **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)
- **Large:** +2 to be hit
- **Methodical:** -2 to resist Tricks
- **Ponderous:** -1 Pace, cannot "Run"
- **Size** +6
- **Weakness:** Lighting, acts as *Entangle*, freezing systems; opposed with Vigor
- **Weapons, Melee:** Sparking blades, rotating saws, drills, etc. (Str+d12 damage, AP 3)
- **Weapons, Ranged:** Arcfire projectors (Range 15/30/60, 3d8, AP 4, Heavy Weapon; Alternate attack: *Burst, Stun*)

CELESTIALS

Even more powerful beings of the Kingdom of Light that can be summoned forth, or sent by Archanon to do battle and bring aid.

AETHEREAL WARDERS OF THE SECOND HOST

Summon Rank: Heroic.

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

Skills: Fighting d12, Healing d6, Intimidation d10, Faith d10, Knowledge (Cosmology) d6, Notice d8 (+2)

Pace: 6; **Parry:** 11 (3); **Toughness:** 12 (5)

Edges: Alertness, Arcane Resistance, Counterattack, Improved First Strike, One Against Many, Shield Expertise, Sweep

Gear: White Silver Long Sword (Str+d8), White Silver Plate & Chain Armor (+5, -4 Coverage), Large Shield (+2 Parry, +2 Armor vs. ranged shots that hit)

Powers: *Blind, Smite, Warrior's Gift*

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
- **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:** +3 damage from Black Iron and Blood Steel

AETHEREAL WARDERS OF THE THIRD HOST

Summon Rank: Legendary.

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

Skills: Fighting d12+2 (d10 Wild Die), Healing d6, Intimidation d12, Faith d12, Knowledge (Cosmology) d6, Notice d8 (+2)

Pace: 6; **Parry:** 13 (3); **Toughness:** 13 (6)

Edges: Alertness, Arcane Resistance, Block, Heroic Sweep, Improved Counterattack, Improved First Strike, Improved Sweep, Master (Fighting), One Against Many, Righteous Fury, Shield Expertise, Shield Guardian, Shield Expert/Shield Mastery

Gear: White Silver Long Sword (Str+d8), White Silver Plate Armor (+6, -4 Coverage), Large Shield (+2 Parry, +2 Armor vs. ranged shots that hit)

Powers: *Blind, Damage Field, Smite, Warrior's Gift*

Essence: 20

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:** +3 damage from Black Iron and Blood Steel

GUARDIAN ANGELS OF THE SECOND HOST

Summon Rank: Heroic.

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

Skills: Fighting d10, Healing d8, Faith d10, Knowledge (Cosmology) d6, Notice d8 (+2), Persuasion d10

Pace: 6; **Parry:** 9 (2); **Toughness:** 11 (5)

Edges: Aerobatics, Alertness, Arcane Resistance, Celestial Star, Healer, Improved Dodge, Lightbringer, Magic Proficiency (+2 *Healing*)

Gear: White Silver Spear (Str+d6, +1 Parry, Reach 1, 2 hands), White Silver Plate & Chain Armor (+5, -4 Coverage), Bracers (+1 Parry)

Powers: *Barrier, Blind, Deflection, Greater Healing, Healing, Succor*

Essence: 20

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:** +3 damage from Black Iron and Blood Steel
- **Winged Flight:** Flying Pace 15, d10 "Run"

GUARDIAN ANGELS OF THE THIRD HOST

Summon Rank: Legendary.

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

Skills: Fighting d10, Healing d8, Faith d12+2 (d10 Wild Die), Knowledge (Cosmology) d6, Notice d8 (+2), Persuasion d10

Pace: 6; **Parry:** 9 (2); **Toughness:** 13 (6)

Edges: Aerobatics, Alertness, Arcane Resistance, Archon, Celestial Star, Healer, High Magic (*Healing, Succor*), Improved Dodge, Lightbringer, Magic Proficiency (+2 *Healing*), Master (Faith)

Gear: White Silver Spear (Str+d6, +1 Parry, Reach 1, 2 hands), White Silver Plate Armor (+6, -4 Coverage), Bracers (+1 Parry)

Powers: *Barrier, Blind, Bolt, Deflection, Greater Healing, Healing, Succor*

Essence: 30

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:** +3 damage from Black Iron and Blood Steel
- **Winged Flight:** Flying Pace 20, d12 "Run"



CHILDER

The greater childer are true monsters, terrorizing the whole of Shaintar and threatening the most stalwart defenders of the Southern Kingdoms.

GARYGOYLE PRINCES

One of the great leaders of the gargoyles, especially in matters of war. Woe to the acolyte who summons one lightly.

Summon Rank: Heroic.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+4, Vigor d12+2

Skills: Fighting d12, Firebreath d8, Knowledge (Battle) d6, Knowledge (Magic) d4, Notice d8 (+2), Stealth d8

Pace: 4 (d4 "Run"); **Parry:** 10; **Toughness:** 18 (7)

Edges: Ambidextrous, Awareness, Brawler, Bruiser, Charge, Greater Aerobatics, Improved Block, Two-Fisted

Special Abilities:

- **Claws/Spines:** Str+d8+2, AP 2, Heavy Weapon
- **Fear:** When first encountered, a Spirit check must be made against the Greater Gargoyle's fearsome visage and presence at -2.
- **Fearless:** Immune to Fear and Intimidation
- **Firebreath:** The gargoyle prince can breathe fire once every three rounds; use the *Burst* Power
- **Flight:** Flying Pace 18, d10 "Run"
- **Hardy:** Not wounded from a second Shaken result
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Size +2**
- **Stonefooted:** Very slow on their feet, though they fly just fine
- **Living Stone:** +7 Armor, +2 to recover from Shaken, immune to disease, poison, Fatigue effects, and fire; +2 Stealth when motionless
- **Weakness:** +2 damage from White Silver and Everwood

MINOTAUR WAR MASTERS

Generals among the childer, Minotaur War Masters lead armies of the beasts when they enter the battlefield, or else they are summoned to bring an end to the threat of Heroes who foil the plans of Ceynara's faithful.

Summon Rank: Heroic.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12+5, Vigor d12+3

Skills: Fighting d12+3 (d10 Wild Die), Knowledge (Battle) d8, Intimidation d8, Notice d8 (+2), Throwing d8

Pace: 8 (d10 "Run"); **Parry:** 10 (1); **Toughness:** 21 (5)

Edges: Alertness, Battle Hardened, Berserk, Combat Reflexes, Improved Charge, Improved Frenzy, Improved Sweep, Master (Fighting), Quick

Gear: Enchanted Blood Steel Minotaur Axe (+2 Fighting, Str+d12+2, AP 2), Partial Blood Steel Plate Armor (+5, -2 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
- **Hide:** +1 to Toughness
- **Horns:** Str+d8 damage; Gore Attack: Str+d10 damage 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
- **Large:** +2 to be hit
- **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 +5**
- **Weakness:** +2 damage from White Silver and Everwood

RATZIN ASSASSINS

Most ratzin become almost comically ignorable by Heroes, but this one has managed to survive against all odds and become very good at killing people. This makes it very, very, dangerous.

Summon Rank: Heroic.

Attributes: Agility d12, Smarts d10, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d10 (+2), Fighting d12+3, Lockpicking d10 (+2), Notice d10 (+2), Stealth d12 (+2), Survival d8, Throwing d12, Tracking d10 (+2)

Pace: 9 (d10 "Run"); **Parry:** 13 (1); **Toughness:** 10 (4)

Edges: Acrobat, Ambidextrous, Assassin, Expert (Fighting), First Strike, Improved Block, Improved Close Fighting, Improved Extraction, Level Headed, Nimble Strike, One Against Many, Really Dirty Fighter, Thief, Tricky Fighter, Two-Fisted

Gear: Twin Enchanted Blood Steel Long Knives (Str+d4+2, +2 Fighting), Poisoned Throwing Knives (Str+d4, 3/6/12, Vigor -2 vs. poison every round - Fatigue for fail, a raise means no more rolls), Full Enchanted Studded Leather Armor (+4, -4 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:** 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 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 BLADE STORMS

It is said that to survive an encounter with a thratchen of this ability is to understand combat on a level impossible for most living things. Life is motion, and motion is death when the blade storm erupts on the battlefield.

Summon Rank: Legendary.

Attributes: Agility d12+4, Smarts d10, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d12+5 (d10 Wild Die), Knowledge (Battle) d6, Notice d10 (+2), Stealth d12

Pace: 6; **Parry:** 19 (3); **Toughness:** 14 (6)

Edges: Alertness, Ambidextrous, Dirty Fighter, Elan, Expert of Forms, Greater Acrobat (as per brinchie Racial Edge), Improved Block, Improved Counterattack, Improved First Strike, Improved Frenzy, Improved Level Headed, Killer Instinct, Master (Fighting), Master of Arms, Master of Forms (*Analyze Foe, Confusion*), Nimble Strike, One Against Many, Quick, Student/Expert of Forms (+2 Fighting, Twin Swords), Tricky Fighter, Two-Fisted

Gear: 2 Enchanted Blood Steel Long Swords (Str+d8+3; +3 Fighting; AP 2), Full Enchanted Blood Steel Plate & Chain Armor (+6, -4 Coverage), Enchanted Blood Steel Bracers (+3 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
- **Life is Motion:** Permanent *Quickness* at the raise level
- **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 -4 *Deflection* effect
- **Teleport:** 25"; *Teleport* movement is treated the same as normal move, with a "Run" of d12
- **Weakness:** +2 damage from White Silver and Everwood



CORRUPTED

The most terrifying of the beings that live between Darkness and Life, corrupted are forever the servants of the former and forever the enemies of the latter.

FLESH RENDER

Ghouls were never intended to be more than mindless horrors to unleash on communities, either as a punishment or to soften the people up for conquering. Somewhere along the way, however, some of these terrors developed a much greater sense of awareness and purpose.

Flesh renders, often with their own agenda, can be found leading large packs of ghouls. This makes them truly terrifying.

Summon Rank: Heroic

Attributes: Agility d12, Smarts d6, Spirit d10, Strength d10, Vigor d10

Skills: Climbing d8, Fighting d12, Notice d8 (+2), Stealth d10, Tracking d6

Pace: 8 (d10 "Run"); **Parry:** 9; **Toughness:** 8

Edges: Ambidextrous, Block, Brawler, 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 minute 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 Tactics:** +1 to Gang Up Bonus; max Gang Up +6
- **Fast Regeneration:** +2 to recover from Shaken

- **Spawn:** Anyone killed by a flesh renders's infection – and not consumed – will rise as a ghoul within a week
- **Weakness:** Corrupted suffer +2 damage from White Silver and Everwood.
- **Weakness:** Daylight - Fatigue level, Bad Eyes

GIANT TROLLS

Towering above any battlefield, the giant trolls are beyond terrifying and equally devastating. They are, for all practical purposes, self-moving siege engines for the forces of Darkness.

Summon Rank: Legendary

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+6, Vigor d12+4

Skills: Fighting d10, Notice d4, Survival d4, Throwing d6

Pace: 8; **Parry:** 7; **Toughness:** 20 (2)

Edges: Improved Charge, Improved Sweep, Siege Strength

Gear: Siege Maul (Str+d12+2, Heavy Damage, can Ace against inanimate objects), Throwing Stones (Range 4/8/16, Str+d8), 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
- **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
- **Hardy:** Second Shaken results do not cause a wound
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)

- **Invulnerability:** Trolls cannot be wounded by non-magical attacks
- **Large:** +2 to be Hit
- **Reach** +2
- **Size** +7
- **Weakness:** Corrupted suffer +2 damage from White Silver and Everwood.

HOBGOBLIN BLOODRAGERS

The bloodragers are often unleashed on an area as an act of vengeance against the people there. They will kill every living thing they come across, without question and without fail, unless they themselves are destroyed. The only mercy is that they will often turn on each other until only one remains standing. Note that Tireless and Unstoppable are orc Racial Edges.

Summon Rank: Heroic

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d12+2, Vigor d12+2

Skills: Fighting d12+2, Intimidation d8, Notice d4+2

Pace: 8 (d10 "Run"); **Parry:** 6 (-1); **Toughness:** 16 (4)

Edges: Alertness, Combat Reflexes, Expert (Fighting), Fleet-Footed, Improved Charge, Improved Frenzy, Killer Instinct, Tireless, Unstoppable

Gear: Black Iron Great Axe (Str+d10, AP 1, -1 Parry), 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.

WEREWOLF LORDS

The princes of the werewolf nation, and rulers of the moonlit night. Werewolf lords are often the generals sent to lead the Darkness's armies across Shaintar.

Attributes: Agility d12, Smarts d10, Spirit d10, Strength d12+3, Vigor d12+1

Skills: Climb d10, Fighting d12+2, Knowledge (Battle) d10, Notice d10+2, Stealth d10, Intimidation d10, Tracking d10

Pace: 10 (d12 "Run"); **Parry:** 9; **Toughness:** 12

Edges: Alertness, Ambidextrous, Battle Hardened, Berserk, Brawler, Bruiser, Combat Reflexes, Command, Command Presence, Counterattack, Fervor, First Strike, Fleet-Footed, Improved Charge, Improved Frenzy, Level Headed, 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 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 damage from Everwood or White Silver
- **Howl:** Intimidation check over Large Burst Template, centered on werewolf; once per battle
- **Human Form:** Use master of war stats (see page 136); 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** +3
- **Spawn:** Any human that becomes Incapacitated from a werewolf lord's infection has a 100% chance of becoming a werewolf in 1d4 days
- **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
- **Wolf Pack:** A werewolf lord will almost never be found without at least a handful of werewolves in his direct command.

CRIMINALS

Masters of the underside of any city and manipulators of trade and money, these are the people at the top of any organization that Heroes might be going up against when they try to "clean up the streets."

CRIME LORDS

Though many have gone soft thanks to the opulence they've attained, there are some lords that retain every bit of the fire and determination that got them where they are. They are not people to be trifled with.

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

Skills: Fighting d12, Gambling d10, Intimidation d8+2, Lockpicking d6, Notice d10, Shooting d10, Stealth d10, Streetwise d8+2, Taunt d8+2

Pace: 8 (d10 "Run"); **Parry:** 13 (3); **Toughness:** 12 (5)

Edges: Brawler, Bruiser, Charismatic, Combat Reflexes, Command, Connections, Dirty Fighter/Really Dirty Fighter, Elan, Fleet-Footed, Hold the Line, Improved Block, Improved Frenzy, Improved Level Headed, Jack-of-All-Trades, Killer Instinct, Martial Artist, Strong Willed, Tricky Fighter

Gear: Enchanted Long Sword (Str+d8, +2 Fighting, +1 Parry), Dwarven Crossbow (Range 20/40/80, 2d6, AP 2, 3 shots before reload), Enchanted Chain Armor (+5, -4 Coverage), Enchanted Bracers (+2 Parry)

MASTER THIEVES

The top of their profession, and extremely hard to catch.

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

Skills: Climbing d12 (+2), Fighting d12, Investigation d8, Lockpicking d12 (+2), Notice d12+2, Persuasion d8, Stealth d12+2 (+2) (d10 Wild Die), Streetwise d8, Throwing d12

Pace: 8 (d10 "Run"); **Parry:** 12 (3); **Toughness:** 10 (4)

Edges: Acrobat, Alertness, Assassin, Connections, Dark Fighting, Heroic Leap, Improved Extraction, Improved Level Headed, Master (Stealth), Quick, Quick Draw, Really Dirty Fighter, Thief, Tricky Fighter

Gear: Enchanted Short Sword (Str+d6+2, +2 Fighting), Parrying Dirk (Str+d4, +1 Parry if used defensively), Throwing Knives (Range 3/6/12, Str+d4), Enchanted Shayakar Night Chain (+4, -3 Coverage, +2 Stealth at night), Enchanted Bracers (+3 Parry), Climbing Gear, Enchanted Lockpicks (+3), Rope, other gear as needed



DEMONS

In the waning days of the war, the acolytes were commanded to summon forth even more powerful, more dangerous, abyssal beasts. This suited the Demon Lords just fine, and now the lands of Shaintar face wandering horrors the likes of which have not been seen for thousands of years.

HORDE CHAMPIONS

Huge, frightening monsters, belching fire and wielding great flaming weapons, the horde champions are the masters of the battlefields, and the bane of paladins and Soulguards.

Summon Rank: Legendary

Attributes: Agility d12, Smarts d8, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d12+2 (d10 Wild Die), Knowledge (Battle) d8, Intimidation d10, Notice d6

Pace: 7; **Parry:** 12 (3); **Toughness:** 23 (8)

Edges: Brawny, Champion (+2 damage against supernaturally Good foes, +2 Toughness vs. damage from same), Charge, Hold Off, Improved Arcane Resistance, Improved Frenzy, Improved Sweep, Killer Instinct, Master (Fighting), Unstoppable (as per the orc Racial Edge)

Gear: Flaming Blood Steel Great Weapon (Str+d12+4; +3 Fighting, AP 3), Greater Blood Steel Armor (+8, -6 Coverage), Enchanted Blood Steel Bracers (+3 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
- **Fast Regeneration:** +2 to recover from Shaken
- **Fear -2**
- **Fearless:** Immune to Fear and Intimidation
- **Fire Breath:** *Burst*, once every other round, using Spirit
- **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)

- **Large:** Attackers gain +2 to hit
- **Size +4**
- **Weakness:** Demons suffer +4 damage from White Silver and Everwood

REAVERS

Among the strangest of the infernals, reavers come in all manner of shapes. They tend towards very fluid forms, eschewing the bipedal, humanoid shapes most demons conform to. They are chaos incarnate, right down to the Powers they have access to.

Note that while the natural attack of the reaver isn't particularly devastating in raw power, the fact it ignores any Armor (both worn and from the Power) makes it subtly very dangerous.

Summon Rank: Heroic

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

Skills: Fighting d10, Intimidation d10, Knowledge (Magic) d8, Notice d8, Stealth d8, Thaumaturgy d10

Pace: 10 (d10); **Parry:** 7; **Toughness:** 9

Edges: Ambidextrous, Fleet-Footed, Improved Arcane Resistance, Two-Fisted

Powers (at will, but only when a face card is drawn for initiative): *Curse, Drain Power Points, Fear, Rending*

Essence: None

Special Abilities:

- **Abyssal Nature:** Demons only suffer half damage from non-magical attacks
- **Astral Claws:** Str+d6, ignores Armor and inanimate Toughness
- **Creatures of Entropy:** Demons cannot benefit from any kind of Healing
- **Demonic Hide:** Demons gain +2 to their Toughness
- **Ethereal:** Can affect real world with Powers; can be affected by magic
- **Fear -2:** Terrifying visage
- **Fearless:** Immune to Fear and Intimidation
- **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:** Not vs. White Silver or Everwood damage
- **Wall Walker:** As the Monstrous Ability
- **Weakness:** Demons suffer +4 damage from White Silver and Everwood.

DEMON LORDS

Held to the restrictions of the Covenants just as the Ascended, Archanon, and the Necrolords are, the various heads of the demonic lands mostly observe and give favor to those that serve them. However, there are some very horrible and powerful rituals that can, for a short while, bring a demon lord into the lands of Shaintar to wreck terrible havoc.

As well, it may be that some of the more insane Legendary Heroes might get it in their heads to go into the Abyss for some reason...

Note that the stats below are for a typical Demon Lord; there are much more terrible and diverse varieties of greater demonic nobility.

Attributes: Agility d12, Smarts d10, Spirit d12, Strength d12+6, Vigor d12+4

Skills: Fighting d12+2 (d10 Wild Die), Knowledge (Battle) d10, Knowledge (Everything Else) d6, Intimidation d10, Notice d10+2, Thaumaturgy d12+2 (d10 Wild Die)

Pace: 8; **Parry:** 15 (4); **Toughness:** 28 (9)

Edges: Brawny, Champion (+2 damage against supernaturally Good foes, +2 Toughness vs. damage from same), Charge, Elan, Flamelord (equivalent of Archmage), High Magic (Any three Powers), Improved Arcane Resistance, Improved Block, Improved Frenzy, Improved Sweep, Magic Proficiency (+2 any three Powers), Master (Fighting, Thaumaturgy)

Gear: Flaming Blood Steel Great Weapon (Str+d12+4; +4 Fighting, AP 4), Greater Blood Steel Armor (+9, -6 Coverage, ignores AP), Enchanted Blood Steel Bracers (+4 Parry)

Powers: All Thaumaturgy Powers (see Legends Arise for the chart)

Essence: 50

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
- **Fast Regeneration:** +2 to recover from Shaken
- **Fear** -4
- **Fearless:** Immune to Fear and Intimidation
- **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)
- **Large:** Attackers gain +2 to hit
- **Size** +6
- **Weakness:** Demons suffer +4 damage from White Silver and Everwood

KALINESH (KAL-A-NAR EMPIRE)

Those who hold the true reins of power over the Empire are forces all their own.

GRAND WARLORDS

There are currently three - **Farak ki Turosk**, commanding the West; **Jolokas ki Harkor** (Harkor's son, named after the first Emperor), who commands the Heart of the Empire, the north-central region; and **Unikon ki Yolot**, who commands the East. Each is practically a god over his region.

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d12+3, Vigor d12+1

Skills: Fighting d12+4 (d10 Wild Die), Intimidation d12, Knowledge (Battle) d10, Knowledge (Magic) d6, Knowledge (Politics) d6, Notice d8, Shooting d8, Stealth d6, Survival d6

Pace: 8 (d10 "Run"); **Parry:** 16 (3); **Toughness:** 18 (8)

Edges: Battle Hardened, Brawny, Combat Reflexes, Command, Expert of Forms, Fervor, Fleet-Footed, Hold Off, Hold the Line, Master (Fighting), Master of Forms (*Analyze Foe, Deflection*), Improved Block, Improved Charge, Improved Frenzy, Improved Level Headed, Improved Sweep, Killer Instinct, Student/Expert of Forms (+2 Fighting, Weapon of Choice)

Gear: Enchanted Blood Steel Great Sword or Great Axe, Flaming (Str+d12+4, +4 Fighting, 2 in 6 chance for the target to catch fire, 2 hands), Enchanted Blood Steel Plate Armor (+8, -6 Coverage, ignores AP), Enchanted Bloodsteel Bracers (+3 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** -2

- **Fearless:** Immune to Fear and Intimidation
- **Flame Wielder:** *Blast*, *Bolt*, and *Burst* at will, using Spirit
- **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**
- **Weakness:** Flame-blooded suffer +2 damage from White Silver and Everwood

TOR MASTAK COMMANDERS

Though it is far from common knowledge, most of the highest-ranking members of the Emperor's personal enforcers and hunters are also powerful adepts. These stats are also useful if a particularly powerful and effective hunter is needed to track and deal with a specific target.

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

Skills: Climbing d8+2, Fighting d12, Intimidation d10, Investigation d10, Knowledge (Magic) d6, Knowledge (Politics) d8, Lockpicking d8+2, Notice d10, Shooting d10, Stealth d10+2, Streetwise d8, Survival d6, The Way d10, Tracking d10

Pace: 6; **Parry:** 11 (2); **Toughness:** 12 (5)

Edges: Acrobat, Adept, Assassin, Connections, Counterattack, Dirty Fighter, Easy Magic (*Armor*, *Deflection*), Improved First Strike, Improved Frenzy, Magic Proficiency (+2 *Puppet*, *Telekinesis*), Thief, Tricky Fighter, Warrior-Adept

Gear: Enchanted Blood Steel Long Sword (Str+d8+2, +2 Fighting), Crossbow (Range 15/30/60, 2d6, AP 2, 1 action reload), Enchanted Blood Steel Chain (+5, -4 Coverage), Enchanted Bracers (+2 Parry), Lockpicks, Rope, other gear as needed

Powers: *Armor*, *Boost Trait*, *Confusion*, *Deflection*, *Mind Reading*, *Puppet*, *Quickness*, *Speed*, *Telekinesis*

Essence: 25

LIFE SPIRITS

There are even greater spirits that can be called upon by druids to aid in their efforts. Sometimes, such spirits will manifest of their own accord, defending some sacred place from the forces of Flame, Darkness... or even unchecked progress.

STORMCHILDREN (AIR)

Summon Rank: Heroic.

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

Skills: Channeling d12, Fighting d10, Notice d6, Stealth d8

Pace: 25; **Parry:** 7; **Toughness:** 8

Powers: *Blast*, *Blind*, *Bolt*, *Silence*, *Telekinesis*

Essence: 30

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 25, Climb 3, d12 "Run"
- **Gifted Channeler:** Can channel two Powers a round without suffering a multi-action penalty
- **Improved Dodge**
- **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
- **Quickness:** As the *Quickness* Power (Permanent, raise level)
- **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



STONE GOLEMS (EARTH)

Summon Rank: Heroic.

Attributes: Agility d4, Smarts d4, Spirit d10, Strength d12, Vigor d10

Skills: Channeling d10, Fighting d8, Notice d4

Pace: 5 (Cannot "Run"); **Parry:** 6; **Toughness:** 14

Edges: Arcane Resistance, Brawny, Brawler

Powers: *Bolt*, *Entangle*

Essence: 15

Special Abilities:

- **Burrow** (6"): Stone Golems can meld into and out of the ground
- **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
- **Size** +1
- **Stone Fists:** Str+d8+2
- **Stone Form:** +4 Toughness
- **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

IRON GOLEMS (EARTH)

Summon Rank: Legendary.

Attributes: Agility d4, Smarts d4, Spirit d10, Strength d12+2, Vigor d12

Skills: Channeling d10, Fighting d10, Notice d4

Pace: 6 (Cannot "Run"); **Parry:** 7; **Toughness:** 20

Edges: Arcane Resistance, Brawny, Brawler, Bruiser

Powers: *Bolt* (Heavy Weapon), *Entangle*, *Smite*

Essence: 20

Special Abilities:

- **Fearless:** Immune to Fear and Intimidation
- **Hardy:** Second Shaken results do not cause a wound

- **Iron Spikes:** Str+d10+2, AP 2, Heavy Weapon
- **Iron Form:** +6 Toughness
- **Large:** +2 to be hit
- **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** +3
- **Stone Fists:** Str+d8+2
- **Stone Form:** +4 Toughness
- **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

LEVIATHANS (WATER)

Summon Rank: Legendary.

Attributes: Agility d8, Smarts d6, Spirit d12, Strength d12+4, Vigor d12

Skills: Fighting d10, Notice d6

Pace: 8 (Swim Pace 20, d12 "Run"); **Parry:** 7; **Toughness:** 19

Edges: Improved Arcane Resistance

Special Abilities:

- **Fearless:** Immune to Fear and Intimidation
- **Fluid:** Can pass through even small cracks as Difficult Ground
- **Gargantuan:** Heavy Armor, does Heavy Damage
- **Hard Water:** Str+d10; Small Burst Template, using Fighting
- **Hardy:** Second Shaken results do not cause a wound
- **Invulnerable:** Can only be hurt by magic
- **Huge:** +4 to be hit
- **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** +9

- **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
- **Water Spray:** Range 30/60/120, Large Burst Template; puts out fires, does 2d10 damage, using Spirit
- **Weakness:** Life Spirits take +2 damage from Black Iron and Blood Steel

NECROMANCERS

In the upper echelons of Shaya'Nor society, there are few who can hold Power without mastering the Dark Arts of necromancy. Some achieve mastery for its own sake, while others do so in service to the Church of Vainar and the Thirteen.

HIGH CLERIC OF VAINAR

Due to recent events, the Church of Vainar and the Thirteen enjoys great favor with the Fallen Lord, and this means powerful gifts to the greatest of his servants.

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

Skills: Fighting d10, Intimidation d10+2, Knowledge (Battle) d6, Knowledge (Cosmology) d8+2, Knowledge (Darkness) d8+2, Knowledge (Magic) d6, Knowledge (Politics) d6, Necromancy d12+1, Notice d8, Persuasion d10, Stealth d6, Taunt d6+2

Pace: 6; **Parry:** 9 (2); **Toughness:** 14 (7)

Edges: Danger Sense, Essence Link, High Magic (*Curse, Despoil, Healing*), Magic Proficiency (+2 *Bolt, Curse*), Necromancer, Scholar, Strong Willed

Gear: Enchanted Black Iron Mace (Str+d6+2, +2 Fighting, AP 3, 5 Essence), Enchanted Full Black Iron Plate Armor (+7, -6 Coverage), Large Shield (+2 Parry, +2 Armor vs. ranged shots that hit)

Powers: *Armor, Banish, Bolt, Boost Trait, Curse, Damage Field, Despoil, Draining Touch, Healing, Slumber, Zombie*

Essence: 40 (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
- **Chosen of the Master:** *Darksight, Fear, Mind's Eye, Obscure*; at will and as free actions
- **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

WARLOCKS

One of the true masters of the Dark Arts, a warlock is rightfully feared by everyone within and without Shaya'Nor. Most warlocks make the ultimate transition to liches when their bodies no longer serve them well.

Attributes: Agility d6, Smarts d12, Spirit d12, Strength d6, Vigor d10

Skills: Fighting d8, Knowledge (Cosmology) d10, Knowledge (Darkness) d12+2, Knowledge (Magic) d12+2, Necromancy d12+2 (d10 Wild Die), Notice d8, Stealth d6

Pace: 6; **Parry:** 9 (3); **Toughness:** 12 (5)

Edges: Darklord (equivalent of Archmage), Easy Magic (*Armor, Deflection, Invisibility*), Elan, Essence Link, High Magic (*Bolt, Rending*), Improved Level Headed, Magic Proficiency (+2 *Bolt, Rending, Slow*), Master (Necromancy), Necromancer, Scholar

Gear: Enchanted Ironwood Staff (Str+d6, +3 Parry, Reach 1, 2 hands, 5 Essence), Enchanted Shayakar Night Chain Armor (+5, -4 Coverage), Ring of Secrets (+2 Necromancy, 5 Essence, *Mind's Eye*, permanent, raise effect)

Powers: *Armor, Bolt, Curse, Damage Field, Deflection, Dispel, Draining Touch, Intangibility, Invisibility, Lower Trait, Obscure, Rending, Slow, Summon Ally, Zombie*

Essence: 50 (10)

PRELACY FORCES

The Red Crusade is upon the world, and the Church's favored and most powerful emissaries are armed with weapons of "Holy Archanon's Wrath" - weapons that are remarkably similar to those of the Builders.

CRUSADER CAPTAIN

Crusader captains are those men of the Prelacy who have the right mix of zealotry and wisdom to rise in the ranks and do the Church's bidding. Armed with powerful weapons purchased from the Builders, they are now more than a match for those who would prevent the Church's Holy Mandate from spreading throughout the Southern Kingdoms.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12, Vigor d12

Skills: Fighting d12+2 (d10 Wild Die), Intimidation d10, Knowledge (Battle) d8, Notice d8, Riding d12, Shooting d12, Survival d6

Pace: 8 (d10 "Run"); **Parry:** 15 (3); **Toughness:** 16 (7)

Edges: Arcfire Trained, Battle Hardened, Brave, Brawny, Cavalryman, Combat Reflexes, Command, Fervor, Fleet-Footed, Hold the Line, Improved Block, Improved Charge, Improved Frenzy, Improved Sweep, Improved Sunder, Master (Fighting), One Against Many, Shield Expert/Shield Mastery, Weapon Master

Gear: Enhanced Arcfire Blade (Str+d8+2, +2 Fighting, AP 3), Arcfire Crossbow (Range 18/36/72, 2d6+2, +2 Shooting, AP 4), Full Arcfire Plate Armor (+7, -6 Coverage), Large Shield (+2 Parry, +2 Armor vs. ranged shots that hit), War Horse

PURIFIER

The inquisitors of the Church of Archanon are charged with ferreting out heretics and unfaithful within the lands of the Prelacy. Some, however, are charged with bringing the Red Sword of Doom to the enemies of the Church while preaching the gospels. These men are trained in combat and are bestowed with mighty talismans of Power (arcfire devices) to show the righteous Power of Archanon to the non-believers.

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

Skills: Arcmancy d10, Fighting d10, Intimidation d10+2, Knowledge (Arcfire) d6, Notice d8, Persuasion d8, Repair d6, Riding d6, Shooting d10, Taunt d10+2

Pace: 6; **Parry:** 11 (4); **Toughness:** 13 (7)

Edges: Arcmancer, Brave, Improved Level Headed, Strong Willed

Gear: Enchanted Arcblade (Str+d8+2, +2 Fighting, +2 Parry, AP 3), Full Arcfire Plate Armor (+7, -6 Coverage), Arcmancer Bracers (+2 Parry); Arcmancer Rod; Arcmancer Belt

Essence: 15 each

Powers: *Arcane Shield* (belt), *Banish* (rod), *Barrier* (bracers), *Blast* (rod), *Blind* (rod), *Bolt* (rod), *Deflection* (bracers), *Dispel* (rod), *Entangle* (rod), *Quickness* (belt), *Silence* (rod), *Smite* (arcblade), *Teleport* (belt)

THE RED STORE

Below are some of the major proprietors of the Red Store, upper echelon movers and shakers that are dangerous in their own right - never mind the legions of followers and agents at their command.

CARAVAN MASTER BLACKTOOTH

Blacktooth is one of the Red Store's most effective and successful caravan masters, getting goods moved to where they need to be despite any obstacles. His own prowess combined with the might of his four ogre guards means anyone trying to stop him better have plenty of support.

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

Skills: Fighting d12, Knowledge (Politics) d6, Notice d8 (+2), Shooting d8, Stealth d8, Survival d6, Tracking d8

Pace: 8 (d10 "Run"); **Parry:** 13 (3); **Toughness:** 15 (5)

Edges: Brawny, Bulky, Improved Block, Fleet-Footed, Improved Frenzy, Improved Sweep, Improved Level Headed, Rage Master, Unstoppable

Gear: Enchanted Chuktar (Str+d10+2, +2 Fighting, +1 Parry), Bow (Range 12/24/48, 2d6), Enchanted Full Plate & Chain Armor (+5, -5 Coverage, ignores AP), Enchanted Bracers (+2 Parry)

Special Abilities:

- **Keen Sense of Smell:** +2 on Notice rolls related to scent
- **Thermal Vision:** As the Infravision Monstrous Ability.

BLACKTOOTH'S OGRE GUARDS

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d12+1

Skills: Fighting d10, Notice d6 (+2), Survival d4, Throwing d6

Pace: 7; **Parry:** 7; **Toughness:** 15 (4)

Edges: Behemoth, Hold Off, Improved Sweep, Massive Sweep, Siege Strength

Gear: Ogre Axe (Str+d12, AP 1, -1 Parry, 2 hands), Throwing Stones (Range 3/6/12, Str+d6), Partial Plate & Chain Armor (+4, -2 Coverage)

Special Abilities:

- **Bad Eyes:** -2 to Notice, Shooting, or Throwing past 5"
- **Big Target:** Attackers gain +1 to hit versus ogres
- **Keen Sense of Smell:** +2 on Notice rolls related to scent
- **Reach** +1
- **Size** +3
- **Thermal Vision:** As the Infravision Monstrous Ability

MASTER CHARCOAL

A talented thief in his youth, the brinchie known as Charcoal became enamored with the ebb and flow of trade and the money that came with it. More clever than his average kin, he learned to make the right kinds of connections, and he traded his exceptional skills and talents for more knowledge and more access. Eventually, he came to the notice of the Red Store, and now he's one of their top agents.

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

Skills: Climbing d6 (+2), Fighting d12, Investigation d8, Knowledge (Politics) d6, Knowledge (Trade) d8, Lockpicking d8 (+2), Notice d8, Persuasion d8, Stealth d10 (+2), Streetwise d8, Throwing d8

Pace: 8 (d10 "Run"); **Parry:** 16 (5); **Toughness:** 9 (4)

Edges: Acrobat, Ambidextrous, Assassin, Block, Content, Dirty Fighter, Greater Acrobat, Improved Extraction, Kalinata, Kalinata Expertise, Thief, Tricky Fighter, Two-Fisted

Gear: Enchanted Paired Rrkas (Str+d6+2; +2 Fighting, +2 Parry), Throwing Knives (Range 3/6/12, Str+d4), Shayakar Night Chain (+4, -4 Coverage; +2 Stealth at night), Enchanted Bracers (+3 Parry, *Deflection* -2, permanent), Falsified Papers, Lockpicks, Rope, other gear as needed

Special Abilities:

- **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 Claws:** Str+d4

MISTRESS OLIVIA

One of the Red Store's top negotiators, Olivia has risen dramatically in Power and prestige. Her colleagues respect her, but they fear her even more.

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d8, Vigor d8

Skills: Fighting d12, Intimidation d8+2, Knowledge (Cosmology) d6, Knowledge (Magic) d8, Knowledge (Politics) d8, Notice d10, Persuasion d10, Stealth d10, The Way d12+2 (d10 Wild Die)

Pace: 6; **Parry:** 11 (3); **Toughness:** 11 (5)

Edges: Adept, Dreamdancer, Easy Magic (*Deflection*), High Magic (*Puppet*, *Telekinesis*), Level Headed, Linguist, Magic Proficiency (+2 *Telekinesis*), Master (The Way), Order of the Onyx Eye (equivalent to the Order of the Sapphire Citadel), Warrior-Adept

Gear: Crysarium Long Sword (Str+d8+2, +3 Fighting; 15 Essence), Enchanted Bracers (+3 Parry), Enchanted Shayakar Night Chain (+5, -4 Coverage, *Environmental Protection* all, permanent)

Powers: *Armor*, *Boost Trait*, *Clairvoyance*, *Deflection*, *Illusion*, *Mind Reading*, *Mind's Eye*, *Puppet*, *Quickness*, *Telekinesis*, *Telepathy*, *Warrior's Gift*

Essence: 50 (15)

MISTRESS ZALOR

The only shayakar among the Red Store elite, Zalor is believed to be both the most efficient and ruthless of them all. Some believe she has had more than one direct meeting with the Merchant, making her even more influential. She is the main liaison for all dealings with Shaya'Nor.

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

Skills: Climbing d6+2, Fighting d10, Investigation d8, Knowledge (History) d6, Knowledge (Legend Lore) d8, Knowledge (Magic) d10, Knowledge (Politics) d6, Lockpicking d8+2, Necromancy d12, Notice d10, Stealth d8 (+2), Streetwise d6, Throwing d8

Pace: 6; **Parry:** 11 (4); **Toughness:** 12 (6)

Edges: Assassin, Attractive, Darklord (equivalent of Archmage), Easy Magic (*Armor, Deflection, Invisibility*), Elan, Essence Link, High Magic (*Bolt, Rending*), Improved Level Headed, Magic Proficiency (+2 *Bolt, Rending, Slow*), Master (Necromancy), Necromancer, Scholar, Thief

Gear: Enchanted Black Iron Spear (Str+d6+2, +3 Parry, Reach 1), Enchanted Shayakar Night Chain Armor (+6 Armor, -4 Coverage; +2 on Stealth rolls at night), Bracers (+1 Parry), Enchanted Amulet (+10 Essence, Danger Sense)

Powers: *Armor, Bolt, Curse, Damage Field, Deflection, Dispel, Draining Touch, Intangibility, Invisibility, Lower Trait, Obscure, Rending, Slow, Summon Ally, Zombie*

Essence: 50 (10)

Special Abilities:

- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting
- **Magically Secretive:** *Conceal Arcana* at will, using Spirit
- **Shayakar Night Gifts:** Level Headed and Combat Reflexes at night
- **Weakness:** Daylight - Fatigue level, Bad Eyes
- **Weakness:** +2 damage from White Silver and Everwood

SHAYAKAR

The Children of the Fallen produce some truly fearsome entities.

SHAYAKAR COMMANDERS

The leaders of the mainstay units of Shaya'Nor's army.

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

Skills: Climbing d6, Fighting d12, Knowledge (Battle) d8, Notice d8, Stealth d8 (+2), Shooting d10, Survival d8+2, Tracking d8+2

Pace: 8 (d10 "Run"); **Parry:** 14 (2); **Toughness:** 10 (4)

Edges: Battle Hardened, Combat Reflexes, Command,

Extraction, Fervor, Fleet-Footed, Hold the Line, Improved Block, Improved Charge, Improved Counterattack, Improved First Strike, Improved Frenzy, Marksman, Master of Arms, One Against Many, Shield Expert/Shield Mastery, Woodsman

Gear: Enchanted Black Iron Long Sword (Str+d8+2, +2 Fighting), Bow (12/24/48, 2d6), Full Plate & Chain Armor (+4 Armor, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs ranged shots that hit)

Special Abilities:

- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting
- **Magically Secretive:** *Conceal Arcana* at will, using Spirit
- **Shayakar Night Gifts:** Level Headed and Combat Reflexes at night
- **Weakness:** Daylight - Fatigue level, Bad Eyes
- **Weakness:** +2 damage from White Silver and Everwood

SHAYAKAR NIGHT MASTER

The elite of the Nightguard, embracing shadows and owning the dark hours.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d8, Vigor d10

Skills: Climbing d6 (+2), Fighting d12+2 (d10 Wild Die), Lockpicking d8 (+2), Nightguard d12, Notice d8, Stealth d12+4 (d10 Wild Die), Shooting d12, Survival d4, Tracking d8

Pace: 8 (d10 "Run"); **Parry:** 15 (3); **Toughness:** 12 (5)

Edges: Acrobat, Ambidexterity, Assassin, Dodge, Fleet-Footed, Improved Block, Improved Extraction, Marksman, Master (Fighting, Stealth), Nightguard (+2 Stealth, access to a limited number of Powers and Essence), Thief, Two-Fisted

Gear: Two Enchanted Black Iron Long Swords (Str+d8+2, +2 Fighting), Enchanted Full Shayakar Night Chain Armor (+5 Armor, -4 Coverage; +2 on Stealth rolls at night), Enchanted Bracers (+3 Parry), Poison (usable on blade or arrows; Vigor check at -4 or suffer a Fatigue level)

Powers: *Boost Trait, Invisibility, Obscure, Slumber*

Essence: 10

Special Abilities:

- **Deathwhisper:** When killed, the Nightguard can whisper a last sentence to any one person they choose, anywhere.
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting

- **Magically Secretive:** *Conceal Arcana* at will, using Spirit
- **Shayakar Night Gifts:** Level Headed and Combat Reflexes at night
- **Weakness:** Daylight - Fatigue level, Bad Eyes
- **Weakness:** +2 damage from White Silver and Everwood

SOLDIERS

Soldiers who master their craft and live long enough to reach such heights are truly respectable – and truly dangerous.

MASTER OF THE BOW

This is a highly trained and experienced archer, one who has survived many combats and taken down many targets. He's worth ten times what a commander would pay for a swordsman of the same caliber; arrows show no respect for rank or experience.

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

Skills: Fighting d10, Healing d4, Knowledge (Fletching) d6, Notice d8, Shooting d12+2 (d10 Wild Die), Stealth d10, Survival d6

Pace: 6; **Parry:** 10 (3); **Toughness:** 9 (3)

Edges: Archer, Combat Archer, Combat Reflexes, Dead Shot, Elan, Giant Killer, Improved Extraction, Heroic Shot, Improved Dodge, Improved Double Shot, Improved Level Headed, Marksman, Split Shot, Steady Hands, Improved Trademark Weapon (Bow), Master (Shooting)

Gear: Enchanted Ironwood Bow (Range 15/30/60, 2d6+3, +3 Shooting; Str+d4+1 melee damage, +2 Parry), Chain Armor (+3, -4 Coverage), Bracers (+1 Parry)



MASTER OF WAR

At the head of the column, when he's not poring over maps and reports in the headquarters tent, the master of war is a true battle commander in every sense of the word. He is also one of the most dangerous opponents ever faced, and is rarely encountered without a significant force of arms.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d12

Skills: Fighting d12+2 (d10 Wild Die), Healing d6, Intimidation d8, Knowledge (Battle) d12+2, Knowledge (History) d8+2, Notice d8, Repair d6, Riding d8, Shooting d10, Stealth d8, Survival d6, Throwing d8, Tracking d6

Pace: 8 (d10 "Run"); **Parry:** 16 (4); **Toughness:** 16 (7)

Edges: Ambidextrous, Battle Hardened, Brawny, Charge, Combat Reflexes, Command, Command Presence, Elan, Fervor, Hold the Line, Fleet-Footed, Hard to Kill, Improved Block, Improved Counterattack, Improved Extraction, Improved Level Headed, Master (Fighting), Master of Arms, Master of Forms (*Analyze Foe*, *Quickness*), Natural Leader, Nerves of Steel, One Against Many, Scholar, Shield Expert/Shield Mastery, Student/Expert of Forms (+2 Fighting, Sword-and-Shield), Tactician, Two-Fisted

Gear: Enchanted Long Sword (Str+d8+3, +2 Fighting, AP 2), Crossbow (Range 15/30/60, 2d6, AP 2, 1 action reload), Enchanted Full Plate Armor (+7, -6 Coverage), Enchanted Large Shield (+3 Parry, +4 Armor vs. ranged shots that hit)

SORCERERS

True masters of the Patterns, mages of this caliber frequently change the course of battles... and of history.

ARCHMAGE

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

Skills: Fighting d8, Knowledge (Cosmology) d10, Knowledge (Legend Lore) d6, Knowledge (Magic) d12, Notice d10, Sorcery d12+2 (d10 Wild Die)

Pace: 6; **Parry:** 9 (3); **Toughness:** 9 (3)

Edges: Archmage, Easy Magic (*Armor*, *Deflection*), Essence Link, Exceptional Rapid Recharge, High Magic (*Bolt*, *Dispel*, *Telekinesis*, *Teleport*), Level Headed, Mage, Magic Proficiency (+2 *Bolt*, *Telekinesis*), Master (Sorcery), Sorcerer

Gear: Enchanted Staff (Str+d4+2, +2 Fighting, +3 Parry, Reach 1, 2 hands; +15 Essence, *Smite*), Amulet of the Adroit Master (+3 Armor, *Mind's Eye*, *Quickness*, Danger Sense)

Powers: *Armor*, *Barrier*, *Blast*, *Bolt*, *Boost Trait*, *Cantrips*, *Conceal Arcana*, *Deflection*, *Disguise*, *Dispel*, *Entangle*, *Environmental Protection*, *Invisibility*, *Telekinesis*, *Teleport*; *Auberik's Instant Fortress*

Essence: 50 (15)

WAR MAGE

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

Skills: Fighting d10, Healing d4, Knowledge (Cosmology) d8, Knowledge (Magic) d10, Notice d8, Shooting d6, Sorcery d12, Stealth d6

Pace: 6; **Parry:** 9 (2); **Toughness:** 11 (5)

Edges: Archmage, Easy Magic (*Armor*, *Deflection*, *Smite*), High Magic (*Bolt*, *Entangle*), First Strike, Improved Frenzy, Mage, Magic Proficiency (+2 *Bolt*)

Gear: Enchanted Long Sword (Str+d8+2, +2 Fighting), Enchanted Full Plate and Chain Armor (+5, -5 Coverage, 1/8 weight, +10 Essence), Enchanted Bracers (+2 Parry, *Arcane Shield*), Bow (Range 12/24/48, 2d6)

Powers: *Armor*, *Bolt*, *Boost Trait*, *Cantrips*, *Deflection*, *Dispel*, *Entangle*, *Fly*, *Smite*, *Warrior's Gift*; *Kaine's Tower Bane*, *Lurien's Battle Enchantment*

Essence: 40 (10)

UNDEAD

The greater undead are some of the most implacable and dangerous foes in all the world.

BONE GOLEMS

More than just an animated skeleton, a bone golem takes the very stuff of bone and Darkness and becomes a truly monstrous entity, capable of terrifying things.

Summon Rank: Heroic

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

Skills: Climbing d8, Fighting d10, Notice d6, Stealth d8

Pace: 10 (d8 "Run"); **Parry:** 7; **Toughness:** 13 (3)

Edges: Counterstrike, First Strike, Improved Sweep

Special Abilities:

- **Bone Coils:** *Entangle*, using Fighting
- **Bone Spikes:** Sharp, tentacled weapons (Str+d6, AP 1)
- **Bony Form:** Half damage from piercing and slashing weapons
- **Bony Hide:** +3 Armor
- **Fear**
- **Fearless:** Immune to Fear and Intimidation
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Size** +2
- **Swarming Tentacles:** Constantly in motion, random bone tentacles give a bone golem a -2 *Deflection* effect
- **Tentacles of Bone:** Mass of swarming bone tentacles; +2 Reach, 3 attack actions a turn at no multi-action penalty
- **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 blunt weapons
- **Weakness:** +2 damage from White Silver and Everwood

BONE LORDS

Truly the most powerful of the skeletal servants of Darkness, a Bone Lord can singly master a battlefield.

Summon Rank: Legendary

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

Skills: Climbing d10, Fighting d12, Notice d6, Stealth d8

Pace: 12 (d10 "Run"); **Parry:** 8; **Toughness:** 17 (5)

Edges: Improved Counterstrike, Improved First Strike, Improved Sweep, Massive Sweep (as per the Ogre Edge)

Special Abilities:

- **Bone Coils:** *Entangle*, using Fighting
- **Bone Spikes:** Sharp, tentacled weapons (Str+d8, AP 3)
- **Bony Form:** Half damage from piercing and slashing weapons
- **Bony Hide:** +5 Armor
- **Fear** -2
- **Fearless:** Immune to Fear and Intimidation
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)

- **Large:** +2 to be hit
- **Size** +4
- **Swarming Tentacles:** Constantly in motion, random bone tentacles give a bone golem a -4 *Deflection* effect
- **Tentacles of Bone:** Mass of swarming bone tentacles; +5 Reach, 4 attack actions a turn at no multi-action penalty
- **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 blunt weapons
- **Weakness:** +2 damage from White Silver and Everwood

MASTER VAMPIRE

Any vampire that has achieved this status almost never confronts his foes directly; he is the puller of strings and the manipulator of fates. Able to shift his skin to normal coloration and effect a living appearance, he can make it quite difficult to discover what he truly is. This is made doubly difficult due to the concealing magics such masters have developed as a means of survival.

Despite his distaste for direct conflicts, it is utterly unwise to underestimate him. He's possibly one of the most powerful entities walking the lands.

Note that master vampires have achieved a state of complete unlife, moving from the Corrupted to Undead as beings of Darkness go.

Attributes: Agility d12, Smarts d10, Spirit d10, Strength d12+2, Vigor d12

Skills: Climbing d6, Fighting d12+2 (d10 Wild Die), Intimidation d10, Knowledge (Battle) d10, Necromancy d12+2 (d10 Wild Die), Notice d10 (+2), Persuasion d10, Riding d6, Shooting d8, Stealth d10

Pace: 8 (d10 "Run"); **Parry:** 15 (4); **Toughness:** 18 (8)

Edges: Alertness, Ambidextrous, Darklord (equivalent of Archmage), Improved Block, Charge, Easy Magic (*Armor, Deflection, Invisibility*), Improved First Strike, Fleet-Footed, Improved Frenzy, Improved Level-Headed, Magic Proficiency (+2 *Bolt, Intangibility*), Master (Fighting, Necromancy), Necromancer, Quick, Really Dirty Fighter, Tricky Fighter, Two-Fisted

Gear: Enchanted Black Iron Long Sword (Str+d8+3, +3 Fighting), Enchanted Black Iron Plate Armor (+8,

-6 Coverage), Enchanted Medium Shield (+4 Parry, +2 Armor vs. ranged shots that hit)

Powers: *Armor, Bolt, Boost Trait, Curse, Damage Field, Deflection, Draining Touch, Fly, Invisibility, Intangibility, Lower Trait, Obscure, Summon Ally*

Essence: 40

Special Abilities:

- **Bite:** Str+2, must follow grapple; 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
- **Claws:** Str+d6, AP 2; vampires are never considered “unarmed”
- **Essence Cloak:** Permanent *Conceal Arcana* effect; Necromancy skill for opposed checks
- **Fast Regeneration:** Drinking blood grants two rolls at once; +2 to recover from Shaken
- **Infra-vision:** Halve penalties for Dark lighting against living targets (round down)
- **Invulnerability:** Can only be damaged by Weaknesses; other attacks only cause Shaken

- **Life Mask:** Can assume normal skin tones and all appearances and actions of a living being
- **Spawn:** Any human or fae killed by a master vampire’s natural weapons has a 100% chance of rising in 1d4 days, if the master wishes it. If they do, they come back as vampire
- **Undead:** +2 Toughness, +2 to recover from being Shaken, immune to poison and disease, no wound penalties, no additional damage from called shots
- **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. Being undead, this is only an inconvenience



SPECTRAL LORD

Some ghostly spirits become the embodiment of shadowy wrath, their Power nigh-impossible to confront.

Summon Rank: Legendary

Attributes: Agility d10, Smarts d8, Spirit d12+2 (d10 Wild Die), Strength d4, Vigor d10

Skills: Fighting d10, Intimidation d12, Notice d10, Stealth d10, Taunt d12

Pace: 12; **Parry:** 7; **Toughness:** 9

Special Abilities:

- **“Cold, Draining Hand of Death”:** Touch attack, Spirit vs. Vigor to cause a Fatigue level; 2 Fatigue levels with a raise; for every Fatigue level delivered, the spectral lord heals a wound
- **Ethereal:** Permanent; can only be affected by magic, can affect real world with Powers and “Cold, Draining Hand of Death”
- **Fear** -2
- **Flight:** Flying Pace 12, Climb 0
- **Hardy:** Second Shaken results do not cause a wound
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Telekinesis:** As the *Telekinesis* Power, at will; using Spirit
- **Undead:** +2 Toughness, +2 to recover from being Shaken, immune to poison and disease, no wound penalties, no additional damage from called shots
- **Weakness:** +4 damage from White Silver and Everwood

WRAITH LORD

Deadly and powerful, Wraith Lords are summoned to strike down the most powerful of Heroes and those who anger the masters of Darkness.

Note that the *Lower Trait* effect on their swords happens only on a successful melee strike; it can't be used at Range.

Summon Rank: Legendary

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d10, Vigor d10

Skills: Fighting d12, Intimidation d10, Notice d8 (+2), Riding d10, Stealth d10, Tracking d8

Pace: 8 (d10 “Run”); **Parry:** 14 (4); **Toughness:** 16 (7)

Edges: Alertness, Assassin, Fleet-Footed, Improved Charge, Improved Counterattack, Improved First Strike, Improved Frenzy, Master of Arms, One Against Many, Shield Expert/Shield Mastery

Gear: Enchanted Cold Black Iron Long Sword (Str+d8+3; +2 Fighting lower Trait Vigor, Spirit vs. Spirit), Enchanted Black Iron Plate Mail (+7, -6 Coverage), Enchanted Large Shield (+3 Parry, +2 Armor vs. ranged shots that hit), Nightmare (Use War Horse stats, add Undead Monstrous Ability and d8 Smarts)

Special Abilities:

- **“Cold Hand of Death”:** Touch attack, Spirit vs. Vigor to cause a Fatigue level; 2 Fatigue levels with a raise
- **Fear** -2
- **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 wound penalties, no additional damage from called shots
- **Weakness:** +4 damage from White Silver and Everwood

DRAMATIS PERSONAE

This section presents stats and information for all of the specific characters named in the **Challenge Arcs** section. These are true movers and shakers of Shaintar, the major opponents (and occasional allies) the heroes will have to confront, either directly or, more likely, facing the minions and lower level allies of these formidable foes.

ADJUTANT MAKER FULGORE

One of the few Makers actually in Shaintar (most remain behind in the safety of their citadels in Norcan Darr), Adjutant Maker Fulgore is in charge of overseeing the conversion of the Prelacy into a “client state.” His job is to eventually convert the entire nation into one thoroughly dependent upon Builder devices and technology, thus granting the Builders enormous influence and control.

Toward this end, he is not only managing the arming of Prelacy forces with weaponry; he is re-engineering their key cities, both in terms of defenses and infrastructure. The project was originally scheduled to be a long-term one, but the Merchant's timetable has recently accelerated considerably.

Fulgore's primary focus is now on upgrading the capital city of Camondel, which was built on the site of one of the most powerful Loci in all of Shaintar. Soon, he will oversee the construction of a grand crysarium tower, ostensibly as a mighty enhancement to the Grand Archcardinal's Palace. The ultimate truth is a far more sinister bit of business...

The key advantage Makers have over Builders is their capacity to master the High Magic effects for their arcmancy powers. As well, they are actually able to manifest a limited number of arcmanic effects without the use of items (though this requires them to embed crysalites, wiring, and other elements of arcfire devices directly into their bodies). More on this will appear in a Black Lantern Report to be published later.

Attributes: Agility d8, Smarts d12+2 (d10 Wild Die), Spirit d10, Strength d8, Vigor d12

Skills: Arcmancy d12+2 (d10 Wild Die), Fighting d10, Intimidation d8, Investigation d10, Knowledge (Engineering) d12+2, Knowledge (Arcfire) d12+2, Knowledge (Magic) d10, Notice d10, Repair d12+2, Shooting d10

Pace: 5; **Parry:** 11 (4); **Toughness:** 12 (4)

Edges: Apprentice Wright, Arcfire Engineer (Arcane Artificer), Arcmancer, Essence Link, High Magic (all Powers listed below!), Improved Level Headed, Journeyman Wright, Master (Smarts, Arcmancy), Master Wright, Scholar

Gear: Enchanted Arcblade (+2 Fighting, +2 Parry, *Smite*, Str+d8+2 damage, AP 3), Elite Arcmancer Leathers (+4, -5 Coverage), Arcmancer Bracers (+2 Parry), Arcmancer Rod, Arcmancer Belt

Essence: 25 each

Powers: *Barrier* (bracers), *Blind* (rod), *Deflection* (bracers), *Bolt* (rod), *Blast* (rod), *Burst* (rod), *Dispel* (rod), *Entangle* (rod), *Lower Trait* (rod), *Quickness* (belt), *Silence* (rod), *Teleport* (belt)

Special Abilities

- **Arcmanic Body Modifications:** Makers undergo permanent alterations to embed crysalites, wiring, and other arcmancy

elements directly into their body, granting them Powers as permanent, raise-level effects. Fulgore has the following: *Armor*, *Boost Trait*, *Environmental Protection* (all), *Farsight*, *Quickness*, *Speak Language*, *Wall Walker*

- **Cannot Swim**
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting
- **Slow:** Pace 5
- **Venerable:** As per the eldakar Racial Edge, Makers ignore the -2 unskilled penalty on all skills.

ARCHBISHOP STEPHANE GALOIS, HOLY PURIFIER, EXALTED RANK

"The unholy must burn in Archanon's purifying flames! We must banish the demons, exsanguinate the fae tempters, and crucify the blasphemers who wear the wretched blue! This holy crusade is for the very soul of the world, my people, and Archanon's heart will break at our failure!"

Archbishop Stephane Galois – a physical giant of a man – believes every word he screams, and he is a zealot's zealot. He has the strength of those convictions and the charisma to convey them to others. He is one of the sharpest points of the mighty spears the Prelacy has thrust into the bodies of the Southern Kingdoms.

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

Skills: Arcmancy d10, Fighting d12, Intimidation d10+2, Knowledge (Arcfire) d4, Notice d6, Persuasion d10+4, Repair d4, Riding d4, Shooting d10, Taunt d10+2

Pace: 6; **Parry:** 11 (3); **Toughness:** 16 (7)

Edges: Arcmancer, Brave, Brawny, Charismatic, Elan, First Strike, Heroic Sweep, High Priest (equivalent of Noble), Impressive, Improved Level Headed, Improved Sweep, Strong Willed, Tough as Nails

Gear: Enchanted Arcfire Maul (Str+d12+4, +3 Fighting, AP 3, target automatically Pushed 1d4" on a raise), Full Arcfire Plate Armor (+7, -6 Coverage), Arcmancer Bracers (+3 Parry)

Essence: 20 each

Powers: *Arcane Shield* (armor), *Banish* (maul), *Barrier* (bracers), *Blast* (maul), *Blind* (maul), *Bolt* (maul), *Deflection* (bracers), *Dispel* (maul), *Jet* (maul), *Quickness* (armor), *Silence* (maul), *Smite* (maul), *Teleport* (armor)

ARKUS THE BATTLE KING

One of the first Offspring to join the Merchant, Arkus desired the glory of testing himself against all would-be Heroes in Shaintar. He considers himself the supreme master of combat, and he's had centuries to train and gain the experience to become so. He is normally accompanied by at least ten highly trained men-at-arms (use Crusader Captain stats, including the arcfire armaments, found under Prelacy Forces on page 132).

Should a group of Heroes get too close to the Merchant, or become too successful at disrupting his plans, Arkus will be dispatched to deal with them directly. As well, Arkus may well be given a significant force to command should it come to open warfare over an area the Merchant needs.

Attributes: Agility d12, Smarts d10, Spirit d10, Strength d12+4, Vigor d12+2

Skills: Fighting d12+4 (d10 Wild Die), Healing d6, Intimidation d10, Knowledge (Battle) d12+2, Knowledge (History) d8+2, Notice d10, Repair d8, Riding d12, Shooting d12, Stealth d8, Survival d8, Throwing d12, Tracking d8

Pace: 16 (d10 "Run"); **Parry:** 19 (5); **Toughness:** 21 (12)

Edges: Ambidextrous, Battle Hardened, Brave, Charge, Combat Reflexes, Command, Command Presence, Elan, Fervor, Hold the Line, Fleet-Footed, Hard to Kill, Improved Block, Improved Counterattack, Improved Extraction, Improved First Strike, Improved Frenzy, Improved Level Headed, Master (Fighting), Master of Arms, Master of Forms (*Analyze Foe*, *Quickness*), Natural Leader, Nerves of Steel, One Against Many, Scholar, Shield Expert/Shield Mastery, Student/Expert of Forms (+2 Fighting, Sword-and-Shield), Tactician, Two-Fisted, Weapons Master

Gear: *Blade of the Battle King* – Artifact Long Sword (Str+d8+4, +4 Fighting, AP 4; Immune to Intimidation, Taunt, Tests of Will and all Tricks), Enchanted Crossbow (Range 25/50/100, 2d8, AP 3, free action reload), Enchanted Full Plate Armor (+8, Full Coverage), Enchanted Large Shield (+4 Parry, +4 Armor vs. ranged shots that hit)

Special Abilities:

- **Advanced Form:** Offspring are immune to diseases and poison, and they never suffer Fatigue results (unless the Fatigue is intentionally taken on to empower an Edge or similar effect).

- **Arcane Background (Blood of the Starfather):** Powers (*Arcane Shield*, *Barrier*, *Environmental Protection*, *Smite*). Spirit to enact the Powers, spends no Essence using them. *Detect Arcana* at will
- **Hardy:** Offspring do not gain a wound from being Shaken a second time
- **Immortal:** Offspring have Fast Regeneration (including the +2 to recover from Shaken); they can be killed through decapitation or the total destruction of their body. They do not age much past their thirties
- **Inherent Gifts:** The following Powers as permanent, raise-level effects: *Armor*, *Speed*, *Wall Walker*
- **Venerable:** As per the eldakar Racial Edge, Offspring ignore the -2 unskilled penalty on all skills.

ASASCHA KES MURDOV, MAELSTROM COMMANDER

There are virtually no opportunities for women to achieve greatness in the Army of the Kal, or Asascha kes Murdov would be among their ranks most happily. Her only chance at glory and honor – and to serve the memory of her beloved father, Murdov – was to find her way south to the Malakar Dominion and sign on with the branch of the Maelstrom stationed there.

Once established, she became a rising star among them, covering herself in the accolades of her compatriots and commanders. She gained promotion after promotion, and was soon placed in command of a battalion of seasoned warriors and a solid cohort of slave-warriors. She led them victoriously through the gauntlet of Landra'Feya, slaughtering elves, brinchie, humans, and gobliness while setting fire to the hated forest. She led them right into the heart of the Wildlands – and there her particular wave of violence and terror crashed against the implacable rocks of Grayson's Grey Rangers and Glean cavalry.

Asascha barely escaped with a tenth of the force she began with, and lost almost half of those forces trying to fight her way north to link up with the Kaliness. Ultimately, she took what she had left and joined forces with the abandoned Warlord, Lorask ki Gult. Now she's looking for a way to redeem herself; she cannot bear to let the spirit of her father down.

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

Skills: Fighting d12+1, Intimidation d8, Healing d6, Knowledge: Battle d8, Notice d8+2, Shooting d8, Stealth d6, Survival d4, Tracking d6

Pace: 8 (d10 Run); **Parry:** 11 (2); **Toughness:** 14 (6)

Edges: Alertness, Battle Hardened, Berserk, Block, Brawny, Combat Reflexes, Counterattack, First Strike, Fleet-Footed, Improved Charge, Improved Frenzy, Level Headed, Luck, Mighty Blow, North-Born (+2 vs. cold, +1 Survival in mountains), Shield Expert, Sweep

Gear: Enchanted Bloodsteel Battle Axe (Str+d8+2, +2 Fighting), Crossbow (2d6, AP 2, 15/30/60), Enchanted Full Plate & Chain Armor (+6, -4 Coverage), Large Shield (+2 Parry, +2 Armor vs. ranged shots that hit)

BARON SKAARZZ, DEMON LORD

One of the few true Demon Lords to be summoned to Shaintar and not yet be cast out again, Skaarzz is determined to remain a permanent resident. Unlike his more arrogant brethren, he's accepted that there are plenty of beings on the side of Light and Life who can either destroy him or send him back, so he's taken a cunning and careful approach to his actions, employing strategy and tactics to his plans.

This isn't to say he refuses to engage in combat and the destruction inherent to his nature, but Skaarzz refuses to be a blunt instrument for any acolyte or warlord who feels they have a claim on his power. In fact, one of his earliest acts was to obliterate the entire summoning group who brought him across and consume them in a ritual of his own devising; one that ensures he cannot be simply *Banished* back to the Abyss.

When Baron Skaarzz appears, he will have a plan, and he will have contingencies, and he will be prepared for his opposition. He may not be the most powerful Demon Lord in Shaintar, but he is likely one of the most dangerous.

Attributes: Agility d12, Smarts d12, Spirit d12, Strength d12+6, Vigor d12+4

Skills: Fighting d12+2 (d10 Wild Die), Investigation d10, Knowledge (Battle) d12, Knowledge (Everything Else) d10, Intimidation d10, Notice d10+2, Stealth d12, Thaumaturgy d12+2 (d10 Wild Die)

Pace: 8; **Parry:** 15 (4); **Toughness:** 28 (9)

Edges: Brawny, Champion (+2 damage against supernaturally Good foes, +2 Toughness vs. damage from same), Charge, Elan, Flamelord (equivalent

of Archmage), High Magic (*Armor, Bolt, Rending, Teleport*), Improved Arcane Resistance, Improved Block, Improved Frenzy, Improved Level Headed, Improved Sweep, Magic Proficiency (+2 *Analyze Foe, Bolt, Dispel, Drain Power Points, Lower Trait, Rending*), Master (Fighting, Thaumaturgy)

Gear: Flaming Blood Steel Great Maul (Str+d12+4; +4 Fighting, AP 4, Small Burst Template, Automatic Push Maneuver vs all targets), Greater Blood Steel Armor (+9, -6 Coverage, ignores AP), Enchanted Blood Steel Bracers (+4 Parry)

Powers: All Thaumaturgy Powers (see Legends Arise for the chart), plus *Disguise*

Essence: 50

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
- **Fast Regeneration:** +2 to recover from Shaken
- **Fear -4**
- **Fearless:** Immune to Fear and Intimidation
- **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)
- **Large:** Attackers gain +2 to hit
- **Size +6**
- **Weakness:** Demons suffer +4 damage from White Silver and Everwood

THE CARDINAL OF JUDGMENT, HIS EXCELLENCY HARKEN LORRE

The man who masters the domain of truth for his nation knows all-too-well his entire life is a lie. Harken Lorre is possibly the most ruthless human in all of Shaintar, and the most cynical. Espousing the law and judgment of Archanon, he wields indomitable authority and influence in the Prelacy, yet he is no zealot, no true believer. He is but a man with voracious and entirely secular ambitions.

The Crimson Crusade is the Cardinal's opportunity to expend vast sums of the Church's treasury on arcfire weapons and technology, all to the ends of securing even greater power over his corner of Shaintar. He

knows his forces (and he truly sees all of the Prelacy's military might as his to wield) will not successfully conquer all of the Southern Kingdoms, and he knows countless thousands of the men he exhorts to war will die.

He also knows they are not dying for any god he tells them to worship. Instead, they are dying for his greater schemes of expanded lands and resources, for one day he will sit upon the "Bloodgold Throne" as the Grand Archcardinal of the Prelacy. There is no more important or implacable truth than that for the Cardinal of Judgment, the highest Inquisitor of the land.

Harken Lorre has no intention of ever taking the field of battle, yet he also knows he must never be unprepared for direct physical challenge. To that end, he trains constantly and has equipped himself with the best the Builders can offer.

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

Skills: Arcmancy d12, Fighting d8, Intimidation d12+6 (d10 Wild Die), Investigation d10, Knowledge (Arcfire) d6, Knowledge: History d10+2, Knowledge (Politics) d10+2, Notice d10, Persuasion d10+6, Riding d6, Shooting d10, Stealth d6, Streetwise d8, Taunt d10+2

Pace: 6; **Parry:** 12 (6); **Toughness:** 15 (9)

Edges: Arcmancer, Attractive, Brave, Charismatic, Dirty Fighter, Elan, First Strike, Glib, High Priest (equivalent of Noble), Impressive, Improved Extraction, Improved Level Headed, Jack-of-All-Trades, Killer Instinct, Master (Intimidation), Scholar, Strong Willed

Gear: Enchanted Arcblade (Str+d8+4, +4 Fighting, +2 Parry, AP 3), Full Enhanced Arcfire Plate Armor (+9, Full Coverage; Ignore Armor Piercing, *Environmental Protection* vs all, *Improved Arcane Resistance*), Enhanced Arcmancer Bracers (+4 Parry); Arcmancer Rod; Arcmancer Belt

Essence: 25 each

Powers: *Banish* (rod), *Barrier* (bracers), *Blast* (rod), *Blind* (rod), *Bolt* (rod), *Deflection* (bracers), *Dispel* (rod), *Entangle* (rod), *Intangibility* (belt), *Quickness* (belt), *Silence* (rod), *Smite* (arcblade), *Teleport* (belt)



COMTESSE CLAIRE COLLARD

Often referred to (usually in whispers, behind closed doors, and in secret passages away from prying eyes) as simply “The Comtesse,” Claire Collard has a distinguished reputation as one of the few women to be feared as much as any man in the Prelacy. She has virtually unrestrained access to the Cardinal of Judgment, papers and tokens that prevent any official anywhere in Camon from impeding or questioning her, and a reported fortune to make royalty envious.

She’s earned every copper.

The Black Lantern has made repeated efforts to both destroy and turn her, both ending in bloody failure for those agents sent. The same can be said for the Red Store and the Dominion’s Schozim (though they have since learned to work toward cooperation with her, rather than mere conversion attempts). She is a spy, assassin, and agent provocateur of the highest order, the one the Cardinal of Judgment reserves for his most sensitive plans. She knows her way around the halls of power and the sewers of the underworld.

The Comtesse is Death in the most beautiful package ever delivered.

Attributes: Agility d12, Smarts d12, Spirit d10, Strength d8, Vigor d10

Skills: Climbing d8+2, Fighting d12, Intimidation d10+8, Investigation d10+2, Knowledge (Disguise) d10+2, Knowledge (Magic) d6, Knowledge (Poison) d12+2), Knowledge (Politics) d10, Lockpicking d8+2, Notice d10+2, Persuasion d10+6, Shooting d10, Stealth d10+2, Streetwise d8+8, Survival d6, Taunt d8+2, The Way d12, Throwing d10, Tracking d10

Pace: 8 (d10 Run); **Parry:** 11 (2); **Toughness:** 12 (5)

Edges: Acrobat, Adept, Alertness, Assassin, Attractive/Very Attractive, Charismatic, Connections, Counterattack, Dark Fighting, Dirty/Really Dirty Fighter, Dreamdancer, Easy Magic (*Armor*, *Deflection*), Elan, Fleet-Footed, Ground Fighter, Impressive, Improved Block, Improved Close Fighting, Improved Counterattack, Improved Extraction, Improved First Strike, Improved Frenzy, Improved Level Headed, Investigator, Jack-of-All-Trades, Killer Instinct, Linguist, Magic Proficiency (+2 *Clairvoyance*, *Puppet*), Master of Forms (Knife Fighting; *Quickness*), Nimble Strike, One Against Many, Quick, Quick Draw, Scholar, Strong Willed, Student/Expert of Forms (+2 Fighting, Knives),

Thief, Tricky Fighter, Warrior-Adept

Gear: Enchanted Blood Steel Dagger (Str+d4+3, +3 Fighting), Enchanted White Silver Parrying Dirk (Str+d4+2, +2 Fighting, +3 Parry), Obsidian Throwing Knives (Str+d4, AP 1; 3/6/12), Enchanted Night Chain (+5, -5 Coverage: +2 Stealth in shadows), Enchanted Bracers (+3 Parry), Lockpicks, Rope, other gear as needed.

Powers: *Armor*, *Boost Trait*, *Clairvoyance*, *Confusion*, *Deflection*, *Illusion*, *Mind Reading*, *Puppet*, *Telekinesis*, *Telepathy*

Essence: 25

THE CRYSTAL LORD

The mysterious, powerful being is building a foundation of power and influence in the Blasted Lands. He is the Offspring of the Seer, and his mother was an incredibly powerful *Youlin Aradi* adept; he was born when the Empire of the Golden Crown was still ascendant. He came to be known as Julian the Opportunist, always employing his flashes of insight about the future (gifts from his father) to gain advantages, resources, and influence. He founded a number of bloodlines across Shaintar in his wanderings and his schemes.

One such bloodline was that of the Hispans, they who became the founders and royal family of the Kingdom of Hispan which lay north of the Eternal Desert and just west of the Aralon Forest.

Whether by design or terrible mistake, Julian’s ambitions led him to discover and bond with an incredibly powerful focus crystal, one that contained a fractured shard of the Starfather himself. This particular shard is highly corrupt and ravenous for power; it is an aspect of the ancient being that is deeply in love with the Mother of Night and wishes to regain her favor.

The entity in the crystal steadily gained more and more influence and control over Julian; the crystal expanded to become an all-encompassing suit of crystalline armor, enormously powerful and empowering, such that he rarely takes it off. Eventually, the being now known only as the Crystal Lord gained total dominance of Julian, and he serves the schemes of the Merchant with the goal of rejoining his beloved bride in ruling the cosmos as she had always desired.

In pursuing the Merchant's Gambit, the Crystal Lord has begun gathering all of those living in the so-called Blasted Lands to his banner. He's conquered the devastated Kingdom of Hispan (claiming he is the rightful ruler, anyway) and, with the aid of the Builders assigned to him by his "son," the Merchant, constructed a gargantuan cysarium tower on top of the ruins of Castle Hispan. This is one of the many such towers that will be needed when the Merchant's Gambit comes to full fruition.

Note that in the official continuity, the final conflict with the Crystal Lord won't happen for some time; the stats are presented here for those Game Masters who wish to have interactions or direct conflict with him per their own timeline.

Attributes: Agility d12+2, Smarts d12, Spirit d12+4 (d10 Wild Die), Strength d12+8, Vigor d12+4

Skills: Boating d8+2, Climbing d8+2, Fighting d12+4 (d10 Wild Die), Gambling d6, Intimidation d12+8, Investigation d8, Knowledge (Cosmology) d12, Knowledge (History) d12, Knowledge: Magic d12, Knowledge: Politics d10, Lockpicking d8+2, Notice d12, Persuasion d12+6, Piloting d8+2, Riding d8, Shooting d12+2 (d10 Wild Die), Stealth d10+2, Streetwise d8, Taunt d8+2, Throwing d6

Pace: 8 (d10 "Run"); **Parry:** 18 (3); **Toughness:** 22 (8)

Edges: Ace, Acrobat, Attractive/Very Attractive, Charismatic, Combat Reflexes, Counterattack, Danger Sense, Dirty Fighter/Really Dirty Fighter, Dreamdancer, Elan, Fleet-Footed, Hard to Kill, Heroic Sweep/Legendary Sweep, Impressive, Improved Block, Improved Extraction, Improved First Strike, Improved Frenzy, Improved Level Headed, Improved Sweep, Improved Trademark Weapon (Crystal Greatsword), Killer Instinct, Luck/Great Luck, Master (Spirit, Fighting, Shooting), Master of Arms, Nerves of Steel, One Against Many, Quick, Strong Willed, Thief, Weapons Master

Gear: *Armor of the Crystal Lord* (+12, Full Coverage, +3 Parry, Ignore Armor Piercing; *see below*); Crystal Greatsword (+3 Fighting, Str+d12+5; AP 5, Heavy Weapon; *Blind, Draining Touch, Lower Trait* {Vigor and Spirit}, all linked and delivered on a successful hit; a single opposed Spirit check resolves all at once)

Special Abilities (those in *italics* are granted by the *Armor of the Crystal Lord*) :

- **Advanced Form:** Offspring are immune to diseases and poison, and they never suffer Fatigue results (unless the Fatigue is intentionally taken on to empower an Edge or similar effect).
- **Arcane Background (Blood of the Starfather):** Powers (*Analyze Foe, Bolt, Clairvoyance, Confusion, Divination, Mind Reading, Postcognition, Slumber, Telekinesis*). Spirit to enact the Powers, spends no Essence using them. *Detect Arcana* at will.
- **Cosmic Insight:** The Crystal Lord has the following High Magic effects at will; the Casting Modifiers do apply, though there is no Essence cost or Fatigue checks – *Greater Combat Vision (Analyze Foe), Spirit Track (Clairvoyance), Exalted Mind's Eye, Mind Walk (Mind Reading), and Thought Scanning (Mind Reading)*.
- **Exalted Arcane Resistance:** +6 Armor vs magic, +6 to resist magic; turn off at will
- **Exalted Environmental Protection:** Immune to all hostile environments
- **Hardy:** Offspring do not gain a wound from being Shaken a second time
- **Immortal:** Offspring have Fast Regeneration (including the +2 to recover from Shaken); they can be killed through decapitation or the total destruction of their body. They do not age much past their thirties
- **Inherent Gifts:** The following Powers as permanent, raise-level effects: *Deflection, Mind's Eye, Quickness, Telepathy, Teleport*
- **Psychic Attunement:** Spend a benny to substitute Spirit for any other Trait roll.
- **Psychic Shock Field:** *Damage Field*, 2d8, at will.
- **Slayer:** With a successful *Analyze Foe* check, the Crystal Lord gains a d12 for Raise damage for the rest of the combat.
- **Venerable:** As per the eldakar Racial Edge, Offspring ignore the -2 unskilled penalty on all skills.

Note: With all the bonuses in play, it will be helpful to know the Crystal Lord's total Fighting roll for his Crystal Greatsword is d12+9 (with a d10 Wild Die). This is before any temporary bonuses are applied, such as from *Analyze Foe*.

DECHMUL THE DAMNED, EXALTED MINISTER OF THE UNDYING FIRE

So much untapped potential in these lands! So much Life to unmake, so much bright blood to spill in the Queen's blessed name! Dechmul is as passionate – and as insane – as they come, but he is crafty and he is motivated. He will see Ceynara's will be done, and he will see the Southern Kingdoms burn in the pyres of her vitality and strength.

Let the others retreat to clean house; Dechmul is called to greater things, and he will finish what they all came to start. There are hidden places, long-ago dedicated to the Queen of Hell and the Princes of Damnation. Dechmul the Damned is their most honored servant, and he will reveal the lost temples and unlock their wondrous Flames!

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d10, Vigor d10

Skills: Fighting d12, Healing d4, Knowledge (Cosmology) d8, Knowledge (Flame) d10, Knowledge (Magic) d8, Notice d8, Thaumaturgy d12+2 (d10 Wild Die)

Pace: 6; **Parry:** 9 (1); **Toughness:** 16 (7)

Edges: Acolyte, Charge, Easy Magic (*Armor, Quickness, Smite*), Elan, Essence Link, Flamelord (equivalent of Archmage), High Magic (*Bolt, Warrior's Gift*), Improved Frenzy, Improved Sweep, Magic Proficiency (+2 *Bolt, Rending*), Master (Thaumaturgy)

Gear: Enchanted Blood Steel Great Sword (Str+d10+4, +3 Fighting, AP 1), Enchanted Blood Steel Plate & Chain Armor (+8, -6 Coverage), Enchanted Bloodsteel Bracers (+2 Parry), Enchanted Ring (+10 Essence, Hard to Resist, *Deflection* -4)

Powers: *Armor, Bless, Bolt, Burst, Despoil, Dispel, Divination, Fear, Fly, Growth/Shrink, Puppet, Quickness, Rending, Smite, Summon Ally, Warrior's Gift*

Essence: 55 (10)

Special Abilities

- **Demonic Form:** +2 Toughness, +2 to recover from Shaken, immune to all diseases and poisons, one-half damage from non-magical attacks, +4 damage from White Silver and Everwood, cannot receive healing of any kind
- **Nurturing Fire:** While touching any open fire, instead of burning, the minister gains the benefit of Slow Regeneration

EVIRIN THE OPERATOR

Most Offspring are fairly secretive about who their parents are, but those who encounter and befriend Evrin will likely discover that he was sent to Shaintar by his mother, the Scion known as the Constable.

Evrin is one of the few Offspring that are likely to help Heroes against the machinations of other Offspring and Scions. His primary mission in Shaintar is to ferret out what the Merchant is up to and disrupt those plans wherever possible. This has made him a key enemy of the Red Store and many of his relatives.

He is equipped with a highly eclectic array of magical and mystical-tech gear; it bears noting that "Crys-Tek" is a variant form of arcfire devices that are more advanced than what the Heroes are likely to have encountered up to now. Even with the Arcfire Trained Edge, they will be used at a -2 penalty until enough time and practice passes to give way to better understanding and handling.

Evrin shouldn't come into the picture until the Heroes are really going up against the worst of the worst, such as other Offspring or other devastating menaces.

Attributes: Agility d12, Smarts d12, Spirit d10, Strength d8, Vigor d8

Skills: Climbing d6+2, Fighting d10, Gambling d8, Investigation d10+2, Knowledge (Cosmology) d8, Knowledge (Magic) d8, Lockpicking d8+2, Notice d10+2, Persuasion d10+2, Repair d8, Riding d6, Shooting d12+2, Stealth d10 (+2), Streetwise d8+2, Tracking d8

Pace: 8 (d10 "Run"); **Parry:** 12 (3); **Toughness:** 11 (5)

Edges: Acrobat, Alertness, Ambidextrous, Arcfire Trained, Assassin, Charismatic, Elan, Expert (Shooting), Fleet-Footed, Improved Extraction, Improved Frenzy, Improved Level Headed, Investigator, Marksman, Nimble Strike, Quick, Quick Draw, Thief, Two-Fisted

Gear: Twin Enchanted Long Swords (Str+d8+2, +2 Fighting, AP 2), Twin Crys-Tek Pistols (Range 12/24/48, 2d8+2, AP 2, 8 shots before reload, full round reload), Arcfire Bracers (+3 Parry, -2 *Deflection*, permanent), Enhanced Legionnaire Combat Armor (+5, -4 Coverage), Crys-Tek Goggles (*Darksight, Farsight*), Hand Lantern (*Light*), Crys-Tek Grapple Launcher (+3 Climbing, 1 action to reload)

Special Abilities:

- **Advanced Form:** Offspring are immune to diseases and poison, and they never suffer Fatigue results
- **Arcane Background (Blood of the Starfather):** Powers (*Environmental Protection, Mind Reading, Telepathy, Warrior's Gift*). Spirit to enact the Powers, spend no Essence in using them. *Detect Arcana* at will
- **Hardy:** Offspring do not gain a wound from being Shaken a second time
- **Immortal:** Offspring have Fast Regeneration (including the +2 to recover from Shaken); they can be killed through decapitation or the total destruction of their body. They do not age much past their thirties
- **Inherent Gifts:** The following Powers are permanent, raise-level effects: *Disguise, Invisibility, Quickness, Speak Language*
- **Venerable:** As per the eldakar Racial Edge, Offspring ignore the -2 unskilled penalty on all skills.

GALENA THE CLEVER TINKER

Galena has spent most of her lifetime studying and mastering the mystical technology of the Builders, making her one of the most advanced scientific minds on Starfall. She has little interest in the “games” (as she calls them) being played by her relatives; she gets involved only if it has a chance to advance her studies or gain her access to power sources. Nonetheless, she will avidly defend herself, often with the help of a handful of her personal golems (use Builder Assault Golems, found above; remove Weakness, Methodical, and Ponderous).

Galena is a good wild card to throw into a Legendary rank campaign. She might be an opponent in one instance, an ally later on, and a neutral third party down the road. She's playing all sides against each other, mostly for the purpose of attaining ever more technology, scientific advancement, and other knowledge. She may become amused or infatuated with a particularly interesting Hero if the encounter is intriguing enough.



Attributes: Agility d8, Smarts d12+2 (d10 Wild Die), Spirit d10, Strength d8, Vigor d12

Skills: Arcmancy d12+2 (d10 Wild Die), Fighting d10, Investigation d12, Knowledge (Cosmology) d10, Knowledge (Engineering) d12, Knowledge (Magic) d12, Knowledge (Arcfire) d12, Notice d8, Repair d12+2 (d10 Wild Die), Shooting d12

Pace: 6; **Parry:** 13 (6); **Toughness:** 16 (8)

Edges: Apprentice Wright, Arcmancer, Arcfire Engineer (Arcane Artificer), High Magic (*Barrier, Bolt, Dispel, Teleport*), Improved Level Headed, Journeyman Wright, Master (Arcmancy), Master (Smarts), Master (Repair), Master Wright

Gear: Enchanted Arcblade (Str+d8+2, +2 Fighting, +2 Parry, *Smite*, AP 3), Elite Arcmancer Leathers (+4, -5 Coverage); Enchanted Arcmancer Bracers (+4 Parry); Arcmancer Rod; Arcmancer Belt

Powers: *Barrier* (bracers), *Blind* (rod), *Deflection* (bracers), *Blast* (rod), *Bolt* (rod), *Burst* (rod), *Darksight* (goggles), *Dispel* (rod), *Entangle* (rod), *Farsight* (goggles), *Intangibility* (belt), *Lower Trait* (rod), *Mind's Eye* (goggles), *Quickness* (belt), *Silence* (rod), *Teleport* (belt)

Essence: 60 each

Special Abilities:

- **Advanced Form:** Offspring are immune to diseases and poison, and they never suffer Fatigue results
- **Arcane Background (Blood of the Starfather):** Powers (*Arcane Shield, Barrier, Telekinesis*). Spirit to enact the Powers, spend no Essence in using them. *Detect Arcana* at will
- **Hardy:** Offspring do not gain a wound from being Shaken a second time
- **Immortal:** Offspring have Fast Regeneration (including the +2 to recover from Shaken); they can be killed through decapitation or the total destruction of their body. They do not age much past their thirties
- **Inherent Gifts:** The following Powers as permanent, raise-level effects: *Armor, Speak Language, Warrior's Gift*
- **Venerable:** As per the eldakar Racial Edge, Offspring ignore the -2 unskilled penalty on all skills.

HARKOR KI DOMAN, EMPEROR OF THE KAL

The Emperor of the Kal is one of the oldest, most powerful, and most unspeakably evil beings ever to walk the lands of Shaintar. It should come as no surprise that he is, among other things, an Offspring. Not content with his inherent gifts, he sought all he could from Flame first, and then Darkness. He is a true abomination in all possible ways, yet his power is such that even the Demon Lords and Necrolords dare not deny him.

How foolish, then, are any Heroes who dare to challenge him? How gloriously, epically foolish?

Attributes: Agility d12+2 (d10 Wild Die), Smarts d12 (d10 Wild Die), Spirit d12+2 (d10 Wild Die), Strength d12+6 (d10 Wild Die), Vigor d12+5 (d10 Wild Die)

Skills: Fighting d12+5 (d10 Wild Die), Intimidation d12+4, Knowledge (Battle) d10, Knowledge (Cosmology) d10, Knowledge (Magic) d8, Knowledge (Politics) d8, Notice d12, Repair d8, Shooting d8, Stealth d6, Survival d6

Pace: 16 (d10 "Run"); **Parry:** 19 (5); **Toughness:** 29 (14)

Edges: Battle Hardened, Berserk, Brawny, Combat Reflexes (*note – total +5 to recover from Shaken*), Command, Elan, Essence Link, Expert of Forms, Fervor, Flamelord (equivalent of Archmage, used for Flame Wielder below), Fleet-Footed, Frightening, Heroic Sweep/Legendary Sweep, High Magic (*Banish, Blast, Bolt, Burst, Dispel*), Hold Off, Hold the Line, Improved Block, Improved Charge, Improved Counterattack, Improved Frenzy, Improved Level Headed, Improved Sweep, Improved Tough as Nails, Killer Instinct, Master (Fighting), Master (All Attributes), Master of Arms, Master of Forms (*Analyze, Foe, Deflection*), One Against Many, Student/Expert of Forms (+2 Fighting, Great Sword), Weapons Master

Gear: *Worldcarver* – Artifact Blood Steel Great Sword, Flaming (Str+d12+6, +5 Fighting, AP 5, Heavy Weapon; 3 in 6 chance for the target to become engulfed in flame, suffering 2d10 damage each round until it is *Dispelled*), *Armor of the World-God* – Artifact Blood Steel Plate Armor (+10, Total Coverage, ignores AP, *Environmental Protection* all, permanent; *Fly Pace* 16, permanent); Enchanted Bloodsteel Bracers (+4 Parry, Permanent *Deflection* with raise)

Special Abilities:

- **Advanced Form:** Offspring are immune to diseases and poison, and they never suffer Fatigue results
- **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
- **Arcane Background (Blood of the Starfather):** Powers (*Banish, Dispel, Quake, Rending, Teleport*); use Spirit to enact, no Essence in using them. *Detect Arcana* at will
- **Ceynara's Warmth:** Flame-blooded gain +1 Toughness
- **Ceynara's Might:** Flame-blooded do +1 damage with all Fighting attacks
- **Dark Resilience:** Corrupted gain +1 Toughness
- **Dark Vitality:** Corrupted gain a +1 to recover from being Shaken
- **Embrace the Flame:** Flame-blooded may take the Berserk Edge at any time without meeting its requirements
- **Fear -4**
- **Fearless:** Immune to Fear and Intimidation
- **Flame Wielder:** *Banish, Blast, Bolt, Burst*, and *Dispel* at will, using Spirit
- **Godlike Invulnerability:** Harkor's unique and terrible combination of gifts makes him utterly invulnerable against *any* damage from Flame and Darkness, as well as any non-magical attacks. Additionally, he can *only* be harmed by attacks from other Offspring (or greater beings); weapons that have at least +3 magical bonus to their attack rolls; and High Magic spells (non-High Magic won't affect him).
- **Hardy:** Offspring do not gain a wound from being Shaken a second time
- **Immortal:** Offspring have Fast Regeneration (including the +2 to recover from Shaken); they can be killed through decapitation or the total destruction of their body. They do not age much past their thirties. Due to his connection to Flame and Darkness, Harkor regenerates *all* wounds on a simple Vigor check each round. He may even roll against damage from White Silver and Everwood, though such rolls are at -4.

- **Inherent Gifts:** The following Powers are permanent, Raise-level effects: *Armor, Darksight, Farsight, Quickness, Speak Language, Speed*
- **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
- **Venerable:** As per the eldakar Racial Edge, Offspring ignore the -2 unskilled penalty on all skills.
- **Weakness:** Being both corrupted and flame-blooded, Harkor does suffer a combined +4 damage from White Silver and Everwood

KERESSA, HIGH LADY OF THE AZ-AGKAR

The cabal of necromancers who serve the Emperor of the Kal directly know their position is maintained entirely at his will and pleasure. As such, they endeavor at all times to keep him pleased with them, seeking ways to crush his enemies and increase his position.

The current civil war offers all new opportunities, and their leader, Keressa, fully intends to take advantage of them. She's even begun carefully exploring bringing in forces from Shaya'Nor... as she and the rest of the Az-Agkar never truly lost either touch or favor with their homeland.

The Az-Agkar remain one of the greatest spy groups ever established by one nation into another.

Attributes: Agility d10, Smarts d12, Spirit d12, Strength d6, Vigor d10

Skills: Climbing d6+2, Fighting d8, Investigation d8, Knowledge (Cosmology) d10, Knowledge (Darkness) d12+2, Knowledge (Magic) d12+2, Knowledge (Politics) d10, Lockpicking d8+2, Necromancy d12+2 (d10 Wild Die), Notice d8, Persuasion d10+4, Stealth d10+2, Streetwise d8+4

Pace: 6; **Parry:** 9 (3); **Toughness:** 12 (5)

Edges: Assassin, Attractive, Charismatic, Darklord (equivalent of Archmage), Easy Magic (*Armor, Deflection, Invisibility*), Elan, Essence Link, High Magic (*Bolt, Rending*), Improved Level Headed, Magic Proficiency (+2 *Bolt, Rending, Slow*), Master (Necromancy), Necromancer, Scholar, Thief

Gear: Enchanted Ironwood Staff (Str+d6, +3 Parry, Reach 1, 2 hands, 5 Essence), Enchanted Shayakar

Night Chain Armor (+5, -4 Coverage), Ring of Secrets (+2 Necromancy, 5 Essence, *Mind's Eye*, permanent, raise effect)

Powers: *Armor, Bolt, Curse, Damage Field, Deflection, Dispel, Draining Touch, Intangibility, Invisibility, Lower Trait, Obscure, Rending, Slow, Summon Ally, Zombie*

Essence: 50 (10)

LORASK KI GULT, WARLORD

Honor and glory was to be found in the south lands! In the blood of Olarans, Galeans, Fae, and the despicable Rangers, Lorask ki Gult was to bathe himself and be reborn. His failures and his shame would be erased, he would return to the Empire exalted and lauded...

Lorask came under the scrutiny of the Tor Mastak for utterly mismanaging his lands and squandering his riches on gambling and frivolity. Warlords of the Empire are as gods to those they rule, yet they have a god as well – the Emperor, who expects tribute and the effective oversight of all his lands. Only via family connections and favors owed was Lorask able to avoid execution; instead, he took the Flame-Blood bond and, stripped of his demesne, sent southward to redeem himself in battle.

When the call came for retreat in order to deal with the civil war, Lorask refused. He cannot bear to cross the borders into his homeland until he has achieved true greatness. His name will be screamed by his victims and whispered by admirers ere he dare turn his gaze northward again.

Attributes: Agility d8, Smarts d4, Spirit d10, Strength d12+3, Vigor d12+1

Skills: Fighting d12+3 (d10 Wild Die), Intimidation d10, Knowledge (Battle) d6, Notice d4, Shooting d6, Stealth d6, Survival d4

Pace: 8 (d10 "Run"); **Parry:** 11 (-1); **Toughness:** 17 (7)

Edges: Battle Hardened, Brawny, Combat Reflexes, Elan, Fleet-Footed, Master (Fighting), Improved Block, Improved Charge, Improved Frenzy, Improved Level Headed, Improved Sweep

Gear: Enchanted Blood Steel Kal Flail, Flaming (Str+d10+4, +2 Fighting, Ignore shields, 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**



NEAVELYN TURRELL, BOSS OF THE FIREBLADES

Contacts in the urban areas of the Wildlands and the Southern Kingdoms are very valuable to the Maelstrom, as well as any Kal forces still operating in the region since the Empire's withdrawal. This is where folks like Neavelyn Turrell come in. Long an admirer of the idea of Ceynara – a powerful woman rejecting her intended role for something greater and grander. This is the myth that Neavelyn fell in love and patterned her own life after.

The Fireblades aren't really as devout in the pursuit of Flame as a way of life, but they enjoy using the symbolism and the fear it creates to their ends. With operations in dozens of towns and cities throughout the South, they were a natural fit for operatives representing Kal and Maelstrom interests to seek out and coordinate efforts. Neavelyn ("Neev" to her friends, which are few and far between) sees an extraordinary opportunity to expand her power base.

She also sees a chance to catch the eye of the Guardian who chose to be Queen...

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

Skills: Fighting d12, Gambling d10, Intimidation d8+2, Knowledge (Battle) d8+2, Knowledge (Politics) d8+2, Lockpicking d6, Notice d10, Shooting d10, Stealth d10, Streetwise d8+4, Taunt d8+2

Pace: 8 (d10 "Run"); **Parry:** 15 (4); **Toughness:** 12 (5)

Edges: Acrobat, Ambidextrous, Arcfire Trained, Attractive, Brawler, Bruiser, Charismatic, Combat Reflexes, Command, Connections, Dirty Fighter/Really Dirty Fighter, Elan, Fleet-Footed, Hold the Line, Improved Block, Improved Frenzy, Improved Level Headed, Jack-of-All-Trades, Killer Instinct, Martial Artist, Scholar, Strong Willed, Tricky Fighter, Two Fisted

Gear: Twin Enchanted Long Swords (Str+d8+2, +3 Fighting, +1 Parry), Twin Arcfire Handcasters (Range 12/24/48, 2d8, AP 2, 4 shots before reload), Enchanted Chain Armor (+5, -4 Coverage), Enchanted Bloodsteel Bracers (+3 Parry)

RAKAZ KI MARSK, HIGH LORD OF THE AZ-JUNIN

The Az-Junin are the "Lords of Magic" in the Empire; all who wield magic of any kind must be a part of this organization (unless they are necromancers serving the Emperor directly; see *Keressa, High Lady of the Az-Agkar*). Serving as both guild and church, the Az-Junin exert enormous power and influence over all the Kal.

Few wield as much of that power as Rakaz ki Marsk. His political prowess is nearly as impressive as his mystical might – which is godlike. He will not easily surrender the Empire to the forces of chaos, unless that chaos is of his making.

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d10, Vigor d10

Skills: Fighting d12, Healing d4, Intimidation d12+4, Knowledge (Battle) d10+2, Knowledge (Cosmology) d8, Knowledge (Flame) d10, Knowledge (Magic) d10+2, Knowledge (Politics) d10, Notice d10, Persuasion d8+4, Thaumaturgy d12+2 (d10 Wild Die)

Pace: 6; **Parry:** 12 (4); **Toughness:** 16 (7)

Edges: Acolyte, Charge, Charismatic, Easy Magic (*Armor, Quickness, Smite*), Elan, Essence Link, Flamelord (equivalent of Archmage), High Magic (*Armor, Bolt, Fear, Smite, Warrior's Gift*), Impressive, Improved Frenzy, Improved Level Headed, Improved Sweep, Magic Proficiency (+2 *Bolt, Rending*), Master (Thaumaturgy), Noble, Scholar

Gear: Enchanted Blood Steel Sword (Str+d8+4, +3 Fighting, AP 1), Enchanted Blood Steel Plate & Chain Armor (+8, -6 Coverage), Enchanted Bloodsteel Large Shield (+4 Parry, +2 vs Ranged Damage), Enchanted Ring (+10 Essence, Hard to Resist, *Deflection* -4)

Powers: *Armor, Bless, Bolt, Burst, Despoil, Dispel, Divination, Fear, Fly, Growth/Shrink, Puppet, Quickness, Rending, Smite, Summon Ally, Warrior's Gift*

Essence: 55 (10)

Special Abilities

- **Demonic Form:** +2 Toughness, +2 to recover from Shaken, immune to all diseases and poisons, one-half damage from non-magical attacks, +4 damage from White Silver and Everwood, cannot receive healing of any kind
- **Nurturing Fire:** While touching any open fire, instead of burning, the minister gains the benefit of Slow Regeneration

SHAYENE KES HARKOR, THE EMPEROR'S JUDGMENT

She is one of the Emperor's many children (he was quite prolific before he took on aspects of both Flame and Darkness that no longer permit such things). She is neither the eldest nor the youngest. She appears to be nothing special – beautiful, yes, but all of his children are beautiful. They are Offspring, it comes with the blood. She cultivates a calm, almost passive demeanor whenever she is seen in public, which is virtually never in most recent times.

She is his favorite, without question, and she has earned that place with over one-hundred deaths by her hand alone.

Shayene is known to many as the Emperor's daughter, but virtually no one knows that she is the oft-whispered of and utterly feared Emperor's Judgment – an assassin of unequaled capacity, having never once failed to kill whomever the Emperor unleashes her on. No one knows why he will select certain targets to die by his Judgment, yet leave others to be dealt with otherwise. Jerrik Tul, for example – the leader of the Unchained who thrust the Empire into civil war – seems to many to be someone Harkor would simply have his unstoppable assassin murder.

That she has not been so unleashed makes many wonder if the Emperor fears Jerrik, fears that the “meaningless ex-slave” might defeat his favorite pet. Those few in the know believe he fears he would lose his favorite daughter to Jerrik, or to Jerrik's personal bodyguard, Endra Shard, who many think might be the Judgment's equal.

Shayene craves the opportunity to prove that even the mighty Jerrik and his inner circle are not immune to her. She wishes to prove herself to Daddy once and for all.

Attributes: Agility d12+2, Smarts d10, Spirit d10, Strength d12+2, Vigor d12+2

Skills: Climbing d10+2, Fighting d12+4 (d10 Wild Die), Healing d6, Intimidation d10, Knowledge: Battle d8, Knowledge: History d8, Lockpicking d10+2, Notice d10, Persuasion d10+4, Repair d8, Riding d12, Shooting d12, Stealth d12+2 (d10 Wild Die), Streetwise d8+4, Survival d8, Throwing d12, Tracking d8

Pace: 16 (d10 Run); **Parry:** 19 (4); **Toughness:** 19 (9)

Edges: Acrobat, Ambidextrous, Assassin, Attractive, Battle Hardened, Brave, Charge, Charismatic,

Combat Reflexes, Dark Fighting, Dirty Fighter/Really Dirty Fighter, Elan, Fleet-Footed, Ground Fighter, Hard to Kill, Improved Block, Improved Counterattack, Improved Extraction, Improved First Strike, Improved Frenzy, Improved Level Headed, Improvisational Fighter, Killer Instinct, Master (Fighting, Stealth), Master of Arms, Nerves of Steel, One Against Many, Shield Mastery, Thief, Tough as Nails, Tricky Fighter, Two-Fisted, Weapons Master

Gear: *Blades of the Judgment* – Artifact Paired Weapons (Str+d8+4, +4 Fighting, AP 4; d12 Raise Damage vs “Targets of Judgment,” Damage can not be Regenerated), Enchanted Full Studded Armor (+5, -5 Coverage), Enchanted Bracers (+4 Parry, -4 Deflection)

Special Abilities:

- **Advanced Form:** Offspring are immune to diseases and poison, and they never suffer Fatigue
- results.
- **Arcane Background - Blood of the Starfather:** Powers (*Analyze Foe, Arcane Shield, Environmental Protection, Invisibility, Smite*). Spirit to enact the Powers, spend no Essence in using them. *Detect Arcana* at will.
- **Hardy:** Offspring do not gain a Wound from being Shaken a second time.
- **Immortal:** Offspring have Fast Regeneration (including the +2 to recover from Shaken); they can be killed through decapitation or the total destruction of their body. They do not age much past their 30s.
- **Inherent Gifts:** The following Powers as permanent, Raise-level effects – *Armor, Quickness, Speed, Wall Walker*.
- **Venerable:** As per the Eldakar Racial Edge, Offspring ignore the -2 Unskilled Penalty on all Skills.

THE SUPREME PALADIN, HIS LORDSHIP SIR NEDDERIK JUNEAU

Traditionally, the office of the Supreme Paladin has always been closely aligned with that of the Cardinal of Judgment, and this is especially true these days. Sir Nedderik Juneau owes the good fortune of his exalted position directly to Harken Lorre; the latter man wielded great influence and called in many favors to see Juneau promoted rapidly through the ranks. Ultimately, his predecessor was called to Question

by the Inquisition – a process he did not survive, in great part thanks to the testimony of Juneau and the evidence provided by Cardinal Lorre.

Though Sir Nedderik has his own plans and goals, he has no issues with tying them directly to the rising star of Cardinal Lorre. For now, he is perfectly content to commit the forces under his command as the Supreme Paladin – the entirety of the Church's army – to the Crimson Crusade. He knows in his very soul that Archanon has placed him on the path to greatness; he is destined to wield the true might and glory of the Lord of Law and Justice, and to bring Archanon's holy rule to all of Shaintar.

Cardinal Lorre is just one of the many tools Archanon has granted unto Nedderik Juneau in order to fulfill his holy quest to the end.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12, Vigor d12

Skills: Fighting d12+2 (d10 Wild Die), Healing d6, Intimidation d10, Knowledge (Battle) d8, Knowledge (Politics) d8, Notice d8, Repair d6, Riding d12, Shooting d12, Stealth d8, Survival d6, Swimming d4, Throwing d8, Tracking d6

Pace: 8 (d10 "Run"); **Parry:** 18 (5); **Toughness:** 19 (8)

Edges: Ambidextrous, Arcfire Trained, Battle Hardened, Brave, Brawny, Cavalryman, Combat Reflexes, Command, Command Presence, Elan, Fervor, Fleet-Footed, Hard to Kill, Hold the Line, Improved Block, Improved Charge, Improved Counterattack, Improved Dodge, Improved First Strike, Improved Frenzy, Improved Level Headed, Improved Sweep, Improved Sunder, Improved Tough as Nails, Master (Fighting), Master of Arms, Master of Forms (*Confusion, Deflection, Quickness*), One Against Many, Shield Expert/Shield Mastery, Student/Expert of Forms (+2 Fighting, Sword-and-Shield), Tactician, Two-Fisted, Weapon Master

Gear: Enhanced Arcfire Blade (Str+d8+3, +3 Fighting, AP 3), Arcfire Crossbow (Range 18/36/72, 2d6+3, +3 Shooting, AP 4), Full Enhanced Arcfire Plate Armor (+8, -6 Coverage), Enhanced Arcfire Large Shield (+4 Parry, +2 Armor vs. ranged shots that hit; Str+d8 as melee weapon), War Horse (assume +1 die type in all Traits)

XARRIK KI DREANDER, TOR MASTAK COMMANDER

Almost all Kal forces still in the Southern Kingdoms region were left behind due to the suddenness of the pull out by the Empire.

Not so with Xarrik ki Dreander and his crack team of Tor Mastak agents. In fact, they knew about the impending Imperial withdrawal nearly a week before it happened. That's when they did their best to "go to ground," taking on new identities as mercenaries and bounty hunters. Xarrik and his team are Kal who can readily pass for Olarans, including their accents and mastery of the Olaran tongue; Xarrik's cover name is Hann Ermeurck, and his people have similar, very Olaran names.

Their job is simple – look for any and all ways to undermine the stability of the Southern Kingdoms. Specifically, they are tasked with diminishing the capacity of the Grey Rangers. Xarrik's ambitions run to much grander schemes, however, as he wishes to destroy the Rangers utterly if he can. To this end, he is willing to team up with any and all enemies of the Rangers.

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

Skills: Climbing d8+2, Fighting d12+2 (d10 Wild), Intimidation d10, Investigation d10+2, Knowledge (Magic) d6, Knowledge (Politics) d8, Lockpicking d8+2, Notice d10, Shooting d10, Stealth d10+2, Streetwise d10+4, Survival d6, The Way d12+2 (d10 Wild), Tracking d10

Pace: 8 (d10 Run); **Parry:** 16 (5); **Toughness:** 12 (5)

Edges: Acrobat, Adept, Ambidextrous, Assassin, Block, Charismatic, Connections, Counterattack, Dirty Fighter, Easy Magic (*Armor, Deflection, Quickness*), Fleet-Footed, Improved First Strike, Improved Frenzy, Investigator, Magic Proficiency (+2 *Bolt, Puppet, Telekinesis*), Master (Fighting, The Way), Thief, Tricky Fighter, Two-Fisted, Warrior-Adept

Gear: Enchanted Long Sword (Str+d8+2, +2 Fighting), Enchanted Parrying Dirk (Str+d4+2, +2 Fighting, +2 Parry), Crossbow (Range 15/30/60, 2d6, AP 2, 1 action reload), Enchanted Night Chain (+5, -4 Coverage, +2 Stealth in shadows), Enchanted Bracers (+3 Parry), Enhanced Focus Crystal (+10 Essence, Dreamdancer), Lockpicks, Rope, other gear as needed

Powers: *Armor, Bolt, Boost Trait, Confusion, Deflection, Illusion, Mind Reading, Puppet, Quickness, Speed, Telekinesis, Telepathy*

Essence: 40 (10)

APPENDIX: THE SHAINSTAR EPIC BATTLE SYSTEM

Though the Mass Combat rules for Savage Worlds are elegant and effective, they don't quite convey the epic nature of great battles gloriously fought on the screen or in the pages of fantastic novels. Truly Heroic and Legendary characters often find themselves in desperate conflicts against impossible odds. The Epic Battle System is meant to help recreate those situations with enough flavor to really bring out the impact of the Heroes and Villains without adding too much complexity.

This system abstracts a lot of concepts, so it's important to explain to players that their abilities and talents are being taken into account over longer periods of time than the typical combat round. They also need to understand that description and narrative is an important part of making the experience more than just a sketched-out war game exercise. At the same time, the GM must be ready and willing to reward effective storytelling and scene-setting on the part of the players.

EPIC BATTLES IN FOUR EASY STEPS

There are four parts in executing a battle with this system:

1. **Decide the Stakes.** How important the battle is will determine how long it is likely to take to fight it.
2. **Decide the Enemy Strength.** The GM determines the level of opposition the Heroes and their allies will be facing.
3. **Fight the Battle.** Turn by turn, decisions are made and actions are resolved.
4. **Determine the Aftermath.** Every battle comes to an end, and it comes time to count the cost.



PART ONE: DECIDE THE STAKES

This is entirely story-driven. Is this a minor battle in the greater war, but one only the Heroes can fight? Or is this the final conflict, pitting the champions of Light and Life against Ceynara's hordes for the very survival of the Southern Kingdoms?

The greater the stakes, the harder the battle will be fought and the longer it will take to resolve. The Stakes determine how many tokens must be accumulated for either a Victory or Defeat to be achieved. The Game Master is the final arbiter as to the nature of the conflict, but the following examples should be generally helpful.

Stakes	Tokens	Examples
Minor	5	A village will be won or lost; a minor supply line cut off or protected
Major	10	A city will be won or lost; a white silver mine held or captured
Great	15	A region will be won or lost; food and arms for the front lines imperiled
Epic	20	A nation's fate will be determined

Most battles should fall in the Major or Great categories; Minor battles can often be "hand waved" rather than be fought out although there may be really good story-driven reasons to fight the battle. Epic battles should be at or near the end of a campaign or a major arc.

PART TWO: DECIDE THE ENEMY STRENGTH

Unlike the regular Mass Combat rules, it is not necessary to determine troop strength for either side in this system, at least not until the Aftermath part. You need only determine which of the following represents the odds the Heroes are up against:

Enemy Strength	Action Die
Lesser	d8
Even	d10
Greater	d12
Overwhelming	d12+2
Impossible	d12+4

In selecting the Enemy Strength, you are determining what the core Action Die will be for the opposition; this is the die rolled for just about anything (and it is rolled with a Wild Die).

PART THREE: FIGHT THE BATTLE

Here's where things get exciting. As with the larger process, there's a step-by-step approach to handling battles like this:

- 1. Decide Actions.** Each participating Hero determines a type of action they will take in that turn of battle: *Melee, Ranged, Magic, Covert, Leadership, Support, or Healing*.
- 2. Bid Trait or Edge.** Heroes performing Melee, Ranged, Covert or Leadership actions bid a Trait or Edge, which is then marked as having been "activated" for this battle.
- 3. Resolve Actions.** The actions each require a Trait roll of some kind, opposed by the Action Die of the enemy (except for Healing).
- 4. Resolve Consequences.** Award Victory or Defeat tokens based on success or failure of an action. Win or lose, roll Physical and Circumstance Consequences.
- 5. Battle Roll.** After all other actions are resolved (along with their Consequences), a final Knowledge (Battle) roll is made. Victory or Defeat Tokens are gained, but there are no Consequences as there are for Actions in battle.

The order of things is important, even within a certain step, because the results of one action do impact any following actions. Two Heroes could do Support actions meant to enhance a third Hero's Leadership action; if they generate a total of +3 for their efforts, he will get that +3 on his roll.

DECIDE ACTIONS

Every turn of battle, it is assumed that each Hero is doing what he or she can to turn the tide in the favor of the Good Guys. Many actions are risky, but come with commensurate rewards. Other actions are designed to support the risk-takers, or to just keep the troops up and functioning. The following actions are the standard ones that can be selected; if a player wants to suggest something that they think doesn't fall within these categories, that's fine. Either decide which category the action most fits within, or simply select a Trait to roll for it (and what must be bid; see below) and move on:

MELEE

The Hero simply dives into the fray and does as much damage as possible. Alternately, they may go after a particular target, intent on diminishing the enemy's cohesiveness by eliminating a key asset. The Trait roll for this action is always Fighting, and typical bids will be Combat Edges or one of the physical abilities.

RANGED

A skilled archer or crossbow expert can shift the balance with one well-placed shot. The Trait roll for this action is almost always Shooting (though a case might be made for Throwing). Range-oriented Combat and Professional Edges are standard bids for this action.

MAGIC

Casters can change everything with a tactically-cast invocation. The Hero's Arcane Skill is the roll here. Instead of a bid, however, the player chooses how much Essence to spend, up to a maximum of 10. For every two full points of Essence spent, the action gets a +1 to the roll. Note that the Soul Drain

effect (which is available to all casters) can be used to generate Essence for this action. Yes, this means they can kill themselves.

COVERT

Spies, scouts, assassins, and "dirty trick" specialists perform their own kind of magic on a battlefield, and often at just as great a risk as any soldier. The typical Trait for this is Stealth, though the player can make an argument for other skills. Many different kinds of Edges might come into play; creative bids (and scene descriptions) should be rewarded.

LEADERSHIP

Epic battles are where the leaders really shine. Unlike other actions, which can only acquire Victory Tokens, a Leadership action can result in getting rid of Defeat Tokens. The player may choose to do either (or both, if the roll is high enough) after resolving the action. Only Leadership Edges may be bid for Leadership actions.

SUPPORT

"They also serve." It could be figuring out probable enemy assets. It could be definitively mapping out the local terrain. It could be fixing a lot of hot food for weary troops. Anything can be a Support action if described right, and such actions are rolled without risk of Defeat Tokens or Consequences. They can provide bonuses to another action (as chosen when they are rolled), as per the normal Cooperative Rolls rules from *Savage Worlds Deluxe*. Any Trait roll can be used if appropriate, and there is no bid requirement.

HEALING

This is a specialized form of Support with specific effects. As an action, a Healer can (a) cast a *Healing*, *Greater Healing* or *Succor* Power on another Hero (if they have that Power), using up the usual Essence; (b) make a Healing skill roll on another Hero; (c) roll their Arcane Skill as per a Magic action, but without risk of Defeat Tokens or Consequences; or (d) roll their Healing skill as a Support action. In the last case, the bonus generated can only be applied to Leadership actions, or the final Battle roll.

BID TRAIT OR EDGE

Once you've chosen an action, you must select something that represents your particular approach to that action. This may come off as a bit tricky or odd, with players feeling like they are somehow using up their abilities.

This isn't the case at all. The system simply uses this approach to abstract the influence of various talents and training on a Hero's unique contributions to an epic battle. Each action represents a "scene" in the grand movie or within the pages of the novel; it gets boring if the same thing is done over and over, so different Edges or abilities being bid allows us to show the different things a Hero might do within a given battle.

This abstraction also emphasizes the capacity of more experienced characters to have a wider and more profound impact on a battle. They have more experience, as well as more advanced techniques to apply.

The following table shows what can be bid for an action in battle:

Bid	Restrictions	Notes
Edge	Must be related to the action	For each Rank above Novice, using the Edge grants a +1 to the Action Roll
Attribute or Skill	Must be above d6	For a d10 Traits, +1 to the Action Roll; +2 for a d12; +3 for anything above d12

Note that any Edge, Ability, or skill that is bid is not lost; it simply cannot be used as a bid for future actions. If a Skill or Ability needs to be rolled for an action or other reason, activating it as a bid has no impact on it whatsoever. The bids simply represent a finite limit on types of actions and potential bonuses invoked.

Though highly unlikely for most Heroic and Legendary characters, it is possible for a lower-ranked Hero to find himself out of things to bid. At that stage, he's tapped himself out; he's tired, frazzled, and limited in what else he can pull off. If he really wants to try something other than a Support action, he'll have to suffer a Fatigue level to do it (in place of having anything to bid). Obviously, that's a limitation all its own.

RESOLVE ACTIONS

Once the players have determined what actions their Heroes will take, they need to decide what order to resolve them in. They have total control of this; it is assumed they can coordinate their efforts over the course of a turn of battle. Note that Support actions should almost certainly go first, as the bonuses they generate can then be applied to other actions.

After the "order of battle" for the turn is determined, each player should describe the scene or scenes in which the action takes place. This is not only an opportunity to become a part of the storytelling and to create excitement for everyone else, it serves as a chance to impress the Game Master and, therefore, potentially gain a bonus benny for your efforts.

Once you've described your scene, roll for the action using the most likely and appropriate Trait. The GM will roll an opposed check, using the Enemy Strength die and Wild Die. Matching or exceeding the Enemy roll will net your side a **Victory Token**, or two Victory Tokens with a raise. Additional raises have no effect. Losing will net your side a **Defeat Token** instead; losing by two or more raises means two Defeat Tokens.

Note that this doesn't apply to Support or Healing actions; their results are described above. With Leadership actions, successes can be spent on *either* gaining Victory Tokens or losing a Defeat Tokens (or both – one each – if a raise is achieved).

RESOLVE CONSEQUENCES

Battlefields are extremely dangerous places, where all kinds of terrible things that can happen. Each time a Hero performs an action (excluding Support and Healing), an additional roll must be made, either on the Physical Consequences Table or the Circumstance Consequences Table. This will normally be based on the type of action, but the GM may decide one or the other as she sees fit.

When rolling on these tables, you need to choose an appropriate Trait that acts to defend or protect you. The following is a list of typical Traits for such rolls, depending on what action you performed:

- **Melee:** Vigor or Fighting (roll on one of the player's choosing)
- **Shooting:** Vigor or Agility (roll on the Physical Consequence Table)
- **Magic:** Vigor or Spirit (roll on the Physical Consequence Table)
- **Covert:** Agility or Stealth (roll on the Circumstance Consequence Table)
- **Leadership:** Vigor or Spirit (roll on one of the GM's choosing)

These rolls are made at a penalty equal to one-half the total number of Defeat Tokens acquired thus far (round up); this represents the overall negative conditions of the battlefield at that moment.

Result	Physical Consequence
Critical Failure (Snake Eyes)	1d6 Wounds (cannot be soaked); if more than 3 Wounds are suffered, go immediately to Incapacitation
Failure	1 Wound (cannot be soaked) and 1 Fatigue level
Success	1 Wound (<i>can</i> be soaked)
Raise	No Effect
2+ Raises	+1 Benny

Result	Circumstance Consequence
Critical Failure (Snake Eyes)	Captured or Missing in Action; Hero is out of the fight and their fate will likely be determined by a future scenario
Failure	No action next turn; roll on <i>both</i> tables at the end of next turn
Success	No action next turn
Raise	No Effect
2+ Raises	+1 Benny

BATTLE ROLL

After all else is said and done, regardless of actions undertaken, there is still a single roll from each side to determine the results of the current turn. This is almost always a Knowledge (Battle) roll on the part of the Heroes; if no character has this skill, use one of the allies that has it. Of course, if absolutely no one among the Heroes has the skill, things could get interesting very quickly...

Unlike the other action rolls, the Battle Roll has no limits on the number of tokens that can be attained with raises. For example, if the commander of the Heroes' side manages to get a 21, and the Enemy only rolls an 8, that's a success and three raises – the Heroes gain **four** Victory Tokens!

On the other hand, the Enemy can also benefit from this; for every raise they get, that's one more Defeat Token for the Heroes.

Liner Notes – Morale Modifiers

As an optional part of the system, the GM may use the Morale portion of the Mass Battle Rules from *Savage Worlds Deluxe* (which also works well for incorporating the War Magic rules from earlier in this book). If Morale is incorporated, the leader of the Heroes makes a Spirit roll at the end of any round where one or more Defeat Tokens are acquired; the leader of the Enemy force rolls if the Heroes acquire any Victory tokens.

The modifiers as presented in SWD (page 92 of the Standard Edition, page 106 of the Explorer's Edition) are applied for such rolls, as are any bonuses or penalties from any War Magic or other influences. Note that the modifiers for Siege circumstances from *The Fantasy Companion* may also be applied.

The results of the Morale rolls are also similar and consistent; success means the battle continues as before. With a failure on either side, one more Battle Roll is made and the fight is then over; go to Part Four: Determine the Aftermath. On a 1 or less for the Morale Roll, that side is considered to be in total rout, with appropriate Aftermath results from below.

PART FOUR: DETERMINE THE AFTERMATH

Part Three gets repeated until the Heroes have accumulated the threshold number of tokens of one type or the other. If the Heroes are defeated, each of them rolls once more against each Consequence Table, using a Trait of their choice. Their forces (those still alive) are in full retreat or captured, depending on the situation, the draw results from below, and the GM's discretion.

If the Heroes are victorious, a final Battle Roll is done to determine the status of the Enemy's forces; each Hero may perform a Support Action to enhance their Battle Roll. On a failure, the Enemy is in total rout and most of their forces are destroyed. With a success, they are retreating with a significant number captured, while a raise means a large percentage of the Enemy's forces manage to escape.

After all of this, the Heroes draw a number of cards from the Action Deck equal to the total number of Defeat Tokens they still have. Once the cards are drawn, take all of the numbered cards and add the total together; this is the total percentage of casualties their forces suffered. Add the total of the black suited cards; this is the percentage of the forces that actually died, and the remaining are wounded. Now look at the face cards:

- **Jacks** represent a key sergeant or lieutenant that was injured (red) or killed (black).
- **Queens** represent a non-military but key individual (specialist, healer, mage, etc.) who was injured or killed.
- **Kings** are captains and high-level leaders who became casualties.
- **Aces** indicate a very important ally, such as a Follower or other non-player character that travels with the Heroes regularly. As in all cases, red means an injury, while black means death.

The effect of Jokers depends on victory or defeat. In the former case, the Heroes can discard up to three cards (though a minimum of one card must remain in play). In the case of a defeat, the Joker adds three additional cards to the draw!

WHAT ABOUT VILLAINS?

The Enemy Strength rating assumes influences from champions and leaders for the opposition. To better reflect the impact of such special elements, the Game Master may wish to increase the number of GM bennies he has available for the battle. As a general rule, add one for each player at the table, plus one for each major figure fighting for the enemy. Generally, two-times the number of players is a harsh-but-fair number of GM bennies for handling an Epic Battle.



BATTLES WON, HOMES SAVED, MYSTERIES REVEALED. NOW THINGS GET REALLY INTERESTING!

THE BEST CAMPAIGNS ARE LIVING CAMPAIGNS. THINGS ARE HAPPENING EVERYWHERE, AND YOUR CHARACTER, NO MATTER THE LEVEL OF POWER, IS A VITAL PART OF ANY WORLD-CHANGING EVENT.

GREAT GAME MASTERS HAVE THE KNACK TO MAKE THIS HAPPEN WITH ANY WORLD, BUT SHANTAR HAS THAT KNACK BUILT IN. THE WORLD HANGS IN A BALANCE BETWEEN LIGHT AND DARK, DEVASTATION AND LIFE, HEROISM AND VILLAINY. THE PLAYER KNOWS THAT ONLY BY EMBRACING THE HEROISM CAN THE PLAYER'S CHARACTER TIP THE BALANCE.

"SHANTAR IS FAMILIAR ENOUGH TO IMMERSE YOURSELF IN, YET STRANGE ENOUGH TO MAKE YOU WANT TO KNOW WHAT NEW WONDERS ARE ABOUT TO BE UNLEASHED. AND NOW THE WONDERS ARE LOOSED. FASTEN YOUR SADDLE CINCH; IT'S GOING TO BE QUITE A RIDE."

- STEVE PERRIN, LEGENDARY WRITER AND CREATOR OF THE RPGs RUNEQUEST, WORLDS OF WONDER, ELFQUEST AND MUCH MORE

