

SUZERAIN

CALADON FALLS



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We'd also like to explain that Suzerain is our take on reality with mythological and magical elements. It depicts religions and mythologies with a twist – that is to say, differently than a true believer might see them. We mean no disrespect if you are such a believer but ask you to respect our right to our own interpretation.

Thank You

Thank you, our friends and families, gamers and non-gamers alike, for supporting our arty pursuits. Thanks also to those of you who have bought this book. If you'd like to provide any feedback on your experiences with *Caladon Falls*, please visit our forums at www.savagemojo.com or send a message to hello@savagemojo.com.

Vickey's Dedication: *Caladon Falls* has been made stronger by all involved. Many thanks to my colleagues! Special thanks go to my husband and best friend, Bob, and to the bgamers and lgamers who've lent their support and feedback about Suzerain as a setting. Here's to all of you!



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For Players



RELIC

What Is Caladon Falls?

Caladon Falls is set in the high fantasy realm of Relic, and showcases the initial battleground of the three-year War of the Wild (featured in Acts III & IV of *Savage Suzerain's* plot point campaign, *Return Of The Dragon God*). Your character's adventure begins in the High Kingdom of Caladon, just as invaders reach its shores. Faced with god-like Warlocks and their monstrous horde, every citizen must choose: stand, flee, convert, or die. Your character must make choices too: become a soldier and protect your countrymen, magically duel with agents of the Wild army, match wits with the enemy as a Caladonian scout, pry secrets from the lips of the Warlocks' spies, or keep hope alive by ferrying your kinsmen to safety. Know, come what may, you have not stood idly by as Caladon falls.

The *For Players* section focuses on the frontier settlement of Milltown and gives players everything they need to get started and craft their holy crusaders, noble knights, freelance mercenaries, and guild wizards.

The horrors of war, Warlocks, and the Wild Army lurk in the *For GMs* section, ready to assault your senses with their corrupting Wild Magic. Additionally, you'll find a dozen plot point scenarios detailing the first theater of action of The War Of The Wild and numerous *Savage Tales* to bring the Realm of Relic to life during this pivotal moment in history.

Caladon Falls is a supplement, which means that you'll need two other books to play: *Savage Worlds* for the basic rules, and *Savage Suzerain*, which provides rules adjustments for the Suzerain universe and introduces setting concepts and terms.

Burning The Dead

"Dear sister. What now?"

Isolde strokes her cousin Dora's cold brow. Cousin by blood, but close as sisters. Her face is peaceful, showing no hint of the agony in which she died, no trace of the foul rot that spread from tainted wounds and could only be treated with a hot brand for want of a healer at hand. The cure was almost as bad as the disease.

Almost.

They did a good job of dressing her, for which Isolde is grateful. The grave gown covers the worst marks.

But there will be no grave for Dora. Not for any of them. Not when we are yielding ground daily to an enemy that respects the living little and the dead less.

So many gone. It is shocking how many comrades, neighbors, family have been lost to this Wild army in so short a time. Always on the run, the survivors have barely been able to say brief goodbyes and commit the dead to their final rest before moving on to the next doubtful stronghold.

And now we can't even bury our dead.

Not if we want to spare them the unspeakable violations of the Wild army and their twisted Warlocks. Not if we want to spare ourselves the horror of facing our fallen as foes on the battlefield—warped and desecrated puppets, reanimated and reshaped, but recognizable as those we lost. Hurlled at us as weapons. Weapons to pierce our hearts and break our spirits as much as our bodies.

So it is fire for all now.

"You will go to Trinity on wings of flame," says Isolde. She kisses Dora's cheek. "This is the last I'll see you. I can't watch the pyre. I can't. I'm sorry. Goodbye. Be safe."

Isolde feels the hot tears burst from her eyes as she turns to go. Then, on a sudden thought, she wipes the tears away with the back of her hand and draws her knife. Bending low, she cuts a lock of her cousin's auburn hair.

"This flame I'll take to remind me. To keep you with me. To fire my strength and steady my aim. This will burn for revenge, dear sister. And it will burn hot."

The Trader Imperium

The Trader Imperium was the first great civilization of the Second Age. The nation rose out of the barbarian and nomad clans that wandered the lands between two great rivers, the Lehr and the Jorna. They're the first great city builders, creators of huge walled fortresses, mathematically laid out plazas, and towering temples of stone. They're famous constructors of labyrinths, underground works, and Celestium relics, but their real gift is for commerce and communication. The rulers of the Trader Imperium are merchant princes with vast fortunes and great influence.

The Realm Of Relic

Relic has centaur tribes roaming the forests of Rhee, a huge civilization of intrigue and organized combat in Valon, mysterious druids haunting Tarna, primitive nomads wandering the Steppes, merchant princes and their caravans crossing the Trader Imperium, mighty barbarian clansmen hunting in the snow-capped Peaks, priests of a dozen flavors, dwarves that pass right through stone, shamans, wizards, relic hunters, and much more. It's a worthy proving ground for adventurers of all kinds.

That's getting too epic, too fast, though. For now we'll set our sights on the High Kingdom of Caladon, where enchanters and druids rub shoulders with nobles, knights, mercenaries, and crusaders. First, let's go over a bit of history.

The First Age

In the time before time itself, legend tells of a paradisiacal land dominated by man. Humanity stretched dominant from one shore to another, until the coming of Austra, the fire goddess, to the Great Mountain of the gods.

Each faith tells a different story of how she came to be.

There are those that say a mighty warrior god fell in battle and, as he fell, his sword stuck into the ground, freeing her from an ancient prison. Others tell that Austra's awakening was a punishment for evil and sin among the gods themselves.



All the tales agree that there was a battle among the gods, though what about none can now say.

What is known is that on the night of the third day's battle Austra erupted in gouts of flame so large that even gods were incinerated in the blast. Those that survived fled the world for the safety of The Maelstrom to become dreams in the minds of men. Nations were rent asunder, the land flowed under the tide of disasters that destroyed the storied realms of Men, and new peoples awoke as the gods dreamt them into being.

That was the end of the First Age, the Age of the Gods.

The Second Age

Many centuries later, built on the bones of fallen First Age empires and upstart kingdoms, the Second Age is a good time to live in Caladon. No recent wars have plagued the land, trade with the Trader Imperium is booming, and there is a peace treaty with the Barbarian Clans in the Jorna Peaks. The High King's road wardens, House knights, and questing Trinity crusaders defend the countryside from robber barons, bandits, and dangerous beasts. Only ancient ruins, the wilderness frontier of The Open, Kittlemarsh, or the heights of the Hathenclus Range hold true danger for would-be adventurers.

Getting Your Bearings

If you're new to Relic, here are some basics you're going to need to know.

Calendar

The calendar is lunar, broken into 13 months of four seven-day weeks. The year is broken into three Ascendancies of four months, with an extra month called Festivale at the end.

In Growth Ascendancy, alternating warm and cold air creates frequent rains that wash the entire kingdom. The months are called after the dominant constellations of that time: Arrow, Tree, Flame, and Stream.

Light Ascendancy is warm and dry, ending with the harvest. Its months are Woodsman, Lady, Ram, and Fleece.

Storm Ascendancy is windy and cool, too cold among the peaks and on the steppes for anyone other than barbarians and wild men. The constellation months are called Lamb, Shepherdess, Hunter, and Ancient Wolf.

Festivale is a time unto itself between Storm and Growth Ascendancies. It sometimes has an extra day to make sure the calendar keeps coming out correctly. Technically the constellation of that month is Death, but everyone just calls it Festivale because that's when people rest and make merry, celebrate another year gone, another year to come.

There are seven days of the week and they were numbered by the Trader Imperium long ago: Oneday, Twoday, Threeday, Fourday, Fiveday, Sixday, and Sevenday.

There are local variations (such as Caladon calling Sevenday 'Heavenday' as their day of prayer to Trinity), but those are the basics.

Communication

The Trader Imperium is responsible for the world's common language. 'Trader' is a pidgin tongue of the Trader language, mixed with many loan words from Caladon and tongues from other regions. It's a simple and direct language best suited to commerce, counting, and ceremonies.

There are other 'meta' languages, but none are as widespread as Trader. The Trinity Church speaks Lati, an ancient dead language that is also used by wizards, scholars, and archivists. The Shifters share a sparse sign language based on body language, human-form translations of animal stances, head tilts, nostril flaring, and ear movements.

Each race and ethnic group has its own tongue, but the common language is most... common.

Directions

The sun rises and the sun sets. The people of Relic name their directions based on this – *riseward* and *setward* are obvious enough. Steppeward is in the direction of the Steppes and seaward is in the direction of the sea, at least if you're in Caladon. Just follow the sun's journey and turn right to be heading steppeward, left to be heading seaward.

Economy

Most trade is conducted through direct barter for goods or services; money is a Trader invention for bulk purchases. The normal precious metals, gold and silver, are used for large transactions. The Trader currency is most commonly used around the world. It is the Crown and the Ran, where 100 Crowns (100C) make one Ran (1R).

In modern terms, a Crown is about \$1, which you can use as a fast translation for basic universal purchases – a quick lunch might cost 5C (\$5) in a town, that sort of thing. Holding a 1R coin would be like holding a \$100 bill.

Races

The realm of Relic is home to myriad races, from centaurs to dwarves, dragon kin to djinni, ogres to ratten, shifters, channellers, elementals, and even perfecteds. The majority of Caladonians are human. Adventurers have likely met dryads, dwarves, and shifters (especially in Killian). Frontier folk living in the wilderness of The Open often encounter dragon kin, ogres, and ratten as well. Well traveled adventurers, like mercenaries or merchants, may have been introduced to a djinn or banshee while visiting the Trader Imperium. While other races live in the Realm, they are more myth than reality to most Caladonians.

More Human Than Human

In Relic, like other *Savage Suzerain* settings, race is a fluid thing. People can actually change from one race to another. For the most part, civilized nations like Caladon and the Trader Imperium treat people of all races equally, especially shifters, who have a natural form but may also shift to human form with a Pulse expenditure. For more information about changing races, see page 10 of *Savage Sazerain*.

The Powers That Be

The High King

Caladon society is ruled by a High King. The first High King was Gavin 'Thunderspeak' Marron. House Marron took the early lead in organizing the High Kingdom and centuries later, prosperity and peace reign, though many Houses have ascended the throne in that time. High King Hulson of House Vesper currently wears the crown.

The High King is selected by a council made up of the rulers of the seven kingdoms of Caladon. Candidates are measured by ability, popularity, and military strength. Once elected, the High King rules for life and gains the privilege of governing (and taxing) the High King's domain, which includes the cities of Caladon Falls, Epperborne, Dunhoun, and Aisley Rock.

The Noble Houses

In this age, people look to the nobility for examples of how to live. Even the lowliest peasants watch the noble families and imitate the behaviors they see. Nobles set fashions, guide etiquette, and determine what is and is not proper within their domains. Conversely, they're inspired by their people in return. Nobles, after all, do not exist in a void; their lands, their followers, their circumstances shape them. The interplay between the nobles, their people, their lands, and their trades remains subtle yet influential. Each one follows where the other ones go, and all four are inescapably intertwined.

Even in times of peace, the seven ruling Houses host intrigues, rivalries, alliances and grudges between them. No banquet or wedding or battlefield remains completely free of those entanglements. If House Sumner and House Laneer are at cross-purposes, their family members, agents and underlings will go out of their way to knock each other off-center; if the Houses are allied, their people may be counted upon to assist each other, if only out of courtesy and a desire for future gain.

Four Rings

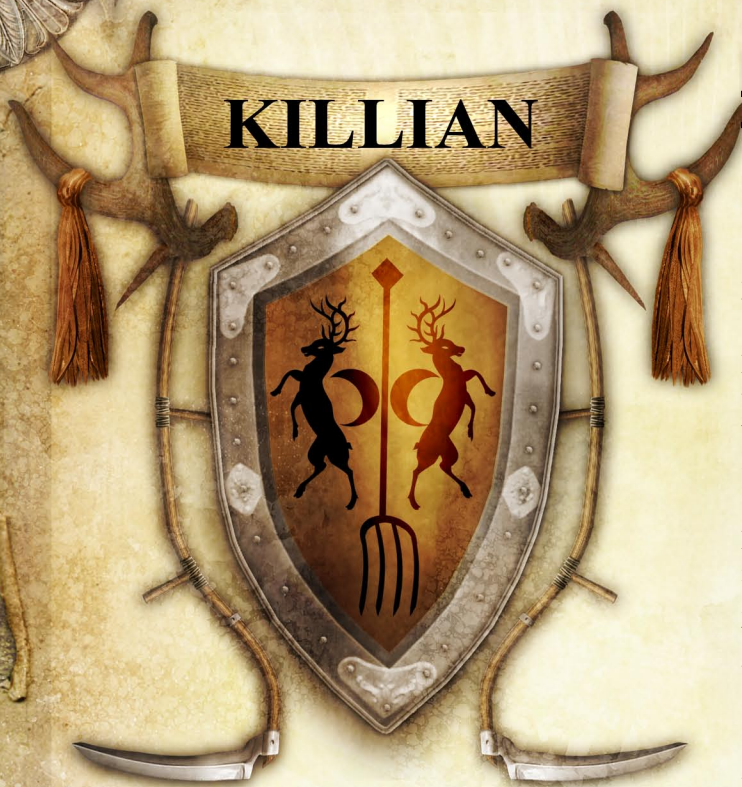
Each Noble House includes hundreds of members: the immediate family, united by ties of blood and marriage; the intimate agents, servants and advisors to that family; elite courtiers who maintain a close orbit to the family; and servants who exist in proximity to the other groups but wield little true power. These four rings are usually known as the House's Inner Court, Outer Court, courtiers and underlings. All four groups hold decreasing amounts of influence within the kingdom, but members of each ring – even the lowliest House servants – are people of distinction in the kingdom as a whole.

Within the four rings, competition is fierce. Everyone in each circle strives toward greater influence, wealth, power, freedom, or a combination of the above. Depending on the people involved, and the goals each person pursues, these relationships can range from bitter rivalries to grudging obedience to self-imposed exile from the family's affairs. For the most part, though, members of each House try to better their personal lot in life. Rare is the person in any ring of a noble House who simply drifts from day to day. By default, each noble House is a dynamic dynasty, established by tradition but rarely sitting still.

Below is a general overview of each of the ruling Houses. For more detailed information about each House and its four rings, download *The Noble Houses Of Caladon* from the [Treasure](#) section of our site.







House Killian: Feral Hearts

Seat Of Power: Penryth.

Nestled in Caladon's most fertile wilderness, House Killian's kingdom favors a hardy approach to life and politics.

Across Caladon, Killians are renowned for vigorous honesty. The current royal family maintains a steady truce with every kingdom in Caladon (although they're wary of Vesper's growing influence) and close ties with Laneer, Marron, and – oddly enough – Sumner.

Rumors portray Killian as a nation of shapechangers, heart-bound to wild beasts and assuming their forms for battle and stealth. The truth behind those rumors is slippery; House Killian certainly encourages them, but neither confirms nor denies such assertions. Of all the kingdoms of Caladon, Killian is home to the most shifters, that much is true.

Currently, Queen Leora 'Soaring Hawk' Killian presides over both the House and its lands. Despite four children and over forty years of life, Queen Leora remains a vital and able ruler.

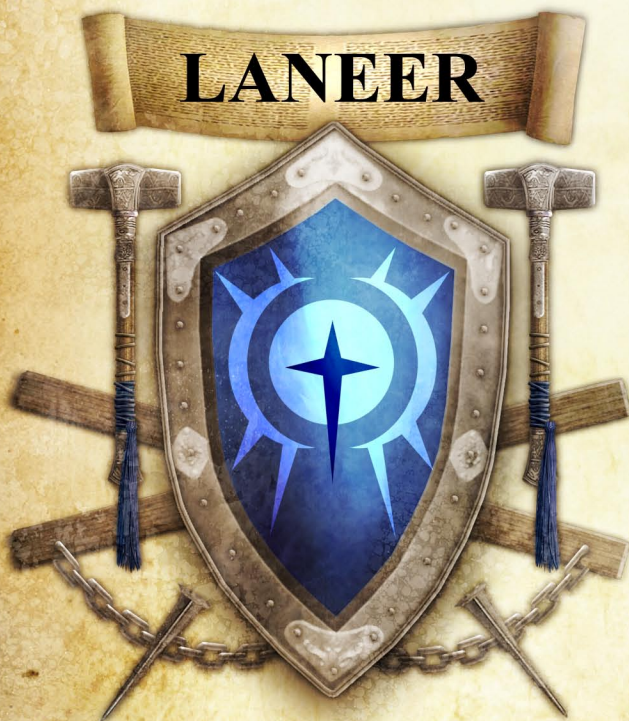
House Laneer: Steel Truth

Seat Of Power: Byjorna.

"A true heart", goes a Laneer saying, "*holds promises of steel*". Like the ores and stone mined from their mountainous homeland, the royal family of Laneer builds things to last.

Each Laneerian noble – blood relation, ward, bastard or marry-in – must learn to work stone and steel. As a Laneerian proverb goes (and Laneerians love their folksy wisdom), "*statecraft, steelcraft and stonecraft mold the same materials toward different ends.*" To put it another way, the crafting refines the person.

Though he's over 60 years old, King Wolstan has the vitality and strength of a man one-third his age. He's a master craftsman, especially when it comes to politics, and maintains one of the best and most extensive networks of spies in all Caladon. King Wolstan keeps this network – the Velvet Blade – a busy but deeply hidden secret.



House Marron: Quiet Thunder

Seat Of Power: Waterford.

Like a proud horse gone gray, House Marron has settled into a comfortable rut.

The level lands of Marron, combined with careful breeding and an especially fertile strain of oats, have nurtured the finest horses in Caladon. Notable for their grace, endurance and intellect, full-blood Marron horses are immortalized on the sigil of the kingdom.

In the wake of their fiery ancestors, the rulers of Marron have embraced a threefold Code: Prudence, Temperance and Restraint. Some critics assert that Marron's current lassitude comes from *too much* prudence, temperance and restraint.

A thoughtful man of 56, King Lachlan has guided Marron through a quiet period of constant prosperity through careful economic policies and firm alliances with Laneer, Killian, Vesper and Thrace.

House Sumner: Kingdom Of Desire

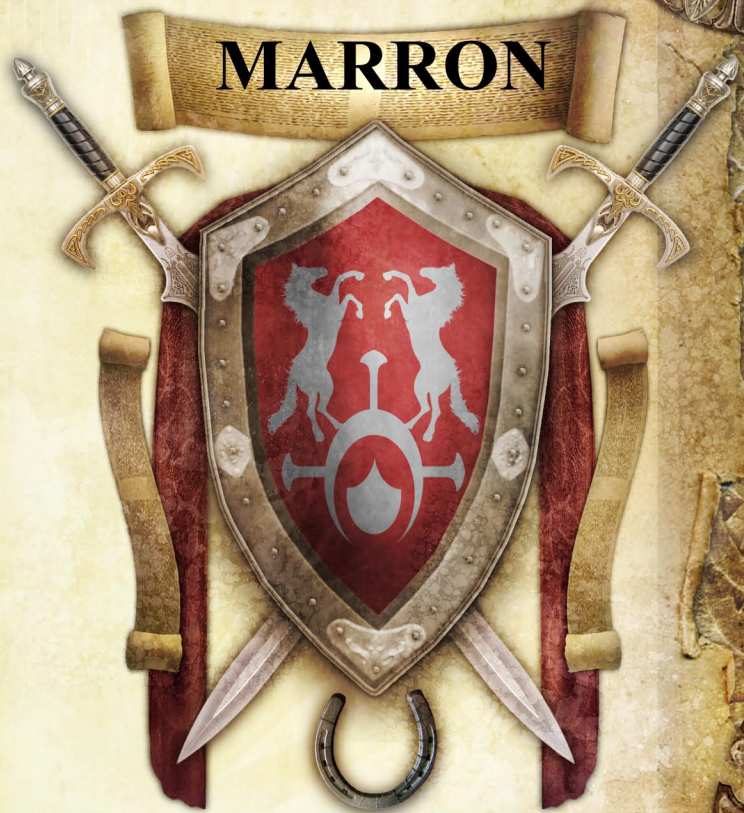
Seat Of Power: Erynbank.

As fluid as the waters that surround it, Sumner remains the most unpredictable force in Caladon. Known often as 'the kingdom of desire', Sumner and its royal family present both jewels and serpents to the High King's lands.

When King Abborlyn claimed the high edge of land between the lakes and Jorna River, most people thought him mad. By the time he died, King Abborlyn had the richest realm in Caladon, thanks to discoveries of gold and gems nobody else had anticipated.

Wealth attracts envy, greed and theft. The mined riches became the target of other kingdoms, but Sumner developed another source of income, one more difficult to steal. Abborlyn raised a daughter who became Queen Cynewise. From her reign onward, the city's brothels and 'crimson chambers' have provided key sources of fame, revenue and information.

The current Queen, Sorchia Sumner, guides her court with a steady and dangerous hand. Smooth of voice, dark of anger, she makes a hearty friend and an unspeakable enemy.



THRACE



House Thrace: The Steady Axe

Seat Of Power: Portagusta.

Once the most extensive woodlands in Caladon, this House's lands have since been mostly deforested by its claim to fame: the timber trade.

King Roland is a powerfully-built man enjoying a healthy middle age. His Grand Royal Hall, located near Lake Froom, is a massive lumber-built lodge, filled with hunting trophies. The kingdom itself, meanwhile, is run largely from the royal palace in Portagusta, in the capable hands of his wife, Queen Morgandy, the true ruler of Thrace. The relationship between the King and Queen is strained, and rumors persist that Morgandy is secretly equipping a military force to rival her husband's private army, the Green Axe Brotherhood.

Queen Morgandy – born into House Wallend and married off to seal an alliance – has been taking a hard look at the future, beginning to shift Thrace's fortunes from timber into farming, a less-glamorous but more sustainable economy.

House Vesper: The Open Scroll

Seat Of Power: Setfold, Caladon Falls (while House Vesper holds the High King's throne).

While other Houses boast of beauty or strength, House Vesper trades in knowledge.

Mandatory schooling has made even the peasantry literate and conversant with basic math and politics.

Not all scholarship is mundane; Vesper is home to Caladon's largest population of wizards, witches and occult sages. Vesper has a dark reputation, and most Vesperian rulers keep their more... extreme... subjects in line. House Vesper boasts three elite societies: the *Shield* (a potent cadre of paladins), the *Eye* (a renegade-hunting magical guild) and the *Ember* (a loyal sect of spies). Between the three, offenders in Vesper are met with very strict, very public punishment.

King Traegaren Vesper is the current king, and father to High King Hulson. As he nears the end of his life and reign, the House is still looking for an heir.

VESPER



House Wallend: Deep And Hungry Roots

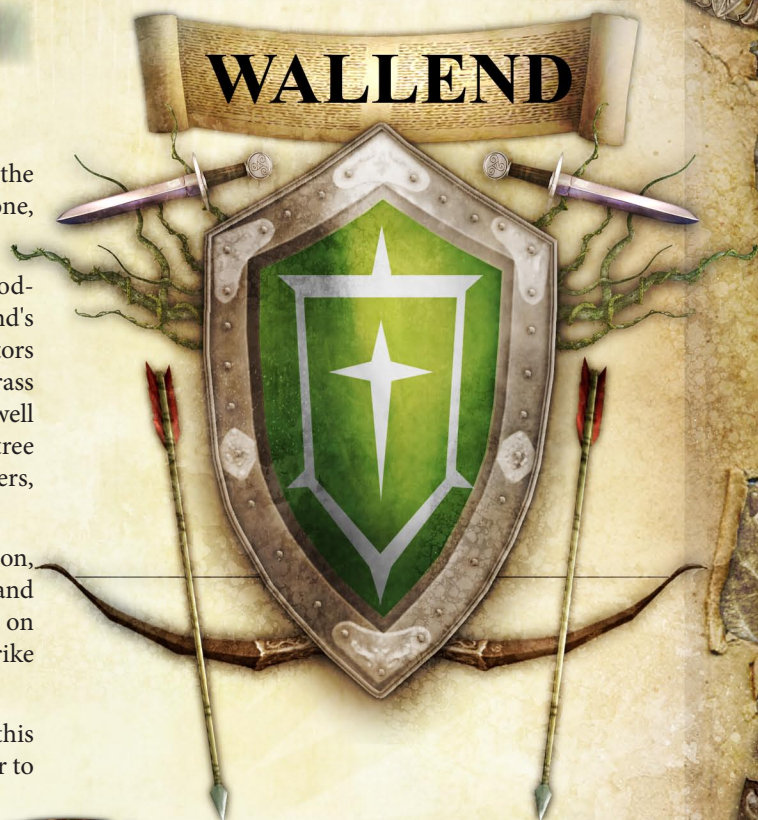
Seat Of Power: Baerwald Forest.

When King Rayne I took the throne, he laid down the Vastgreen Edict: in the names of Trinity and the throne, the forests of Wallend would stand untouched.

As the rest of Caladon – most notably their wood-hungry neighbor, Thrace – consumes the land's resources, Wallend remains stubbornly primal. Visitors to this kingdom often find it a challenging place. Grass and moss grow freely indoors, breezes blow inside as well as out, many dwellings spread out between sturdy tree limbs, high in the air and reachable only through ladders, pulleys, ropes or tree-climbing skills.

Most Wallendians, especially their dryad population, regard the rest of Caladon, save Killian, with amused and curious contempt. This goes triple for their neighbors on the seaward side; the tree-felling habits of Thrace strike Wallendians as stupid, lazy and blasphemous.

One of the most capable rulers in Caladon, this kingdom's monarch is Queen Damiana Wallend, sister to Queen Morgandy Thrace.



Rank And File

Caladon is a feudal society made up of seven allied kingdoms, so military and noble ranks can be a little confusing. While certain titles vary from kingdom to kingdom, this basic rundown will help you keep it straight.

The 'official' military ranks are: soldier, sergeant, captain, and knight.

Knights are technically nobles – although they don't hold much political power – but they are the battlefield commanders, only subordinate to a more senior noble on the field. The general (nobility) or field marshal (commoner) of an army is appointed by a noble to lead in his or her absence.

The 'official' noble ranks are: Lord/Lady (Knight), Baron/Baroness, Earl/Countess, and Duke/Duchess.

Lords and ladies are the same rank as knights, but aren't soldiers. Barons and earls rule cities and towns, while dukes are often almost as powerful as the kings who lead the seven ruling Houses. Next are princes and princesses (children of the kings and queens), those same kings and queens, and at the top, of course, is the elected High King and High Queen.

The Church Of Trinity

While the people of the Trader Imperium worship an entire pantheon of gods and goddesses, the people of Caladon are devoted to their Lady Trinity. Although Trinity is a monotheistic deity, her triple aspect along with a plethora of prophets makes her an all-encompassing goddess. That accessibility coupled with a fairly simple creed is what makes the worship of Trinity both easy and popular.

Trinity's creed is built on a set of tenets called The Three Pillars: specifically charity, faith and hope.

Charity, in this case, means "*love yourself and love others*". In other words, care for others as you would yourself and show respect as well – a simple concept, but also a complex one often difficult to carry out.

Faith encompasses the worship of Trinity, but also calls for faith in her prophets – and amazingly enough, faith in one's self. Functionally, this pillar expounds not only the true existence of Trinity, but also the true power of Her prophets and the fact any person can accomplish great things... even *become* one of Trinity's prophets.

Hope is a broad concept, essentially meaning Trinity will prevail: tomorrow will be better than today, good conquers evil, and love conquers all. On an esoteric level, charity is the execution of Trinity's creed in the present, faith the acceptance of Her creed in the past, and hope the belief in Her creed in the future.

This approach to the worship of Trinity – especially in light of the pillar of faith – means Her churches are usually active places. The clerics of Trinity are responsible for leading prayer day observances, and are often called upon to organize local events, such as harvest festivals. Additionally, the church provides people with a place to go to seek help, advice and even solace.

The seat of power and influence for the Church of Trinity, like the High Kingdom, is Caladon Falls. The Cathedral of Trinity is a magnificent, towering spectacle. It stands even taller than the spires of the High King's palace and was designed by the brightest Caladonian architects and wizards under the tutelage of wise master builders from the Trader Imperium.

Trinity's Adherents

Although any of the Caladonian people (or any other people who choose to follow Trinity's Three Pillars) can be considered Her worshipers, there are those whose lives have been dedicated to serving the Lady. These fall into various orders, each with its own role to play in Her worship. Here are just a few of them:

Trinity's Honor: By far the most prevalent of Trinity's orders, these are the men and women who generally maintain Her churches and tend to Her people. Generally of a moderate bent, clerics of Trinity's Honor are usually down-to-earth and often live amongst the people as a member of the community.

Protective Meliorate Order: The Protective Meliorate Order is often referred to as Trinity's Shield, but that's something of a misnomer. In truth, while the protectors who *are* Trinity's Shield are part of the Meliorate Order, the majority of the order consists of healers... not fighters, as protectors tend to be. All the same, the Meliorate Order is one of the larger of Trinity's orders.

You can find more information about protectors on page 35.

The Militant Phalanx: Again, the Militant Phalanx is often confused by most folk to be the famous Swords of Trinity, the crusaders, but in truth it is simply a subsect of the Militant Phalanx. And where protectors fight defensively, crusaders take the fight directly to the enemy.

College Of Vindicators: Vindicators are experts on all matters of demonic possession and the interactions between the physical and spiritual worlds. Most people avoid vindicators where possible, as they often have an air of fanaticism about them, and they are only called upon for aid when all else has failed.

The Prophetic Order Of Contemplates: This order is insular and highly secretive, so little is known about it outside their ranks. The few who join them are selected by the order, invited to join, and then sworn to secrecy as part of the process.

The Wizards Guild

Mysterious and dangerous as it may be, everyone in the Realm of Relic knows magic exists. Caladonian law dictates that all wizards (in other words, anyone who is Gifted or Enabled as per *Savage Suzerain* page 35) are required to register and maintain membership with the wizards guild for proper training and to prevent the misuse of their powers. Anyone who breaks this law by choosing not to join the guild – or worse, anyone cast from the guild who continues to use magic – is considered a criminal, and subject to being hunted down by other members of the guild.

Well... that's the theory, at any rate. Since most wizards prefer to stay in the guild's cozy libraries and parlors, there aren't always a lot of them bothering with trying to hunt down those renegade, home-brewed hedge wizards who couldn't *possibly* do enough magic to accomplish anything useful – let alone dangerous.

The downside of this for renegade wizards is those actually willing to take the time to hunt them down are dangerous fanatics. Any hedge wizard caught by one of these people isn't likely to survive long enough to see trial, let alone prison.

Although the wizards guild has chapter houses in every major city, the actual guild hall is purportedly located near Montismare. Most non-wizards have never actually seen the place. The guild itself is run by a council of five wizards consisting of the master of each of the five main branches of the guild: mages (Gifted wizards), scribes (Enabled wizards), alchemists, anatomists, and enchanters.

All guild wizards receive some basic training – especially in the schools of mages and scribes – but a select few continue their studies into more specialized paths. We'll tell you a little bit about each branch below.

Mages: Mages acquire their control over magic through strict mental discipline and years of arcane research. They are the typical wizards found in fantasy epics and the most common type in Caladon.

Scribes: All scribes share one thing in common – their bodies have been enchanted to allow them to lay down magical symbols that would otherwise be beyond mortal control. In Caladon, scribes tend to create their magic with parchment and ink, or occasionally with paint and oil. There are rumors of renegades substituting blood as a component to increase the magic's potency, but the guild refuses to substantiate such talk.

Alchemists: Alchemists are something akin to mystic apothecaries, creating vapors and oils usable by the common man as easily as by any wizard. This has caused the alchemists to be the financiers of the wizards guild, selling their potions to the masses and adding to the coffers of the guild as a whole.

While other wizards can and do sell their services, alchemists bring in more money overall than any branch of the guild. In spite of this, guild monies are divided among the different schools according to council wishes, leading to a certain amount of disgruntlement among a few alchemists.

Anatomists: Anatomists are experts in the manipulation of organic material. Many people are disturbed by the fact this includes living things. Many abominations were created by renegade anatomists before the creation of the wizards guild and, while they don't admit to such things, a number of people suspect anatomists often blur the line between good and evil when engaging in some of their experiments.

You can find more information about anatomists in *Savage Suzerain* on page 50.

Enchanters: These specialist wizards are known for their ability to make tokens – items storing their magic for later use. Although tokens are occasionally sold or given to other people, their tendency to degrade when away from their creator makes them less popular than the vapors and oils of alchemists. The secrets of the enchanters' magic are rumored to be kept deep in the vaults of the guild, where only the enchanter masters have access to them for purposes of training their students.

The Towers

The wizards guild has many secrets, many of which cause a lot of speculation among the general populace. Only slightly less secret than the location of the actual guild hall is the location of a place known as 'The Towers' – rumored to be an extensive arcane library and a repository for many relics. Most stories place The Towers in the mountains – although which mountains are often open to debate. Conventional wisdom says it's in the Hathenclus Range... although where is hotly contested. Some say on the highest peak – which ever that one is; others say in a secluded and enchanted valley. There are even a few stories that have The Towers floating on a cloud of mist, moving to wherever the guild needs it!



Lay Of The Land

The High Kingdom of Caladon covers the seaward-riseward corner of Austeria. The Jorna River marks the setward border, and the mighty Jorna Peaks have so far proved a barrier to any steppeward expansion. The rest of the borders are sea coasts, a dangerous and deadly sea.

The Hathenclus Range divides the region neatly in two. The lands adjoining the Jorna River are officially called Caladon, but this time of peace and prosperity has driven a slow expansion riseward, first to the mountains, then beyond into what has become known as The Open.

The Open is mostly covered by semi-arid grasslands, scrub land, woods and a few forests. The climate is drier than Caladon and strange beasts inhabit the land, making a dangerous place to settle.

The passage between the two lands is called Bohdan Rift. It's wide and can be accessed via several paths. The range itself is made up of mountains with blunt peaks that are low enough there is no permanent snow. Many kinds of rock can be found here, and a few quarries are beginning to appear as the need for building materials increases.

Caladon proper, on the other side of the Hathenclus Range, is mostly grasslands and forests with some low hills and shallow valleys. The setward border consists almost entirely of the Jorna River, which joins the two huge lakes, Eryn and Torrent, before reaching the sea at Rickard Bay. Three large lakes can be found centrally, Lake Hale, Lake Clayborn and Lake Froom, steppeward to seaward respectively. Lake Rillan fits in the steppeward region between the Jorna River and Lake Hale. The lowlands near Montismare are marked by a series of trees and fertile valleys.

Confident they can face any challenge, the Caladonians have worked hard building and expanding their cities and towns. Many adventurous citizens have indulged their wanderlust, venturing into The Open and establishing frontier towns like Idmaer, Redhorn, and Darakis.

The following are a few locations of note. GMs should feel free to add additional villages, towns, castles, strongholds, garrisons, temples, or ruins as desired.

Aisley Rock

This small town is situated on high red cliffs overlooking the sea and is the most riseward Caladon settlement. Due to its distance from the kingdom, Aisley Rock is, for all intents and purposes, a law unto itself. The people who live here just get on with their lives without much in the way of rules or governance.

The land has everything citizens need to survive: water that gathers in pools in the rock, building materials, plenty of trees, and, most importantly, access to the sea by natural rock stairs. The storm-battered coastline provides a great deal of sea bounty, including driftwood, sea plants, salt, sand, shellfish and gulls' eggs, as well as the odd curios and relics.

Baerwald Forest

Some find it hard to call Baerwald Forest a city, though it is the capital of House Wallend. The dense heart of the forest cradles a mighty fortress that reaches high into the sky, its buildings fashioned from stone, mud, deadfall and living trees, rising from the ground like parts of the forest or sinking into natural caves and hollows. It is a wild, rugged, secret place, fiercely protected by House Wallend.

The Baerwald Forest is also the habitat of one of the kingdom's mightiest beasts, the Caladon wolf. These crafty beasts are fiercely protective of the forest, though they seem to be strangely tolerant of the folk of Wallend.

Bandydown

Many call Bandydown a free city, despite it being in Wallend territory. It is home to Caladon's mercenaries guild, the true power within its walls. House Wallend abandoned the city and its corruption many years ago in favor of the sanctuary of Baerwald Forest.

What started as a small fishing village has slowly expanded to become a bustling city. It occupies a crescent of land that forms a bay of Lake Torrent. Although Bandydown has a fine shipyard, dozens of river vessels and many other water based trades, its main industry is now the local arena and supporting industries like gambling, brothels, and fight clubs.

Byjorna

Technically, this town on the banks of the Jorna is on Trader Imperium land, as it is situated on the seaward side of the river. By every other measure it is Caladonian to the core. Byjorna is the oldest town in Caladon and very proud of its traditions.

The town is spread along the river bank and expands out onto the river; a complex selection of wharfs, stilted houses and houseboats easily adds half as much again as dwellings on solid ground. The town also extends into the mountains in a complex maze of mines and quarries. It's not surprising House Laneer has the largest population of dwarves in Caladon.

Caladon Falls

Situated near a high waterfall, the capital city of Caladon reflects the kingdom itself – a vibrant and developing people have created a city to match. This sprawling metropolis has a progressive look, the architecture a broad selection of styles, thanks to master builders from the Trader Imperium and beyond. From the merely functional block-built constructions of the official buildings to highly ornate manor houses, the High King's palace, and the Cathedral of Trinity, the city has it all.

Caladon Falls has a downside of course, as does any major population center, but the dark alleys, poor-quality housing, and less than reputable establishments have been kept to a minimum. The Caladonians are always willing, if something isn't working, to tear it down and start again.

As you would expect of the seat of government, the capital has a large presence of High King's Guard, including a military academy, garrisons, and support buildings such as armories and stables.

Technically Speaking

Caladon Falls uses advanced building techniques learned from friendly Trader Imperium master builders. The city is more advanced than the majority of Caladon cities. House Laneer boasts the best and brightest builders in Caladon, but even the best Laneerian craftsmen have yet to master all of the Traders' technological advances. The other kingdoms are more like those of the Middle Ages, focusing on systemic agriculture.

Dunhoun

Dunhoun natives make a living by raising goats or shaggy ponies on the poor grasslands, or by providing services and goods for the nearby garrison. The garrison is little more than a wooden fort and a series of freestanding buildings in a stockade. It houses an academy used to train soldiers in the art of outdoor survival and combating beasts from Kittlemarsh and The Open.

The Dunhoun garrison was built atop a tall hill on the ruins of an ancient First Age castle. Nobody remembers who the castle belonged to but there are rumors of a lost vault hidden somewhere in the caves that riddle the hill. Off duty recruits from the garrison have spent countless hours trying to prove the rumors are true.

Epperborne

The largest town in The Open, Epperborne is still no larger than a small town in Caladon. It is the nominal seat of government for the area and houses a large garrison. Epperborne occupies a raised plateau overlooking a wide plain on all sides. Except where a small valley breaks it, the plateau isn't particularly high but enough to make a tactical difference. A bird's eye view reveals it to be a rough circle in shape, a testimony to the rigid structure of the military base from which the town grew.

The town's water comes from several wells cut deep into the hard rock of the plateau. All other daily necessities come from the local vicinity. Luxuries have to be brought in by cart or horse train. The local market is thriving thanks to regular traffic from Caladon proper and the frontier towns of The Open.

Erynbank

Another riverside town, Erynbank sits on the part of the river that widens out to become Lake Eryn. A major ferry service begins here, carrying passengers and goods all the way down to Portagusta and across to several locations in the Trader Imperium.

This flow of traffic has created a cosmopolitan domain, growing fast and if the town planners are right, soon to be a major city. The river's first bridge is also being built here, a wide stone construction across the narrowest part of the river, designed by a team of Caladonian and Trader builders. The foundations are already laid on both sides of the river, and work continues at a slow but steady pace.

Kinholt

Just steppeward of Caladon Falls, Kinholt is often referred to as the forgotten city. Originally the city was a twin to Caladon Falls in size, wealth and importance. But with every passing year the differences grew, until finally the royal family of House Marron moved to Waterford and Kinholt just seemed to fade from everyone's thoughts. Much of the old city and bridge remains but nothing new has been built for many years. The aging populace of retired commoners and 'retired' nobles adds to the image of a town on the edge of death.

Kinholt relies almost entirely on goods being brought in from outside. It has little industry apart from small businesses and entertainment for more affluent residents.

Year by year Kinholt is decreasing in size and population. Already the stonemasons are beginning to remove the more decorative pieces of its architecture to use in the ever-expanding capital, a sad, slow death for a once-fine city.

Milltown

As the name suggests, Milltown is home to a large water mill, an experimental technology House Marron hopes to introduce to Caladon. Sitting on the banks of the Longshore river, the site was an ideal place to build. The local farmers grow a crop of wheat, from which the efficient miller extracts the maximum amount of coarse but nourishing flour. The town is otherwise much like any other, with simple wooden buildings made from local timber.

Being the only town for several days' ride in any direction, it attracts travelers from a large area. Nomads and distant farmers send their children here for the only formal education they are likely to get. Traders in a variety of goods meet here, as do those passing through on their way to the coast or Epperborne. This creates a very fluid population; some days the streets are empty, the next day they're crowded with people and carts.

Montismare

No one remembers why this town was named as such; there isn't as much as a hill in the area, never mind a mountain, although it is by the sea. It's a relatively new town, built from imported stone and local timber. Many of the walls have been rendered and painted in white or subtle shades of blue. Montismare is very quiet and picturesque, and completely deserted.

No one knows why the people left, where they went or when. A visiting trader turned up one day to find the whole town empty. None of the residents' belongings had been taken; there was no sign of fighting or conflict, just a town without people.

Many have visited since, some with an eye on the many possessions left behind, but no one has moved in and few of the valuables have been plundered. Those who have visited tell of a strange, almost electric atmosphere.

Penryth

This small city stands almost a kilometer from the river, due to a kink in local geology. A rocky outcrop surfaces here, forming the banks of the Eryn but preventing the building of anything larger than a shack. The rest of the city is rough, with open, airy stone and timber houses suited to the hardy folk of Killian and their beasts.

Penryth's main industry is the making and dying of a purple cloth famous across Caladon. The dye is extracted from the flowers of heather that grows in abundance on the rocks, another reason not to build on it.

Nestled in Caladon's most fertile wilderness, hunting and fishing is abundant. Lumber is plentiful too but locals only use what they need. Killian folk are proud of their almost primal connection to the land. Most of the city's luxuries arrive on the ferry.

Portagusta

One of the oldest settlements in Caladon, Portagusta rivals Caladon Falls in size and grandeur. Situated at the head of Rickard Bay, where the Jorna meets the sea, the city is now a resort for the wealthy.

The sheltered waters of Rickard Bay are one of the few places in Caladon where sea fishing still takes place and the area is famous for its seafood, some of which makes its way as far as the capital, and ends up, so it is said, on the High King's table. The sea plants of the bay also provide a variety of chemicals for medicines, inks, dyes and other uses.

Portagusta also houses one of the few colleges for the creative arts outside of Sumner. Poetry, sculpture, creative writing and other such arts can all be learned here.

Setfold

Seaward of Portagusta lies the town of Setfold. It is a neat town of two or three storey buildings set out in an orderly grid pattern at one end of a valley. The valley floor is flat and soft, with a very fertile soil that needs deep foundations to support heavy buildings.

There are farms of all kinds here, but fruits do particularly well. The town is also famous for its taverns and wine, made from a variety of fruits, not just grapes. To a lesser degree, the town is also famous for its worms, which it exports to other areas, either as soil improvers or for fishing bait.

Vendol

Steppeward of Portugusta is Vendol, the crossroads of Caladon. It's a sprawling, semi-chaotic city full of roads and stairs that grows a wide range of food crops and also large amounts of freshwater eels in specially dug ponds. These go mostly for local consumption, as many people won't eat the pale green flesh.

The biggest crop in this part of the valley is hops, almost every farm growing at least some, and most grow them exclusively. When ready, the hops are shipped to breweries across Caladon to be made into beer. Strangely, Vendol has only one brewery, and the beer it produces is very bland.

Vendol is not only the crossroads of Caladon, it's also the kingdom's largest mausoleum. Almost every city street is a tomb. Because the city floods every spring, all the dead are buried above ground. Everywhere you turn, another graveyard. Another family crypt. Visitors can find the place depressing but locals don't seem to mind.

Waterford

Waterford is a small but prosperous city nestled on the setward bank of Lake Rillan. It's the current seat of power for House Marron and the primary market for Marron farms and ranches. Waterford boasts a fine castle, built atop a large ancient mound, believed by many to be an ancient burial ground.

The Abbey of Saint Mathias stands tall beside the Marron Great Hall. It was established by Gavin Marron's youngest brother Adaum, a Trinity cleric who convinced the High King to fund the construction, even though it's actually a fief of the Church and contributes no income to the kingdom. Today, the Abbey is a well-established center of learning, rivaling those found in Caladon Falls.



Character Creation

Caladon Falls presents many exciting possibilities for fantasy roleplaying in a war-torn land where the enemy is cruel, powerful, and around every corner. Your adventurers will likely become or work closely with Caladon Army irregular scouts, so think about how that might work for everyone.

A minor caveat: The adventures in *Caladon Falls* assume that your characters either have some ties to the High Kingdom of Caladon, or are the type of people who would be willing to work with local authorities. You certainly don't have to make patriotic zealots, just people who might be persuaded to fight for the lives of their friends and families.

If you've got a strong idea of the kind of adventurer you want to create, you can build your own by considering the five points below or, if you want to jump straight into the action, grab one of the nine Milltown Irregulars (pre-generated characters available for download from the [Treasure](#) area of our website). Chose one that looks fun to play, and join the fight! It's well worth checking the Treasure area once in a while – we love throwing freebies up there, so you never know what useful stuff you'll find.

1) RACE

As in any Suzerain setting, all characters in *Caladon Falls* start human and get a free Edge, which could be a racial Edge but doesn't have to be. You can take a new racial Edge at any time, not just during character creation (for information about racial Edges see *Savage Suzerain* page 46).

2) TRAITS

Your character's Attributes and Skills are built just like normal, using the Savage Worlds rules. In *Caladon Falls*, all of the normal Skills are appropriate, and could probably be used at some time or another. Derived Statistics are also done normally – just follow *Savage Suzerain's* lead and you'll be fine.

3) HINDRANCES AND EDGES

Hindrances and Edges work just the same as in any other *Savage Suzerain* game. In *Caladon Falls*, there are new Hindrances and Edges to reflect the nature of the setting. These are all covered in detail below.

4) GEAR

Gear is also handled as normal: characters begin play with 500 Crowns (modified by any applicable Hindrances or Edges) to spend on whatever gear they want. Of course, *Caladon Falls* also offers some new equipment for your character to play with above and beyond what Savage Worlds has to offer.

5) BACKGROUND

This is where you fill in all those little details that make your character something other than a bunch of statistics. Decide on his role in life – is he a Trinity crusader? A noble? A guild wizard? A contracted mercenary, perhaps? Or is he something entirely different? It's up to you.

Archetypes

Below are a number of ideas for character concepts that make sense to play in *Caladon Falls*. This isn't a comprehensive list, just some suggestions intended to spark your imagination.

Archer: Let the grunts stand toe-to-toe with the enemy... archers pride themselves on being masters of the bow, able to take down a target quickly and efficiently from range.

Bandit: A bandit has fallen afoul of the High King's Law for some reason. Maybe they really are scum, or maybe it was all a misunderstanding, but in either case they have to rely on their wits and skills to survive.

Crusader: Some people empowered by divinity choose to take up the sword and fight on behalf of their beliefs. These are the crusaders – holy warriors, masters of both sword and prayer.

Druid: All nature is filled with the Pulse of the spirit. A druid has mastered that power, and sees it as his duty to protect and preserve nature, and to educate the unenlightened of nature's place in all life.

Explorer: Beyond the Hathenclus Range, The Open is a wide and trackless expanse in need of someone willing to brave the dangers of the unknown. This is the bread and butter of an explorer.

Guild Wizard: Knowledge is power, and the wizards guild has all the knowledge an aspiring wizard might want. Guild wizards are often highly sought after for their expertise.

Guild Mercenary: Some people like to be where the action is, not patrolling some village, and it's even better if someone's willing to foot the bill. Many of those people join the mercenaries guild.



House Spy: Caladon is full of politics, and almost every House maintains spies to keep an eye on what the other Houses are up to. House spies are masters of subterfuge and intrigue.

Hunter: A hunter isn't content with sitting on a farm and growing food – after all, fresh, wild meat is more challenging. But to be successful, a hunter needs to be able to track his game, as well as kill it.

Merchant: Everyone needs something, and a good merchant is willing to provide it. Some merchants like to set up shop in one place, but others enjoy taking their wares to where they're wanted.

Noble: Someone's got to rule, and nobles are those privileged few. But with great power comes great responsibility, and while nobles may enjoy some luxury, they must also tend to their people and lands.

Open Rider: These rough riders deliver goods and messages across the frontier. Their endurance is the stuff of legends, as is their horsemanship.

Protector: The Church of Trinity has many branches. Some pray, some fight, and some – like the protectors – give their all to defend, help and heal those who can't otherwise protect themselves.

Relic Hunter: Caladon is relatively young, and for the persistent and diligent, many relics of bygone civilizations are lying buried and waiting to be found. Wealth, power, fame, knowledge... many desires can motivate a relic hunter.

Renegade Wizard: Not all wizards belong to the guild. Like bandits, the reasons can vary, but the result is the same: a renegade wizard must be clever and resourceful to avoid imprisonment or death at the hands of the wizards guild.

Road Warden: The High King's Road is watched by road wardens – rangers that travel its length and ensure it is both safe and well-maintained. It's a glamorous image, but is often a tedious and thankless task.

Soldier: A soldier is a professional warrior. All nobles employ them to a greater or lesser degree, so it's a guarantee of work... if potentially dangerous.

A Few Good Men

Characters in *Caladon Falls* fight the good fight for friends, family, and country. They battle valiantly to stop the advance of an unknowable, unflinching enemy, no matter the risk to their own lives. This is the stuff heroes are made of and we think it should be rewarded.

An adventurer who elects to take the Heroic Hindrance without it counting toward their initial number of Hindrances (the character may still earn an additional four points) may take any one non-Legendary or non-Demigod Edge and ignore the rank requirement. If the character takes the Heroic Hindrance normally, he simply earns two points as usual.

Hindrances

Of course, all of the Hindrances from both *Savage Worlds* and *Savage Suzerain* apply, but there are also a dozen new Hindrances available to characters in *Relic*, adding a slew of interesting challenges for your new adventurer.

Aurora Recessive (minor)

Requirements: Aurora

The character is an aurora, but its effect is weak within his body. He chooses either Channel Light or Shadow Walking when he takes this Hindrance. He may never use the one he doesn't pick – he simply doesn't have what it takes.

Banshee Recessive (minor)

Requirements: Banshee

The character is a banshee, but its effect is weak within his body. He chooses either Channel Sound or Silence when he takes this Hindrance. He may never use the one he doesn't pick – he simply doesn't have what it takes.

Big Feet (minor)

Your character just can't help stepping where he shouldn't. Traps, quicksand, dung, sharp nails, your feet seem to find them all. Trying to walk quietly is difficult as you home in on every twig. You trip over your feet when you run too fast, and forget dancing! You suffer -2 on Stealth checks and -2 on any trait check when ground based traps are involved.

**Dragon Kin Recessive (minor)****Requirements:** Dragon Kin

The character is a dragon kin, but its effect is weak within his body. He gets Chameleon Skin when he takes this Hindrance. He may never use Fly – he simply doesn't have what it takes. The character has no wings at all or his wings are malformed and useless.

Dryad Recessive (minor)**Requirements:** Dryad

The character is a dryad, but its effect is weak within his body. He chooses either Communicate With Plants or Integrate With Plants when he takes this Hindrance. He may never use the one he doesn't pick – he simply doesn't have what it takes.

Dwarf Recessive (minor)**Requirements:** Dwarf

The character is a dwarf, but its effect is weak within his body. He chooses either Manipulate Earth or Transmute when he takes this Hindrance. He may never use the one he doesn't pick – he simply doesn't have what it takes.

Fury Recessive (minor)**Requirements:** Fury

The character is a fury, but its effect is weak within his body. He gets Claws when he takes this Hindrance. He may never use Regenerate – he simply doesn't have what it takes.

Gone Soft (minor or major)

Your character has been living the good life for far too long and is not accustomed to physical confrontations. He can't take a solid hit and suffers a -2 penalty to Soak rolls. If you take the Major version, the penalty is -4.

Hedge Knight (minor)

Your character is a knight without a House, which makes him only a well-trained mercenary in the eyes of most nobles. He is theoretically trained as a knight, and is technically nobility, but for whatever reason has none of the trappings or benefits that come with the title of Knight – other than being called Sir. As a result, he suffers a -2 Charisma penalty when dealing with other nobles.

Homesick (minor/major)

Your adventurer aches for news from home and worries about those left behind. He suffers a -1 penalty to Charisma and Notice checks due to this preoccupation. If you take the Major version, the penalty is -2.



Renegade Wizard (major)

This Hindrance can only be taken by a Gifted or Enabled character (see *Savage Suzerain* page 35). In the High Kingdom of Caladon, the capacity to wield non-divine magic means mandatory membership in the wizards guild. But your character, for whatever reason, isn't a card-carrying member of the guild, and the guild wizards (not to mention many other more mundane people) don't like it. This comes with several drawbacks. For one thing, your character has an automatic -2 Charisma penalty when dealing with any law-abiding guild wizards... not to mention he's also wanted by the guild, which means these same people will probably turn him in to the proper authorities if they see him performing magic.

The other big problem is your character doesn't have access to the tomes, scrolls and training of the guild's arcane library, which makes learning new spells a challenge. When your character takes the New Power Edge, he must still find some book, mentor or scroll to learn it from. Also, when he raises any Pulse Path skill (like Spellcasting or Enchanting), it always counts as being higher than its associated Attribute.

Standing Orders (minor)

While your adventurer may have his own goals, he ultimately serves another power and is expected to follow orders when they are issued. An adventurer with this Hindrance may be a knight or spy, a contracted mercenary, a guild mage, or a Trinity crusader, for example.

Modified Edges

Noble

Type: Social

Requirements: Novice, the patronage of a higher-ranking Noble to confer the title

Your character is a Lord or Lady of Caladon. Your character gains a +2 Charisma bonus, and if it hasn't already been determined, you should choose which House he serves. Your character doesn't automatically gain the Rich Edge unless he has been elevated to the title of Baron or Baroness, in which case he's acquired the appropriate lands as well. In this case, his responsibilities also require he be given the Minor Hindrance of Vow (Oath of Fealty) – which is a 'bonus' Hindrance and doesn't count toward your character's starting allotment, and also doesn't earn any points.

A Lord that is elevated to a Baron doesn't need to take this Edge again – instead, he simply gains the Rich Edge and the Vow (Oath of Fealty) Hindrance along with his new title.

New Edges

Banshee

Type: Background, Racial

Requirements: Novice, Spirit d8+, Vigor d8+

Although banshees look human, their voices modulate in an odd manner: sometimes they're flat and ethereal; sometimes deep or shrill. This modulation change happens 'naturally' over the course of a conversation. Some say it takes some effort to get used to, but many find it soothing.

Channel Sound: the character can manipulate sound using two effects, each an action requiring a Spirit check. The first effect, costing 2 Pulse, allows banshees to make a Spirit roll versus the Toughness of the target object (ignore Armor) of an inanimate object within 10 inches as they emit a high-frequency shriek. This sound has a modulation that can literally break things apart. With a success, the Toughness (or roughly one cubic yard of it, in the case of large objects) is reduced by 4. With a Raise – or if the Toughness an inanimate object is reduced to 0 or less – the object (or section of object) is destroyed. The second use allows banshees to make a Sonic Attack at a cost of 3 Pulse. This attack does non-lethal damage for Spirit+2d6 in a Cone Template originating from the banshee – armor that provides no audio protection is ignored. Anyone under the Cone Template is effected unless he can make a successful Agility check with a -2 penalty.

Silence: Banshees can remove sound from an area around themselves by paying 3 Pulse. The size of the area is equal to a Medium Burst Template or a Large Burst Template if the Pulse cost is doubled. This silence lasts for one minute (10 Rounds), and no sound or noise can penetrate the area, no matter how loud, and irrespective of whether it originates inside or outside of it.

Banshee: Improved

Type: Racial

Requirements: Heroic, Banshee, Spirit d10+, Vigor d10+

The character is a remarkable member of his race. The cost of his Channel Sound abilities is reduced to 2 Pulse. The area of the sonic attack part of Channel Sound basic damage increases to Spirit + 2d8. Shriell's range is doubled, and even on a failed Spirit check the Toughness of the object is reduced by 1. On a success the Toughness reduction is increased to 5.

Banshee: Mastery**Type:** Racial**Requirements:** Demigod, Banshee: Improved, Spirit d12+, Vigor d12+

The character is a truly remarkable member of his race. The cost of his Channel Sound abilities is reduced to 1 Pulse. The duration of the silence effect of Channel Sound is increased to 2 minutes and the basic damage of the sonic attack increases to Spirit + 2d10. Shriill's cost drops to 1 Pulse and on a failed Spirit check the Toughness of the object is now reduced by 2. On a success the Toughness reduction is increased to 6.

Chameleon Skin**Type:** Weird**Requirements:** Seasoned, Spirit d6+, Smarts d6+

This allows your character to magically change the color of his skin, clothes, and what he's reasonably carrying to take on the dominant hue of his surroundings by spending Pulse. It provides a bonus to a single Stealth check equal to the amount of Pulse spent on the check, to maximum of +4. This must be paid before the roll.

Crusader**Type:** Professional**Requirements:** Novice, Empowered, Faith d10+, Fighting d8+

The character is a member of the Swords of Trinity – a holy order of warriors devoted to defending the Light of Trinity with both blade and prayer. A Sword of Trinity is trained to fight as he prays, and pray as he fights, so he may make an attack roll and invoke a prayer as part of the same Action. This means he can roll Fighting (or Shooting or Throwing) and Faith (or similar Empowered skill) at the same time. If he is a Wild Card, he also gets his Wild Die as normal, and may use it in place of one or the other Skill die results if necessary.

Dragon Kin**Type:** Background, Racial**Requirements:** Novice, Vigor d8+, Smarts d6+

A dragon kin's natural form is typically that of a winged lizard man. They have scaly skin varying from red to yellow-gold, and stubby claws on their hands in lieu of fingernails.

Chameleon Skin: Dragon kin are naturally able to change the color of their skin to take on the dominant hue of their surroundings. This counts as an automatic action, and the effect is identical to the Edge of the same name, except a dragon kin may spend 3 additional Pulse to also affect weapons and other objects they are holding. This ability may be used when standing still, or while flying, but not while the dragon kin is otherwise moving.

Flight: Dragon kin in their natural form can fly at double their Pace and climb up to half their Pace. A dragon kin may fly for a number of Rounds equal to his Vigor die type before needing to land and rest his wings for the same length of time.

Scales: In their natural form, a dragon kin's scales provide Armor +1, all locations. This bonus is lost while they are in human form.

Transformation: Dragon kin have the ability to transform from their natural lizard man form into the form of a human. This is an automatic action that costs 3 Pulse and lasts 1 hour which can be maintained by paying 2 Pulse to extend the duration for an additional hour. Transformation inflicts a level of Fatigue – as does transforming back.

Dragon Kin: Improved**Type:** Racial**Requirements:** Heroic, Dragon kin, Smarts d8+, Spirit d6+

The character is a remarkable member of his race. The cost of transformation decreases to 2 Pulse and returning to his natural form no longer inflicts a level of Fatigue. The cost of affecting weapons and carried items with Chameleon Skin drops to 2 Pulse, he can fly for double his Vigor die type in Rounds and need only rest half that amount before being ready to fly again and his natural Armor bonus increases to +2.

Dragon Kin: Mastery**Type:** Racial**Requirements:** Demigod, Dragon kin: Improved, Smarts d10+, Spirit d8+

The character is a truly remarkable member of his race. The cost of transformation decreases to 1 Pulse and only costs 1 Pulse per hour to maintain. Furthermore, transformation no longer inflicts a level of Fatigue. Affecting weapons and carried items with Chameleon Skin no longer incurs an extra cost, he can fly for four times his Vigor die type in Rounds and need only rest a quarter that amount before being ready to fly again, and his natural Armor bonus increases to +4.

Dryad

Type: Background, Racial

Requirements: Novice, Agility d10+

Dryads are walking plants – the elemental race of flora. Dryads are normally slight, with a faint green tinge to their skin, and are known for being remarkably agile. Their hair is made of living plants – either long grasses or vine-like dreadlocks. Both men and women are usually slightly shorter than normal humans of the same gender.

Communicate With Plants: Dryads can talk telepathically with the plants around them, giving the plants temporary sentience if need be (plants which are already sentient, such as other dryads in integrated form, don't need this, but may still be talked to telepathically). Communicating with plants is an automatic action taking one minute of concentration and costing 1 Pulse. Dryads have the ability to telepathically communicate with any sentient plant they are touching, and the ability to increase the intellect of one non-sentient plant he is touching to a state of bare sentience – capable of language but not wit or deep thought. This lasts for one hour, and multiple uses of this action can run simultaneously, giving more than one plant sentience simultaneously. Sentient plants have the ability to recall their surroundings using a supernatural version of the five human senses, even for recent events that happened before gaining sentience (up to 24 hours before), but do not gain the ability to move any more than they could before.

Integrate With Plants: Dryads can pay Pulse to take on the spiritual signature of a plant. They can merge with any plant mass (one large tree or a tall stand of grasses) large enough to contain their body without the plant moving aside in any way. The dryad and the plant simply become one. This costs the dryad 3 Pulse for one Round and can be maintained at a cost of 1 additional Pulse per Round. Integrated dryads can use their senses as if the plant around them was air, as well as breathe normally (although they'd better separate before stopping the upkeep, or it'll be the end). Similarly, dryads integrated with a plant can move through any plant material in a fashion similar to the Burrow power, with the exception that the dryad's movement is equal to her Pace (running is allowed). It's impossible to spot an integrated dryad by traditional means, and similarly it's tough to attack them in that state – although destroying what a dryad is hiding in is certainly an option. Doing so causes the dryad to be ejected, and inflicts 2 levels of Fatigue in the process.

One With Nature: Dryads get a +1 bonus to all checks on anything plant-related, often including Tracking and Survival, but this could just easily apply to Knowledge checks, herbal-based Healing rolls, and the like. This bonus increases to +2 in plant-rich environments, such as forests.

Resistant: Dryads are less affected by attacks or effects based on water and light. Against any such attacks they gain +2 Toughness, and they have a +2 bonus to any checks to resist such effects.

Dryad: Improved

Type: Racial

Requirements: Heroic, Dryad, Agility d12+

The character is a remarkable member of his race. Initiating communication with plants now takes only one Round. His integrate ability is also improved – the basic cost is reduced to 2 Pulse and its initial duration is 2 Rounds. Also, being ejected from a destroyed plant inflicts only a single level of Fatigue.

Dryad: Mastery

Type: Racial

Requirements: Demigod, Dryad: Improved, Agility d12+, Professional (affected Trait: Agility)

The character is a remarkable member of his race. Communication with plants is now much easier as the dryad can raise their level of sentience to roughly Smarts d4, allowing the plants much greater insight into the events in their surroundings and the meaning of them. His integrate ability is also improved – the basic cost is reduced to 1 Pulse and its initial duration is 3 Rounds. Also, being ejected from a destroyed plant no longer inflicts Fatigue.

Double Defense

Type: Combat

Requirements: Seasoned

When faced with multiple opponents, count the number of opponents as 2 less when determining Ganging Up bonuses.

Double Defense: Improved

Type: Combat

Requirements: Heroic, Double Defense

Your character is able to defend against all comers easily. Only Wild Cards may apply Ganging Up bonuses against this character.

Draw Strike

Type: Combat

Requirements: Veteran, First Strike, Quick Draw

Your character has the ability to turn the drawing of an unprepared weapon into his first strike, catching an opponent off guard. The attack is treated as if the character had 'the drop' on his opponent. This cannot be combined with combat options such as Called Shots, and is effective against only a single opponent per Round.

Guild Mercenary

Type: Social

Requirements: Novice, Fighting d8+ or Shooting d8+

Your character is a member of the mercenaries guild, which grants him certain privileges. Upon registration your character is given leather armor (embossed with the guild's emblem), and his choice of a bow or wrapped short sword – this is all standard-issue. The guild member can also receive free meals and lodging at any mercenaries' guild hall or the guild headquarters. Members also gain access to the guild's job postings, which allow access to available missions.

There is one catch: the mercenaries' guild has an image to maintain. If a character ever fails to complete a mission they received through the guild in a timely manner (assuming he hasn't died), he no longer receives the benefits of this Edge, and gains the Wanted (Minor) Hindrance until the matter can be resolved. While this can have some broad applications, the guild tends to apply it only once the transgression is obvious: deserting the field of battle, leaving the environs without good cause and permission, or simply letting a matter sit for a couple of months.

Hardened

Type: Professional

Requirements: Seasoned, Guts d6+

Your character has precious little fear of the little things – heights, snakes, mothers-in-law, fire or flood. He will walk along the edge of a cliff and into a pit of cobras without being worried in the slightest. This doesn't make the character stupid or reckless; he knows falling might kill him and is otherwise sensible about the whole thing.



But he does get +2 on Guts checks against mundane sources of fear and terror. Dragons, demons and magic are another matter. He also gets +2 to resist Intimidation attempts, torture and similar tactics.

High King's Guard

Type: Social

Requirements: Veteran, Fighting d10+ or Shooting d10+, must be inducted by the High King

Your character has been inducted into the famed High King's Guard. This is an enormous honor, and a tremendous responsibility. Your character receives a tabard bearing the livery of the High King, as well as an arcane long sword (**Damage:** Str+d8+2) or arcane bow (**Range:** 15/30/60, **Damage:** 2d6+1), and access to the entire palace. But he's also responsible for guarding the royal family, as well as any other nobles granted hospitality by the High King.

House Gift

Type: Background

Requirements: Novice, Noble, GM permission

There's a reason some families have power and others don't. The ones with power have some sort of edge – some advantage giving them a leg up on the other guys. These can be considered gifts after a fashion.

Although not every noble has the gift, generally speaking, inner members of a House do, having begun training with it from a young age. After all, the gifts have been passed on from generation to generation, and reflect the philosophies, values and leadership techniques of each House. And although favored courtiers are sometimes let in on a House's little trade secret, it is exceedingly rare – to possess such a gift is usually considered a sign of noble birth or privilege.

Each House has its own unique gift, with its own unique benefits:

Killian – Heart-Beast: On the night of the first full moon after birth, each Killian noble child is assigned a Heart-Beast – an animal chosen to represent that child's ideal qualities. A real baby animal of that species is placed with the Killian infant and the two are raised together, with the child receiving a nickname based around that animal. Whenever dealing with that species of animal, the character gains a +2 bonus to any actions. If the character also takes the Beast Master Edge, the animal is always the same as his Heart-Beast, and the character may act as if he had the Beast Bond Edge in regard to it as well.

Laneer – Forge Gift: All Laneer nobles are taught the value of crafting with their hands – combining labor, knowledge, meditation and perception. From early childhood, each Laneer is taught to 'listen to the stone'... or the wood, metal or what ever it is they study. Whenever dealing with his particular material, the character gains a +2 bonus to any actions. Usually this will apply to Repair, Notice or Knowledge (Craft) rolls, but other cases may apply... especially where the quality of the material can be applied or called into question. The character should also take one appropriate item with a value equal to or less than half his Knowledge (Craft) die type x 100 crowns (or 100 crowns if he doesn't have the skill) to represent the product of his own labor. Should he ever lose this item, he also loses 1 Karma for that session.

Marron – Horse Blood: A child of Marron nobility is practically raised between saddle, stable and field. On their birth-night, each royal infant is taken to the stables and ritually introduced to each horse, then ridden three times around the castle in the arms of the father. While nursing, the new mother drinks a mixture of sweat and blood from her favorite horse, and the favored horse of

her spouse; in this way, horse-essence is literally fed to the infant from birth. The character gains a +2 bonus to Riding and Healing rolls upon horses, as well as a +2 bonus when Fighting, Shooting or Throwing from horseback. Most importantly, perhaps, the character can use the higher of his Riding or Fighting Skills when fighting mounted (this doesn't apply to Shooting or Throwing as it actually reflects the character's ability to use his horse to compensate one way or another during hand-to-hand combat).

Sumner – Silken Glamour: When speaking of House Sumner and the Silken Glamour, most people are referring to the so-called 'Art of Flowers', which helps a character seduce, entrance, befuddle or humiliate his target through social skill alone. In effect, the character gains a +1 bonus to any social skill roll when he is actively manipulating his target. The Masque, however, is House Sumner's most potent tool, and most closely guarded secret. It allows a character to fashion a clay mask that blends with his skin, and can temporarily alter his appearance. This can either grant an additional +1 bonus to any social skill roll (by making the character appear more frightening or appealing), or gives the character a +2 bonus to impersonate someone else through the use of disguise. Should a character betray the royal trust, the penalties are as appallingly baroque as Queen Sorcha's torturers can devise... and Sorcha herself is quite creative in that way.

Thrace – Oak Heart: Although the gift of tree-sense is not, in fact, the birthright of every Thracian, noble heirs to House Thrace are literally raised among the woods from infancy. Male children are given small, sharp axes as toys, and are taught to use them well; female nobles receive small gardens, and learn how to recognize, cultivate and sometimes kill their plants. Although the particulars vary by gender, the Oak Heart Edge grants similar benefits to both: Thrace nobles learn, by maturity, to 'read' the woodlands – recognizing plants, knowing how to work with them, and understanding the subtle yet obvious signs of animals, elements and human beings in the woods. This grants a character a +2 bonus to any woodland skills like Survival and Tracking (which stack with the Woodsman Edge, if it is taken), and also grants the same +2 bonus to any check made that involves wood or plants (this includes things like repair of cloth or wooden implements).

Vesper – Magpie Mind: When knowledge is the currency of the land, its rulers must understand a vast array of subjects. Magpie Mind grants Vesper nobles and their intimate courtiers and servants an absurd amount of trivia about almost anything there is to know. Learned through a combination of study, discussion and social

osmosis, this storehouse of information comes through at the strangest times. This has two effects: the character gains a +2 bonus to any Research or Streetwise checks, and the character may use any Smarts-based skill as if he had the Jack-of-all-Trades Edge. This extends to Knowledge skills as well – a Vesper may know nothing about boating or fighting, but can likely discuss boats and swords at great length. There is one downside: if the character rolls a 1 on his Skill die, he's got some extremely wrong misinformation – although he can likely present it as absolute fact.

Wallend – Land Bond: Like the nobles of Thrace, most Wallend nobles share an intuitive sense of nature. For House Wallend's royal blood, however, this Land Bond is more instinctual than instructed, and it extends to all facets of Nature: animals, weather, mountains, rivers or the sea. A descendant of this House never feels lost in the wilderness, and he views himself as an extension of his environment. With a bit of concentration, he can 'listen to the land' – that is, enter a minor trance that speaks to him about the health of nearby plants and animals, alerts him to shifting weather patterns, and sometimes warns him about trespassing strangers, unnatural creatures or magical disturbances in that vicinity. A character with this gift is treated as having the Beast Master Edge in terms of how wild animals react to him, as well as the Danger Sense Edge... however, these only apply when he is in the wild – not in any civilized lands. Additionally, the character is seldom lost. Even if he somehow loses his bearings, a successful Spirit check (and ten minutes of meditation) allows him to regain them.

House Knight

Type: Social

Requirements: Novice, Fighting d8+, Riding d8+

House Knights are the bottom rung on the nobility ladder. Your knight is a member of a noble household and has certain bonus items at his disposal. In exchange for service to the Lord, a House Knight is given a long sword, a plate corselet embossed with the livery of the House, and medium shield. Access is also given to a horse, if necessary. A House Knight also receives a +2 Charisma bonus when dealing with common folk (including other knights), but not with any other nobles or elevated commoners (such as guild masters).

House Spy

Type: Professional

Requirements: Novice, Lockpicking d6+, Notice d8+, Persuasion d6+, Stealth d8+

Every House wants to know what the other Houses are up to. To that end, almost all of them have been known to either recruit or employ House spies. These individuals are notorious for picking up on the little things, getting into places they aren't wanted, and calmly talking their way back out.

So Who's In?

Your GM has final say over whether or not a character can have the House Gift Edge, although in most cases the character should come from the noble family in question, or their inner circle. The House Gift reflects some of the advantages of noble birth, and lends spice to high-born Caladonian adventurers.



A House spy gains a +2 Charisma bonus, as well as a +2 to any Notice and Stealth rolls – although the Stealth bonus only applies in urban settings, not in the wilderness.

Impromptu Weapon

Type: Combat

Requirements: Novice

Your character can use pretty much anything as a weapon, and use it with some skill. Not just obvious things like shovels, chairs and bottles, but other mundane items too, like buckets or dishes. While wielding such objects your character does not count as unarmed.

This also applies to ranged weapons; your character is able to throw anything light enough. Nails, forks or stones make good ammunition, but so too do horse shoes, ornaments and dinner plates. The range of the object will depend very much on its properties but is unlikely to be much beyond 3/6/12.

The object wielded retains its properties of course, both material and physical. Your character can't expect to do much damage with a pencil, nor block a sword thrust with a pillow. Such light-weight implements might do only Strength in damage, +1 or +2 for more dangerous items. More solid items do (**Damage:** Str+d4). Only truly large/heavy objects such as tables and the like can look forward to the lofty heights of (**Damage:** Str+d6). Items rarely last more than a few blows – rolling a 1 on your Skill die means that the improvised weapon becomes useless.

Information Sponge

Type: Weir

Requirements: Novice, Spirit d6+

Your character can listen when someone's talking and remember everything they said. The character can opt to remember up to 2 minutes of conversation; a set of orders for instance, or directions to a certain place. Your character will remember those words until the next use of this Edge (or until dead, Incapacitated or drugged).

Intuitive Explorer

Type: Weir

Requirements: Novice, Climb d6+, Notice d4+, Swimming d6+, Survival d4+

When he sees a flash of color and hears the undergrowth rustle, your character would join the two and see a hungry wolf, or an innocent child. His element is dank holes. 'Dungeons' some people call them, but any suitably abandoned non-sunshine kind of a place will do. Crypts, mines, subterranean complexes and so on.

At such times your character is always aware of what's going on around him. He's aware of people and beasts, objects, stairs and holes in the ground, halving any penalties from low light, granting +2 on Notice checks to spot or avoid danger and +2 on Trait checks made to avoid or reduce the effect of traps.

Judging Distance

Type: Combat

Requirements: Novice, Notice, Shooting or Throwing d6+

Your character can always accurately gauge the distance between any two visible points with this Edge. Make a Smarts check: on a success, his assessment is accurate +/- 10%, or +/- 1% on a Raise. Furthermore, your character's understanding halves the penalties for range.

Military Rank: Captain

Type: Leadership

Requirements: Veteran, Inspire, Military Rank: Sergeant, Knowledge (Battle) d6+

Captains are responsible for a larger force of soldiers – usually the company that garrisons a fort or town. Except in very rare cases of an appointed field marshal, this is the highest tier of command a commoner can aspire to. In order to gain greater authority, a character needs to become a noble.

Because a captain must be one who can inspire and lead, he gains a bonus Karma that can only be used on anyone under his command. Additionally, he confers a +2 bonus to Morale checks in Mass Battles if he is commanding the troops. However, his responsibilities are also broader – A captain is in command of a company of up to 350 soldiers, whose actions and welfare he is accountable for.

Military Rank: Sergeant

Type: Leadership

Requirements: Seasoned, Command, Knowledge (Battle) d4+

Sergeants are the people in charge of the troops on the battlefield in a very intimate and individual basis. These men and women sleep, eat, and breathe with their troops, and are the backbone that keeps their men from routing when confronted by overwhelming odds. This means they've got to be tougher than the average soldier. A sergeant gains +1 to Toughness and Spirit checks to recover from being Shaken.

A Sergeant also confers a +1 bonus to Morale checks in Mass Battles if he is commanding the troops. The downside is while he may lead a patrol of about two-dozen foot soldiers, he's also accountable for their actions and welfare, both on and off the battlefield.



Nature Mimic

Type: Weird

Requirements: Legendary, Notice d6+, Survival d6+, Tracking d6+

With careful observation of the relevant beasts, your character is able to mimic one of their physical abilities. This could be the way they move over a certain terrain, the way they deal with predators or prey, how they stay alive in normally uninhabitable areas or even which foods are safe to eat. In combat this takes a full Round of observation with no other actions.

This costs 2 Pulse, lasts for 1 minute and can be maintained for 1 Pulse each additional minute. During this time the character can replace one of his physical Attributes with that of the target natural animals (such as lions and wolves), use a Skill the target creature has (gaining it or replacing his own) or gain a single Edge/Special Ability/Monstrous Ability the creature has. The selected effect cannot be changed during the duration.

Noble: Improved

Type: Social

Requirements: Seasoned, Noble, the patronage of a Duke or King who must confer the title

This Edge elevates a noble to the rank of Earl or Countess. The Charisma bonus is increased to +4, and if the character wasn't previously landed, he gains the Rich Edge as well as the Minor Hindrance of Vow (Oath of Fealty). In addition, the character also probably inherits a great deal of responsibility – much of which may be unwelcome.

Noble: Mastery

Type: Social

Requirements: Veteran, Noble: Improved, the patronage of a King who must confer the title

With this Edge, a character is elevated to the rank of Duke. He automatically gains the Filthy Rich Edge, along with a lot of land, power and prestige – as well as the headaches of the grand politics of the land. Advancing beyond the rank of Duke is a matter of roleplay... possibly requiring such measures as an arranged marriage or a convenient assassination.

Nobody

Type: Weird

Requirements: Novice, No Hindrances that make your character distinctive such as Attractive, Ugly, One Arm etc!

Some people are naturally able to blend into a crowd, to be ignored or overlooked even when standing alone. This Edge gives your character the ability to be instantly forgettable, average, nobody worth remembering. This can be a great boon in many social or combat situations

and gives +2 to Stealth and Persuasion checks where being less than memorable would be advantageous.

Quick Assessment

Type: Combat

Requirements: Seasoned

This Edge allows your character to quickly assess any combat situation. He knows things like the order of attack if there's more than one assailant, method and style of attack, morale and general strength of the attacker and possible weaknesses or holes in the assailant's defenses. As an action, your character may make a Notice check: on a success and for each Raise he can figure out a derived Attribute (such as Parry and Toughness), or one Combat Edge possessed by a particular group of Extras or of an individual Wild Card. For example, getting a success and two Raises could tell a group of mooks' Parry and one Combat Edge they have, and also the Toughness of their Wild Card captain.

Rapid Shot

Type: Combat

Requirements: Seasoned, Shooting d8+

Your character can load and shoot a bow or other ranged weapon with Rate Of Fire 1 very quickly. He can't take his movement when using this action or gain any benefit from Aiming; however, he can make two Shooting rolls in a single action at -2. Crossbows and other weapons that require an action to reload cannot use this Edge.

Rapid Shot: Improved

Type: Combat

Requirements: Veteran, Rapid Shot

As Rapid Shot but the character no longer receives a -2 penalty.

Rapid Shot: Mastery

Type: Combat

Requirements: Demigod, Rapid Shot: Improved

As Rapid Shot: Improved but the character can now make three Shooting rolls in a single action. For 1 Pulse, he can also move while using this Edge.

Ride Exotic Creature

Type: Weird

Requirements: Novice.

With this Edge, your character is able to ride any creature that can be physically ridden: huge birds, lizards, dolphins, etc.. He will be competent but no expert in riding these strange steeds and will know basic care and feeding of the beasts, along with knowing how to saddle or otherwise stay on top of one, and how to approach it to avoid getting kicked, bitten, stung, etc.. Additionally, add +2 to your Ride skill.

Single Minded

Type: Weird

Requirements: Seasoned, Iron Inside

This Edge gives your character concentrates to the very limit of his abilities, suffering a level of Fatigue but gaining a +2 bonus to a Trait check.

Thick-Headed

Type: Weird

Requirements: Novice

Your character is literally thick-headed, having a great thickness of bone around the skull. This makes the head heavier and the neck muscles stronger but doesn't affect intelligence. Headshots against your character gain only +2 damage. Furthermore, your character can head-butt an opponent for (**Damage:** Str +d4), even while grappling.

Wing Strike

Type: Combat

Requirements: Seasoned, Wings capable of flight, Fighting d8+

Rather than simply using his wings to fly, this character can use them to attack as if using a weapon that deals **Damage:** Str+d6.

New Pulse Paths

Savage Suzerain realms have many who are Gifted, Empowered, Enabled, or Sighted (see *Savage Suzerain* page 35 for examples of those types of magic). In Relic, there are also those who are specialized in very precise forms of their art. With your GM's blessing, your character may take one as an Edge as long as he meets all the requirements.

Druid

Type: Pulse Path (Specialization)

Requirements: Novice, Sighted, Survival d6+

In the lands around Caladon, it isn't uncommon for someone who is Sighted to turn his attention to the natural world around him. These individuals perceive the Pulse that flows through all things, and so they wish to preserve and protect the living spirit of Nature. Although many druids will take up a hermit's life out in the wilderness, watching over and living with the flora and fauna, some take up more 'practical' roles in settled areas. From there, they can ensure healthy crops and livestock, and occasionally even act as advisers to those who lead.

Upon taking this Edge, your character receives the Wyrding (Vigor) Skill at d4 and two of the following rituals: Cleansing Rain, Earth Bond, Nature's Bounty, Plant Control, Spirit Dance, Wrathberry.

One With Nature: Druids are very attuned to their natural surroundings – some might even argue they are part of them. As part of an action to perform a ritual, a druid may take a level of Fatigue and attempt to draw extra Pulse from the very land around him to fuel the ritual. The druid makes a Vigor check, and on a success can roll a die equal to his Spirit die type and gain that much Pulse. On a Raise, the druid may roll two dice equal to his Spirit die type. In all cases, the Pulse can exceed his normal maximum, but any Pulse not immediately spent in the planned ritual is applied to the druid as damage... after which it dissipates.

At the GM's option, there may be sacred places in the world that allow for either greater ease in drawing power, or even more power to draw off of. In the first case, the druid would gain a bonus to his Vigor check; in the second, the druid might gain a couple of bonus points, have his die type increased, or even gain additional dice





for additional Raises. By the same token, there would then be places where drawing power was more difficult or where the power is weaker, causing the druid to suffer penalties to his Vigor check, or reducing the points, die type, or even number of dice available.

Enchanter

Type: Pulse Path (Specialization)

Requirements: Novice, Enabled, Scribe d6+

Enchanters make... things – magical things imbued with diverse powers – and it's often said they're more at home in a dusty library than on the road to adventure. It certainly holds true in most cases. Any enchanter who leaves the comforts of home behind, forsaking his classes and studies, is usually looking for either new knowledge or practical experience. On the other hand, it's not

unknown for some unlucky enchanter to be assigned a guild mission in some little-known, out-of-the-way place where he's forced to learn how to survive outside of the halls in which he have spent so much time. The only good news for him is how much those locals are likely to value the enchanter's craft.

Upon taking this Edge, your character receives the Enchanting (Smarts) Skill at d4 and two of the following sigils: Compotis Foraminis, Gradior Conflare, Particeps Fabula, Procul Aspectus, Signum Accendo, Transigo Arma

Tokens: An enchanter's craft is largely accomplished through the use of tokens – items bearing a sigil that can be released at a later time. In order to make a token, an enchanter must take an item and spend 10 minutes per point of Pulse being invested in the sigil to complete the process of binding power to the item. While the Pulse invested in a token regenerates normally, there is a theoretical limit to how many he can have at a given time.

Each enchanter is taught how to craft a special pouch for holding tokens. As long as a token remains in the pouch, its power won't degrade – but once removed, it begins to lose its enchantment, eventually becoming useless after a number of days equal to the enchanter's Spirit. Additionally, an enchanter's pouch can only hold a number of tokens equal to twice his Smarts, and a single enchanter can only maintain a number of the same type of sigil equal to his Smarts. It takes an Action to pull a token from the pouch, and another to activate it – although both can be done in the same Round if the enchanter makes a successful Agility check (with a -2 penalty if he doesn't have Quick Draw).

Each token is given a 'command word' for triggering the sigil, and anyone who knows the word for a given token can use it. However, the item used to create the token is consumed and destroyed when it's activated,

causing most enchanters to use stones or other relatively worthless items for their creation. Also, because of the magical degradation, tokens given as to other people need to be used relatively quickly, lest they become useless.

Protector

Type: Pulse Path (Specialization)

Requirements: Novice, Empowered, Healing d6+

Protectors are trained to be Shields of Trinity, their motive purpose being to protect her followers from those who would do them harm. While protectors are usually trained to fight in order to better defend their flock, it's their defensive magic that sets them apart in the eyes of most folk... and makes them invaluable to any adventuring group. And protectors do tend to adventure – they see it as a means to travel from place to place, while putting them in a position to help those in need.

Upon taking this Edge, the character receives the Warding (Spirit) Skill at d4 and two of the following prayers: Honoring Jolan The Brave, Honoring Sera The Healer, Honoring Sir Ewan The Shield, Honoring Willow The Open-Handed, Trinity's Blessing, Trinity's Light.

Protect The Flock: Protectors are aptly named, and take their duty to Trinity and her people seriously. prayers cast in the aid of the innocent or weak enjoy a +2 bonus (your GM is the final arbiter of what constitutes aiding the innocent or weak, but generally an adventurer who's taken a Wound or failed a Guts check doesn't count).

New Powers

Cleansing Rain

Type: Ritual

Requirements: Demigod, Druid

Pulse: 5 +1 per additional character

Range: Spirit

Duration: 1 hour

By completing this ritual, the druid causes a Pulse-charged spirit rain to fall around him wherever he moves. This is no ordinary shower, but rather a light, refreshing rain in the spirit world that invigorates the soul and washes the dirt from the mind's eye, leaving the character spiritually refreshed and able to think more clearly. Anyone targeted by the rainfall has all levels of Fatigue removed and gains a +4 bonus to their next Natural Healing roll. As an additional bonus, for the duration of the shower everyone involved gains +2 to any Trait checks where Smarts is the linked attribute or the Trait being used.

Compotis Foraminis

Type: Sigil

Requirements: Demigod, Enchanter

Pulse: 5

Range: Touch

Duration: 1 hour

This token is used, quite simply, to either open or close anything that can be opened or closed. Make no mistake – this doesn't simply mean that a door or latch is opened or shut... it includes any physical object which can be literally forced open or forced closed for the duration of the power. After the effect wears off, whatever it was can be opened or closed normally. The token can be used on a wide variety of things: simple things like a door, or more complex things like the locks to the royal treasury. Since the application is fairly broad, the GM should be prepared to adjudicate things now and then. Sure... it can be used to keep the mouthy traveler in the group quiet for an hour – or even force someone's mouth to remain open for the same (in which case, he should probably gain a level of Fatigue, and be pretty annoyed, by the time the effect wears off).

Earth Bond

Type: Ritual

Requirements: Novice, Druid

Pulse: 2

Range: Spirit

Duration: 24 hours

Taking on some aspects of the nurturing earth without adopting all of its properties can be a tricky business, though well worth the effort. By completing this ritual, the druid girds himself in the protective shell of the earth, becoming like bark, rock or even iron. The druid gains +1 to his Toughness (which can stack with more mundane armor), which increases to +2 at Heroic rank, and +4 at Demigod rank. Multiple Earth Bonds do not stack.

Gradior Conflare

Type: Sigil

Requirements: Novice, Enchanter

Pulse: 3

Range: See Below

Duration: Instant

This token is often set as a trap, since it's activated by pressure and releases an explosive burst of energy. Yes... one of these can also be thrown, provided it is hurled against something solid with a fair amount of force (gently lobbing one into a room won't set it off). Normally, Gradior Conflare explodes in a Small Burst Template for **Damage:** 2d8, but as the enchanter rises in rank, the effects become potentially more spectacular.

At Heroic rank, an enchanter may either create a Novice token at the cost of 2 Pulse, or spend the full Pulse to create one that explodes in a Medium Burst Template for **Damage:** 2d10. As a Demigod, an enchanter has the choice of creating a Novice token for 1 Pulse, a Heroic token for 2 Pulse, or spending the full Pulse to create a token that explodes in a Large Burst Template for **Damage:** 2d12.

Honoring Jolan The Brave

Type: Prayer

Requirements: Demigod, Protector

Pulse: 3

Range: Spirit

Duration: 3 Rounds (1/Round)

Jolan the Brave was known for his willingness to face any adversity in the name of Trinity and to protect Her cause and Her followers. No one is entirely certain of his final fate. With this prayer, the protector calls upon Trinity to send the spirit of Jolan to aid Her faithful once more.

Spirit Of Jolan



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

Skills: Faith d12, Fighting d8, Notice d8

Pace 6 **Parry** 6 **Toughness** 11(4) **Pulse** 20

Edges: Empowered

Prayers: Dispel, Smite

Gear: Hooded Cloak, Bastard Sword (**Damage:** Str+d8 or **Damage:** Str+d10, 2 Handed)

Special Abilities

- *Divine Armor:* This spirit seems to have solid skin and has Armor +4, all locations.
- *Fearless:* The divine spirit is immune to the effects of Fear and Intimidation.
- *Spirit:* Can manifest in the physical world for 1Pulse per Round.

Honoring Sera The Healer

Type: Prayer

Requirements: Novice, Protector

Pulse: 2

Range: Spirit

Duration: Instant

Sera the Healer was known for her many ministrations to the ill and infirm. As a result, this prayer has many uses: purifying food and water, treating diseases or poisoned wounds, sobering up drunks, and even the simple treating of the injured to prevent infection, to name a few. Generally speaking, when this prayer is directed at a character, it allows the target to make an immediate Vigor check with a +1 bonus to overcome any non-magical disease or poison (including alcohol) – even if the character already attempted such a check and failed. Alternatively, the prayer grants a +1 bonus to the character's next Natural Healing roll. If the protector is Heroic rank, the bonus is increased to +2, and at Demigod rank, they increase to +4.

Honoring Sir Ewan The Shield

Type: Prayer

Requirements: Novice, Protector

Pulse: 4 (see below)

Range: Spirit x2

Duration: 3 Rounds (1/Round)

Sir Ewan the Shield was famed for his protective instincts, and is a favorite among protectors. He took the wound that killed him while using his own shield to save an unarmed woman. This prayer allows the protector to double the effective Armor bonus of the target's armor (or to become +1 if he has no armor) – with a Raise on the Warding roll, the bonus is tripled (or becomes +2 if the target has no armor). At Heroic rank, the Pulse cost is reduced to 2, and at Demigod rank it is reduced to 1.

Honoring Willow The Open-Handed

Type: Prayer

Requirements: Novice, Protector

Pulse: 4

Range: Touch

Duration: Instant

The Prophet known as Willow the Open-Handed gained fame for her absolute willingness to do without, so others wouldn't have to. She was often said to have fasted simply so another person could have a meal. By invoking this prayer, a protector can hold a number of objects up to his Spirit die type and mystically double them. For example, a protector with Spirit d8 could hold up to eight arrows and make them into sixteen, or eight people's worth of provisions and use them to feed sixteen. Living beings (like insects or plants) and valuable objects (like weapons, armor or gold) can't be multiplied in this

way. At Heroic rank, a protector may triple the supply, and he may quadruple it at Demigod rank.

Nature's Bounty

Type: Ritual

Requirements: Heroic, Druid

Pulse: 3 + 1 per character

Range: Spirit

Duration: 24 hours

Through the use of this ritual, the druid calls forth a feast capable of replenishing both body and spirit. Once the meal is finished, all of the participants may make a Natural Healing roll. In any case, all Fatigue is removed and every character partaking of the feast feels as if they've had a good night's sleep. If the druid is Demigod rank, Nature's Bounty also grants a +2 bonus on all Guts checks any of the participants must make for the next 24 hours. Each person can only get the benefit of this ritual once per day.

Plant Control

Type: Ritual

Requirements: Novice, Druid

Pulse: 4

Range: Spirit

Duration: Instant

As might be expected, this ritual gives a druid control over plants. Since the primary purpose of this ritual is to cause plants to grow quickly, it is most often used as a utility for agriculture – but it has a broad range of uses beyond instant fruit. Plants covering a 2 inch area can be grown to create a Barrier or Entangle a single opponent (as per the powers of those names), or even moved aside to create an opening through an otherwise impenetrable thicket. Other uses are certainly possible, although the GM has the final say over whether or not a given application has the desired effect.

Procul Aspectus

Type: Sigil

Requirements: Heroic, Enchanter

Pulse: 3

Range: Smarts in kilometers

Duration: 3 Rounds (1/Round)

Through the use of this sigil, the enchanter creates a token allowing its bearer to see with great clarity, even over long distances. The sigil grants a +2 to all Notice checks, and allows the bearer to discern even small details (such as the symbol on the banner of that distant group of soldiers). The distance a character can see is a number of kilometers equal to the Smarts of the enchanter who originally crafted the token. If the enchanter is Demigod rank, the bonus to Notice checks is increased to +4.

Particeps Fabula

Type: Sigil

Requirements: Novice, Enchanter

Pulse: 3

Range: Touch

Duration: 3 minutes (1/minute)

By tracing a sigil on a relatively flat object – such as a coin or rock – the enchanter creates a token allowing communication with anyone else bearing another Particeps Fabula created by the same enchanter, regardless of distance (as long as they are in the same realm – if one enters the Maelstrom no link can be made). In order to use the token, you character must hold it in his hand and activate it as an action. Any linked tokens will emit a faint hum, and may be activated in the same way. Tokens not activated will remain enchanted, while any activated tokens are expended, regardless of how long they are used.

Signum Accendo

Type: Sigil

Requirements: Novice, Enchanter

Pulse: 2

Range: Touch

Duration: Instant

This token could be considered the defining token for enchanters. An enchanter will sometimes keep a few of these around to start fires or use as signal flares, but the most common use for Signum Accendo is to make fire arrows. When this sigil is placed on an arrowhead, the token will ignite upon contact, adding +2 to damage, as well as potentially catching combustible materials on fire (see the rules on Fire in Savage Worlds). At Heroic rank, the fire damage increases to +1d10 and adds +1 to the roll for combustible ignition. The fire damage becomes an intense +2d10 at Demigod rank, and +2 is added to the ignition roll.

Spirit Dance

Type: Ritual

Requirements: Novice, Druid

Pulse: 2 per person

Range: Touch

Duration: 1 hour

This ritual is similar to The Sight, except it allows a druid to send other people into the spirit world as well. The druid may open the way for a number of people, including himself, equal to his Vigor – although he must be touching everyone he's including (or they must be touching him). If the druid wishes to leave the spirit world before the duration of the ritual has ended, he may do so by making a Spirit check at a -2 penalty. If the druid does this, anyone who is with him leaves the spirit world

automatically as well. At Heroic rank the penalty to end the Spirit Dance is removed, and at Demigod rank the druid can end the effect as an automatic action.

Transigo Arma

Type: Sigil

Requirements: Novice, Enchanter

Pulse: 3

Range: Touch

Duration: 3 Rounds (1/Round)

Transigo Arma must be attached to the weapon it affects. This means it often looks more like a primitive fetish of some sort, as the enchanter will carefully trace the sigil onto a feather or some other light object that can be tied to a weapon. Once secured, the token can be activated to grant the weapon Armor Piercing +2. This is increased to AP +4 at Heroic rank, and further increased to AP +6 at Demigod rank.

Trinity's Blessing

Type: Prayer

Requirements: Heroic, Protector

Pulse: 4

Range: Spirit x2

Duration: 1 minute (1/minute)

This prayer – often invoked in the name of a favorite Prophet – grants the specified recipient a +4 bonus on any single trait or Damage roll made within the prayer's duration, which he can apply after the roll is made. Once the protector has reached Demigod rank, the Pulse cost to invoke this prayer is reduced to 2.

Trinity's Light

Type: Prayer

Requirements: Novice, Protector

Pulse: 1 per Wound healed (minimum of 4)

Range: Spirit

Duration: 1 minute

This prayer invokes Trinity along with a favored Prophet, and bathes her followers in a calming, cleansing light. The protector may select any number of characters within range and, with a successful Warding roll, at the end of the duration (taken up with the prayer to Trinity) each character is immediately healed one Wound – provided it was inflicted within the last hour. Fatigue can be dissipated with this prayer as well: all of a character's Fatigue counts as a single Wound in this case. At Heroic rank, the protector may heal up to two Wounds per character, and a Demigod rank protector may heal all Wounds.

Wrathberry

Type: Ritual

Requirements: Novice, Druid

Pulse: 2

Range: Spirit x2

Duration: Instant

Nature has a sense of humor sometimes. Well... that's what a person might think from a safe distance after seeing a druid drop a handful of these 'accidentally' at his own feet. However, these berries actually inflict **Damage:** 2d6 in a Small Burst Template, as poisonous and suffocating spores fill the area. Anyone who dies from the spores immediately sprouts sapling berry bushes of whatever type might survive in the area and his corpse will be a great bag of miracle-gro for the new plants. The druid is immune to his own Wrathberries, but any nearby allies should beware. The Damage increases to 2d8 at Heroic rank, and to 2d10 at Demigod rank.

Telesma Edges

Weapon Of Destiny

This Telesma ability allows a character to manifest a melee weapon from their Telesma at a cost of 2 Pulse. This is a free action, and the weapon remains for the duration of a single combat. The weapon appears as a blade of glowing steel, and does **Damage:** Str+d6. The Trademark Weapon Edge may be applied to this weapon.

Weapon Of Power

The Telesma gains the ability to increase the lethality of any weapon your character wields. As an action, he may pay 2 Pulse to increase the damage his weapon does by one die type. In the case of ranged weapons, only one die is increased. This Telesma Edge may be taken multiple times, with each additional step of damage costing an additional 2 Pulse to activate. For example, if taken twice, a character could boost the damage of a short sword to Str+d10 or the damage from a bow to 2d8, by paying 4 Pulse. The effect lasts for the duration of a single combat.

Weapon Of Spirit

As a free action, the Telesma can allow a weapon wielded by your character to become dual-aligned for a single Round at a cost of 3 Pulse. This allows the weapon to strike a spirit that can't otherwise be hit from the physical world.



Gear

Most of the gear your character would want to purchase or use can be found in the Savage Worlds rulebook, but there are a few things that bear some explanation for this setting, and a few other things we think you might want to pick up as well.

Armor

Most armor in Caladon at this time is usually made from leather of varying thickness – sometimes simply padded, and sometimes boiled and hardened. Metal plates of different sizes and shapes may be added to this, fixed in place with rivets. In the case of cheap armor, these plates may simply be tacked either on top of or beneath the leather, but more classy armor has the metal plates sandwiched between two layers of leather, with the outer layer dyed and the rivets worked into decorative patterns.

Chain armor can be acquired although, for the price, many soldiers don't find it a worthwhile expense. The use of new Trader Imperium crossbows makes chain far less cost-efficient in terms of protection than simple leather, and scouts don't like the stuff because it's loud – a few men walking in chain armor sounds a lot like sleigh bells being shaken.

Plate armor, on the other hand, is the favored armor of knights and nobles. Even a plate corselet provides good protection from any battlefield weapon and is no heavier than chain. However the cost puts it out of reach for the common soldier. As a result, most plate armor could be considered a work of art, covered with tracery and designs and – in the case of the great nobles – edged with precious metals, and even set with precious stones. At the very least, the designs that decorate the banners of nobility can be found embossed on the breastplates of their knights.

Armor in Caladon can be had for the same prices as given for medieval armor in Savage Worlds, and with the same weights and Armor bonuses. However, we've also got a few extra types for your character to try on.

At first glance, hardened leather and plated leather may look the same, but there's a subtle difference:

The process of boiling and layering the leather for hardened leather armor works great for the cuirass (the portion covering the torso), but not so well on other areas. As a result, hardened leather grants Armor +2 to the torso, but only +1 to the arms and legs.

By contrast, the metal plates that give plated armor its name can occasionally be bypassed by a lucky blow that lands between plates. So, while plated armor provides Armor +2 to the torso, arms and legs, if an attacker scores a Raise on his Fighting, Shooting or Throwing roll, the Armor bonus is only +1.

There is also a uniquely Caladonian armor, called lizard skin, which is often coveted by scouts and spies. Originally crafted from the hides of the large lizards often found out in The Open, it is now also made of other supple leathers and alchemical oils, offering a modicum of protection without sacrificing ease of movement or stealth. It can be worn underneath other garments, thus remaining concealed, and grants Armor +1 to the torso, arms and legs – unless an attacker scores a Raise on his Fighting, Shooting or Throwing roll (in which case, there is no armor bonus). If worn without any other clothing or armor, lizard skin armor also grants a +1 bonus to Stealth checks where noise could be an issue. If the armor is actually made of proper lizard skin, the cost is greater, but the bonus to Stealth is +2.

Shields

Again, just like armor, any of the shields available as medieval armor are available in Caladon, with medium shields being by far the most popular with most soldiers and knights, and the large shield (pavise) being popular with crossbowmen, since it can be propped up with a metal spike to provide some protection to the archer. A large shield used in this way cannot be used for melee defense (so it adds no Parry bonus), but can be used as medium cover, and still grants the Armor bonus against any ranged attacks.

An extension of the pavise is the mantlet – which is functionally a portable wall for archers. It is heavy, but provides quite a bit of cover... treat it as heavy cover against ranged attacks, with a +4 Armor bonus if it is punched through (see Obstacles in the Savage Worlds rule book). Two people can effectively use a mantlet for cover – while three people can actually hide behind it, the two on the 'outside' would only have medium cover.

Generally speaking, a mantlet is only used on battlefields or in siege warfare.



Wrapped Blades

Anywhere you go in Caladon, you aren't far from one of these weapons. Simply made from a single piece of forged steel, wrapped blades are the mainstay of the military and those who need low cost but reliable weapons. The name comes from the leather tightly wrapped around the handle, usually enclosing two pieces of wood. Due to their method of construction, these blades either break early on or go on for many years. They are available in several sizes, although they all look pretty much the same.

But other than their method of construction, they are no different than the blades you'd find anywhere else. They all have the same weights, prices and stats that you'll find in Savage Worlds. Just assume that almost any blade you find in Caladon is wrapped.

The lone exception is the throwing dagger which, although forged in the same way, has no quillon (the protective metal cross-piece) and isn't wrapped. This is to preserve some balance for throwing, although inferior smiths often have to add a small metal ball as a pommel in order to compensate for poor blade balance. The best throwing daggers are almost entirely blade and tang, and can be sheathed in places all over the body – offering better concealment.

Although most throwing daggers are the same as in Savage Worlds, if your character pays 4x the normal cost he can purchase one that is easier to conceal. Notice checks to spot it suffer a -2 penalty.

Bows And Crossbows

Similar to blades, most bows and crossbows remain the same wherever you go, with many of the same foibles attached to them. Regular bows are usually easier and cheaper to make, and a skilled archer can make short work of a target by laying down a withering stream of fire. But the operative word there is skilled.

All the same, most people use bows – both the ordinary bow and the long bow – and they have the same weights, ranges, damage and prices as in the Savage Worlds rules. The Caladon long bow is exactly the same as the English long bow.

Crossbows are an entirely different matter.

While you can find the same crossbow from Savage Worlds in Caladon, they are a rare Trader Imperium invention, and not regularly used by the common folk of Caladon. The Traders have come up with a few variations worth mentioning too.

Trader Gear

The gear normally available to characters in *Caladon Falls* is the stuff they can pick up from nearly any local craftsman or merchant. But that doesn't mean it's the only gear out there... and we're not just talking about relics, either. Sure, any adventurer can delve into ancient ruins in the hopes of digging up a relic or two, but for those who want to invest less risk and time, there is the Trader Imperium.

Of course, that may mean spending a bit more money: the Trader Imperium is adept at crafting items with Celestium components. Celestium is the king of metals, and the metal of kings – stronger than steel, and rarer than platinum. More importantly, it has the ability to channel, amplify, hold and fuel Pulse. This means a character can buy a 'magic item', but he should be prepared to pay at least ten times more for that sword with +1 damage.

On the other hand, Trader merchants are always willing to trade Celestium infused goods for actual relics of the past... which probably means adventurers will end up delving into those ruins after all.

The hand crossbow is a smaller crossbow that can be spanned with a fairly simple lever action. This results in quick and easy reloads at the cost of range and penetration. The hand crossbow isn't generally considered a military weapon, but is often used for personal protection by those that can afford them.

At the other end of the spectrum is the heavy crossbow, which is most assuredly a military weapon. Most often seen on garrison walls or mounted on wagons, the heavy crossbow – as its name suggests – is a heavy beast and needs to be supported to retain its accuracy. It has good range and can penetrate most armor, but is a pain to reload, requiring a windlass and two Rounds (costing any other actions for those Rounds). Unless a heavy crossbow is braced somehow (or your character has a Strength d12+), it suffers an additional -1 penalty per Range Increment beyond short (-3 at Medium and -6 at Long range), which is why it's usually mounted on something.

Clothing

Clothing makes the man (or woman, as the case may be), and you're free to purchase either normal or formal clothing as befits your character's concept. But there are a couple of items of a distinctly Caladonian flavor which may or may not be important to your character.

The first is the tabard. Uniforms, as such, don't exist in Caladon... instead, allegiance is designated by a tabard, which is functionally two pieces of cloth sewn together and draped over the shoulders like a poncho. The cloth is usually dyed in the color(s) of the House the wearer serves, and often also bears the House's design (or symbol) and perhaps even some decorative trim if it's warranted. If you're having trouble visualizing what a tabard is, it's what all the soldiers were wearing in *The Three Musketeers*.

The other item worth mentioning is the humble cloak. While a big, heavy cloak can be purchased as winter clothing, sometimes a character just wants something to keep out the chill and rain. In Caladon, cloaks are usually sewn with hoods, and can be dyed any number of colors – although green and brown are popular with scouts, hunters, and other folk who might be out in the woods. In fact, characters beyond about 10 inches suffer a -1 penalty to notice someone who is hiding (remaining still) while wearing a cloak that's colored to match the surrounding environment.

A cloak also makes for a handy blanket and bedroll in mild weather, and is often issued to troops serving a House in the field.

Miscellaneous Gear

Your GM has the final say of what's readily available or not, but your character should be able to purchase any reasonable gear from the *Savage Worlds* book. Other gear your character might be interested in would include pouches and tents.

Pouches come in various sizes, materials and colors, but are universally great for holding all of those things that will ultimately go into purses and pockets (when they're invented). At the very least, a pouch is a good place for your character to stash his coins.

The biggest difference between a tent and pavillion is usually size (a tent comfortably sleeps two – three, if characters are being really cozy – while a pavillion can comfortably sleep at least six people) and comfort (only a very short character could stand in a tent, while a pavillion is actually meant to be stood in). Generally speaking, you can safely assume that most soldiers in Caladon have tents, while most nobles have pavillions.

Armor And Shields

Type	Armor	Weight	Cost	Notes
Hardened Leather	+2/+1	20	100	Covers torso, arms and legs; see text
Plated Leather	+2/+1	20	200	Covers torso, arms and legs; see text
Plate Corselet	+3	20	400	Covers torso only; see text
Lizard Skin (faux)	+1/+0	10	150	Covers torso, arms and legs; see text
Lizard Skin (true)	+1/+0	5	600	Covers torso, arms and legs; see text
Mantlet (shield)	--	40	300	Heavy Cover; see text

Weapons And Bows

Type	Ranges	Damage	RoF	Weight	Cost	Shots	Min Str	Notes
Throwing Dagger	3/6/12	Str+d4	1	1	100	--	--	See text
Hand Crossbow	8/16/32	2d6	1	4	350	--	d6	See text
Heavy Crossbow	15/30/60	2d6+1	1/3	25	800	--	d10*	See text

*Only if carried and not mounted, otherwise there is no Strength minimum to Shoot, but add an additional Round to the load time (or 2 additional Rounds if Strength is less than d6).

Miscellaneous Gear

Type	Weight	Cost
Eating Utensils	1	10*
Pouch	--	1
Tent	10	25
Pavilion	20	100
Cloak	3	10
Tabard	1	25**

*The cost for silver eating utensils is at least 100
... and even more for gold.

**Although these are usually issued by a House
– the cost is to replace one (or purchase one
that hasn't been officially issued...).





The rest of this book is for the GM only. Anyone not planning on running the game would spoil a lot of their fun by reading any further. Players, this means you.

Hello, game master! Beyond this page, the secrets of the Realm of Relic unravel at your feet. Prepare for high fantasy adventure in the High Kingdom of Caladon and the thrilling first year of the War of the Wild.

Last Stand

Trinity preserve us.

Prince Stefan of House Laneer stared from atop his mount to where he expected the battle to take place. In spite of the early morning chill, he could feel sweat trickle down his back beneath the plate armor and his horse shifted uneasily beneath him – reflecting the Prince's own unease.

The Wild army approached the walls of Byjorna, accompanied by a roiling cloud... a cloud of a sickly green color that reminded the Prince of nothing so much as pus-laden mucus. The host milling around in the glen beneath was thousands strong at the least... hopping, loping, oozing. There must be two brigades there, he thought.

Arrayed against that multitude stood a single company of stalwart soldiers and two full lances of loyal knights.

Three-hundred-forty men against thousands. Prince Stefan sighed and repeated his earlier thought: Trinity preserve us.

His father, King Wolstan, had vowed to destroy the upstart barbarians, and had ridden off with the cream of the House Laneer knights to meet the oncoming army in open combat. That was nearly two weeks ago, with no word of the King's fate.

And if the rumors were to be believed, all of the cities of Caladon were falling, one by one.

Prince Stefan was bold, but he didn't have the foolhardy rashness bedeviling his father. He held no illusions of this battle's outcome, and his only hope now was to hold back the tainted horde long enough for his people to escape Byjorna and hopefully make it downriver to Lake Eryn... and the potential safety of the Trader Imperium.

He glanced down and to his right, to where the Captain of his soldiers stood. He was surprised to realize the knight, Sir Derek, was staring at him with a worried look. A quick survey of his troops showed they were all watching him, and he realized their thoughts likely echoed his own.

Blood and fire. He thought.

The Prince deftly wheeled his horse around to face his knights and soldiers, then cleared his throat. "Lads, you all know as well as I where we stand, and what's at stake. If you want to join your families and retreat to the Trader Imperium, no one will hold it against you. I give you leave to depart, without repercussion."

Not one man stirred.

Immense pride welled up in Prince Stefan's heart, and he managed a bleak smile. "Very well, may Trinity remember our deeds this day!" As he turned his mount once more, he said to his Captain, "Sir Derek, give me the House Banner."

With a nod, it was passed to him, flapping wildly in the rising wind. The Prince held the banner aloft and screamed at the top of his lungs, "For Caladon! For Laneer!" and spurred his horse down the slope.

The Prince's men shouted as one, and charged with him into the approaching masses, eldritch fire raining from a blackened sky...

Why We Fight

A war is imminent. Big nasty things are coming out of the far away places. Obviously something is going on, and while it's best to keep the players in the dark until they can figure things out (why spoil the surprise, right?), we're sure you'd like to have some idea of the big picture.

Okay, then we'll spill the beans. Well... some of the beans, anyway. The big picture is too big for us to present in a few paragraphs, but we can certainly try to help you understand what's going on at the borders of Caladon right now. The best place to start is probably with the Warlocks....

The Warlocks

The motive force behind the Wild army is the Warlocks. No one knows much about them – in fact, no one in Caladon prior to the war had ever heard of them, let alone seen them. Any rumors or legends concerning the Warlocks would come from wildmen of The Open, and even then, those same rumors and legends were muddled and garbled.

The Dreamlords

So who are the Dreamlords? That's almost as tough to explain as the big picture. The short answer – and one that should suffice for your purposes is, *“The Dreamlords are the primal and entropic Chaos Gods who grant the Warlocks their powers.”*

In less prosaic words, ‘Dreamlords’ is the name given to the energies fueling the Wild magic used by the Warlocks. In fact, it's why the Warlocks build their shrines in the first place. These shrines aren't actually places of worship but large Pulse conduits and capacitors.

The Warlocks are basically arcane scientists, and the Dreamlord shrines are part of a complex piece of arcane machinery designed to channel and regulate the flow of Pulse across the realm. Using the shrines, a Warlock can immediately divert Pulse away from an area to leech it of Pulse (something druids find particularly abhorrent), or just as quickly open up a flow of Pulse directly to themselves.

Given enough Pulse and a proper method of shaping it, mind-boggling effects are possible. In *Noir Knights*, the order of Ruizologists play with similar concepts... with the potential for equally disastrous results, though not at the same scale as the Warlocks.

There are seven Warlocks. That's a fact. Even among the people who serve them, none have ever seen the face of any Warlock – or if they have, they're no longer in any condition to recount the story. It's said by the wildmen that the seven Bazhu (the name used by the wildmen for the Warlocks) came on a great mist from across the sea. Each was taller than any man, and each wore a skin of colored metal, fit with a mystic stone at the chest. None ever showed his skin or face, but all wielded powerful and terrible magic. To the wildmen, the Warlocks are the servants of the gods, if not gods themselves.

No one knows the motives or goals of the Warlocks. To all appearances, it would seem they are simply bent on conquering the continent of Austeria for the purpose of subsuming everything to their own twisted version of reality – all to serve their own hidden agendas. Wherever they go, the Warlocks leave behind a trail of warped and tainted flora and fauna. There seems to be no rhyme or reason to their methods.

Well, okay... there are a couple of consistencies.

For one thing, everywhere they go, they have their minions construct strange, sealed shrines. These shrines conceal mystic altars – blocks of energy dedicated to the alien gods the Warlocks serve. According to the wildmen, these beings are called Dreamlords, but no one knows what the Dreamlords really are, or what they represent. No one other than the Warlocks, that is, and they aren't discussing the matter.

The other consistency is their magic. Well... at least insofar as Wild magic can be called consistent, that is, which is to say it's inhumanly powerful, and the Warlocks seem to control it with hardly any more than a flick of the wrist. It's pretty intimidating to face a foe who can seemingly bring on Armageddon by snapping his fingers – let alone seven such foes – but that's what Caladon's up against.

Wild Magic

Most of the wizards sitting in their guild halls would be a little irritated if they were told they've got it all backwards, but they do, to a certain degree. The problem lies in the phrase ‘the laws of power’, as Warlock magic is called. As soon as the word ‘law’ is used, most people – especially the Pulse-using variety – imagine a certain amount of order and begin trying to make everything fit together.

The Warlocks realized the physical world is a creation of order out of chaos. Seemingly random patterns create spirals and curves that come together in a Fibonacci sequence easily duplicated – if one knows how. Of course, it takes more than a string of numbers to pull order out of chaos, but seeing the order *in* the chaos was the first step.

At that point, the Warlocks began to unlock the mysteries of the far-flung reaches of chaos – even the thoughts and dreams of men became orderly to them. So the Warlocks took the second step... they embraced chaos fully.

And reality melted and flowed into streams of Wild magic.



Wild Taint

There is a price for the power of Wild magic: nothing can be touched by the flow of its power without experiencing change. The changes can be subtle or gross, but they're always there. Worse yet, a Tainted creature becomes a thrall of the Warlocks, unable to resist their commands or those of their chosen officers. The name given to these warping effects is Wild Taint and there's a base template for anything corrupted by its touch:

Wild Taint: Creatures Tainted by the Wild receive the following abilities: +2 to Toughness and +2 to recover from being Shaken. Additionally, when a Wild Tainted creature is killed, everyone within a Small Burst Template must make a Vigor check or gain a level of Fatigue (Extras are Shaken). Wild Card Tainted creatures do not suffer from Wound modifiers or the effects of Fear and Intimidation.

Because of the nature of Wild magic, there's no way to make a comprehensive list of changes the Wild Taint might effect. We've included some examples of various Wild Tainted creatures in the Savage Tales section of the book and we encourage you to come up with your own twisted ideas, but here's a quick and dirty method for coming up with effects:

1) Draw a card and check the suit.

If the card is a **spade**, the change is physical (skin, muscles, or the like).

If it's a **heart**, the change is perceptual (hearing, sight, or even taste).

If it's a **diamond**, the change is mental (intelligence, skills or abilities of that sort).

If it's a **club**, the change is magical (Pulse or powers, for example).

2) Check the value of the card.

If it's a **numbered** card, the change results in a numeric modifier, usually +1 or +2.

If it's a **face** card, the change results in the equivalent of an Edge of Veteran rank or lower.

If it's an **ace**, the change results in the equivalent of a Power of Veteran rank or lower.

If the card is a **joker**, draw another card, but increase the potency (a +4 modifier, or Heroic Edge or Power, for example).



You're In The Army Now

If you're following the campaign presented in this book (and even if you're not), the adventurers are likely to find themselves camped out with the Caladon army in the field, so we'll try to give you an idea of what that's like.

Caladon is a young, agrarian nation. That means there isn't much of a standing army... not that every House wouldn't love to have one. But there are certain practicalities to consider: a standing army costs money to maintain and a lot of would-be soldiers have farms to plow and livestock to tend.

All the same, the High King maintains a number of road wardens for the High King's Road and the ruling Houses maintain forces to man their garrisons and protect their interests. Most towns of any size also have a militia for protection – especially out in The Open, where life can be rough and tumble.

Although it's seldom happened in Caladon history, armies are raised in the event of crisis or emergency. At that point, troops are levied, and soldiers ride out with knights to deal with the situation in the most expedient way possible... usually with sword and bows. While these forces occasionally billet inside a convenient town, more often they're camped out in the field.

Taken as a whole, Caladon army camps aren't the well-oiled and organized places you might think of when you think of an army camp. To be sure, there *are* places of organization within the camp, but for the most part it's a hodgepodge of noble knights and common soldiers – and this is made even worse during the War of the Wild, when the camp is also filled with refugees. While civilians in the army camp aren't uncommon, they're usually there to provide services, like smiths and... er... companions. Many of the refugees during the War are simply displaced farmers and other people with nowhere else to go.

Camp Organization

At the center of things – often literally – is the army commander. This is usually a noble of some rank, although it's not unheard of for said noble to simply appoint someone as a General (if noble born) or Field Marshal (if common born) in his stead.

The commander's tent is actually a number of pavilions and tents, often arranged in a kind of mini fortress: a circle of tents around a common area, and an open pavilion acting as a gatehouse. Guards are almost always on duty to screen any would-be guests and ensure a little privacy for the commander. They also ensure war councils aren't interrupted by unimportant business.

High King's Oath

"I desire to join the Caladon army, and agree to serve two years without leave, and further agree to follow the rules, regulations, and commands which I may be given in that time, fighting all enemies of Caladon to the best of my ability, however my commander directs."

The area inside the tent wall functions like a castle, with its attendant staff. A smith is invariably on hand for quick repairs, as are people whose main function is to prepare meals for the commander and his soldiers, as well as to maintain the camp cleanliness (yes... this includes latrines). While these people are commonly low-ranking soldiers, they're just as often servants brought along from the Lord's domain, especially if the commander is of high rank.

The command camp is often located at a point affording the best view of the surrounding area, and is then surrounded by a number of other camps. These belong to other ranking nobles within the army, and are laid out in a similar fashion, with their own guards and staff.

Surrounding the inner camps can be found a motley assortment of individual tents. Some of these may actually be pavilions – often belonging to hedge knights or unimportant nobles – but most are just the tents of soldiers. Soldiers from the same locales or groups usually camp together, maintaining a certain *esprit de corp*, and often join resources to hire cooks and other laborers to assist or take care of day-to-day chores.

Because of this, some civilian tents will be mixed in with the soldiers, but as you get toward the fringes of the camp, you'll find more and more tents belonging to common folk and refugees. These people vary in composition. Most are simply trying to survive, but if the camp stays in one location for any length of time, some of the more enterprising people try to maintain a business of sorts – selling goods or services to any soldiers or refugees willing to buy, barter or trade.

Thus, a character can sometimes find a tavern under an open-air pavilion, a small tent selling goods or wares, or – more often – the ubiquitous person willing to offer companionship for some sort of price.

How Many Men?

Unit size is far from standardized, but a few rules of thumb apply: A **lance** is generally four or five mounted knights under a single noble, while a **patrol** is usually one or two-dozen men under a Sergeant. A **company** generally consists of at least ten patrols under a single Captain, usually averaging around 300 men. A **brigade** is generally comprised of at least ten companies under a single noble or appointed General, and is usually at least 3,000 men. An **army** is made up of all the brigades and unassigned companies under a single Grand Commander.

But there are also those who simply want to help in their own way. A wealthy noble may have his own surgeon on hand, and may even grant the surgeon's services to a few of his men. Most soldiers aren't so lucky. It falls to Trinity clerics or other charitable souls to offer healing, succor, or perhaps even just soup to those who need it.

Army Life

Okay, so there's the army, all camped out and ready to face the enemy. But what's going on and who's running the show?

The top dog is invariably the one the High King has designated to lead. Barring that, it's usually the highest-ranking noble – unless he's deferred to someone he feels is more experienced in these matters. But that only happens in the direst circumstances, since most Caladon nobles have a thing about winning honor and glory for themselves.

Each noble functionally has his own army, which can muck up the chain of command pretty good. The highest-ranking soldier is a Captain... technically. But it's not unusual for a lower-ranking soldier in the pay of a higher-ranking noble to put on airs and take an attitude. After all, a Sergeant serving under Duke Fergus must be more important than a Captain serving under Lord Ewan, right?

With soldiers, commoners, knights, and guild mercenaries camped together, it's not unusual for brawls and fights to break out in a camp – especially if there's been too long a break between battles and tensions are running high.

Part of the problem is there *are* actually perks for being in the employ of ranking nobles. The noble who's mustered his army is responsible for supplying them as well. A soldier called to the field can expect to be supplied with basic gear: a wrapped blade and a wooden shield, a cloak and blanket, a water skin and a tent... possibly even some eating utensils or a few other luxuries.

This gear is usually better for the soldier of a wealthy noble than for a poor one (unless, of course, the wealthy noble happens to also be a skinflint). But when you're Duke Fergus's Sergeant, with a nicely-painted shield and a thick, double-layered cloak, and Lord Ewan's Captain is standing in front of you shivering with a plain shield and a threadbare woolen cloak, it's hard not to feel a *little* superior.

On the other hand, there are certain things no one's exempt from.

Early mornings, for example. Once the sun rises and information needs to flow, expect heralds to be bellowing announcements and messengers to be running around with important messages.

Sentry duty is another – especially if the army is waiting to engage the enemy. While a tiny handful of nobles may be considered too important or indispensable to risk with patrolling the camp and its outskirts, everyone else is expected to pull guard duty now and again. During the day, it isn't quite so bad, but night duty is dark and potentially dangerous... and there's still that early morning thing to deal with.

One other duty adventurers should become familiar with is a little more specialized: scouting and scavenging. In order to estimate the enemy's actions and movements, well-trained and trusted scouts need to leave the safety of the camp to check the surrounding area. At the same time, food and commodities are likely to be at a premium, so any extra provisions a patrol can find are welcome.

Patrolling

Use the Patrol Table encounters to spark ideas when the adventurers are patrolling any terrain type. Every day they patrol, draw three cards from the action deck. If a **jack** or higher is drawn, shuffle the deck and draw again consulting the Patrol Table on the next page. Reshuffle the deck after every encounter.

Patrol Table

Spades - Helpful Encounter: The adventurers find something or someone who can give them aid of some sort.

Hearts - Obstacle Encounter: The adventurers must overcome an obstacle to get something they want. For instance, they must prove themselves to the townsfolk to get them to trade for supplies.

Diamonds - Dangerous Encounter: Something wants to hurt or kill the adventurers.

Clubs - Wild Encounter: The adventurers encounter minions of the Wild army.

Card Draw	Result
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2-5	Animal Encounter: The adventurers come upon an animal of the land. This can be anything from game suitable for hunting to a large Wild Tainted casawemy. Use the suit of the card to determine the most appropriate encounter.
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6-9	Deserted Camp: The adventurers stumble upon a deserted campsite. If the suit is clubs , there is a Wild Tainted rat swarm in the campsite. Use the Swarm stats from Savage Worlds, but give it Wild Taint.
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10	Ambush!: The adventurers are ambushed. If this is a spade , the ambushers turn out to be a group of soldiers, who can be persuaded to join the army (Persuasion roll at -2).
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Jack	Human Encounter: This could be refugees, wildmen, bandits, and the like. Use Bandit stats on page 62 or Common Folk stats on page 143.
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Queen	Settlement: The adventurers come across a settlement. Depending on how the GM wishes to interpret the cards, the adventurers might be asked to help townsfolk fight marauding Wild Tainted beasts, or it might be a haven, untouched by war, so far.
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King	Supply Cache: Abandoned weaponry or other supplies are found. If the card was an ace of clubs , a vordian shell stone (see page 141) is stashed with the other gear.
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Ace	Ruins: This could be the recent ruins of what was once a settlement, or it could be an older structure from a time long forgotten. Draw a second card to see what types of things might be dwelling in the ruins or use the <i>Do It Yourself (Not!) Ruins</i> method detailed on the next page.
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Doom Joker Spirit Encounter: This encounter can only be resolved within the spirit world. Draw again to determine what type of encounter it is.

Boom Joker Potential Ally: The adventurers come across a person who can become an ally of the adventurers. Draw a card and assume it is a dangerous encounter. If the adventurers can resolve the task, the ally joins them.

Adventure!

Now that you're more familiar with Caladon, the Warlocks, and the Wild army, it's time to play! You're always free to develop your own stories and adventures but we've created a campaign and a set of Savage Tales that add an epic set of events as a backdrop to this fantasy realm. We think they'll give your players plenty of great memories of their time in Relic, and they should be enough to take your wet-behind-the-ears Novice rank adventurers all the way to the dizzying heights of Heroic rank.

Campaign Outline

The plot point campaign is broken down into three acts that correspond with the character ranks of Novice, Seasoned and Veteran respectively. Ideally, when you've finished the last episode of the campaign, the adventurers should reach Heroic rank. Within that structure, however, with the exception of the first and last couple of episodes, there's no set timing for the adventures – although we think they're best played in order. Feel free to insert Savage Tales between episodes as you see fit.

ACT I – The Storm Breaks

Start things slow and easy. The adventurers are Novices and used to the quiet life of Milltown. Let them settle in, and then drop the bomb. We created nine prgenerated characters with Milltown backstories to help you get started (download *The Milltown Irregulars* from the [Treasure](#) section of our website) or the players can use their own characters. Any unused pregens can be used as allied Extras during the campaign.

Episode One: *A Rock In A Millpond.* Rumors and tales culminate with the arrival of a handful of refugees from an outlying settlement. The adventurers are recruited to go and check things out. Is there really something dark and sinister going on, or are local wildmen just getting rowdy?

Episode Two: *Lightning Strike.* If anyone in Milltown was unsure of the truth behind the rumors, the question is settled when the town is attacked. The adventurers are recruited to help, but can they buy enough time for people to escape?

Episode Three: *Wildfire.* It's the adventurers' turn to arrive as refugees – at the fort of Dunhoun. Although the Milltown Irregulars are made official, it'll take more than that to survive, as the Wild army continues its relentless advance...

Do It Yourself (Not) Ruins

It's Friday night, you've been working all day, and a bunch of friends are going to be over in half an hour to give *Caladon Falls* a try. Alternatively, your band of merry adventurers insists they detour to a nearby ruin to look for loot. No worries – we've got you covered, thanks to a trick we learned online, from [John Wick Presents](#). Here's a great way to set up an instant set of ruins for the adventurers to delve into... and your players are going to do most the work for you!

What you'll need:

- 1) A container, like a bowl or an empty dice bag
- 2) Tokens to represent Karma – you can use whatever works for you
- 3) A few helpful players

Here's how it works:

Let your players know they're going to be exploring some ruins. But while they may have *heard* of them, they need to dig up some information about the ruins so they won't go in blind. They're going to talk to people, dig through old scrolls, and form a plan. Let them decide what information they find. Yep, they get to decide.

Spend the next half-hour to hour letting them give you information. For every piece of narrative they give you (bits and pieces of the ruin layout, hidden traps, secret doors, relics and the like) put one of the Karma tokens in the container. If they give you a useful prop (like a piece of map, or a page from a journal detailing a lost relic, for example), put two Karma tokens in the container. And for every dangerous encounter they describe (a group of dragon kin, for example), put three Karma into the container.

When you decide things have gone on long enough, collect all the material and get started. Any Karma in the container can be used by any of the players on behalf of their characters while exploring the ruins.

But if the players design the ruins, aren't their adventurers going to have an easy time getting through them? Glad you asked. You see, you aren't going to sit idly by while the players walk all over you. While they're giving you the facts, you'll be keeping track of time. For every ten minutes or so, you get to set aside a Karma token for yourself.

This Karma can be used by you expressly for creating complications in the ruins. What that means is any of the facts the adventurers dig up is true – unless you spend Karma to make it false. So when the adventurers burst into the chamber, ready to deal with a group of dragon kin they heard about, they may be a little surprised to find the dragon kin were driven off by a group of rather annoyed wraiths!

We all know Karma works both ways. But let the players have some fun... after all, they just saved you a lot of work, right?

Episode Four: *A Line In The Dirt*. Surviving in the wilderness is all well and good; surviving in a city defended by an army would be better. The problem lies between the adventurers and the nearest city. They must face kilometers of dangerous swamp or a horde of Wild army soldiers.

ACT II – The Fury Of The Wild

By now, the adventurers should be Seasoned – they've certainly earned their stripes, as well as the trust and respect of their companions. But, as they say, with greater power comes greater responsibility.

Episode Five: *Spitting Into The Wind*. The High King of Caladon has decided to open negotiations with the masters of the Wild army. But when the envoy fails to return, the adventurers are asked to look into it. They may not like what they find...

Episode Six: *Flash Flood*. An attack on the city of Epperborne is inevitable and the Caladon defenders are ill prepared for the nature of the enemy – or the power of Wild magic. Once more, the adventurers are asked to buy time, but can they succeed against overwhelming odds?

Episode Seven: *The Rising Tide*. As the Caladon army shores up its next line of defense, it becomes apparent they cannot count on outside allies for aid. Perhaps there's hope if the adventurers can find a wizard to counter the Wild magic....

Episode Eight: *The Water Boils Over*. In order to get vital assistance, Lord Balrin, the lord commanding the Caladon army, asks the adventurers to go make an appeal to his family, the lords of House Marron. But, while they may be expert scouts and rangers, how well can they handle court politics?

ACT III – Caladon Falls

By this point, the adventurers should be Veterans, and have garnered a fair amount of respect. Of course, a high profile means that many people know who they are, and how valuable they can be.

Episode Nine: *A Raging Torrent*. Lord Balrin is concerned that the Wild army seems to anticipate every move the Caladonians make. His adviser, Ciaran the Druid, asks the adventurers to gather herbs for a ritual. But maybe the solution is a more mundane....

Episode Ten: *One Last Hope*. Having fallen back to the city of Vendol, Lord Balrin concocts a strategy to stop the Wild army's advance. But the enemy has a larger force than anyone knew, and the adventurers must once more buy time for as many to escape as possible.

Episode Eleven: *Enemy At The Gates*. Caladon Falls is the heart of the kingdom, and is the place where a last stand must be made. The High King has a plan that may give Caladon a much-needed victory, he just needs the adventurers to come through one more time....

Episode Twelve: *Caladon Falls*. Although the Wild army was defeated once, the High King fears it won't last, and has a final favor to ask the adventurers. Will they take the Queen and the royal heirs from Caladon Falls and lead them to safety?

Whispers Of Fearful Things

The characters are living in Milltown, out on the edge of The Open where adventure is easy to come by. Feel free to start with a couple of standard fantasy scenarios to ease everyone into the idea of being local adventurers. Design a few of your own, try *The Ruins of Stone Hill*, or another One Sheet from the [Treasure](#) section our website (the adventures we uploaded for *Savage Suzerain* are set in Relic, for instance, as are several of the *Savage Tales* in the *Savage Suzerain* book). Between adventures, the adventurers visit Milltown's classic tavern, the Dancing Leg Fish, drinking ale and listening to rumors... as happens in fantasy settings. Apart from the usual gossip, drop in the following rumors (perhaps one after each adventuring session):

It begins with whispers of creatures like something out of a nightmare. They're starting to stir in The Open, the angry children of the pagan goddess Austrá. The rumor says that an armed caravan far riseward was attacked by wildmen. The survivors fled and sought help from a road warden outpost. The wildmen followed and despite being seasoned and well-armed, none of the road wardens survived - just one child managed to hide and escape the slaughter. Most people think it's a great story and someone offers the tale-teller a coin for a drink. But the conversation in the tavern is subdued for the rest of the evening.

Next, rumor surfaces that some road wardens had been on a fishing trip and when they got back to their outpost they found every building, wagon, and structure aflame. Every creature was dead, many with their flesh eaten. Before he died, one scout scrawled a note and a crude drawing in blood depicted foul beings. "*Not man. Not beast. Something...else.*" says the tale-teller in the tavern, shuddering at the thought. Another man across the bar nods and sips back his mead. He's heard the same story. Nobody laughs it off as a tall tale.

A Note On Scaling

No... we aren't talking about armor or hides. Like many *Savage Worlds* adventures, when we give you the rundown on an encounter, the number of foes is based on the number of adventurers - the players' characters. But this is a military campaign where, in addition to their characters, the players might have a number of allies under their control as well. So, in order to make things challenging, we'd suggest counting every Wild Card ally as a player character, as well as every two Extras (round down). For example, four players with two Wild Card allies and seven allied Extras would count as nine adventurers for purposes of determining the number of enemies.

Finally, a report arrives at the tavern that Aisley Rock, the most riseward Caladon settlement, was destroyed by strange, twisted creatures and packs of animals with dead eyes. They took captives - men, women and even children - before torching the town. The few who escaped are fleeing toward Milltown and should arrive within the next day or two. The report is delivered by a senior road warden who's heading setward to seek advice from his superiors. "*Got out just in time,*" he mutters to himself, clutching at his side. When he draws his hand away, an observant character (make a Notice check) sees blood on his fingers.

Before finishing his drink and getting back on his horse, the man also confirms the other two rumors and wishes everyone in the tavern good luck. As he leaves, he mutters under his breath, "*You're going to need it.*"

Episode 1: A Rock In A Millpond

Life in Milltown is quiet most of the time. Lord Balrin Marron runs things with an even hand, paying heed to town elders and making sure his knights and the local militia keep trouble at bay. Most people spend their time farming or crafting. Pious citizens take time regularly to visit the small Church of Trinity, while more pragmatic folks visit the Dancing Leg Fish - the town's beloved tavern - for local news, gossip and rumors.

It's the warm, dry season of Light Ascendancy, early in the Woodsman's month, and a commotion rises at the outskirts of town as a ragged handful of travelers stagger

in from the riseward road. They're haggard, half-starved, and hysterical. Naturally, most townsfolk gather quickly, trying to figure out what's happened. The easiest way to get a coherent story from the group is for the adventurers (your players' characters) to make liberal use of Healing or Persuasion skills to soothe and calm the panic-stricken travelers. Lord Balrin and his men arrive a few minutes after the scene begins and do just that, if the adventurers are slow on the uptake.

With any kind of success, the adventurers put together a rough story. The travelers are refugees from Aisley Rock, the most remote of Caladon's settlements in The Open. It's obvious from their frantic talk their town was raided – perhaps even razed – but to hear them tell it, the attack was by hordes of huge, twisted and terrible monsters, not raiders. The people who fought were killed, the people who stayed were captured, and the people who ran... well, the six of them they know of are here. A successful Common Knowledge roll allows any adventurer to recall that Aisley Rock is a community of nearly one hundred people.

Lord Balrin is concerned but town elders are wary of sending local militia away to investigate the situation. If any of the adventurers volunteer to scout out Aisley Rock at this moment (even if they're just bored with life in Milltown), give them an extra Karma. Certainly, Lord Balrin – either on his own, or because someone just volunteered – proposes a compromise: he'll pay anyone who volunteers to make the journey to Aisley Rock a reward of 100 Crowns upon their return.

Hopefully, the adventurers respond out of any number of motivations: curiosity, loyalty, greed... it doesn't matter. We'll leave it to you to point them in the right direction.

Trek To Aisley Rock

The adventurers are free to set out at any time they wish (although if they linger Lord Balrin gently suggests sooner is better than later). Knowledgeable characters know they should plan for about two weeks of travel to get there and back again. Any gear or supplies they don't have are easily acquired from one of the town's craftsmen or merchants. If an adventurer succeeds at a Persuasion roll, he even gets a small discount because of the nature of the mission: 5% less per success or Raise, to a maximum of 20%.

You can throw anything you want at the adventurers during their trek, but we suggest drawing five cards for the journey there, and applying the following results:

Card Drawn Encounter or Event

Number Card Trail Signs

The adventurers stumble across signs of passage indicating something's afoot. Sometimes it's just odd tracks, similar to normal beasts of the region but somehow... different (unusual size or number of toes, for example). At others, it's strangely mutated plant life (bleached of color, or trees twisted around rocks and oozing black sap, for example). But there's never anything they can follow far.

Face Card Small Beasts

The adventurers are attacked by natural beasts like feral dogs or a wolf. Maybe they just find rabbits or deer worth hunting. Use the stats for any appropriate creature from the Savage Worlds rule book.

Any Ace Large Beast

The adventurers stumble across a large natural beast – a bear, for example. Or perhaps they find a stray cow or horse from Aisley Rock. In any case, use the appropriate stats from the Savage Worlds rule book.

Joker Genuine Monster!

The adventurers encounter a Wild Tainted bear (this can only happen once – future jokers are treated as an ace instead):

Wild Tainted Bear

This thing looks like a normal bear with sticky, matted fur and a look of madness in its eyes.

Use the stats in the Savage Worlds book for a large bear, only with **Toughness** 12, **Pulse** 15 and the following **Special Ability**

- *Wild Taint*: Creatures tainted by the Wild gain +2 Toughness and +2 to Spirit checks to recover from being Shaken. Additionally, when a Wild Tainted creature is killed, everyone within a Small Burst Template must succeed at a Vigor check or gain a level of Fatigue (Extras are Shaken). This Fatigue can be recovered normally.

If the adventurers manage to slay this thing and try to skin it, they're in for a gross disappointment: the matted and tainted hide of the creature literally begins to turn to fetid goo after a few days. We wouldn't suggest eating the meat, either. It tastes like... well... it tastes really bad, and anyone consuming it must make a Vigor check with a -2 penalty or suffer a Wound and a level of Fatigue, both of which can only be cured by magical means (if the Wound is healed, the Fatigue goes away).

Any time the adventurers encounter a beast; they can either fight it or evade it. In the latter case, they must make Stealth checks to succeed – although more docile creatures (like deer) either won't care, or seek to flee themselves.

After about a week of travel, through low, rolling hills and tangled woodlands, the adventurers arrive in the vicinity of Aisley Rock. At that point, they should make a Tracking roll. A success reveals some signs of passage – probably by a group of wildmen. With a Raise, the tracker guesses the marauding band has several dozen men. The adventurers may track them if they wish (if they're foolhardy enough to pursue a potential fight where they'll be massively outnumbered), but the trail becomes impossible to follow after several kilometers.

The Ruined Settlement

Aisley Rock has been burned to the ground. Little remains of the small settlement beyond ash, scorched rock, the charred wooden skeletons of buildings, and the malodorous stench of burnt flesh. The fires have long since gone cold – as cold as the seaward wind blowing through town. Have the characters arriving late in the afternoon, with the shadows long and an eerie silence over the whole scene.

As the adventurers sift through the remains, they should make Notice rolls. A success confirms there are no survivors other than the refugees, but there's something odd: there are no corpses, either. In spite of the stench, there's no sign of dead bodies, human or livestock. There isn't even a scorched chicken to be found. On the other hand, they do find a small, metal box containing an intact leather bound journal – likely protected from the fire by the box (this journal is *The Travelogue of Tavish Thorne*, which can be downloaded for free from our website. It details a man's journey through the High Kingdom and beyond, into wilds of The Open).

If they made a Raise on the Notice check, they also find an odd glyph carved into a jutting slab of rock. The sign is meaningless to them, but seems to glow with its own inner heat.

If the adventurers choose to camp in or around Aisley Rock (remember that it's late afternoon when they arrive), the setting sun sees them attacked by a stone hound that springs from the surrounding rock. Literally.

Stone Hound



This large, stone effigy was carved in a time long forgotten – even the townsfolk of Aisley Rock had no idea of its supernatural existence, assuming it was simply part of the rock in which it was carved. The presence of Wild



magic, however, has awakened the beast from its long slumber, and now it seeks to protect its domain from any and all intruders.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d10, Vigor d12

Skills: Fighting d8, Intimidation d10, Notice d4, Stealth d6, Tracking d4

Pace 6 Parry 6 Toughness 12 (3) Pulse 15

Edges: Fearsome Presence

Special Abilities

- **Bite / Claws:** Stone hounds can make two Fighting attacks with their claws each Round (**Damage:** Str+d4 for each claw, -2 penalty to each attack), or bite (**Damage:** Str+d6 AP 2).
- **Fear:** Anyone seeing this monster must make a Guts check.
- **Fearless:** The stone hound is immune to the effects of Fear and Intimidation.
- **Size +1:** This fearsome thing was carved larger than life.
- **Stone Hide:** Being made of stone grants stone hounds Armor +3, all locations.
- **Stone Meld:** Much like a dwarf, a stone hound can seamlessly merge with stone, however this effect is limited to the type of stone that gave the hound form. A stone hound can use its senses as if the stone were air, moving and breathing normally, as per the spell Burrow from the Savage Worlds rules with the following modifications: travel speed is base Pace (and it may run) and the effect is a free action, costing 1 Pulse and lasting until the stone hound emerges from the stone.
- **Sun Torpor:** Sunlight turns a stone hound into a normal stone statue. The transformation takes 5 Rounds and the stone hound remains a statue as long as it is touched by sunlight. Stone hounds may use their Stone Meld ability to escape this effect and remain active during the day.

Returning To Milltown

If you wish, you can draw encounter cards for the return trip as described above. It could be handy if the adventurers find they are low on food – at least they can hunt. Whatever the case, it's another week before they make it back to Milltown with their news.

The whole town is interested, but there's no evidence anything happened at Aisley Rock other than an unusually large and vicious raid by wildmen. Well... nothing tangible, at any rate. If the adventurers tried to copy the glyph they found and show it to people, no one attaches any meaning to it. If they encountered the Wild Tainted bear and tried to save any of it for examination,

they've only got sickening, tar-like goo to show for it. And the stone hound? The town elders assume it's a natural creature akin to dwarves.

However, Lord Balrin is worried enough to recruit a few extra militiamen and step up patrols around Milltown. Beyond that, life goes on as usual – although the adventurers can earn themselves a few drinks at the Dancing Leg Fish by telling their tale.

Episode 2: Lightning Strike

There's time between the end of the last episode and this one for the adventurers to do a little adventuring. Then, come back to the main story....

It's the end of the Woodsman's month and evening settles around Milltown. The adventurers go about their normal routines, whatever those might be – some may already be abed; others are perhaps carousing at the Dancing Leg Fish or saying their evening prayers. No matter what their plans, everything is about to change.

Without warning, flames erupt from the roof of a storage barn on the riseward side of town and ululating howls from scores of throats ride a hot wind across the rooftops. The screams of frightened townsfolk come next, and then wildmen and other creatures burst from the darkness, falling upon Milltown in a wave.

What follows is a scene of chaos. You should allow the adventurers some latitude to do as they wish. If you need inspiration, watch the scene from *Pirates of the Caribbean: Legend of the Black Pearl* when the pirates first attack Port Royal. Fire... screaming... running... carnage, and amidst all that, a few people try to do something effective.

The Chaos Of Melee

Each adventurer should fight one or two wildmen, as well as get a chance to participate in a heroic vignette, whether they're together as a group or not. Handle the first as individual combats, inserting them between encounters. You can create any encounters you wish, of course, but here are a few you can work with:

Have the adventurers make a Notice check. Whoever gets the highest success notices a young child (Dillon, the baker's son) standing in the road, confused and crying. He also sees three large wildmen bearing down on him – if they're even aware of his presence; it's possible they don't care. Give the character a chance to act with Initiative, and take it from there.

Have the adventurers make a Smarts check. Whoever gets the highest success sees a burning building, and realizes it's the shop (and home) of Corra the apothecary. It's hard to say, but the adventurer is pretty sure the flames may prove more dangerous than expected if they reach some of the chemicals in her storeroom. What does he want to do?

Have the adventurers make a Spirit check. Whoever gets the highest success realizes the livestock pens are being ignored. He can let the thought go, or he can rush to save some animals. He'll have to fight the Wild Tainted dogs attacking the pens, as well as deal with another small fire, but there will be some live animals later to help carry things, or feed people.

Whatever else happens, the adventurers eventually notice Lord Balrin rallying a few militiamen near the town square. Lord Balrin is mounted and there are a dozen soldiers with him. The adventurers are free to join him too, in fact; encourage them to do so. In any case, they should each fight another couple of wildmen.

All of a sudden, the wildmen fall back and a horde of armed soldiers lurch forward. They bear the livery of Aisley Rock, only their skin is patched with thick scales and their cloudy eyes reflect an unholy madness. In the shadows behind them looms a dreadful presence, a massive figure in dark armor that towers over its minions, a fell glow radiating from its helm.

Lord Balrin curses and barks orders for the townsfolk to fall back to the setward side of town. Turning to the adventurers, he commands them to aid the militia. To any who aren't already militiamen he says, *"I hate to invoke noble privilege, but you've proven competent. Consider yourselves newly appointed members of the militia."* He turns to the sergeant and bids him hold the line as long as he can.

Hold The Line

The sergeant swears he'll fend off the invaders just as a spear plunges through his throat, killing him instantly. Lord Balrin swings back to the adventurers and shouts, *"You're in charge! Take two men each and stand your ground... I need two minutes to clear the town. After that, fall back as quickly as you can – we'll be at Willow Glade."* Without waiting for a response, he rides to lead out the surviving villagers.



The adventurers can stand for the full two minutes if they wish, but they really only need to hold for ten Rounds for everyone to get clear. If they fall back any sooner than that, they'll have to watch as innocent townsfolk are slaughtered. With the other militiamen, they can form a defensive line so each warrior only has to face a single opponent at a time. The players can choose other strategies – but don't give them much time to discuss it: the Wild troops are advancing.

Any time after ten Rounds, the adventurers are free to fall back with any surviving militiamen. They should consider running as fast as possible – if they hesitate, the dark figure at the rear raises a hand wreathed in eldritch fire, and one of the surviving militiamen screams, erupting with a sickening green flame that quickly consumes him. Hopefully, they'll take the hint.



Wildmen (2 Per Adventurer)

While the adventurers hold the line, there are always two wildmen available to fight an adventurer and his militiamen, up to a maximum of 40 wildmen. They're shorter than Caladonians, and their nearly naked, hairy bodies are covered in strange tattoos.

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

Skills: Climbing d6, Fighting d6, Guts d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Pace 6 Parry 6 (1) Toughness 7 (1) Pulse 5

Gear: Leather Armor (Armor +1, torso and arms only), Spear (**Ranges:** 3/6/12, **Damage:** Str+d6, Parry +1, Reach 1, 2 Handed)

Wild Tainted Dogs (3 Per Adventurer)

Like normal dogs, only their fur seems to be a brown fungus, and they have the look of madness in their eyes.

Use the stats in the Savage Worlds rule book for a dog/wolf, only with **Toughness 6**, **Pulse 5** and the following **Special Ability**

- **Wild Taint:** Creatures tainted by the Wild gain +2 Toughness and +2 to Spirit checks to recover from being Shaken. Additionally, when a Wild Tainted creature is killed, everyone within a Small Burst Template must succeed at a Vigor check or gain a level of Fatigue (Extras are Shaken). This Fatigue can be recovered normally.

Wild Tainted Soldiers (1 Per Adventurer)

While the adventurers hold the line, there will always be one Wild Tainted soldier available to fight a given character and his militiamen, up to a maximum of 12 soldiers. They have leathery, scaly skin and the madness in their eyes belies any humanity they may have once had.

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

Skills: Fighting d8, Guts d6, Intimidation d8, Notice d6, Shooting d8, Stealth d6

Pace 6 Parry 7 (1) Toughness 9 (2) Pulse 10

Gear: Hardened Leather Armor (Armor +2 torso, +1 arms and legs), Medium Wooden Shield (Parry +1), Wrapped Long Sword (**Damage:** Str+d8)

Special Abilities

- **Wild Taint:** Creatures tainted by the Wild gain +2 Toughness and +2 to Spirit checks to recover from being Shaken. Additionally, when a Wild Tainted creature is killed, everyone within a Small Burst Template must succeed at a Vigor check or gain a level of Fatigue (Extras are Shaken). This Fatigue can be recovered normally.

Milltown Militiamen

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

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

Pace 6 Parry 6 (1) Toughness 6 Pulse 5

Gear: Leather Armor (Armor +1, torso and arms only), Small Shield (Parry +1), Wrapped Short Sword (**Damage:** Str+d6), Sling (**Ranges:** 4/8/12, **Damage:** Str+d4)

Willow Glade

Willow Glade is just steppeward of the Mill, an easy landmark for the adventurers. When they arrive, Lord Balrin is there, still mounted and watching the glow of Milltown burning. There are at least two dozen survivors (less three for every Round short of ten that the adventurers held their position), and two militiamen (plus any who survived with the characters). If the adventurers saved any animals during the attack, there are also a couple goats and some chickens, as well as a dog or two.

Adventurers who succeed with a Notice check observe that elements of the invading army are already moving slowly setward, away from town.

Lord Balrin consults with everyone about what to do next, but there are really only two viable options – travel setward along the trade road toward the fortified city of Epperborne or take the more steppeward route to the road warden fort of Dunhoun.

While there are valid reasons for either one, Lord Balrin ultimately opts for Dunhoun... it's considerably closer, has a sizable garrison, and won't require the refugees to fight their way back through the invading army. He rejects any plan to separate, stating that they'll need every resource at their disposal to survive the days ahead.

Whatever the adventurers have done, chances are they've only just escaped and some friends (and maybe even family) were lost or butchered before their eyes. Any life they had in Milltown is gone forever.

Episode 3: Wildfire

Technically, it's not far from Milltown to Dunhoun. But that assumes one isn't dragging along dozens of refugees – most aren't used to the rigors of the wilderness – and trying to keep a low profile to avoid an invading army. After what seems an eternity of skulking through woods, the company arrives at the garrison fort of Dunhoun.

Dunhoun sits on a hill, surrounded by a wooden palisade, and is garrisoned by dedicated knights and road wardens sworn to the service of the High King. The refugees' arrival creates quite a stir, since the area has usually been pretty quiet. Until now, problems have been no worse than a few stray bandits, beasts from Longshore or Kitemarsh, and the occasional belligerent animal. Sure, some rumors of nasty wildmen raids have recently trickled down from The Open, but... here's Lord Balrin with a ragged mob of refugees. This is different.

War Time

As the situation turns into a full-blown war, things will become ever-more chaotic. At the same time, the players' characters are going to be expected to act more and more like they're in a disciplined army and respect the chain of command. At some point they have to stop being a group of self-serving dungeon-delving freebooters and start to behave like they're in the army, to serve their country rather than their own interests. The experience of our Caladon Falls Plot Point Campaign is meant to be more like the *Band of Brothers* TV series than the *Dungeons & Dragons* movie.

The Great Hall

Lord Balrin's first order of business is to make arrangements for the refugees from Milltown to get proper food and water. The adventurers, however, find themselves invited to dine and rest at the great hall. His reasons are twofold: this serves as thanks for their actions during the last few weeks and keeps them on hand to help explain the situation to the garrison commander, Balrin's younger brother, Sir Erland. Lord Balrin has come to value the adventurers' resourcefulness and service.

After the adventurers and Lord Balrin rest, Sir Erland arrives in the company of a Greenwarden Druid, who is introduced as Ciaran 'Swiftwing' of House Killian. Ciaran is quiet, but seems to make a sharp appraisal of the entire group.

Erland listens, and the adventurers can make any case they wish for the commander. He's already positively disposed toward the group – after all, they come with his brother's blessing – but a successful Persuasion roll right now wouldn't hurt. A success allows the adventurers to gain access to specialized equipment from the quartermaster.

Once the adventurers finish, the discussion begins. Lord Balrin and Erland agree that High King Hulson needs to be informed of the situation. Ciaran speaks up, "*Bella can deliver a message.*" To any questions, Ciaran explains Bella is a red hawk, his bonded Heart-Beast – a remarkably intelligent specimen, even for a type of bird known for its intelligence. Lord Balrin agrees, realizing the bird can clear the Hathenclus Range and reach Caladon Falls long before a rider could.

On more immediate business, Sir Erland officially enlists the adventurers. *"We'll need more scouts... and you seem to be good at that sort of thing."* He attaches them to the garrison as the Milltown Irregulars (along with any of the allied Extras who have survive to this point).

However, he and Lord Balrin agree that they've earned a little rest, so the adventurers can relax, re-equip, and interact with the locals a bit while Sir Erland prepares his men to deal with this threat. A patrol is promptly sent out to investigate the situation and size up the enemy.

After a few days, Ciaran seeks out Lord Balrin. Bella has returned with a message, and Lord Balrin in turn calls for the adventurers and Sir Erland. The High King has raised Lord Balrin and given him the title of Baron of Dunhoun – ostensibly for his role in saving his people from the wildmen bandits. But Ciaran feels the King is largely washing his hands of the problem and letting Lord – or rather, Baron - Balrin deal with the trouble. *"While His Majesty says he will call a meeting of the royal council at Caladon Falls to assess the problem, by making m'lord a Baron, he's effectively giving you the leverage to order all local troops around and take care of it yourself."*

Lord Balrin is unfazed by the turn of events and Sir Erland happily puts the decision in the new baron's lap. There has been no word from the patrol he sent out, leaving questions unanswered. Ciaran says things in The Open are amiss – Bella informed him there's a sickness in the wilderness and other creatures are beginning to fear members of their own kind that have fallen prey to its power.

Lord Balrin turns to the adventurers and asks them to scout things out for him. Since this is phrased as a request, they may feel they can turn it down. Hopefully they won't, but if they do, Sir Erland simply orders them to do it, reminding them of their new duty to the garrison. We'll leave it to your tender mercies as how to deal with adventurers who defy both their lord and their commander.

Scouting The Wilderness

The woods and hills around Dunhoun are mostly filled with birds and rabbits as the adventurers travel. However, they may still choose to be cautious. If they are, they need to succeed with a simple Stealth roll to go unnoticed. If they aren't, they need to succeed at a Notice check in order to keep from being surprised by Wild army scouts.

They have found the missing patrol from Dunhoun.

Wild Tainted Soldiers (1 Per Adventurer)

Use the same stats as the Wild Tainted soldiers from Aisley Rock above (see page 58).

Whether the adventurers flee or fight, after they've finished fighting or started running, they hear a screech from high above. A twisted creature with the head and torso of a woman and the limbs of a vulture circles over them, indicating their position. Seconds later, the Wild army tops a nearby ridge. There are literally hundreds of them, and unless the adventurers are feeling particularly suicidal, they realize there's no way they can defeat an army by themselves. Besides... Dunhoun needs to be warned.

For each minute (game time) that passes, draw a card. If it's anything but a club, dogs from the vanguard catch up to the adventurers, and must be dispatched or evaded before they can escape. If it is a club (or any time a club comes up for Initiative in combat), they find a small cave in which they can take shelter and hide.

Wild Tainted Dogs (1 Per Adventurer)

See page 58 for stats. There are many packs of dogs like this with the Wild army.

Although they aren't followed into the cave, it seems the adventurers are cut off from the fort by the packs of roving dogs. Soon they realize they've found a tunnel system that runs under the surrounding hills. It takes time, but they can find their way to the other end, where there is a natural well. It turns out the well is part of the ruined castle Dunhoun was built on. The adventurers can climb out inside the palisade with just enough time to warn the garrison before the Wild army hits.

If anyone in the group makes a successful Tracking check (or a Notice check with a Raise), they estimate the Wild army is 500 strong.

The Battle Of Dunhoun

As evening falls, 350 soldiers line the palisade of Dunhoun as evening begins to fall and the Wild army draws up to the hill. The atmosphere is grim, but confident. Although outnumbered, it's only a three-to-two margin and their position on high ground with a wall makes it unlikely the enemy will win.

The Wild army only has one crude standard (the symbol it bears seems similar to the glyph they saw at Aisley Rock), but a number of carved rams' horns blare a challenge to the defenders. The enemy charges, but break against the palisade wall.

Any adventurers in a position to watch the field may make Notice rolls. A success allows them to see the armored figure from Milltown as it takes the field at the rear of its army – although by the failing light of day, the suit is somewhat more colorful, and seems to resemble a bipedal dragon. It raises its arms and there is a hot rush of wind, followed by an explosion. The front gate is consumed by eldritch fire.

Suddenly the battle takes on a dangerous dynamic as the Wild army is free to storm through the gate. Lord Balrin calls in his reserves (including the adventurers) and rushes to seal the breach, while Sir Erland rallies the troops on the wall against a renewed onslaught.

The adventurers, as a group, must deal with a full lance of Wild Tainted soldiers led by a nasty, hulking brute.

Wild Tainted Sergeant



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

Skills: Fighting d8, Guts d6, Intimidation d8, Notice d6, Shooting d8, Stealth d6

Pace 6 **Parry** 7 (1) **Toughness** 10 (2) **Pulse** 10

Gear: Chain Mail (Armor +2, torso, arms and legs), Medium Shield (Parry +1), Wrapped Long Sword (**Damage:** Str+d8).

Special Abilities

- *Wild Taint:* Creatures tainted by the Wild gain +2 Toughness and +2 to Spirit checks to recover from being Shaken. Additionally, when a Wild Tainted creature is killed, everyone within a Small Burst Template must succeed at a Vigor check or gain a level of Fatigue (Extras are Shaken). This Fatigue can be recovered normally.

Wild Tainted Soldiers (1 Per Adventurer)

Use the same stats for the Wild Tainted soldiers above.

Just as the adventurers finish dealing with the soldiers (if any dispatch their foes early, toss one or two Wild Tainted dogs at them, using the stats above), there is another rush of hot air, and then the steppeward wall erupts in flame, nearly vaporizing it along with Sir Erland and a dozen soldiers.

A grim Lord Balrin approaches the adventurers, followed by Ciaran. He vows to fight to the last. Unless the adventurers think of it first, Ciaran says, “*Perhaps we won’t have to,*” and turns his dark eyes on the group. “*You came up through the well... could we get past the army that way?*”

They should quickly realize the answer is yes. Lord Balrin orders them to secure the well and lead everyone to safety, while he and the surviving soldiers protect the retreat.

Since the action is still going on, Climbing rolls are in order while the adventurers scale down the well. Failure results in (**Damage:** 3d6) as they fall to the bottom. Using rope grants a +2 bonus.

Eventually, the adventurers, Lord Balrin, Ciaran, and several score of surviving knights, soldiers and townsfolk emerge safely from the cave and into the darkness. They have all escaped, but the nearest help is now the city of Epperborne – far on the other side of the enemy lines. The adventurers are hailed and there is yet hope. After all, they’re still alive.

And if the characters didn’t discover the cave network and well? Guess the characters are going to have to use their ingenuity to get as many people away as possible, and past the enemy lines.

Episode 4: A Line In The Dirt

At long last, Epperborne is within reach of the Irregulars and company. There’s only one problem: any scouts (PC or NPC) quickly realize the way ahead leads straight through the heart of a mass of enemy troops. Conferring with Lord Balrin and Ciaran, the adventurers find they have two options: go straight and fight their way through the enemy army, or cut through the setward end of the Kittlemarsh – a swath of treacherous swampland known to be filled with krox and worse.

We know there are going to be players out there who are all for the head-on charge, so we’ll point out that the company would be outnumbered by at least ten-to-one. Lord Balrin and Ciaran argue against it, but if the adventurers persist, you should feel free to clobber them.

On the other hand, if wisdom prevails, while the Kittlemarsh is dangerous, there are a few bonuses to be had by taking that route – even if the adventurers don’t know it yet.



Slogging Through The Swamp

Progress through the swamp can be measured with tokens. Every day, someone makes a Tracking roll (this roll can be assisted). A success earns the company a token; a Raise earns two. Once they accumulate ten tokens, the adventurers exit the swamp near the setward side of Epperborne.

The company runs into a number of things as they traverse the swamp. You can just take these in order, or juggle them to suit the pace of your game (and most can be encountered multiple times). Each day, along with the Tracking roll, the adventurers should make one Survival check (this roll cannot be assisted). The effects of success or failure are noted in the event descriptions.

Swamp Water And Bugs: In case it wasn't obvious, the Kittlemarsh is wet, and full of nasty, biting and stinging insects that thrive around the stagnant water. Since the water isn't potable, dysentery is a real possibility, as well. Every day that adventurers are in the swamp, they make Vigor rolls (with a -2 penalty if they drink swamp water). If the roll is failed, the adventurer takes a level of Fatigue which can only be recovered with medical treatment. Fatigue acquired in this way is cumulative, and can be

fatal. If the daily Survival check was successful, all Vigor rolls for the day receive a +2 bonus. The bonus is increased to +4 if a Raise was made on the Survival roll.

Bandits And Outlaws: Many undesirables make their homes in the swamp, and don't exactly want to be discovered. If the Tracking roll was successful on any day the company encounters these guys, the adventurers can make a Notice roll to note the signs of passage and track the bandits to an ambush – or they can choose to avoid them. Otherwise, the adventurers get a Notice roll to avoid being ambushed by the bandits. Archers attempt to pick off soldiers, while others attempt to snare civilians and drag them off to be sold as slaves to the Jorna Barbarians.

Bandits (2 Per Adventurer)

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

Skills: Climbing d6, Fighting d6, Guts d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Pace 6 Parry 5 Toughness 6 (1) Pulse 5 Charisma -2

Hindrances: Greedy, Mean

Gear: Leather Armor (Armor +1, torso and arms only), Club (**Damage:** Str+d6), Sling (**Ranges:** 4/8/12, **Damage:** Str+d4).

Quicksand: Sometimes dry ground isn't so solid. When quicksand is encountered, whoever is in front should make a Notice roll at a -2 penalty. If the Survival roll for the day was successful, the penalty is negated. If the Notice roll is failed, the character steps into quicksand up to his waist. He will sink below the surface in three Rounds, at which point the Drowning rules from Savage Worlds should be used. A character in quicksand may attempt a Strength check at -4 to pull himself free. Other characters may attempt to pull him free by making a Strength check at -2 (which may be a group roll). In either case, success temporarily prevents sinking further for the Round, while a Raise allows the adventurer to be pulled free. If there's a Critical Failure on the roll, anyone trying to pull the character free is pulled into the quicksand as well, subject to the same rules.

Krox: Distantly related to the crocodile, only bigger and meaner, krox are indigenous to the Kittlemarsh, and one thing most people want to avoid. If the Tracking roll was successful on a day that krox are encountered, the adventurers may make Notice checks to spot the telltale signs of their presence – the company can either track them or avoid them at its leisure. If the Tracking roll was failed, the adventurers may attempt a Notice roll to avoid having the krox get the drop on them when they attack. The good news is that krox make for good eating, especially when stewed. If a krox is killed (assuming poison or destructive magic wasn't used), and

the Survival roll for the day was successful, the company gains a bonus day of provisions.

Krox (1 Per Adventurer)

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Guts d10, Notice d4, Stealth d6, Swimming d10

Pace 6 (8 in water) **Parry** 6 **Toughness** 12 (2) **Pulse** 15

Special Abilities

- *Armored Scales:* Armor +2, all locations.
- *Bite:* (**Damage:** Str+d8).
- *Aquatic:* Pace 8 in water.
- *Rollover:* Like crocodiles, krox are notorious for grasping prey in their jaws and rolling over and over with their victims in their mouth. If a krox hits with a Raise, it causes an extra 2d4 damage in addition to its regular damage.
- *Size +3:* Attackers get a +2 to hit these big boys who take up a 2 by 2 space on the battle mat.

Escaped Slaves: This encounter only happens once. Whoever is scouting ahead for the company hears screams in the swamp. Investigating the scene, the adventurers find a small group of ragged humans being attacked by attabats. One of the humans has already fallen, and is twitching as the poison overwhelms him. The others are doing their best to fend off the nasty things. The adventures can easily intervene – although if they think to get Ciaran, Bella's presence will cause the attabats to flee.

Attabats (1 Per Adventurer)

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d4, Vigor d4

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

Pace 1 **Parry** 5 **Toughness** 2 **Pulse** 5

Special Abilities

- *Flight:* Flying Pace of 10 with Climb 3.
- *Poison Stinger:* The sting itself isn't too dangerous (**Damage:** Str+d4). However a victim who has been stung must make a Vigor check at -2. Success with a Raise results in the victim taking (**Damage:** Str+2d4), this is (**Damage:** Str+2d6) on a normal success and (**Damage:** Str+2d8) if the Vigor check fails.
- *Size -2:* Attabats are the size of normal bats, but with a wider wing span.

There are four surviving humans – three men and a woman – although surviving may be a bit of an overstatement. They are ragged, dirty, and look like they haven't had a decent meal in a while. They're also probably suffering the effects of dysentery. One of the men looks familiar – his name is Watt, and the adventures presumed him to be among the fallen at Milltown. He is thrilled to see Lord Balrin and the adventurers.

"Trinity be praised! I was sure everyone was killed or captured." It turns out that the leaders of the Wild army leave nothing to waste. Men, women and animals, whether alive or dead, are gathered up to be used as soldiers, slaves or experiments. One of the four, an old man named Lorin, had his eyes burned from his head – apparently just for the hell of it. As far as Watt is concerned, the enemy's leaders are all insane. None of the escapees ever saw any of the leaders – although there were rumors of strange armor, and the woman, Janna, heard a name that sounded like *"bahzu"* associated with them. Those who choose to serve the enemy are... changed somehow, physically as well as mentally. The rest are forced to serve in some way or another. Even animals are twisted and perverted to be used as mounts or spies. Worst of all, perhaps, the enemy has recruited dragon kin and are rumored to be looking for full dragons in order to strike some kind of deal. Watt says originally a dozen of them escaped when their guards decided to try some distilled liqueur one of the newest slaves had on him. The guards lost their minds for a while, and the twelve of them fled.

Wild Scouts: This encounter should happen when the company is close to the end of their journey (around eight tokens accumulated). The adventurers are scouting ahead when they run into a group of ratten who are on a scouting mission in the Kittlemarsh for their Warlock masters. This encounter will only happen once.

Ratten Scouts (2 Per Adventurer)

Use the stats for ratten on page 139.

Epperborne At Last

Once clear of the Kittlemarsh, it's easy enough for the company to make their way to Epperborne. Any encounters they have with the Wild army are only small patrols that should be easy to deal with. If a fight becomes necessary (if the adventurers are scouting ahead for example), use the stats for ratten on page 139, only they are armed with short swords (**Damage:** Str+d6) and small shields (Parry +1)... there are two per adventurer. Otherwise, assume the ratten patrols are easily overwhelmed by the surviving members of the entire company.

At Epperborne, the adventurers find a sizable Caladonian army – nearly an entire brigade – dug in behind the city's walls and debating how best to hold off an attack, should one come. Wild patrols have been spotted, but as of yet no army has put in an appearance.

At least the adventurers get another chance to rest in a civilized place... briefly.

Episode 5: Spitting In The Wind

Something is off, and Earl Garrin now realizes what it is: no birds. No insects. Nothing stirs in the forest. Not even a breeze. Most peculiar.

Even the clomp of hooves and the creak of harness seem muted. The progress of seven lords, with guards and retainers, should make a larger sound than this. Yet no one speaks. A grim mood has settled upon all the company. But there is also a strange feeling in the air. As if all Nature holds its collective breath.

Nonsense.

Garrin chides himself for acting like a nervous maiden. We are the envoys of High King Hulson, representing the united might of Caladon. This motley 'Wild army' has nibbled at the outlands and overrun a few undermanned towns. But once the barbarian rabble realize the sheer size and strength of our kingdom, they will quickly come to terms. We'll buy them off with grazing rights and trade privileges, grant a few meaningless titles to their chiefs, seal an alliance, and that will be that.

The advance riders should be back by now.

Probably still explaining our diplomatic procedures to the savages, thinks Garrin. That is the trouble with these Wildmen. They are ignorant of all the courtesies and protocols of war. There should be an escort, an exchange of tokens, all the other rituals of parley.

The forest gives way and the trail winds into an open meadow before winding up the next forested slope. Garrin halts. The other lords bring their mounts together around him. The rest of the company ranges close about the meadow, keeping good order. As this is Marron land, it is Garrin's right and duty to lead the embassy. His peers look to him for direction.

"Milords," he says. "I am inclined to wonder if this fearsome army hasn't already melted back into the wilderness, for we have seen not so much as a scout or picket. We may well ride to no purpose."

There is a sudden commotion at the base of the hill. Horses shy back. Their riders do not chide them for it. A figure appears. The man—or so Garrin presumes him to be—is tall and spindly and stands oddly, as if suffering some deformity. He wears a voluminous robe or frock of coarse gray cloth. The hem touches the dust. His hands, hidden in the sleeves, are folded together at his waist. A large hood shrouds his face from view.

Shroud is right, thinks Garrin. Do these savages dress themselves by plundering graves?

The newcomer says nothing. Garrin approaches him; the other lords a pace behind.

"Are you sent from this so-called Wild army?" demands Garrin.

The hooded man says nothing. He stands still as a scarecrow, yet Garrin imagines he sees the barest trace of a nod, and so presses on.

"Then return to your masters and say this: We are royal envoys of His Majesty High King Hulson, Paramount Monarch of Caladon, upon whose realm you trespass, whose lands you have despoiled, and whose subjects you have done grievous harm. You have brought war to this land without cause or provocation. It would be justice to bring all the mighty power of Caladon down upon you. Even so, the High King seeks only peace with all men and all nations. He will, in his mercy, receive your petitions. He has, in his wisdom and by his seal, commanded our number, representing the Seven Noble Houses of Caladon, to treat with your lords and chiefs, and to seek, with divine Lady Trinity's favor, an end to these present hostilities and a honorable peace between us."

The hooded man neither speaks nor moves.

"Do you understand?" says Garrin. "Do you not speak our tongue?" He raises his voice, speaking loud and slow. "I am Earl Garrin! We represent the High King. You may deal with us as you would His Majesty."

The hooded man cocks his head.

"You do understand?" says Garrin, growing cross now at the emissary's insolence. "You must take our message to your masters. We must set the terms of parley and have your answer. Within the hour, I should think."

The hooded man does not move.

"Will you say nothing? Have you no reply?"

"Only this!" The voice from under the hood is...wrong. Like nothing a human throat could utter. The man lifts his head. The hood slips back.

Garrin recoils in horror. There must be a head, a face in there, but he sees only a seething, boiling mass of insects. Hornets, of a sickly green hue, their compound eyes strangely iridescent.

"What the devil?"

With a wild, angry buzz, the insects swarm, hitting Garrin like a club to the face. The impact almost knocks him from the saddle. Hornets fly into his mouth and nose. They sting his eyes. Their unnatural venom is hot. Like a solution of molten lead and acid, it burns its way deeper into his flesh, searing his veins. Garrin's face swells instantly in red, bleeding welts.



The thing in the robe unclasps its hands. More insects swarm from the sleeves—an impossible volume of hornets, bees, wasps, stinging flies, locusts, flying ants, winged scorpions. They blacken the air. They are everywhere, attacking horses, knights, courtiers.

Armor, helmets, cloaks are no defense. The attackers penetrate every gap, every visor, every open mouth and nostril. Horses scream. Men have no chance, choking on thick chitinous masses of wings and burning stingers. Some fall dead on the spot. Most writhe, buck, and contort in agony. Those still in control of their limbs tear at their own flesh with puffy, splitting fingers.

Garrin, by some miracle, is still ahorse. His steed, spared in the first blast, has the good sense to turn and run. The gelding gallops across the meadow, just ahead of expanding cloud of death over the meadow. Though hornets continue to bite and sting him, the earl, all but blind, holds the reins hard.

Warn Balrin... Warning!... Treachery!

His horse can outride the damnable bugs, and knows the way home. He need only hold on. He can warn his brother, warn them all of the danger! Madness! Dark, Wild magic! Doom!

The hooded thing gestures.

Garrin's horse disintegrates beneath him. One moment he is astride a strong, healthy mount galloping mad out. In the next, he rides a bloated carcass left too long in the sun. Its rotted back can not bear the beast's own weight, much less that of its rider. The horse falls apart, bone tearing from bone, spoiled meat splattering. Garrin pitches to the ground, covered in a mess of liquified horseflesh.

The swarm overtakes him.

A large contingent from Caladon Falls rides out of the Bohdan Rift and into Epperborne amid great fanfare. Given the banners and panoply, it's apparent that important members of each of the ruling Houses have come, but the joy is blunted by the realization that this isn't an army. Apparently, each House has sent a representative accompanied by a company of knights, soldiers, and a retinue of comparable size. It's almost as if a royal tourney has ridden into town.

The adventurers can attempt Streetwise checks to learn more. On a successful roll, they learn this is the result of the major conclave at Caladon Falls. Lords of the Seven Houses met and conferred, and ultimately High King Hulson went along with the most popular plan of sending an envoy to speak with the leaders of the invading army. The hope is apparently that negotiating can bring an end to the attacks.

The adventurers can also attempt to discuss things with Lord Balrin or Ciaran, although they won't learn a lot. The pair knows no more than the adventurers. Ciaran thinks the plan is useless – the tale told by Watt is evidence that the invaders aren't likely to negotiate. Lord Balrin can't make a strong case one way or another, although his instincts tell him it's a bad idea. But it's also the High King's command.

Additionally, one of the new arrivals is Lord Balrin's older brother, Earl Garrin of Waterford, and Lord Balrin wishes to honor him – especially since it's been some time since they've seen each other. To that end, he is throwing a feast, and invites the adventurers, as they have become friends as well as brothers in arms.



A Fateful Fete

Lord Balrin, given his station, is able to ensure the feast's a good one. The tables are laden with the finest meats The Open has to offer, along with fruits, vegetables, cheeses, breads and diverse wines and ales. For some of the adventurers, it may be more food than they've ever seen at a single meal.

Earl Garrin is seated next to Lord Balrin at the head of the table, while the adventurers are given places of honor close by with Ciaran and a handful of lesser nobles and knights. Although there's plenty of entertainment in the form of dancers, jugglers and musicians, Earl Garrin eventually asks the adventurers to recount some of the exploits that have brought them to Epperborne and into such high regard by his younger brother. While Earl Garrin is not rude (after all, Milltown and the surrounding lands represent an important portion of House Marron holdings), he tends to view The Open and its inhabitants as a bit provincial and it sometimes reflects in his attitude and speech.

Lord Balrin sits quietly for the most part. Any adventurer who succeeds at a Notice roll realizes Lord Balrin wasn't very happy to learn that his older brother would be the emissary from House Marron. He's already lost one brother to this conflict and worries about having Garrin so close to the danger zone. But, as he indicated earlier, it's the High King's command.

The feast is a good opportunity for roleplay should the players wish to – feel free to draw it out or cut it short based on their interest (or lack thereof). There are a number of social events that could occur: a hero-worshipping bard may sing of the adventurers' deeds (poorly); an insecure officer might become offended at an adventurer's interest in his lady; for that matter, romance is always a good way to get a player (and his adventurer) invested in a location – it would certainly distract him from what happens next.

As the feast draws toward its conclusion, the adventurers should make Notice checks. The one with the highest success catches a glimpse of movement above Lord Balrin – something moving on the pillar, nearly hidden in the shadows. All adventurers who made successful Notice checks get a card for Initiative. Any who got a Raise may make a opposed Agility roll against the creature as it attacks Lord Balrin. If the adventurer wins, he may act first.

Wild Tainted Spider

This spider is a horrid-looking thing, resembling a garden spider, only with a purple and yellow coloration, and a body nearly the size of a football. A viscous ichor dribbles from its mandibles.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d4, Vigor d6

Skills: Climbing d12+2, Fighting d10, Notice d10, Shooting d4, Stealth d10

Pace 8 Parry 7 Toughness 5 Pulse 5

Special Abilities

- **Bite:** (**Damage:** Str+d4).
- **Poison:** If the spider causes a Wound with its bite, the victim must succeed at an immediate Vigor check or suffer paralysis that also renders the victim unable to breathe. He begins to suffocate, as per the Savage Worlds drowning rules, and dies quickly unless some means of negating the poison is found.
- **Size -2:** The spider is relatively small (if large for a spider) and attacks against it are made at -2.
- **Webbing:** The spider can spin a web from its thorax, allowing it to better climb, as well as swing and potentially perform other acrobatics. The web can also be shot with **Ranges:** 1/2/4. Any target successfully hit is entangled – use the Savage Worlds rules for Grappling. The web is considered to have a Strength equal to the spider.
- **Wild Taint:** Creatures tainted by the Wild gain +2 Toughness and +2 to Spirit checks to recover from being Shaken. Additionally, when a Wild Tainted creature is killed, everyone within a Small Burst Template must succeed at a Vigor check or gain a level of Fatigue (Extras are Shaken). This Fatigue can be recovered normally.

Whether or not the spider succeeds in striking Lord Balrin, it flees after the first Round of combat, doing its best to escape. Even if Lord Balrin falls victim to the creature, Ciaran has the ability to purge the poison before it kills him – although Lord Balrin is likely to be incapacitated for a good week or so.

Should any wonder why this occurred, Ciaran says, *"As with all of you, there is a destiny upon Lord Balrin. Some may seek to prevent it from coming about."*

The Emissaries

The next day, the envoy sets out to find the enemy camp – down the trail toward Milltown, some distance from Epperborne. The seven lords and their retinue ride out of sight into the riseward hills. After two days, no word has come back, and Lord Balrin (whether he is convalescing or not) begins to worry. He calls for the adventurers, and asks them to investigate.

The adventurers can go about it however they wish, but Tracking is probably the most direct way. A successful Tracking roll allows them to follow the envoy or, failing that, a Notice roll made with a Raise allows the same. In any case, even if they just blindly begin to wander down the trail they will find part of the missing envoy about a day out of Epperborne, when the warped and twisted remains of the seven emissaries attack!

Wild Tainted Emissaries (7)

The nobles are now a twisted mockery of what they once were. Their flesh almost seems to have melted, and has an eerie sheen to it – made all the worse by the mad gleam in their eyes. Their bodies have been reshaped so that a blade of sharp bone projects from each arm, right through what's left of their hands.

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

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d8, Riding d4

Pace 6 Parry 7 (1)* Toughness 8 Pulse 15

Edges: Ambidextrous, Frenzy, Two-Fisted

Special Abilities

- **Blade Hands:** (**Damage:** Str+d6).
- **Blade Parry:** *An emissary may parry with its off hand, gaining Parry +1.
- **Wild Taint:** Creatures tainted by the Wild gain +2 Toughness and +2 to Spirit checks to recover from being Shaken. Additionally, when a Wild Tainted creature is killed, everyone within a Small Burst Template must succeed at a Vigor check or gain a level of Fatigue (Extras are Shaken). This Fatigue can be recovered normally.

Once they have defeated the ill-fated lords, the players' characters may want to withdraw. Many of the soldiers that went with them are coming up the road, having obviously been 'recruited' into the Wild army as well. If the adventurers wish to fight, they are going to be outnumbered by at least ten-to-one. You can use the Wild Tainted soldier stats on page 58 if needed. It might be wiser for the adventurers to use the skills and abilities at their disposal to hide and withdraw back to Epperborne.

As it is, they'll have to travel at night, or camp out – their choice.

When the adventurers return and make their report, it's now clear that there's no negotiating with the enemy. While Lord Balrin is saddened by the news of Garrin's fate, he does his duty, asking Ciaran to send Bella with a message for the High King, warning him of the events that have taken place.

A week later, Bella returns with High King Hulson's reply: *"Lord Balrin has been elevated to Earl of Waterford in place of his brother, and is now general of the Caladon Army facing the Wild."* Plan B is to stand and fight. Meanwhile, another envoy has been dispatched – this time to the Trader Imperium to apprise them of the situation.

Episode 6: Flash Flood

The tension in Epperborne is mounting. Even though the High King has given the order to fight, few fresh troops have arrived. Quite the opposite, in fact: in the face of an obvious battle, many refugees have fled the town rather than be conscripted to fight. Given that Ciaran (and perhaps the adventurers as well) has pointed out to Lord Balrin the enemy apparently gains new warriors with every victory, the new Earl is not happy. However, he has ordered the construction of as many catapults as possible to aid in the city's defense.

Finally, the Wild army materializes from out of the surrounding hills and woodlands, closing around Epperborne in preparation to claim another town. As the dawn gives way to day, the enemy attacks.

The Battle Of Epperborne

The battle itself can be handled using the Mass Combat rules from *Savage Worlds*.

Consider the Wild army to have the larger force, 10 tokens and a commander with a Knowledge (Battle) skill of d8 (he's a Wild Card, as well). Their Battle rolls will be made with a +3 bonus (taking into account their numerical advantage, the flying beasts they employ, and Epperborne's fortifications).

The adventurers' side is slightly outnumbered, and they start with 8 tokens. Lord Balrin has Knowledge (Battle) d6 (he's a Wild Card too), and he'll get a +1 bonus to his Battle roll (for the catapults he had constructed). Adventurer actions grant bonuses as normal.

There are several key events in this battle: If the Wild army ever suffers the loss of more than a single token in

a Round, or if their number falls to half (5 tokens), the Warlocks begin using Wild magic the next Round. As walls melt, the dead rise from where they have fallen, and the skies begin to unleash deadly rain and fire, the Wild army gains an additional +3 to Battle rolls.

The moment the adventurers' side has fallen to 3 tokens, or they are outnumbered by two-to-one or more, Lord Balrin orders an immediate retreat from Epperborne to the Bohdan Rift. But if it's to be anything other than a panicked flight, Lord Balrin needs the adventurers' help.

Knocking Things Down

As Lord Balrin sounds the retreat, he summons the adventurers. If they aren't nearby, he'll have Ciaran go for them (or Bella – hopefully the adventurers are clever enough to realize they should head back if a red hawk suddenly shows up trying to get their attention).

Lord Balrin has a couple of things he'd like the adventurers to do in order to (hopefully) slow the Wild army's advance enough to allow an orderly retreat.

First, there is a bridge that allows easy crossing of the culvert between Epperborne and the pass (the culvert is part of the drainage out of the Kittlemarsh). Lord Balrin would like the adventurers to find a way to bring it down after the Caladon troops and refugees have crossed it. Second, he would like some sort of barricade to block the initial entrance into the Rift. An avalanche would be nice, as would be bringing down the spire of rock that acts as a popular landmark.

The adventurers can handle these tasks any way they like. The bridge is wooden, with stone supports and metal bracing, while the rocks around the pass are... well... rock.

Allow the players to be creative with this – the goal is to get them to think, not to thwart them. One obvious solution would be explosives. While gunpowder and dynamite haven't been invented in the world of Relic, veterans of Milltown may recall that certain alchemical

supplies are both flammable and volatile (give the adventurers a Smarts check to remember this if the players either can't or don't on their own). A successful Streetwise roll allows the adventurers to gather enough explosive supplies to blow either the bridge or the rock spire. A Raise allows them to gather enough for both.

The only problem is fending off advancing Wild troops while the adventurers are gathering supplies. Wild Tainted soldiers and dogs, ratten warriors and animated corpses abound. Any time the adventurers stop to do anything (search for explosives, rig the bridge to blow, chop down wooden supports... *anything*), throw one or another group at them:

Wild Tainted Soldiers (2 Per Adventurer) And Wild Tainted Dogs (1 Per Adventurer)

Use the stats on page 58 for Wild Tainted soldiers or dogs.



Ratten Warriors (3 Per Adventurer)

Use the stats for ratten on page 139, only they are armed with short swords (**Damage:** Str+d6) and small shields (Parry +1).

Animated Corpses (2 Per Adventurer)

Why waste all those dead bodies? The Warlocks apparently also have the ability to use the dead ones as soldiers.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

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

Pace 6 Parry 5 Toughness 7 Pulse 10

Gear: Short Sword (**Damage:** Str+d6).

Special Abilities

- *Fear:* These creatures are horrific in appearance, with their skin having been removed, and various organs, muscles, and such opened to the air where bugs feast and breed on them. Anyone who sees these must make a Guts check.
- *Wild Taint:* Creatures tainted by the Wild gain +2 Toughness and +2 to Spirit checks to recover from being Shaken. Additionally, when a Wild Tainted creature is killed, everyone within a Small Burst Template must succeed at a Vigor check or gain a level of Fatigue (Extras are Shaken). This Fatigue can be recovered normally.

Once the adventurers have made plans and taken any measures necessary to implement them, have them make appropriate Stat checks. You may have to adjudicate this a bit – for example, there is no Demolitions skill in Savage Worlds rules, so any appropriate Knowledge skill could be used if the adventurers want to blow things up. Or even just a Smarts check (most likely with a -2 penalty attached... unless they've been regularly blowing things up).

In The Aftermath

If the adventurers manage to succeed at both tasks, all of the remaining soldiers and refugees make it to safety in the pass. If they can only succeed at one, half of the remaining soldiers and refugees make it. If they accomplish neither task, only a quarter of the survivors make it. In any case, Lord Balrin pauses long enough to lick wounds and plan for some sort of second defense within the confines of the Bohdan Rift.

Meanwhile, scouts watching the Wild army note they split into several groups. There were seven distinct banners among the attacking force (Ciaran notes the irony of seven Wild leaders against the seven royal Houses of Caladon). Two banners turn steppeward, and head into the Kittlemarsh; two banners turn seaward, and head toward the coast; two banners work on advancing toward the Bohdan Rift, and the last banner remains at Epperborne.

Episode 7: The Rising Tide

The arrival of the new year sees the adventurers, along with Lord Balrin and the survivors of Epperborne, dug into the Bohdan Rift, looking for a way to outfight the Wild army and its leaders – most have taken to calling them Warlocks after seeing their magic at work. There is some cause for hope, as new troops and militia have been arriving by the score in response to the High King's edict that all able-bodied men and women should rise up to defend their homes and fields against the invaders.

The adventurers are summoned by Lord Balrin when he gets word that a contingent of troops from the Trader Imperium is arriving by nightfall. Initially, the objective is doubtless to offer a feast to the new arrivals, but Lord Balrin can barely conceal his dismay when they finally show up. All twelve of them. They wear the gear and livery of the Trader Imperium, although they seem lightly armed and armored. Any adventurers succeeding at a Common Knowledge check (with bonuses or penalties based on their backgrounds and experience) quickly realize these men are scouts, not legionnaires or paladins.

Still, Lord Balrin is nothing if not a good host, so he still treats them as honored guests. But at the first opportunity, he has a seneschal lead them off to be quartered somewhere. Then he turns to the people he's learned to trust: Ciaran and the Milltown Irregulars.

Once they're alone, Lord Balrin allows himself the luxury of venting about the new arrivals. Referring to a letter that came along with them, Lord Balrin says the Trader Imperium – apparently seeing no greater need – has sent the scouts to help anticipate the enemy's plans and movements. He already has a pretty good idea of what the Wild army's plans are: the conquest and destruction of Caladon. And, quite frankly, Lord Balrin has more faith in the abilities of his own scouts at this point.

For a moment, the toll of the sudden responsibility that has been thrust upon Lord Balrin is apparent, and he looks tired and weary. But then he pulls out some maps and documents, spreading them across a table

after sweeping it clear of other items with his arm. The map appears to be marked with army movements and notations – including some information the adventurers have likely contributed.

“The battle will come sooner than we’ll be ready for,” he says, “and we’ll need every edge we can get to deal with this enemy. I’ve heard rumor of a powerful – but possibly mad – enchanter dwelling in the mountains steppeward of the Bohdan Rift. I sent another patrol of scouts to look into it over a week ago. But I haven’t heard from them, and now it appears the need for magical assistance is urgent. I’d like you to look into this yourselves. Can you do this for me, my friends?”

Assuming the adventurers agree, Lord Balrin shows them on the map roughly where they need to go, and grants them leave to gather supplies. He won’t force them to leave this evening, but he asks them to set off at earliest light.

Hunting Trails

The trek into the mountains isn’t terribly difficult, although the adventurers need a successful Tracking check to find the trail signs of the first scouting patrol. Each of them must make a successful Survival check as well, or suffer some calamity on the treacherous footing. Anyone who fails takes a level of Fatigue from general bumps and bruises – the result of slipping into a gulley along with a small rock slide. If they should suffer a Critical Failure, they take a Wound instead.

The good news is that Fatigue gained in this way recovers naturally over night. The bad news is they have to keep making those rolls every day, until they can find the other patrol’s trail, and in addition to the rugged terrain, there’s a chance they’ll have to deal with local beasts. For each day the adventurers are trekking through the mountains, draw a card. On a club they have an encounter. You can pick and choose from the other beasts in this section, one from the Bestiary (see page 132), or just use the Caladon lion provided here:

Caladon Lion

This big cat is smart, mean and territorial. It looks like a large, particularly muscular mountain lion. When it springs, it springs from hiding in the rocks above – with surprise on any adventurers who don’t succeed at a Notice check, which also means he’ll get the drop on his first victim if that adventurer fails his Notice roll.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d10, Vigor d10

Skills: Fighting d10, Guts d10, Notice d8, Stealth d8, Tracking d8

Pace 8 Parry 7 Toughness 9 Pulse 10

Special Abilities

- **Bite or Claw:** (Damage: Str +d6).
- **Improved Frenzy:** Caladon lions may make two Fighting attacks each action at no penalty.
- **Size +2:** Caladon lions can be up to 3.5 meters in length and weigh 5.5 kilograms.

The Enchanter’s Cave

As soon as the group picks up the other patrol’s trail, they catch up to them by nightfall, finding both the patrol and the enchanter’s cave. However, all is not well.

For one thing, it’s apparent that a vicious melee occurred here recently. The dismembered remains of most the first patrol are being tanned into a nice jerky for the victors – although one young lady appears to have survived. She is imprisoned in a makeshift gibbet in front of the cave, and appears a little worse for the wear.

A few dragon kin warriors stand guard, generally keeping themselves occupied by cooking, cleaning, and searching the Caladon scouts’ gear for useful items.

Dragon Kin (1 Per Adventurer)

This may be the first time any of the adventurers have seen these beings. It’s without a doubt the first time they’ve encountered man-eaters. The dragon kin are tall, brutish lizard men and rather intimidating (though they’d be insulted to be likened to ‘mere lizards’). They also have a banner bearing the sigil of the Warlocks.

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

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d8, Shooting d8, Throw d8

Pace 6 Parry 6 Toughness: 9 (3)* Pulse 10

Edges: Combat Reflexes

Gear: Partial Plate* (+3 Armor, torso, arms and legs), Long Blade (Damage: Str+d8)

*If hit with a Raise, the chain links between the metal plates only provide +2 Armor, torso, arms and legs.

Inside the cave, a few more dragon kin are picking over things as well. They will reinforce their brethren outside if the melee gets noisy enough... otherwise the adventurers have to deal with them once they enter the cave. This group has 1 dragon kin per adventurer as well.

The girl, Kelin, will live – provided she gets some rest and healing – but is in no condition to help, much as she’d like to. However, if the adventurers can provide her with at least some rudimentary first aid, she can answer their questions. She doesn’t know a lot, other than she and her



group were taken by surprise when they first arrived at the cave. She thinks the dragon kin killed the enchanter, or he was dead already.

Once the dragon kin have been dealt with, the adventurers are free to examine the enchanter's cave. It's obviously a dwelling, but much of it has been picked over, and it doesn't seem to have been lived in for some time now. Still, there are a couple of things to be found, if the adventurers search (make a successful Notice roll).

For one thing, there are four-dozen arrows, each with a tiny glyph inscribed in the arrowhead. If they have Knowledge (Arcana) and succeed at a skill roll – or take the arrows back to Ciaran, who is more versed in this sort of thing – they learn the glyphs are fire runes. If these arrows are fired, they ignite upon impact, adding +2 damage, as well as possibly catching things on fire. Of course, that means the arrows are consumed when used, and even if the shot is missed, something will be hit, which could be bad if it's a wooden wall or innocent bystander (we would strongly recommend against the William Tell stunt in any case).

Also – strangely enough – the adventurers find a small Trinity shrine in the back of the cave. If any of the adventurers examine it, the air above the shrine begins to shimmer, and the ghostly form of a bearded man in hooded robes appears before them.

"Well met, travelers," he says. From the look of things, he is actually aware of the adventurers, and responds to them directly. *"You have journeyed far and accomplished much – though you may not yet be aware of it. You have farther to go still. But you will need something before the end, lest all be lost... lift the altar and look beneath."*

He waits until the adventurers have done so, and they find what looks like a small, crystal-capped scepter beneath. *"Take it, and keep it safe. You'll know its purpose when the time comes, for it's the key to your victory. Keep it secret... the scepter must not fall into enemy hands. Trinity bless and guide you."*

With that, he fades away. Although the adventurers may have questions for him, he either won't or can't answer them, other than to give them his name... Jolan. Any of the characters who are particularly faithful suspect (on a successful Spirit roll) him to be one of Trinity's ascended prophets, although they have no proof of such.

End Of The Day

Sadly, while the adventurers have been dealing with their mission, events have still been in motion. By the time they set off to return to the main army, Bella arrives with a message: the Wild army has made another major attack and Lord Balrin has been forced to retreat to the setward side of the Bohdan Rift. Lord Balrin wishes the adventurers to rejoin him, but they should be wary of enemy soldiers and outriders.

You can finish this up or drag it out as much as you wish. In the latter case, just toss in a Savage Tale or two while the adventurers make their way back to camp. Otherwise, assume they eventually make it, although they'll need a couple Survival rolls in order to hunt up some extra provisions.

In any case, as long as Kelin isn't abandoned, she'll likely wish to stay close to the group as her new brothers in arms. Meanwhile, Lord Balrin's forces camp at the setward pass, licking their wounds and planning the next confrontation.

And as for the scepter, if the adventurers aren't wise enough to keep it a secret, Lord Balrin and Ciaran (especially Ciaran) suggest they do so. What the scepter does isn't important at this point, so we'll just tell you it has an arcane aura (for those who insist on doing Detect Arcana), but it doesn't appear to actually do anything.

Episode 8: The Water Boils Over

In the wake of the last battle in the Bohdan Rift, as well as other encounters with the Wild army, only Lord Balrin's force of personality, Ciaran's quiet wisdom, and the presence of the stalwart adventurers keep panic in check amongst the Caladon defenders. The power of the Warlocks' magic is simply too awesome for most people. The story runs all through the camp of how the Wild army won the last engagement by calling down flaming hailstones the size of apples, and there are countless anecdotes about things like fellow warriors suddenly becoming covered in oozing boils and bloody welts.

Of the scouts from the Trader Imperium, only five are still alive, and the adventurers are present when they make Lord Balrin an offer: the five of them can remain and help or they can return home and try to convince their leaders to send better assistance. Any of the adventurers succeeding on a Notice check can tell the Trader scouts are relieved when Lord Balrin accepts their offer to return home to call for aid.

No sooner have the scouts left than a messenger arrives with a message for the Earl. Lord Balrin's reaction as he reads it indicates more bad news, and the adventurers don't need to wait long for him to spill it. *"My aunt, the dowager Duchess of Waterford, collapsed and died after hearing of our defeat at Epperborne."*

That's not the worst of it, though. The other noble Houses of Caladon haven't been overwhelming in their support, and Lord Balrin hoped he could count on his kinsmen to send their troops. Until an heir is chosen the lands of Kinholt – and what's left of its his aunt's private fortune – are up for grabs. Under the circumstances, few troops – if any – will be coming from House Marron.

Lord Balrin crumples up the parchment and turns to the adventurers. *"I have to ask yet another favor of you. I need you to ride fast and hard to Waterford, to explain how dire our situation is and expedite things so I can get every knight and soldier I possibly can. Without the full strength of House Marron behind us, we'll never get the support of the other Houses and we'll never win the field."*

Lord Balrin would go himself, but his duty is to lead the army. He writes the necessary papers and letters of introduction to the Grand Hall court. He also gives the adventurers directions. While the High King's Road is better maintained, the Upland Way is more direct, running nearly due steppeward along the foothills of the Hathenclaus Range. Time is of the essence.

Journey To Waterford

Gris flattens himself against a tree and peers down the slope at the approaching band of marauders. His hunch was right—by following the forest path they have overtaken the outlaws. His companions spread out along the tree line at the top of the slope, each finding cover. Gris notes with approval how much their stealth has improved in recent weeks. No cracking twigs today.

There is not much time to lay down an ambush, but it will be enough. Gris returns his eyes to the enemy. He blinks several times as his brain tries to register what he is seeing. Dressed in furs and leather, war axes swinging at their belts, these are not mere outlaws, but barbarians from the Jorna highlands.

What are they doing here?

The barbarians have a long stride that eats ground at a good clip, but they move like men strolling home from some merriment, laughing, singing, and drinking. Gris can smell the smoke of the burned out homesteads over the next rise—the scene of the crime is that close—but these raiders are in no hurry to get away. It's almost as if they're announcing their presence to all in earshot, daring someone to confront them. Their formation is loose, their attitude indifferent. Not that you'd ever see the Jorna clans marching in ranks, but this group shows no concern at all for reprisal or resistance.

We'll see about that.

They're far from their usual hunting grounds, where it's rare, but not unheard of, for a renegade band to hit an isolated settlement in search of loot. Maybe that explains their boldness, thinks Gris. The border settlements are fortified and alert, quick to raise and respond to alarms. But here in the 'peaceful' interior of the kingdom, communities are more complacent, and troops often not at the keenest edge of readiness. The Jorna barbarians are opportunistic and prize feats of daring. It fits that an enterprising war leader might take advantage of recent events to strike deeper into the settled lands in search of richer prizes.

Gris nocks an arrow. He doesn't need to explain the plan. This kind of fighting has become second nature to his companions by now. They'll take down as many as they can from a distance, then engage the rest with the advantage of high ground. And if they flee—well, they won't, because that isn't how the barbarians think.

The enemy draws closer. A pair of them wrestle as they come, several others egging them on. A few more link arms and sing a crude song. The standard bearer walks backward before them, keeping rough time with the pole that bears their clan sigil.

Fire Eye by the look of their adornments, but something isn't right.

The leading marauder has almost reached Isolde's position. That will trigger the Irregulars' first volley. But suddenly the barbarian pivots. In a instant the whole drunken, carousing band drop their drinking horns and have weapons in hand. They charge up the slope whooping their war cry. A throwing axe misses Gris's skull by a whisker.

Curse me for a simpleton! Knew we were here all along! And never gave a sign!

It was just like the barbarians to coolly walk into an ambush, then turn the tables. They sang songs about that sort of thing. And a small slope like this was practically level ground for these mountain men.

We've lost the element of surprise against double our number. Must be Oneday again.

Gris loosed his arrow and made it double their number minus one. He had a second shaft notched before the first found its mark. And though his hand did not freeze in the next instant, his blood did.

He saw the standard that the bearer carried:

Not the Fire Eye banner of a sunburst painted on deer hide.

Not the sign of audacious renegades seeking easy loot.

No...

Painted in blood on recently-flayed human skin—the glyph of the Wild army!

There are Marron way stations along the route Lord Balrin provides, although many of them have been abandoned. Enough are active that the adventurers can trade out their horses for fresh mounts on a regular basis. You can play out the adventurers' journey as much or as little as you'd like. If you want to throw a few random events at them to spice things up, draw five cards and apply the following results:

Card Drawn	Encounter or Event
Number Card	Road Hazard

The Upland Way isn't nearly as well-maintained as the High King's Road, and occasional road hazards dot the way. Most of them (rock slides and collapsed roads) only require a successful Agility or Strength check to get across (yes... the horses have to check as well). But if the card drawn was a ten, one of the bridges crossing the many streams that feed the Caladon Lowlands has been washed out. This requires a little more ingenuity from the adventurers, but allow them to attempt any reasonable plan – just make sure they roll an appropriate Trait check.

Face Card	Bandits
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The adventurers are attacked by some of the desperate bandits that lurk in the foothills. Unless the adventurers succeed at Notice checks, they are ambushed and taken by surprise (and the bandits possibly even get the drop on them). If any of the players has stated that his character is specifically watching for ambushes, give that adventurer a +2 bonus to his Notice roll. Use the stats for bandits on page 62. There are three per adventurer.

Any Ace	Ogre Attack!
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An ogre is running amok, and charges the adventurers. Use the ogre stats on page 100 of the *Savage Suzerain* book – if you're feeling particularly nasty (or you think your players are in need of a bigger challenge), make it a Wild Card.

Joker	Wandering Peddler
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Even in times of war, capitalism flourishes. The adventurers run into a lone merchant, plying his trade as best he can, and trying to avoid trouble. He can sell them any provisions they may need, and he might even have something unique and useful. If the adventurers want to offload any extra junk, he'd be willing to take it off their hands, as well. If you'd like him to be a recurring NPC, name him 'Tolbert' and use him again.

At the end of the journey, as the adventurers cross the House Marron lands, they have a particularly unsettling encounter: a small band of marauding Jorna barbarians is raiding the lowlands under a Wild banner.

Eyulf, The Raid Leader



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

Skills: Climbing d6, Fighting d8, Guts d4, Notice d4, Stealth d6, Throwing d6, Survival d4

Pace 6 Parry 6 (-1) Toughness 8 (2) Pulse 15

Edges: Berserk, Block, Combat Reflexes, Command, Sweep

Gear: Chain Shirt (Armor +2, torso and arms), Great Axe (**Damage:** Str+d10, Parry -1, AP 1, 2 Handed), 2 Throwing Axes (**Ranges:** 3/6/12, **Damage:** Str+d6)

Jorna Barbarians (2 Per Adventurer)

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

Skills: Climbing d6, Fighting d8, Guts d4, Notice d4, Stealth d6, Shooting d4, Survival d4

Pace 6 Parry 6 (1) Toughness 8 (2) Pulse 10

Edges: Berserk, Sweep

Gear: Leather Jerkin (Armor +1, torso only), Medium Shield (Parry +1, Armor +2 vs. Ranged), Battle Axe (**Damage:** Str+d8)

Marron Politics

Eventually, after about a week of hard riding, the adventurers arrive at the Grand Hall in Waterford. Given their experiences up to this point, they may find themselves feeling like fish out of water: Waterford has become a hotbed of political intrigue and backstabbing since King Lachlan moved his court there twenty years ago. There are a number of claimants for the title of Duke (or Duchess) Kinholt, and the Marron lords have been tasked by their king to elect who succeeds the duchess. In Marron, titles are awarded, not inherited.

The Grand Hall's seneschal, Lord Balrin's younger brother Baird (yes, King Lachlan has many children; for more information about the House Marron's history and nobles, download *The Noble Houses Of Caladon* from the [Treasure](#) section of our website), accepts the adventurers' letters of introduction and sees to it they receive proper hospitality. If they ask Baird about the barbarian raiders, he acknowledges that many have been seen in the lowlands lately – although House Laneer, further steppeward, has encountered them more often than most.

Let the adventurers founder for a bit – especially when it becomes apparent they've been given the power to cast Lord Balrin's two votes (one as Baron of Dunhoun, the other as Earl of Waterford). There are more than a dozen Marron lords and ladies present at the Grand Hall, each with his or her own agenda... and many of them are perfectly willing to use the adventurers to achieve their goals. Some examples:

Lord Devon, who has wealth but few holdings, wishes to wed Lady Eanswyth, to merge their lands. With his increased influence, he hopes to acquire the Duchy as well. He wines and dines the adventurers if he gets a chance, attempting to persuade them to make his case to lady Eanswyth – after all, it would mean a vote for one is a vote for the other.

Lord Godred, whose holdings are in the riseward side of the Marron lands, votes for no one without a guarantee of protection against Jorna raiders. He'd like to be Duke, but he'll back a candidate of the adventurers' choosing in return for that promise.

Lady Eanswyth, who already has huge tracts of land, feels the duchy requires a woman's touch. Oh my! At least one of the adventurers must be eligible – perhaps if they'd back her claim, a marriage might be arranged with one or two of her daughters.

Lord Randal, who feels Lord Devon is far too ambitious, would like to see him out of the running. Surely the adventurers wouldn't mind getting their hands dirty – amply rewarded, of course. What he isn't telling is that Lord Devon is blackmailing him over an illicit affair with a married noblewoman.

Salvation comes, ironically, in the form of a Wild attack.

There are enough forces on either side that this is best handled as a Mass Battle (see the Savage Worlds rules). The advantage lies with the Caladonian forces in this case – they start with 10 tokens. If none of the adventurers has picked up Knowledge (Battle), Lord Gowen can command the armies with a skill of d4... otherwise, give the command to the best-suited adventurer. Their side also has a +3 bonus (accounting for superior numbers and well positioned archers), in addition to any adventurer actions.

The Wild forces, consisting of Jorna barbarians, assorted dragon kin, and the occasional ogre, have 8 tokens, a commander with Knowledge (Battle) d6, and -1 penalty to their roll (the hall is fortified, but the ogres act as light siege weapons). The best news is that they don't have a Warlock handy, so their Wild magic is limited.

On any Round the Wild army fails its Morale check (Spirit d8), or after their forces fall below half (less than 4 tokens), they attempt to retreat.

Aftermath

Faced with the sudden realization of the true danger Caladon is facing, the surviving Lords hold an immediate vote, and unanimously elect Lord Balrin as the new Duke of Kinholt. The appointment must be confirmed by King Lachlan (which happens once a messenger is sent to the royal court in Caladon Falls), but the Marron Lords agree to send troops seaward immediately: one company (350 soldiers) for every token remaining on their side after this last battle.

The adventurers can ride ahead and inform Lord Balrin of the situation (who welcomes their return, although he's a little perturbed by their news), or accompany the reinforcements. In the latter case, they move much slower and must take the High King's Road, but they are in the company of a large and well-armed force, and no one should mess with them.

Sadly, in either case, as they move seaward, the adventurers see the telltale signs of battle with the Wild army (thunderheads, lighting, and bright flashes of eerie light on the horizon), and they receive word from Ciaran, via Bella, that Lord Balrin is falling back to the next waterway to mount another defense.

This is a pattern that will quickly establish itself, as Lord Balrin is forced to fight, and retreat to the next river for a renewed defense. But he will fight until the end, for he's sure of the Warlocks' objective now: Caladon Falls, the heart of Caladon itself.

Episode 9: A Raging Torrent

Fighting a war of attrition and retreat is taking a toll on everyone – particularly Lord Balrin. Troops from House Marron have finally arrived, along with a renewed sense of hope for the Caladonian army, but it was mitigated by other news. Many hoped the fierce Jorna barbarians would stand against the Wild army, but it's obvious they view Caladon as a mutual enemy... the barbarian treachery is complete.

Additionally, fresh soldiers arrive from the Trader Imperium, but the Trader leaders obviously fail to see the gravity of the situation. They've sent four lances of 25 men: 100 new soldiers to face the Wild army, whose numbers seem to grow that much every day.

If Lord Balrin is angry, he hides it well. He puts on a brave face for his men. But the adventurers are trusted confidants, and to them he reveals the direness of the situation. For this reason, they find themselves – as is often the case these days – summoned to his command tent to discuss strategy.

"Messages from Waterford indicate another branch of the Wild army is making its way over the steppeward slopes of the Hathenclus Range. Fortunately, the streams and wetlands seem to be hindering their progress, but we can still expect the Warlocks to try and close the pincers somewhere."

Lord Balrin's biggest problem is the Wild army phalanx engaging his troops. As if the Warlocks' magic wasn't bad enough on the battlefield, the Wild army seems to be anticipating Lord Balrin's every move. He fears there is some sort of scrying magic involved.

The ever-present Ciaran speaks up, saying he can perhaps counter that, but he needs the adventurers to go out and gather some particular herbs off the land. Lord Balrin, of course, has no problems with it. Assuming they agree, Ciaran takes some parchment and sketches three particular plants, saying he needs the adventurers to find all three.

The group can leave whenever they wish.

Gathering Herbs

The adventurers will likely need several days to find what they need, and should provision themselves accordingly. Every day, draw three cards and apply the following results:

Card Drawn	Encounter or Event
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Number Card	Nothing Happens
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That's right... Nothing happens.

Face Card	Local Beasts
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Birds, squirrels and the like – maybe even deer. However, on a club, it's a more dangerous creature, like Caladon wolves (use the stats on page 133). In any case, the adventurers can choose to hunt, fight or evade. If this was the third card drawn, and it's a club, you may have a creature attack the adventurers at night, as they camp.

Any Ace	Wild Herbs:
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The adventurers find one of the three types of plants Ciaran has them looking for. Hopefully, they stop and pick some. In any case, if this would be the last herb they are looking for, treat the card as a joker, and move to the events below.

Joker

Small Grove

The adventurers stumble onto a small, dense grove that is filled with all three of the herbs Ciaran asked for, growing between the trees. Continue on with the following event....

As the adventurers move through the grove, have them all roll Notice checks. Anyone who succeeds hears the gurgle of a nearby creek, as well as unusual sounds – like movement. The adventurer with the highest result actually sees the movement through the trees: a patrol of dragon kin and ogres. But they are not alone. It appears as if a human is talking to them.

If the adventurers wish, they may attempt Stealth checks to sneak closer to the group to get a better idea of what is going on. The man speaking with the creatures appears to be a knight of Caladon. Adventurers who succeed at a Common Knowledge check recognize his arms and livery to be of House Sumner – vociferous foes of Lord Balrin's House of Marron. Any adventurer who made a Raise on his Common Knowledge roll recognizes him as Sir Trask of House Sumner, a knight who joined the army at Epperborne.

If the adventurers listen, they can catch a bit of conversation: *"... isn't planning to change his tactics soon. In fact, his pet druid is apparently trying to cook up some herbal remedy as protection against bazhu scrying. Hah! It won't help him against SPYING now, will it? I'll summon you if there is any major change in plan, but for now, assume you can expect Lord Balrin to fall back from this position to..."*

The adventurers can listen for as long as they like while Trask spills Lord Balrin's plans to the enemy, but they'll probably want to act sooner or later (sooner, if they failed that first Stealth check, since the dragon kin will be aware of their presence). If all of the adventurers can make a successful Stealth roll, they can attack with surprise. Or, if they have ranged weapons, they can attack from hiding and get the drop on the bad guys.

Sir Trask



Essentially a coward, Trask will attempt to flee at the first sign of trouble, but he'll fight to the death if cornered, knowing his life is forfeit anyway.

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

Skills: Fighting d8, Guts d4, Notice d6, Persuasion d6, Ride d6, Streetwise d6, Shooting d6

Pace 6 Parry 6 Toughness 8 (2) Pulse 15

Hindrances: Yellow

Edges: Command, Noble, Quick

Gear: Fine Clothing, Chain Armor (Armor +2, torso, arms and legs), Long Sword (**Damage:** Str+d8), Bow (**Ranges:** 12/24/48, **Damage:** 2d6), 250 Crowns and see below

Dragon Kin (2 Per Adventurer)

Use the dragon kin stats from page 71.

Ogres (1 Per every 2 Adventurers)

Use the ogre stats on page 100 of the *Savage Suzerain* book.

If the adventurers search the area, have them make Notice checks. On a success, they find a good-sized rock with one of the strange Warlock glyphs burned into it: the thing still smokes and has a slight glow. If they search the knight, in addition to his normal gear, the adventurers find a palm-sized metal disk with the inverted form of the glyph that is on the rock.

In any case, the damage has been done. As soon as the adventurers report what they have found to Lord Balrin, he opts to retreat all the way to the city of Vendol and stage a large-scale defense from there.

For his part, Ciaran claims to have known nothing of the spy (although successful Notice rolls tell the adventurers he apparently suspected something of the sort, at least)... but he performs the ritual anyway, just in case.

The Amulet Of Summons

If one of these metal disks is placed against a solid stone surface and a few drops of the owner's blood is spilled on it (and 3 Pulse is spent), the sigil of the appropriate Warlock is seared into the rock and a summons is sent to the nearest of that Warlock's minions, who can track the sigil back to its source.

Episode 10: One Last Hope

Although Vendol is small as far as the central Caladonian cities go, it's a metropolis compared to places like Milltown and Epperborne. The Milltown Irregulars have a chance to rest and recuperate (briefly) – although they may have to spend a little extra money if they aren't fond of bland beer and green eels. But even though Lord Balrin's army is able to enjoy clean sheets and the like, there isn't much time to be lazy if they want to be prepared for the next Wild army onslaught.

While Vendol has its set of defenses, Lord Balrin is sure they won't stand up to the Wild army on their own, so he has work crews set about digging trenches seaward and riseward of the city, and has the rubble and dirt from those trenches used to form earthworks behind those trenches. The earthworks are reinforced with large wooden spikes cut from local trees.

In the meantime, he keeps scouts in the field to deal with any Wild army outriders, as well as to watch for the appearance of the Warlocks' vanguard. If you wish, you can let the adventurers head out on a patrol or two and have them fight a few dragon kin, ratten or Wild soldiers. Or they can stay in town, and enjoy a few creature comforts while they're able.

In any case, the vanguard of the Wild army will be spotted eventually, and Lord Balrin summons his trusted aides, including the adventurers.

For them, he has a special request: to take a company of soldiers and hide out in the hills seaward of the city. *"Watch from that vantage, and wait for the Wild army to charge. Once they hit the trenches and earthworks, strike fast against their flank. If we can break them before they bring their magic to bear, we can buy enough time to better reinforce this city and gather more troops to deal with all of the invaders."*

Outside of those orders, the adventurers are free to make whatever plans and preparations they wish. They have leave to take any individuals they specifically want (with the exceptions of Ciaran or Lord Balrin himself), and to hand-pick their entire company.

No Plan Survives...

It's dawn when the Wild army attacks. From their position in the hills, the adventurers have a good view of the battlefield, and can watch the advance. The Wild army seems to pulse with a sickly aura. Twisted mockeries

of men and beast lumber toward Vendol across the farmlands – many of them only vaguely resembling the creatures they once were. Ogres, huge and strong, tower head and shoulders over most of the army. And that army has grown into the thousands – at least a full brigade of soldiers.

All the adventurers need to do at this point is be patient, and wait for the enemy to hit the defenses.

However, no plan survives contact with the enemy: have the adventurers make Notice checks. The one with the highest successful roll notes movement in the trees seaward of the Vendol Hills (if, for some odd reason, none of the adventurers succeed at a Notice check, one of their companions warns them at the last moment)... another Wild army brigade is making its way steppeward from Portugasta. The Caladon army, as well as the adventurers and their company, are about to get caught between two pincers.

The adventurers have some tough decisions to make at this point:

They could try to take on this new Wild army in the hopes of saving Vendol – but in all fairness, you should let them know that, for a Mass Battle, the Wild army gets 10 tokens, and the adventurers' company gets 1. There won't be much in the way of modifiers for either side (unless a Warlock starts hurling Wild magic), and the battle will likely be over in a single turn – the adventurers may luck into wearing down a few-hundred of the advancing troops, but it won't be enough to save Vendol.

They could try to continue on with the original plan – but they should be aware that, while they may hit the vanguard's flank, this new army will be hitting *them* from the rear. Or at best, it will strike Lord Balrin's army from *his* flank, and negate any gains he might have made.

They may want to send a messenger to warn Lord Balrin, while the rest of the company does... whatever. This is fine – at least until they see this army's outriders tear into their messenger. If it was one of the adventurers (or another character they are particularly fond of), they may want to ride to the rescue. The Wild scouts consist of 2 Wild Tainted soldiers per adventurer (use the stats from Lighting Strike on page 58). Bear in mind that the adventurers' messenger gets to fight the entire group of Wild Tainted soldiers until help arrives.

The best bet for the adventurers is probably to ride hard for Vendol, and alert Lord Balrin of this new threat before it hits him on the field. In this case, they'll still run into the Wild scouts from above, only this time they'll have their entire company at their back.

But What If?

Okay, we know players are good at finding loopholes and ways to do things we didn't think of. Our best advice is to roll with it, and let them have fun. But at the end of the day, their characters and Lord Balrin's entire army are outnumbered and outflanked, so it should all come down to the retreat from Vendol. Just let the adventurers knock in a few ratten heads while they're doing it.

... Contact With The Enemy

Down in the fields of Vendol, Lord Balrin's plan is going perfectly. The Wild army vanguard charges straight into the earthworks, and fouls itself up on the spikes and in the ditches. As the adventurers' company comes riding hard out of the hills, a great cheer of victory rises from the walls of Vendol, and Lord Balrin prepares to charge into the enemy.

However, it's not to be, and Lord Balrin will stop his attack the moment he realizes the Milltown Irregulars aren't going to strike the Wild army's flank. But he trusts the adventurers enough to hear them out, and believes them if they say another brigade of the Wild army is about to hit him from seaward.

His initial response is a number of curses and invectives, but he calms himself, deciding Trinity must have some reason for this – even if he can't see it. Finally, he turns to the adventurers.

"I must ask of you once more to do what you did at Milltown: hold the Wild army at the riseward gates long enough for me to evacuate the city. We'll fall back to Caladon Falls now and pray the High King has more wisdom than I." He turns to Ciaran and says, *"Ciaran – please lend them any aid you can."*

Lord Balrin has some time to organize an orderly retreat and evacuation while the Wild army is still breaching the earthworks and before the seaward brigade arrives. But the adventurers are going to have an ugly time of it. At least, unlike at Milltown, they've got experienced soldiers to work with.

For the most part, this is another Mass Battle (use the Savage Worlds rules), but with a few twists. Both sides start out equal – 10 tokens apiece – but the Wild army has a constant flow of reinforcements entering the fray, so each Round, they regenerate one token (to the maximum of 10).

If any of the adventurers have Knowledge (Battle), they can command their armies directly – if not, they can use Ciaran's skill of d6. The Wild army's commander has Knowledge (Battle) d8. Initially, neither side has any modifiers (the defensive position of the adventurers' side offsets any special threat the Wild army can immediately bring to bear), although the adventurers can attempt actions to gain modifiers for their side.

However, the adventurers need to hold out for four turns of battle before Lord Balrin has the retreat secured. If they are forced to surrender the gate prior to that, the Wild army breaks through and destroys a relative portion of the Caladon forces (in other words, if the adventurers are forced to retreat after three turns, one-quarter of the defending troops and refugees are slaughtered). After the fourth turn of combat, the adventurers get word from Lord Balrin to fall back and abandon the city.

On the turn the adventurers retreat (either by order or by being forced through battle), they have an actual fight on their hands:

Dragon Kin Captain



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

Skills: Fighting d10, Guts d8, Intimidation d8, Knowledge (Battle) d8, Notice d8, Shooting d8, Throw d8

Pace 6 Parry 7 Toughness 9 (3) Pulse 15

Edges: Combat Reflexes, Command, Two-Fisted

Gear: Partial Plate* (+3 Armor, torso, arms and legs), Dueling Blades (**Damage:** Str+d8)

*If hit with a Raise, the chain links between the metal plates only provide +2 Armor, torso, arms and legs.

Dragon kin Soldiers (2 Per Adventurer)

Use the stats for dragon kin on page 71.

Ogres (1 Per every 2 Adventurers)

Use the ogre stats on page 100 of *Savage Suzerain*.

Once they hack their way through that last handful of attackers, the adventurers and any surviving members of their company can rejoin Lord Balrin at the steppeward gate of Vendol, and make their way toward the safety of Caladon Falls. Behind them, however, Vendol is engulfed by a deluge of Wild magic.

Episode 11: Enemy At The Gates

Caladon Falls is the heart of the High Kingdom. The High King's palace, and much of the city is built near the waterfall where water flowing out of Lake Rillan drops down from the Caladon Highlands to eventually join the Jorna River. This may be the first time some of the adventurers have ever seen this beautiful city rising from the mists caused by the falls.

The city is bustling and chaotic at the moment – more so than usual. The surviving armies of the retreat from The Open have arrived, along with a great many of the soldiers from the steppeward Houses. While the adventurers have some time to enjoy the splendors of Caladon Falls, they also have some obligations to attend to: the High King has called a war council, and they – along with Lord Balrin and Ciaran – have been asked to attend.

High King Hulson, along with the Kings and Queens of the ruling Houses and their closest counselors, meet in the royal palace overlooking the bluff of Windmere, above the falls. Even though the High King greets Lord Balrin and the adventurers graciously, the council is a bit frustrating because nothing seems to get done.

There are a few thousand knights and soldiers remaining in the Caladon army, and the Kings and Queens can't agree on the best way to deploy them. Stand and defend Caladon Falls? Ride out to meet the Wild army head on? Split the forces? Of course, each of the steppeward rulers has a plan that involves moving the entire army to their territory for a pitched defense. The High King gives the adventurers leave to voice an opinion, but they are derided by any ruler whose plans they oppose.

The feel of the council changes on the second day, after an entire legion of paladins arrives from the Trader Imperium.

When the legion's commander arrives at the palace, the missive he delivers to High King Hulson indicates the Trader nations have finally realized the severity of the situation in the face of near-constant streams of refugees flooding their riseward borders. Among them, the last of the scouts they'd sent to Lord Balrin at Epperborne. In any case, the legion has been sent to aid in the defense of Caladon.

With the number of Caladon's defenders effectively doubled, High King Hulson has a little more room for military planning.

Thankfully, High King Hulson has actually been paying attention to the messages and reports he's gotten from Lord Balrin, and decides to take a page from the adventurers' own exploits to formulate a strategy. *"The Wild army will doubtless attempt to attack the city directly – it's what they have done in every instance so far. But there is a tunnel that leads from this palace to the Grove of Assembly at the foot of the Falls."*

Because of the natural defenses afforded to Caladon Falls by the lake and the cliff, the Wild army will be forced to draw in close to the city on one side in order to effectively attack. If Lord Balrin and the Milltown Irregulars can lead a large number of troops through the tunnels, they can fall on the Wild army from behind.

Most agree this is a good plan, and so it is decided.

Through The Tunnels

From the moment the strategy is made, there is nothing to do but wait for the Wild army to attack. And eventually they do. As the twisted horde closes on Caladon Falls, Lord Balrin leads a brigade of soldiers into the tunnels beneath the city, and he sends the adventurers ahead to scout out the way.

One of the adventurers should make a Survival check – this can be a group roll. If he succeeds with a Raise, the group has found their way to the great chamber that exits through the falls into the Grove of Assembly. Otherwise, draw a card for an event:

Card Drawn	Encounter or Event
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Number Card	Nothing happens...
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The adventurers push ahead, leading the brigade past a lot of scenic underground grandeur.

Face Card	Natural Hazard
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The group encounters some sort of underground hazard, ranging from rock falls, to loose footing, to methane pockets. Whatever it is, each character should make an Agility check or immediately suffer (**Damage:** 2d6).

Any Ace	Ratten Scouts
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The Warlocks are aware that there are tunnels beneath the cliffs, but they don't know where they lead. In order to find out if they might be useful, they've sent scouts under the falls to explore and report. There are 2 ratten scouts per adventurer – use the stats on page 139.

Joker

Oops! Something nasty has made a lair for itself down in these tunnels, and doesn't appreciate uninvited guests. If, for some reason this event happens a second time, the adventurers find a clutch of deep crab eggs instead.

Deep Crab

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d12+3, Vigor d8

Skills: Fighting d6, Guts d10, Swimming d4

Pace 6 Parry 5 Toughness 16 (4) Pulse 15

Special Abilities

- **Size +6:** +2 to hit these big boys who take up a 2 by 2 space on the battle mat.
- **Claw:** (Damage: Str+d6).
- **Crustacean:** Armor +4, all locations except eye stalks.
- **Aquatic:** Pace 6 in water.

Ratten Warriors (3 Per Adventurer)

Use the stats for ratten warrior on page 139.

Attack On Caladon Falls

After the adventurers lead the flanking brigade through the tunnels, Lord Balrin resumes command and strikes back against the Wild army. This is a Mass Battle (use the Savage Worlds rules).

The Caladon army, for once, has a slight numerical advantage and starts with 10 tokens. High King Hulson acts as the army's commander, with Knowledge (Battle) d8, with an initial bonus of +7 bonus to his roll to account for numbers, catapults, and the tactical advantage of striking from the enemy's rear. Additionally, the adventurers are free to take actions on any turn to gain additional bonuses.

The Wild army – which consists of Jorna barbarians, Wild Tainted soldiers, Wild-animated corpses, assorted dragon kin, ratten, wildmen and the occasional ogre – has 9 tokens, and a commander with Knowledge (Battle) d10, but starts with a -2 penalty to reflect its comparatively few siege weapons against the formidable defenses of the fortress at Caladon Falls. If the battle goes on more than five turns, however, the Warlocks will fire up their Wild magic to assist, granting a +3 bonus to the Wild army's current modifier.

The odds are that Caladon wins this battle (after all, they're guaranteed to remove two tokens from the Wild army on the first turn), which is as it should be: this is the only victory they've been given so far. If, for some reason, Lady Luck turns against Caladon, cut the players some slack. Remember that High King Hulson is a Wild Card, and has 2 Karma of his own to use for this battle, for example.

In the end, there is cheering in the streets of Caladon Falls, as the remaining attackers withdraw. The High King orders a massive celebratory feast (one of many taking place in the city tonight – along with prayers of thanks to Trinity) at which Lord Balrin and the adventurers are the guests of honor.

High King Hulson toasts them himself as "... a small few who have struggled so valiantly in the defense of the Kingdom." For the time being, the adventurers are treated as heroes by the citizens of Caladon Falls.

Episode 12: Caladon Falls

"I will not go."

The Queen's face is stone.

High King Hulson sighs wearily.

"My love..."

"It is unthinkable," says Queen Delora. "This realm is no less my charge than yours. I will not look to my own safety while my people are in peril. My place is here."

"Beloved..."

"Here at your side, come what may."

The High King shakes his head. "It is my duty is to defend the realm to my dying breath."

"And mine."

"Yes!" says Hulson fiercely. "Your duty too! A duty you can best fulfill by going to the Lords of the Imperium and apprising them of the calamity that has befallen Caladon and that will touch their lands next unless they act. You must rally them to our side without delay. Only you can do this, Delora! Only your presence and your voice can convey the enormity of the peril we face. I cannot go. You must."

"I will not—" The Queen's retort dies in her throat. She turns away. Her husband's words pierce her like lances but she cannot deny their truth. She clenches her hands to stop their shaking. She feels tears coming and wills them back, conscious of the presence of Caladon's most celebrated defenders.

"Be my voice, Delora. Be Caladon's voice."

The Queen squares her shoulders. She glances at her children, then meets her husband's gaze with steely resolution to match his own.

"I will not... fail you, my lord."



We'd suggest you run this adventure close on the heels of the last one – this is the climax of the story, a long year in the lives of the characters, and it would be good to keep the momentum going for the players without letting them rest too long.

It's late at night when a messenger arrives at the adventurers' quarters with an urgent summons from High King Hulson. They're led to the royal apartments, where the High King waits, looking tired and haggard.

But he greets the adventurers graciously, and then gets straight to the point. *"Although the Wild army was defeated once at the gates of Caladon Falls, I hold no illusions about what will happen next. It's not common knowledge, but the news to date has been ill, with talk of the enemy rallying and in greater strength than we can imagine... and I feel impending doom in my bones. But there is yet hope, and work to do. I have a personal favor to ask of you: use the tunnel once more to lead Queen Delora and our children to safety. They must make it across the river and into the Trader Imperium, to be the ambassadors of all our people."*

Assuming the adventurers agree, Queen Delora, Prince Jacob and Princess Marissa are called to the room, and the plan is explained to them. Queen Delora is opposed to it, claiming her place should be alongside her husband – not fleeing under cover of darkness.

But High King Hulson is adamant. *"We discussed this, my love. My place is here, leading the armies of Caladon. But I need you to take my voice to the Lords of the Trader Imperium – convince them of the dire circumstances and rally them to defeat the Warlocks. Besides..."* He places a hand on her belly. *"You have a duty to our children. It's the only way."*

The Queen reluctantly agrees. There is a flurry of preparations as the royal family is prepared for travel, complicated by the fact both twelve-year-old Marissa and nine-year-old Jacob contend they should defend the city as well – and they aren't as easily persuaded by reason. But they do have to obey their parents... even if only sullenly. The High King encourages the adventurers to gather any of their people and gear they need.

The parting is brief and tearful, with final kisses and hugs, and some final words from the High King to the adventurers. *"Please protect them. May Trinity light your way in the darkness."*

Night Flight

The tunnels beneath the city somehow seem more forbidding than they did when the adventurers had an

entire brigade at their back. Now it's just the Milltown Irregulars and the royal family. Use the same rules for getting through the tunnels as in *Enemy At The Gates*, with two exceptions:

First, the adventurers have been this way before, so they get a +2 bonus on the Survival roll to find the way to the entrance.

Second, if they should draw a joker for an event, rather than a deep crab, they encounter a band of Jorna barbarians looking for extra plunder.

Frida, The Barbarian Leader

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

Skills: Climbing d6, Fighting d10, Guts d4, Notice d4, Stealth d6, Throwing d8, Survival d4

Pace 6 Parry 9 Toughness 9 (2) Pulse 20

Edges: Berserk, Improved Block, Combat Reflexes, Command, Sweep

Gear: Chain Shirt (Armor +2, torso and arms), Enchanted Long Sword (**Damage:** Str+d8+2, AP 1), 2 Throwing Axes (**Ranges:** 3/6/12, **Damage:** Str+d6)

Jorna Barbarians (3 Per Adventurer)

Use the Jorna barbarian stats from *The Water Boils Over* on page 75.

The easiest way to cross the river, once the group emerges from the tunnel, would be to go steppeward along the High King's Road to The Jetty, just seaward of Penryth. They could catch a ferry there that would see them across Lake Eryn.

Almost as soon as they set out, however, a red hawk swoops down from the darkness and lands on a nearby tree, shrieking loudly. The adventurers all recognize Bella, Ciaran's Heart-Beast. With a successful Notice roll they realize she's trying to lead them setward.

Once the adventurers start following her setward, Bella takes to the sky and moves faster. It won't take long for them to come to a lesser-used road – according to Queen Delora it's a route that leads to the small ferry landing steppeward of the Baerwald Forest.

In any case, while they can't hear anything above the roar of the falls, any adventurers who make another successful Notice check realize there are flashes of light and the occasional metallic clang that rises above the sound of the water, indicating High King was right to be fearful – the Wild army has begun a renewed attack on the city. Then, a small host of Wild Tainted soldiers bursts from the trees to fall on the adventurers and their charges.

Queen Delora



As with many mothers, Delora is fiercely protective of her family. She has some magic, but isn't a very powerful sorceress.

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

Skills: Fighting d6, Guts d6, Healing d6, Notice d8, Persuasion d6, Riding d6, Shooting d8, Spellcasting d6, Streetwise d6, Taunt d6

Pace 6 Parry 5 Toughness 5* Pulse 15 Charisma +2

Hindrances: Loyal

Edges: Gifted, Noble, Marksman

Powers: Armor, Blast

Gear: Fine Clothing, Short Sword (**Damage:** Str+d6)

*Delora's first actions are to cast Armor on herself and her children.

Princess Marissa



Marissa is a smaller version of her mother and, bloodlines having their occasional perks, she has been trained in some forms of fighting.

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

Skills: Fighting d4, Guts d4, Healing d4, Notice d6, Persuasion d6, Riding d6, Shooting d6, Streetwise d4, Taunt d4

Pace 6 Parry 4 Toughness 5 (2)* Pulse 10 Charisma +4

Hindrances: Small, Young

Edges: Charismatic, Luck, Noble

Gear: Fine Clothing, Fine Leather Jerkin (Armor +2, torso only), Enchanted Dagger (**Damage:** Str+d4+2)

*Marissa's Toughness will be +2 or +4 if Delora can cast Armor on her.

Prince Jacob



He's only nine, but Jacob has a lot of heart.

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

Skills: Fighting d4, Guts d6, Notice d6, Persuasion d4, Riding d4, Streetwise d4, Taunt d6

Pace 6 Parry 4 Toughness 5(2)* Pulse 10 Charisma +2

Hindrances: Small, Young

Edges: Alertness, Noble

Gear: Fine Clothing, Fine Leather Jerkin (Armor +2, torso only), Enchanted Dagger (**Damage:** Str+d4+2)

*Jacob's Toughness will be +2 or +4 if Delora can cast Armor on him.

Dragon Kin Soldiers

(3 Plus 1 Additional Per Adventurer)

Use the dragon kin stats on page 71.

Ogres (1 Plus 1 Additional Per Every 2 Adventurers)

Use the ogre stats on page 100 of *Savage Suzerain*.

Animated Corpses

(6 Plus 2 Additional Per Adventurer)

Use the animated corpse stats on page 70.

Note: The extra enemies have already been figured in for the royal family – don't add any more for them when calculating for additional allies.

On the sixth Round of combat, at least a dozen rotten burst into the clearing where the adventurers are fending off the Wild assault. Let them sweat for a couple of moments, and then the rotten get hit with a barrage of arrows as Lord Balrin rides in with a company of reinforcements. Any remaining warriors of the Wild army quickly withdraw into the woods.

Lord Balrin rides straight up to the adventurers. *"You must make haste! Just before the attack on Caladon Falls, lookouts spotted a large contingent of the Wild army moving along the High King's Road in the vicinity of the Grove of Assembly. High King Hulson suspects the Warlocks somehow anticipated his plan, and wish to prevent it. Whatever the case, he sent me with a company to help."*

Lord Balrin pauses long enough to answer a few questions, although he doesn't know much more. The High King's Road is crawling with Wild Tainted filth, and he had Ciaran send Bella to try to warn the adventurers away from it.

At that moment, there is a bright flash of light from atop Windmere. A bolt of sickly green lightning thrusts upward from the ground, and then an orange ball of flame erupts from the center of the city, expanding upward and outward. Moments later, a great clap of thunder arrives, followed by a deafening boom.

Marissa screams, *"Father!"* and bursts into tears.

As debris begins to rain from the sky, the horns of the Wild army can be heard from not too far riseward. Lord Balrin gives the adventurers some of his horses – enough for them, their entourage, and the royal family – and yells, *"Hurry! Ride hard for the ferry near Baerwald Forest – that's your only hope. Stay on the road and don't stop. We'll hold them here as long as we can."* Then he turns and begins shouting orders to the other soldiers with him.



Queen To King's Pawn Four

The flame is intense. It flows through the air like something liquid, like the red-orange rapids of a raging mountain stream, tossing up little whorls and eddies of heat.

It has the substance and force of a strong wind. Aloic must lean forward behind his shield to advance, so much so that he's put off balance. He must take care not to stumble should the push of dragon fire end.

Which it will. This self-styled Dragon Queen is immense. Each lung must be the size of a horse. The flammable vapors of her breath cover the roadway, scorch the soil, melt stones, ignite the grass and shrubs of the wayside. But no living thing can exhale forever. The blast of fire will end. The beast must pause to draw a long breath.

And in that breath Aloic and his companions will wreak havoc upon her.

Does this arrogant wyrm truly believe us unprepared? Does she expect us to cower, flee, scatter, lose our wits?

Perhaps we would have, thinks Aloic, some of us, all of us even, months ago when this war began. I can't say I don't feel fear in my heart at this moment. But fear has been my companion for a lifetime. I know fear's hollow threats and they do not cow me.

I am advancing through the flames, creature. My shield and my faith are stronger than your fire.

You cannot see me through the haze of your cocksureness. But you will.

And the Milltown Irregulars who fight at my side? For all their faults, their doubts, their squabbles, we have come this far together. Even in loss after loss we have grown stronger, better, harder, fiercer. Each knows his purpose, each knows her strength.

We walk the fire together. And, together, we are a weapon such as you have never seen, Dragon Queen.

Foolish beast, if you were, as you boast, author of this war: You have forged the sword of your own destruction!

After a hard ride on a long road, the adventurers break out of the woods near the Baerwald Forest ferry. Just then, a huge dark shape swoops overhead and descends into their path, causing their horses to scream and rear. If the adventurers wish to remain mounted, they'll each need to succeed at a Riding check. On the other hand, they may just want to make an Agility check to dismount and land on their feet, since they've got a fight on their hands.

Their way has been blocked by a very large dragon. A true dragon, the master of all dragon kin and other minor draconic races. The Traders thought they'd hunted the true dragons to extinction, but they were wrong. And now the dragons want revenge on all the civilized races and have sided with the Wild to see that revenge fulfilled.

This particular dragon is a colossal creature, massive in a way the adventurers have never seen – big enough to carry at least a lance of Wild army warriors with ease – all scales and teeth and wings and claws. Don't forget to make the adventurers roll their Guts check!

"How precious," she purrs with a voice like scraping metal. "While my armies destroy your city, the Queen of Caladon flees and presents herself as a suitable sacrifice to the Queen of Dragons."

Vrenesca, The Dragon Queen



Attributes: Agility d10, Smarts d10, Spirit d10, Strength d12+9, Vigor d12

Skills: Fighting d12, Guts d12, Intimidation d12, Notice d12

Pace 8 Parry 8 Toughness 20 (4) Pulse 25

Edges: Combat Reflexes, Gifted, Improved Frenzy, Level Headed, Nerves of Steel

Powers: Detect/Conceal Arcana, Dispel

Special Abilities

- **Claws And Bite:** She can attack for (**Damage:** Str+d8).
- **Fear -2:** Anyone seeing Vrenesca must make a Guts check at -2.
- **Fiery Breath:** By spending 2 Pulse, Vrenesca can breathe fiery destruction, which is treated as the Burst Power with a fire trapping (see the Savage Worlds rules). She may not make Fighting rolls on any round she breathes fire.
- **Flight:** Vrenesca has a Flying Pace of 24.
- **Hardy:** A decisive blow is needed to truly hurt Vrenesca – she never suffers a Wound from a second Shaken result.
- **Heroic Entity:** Vrenesca counts as Heroic Rank, and receives all the benefits that come with it, including +1 to Soak rolls and to recover from being Shaken, an extra Karma for her own use, and increased Healing and Pulse recovery.
- **Scaly Hide:** Vrenesca's scales give her Armor +4 on all locations.
- **Size +8:** This is one huge dragon; attacks against her are made at +4.
- **Tail Lash:** Vrenesca can attack all opponents to her rear. This attack is a Sweep with Reach 1, and does (**Damage:** Str-2).

Once Vrenesca has been slain or driven off (she'll attempt to flee at the last moment if things go badly), the adventurers and the royal family can make their way to the ferry without any further difficulty. In fact, the adventurers are held in awe by the locals – who watched their exploits – and they'll have no difficulty gaining free passage across the Jorna River.

Meanwhile, in the distance behind them, the adventurers can see the fires burning in the heights while Queen Delora and her children weep for their loss. Caladon has fallen with her High King – long live the Queen. It's Delora's duty to rule until the council of the seven Houses convenes to elect a new High King.

But for now, the adventurers are heroes, and across the river ahead burns a small flame of hope.

Epilogue

Here ends the first campaign of the War of the Wild, but the war is far from over. The next book, *Caladon Alliance*, takes the adventurers deep into the Trader Imperium as they seek allies to stand with them against the Warlocks and their ever-growing Wild army.

But even without the war, the game needn't be anywhere close to finished. After all, the adventurers ideally should have just hit Heroic rank, and are poised to stand head and shoulders above common men. To that end, we'll leave you with a final scene to tide you over – a scene to throw open the gates to the wider Suzerain universe...

Messenger Of The Gods

Bear in mind this episode is entirely optional on your part. As we said, it's intended to allow you the latitude to expand your game into other Suzerain realms.

Although the locals are perfectly willing to ferry the adventurers and their royal charges across the river, it's still dark, and the ferryman warns against a nighttime crossing – too many unseen dangers in the water, he says. Besides, most folk are packing their own things in preparation to flee the fallen kingdom as well... better to seek asylum within the Trader Imperium than to become victims of the Wild army.

Having dealt so much with the Wild army themselves, the adventurers are well aware that the odds of this village being struck within the next day or so are slim – the Wild army always seems to pause to consolidate itself after a major battle, so the townsfolk should have time to pack and run. In fact, this gives the adventurers the chance to

get some badly-needed rest as well. Any number of locals are more than willing to grant bed and board to them as well as the royal family.

The adventurers retreat, tired and bedraggled, to their appointed chambers.

As they begin to settle down, each one feels a voice inside his head, saying, *"It is time."* For each of the adventurers, the voice is at once new and familiar... almost like a long-lost friend. The adventurers don't know it, but that was their Telesmae announcing themselves. All the same, adventurers being what they are, they're likely to be wary of what might be coming next. It actually turns out to be a knock on the door to the room.

Assuming the adventurers actually *answer* the door, they find themselves confronted by a tall, bearded man wearing a hooded robe. Sharp players (or adventurers who succeed on a Smarts check) might recognize Jolan from *The Rising Tide* (see page 72), only he's much less ethereal this time.

Oh... and there's a huge hall behind him, all marble floors and ornate pillars, and lit with golden braziers. *"Come,"* he says, *"It's time for you to glimpse the greater truth."* With that, he turns and walks into the hall, hopefully followed by curious adventurers.

There are other people in the hall – although we perhaps use that term loosely, since they aren't all human. As Jolan leads the adventurers across marbled tiles, he attempts to explain things.

"Your war is not yet over, and as such, it is not yet lost. But you have proven yourselves worthy to be counted among those who are honored in the Halls of Heroes. This place is much like your own world, yet it exists in a part of the universe called the Maelstrom, a place full of realities where gods make their homes."

"You have all been marked by the gods. Which gods is hard to say, but you all bear their token – a Telesma spirit who can help guide and protect you. And when you are together, these spirits gather to create a realm of your own in the Maelstrom where you may take refuge, safe from the ravages of enemies, or even time. Apply your will, and you can make some changes to the place – this small pocket realm is yours now. You may not be gods, and your pocket realm may not be as grand as this hall, but you've taken the first step. Who knows what may happen, one day..."

"But tonight, in the Halls of Heroes, we feast to honor you. The gods are unlikely to join us – although one can never tell – but each of you has passed into being something beyond ordinary men."



The adventurers are led to a huge feasting area, where they're wined, dined, entertained. How much you choose to tell them is up to you, as is where you send them next. Perhaps they simply return to their room overlooking the Jorna River, for Heroic adventuring in a time of war. Perhaps Thor needs brave warriors to defend golden Asgard from invaders. Or perhaps Legba or Thunderbird arrives to tell them of a nation in dire need of saving from the spirits of the Realm of Fire (which, if you want to move into the events of *Noir Knights*, is 1930s America).

The choice, as always, is entirely yours!

Savage Tales

Egg Hunt

This adventure is ideal to help get the players and their characters familiar with life around Milltown, so we'd suggest running it early on – between the first and second Plot Point episodes would be good.

Living on the frontier can be tough, and the ones who usually succeed for themselves are the ones who work the hardest, or the ones who have the best ideas. Bern the Ostler is certainly willing to do the first, but horses aren't a common commodity out in The Open, so he's banking on the second option.

Having heard tales of wildmen riding on casawemies, Bern and his wife, Beryl, considered training and selling the birds as readily accessible mounts. They quickly learned just how ornery the things are. After a little more research, they've figured the best way to train the things is to raise them from chicks, so the pair has posted a job offer at the Dancing Leg Fish: 10 Crowns for every Casawemy egg brought to them – inquire at Bern's Stables.

Normally an offer like this would produce some stiff competition, but with times being what they are most townsfolk would just as soon stay in the safety of town. The adventurers, on the other hand, may want to jump on the opportunity to make some easy money.

If they wish, the adventurers can make a Common Knowledge roll to see what they know about casawemies (those with appropriate backgrounds should get a +2 bonus – anyone from the other side of the Hathenclous Range should take a -2 penalty). A success tells them that casawemies are large, flightless birds with boney armored ridges and nasty attitudes. They attack by kicking, and they can do that hard enough to give an unwary intruder a second navel just above his spleen. But they can make good, sturdy mounts if properly trained.

Searching High And Low

Assuming the adventurers are willing to work for a little money, they can set out whenever they'd like. The process of finding the casawemy eggs is pretty much one of hunting. Each day, the adventurers should make a single Survival check and a single Tracking check – although these can both be group rolls, if they wish.

If they fail the Survival roll, there is some kind of mishap: a falling tree, bad berries, or whatever. Choose one Attribute (it's okay to pick one at random), and have them all make Trait checks against it. Anyone who fails the Trait roll suffers (**Damage:** 2d6). On the other hand, if they get a Raise on the Survival roll, they acquire something useful: healing herbs, semi-precious rocks, or whatever.

The Tracking roll is to allow the adventurers to find a group of casawemies. (A cobble is what they call it... a cobble of casawemies. Yeah, we know. But why a pride of lions or a murder of crows?) If the roll is successful, the adventurers have found tracks or some such. On a Raise, they actually sight some of the birds.

From there, the adventurers must track the birds in the hope of finding a clutch of eggs. This still requires a daily Tracking roll, although you should apply any modifiers you think might be appropriate (most can be found in the Savage Worlds rules). With a Raise, the adventurers find a nest (see below). A Failure means they've lost the trail and need to spend a day backtracking.

Every day, see if the group runs into anything else. Draw a card and apply the following results:

Card Drawn	Encounter or Event
Number Card	Nothing Of Significance:

Birds, squirrels and the like. As a rule, they flee from the adventurers' approach. On the other hand, have them each make a Notice roll... any adventurer who gets a Raise finds some sign of blight or warping on some plant life (things like lavender moss, or a strange, gooey fungus on a tree).

Face Card	Small Beasts
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The adventurers are attacked by natural beasts, along the lines of feral dogs. Or perhaps they just find rabbits or deer worth hunting, if they've a mind to. Use the stats for any appropriate creature from the Savage Worlds book.

Any Ace	Large Beast
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The adventurers stumble across a large natural beast – a bear, for example. Or perhaps they wander too close to the casawemies they are tracking, and the birds attack. In any case, use the appropriate stats from the Savage Worlds book, or the wild casawemy stats from below – there is 1 per adventurer in this case.

Joker

The adventurers encounter a Wild Tainted snake (this can only happen once – future jokers are treated as a face card instead):

Wild Tainted Snake



This serpent resembles an oversized adder – only its fangs drip with an acidic ichor.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6, Notice d10

Pace 8 Parry 6 Toughness 8 Pulse 10

Special Abilities

- **Bite :** (**Damage:** Str+d6).
- **Size +1:** This thing is easily twice as long as a man, and nearly a foot around.
- **Venom:** Any character that takes a Wound from this snake is injected with acidic venom. They must immediately succeed at a Vigor check or take an additional Wound. Even if a character does succeed with his roll, he takes a level of Fatigue. This Fatigue recovers when the Wound caused by the bite is healed.
- **Wild Taint:** Creatures tainted by the Wild gain +2 Toughness and +2 to Spirit checks to recover from being Shaken. Additionally, when a Wild Tainted creature is killed, everyone within a Small Burst Template must succeed at a Vigor check or gain a level of Fatigue (Extras are Shaken). This Fatigue can be recovered normally.

The Casawemy Clutch

Once the adventurers find the nest, they can attempt to gather some eggs. Of course, the parents won't be so excited about that, and will attack.

Wild Casawemies (2 Per Adventurer)

These large, flightless birds are mean and territorial. But they make reasonable eating.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Intimidate d4, Notice d6, Swimming d4, Tracking d4

Pace 10 Parry 6 Toughness 9 (1) Pulse 10

Edges: Fleet-Footed, Thick Headed

Special Abilities

- **Horn Plating:** Armor +1 to all locations.
- **Size +2:** Casawemy are big, dumb birds, no joke.

Genuine Monster!

Once the angry birds have been dealt with, the adventurers can gather eggs. There are a dozen of them, although the adventurers may not be able to take them all, as they are each about the size of a Mellon. The group will also need to be careful about how they transport the eggs – they're somewhat fragile after all.

Of course, there's nothing to prevent the adventurers from returning for any eggs they left behind – except they'll have to deal with potential encounters, and the odds are pretty good the eggs will have become a meal for some other local wildlife (like Wild Tainted snakes) by the time the group returns.

However, back in Milltown, Bern will happily pay the adventurers for their trouble. He'll even offer to toss in a 10% discount on any other goods and services they purchase at his stable.

Unabridged

This adventure is designed for Novice characters, and would fit well during the group's flight toward sanctuary from Milltown.

As the adventurers travel with their fellow refugees, have them make Survival checks. If any of them succeed, they are aware of the sudden shift in the wind, and the smell of ozone that presages a storm. At that point, they can attempt to prepare people and set up shelters. Otherwise, the storm takes the travelers by surprise, with a flash of lightning, the clap of thunder, and a sudden downpour that quickly soaks everyone and everything through.

If they are caught in the rain, the adventurers (and any other important characters) should make Vigor checks, with a failure resulting in a level of Fatigue from a mild head cold. In any case, the storm passes after a few hours, ending almost as quickly as it began.

The adventurers resume their scouting patrols – and should make Notice rolls. A success means they're aware of a scouting band of the Wild army – otherwise, the Wild scouts take them by surprise. In either case, the first thing one of the wildmen will do is to blow a loud ram's horn.

Wildmen (1 Per Adventurer)

Use the wildmen stats on page 58.

Wild Tainted Dogs (1 Per 2 Adventurers)

Use the Wild Tainted dog stats on page 58.



Just as the last of the Wild scouts fall, the adventurers hear another horn in the distance... and then another a few moments later. It shouldn't be hard for them to figure out the Wild army is going to come down on them soon (give the adventurers a Smarts roll if none of the players snaps to the fact).

Running From the Devil

The adventurers should alert the other refugees as quickly as possible... they're all going to have to quicken their pace if they don't want the Wild army breathing down their necks. Lord Balrin gives the adventurers the choice of leading the way or keeping watch at the rear. He takes a couple of men to cover whichever side they don't choose.

The refugees move as quickly as possible through the woodlands, spurred on by the occasional horn call – although it sounds as if the pursuers may be falling behind. It's then, if the adventurers are on point, that they come to a river, its waters swollen from the recent storm. If they're in the rear, they come upon the refugees milling about in some confusion.

Lord Balrin conferences briefly with the adventurers, and sends them to scout quickly for some sort of ford that will allow crossing.

It doesn't really matter if the characters choose to go left or right – whichever one they choose will be the correct direction. If they spend a lot of time debating it, Lord Balrin will firmly encourage them to choose quickly, lest they all become trapped against the river by the Wild army. But whichever way they go, they come to an old bridge after about a half-mile.

The stonework on either side is still intact, although the wooden supports sag in a disheartening sort of way. But it is a bridge, and when the adventurers report to Lord Balrin, he figures it's the best chance they have of crossing the river.

Crossing Over

Lord Balrin's initial optimism is dimmed when he actually sees the bridge. Not wanting to rush all the refugees across something hazardous, he'll ask if the adventurers are willing to test it. Hopefully, at least one is willing, but another militiaman will go if none are.

In any case, part of the bridge collapses. If one of the adventurers didn't volunteer, the person on the bridge falls into the swollen river and is washed away. Otherwise, the adventurer on the bridge can make an Agility check to quickly grab a handhold. If he succeeds, the other adventurers can make a group Strength roll to pull their fallen mate to safety. Should any of those rolls fail, the character falls into the river, and must make a successful Swimming roll at -2 or he will be pulled underwater and start to drown (see the rules on Drowning in the *Savage Worlds* rule book).

Once it's clear this bridge isn't readily usable, Lord Balrin begins to consider other options. However, at that point, there is another nearby horn blast and a short skirmish at the outskirts of the gathered refugees (if for some reason the adventurers are there, rather than at the bridge, just treat the combat the same as above with 1 wildman per adventurer, and 1 Wild Tainted dog per 2 adventurers in the melee).

Although the Wild scouts are dealt with, answering horns indicate the Wild army is once more on the chase and closing in.

Lord Balrin decides this spot is their best and only hope.

There are any number of ways the bridge can be made useable, almost all of which require successful Repair rolls. Some examples might be to use less necessary parts of the bridge to reinforce a walkway, to break down a wagon for extra lumber and nails, or even just to fell a small tree or two as makeshift spans. Let the characters be creative.

But just as the refugees start to make their slow and arduous crossing of the river, another larger band of wildmen hits from upstream. A couple of militiamen go down, and Lord Balrin orders the adventurers to get to that flank and help. There is another horn blast from the attackers.

Again, this is a similar melee to the first, although the group is larger: 2 wildmen and 1 Wild Tainted dog per adventurer (don't forget to factor in any assistance the adventurers may have in the form of NPCs). While the adventurers hold the line, the refugees make their way across the river – it will take them two long minutes (20 Rounds) to cross. If, for some reason, the adventurers aren't able to dispatch the attackers in that time, they can either finish the fight or attempt to withdraw themselves.

Undoing It All

Once everyone has made it to the other side, there's one more problem: with the bridge somewhat intact, the Wild army can easily pursue the refugees. This idea is reinforced by the sound of horns getting closer.

Again, there are any number of ways the adventurers can undo their hard work and render the bridge unusable by the enemy. It might be as simple as a Strength check to shove the fallen tree trunks out of the way, or as complex as a Repair roll to sabotage the remaining supports so it will collapse under the weight of any of the Wild army that attempts to cross.

This is another case where you should reward the characters' ingenuity by letting them attempt whatever scheme they can cook up (as long as it can be done reasonably quickly), although you should modify the difficulty based on how spectacular they want the results to be. Simply shoving logs out of the way and running should be pretty easy. Rigging the bridge to collapse or catch fire when the maximum number of enemy troops are on it should carry a penalty or require a Raise to accomplish.

One way or another, the bridge should be able to come down. And just in time... as the adventurers are finishing up their handiwork, a large contingent of the Wild army bursts from the woods.

Many of the dogs, rabid with their taint, simply plunge into the raging waters after their quarry. The soldiers are a little less single-minded, although they'll attempt to cross the bridge if it still looks usable. Otherwise they'll just pull bows and start laying volleys of arrows onto the opposite bank. If you need stats, use the Wild Tainted soldiers on page 58, only add a bow to their gear (**Ranges:** 12/24/48, **Damage:** 2d6).

There are a dozen bowmen firing across the river (which is 5 inches across). The adventurers can either stand and fire back (in which case more archers appear every 5 Rounds), or withdraw with the rest of the refugees (at 6 inches per Round, although they have light cover after the first Round, and medium cover by the time they reach long range).

At this point, the adventurers and the refugees can continue on their way with nothing to pursue them for the moment but the angry calls of the Wild army's horns.

Heating Things Up

This adventure is designed for Novice characters, and would fit well during the group's flight toward sanctuary from Milltown.

Lord Balrin often relies on the adventurers to act as scouts and outriders for the refugees, trying to make sure they aren't set upon by Wild soldiers. On one of these occasions they hear some sort of noise off in the distance. Have them all make Notice checks – the highest success can make out what sounds like a heated argument, although the words aren't clear. But the direction is, and the group can move closer if they wish.

They quickly find themselves at the edge of a wide depression that forms a clearing in the woods. The trees are smaller here, mixed with low brush and tall grass. In the midst of the clearing are two distinct groups of several humanoids in a confrontation at what appears to be a campsite – there are ragged furs here and there and a large brazier with a fire burning within it.

One of the groups consists of several large humanoids that are seemingly carved from stone with a short, dark-haired man wearing unusual clothing standing ahead of them. If it weren't for the way they occasionally shift their grips on the huge mauls they carry, they could be mistaken for statues. Facing them are a dozen wildmen, with twisted limbs and leather garments. One of them wields a tattered banner with an odd glyph painted on it.

It's apparent by the attitudes and gestures of the more human elements of this scene that an argument is taking place – although the cause remains unclear since the language being spoken is alien and vile to the adventurers' ears.

If any of the adventurers make a Notice roll and succeed with a Raise, they deduce the two groups are allied within the Wild army, but hostile to each other. What to do, what to do...

Dry Kindling

The adventurers can do any number of things at this point – although a whole lot of moving around will require successful Stealth rolls. As long as they remain undetected, they can take steps to provoke a fight between the two groups – although even if they're noticed, it'll still be a free-for-all, since both of the other two parties will happily take swings and shots at each other. One way or another, the two Wild factions are going to start fighting....

Xystus, The Golem Master



Xystus is human enough, although he has a foreign look about him. He leads a handful of tainted, rock-skinned beings in the name of his master. Questioning him is futile, since he doesn't speak the same language as the adventurers.

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

Skills: Climb d6, Fighting d6, Lockpicking d6, Notice d6, Shooting d6, Stealth d8

Pace 6 Parry 5 Toughness 6 (1) Pulse 10

Hindrances: Loyal, Yellow

Edges: Thief, Two-Fisted

Gear: Leather Armor (Armor +1, torso, arms and legs), Short Sword (**Damage:** Str+d6), Dagger (**Damage:** Str+d4), Amulet of Summons (see *A Raging Torrent* on page 77).



Wild Tainted Golems

(1 Plus 1 Per Every 2 Adventurers)

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

Skills: Fighting d8, Guts d8, Throwing d6

Pace 5 Parry 6 Toughness 12 (2) Pulse 5

Edges: Sweep

Gear: Maul (**Damage:** Str+d10, AP 1, 2 Handed)

Special Abilities

- *Magically Tainted:* Although these were once humans, they're now almost entirely rock. The Healing skill has no effect on them.
- *Ponderous:* The Wild Tainted golems aren't very quick, and have their Pace reduced by 1.
- *Rock Solid:* Essentially living rock, these golems have Armor +2 on all locations.
- *Size +1:* These guys are pretty tall and hefty.
- *Wild Taint:* Creatures tainted by the Wild gain +2 Toughness and +2 to Spirit checks to recover from being Shaken. Additionally, when a Wild Tainted creature is killed, everyone within a Small Burst Template must succeed at a Vigor check or gain a level of Fatigue (Extras are Shaken). This Fatigue can be recovered normally.

Wild Tainted Wildmen (3 Per Adventurer)

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

Skills: Fighting d8, Guts d6, Notice d6, Throwing d6

Pace 6 Parry 7 (1) Toughness 9 (1) Pulse 10

Edges: Combat Reflexes, First Strike

Gear: Leather Armor (Armor +1, torso, arms and legs), Medium Shield (Parry +1, Armor +2 vs Ranged), Axe (**Damage:** Str+d6)

Special Abilities

- *Wild Taint:* Creatures tainted by the Wild gain +2 Toughness and +2 to Spirit checks to recover from being Shaken. Additionally, when a Wild Tainted creature is killed, everyone within a Small Burst Template must succeed at a Vigor check or gain a level of Fatigue (Extras are Shaken). This Fatigue can be recovered normally.

Whoever is fighting whom, on the second Round of combat one of the golems knocks over the brazier, and the grass and shrubs in the clearing begin to burn.

Smart (and foolish) characters may try to find a way to put out the fire right then (although odds are they aren't carrying enough water to douse the flames, and Elemental Manipulation is great for spreading fire, not stopping it, so they aren't likely to affect any changes on the situation). Feel free to give one or two of the bad guys a free attack against anyone trying.

The fact is the fire will quickly spread out of control (see the Savage Worlds rules on Fire). The first Round, it's a 1d10 fire. Two Rounds later, it's a 2d10 fire. Within 5 minutes, it's a 3d10 fire... and is quickly turning into a forest fire.

Out Of The Frying Pan...

It seems the adventurers have stirred up more trouble than they bargained for. The good news is that any remaining opponents will break off and flee at this point. The bad news is that the adventurers should probably do the same.

There are two things the adventurers need to do: get to the refugees and make sure they're moving away from the fire, and make it to a spot that's wet and watery enough to afford some measure of safety.

This is best handled as a race, with both sides aiming for 10 tokens. Win or lose, it's over when all of the characters on the adventurers' side have 10 tokens. Draw Initiative cards for the players and the refugees – don't worry about the fire... it always goes last each turn. The adventurers start with a 1 token lead.

On any turn a character draws a club for Initiative, he's faced with some sort of obstacle:

Card Drawn	Obstacle
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Number	Rough Ground
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The adventurer hits a patch of rough ground and must take a -1 penalty to his Agility roll this turn.

Face Card	Fleeing Animals
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A horde of animals fleeing from the fire swarms the character, giving him some treacherous footing and a -2 penalty to his Agility roll this turn.

Ace	Falling Debris
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Burning debris falls into the adventurer's path. He must succeed at an Agility roll to avoid it, or he suffers a -4 penalty to his Agility roll this turn. Additionally, if the roll is a Critical Failure, the fire immediately gains an extra token.

Every turn, each adventurer must make an Agility check, with a success earning him 1 token, and a Raise earning him 2 tokens. On a Critical Failure, an adventurer loses a token. At the end of the turn, roll a d6 for the fire, giving it tokens in the same way.

At the end of the turn, if the fire has as many or more tokens than a given character, that character must roll for fire damage and also check for combustion. The damage is 1d10 plus an additional d10 for every token the fire has beat the character by, up to a maximum of 3d10. For

example, if the fire has 4 tokens and the character has 3, the character takes 2d10 fire damage.

Once any of the adventurers has 5 tokens, they've reached the main body of refugees and can get them moving. The refugees are considered to have an Agility of d6, and start with 5 tokens. If they take a Wound, each counts as a percentage of people who have been hurt or killed (25% per Wound).

Once any of the adventurers (or the refugees) has 10 tokens, they've reached comparative safety, and can rest and recuperate while watching the fire burn in the distance. A haze hangs over the land for several days afterwards.

Night Terrors

This adventure is written with Novice characters in mind, and would work well while the adventurers are on their journey from Dunhoun to Epperborne.

The Milltown Irregulars are leading refugees through the wilderness, generally treading the fine line between keeping to out-of-the-way places to avoid the Wild army and keeping to more well-used paths so as to move more quickly. The adventurers should make rolls for Tracking in order to hunt, and rolls for Survival in order to gather other food and find good shelter.

On this particular night, as the refugees are stopping for the evening to camp, the adventurers should also make Notice checks. If they are successful, they note any animals with the company seem unusually agitated – especially mounts and livestock. If anyone made a Raise on their check, the highest roll also thinks he catches a glimpse of something dark against the night sky.

The next day, the usual Tracking and Survival rolls should be made, and a camp set up at night. Notice rolls will alert the adventures to the fact any animal agitation as above – this is automatic if they're looking for it.

The adventurers are on second watch (the watches are done on a rotation), when the sound of shrieks and screams comes through the darkness. It's enough of a ruckus to wake a number of the refugees, and any animals with the group are noticeably upset by... whatever it is.

The adventurers can make Notice checks again – this time, anyone who succeeds is pretty sure they see several large bats in the night sky – although it's difficult to tell for sure through the foliage. Lord Balrin is willing to let the adventurers go a little ways into the woods to check things out, although he warns them against going out too far, and staying out too long. They're needed close to the camp.

Allow the adventurers to make any Notice, Tracking, or whatever rolls they want, but they find nothing in the dark but rocks and brambles.

I've Got A Bad Feeling...

On the third day, the adventurers are riding ahead of the refugees as usual when they come to a path that looks like an animal trail that has also been used by traders for traveling. A successful Tracking roll will confirm that a wagon has been down this path as recently as a day or two ago. With a Raise, they can also tell the wagon was pulled by a single ox, and there were a couple of people on foot, as well. It doesn't appear to be a Wild army patrol.

That being the case, this would be a good path to travel down for a while, as it would allow the refugees to move more quickly. Lord Balrin agrees with that, and all goes well for about a mile. Then the adventurers come upon a wagon blocking the path. Any adventurer making a successful Notice roll smells the pungent odor of death.

It's an easy matter to examine the area, although some things are more obvious than others. It's easy to note the remains of a campsite to the side of the trail, as well as the body of an ox.

Examining the ox, it's clear it's been fed on by a number of scavengers, but it hasn't been decaying long. If any of the adventurers can make a successful Healing check, he can determine the animal died of severe lacerations – apparently some of the missing flesh and meat wasn't removed by scavengers.

Investigating the camp, it's apparent that someone had more or less settled in for the night. There are the ashes of a small fire surrounded by slightly scorched rocks, and three bedrolls positioned around it. A wooden bucket holds a few dirty cooking utensils. Adventurers making successful Notice checks find a few other things: the bedrolls appear to have been used, as they are in disarray; one of them is also bloodstained.

The wagon itself reveals more of the story. It doesn't have any proper covering, although blankets and canvas offer some protection to the contents – largely a number of crates and barrels. The wagon itself is in good condition, although blood is also spattered around it, as well as upon those same crates and barrels (should anyone start taking stock, the inventory is given below). If any of the adventurers make successful Notice checks here, a glint of reflected light reveals a well-made wrapped long sword (does an additional +1 damage) discarded in the brush alongside the wagon and stained with some sort of blackish ichor.



There's the sound of a slight bump beneath one of the blankets.

Hopefully, the adventurers have the good sense to check before they start sticking swords and spears into the blanket. Hiding underneath is a girl – probably no more than ten years old – wearing night clothes, wide-eyed and shivering with fright. It will take a lot to calm her down, and even then a successful Persuasion roll will only get from her that her name is Gwen and, *"They came from the sky... on dark wings!"* Other than that, she's pretty hysterical – it seems her parents are dead or missing.

Other than a new refugee, the adventurers can also find some grain, fruit, several wheels of cheese, smoked meat sealed in a waxy cloth, three bolts of cloth, a cask of wine, and a barrel of mead. At the least, it makes for some good supplies for the refugees. Additionally, there are some personal belongings, like clothing and Gwen's wolfy (like a teddy bear, only made from rabbit fur and sewn in the shape of a Caladon wolf).

Death From Above

Odds are that everyone's a bit edgy when they settle down to camp that night. In fact, anyone who actually wants to sleep should make a Spirit check – otherwise they just can't relax enough. Lord Balrin allows the adventurers to take any watch they wish.

If they all watch together, that's when the attack comes. Otherwise, determine it randomly – deal cards to each separate group on watch, and the attack comes on the highest card.

Have any of the adventurers who are awake make Notice checks (give a +2 bonus to any adventurer who has specifically stated he's watching the animals for any agitated behavior). The assailants come very quietly on dark wings...



Gargoyles (2 Per Adventurer)

Gargoyles in Caladon resemble winged lizards. Some scholars speculate they are related to dragon kin, but most dragon kin take umbrage at that. All the same, some wizards have been known to keep a gargoyle or two as guardians for their workshops. They just have to be fed regularly, as they are voracious carnivores.

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

Skills: Fighting d8, Intimidation d6, Notice d12, Stealth d10

Pace 6 Parry 6 Toughness 10 (2) Pulse 10

Special Abilities

- *Bite/Claws:* Gargoyles can either make a two-fisted claw attack (**Damage:** Str+d4) or use their very nasty bite for a single (**Damage:** Str+d8) attack.
- *Dark Wings:* Gargoyles gain a +2 bonus to Stealth checks made at night or in dark or dim lighting as their dark coloration gives them natural camouflage.
- *Flight:* Gargoyles are flyers, Pace 8.
- *Size +1:* Even without their massive wingspan, gargoyles would be considered big because of their tails and natural build.
- *Stony Skin:* Okay... it isn't really stone, but gargoyles have a very thick and tough hide that gives them Armor +2 to all locations.

Each gargoyle will try to grapple a victim and fly away with him. They aren't too particular – they'll try for a horse as well as a human, although they aren't strong enough to heft those.

Any sleeping characters will be awakened by the noise of conflict (and probably screaming and yelling), but they start out as Prone, Shaken and Surprised on the first Round. They can act normally on the next round, but must still stand as well as recover from being Shaken.

If any of the gargoyles get away, the refugees must deal with them on subsequent nights. On the other hand, if any adventurers or NPCs are carried off by the gargoyles, the adventurers may wish to mount a rescue – although that goes beyond the scope of this adventure. Even so, it may be something you'd like to play around with... after all, maybe Gwen's parents can be rescued as well.

Home Wrecker

This adventure is designed for characters that are well advanced as Novices, and would be a good one to use when the adventurers are on their way to Epperborne.

Supplies and provisions are a constant necessity – especially as the company has attracted more and more refugees in its flight. As a result, Lord Balrin encourages the adventurers to hunt and forage while they're scouting or acting as outriders. At least the hunting mixes in well, since the adventurers must remain alert and stealthy. Gathering berries and wood is easier, but can also lead a scout to let his guard down.

Normally, Survival and Tracking rolls allow the adventurers to gather and hunt enough to keep the Milltown Irregulars and their charges fed. Today, however, they run across something a little different in the form of a worn cart path that leads up to a hill from where a thin trail of chimney smoke rises.

It takes about an hour for the adventurers to wend their way up the wooded slope. Any adventurers who make a successful Notice roll catch occasional glimpses of Caladon wolves shadowing them through the trees – but while they can be territorial, they aren't prone to attacking people unless they're starving, and so they keep their distance.

Of course, an adventurer may wish to take one down for the pelt... but they may not realize the potential consequences. The adventurers can attempt Common Knowledge checks (with a -2 penalty unless they have a background that encompasses animal lore) to know that attacking one wolf will be tantamount to attacking the whole pack.

Caladon Wolves (2 Per Adventurer)

Caladon wolves are smarter than their smaller cousins, and grow to a comparable size and weight of a full-grown man.

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

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d10

Pace 8 Parry 6 Toughness 7 (1) Pulse 10

Special Abilities

Bite: (**Damage:** Str+d4).

- *Go For The Throat:* Like most canines, Caladon wolves instinctively go for an opponent's soft spots. With a Raise on its attack roll, a Caladon wolf hits the target's least armored location.
- *Fleet-Footed:* Caladon Wolves roll d10 instead of d6 when running.
- *Thick Fur:* Caladon Wolves have a thick, tough, furry pelt that gives them Armor +1, all locations.

Cabin Fever

Eventually, the adventurers reach the end of the path at a small cabin. It looks to be well-tended, but there doesn't seem to be any sign of movement right now other than the thin wisps of smoke from a chimney. It looks like the fire inside is dying.

A small creek runs past the place, and neat rows of herbs grow in a garden between the building and the water. The single door to the place is locked, although there are a couple of windows. While it looks like the

curtains are in some disarray, it's impossible to see inside clearly: it's too dark in there. The faint glow of dying embers can be made out in the direction of the chimney, but during the day the light reflects off the windows, and at night there isn't enough interior illumination.

The adventurers can make Tracking rolls if they wish to examine the surrounding area. A success shows a single individual probably lives here, and a Raise shows that he or she is probably still inside.

Now the question is whether they want to go in to make sure the resident is alright. The lock on the door can be picked with a successful Lockpicking roll or – barring that – a window shutter can be easily smashed in (although anyone entering that way must make a successful Agility check or take (**Damage:** 2d4) from broken shards left in the frame).

Inside, the place is a mess. The smashed remains of furniture litters the single room of the cabin, and the earthen floor looks as if it has been broken up with a pick axe. Blood is splattered over everything, and the shredded remains of an old man have been tossed casually into the corner of the room. The contents of overturned crates and boxes are strewn randomly around the interior.

The adventurer can begin to search the place – have them make Notice rolls. Any that succeed notice a faint bluish glow in one corner, and aren't surprised (well... they aren't *quite* as surprised) when a creature bursts from the ground and attacks.

Vordian



Vordians resemble a madman's coupling of a giant centipede and a knife drawer. A wormish body supports multiple blade-like limbs, with which the creature attacks.

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

Skills: Fighting d12, Guts d10, Notice d6, Intimidation d12

Pace 6 Parry 10 Toughness 9 (3) Pulse 20

Edges: Acrobat, First Strike, Improved Block, Improved Dodge, Improved Sweep, Quickness,

Special Abilities

- *Blades:* Many, take your pick of which one guts you (**Damage:** Str+d8, AP2).
- *Chitin:* Armor +3, all locations.

As the creature takes its last Wound, it emits a high-pitched whine and erupts into a black mist that quickly dissipates. Now the adventurers can explore the cabin safely... although they may still be a bit jumpy.



The Scene Of The Crime

As we mentioned, the inside of the cabin is a mess. It appears the former occupant liked to collect various oddities, and diligent adventurers may be able to scrounge up a few interesting knickknacks. Give each adventurer a single Notice roll, and for each success, they find one of the following:

- An odd stone, similar in shape and design to a sand dollar, only it's about the diameter of a dinner plate. It's smooth with a glossy sheen, and can't be scratched by anything in the adventurers' possession. (This should be the first thing they find.)
- A statuette carved of some green stone in the shape of a woman with wings and the hindquarters of a cat. The workmanship is exquisite, and the figure is about the size of a small house cat.
- Some ancient coins in various shapes and sizes. While interesting, most of them are made of metals like zinc and nickel, and have no practical value – although a collector might want them.
- A gilded birdcage.
- Anything else you can think up that's somewhat interesting but has little practical value.

Additionally, for each roll that gets a Raise (one per adventurer), they find one of the following:

- A ring with a small compartment hidden under a semi-precious purple jewel. The compartment is empty, but could be filled with poison, a small message, or any other tiny valuable the wearer wished.
- An amulet inscribed with an unusual glyph and suspended from a silver chain. Anyone who is magically sensitive (has a Pulse Path) senses a mystical aura about the amulet. It can be used to store up to 5 Pulse, which the wearer can use however he wishes. This Pulse won't regenerate naturally.
- A small metallic container about the size of a pair of fingers, with a button on one side. If the button is pressed and the user can make a successful Agility check, a flame appears on one end – about the equivalent of a single candle. It can be used as a dim light, or to ignite things, but only has enough power to last about a month (longer if used infrequently, less if used constantly).
- A pendant of polished amber with a small spider trapped within it. A character with any magical

ability can use the Entangle Power by spending the appropriate Pulse and making a successful roll on his Pulse Path's associated skill (for example, Spellcasting for a Gifted character).

Beyond these things, there are some provisions here as well – enough to keep the refugees going for another few days, at any rate – and a few personal possessions like clothing and cooking utensils. This would even be a nice place to stay, if it weren't for the fact it will likely be overrun by the Wild army in the near future.

The Bad News Bearers

This adventure is designed for Novice characters, and is an ideal one to throw in while the Milltown Irregulars are holed up in Epperborne. As with all the Savage Tales, though, feel free to mix it up and use the plot at any point in your group's campaign.

People are preparing for an attack by the Wild army in various ways. Warriors, soldiers and nobles are arguing over the best way to mount a defense (or an attack, depending on who's talking), while most of the common people prepare for the worst. In many cases, that involves packing their things and fleeing setward as quickly as possible.

In the midst of all this, the adventurers are approached by an elderly couple who introduce themselves as Lytler and Gael. Although apologetic, they are determined – they have tried talking to higher-ranking people, but no one seems to have time for their plight.

What is their plight? Well, they've got a couple of sons who live with their families on a farmstead a few days seaward of the city. Gael, in particular, is frantic with concern over her sons' safety, unsure of whether they've fled their farm or are even aware of the Wild army's invasion. A successful Notice roll lets the adventurers know she fears the worst has happened.

Lytler admits they haven't got much money to spare, but they'll pay what they can if the adventurers will head out to their sons' farmstead and check in on them. If the adventurers agree to go, the couple is noticeably relieved. If they offer to go without being paid, the couple is ecstatic (as is Trinity, who blesses the adventurers with a bonus Karma point to be used in either this adventure or the next). In either case, Lytler and Gael give the adventurers their thanks, directions to their sons' home, and fresh provisions – enough for a few days. They can pay a total of 50 Crowns.

The journey will take the adventurers three days, although it's potentially dangerous, as the Wild army is patrolling the region. Draw three cards with the following results:

Card Drawn	Encounter or Event
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Number Card	Natural Beasts
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The adventurers run into normal animals. They can make Stealth checks to avoid an encounter if they wish. Use any natural beast(s) you want, either from this section or from the Savage Worlds rules.

Face Card	Wild Tainted Beasts
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Creatures that have been tainted by the Warlocks have become more common with the Wild army's advance. Use any Wild Tainted beast(s) you want from this book, or take an animal from the Savage Worlds rules and give it the Wild Taint Special Ability.

Any Ace	Ratten Patrol
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The adventurers stumble into a group of ratten scouts who are on patrol. Use the stats for ratten on page 139 – there are 2 per adventurer.

Joker	Supply Train
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The adventurers stumble onto a Wild army supply train. They can make Stealth rolls to avoid detection, and Notice rolls to assess the situation. The train is heavily guarded by Wild Tainted soldiers and dogs (2 soldiers and 3 dogs per adventurer – use the stats on page 58), led by two sergeants (use the stats from *Wildfire* on page 61). However, if the adventurers can come up with a way to successfully attack and destroy the supply train, give the Wild army forces a -1 penalty to their Knowledge (Battle) roll in the next major battle. This event can only happen once... treat any additional jokers as an ace.

Eventually, the adventurers arrive at the farmstead, which is (amazingly, in this time of war) still intact.

Buying The Farm

The adventurers arrive just as the sun is setting. The farmstead consists of a single-storey house in the middle of a cleared chunk of flatland, ideal for farming. There's a vegetable field, as well as some grazing land for a couple of goats, and a coop housing a number of chickens. A pen also houses a few domestic casawemies. All in all, the farm looks fairly self-sufficient.

One of the children – a young girl – cautiously greets the adventurers at the door, and then yells, "*Papa! You should proly come talk to the soldiers.*"

A middle-aged man (the younger son, Trig) comes out to speak with them next. He listens patiently to whatever the adventurers have to say, and replies "*I'll give it some thought, but I'm sure if there was a real problem, the local lord would've let us know.*" He then goes to close the door.

The adventurers can decide how they want to handle things.

Pragmatic adventurers may just throw their hands in the air and say they tried. In that case, go on to Wild Party below.

More paranoid adventurers may figure the family is in cahoots with the Wild army, but a successful Notice roll tells the adventurers that isn't the case – the feeling they get is that Trig is simply blissfully ignorant and sure nothing is actually wrong.

Persistent adventurers may want to convince the family to listen to them, which is certainly fine. The only problem is any Persuasion or Intimidation rolls are made at a -2 penalty, since Kyle and Trig are set in their ways, sure they're right, and get their hackles up if they feel they're being threatened. Ironically, if the adventurers say they were sent by Lytler and Gael, they suffer an additional -2 penalty, since Kyle and Trig are then also annoyed their parents are butting into their business.

If the adventurers should manage to convince the family to pack up and run, they'll do so... in a painfully slow and chaotic manner. There will be a lot of debate between the brothers as to which things are important to bring along, and a lot of arguing with the wives over what should be left behind, and a lot of yelling at the children to take care of this, that, or another thing, while the children do their best to speed things along.

One of the sticking points seems to be the casawemies. Kyle and Trig are very proud of themselves for thinking to invest in the beasts; their wives, Jillian and Rhona, want to know how their husbands are going to get the casawemies to haul their things. The five children, ranging in ages from six to fourteen years, just look imploringly at the adventurers – apparently *they* at least are concerned about the situation.

Wild Party

If the adventurers simply left in disgust, they quickly realize a Wild army patrol is coming up the trail. If the adventurers are trying to get the family out the door, they should make Notice checks to be alerted to the fact (they get a +2 bonus if they were clever enough to leave someone outside to keep watch).

Should the adventurers actually be callous enough to leave the family to their fate, take a Karma from them – Trinity knows they're painfully foolish, but they are her people nonetheless. If the adventurers recant and help the family, it's all well and good. If not, they start the next session with one less Karma as well.

How the adventurers want to deal with the Wild army is up to them.

If they want to sneak away, they'll all have to make Stealth rolls to do it – although in that case the oldest daughter tells the adventurers she knows where an old shrine is. If they can make it there, they might be able to hide out the night.

Fighting is also an option, although it may be a stiff fight. The brothers will help, but they're longer on guts than they are on skill. The wives, on the other hand, are have no combat skill at all, though they'll do their best to protect the children if pressed. The children will do as they're asked.

Kyle And Trig

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

Skills: Fighting d4, Guts d6, Knowledge (Casawemies) d4, Notice d4

Pace 6 Parry 4 Toughness 6 (1) Pulse 10

Hindrances: Stubborn

Gear: Normal Clothing, Leather Vest (Armor +1, torso only), Stout Cudgel (**Damage:** Str+d6)

Jillian And Rhona

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

Skills: Fighting d4, Guts d4, Knowledge (Cooking) d6, Notice d4

Pace 6 Parry 4 Toughness 5 Pulse 10

Hindrances: Cautious, Loyal

Gear: Normal Clothing, Rucksack of Clothing

Children (Iona, Cale, Genevieve, Dillon And Tacey)

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

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

Pace 6 Parry 4 Toughness 5 (1) Pulse 10

Hindrances: Small, Young

Gear: Normal Clothing, Leather Vest (Armor +1, torso only), Heavy Stick (**Damage:** Str+d4)

The riding casawemies (if needed) use the same stats as their wild cousins (see *Egg Hunt* on page 90), only they have Fighting d4 and the Brawny Edge.

Corpse Captain

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

Skills: Fighting d6, Notice d8

Pace 5 Parry 5 Toughness 9(1) Pulse 20

Gear: Rusty Chain Shirt (Armor +1, torso and legs), Rusty Long Sword (**Damage:** Str+d8, anyone who takes a Wound from this sword must make a Vigor check or take a level of Fatigue that can't be recovered until the Wound is healed, Wounds taken from this blade confer a -2 to any attempts to Heal or recover from them)

Special Abilities

- *Fear:* The corpse captain exudes foul tendrils of Wild Tainted energy. Anyone confronted by him must make a Guts check.
- *Fearless:* The corpse captain isn't affected by Fear or Intimidation.
- *Wild Taint:* Creatures tainted by the Wild gain +2 Toughness and +2 to Spirit checks to recover from being Shaken. Additionally, when a Wild Tainted creature is killed, everyone within a Small Burst Template must succeed at a Vigor check or gain a level of Fatigue (Extras are Shaken). This Fatigue can be recovered normally.

Animated Corpses (3 Plus 1 Per Adventurer)

Use the stats for animated corpses on page 70.

Assuming the adventurers can get the family safely past the Wild army patrol, they won't have any other troubles on the three-day trek back (other than suggestions from the brothers on how things should be done, and complaints from the wives about the traveling conditions). If they didn't try to save the family, feel free to pull three more cards for encounters on the way back.

The good news is that, once back, Lord Balrin – who is pleased at the adventurers' selflessness – will award them each with 10 Crowns, plus 10 more for each family member brought back alive. If they were all brought back alive, Lord Balrin will offer the Milltown Irregulars a minor favor as well.

Additionally, the adventurers will have the undying adoration of all of the surviving children. Which is sweet.

Feel free to make them a feature of future sessions, helping out, getting into trouble (more likely), or just offering commentary from the sidelines as the conflict escalates.

Remember...

... in the spirit world, a character's Spirit and Vigor traits are reversed! If you're a little vague on what this means, you might want to brush up on it – see page 10 of *Savage Suzerain*.

Tearing Down Dreams

This adventure should be tackled sometime after the adventurers have reached Seasoned rank. It would go well at any point after the fall of Epperborne, and if the adventurers have already completed *Some Assembly Required* (see page 108), that could be the catalyst for this adventure.

Lord Balrin calls the adventurers to his tent for a conference with him and Ciaran. Both of them seem a bit troubled, although Lord Balrin admits he's not sure if what he's learned is good or bad.

Ciaran explains, *"I believe I understand how these Warlocks manage to create such powerful magic. Normally, the mystical energies that sustain life and fuel the spells of wizards and shamans flow freely throughout the land like streams of water. Some are mere trickles – almost like tiny brooks, if you would – but the largest are akin to mighty rivers, with vast amounts of energy running through them. If I surmise correctly, the Warlocks have had their minions building some sort of shrines that divert these streams into... well... canals that likely feed to a vast reservoir which they use to power their spells."*

"While that's not really a good thing," Lord Balrin continues, *"it does explain why the Wild army hasn't simply overrun us in one constant push. I'd guess they have to stop to give their people time to construct an appropriate number of these shrines before continuing on. Various scouts have reported this type of construction, but we haven't divined its purpose... until now. While we don't have the means to track down and destroy them all, we can tear down shrines as we find them. As it turns out, a patrol has reported finding a shrine not too far away. I'd like you to take care of it, if you would."*

The problem the adventurers may have is that the core of the shrine, its essence, exists in the spirit world. If the adventurers have no way to cross over, Ciaran can provide them with a talisman that allows them across the divide between worlds.

Ciaran explains the use of the talisman, but warns that it'll be draining on them, and that they'll need to stay close together when they use it... otherwise they may end up trapped on the other side. In game terms, the talisman allows anyone within a Large Burst Template (centered on itself) to spend 2 Pulse to enter the spirit world. This lasts for five minutes, but can be maintained at a cost of 1 Pulse for every five minutes. Everyone remaining in the spirit world must pay this cost.

On the bright side, if they need more time, they can always re-enter the physical world and rest.

Whether or not they need the talisman, Lord Balrin provides the adventurers with a map showing them how to reach the suspected shrine. Ciaran will warn them to be extra cautious, however, as Bella has told him a lot of tainted creatures are in the area.

Guardian At The Gate

Although it may take the adventurers a couple of days to reach the shrine, it's not very hard to find – especially if they just follow their map. It lies in a fairly wooded area of the Hathenclus Range (or wherever you choose to run this *Savage Tale*).

The shrine itself stands out to the adventurers: it's a stone structure about the size of a small cabin, but built in a perfect cube. The stones have been carved and fitted together snugly, and there doesn't appear to be an opening of any sort. However, there's a sub-audible hum that causes the adventurers to feel uneasy (they must make a Guts check with a +2 bonus), and in the dark the cube glows faintly with a sickly pale green aura.

As the adventurers get close to the shrine, they need to make Notice checks. A fangtooth has been set as the external guardian to this place, and it lies in wait for unsuspecting prey. It will get the drop on any adventurer who fails his Notice roll. Use the rules for Surprise from *Savage Worlds*.

Fangtooth



Fangtooths look like a cross between a wolf and a lion.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d12+2, Vigor d10

Skills: Climbing d4, Fighting d10, Guts d10, Notice d10, Stealth d10, Tracking d12

Pace 8 Parry 7 Toughness 11 Pulse 20

Edges: Fleet-Footed, Improved Frenzy, Mighty Blow, No Mercy, Quick

Special Abilities

- **Bite/Claws:** A fangtooth has very sharp and deadly teeth and claws (**Damage:** Str+d6, AP 2).
- **Fearless:** A fangtooth is immune to Fear and Intimidation.
- **Size +2:** These things are the size of a horse.
- **Wild Taint:** The fangtooth is a creation of Wild magic, and gains +2 Toughness and +2 to Spirit checks to recover from being Shaken. Additionally, when a Wild Tainted creature is killed, everyone within a Small Burst Template must succeed at a Vigor check or gain a level of Fatigue (Extras are Shaken). This Fatigue can be recovered normally.

Note that the adventurers could escape the fangtooth by activating Ciaran's talisman and going into the spirit world – but it'll still be there waiting for them to return to the physical world.

Crossing Over

One way or another, the adventurers will have to move into the spirit world, if for no other reason than they can't find an entrance (or any other feature) to the structure in the physical world. Even if they try smashing walls, blowing things up, using magic or anything else a creative group of adventurers can come up with, it's as if some sort of barrier prevents them from interacting with the shrine.

Once they pass through to the spirit world, however, everything takes on a different appearance.

First of all, the adventurers can see the full effect of the Wild Taint. Almost everything here seems to be covered in some sort of florescent green fungus-like growth that pulses and creeps along, suffocating everything it touches. In fact, the structure itself seems to be composed not so much of stone from this side, as of icky green stuff.

But at least there's an opening in it: a square doorway leading into darkness. Well, okay... it's lit with a dim green light, but it still isn't very inviting.

Also, the inside seems to be bigger than the outside.

It shouldn't take long for the adventurers to realize they're winding their way through a maze, as the interior passages wind and twist around. In order to get through it, the adventurers will need to make a series of Smarts checks (treated as a group roll), with the goal of gaining 10 tokens. For every success, they get a token. If they get a Raise, they gain 2 tokens. If they get a critical failure, they lose a token as they get lost and have to backtrack a little way.

Additionally, every time the adventurers roll, deal them a card and apply the following results:

Card Drawn	Event or Encounter
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Number Card	Nothing Happens
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The tunnels just keep going and going and going...

Face Card	Shifting Wall
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The walls on all sides of the adventurers suddenly rotate, changing the alignment of the tunnels. They immediately lose a token, and are at -2 to their next Smarts check.

Any Ace	Pulse Mine
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One character, chosen at random, hits a booby trap. If the adventurers are actually trying to check for traps, the searcher can make a Notice check with a -4 penalty (which is reduced by 2 for every subsequent occurrence of this, to a minimum of 0) with a success allowing the victim a single Agility check to get out of the way. Otherwise, the victim must succeed at a Spirit check or lose 1d6 Pulse.





Joker

Shadow Spawn

The shadows on the walls seem to come alive, pulling themselves free and attacking the adventurers.

Shadow Spawn (1 Per 2 Adventurers)

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

Skills: Fighting d10, Intimidation d8, Notice d8, Stealth d8

Pace 6 Parry 7 Toughness 6 Pulse 10

Special Abilities

- **Bite/Claws:** (**Damage:** Str+d6)
- **Pulse Drain:** shadow spawn feed on the essence of living things. They may make an opposed Spirit check against a single opponent within 1 inch of them, taking 1d6 Pulse from the target for every success and Raise, up to the shadow spawn's maximum. Additional Pulse is lost.
- **Spirit:** May physically manifest for one hour at the cost of 3 Pulse. Each additional hour costs a further 1 Pulse.

Each Smarts check is considered to account for five minutes of time – be sure to pay Pulse for the talisman accordingly. Should an adventurer run out of Pulse or simply choose to not pay the cost while in the shrine, he reenters the physical world but is forcibly ejected from the structure – this automatically causes one Wound and one level of Fatigue. Hope they didn't leave that fangtooth out there...

Once the adventurers have acquired 10 tokens, they make it to the altar at the center of the shrine: a cubic slab of blackened stone inscribed with glowing symbols (they may recognize the Warlocks' glyphs). Around the altar are several figures, each hooded, with eyes that glow that same sickly green. They aren't interested in parley, and attack as soon as the adventurers reach the room.

Exploding Feral Spirits (2 Per Adventurer)

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

Skills: Fighting d6, Notice d8

Pace 5 Parry 5 Toughness (6) Pulse 20

Special Abilities

- *Bite or Claws:* (**Damage:** Str+d4).
- *Explode:* When an exploding feral spirit is Wounded it explodes (**Damage:** 4d6 in a Medium Burst Template). This may cause a chain reaction if other exploding feral spirits are caught in the template.
- *Fear:* Exploding feral spirits exude foul tendrils of Wild Tainted energy. Anyone seeing one must make a Guts roll.
- *Fearless:* Exploding Feral Spirits are immune to Fear and Intimidation.
- *Spirit:* May physically manifest for one hour at the cost of 3 Pulse. Each additional hour costs a further 1 Pulse.
- *Wild Taint:* Exploding Feral Spirits gain +2 Toughness and +2 to Spirit checks to recover from being Shaken. Additionally, when a Wild Tainted creature is killed, everyone within a Small Burst Template must succeed at a Vigor check or gain a level of Fatigue (Extras are Shaken). This Fatigue can be recovered normally.

Once the altar's guardians are dealt with, the adventurers now have to figure out how to actually destroy the altar. Praying for Trinity to cleanse this place (and making a successful Spirit roll) is one method. Explosives are another, while casting Dispel is a third. Give the adventurers some latitude – the idea isn't for you to thwart them, just to encourage them to be creative or inventive.

As the altar is destroyed, there's a burst of energy as the Pulse in the altar is released. All the adventurers take a level of Fatigue and are knocked back into the physical world. They're unmolested for the return trip as a certain amount of chaos inflicts the ranks of the Wild army in the vicinity.

This feat is particularly worthy of congratulations, and Lord Balrin will honor the adventurers with a feast. They should also start the next session with a bonus Karma point.

The Old Wolf

This adventure has been written with Seasoned rank adventurers in mind, and would be a good one to run during the withdrawal through the Bohdan Rift.

Lord Balrin has learned he can rely on the Milltown Irregulars and the adventurers in particular to accomplish various tasks on behalf of the Caladon army. So it isn't unusual to find them out scouting as well as hunting for more provisions.

For this particular excursion, Lord Balrin has warned the adventurers to be particularly careful and on their toes. Locals who have spoken with him claim there's a fury who lives in these parts – one that generally likes to keep to himself. Lord Balrin isn't sure what side this fury's sympathies might lie with, but he'd rather play it safe.

The adventurers can make the usual Tracking or Survival rolls to see how well they do at finding game or provisions but it's at the end of the day, as they are heading back to camp, when they hear a commotion to one side of their path. It sounds like a fight.

The ruckus is sufficient that the adventurers don't need to worry too much about being stealthy as they approach – although a successful Notice roll will allow them to assess the situation before they're in the middle of it.

A lone fury is beset by a patrol from the Wild army. Although the fury carries weapons – a bow and a pair of short swords – it looks as if he is largely relying on his claws at the moment. Three Wild Tainted soldiers lie scattered about, either dead or incapacitated, but several more have surrounded the man-wolf, and are closing in on him, and the fury already appears to be injured. Even as the adventurers watch, he takes out another of the soldiers, but takes another nasty gash in the process.

If the adventurers don't intervene, the fury will eventually be struck down. If they do intervene, they can attack with surprise on their first Round. Use the Wild Tainted soldier stats on page 58 – there are three Wild Tainted soldiers for every two adventurers (if there are an odd number of adventurers, round the one-and-a-half up to two).

Gowen, The Old Wolf



Gowen is a capable character, but he is currently suffering from 2 Wounds.

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

Skills: Fighting d10, Guts d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Survival d8, Tracking d8

Pace 6 Parry 7 Toughness 7 (1) Pulse 15 Charisma +2

Hindrances: Heroic, Quirk (Taciturn)

Edges: Charismatic, Fury (see *Savage Suzerain* page 49), Two-Fisted

Gear: Leather Harness (Armor +1/0, torso only – a Raise automatically bypasses the armor), Bow (**Ranges:** 12/24/48, **Damage:** 2d6), 20 Arrows, *The Fang of Malhar* (Short Sword – **Damage:** Str+d6, Fighting +2, used in his right hand), Wrapped Short Sword (**Damage:** Str+d6, used in his left hand), Claws (**Damage:** Str+d4 – while in wolf-man form, Gowen favors the use of his claws unless he's seriously outmatched)

Chasing A Vendetta

Although Gowen expresses thanks for the adventurers' assistance, he remains gruff and aloof. He brushes aside any offers for medical help, claiming it's just a scratch and he'll be fine. In fact, several minutes after the fracas, Gowen's injuries will have closed and healed to the point of being scars.

The adventurers can question Gowen, although they're likely to receive monosyllabic answers to most inquiries. However, they can learn he does indeed live in the area (if one counts ten kilometers away as nearby), but he's out hunting.

It's possible the adventurers have been doing the same thing, and may offer to share, or report on the game in the area, but Gowen tersely points out that he's hunting his own quarry.

A successful Persuasion roll will get the story from Gowen. He's largely been left alone by the Wild army – dispatching the handful that dared approach his dwelling. But recently he's heard rumors and smelled scents telling him there's another fury in the area... a fury that has been tainted by the same corruption afflicting the soldiers he just fought. Gowen has set out to destroy this abomination.

Gowen is a good tracker, but the adventurers are the stars of the show, so allow them to take first shot at Tracking Gowen's prey. If they're having a bad day, though, the fury can take up the slack.

The Old Wolf moves quickly and quietly into the mountain scrub.

In order to find the fury Gowen is tracking, the group needs three successful Tracking rolls, each one made over the course of a day. If the adventurers need extra provisions, they can attempt Survival checks as well in order to gather a few extra supplies to sustain themselves.

In addition, draw a card for each day, applying the following results:

Card Drawn	Encounter or Event
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Number Card	Nothing Happens
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Although the adventurers see the occasional sign of life, there is nothing significant in their path.

Face Card	Ratten Patrol
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Have the adventurers attempt Notice checks. If they're successful, they sight a group of ratten on patrol, and may either avoid them or attempt an ambush. If they fail the check, the ratten take them by surprise instead. Use the stats for ratten scouts and ratten soldiers on page 139. There's 1 of each per adventurer.

Any Ace	Caladon Lion
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Have the adventurers attempt Notice checks. If they fail, a Caladon lion gets the drop on them. Any character that makes a success gets an Initiative card and can act (see the rules for Surprise in *Savage Worlds*). Use the stats for the Caladon lion in *The Rising Tide* on page 71, but if the ace was also a club, the lion also has the **Special Ability:** *Wild Taint*.

Joker	Signs Of Destruction
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The adventurers find the cabin of a woodsman, or similar person. But the place has been trashed... bloodily. There are no survivors, although the adventurers can gather a few provisions if they need them. At your discretion, an adventurer may spend one Karma to find some item of value: money, a fine weapon, or anything else that seems appropriate. In any case, the adventurers also find signs that this was the work of a lone fury – they gain an additional automatic success at tracking Gowen's quarry. If this brings their total to three, the next encounter happens right there.

Blood Of My Blood

After several days of travel, the adventurers find themselves in a dark and twisted copse of trees. Although they don't see anything right away, Gowen stops suddenly and says a single word, "*Ronan*."

Adventurers who make a successful Notice roll see the glowing red eyes before the fury emerges from the shadows. "*I see you've found me, Gowen*."



Gowen makes no reply, simply appraising his adversary, so the Wild fury continues, *"You have no idea of the power we can have at our disposal. The bazhu have magic beyond your wildest dreams. Come... join us, little brother, and together we can carve a kingdom for our people."*

Gowen spits. *"You have dishonored our kind, Ronan. The only thing I'm going to carve is you!"*

You might as well deal the Initiative cards, because Gowen isn't going to do any more talking.

Ronan, The Wild Tainted Fury

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

Skills: Fighting d12, Guts d8, Intimidation d8, Notice d6, Stealth d10, Survival d8, Tracking d8

Pace 6 Parry 9 (-1) Toughness 10 (1) Pulse 25

Hindrances: Arrogant, Greedy

Edges: First Strike, Frenzy, Improved Block, Improved Fury (see *Savage Suzerain* page 49)

Gear: Leather Harness (Armor +1/0, torso only – a Raise automatically bypasses the armor), *The Wrath of Malhar* (Great Sword – **Damage:** Str+d10, Parry -1, Fighting +2, 2 Handed), Claws (**Damage:** Str+d4)

Special Abilities

- **Heroic Entity:** Ronan counts as Heroic Rank, and receives all the benefits that come with it, including +1 to Soak rolls and to recover from being Shaken, an extra Karma for his own use, and increased Healing and Pulse recovery.
- **Wild Taint:** Creatures tainted by the Wild gain +2 Toughness and +2 to Spirit checks to recover from being Shaken. Additionally, when a Wild Tainted creature is killed, everyone within a Small Burst Template must succeed at a Vigor check or gain a level of Fatigue (Extras are Shaken). This Fatigue can be recovered normally. Ronan also doesn't suffer from Wound Modifiers or from the effects of Fear or Intimidation.

This will probably be a nasty fight, since Ronan is a strong fury, but the adventurers have Gowen on their side to take some of the punishment. If they worry Ronan might heal his Wounds after the fight, Gowen lets them know that furies can't mend themselves after death.

Should Gowen survive the fight, he thanks the adventurers, and if they think of it, he can be recruited as an ally. It takes a successful Persuasion check, but the Old Wolf can be convinced to carry on his fight against the Wild army.

Some Assembly Required

This adventure is designed for Seasoned rank adventurers, and would fit well during their time in the Bohdan Rift.

The adventurers are on another of their typical recon and resupply expeditions, picking their way over the rocky terrain of the mountains steppeward of the Rift, when they hear what sounds like a cry of pain in the near distance. Moving in that direction, they find themselves overlooking a hillside trail being traversed by a sizable group.

On first glance, it seems to be a number of refugees making their way through the mountains, but a successful Notice check alerts the adventurers to the fact a number of the refugees are chained together and hauling rocks on wood while being goaded along with spears. On a Raise, they also realize the captors aren't human... if they've encountered them before, the adventurers recognize them as dragon kin. This is obviously not a group of refugees, but rather a group of slaves.

The adventurers have a fair bit of time to decide what to do. There aren't too many dragon kin for the group of them to handle, and they can even try to mount an ambush (although they'll need to be cautious not to hurt the captives in the process).

Dragon Kin (1 Per Adventurer)

Use the dragon kin stats on page 71.

Captives (3 Per Dragon Kin)

These guys aren't likely to get involved, but if you need them, use the common folk stats on page 143.

The captives are suffering from fatigue and injuries, so they won't be of any use to the adventurers in a fight, even if freed. But they are grateful for being rescued, and can provide some information.

The captives' spokesman is an outspoken man named Raikes. Raikes tells the adventurers that – while many of the Wild army's captives have been picked up from around Epperborne as they fled the army – they have been using nearly anyone or anything they have picked up in their advance across The Open.

This particular group has been used to build... things. Raikes says they seem to be monuments of a sort – stone structures that don't have any discernible purpose to his mind. *"Actually,"* he says, *"they're more like odd altars inside of larger structures."* If the adventurers have played Tearing Down Dreams, a successful Smarts check allows them to realize Raikes is probably talking about one of the Wild army's shrines. Otherwise, they have no better clue than Raikes does.

As it is, this group of captives was carrying another load of building supplies to where one of these odd things is being constructed. Whether or not the adventurers understand its purpose, they should realize if it's important to the Wild army, keeping it from being built is probably a good thing.

Although most of the freed captives would rather head straight to the Caladon army, Raikes offers to lead the adventurers to the construction site – according to him, they're only a couple hours away. It's possible for the adventurers to take the captives back to Lord Balrin, but to find their way back to here will require a successful Tracking roll. If they don't manage that, Raikes can't help them any more.

Whichever way the adventurers choose to handle it, as long as Raikes can lead them they'll have no trouble arriving at where the construction is going on.

The Construction Site

As the adventurers near the right spot, Raikes has them leave the main path and climb an outcrop of rocks to get above the site. Assume that Raikes makes it up with no problems, but the adventurers need to make a Climbing check with a +2 modifier. If they fail, they need a Stealth check in order not to alert the guards to their presence by virtue of falling rocks. On a Critical Failure, the unfortunate character joins the falling rocks and takes (**Damage:** 2d6).

Once they've reached the top, the adventurers find themselves on a small cliff overlooking a cleared area in which a number of captives – under the direction of their Wild army taskmasters – are cutting and placing stone blocks of various shapes and sizes. Piles of wood and stone are gathered near the perimeter of the area, as are a number of makeshift tents.

Most of the guards appear to be ratten, although the overseer is a particularly large and mean dragon kin. At the slightest provocation, he lays a whip against the flesh of the slaves.

If they think to ask Raikes for any additional information, he has two fairly useful pieces of knowledge:

In one of the tents (he can point out which one, but it takes a successful Smarts roll by the adventurers to accurately assess which one he's actually pointing at), the Wild army keeps some sort of explosive devices. They use them for clearing rock and stone, as well as for quarrying additional material.

In the largest tent, there is an old, wizened wildman. He doesn't do much, but he must be important because *everyone* is subservient to him. Raikes isn't sure, but suspects the old guy to have magical power and to somehow directly represent the bazhu.

Again, the adventurers can handle the situation however they wish. Any kind of sneak attack requires successful Stealth rolls. Their perch is high above the construction site, so going straight down will take a successful Climbing check (and result in a 3d6 fall if it fails). If they wait until nightfall, everyone will bed down for the night and sentries are posted to keep watch. On the other hand, the adventurers will gain a +2 to any Stealth roll to sneak into the camp at this point.

Sooner or later, though, it's likely the adventurers have to deal with the bad guys. Use the rules for Surprise from Savage Worlds if they apply – otherwise, it's straight to the fighting.

Dragon Kin Captain

Use the stats for the dragon kin captain in One Last Hope on page 79.

Ratten Guards (2 Per Adventurer)

Use the stats for ratten on page 139. only they are armed with short swords (**Damage:** Str+6) and small shields (**Parry** +1).

Captives (2 Per Ratten Guard)

They aren't likely to get involved, but should you need them use the common folk stats from on page 143.

Wildman Shaman

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

Skills: Climbing d6, Fighting d6, Guts d6, Notice d6, Perform Ritual d8, Scribe d8, Shooting d6, Stealth d6, Throwing d6

Pace 6 **Parry** 6 (1) **Toughness** 7 (1) **Pulse** 5

Edges: Enabled, Sighted

Rituals: The Sight, Shape Change

Sigils: Smite, Blast

Gear: Leather Armor (Armor +1, torso and arms only), Spear (**Ranges:** 3/6/12, **Damage:** Str+d6, **Parry** +1, **Reach** 1, 2 Handed).

Things That Make You Go Boom

These landmines were created using the Warlocks' magic, and look sort of like saucer-sized disks of marble, only they're harder than any steel. However, if placed and activated (which requires a Smarts check, usually with a -2 penalty), they can be triggered either by proximity, or with up to a 20 Round (two-minute) delay, and explode in a Medium Burst Template. (**Damage:** 3d6).

If any of the adventurers can make it to the tent with the mystical explosive devices, they find objects that could be used as landmines in the combat. A character could do this by making a Smarts check with a -2 penalty (you can remove that penalty if, for some strange reason, a character has a reasonable excuse to be able to use one of these things).

The explosive devices can be used to help bring down the construction. Actually, there's enough explosive to potentially bring down the entire cliff face, but more far-thinking adventurers may wish to save some for future use. To that end, each adventurer can make a Smarts roll, and they can salvage a device for every success and Raise they each get.

Once the fireworks are over, the adventurers can return to the main camp with Raikes and any other surviving captives.

Running Wild

This adventure is designed for Seasoned rank adventurers, and would fit well at any time after the adventurers have arrived at Epperborne. However, it can also be easily fit in at any time the adventurers are camped out with a sizable group of people.

While it may sometimes seem that way, the adventurers aren't always trudging through the wilderness and hiding from the enemy. Sometimes they have the chance to sit back in camp and rest their feet for a bit. Most of the time it's relaxing – and even edges toward dull – but recently an ugly situation has arisen.

Several soldiers and camp followers have fallen ill. In this kind of situation plague is a major fear, so Lord Balrin has ordered the sick people isolated, but remains worried about it spreading.

The adventurers are on their way to see Lord Balrin, at his request, and are passing by the quarantined area when they hear a scream, followed by the sounds of some kind of struggle. What they do is up to them, but if they rush in to save any healers, they deserve a bonus Karma as well as the gratitude of a few people with Healing skills. If they balk for more than a few moments, the healers will be killed, and the problem will come rushing out of the shelters.

In either case, the adventurers are confronted with a few former patients that have sprouted spikes and scales and are running amok with a crazed look in their eyes. The adventurers should recognize the signs of Wild Taint by this time.

Wild Tainted Patients (2 Per Adventurer)

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

Skills: Fighting d6, Guts d4, Intimidation d4, Notice d6

Pace 6 Parry 5 Toughness 8 (1) Pulse 10

Edges: Frenzy

Special Abilities

- **Fangs/Spikes:** These guys can bite or punch (**Damage:** Str+d4).
- **Scaly Skin:** Their skin has hardened into scales that provide Armor +1, all locations.
- **Wild Taint:** Creatures tainted by the Wild gain +2 Toughness and +2 to Spirit checks to recover from being Shaken. Additionally, when a Wild Tainted creature is killed, everyone within a Small Burst Template must succeed at a Vigor check or gain a level of Fatigue (Extras are Shaken). This Fatigue can be recovered normally.

As we mentioned, any healers left alive (there were three) are grateful if the adventurers rescue them. If the adventurers have gone into the quarantine shelter, they also see a few other patients that aren't doing much better – they're feverish and delirious, and writhe in pain on their beds. The healers are decidedly upset by the attack, but they'll tell the adventurers that the ones who changed were some of the first to fall ill with this sickness.

Lord Balrin arrives soon after, with Ciaran and a few more soldiers. He orders any of the living patients to be strapped down in case any more of them... turn. Meanwhile, Ciaran examines both the bodies and the remaining invalids.

Eventually he speaks with Lord Balrin and the adventurers. *"The Wild Taint is more subtle and insidious than the blatant shows of magic the Warlocks are capable of doing. I've begun to suspect it's more of a side effect – a symptom of something more unwholesome. While there's no way to stop it on a grand scale, I may be able to help an individual in the early stages... but I'll need certain ingredients."*

If the adventurers are willing, Lord Balrin would like them to go out and find the things Ciaran needs.

Shopping Trip

Ciaran can tell the adventurers what he needs – a particular type of root, a particular type of bark, and a particular type of rock – but it's up to them to find the things. Since this is likely to be a long outing, the adventurers may want to stock up on a few days' worth of provisions.

Each day, the adventurers need to make Survival checks to see if they can find the right ingredients. If they succeed, they find enough of one ingredient to make Ciaran happy. Since these are things unlikely to be found together, they'll never find more than one at a time. Also, for each day, draw two cards and apply the following results:

Card Drawn **Encounter or Event**

Number Card **Nothing Happens**

The adventurers have a quiet time of it.

Face Card **Local Animals**

These are things larger than birds and squirrels. For the most part, they aren't dangerous, although the adventurers can hunt if they need more provisions. But if the card is also a club, the creature isn't so nice. Choose any potentially dangerous animal you'd like, and toss it at them.

Any Ace **Wild Army Patrol**

The adventurers run into a patrol of ratten scouts and soldiers. Use the stats on page 139 – 1 per adventurer.

Joker **Jackpot Grove**

Remember how we said all three ingredients weren't likely to be found in the same place? This is the exception that proves the rule. The adventurers stumble into a large glade that has exactly the right trees, plants and rocks – and lots of them. The bad news is the place has a guardian of sorts. Just as the adventurers start to harvest various ingredients, a dryad steps out of the trees and coughs lightly to get their attention. *"You're planning to pay for that, right?"* she asks.

If they draw a joker, the adventurers can deal with the situation in any way they'd like. The dryad isn't a foe, so she can be reasoned with. Although her asking price is a bit steep (roughly 500 crowns), she can be bargained with, or possibly even persuaded to be charitable – although particularly silver-tongued characters may find themselves with a love-struck dryad following them around (which may or may not be a bad thing). Or, they

Down Time

While this Savage Tale gives you a glimpse of the things the adventurers can get up to when they're not actively fighting the Wild, don't forget about that old fantasy favorite: the dungeon! Buried across the landscape are various ruins of the mythical First Age, and all it takes is Lord Balrin hearing about a powerful relic in a nearby subterranean ruin to get the players' characters out there and giving you the opportunity to dust off your favorite dungeon delve. Could the relic's discovery tip the odds back in Caladon's favor? You decide.



can just fight her. She'll flee into hiding if she takes more than 2 Wounds.

Of course, if the adventurers are neither persuasive nor cooperative, they'll have no end of hassles on the return trip, what with the paths changing, and brambles scratching them.

Flora The Dryad

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

Skills: Fighting d8, Guts d4, Healing d6, Notice d6, Persuasion d4 +4, Stealth d6, Tracking d4

Pace 8 Parry 6 Toughness 4 Pulse 10 Charisma +4

Hindrances: Greedy (Minor)

Edges: Dryad, Fleet-Footed, Very Attractive

Gear: Dagger (**Damage:** Str+d4)

Once the adventurers return with the proper ingredients, Ciaran can begin concocting some sort of antitoxin to save the ill soldiers and refugees.

Taint Over Yet

The problem hasn't really been solved, however. More people have fallen ill, but the source remains a mystery. According to Ciaran, if it were just a natural effect of the Wild army's advance, the sickness would be more pervasive. As it stands, the real danger may be in the form of hysteria as people begin to panic. Even while the adventurers were out gathering ingredients, a man was killed because he had rheumy eyes.

Now would be a good time for the adventurers to do a little talking and investigating – Lord Balrin will suggest it if they don't think of it themselves. He and Ciaran will look into it as well, but they're both tied up with a lot of other tasks. Besides, Lord Balrin knows the adventurers are respected in the camp.

The adventurers can proceed in any way the wish, but the easiest would be to make Streetwise checks as they begin asking about the people who've fallen ill.

If they're successful, they don't get specific (or at least useful) information from the people they're questioning – instead, they hear the commotion of an angry mob. Checking it out, the adventurers see a large group of refugees hemming in a group of three soldiers and a woman. Cries of, "She's one of them! Kill her! She's a Wild witch!" rise above the general angry rumble of the crowd, while the soldiers vainly try to get the mob to disperse.

Unless the adventurers act quickly, things will turn really ugly.

Either Intimidation or Persuasion can be used, and this can be a group roll. With a success, the mob disperses with angry grumbles; with a Raise, the mob disperses more sheepishly. If the adventurers fail... um... run. Treat the mob as a Swarm (as in the Savage Worlds rules) if you need stats for it.

If the adventurers can prevent the mob from killing anyone, the potential victims are grateful. One of the soldiers is a sergeant named Aidan, and he'll explain the mob wanted to kill the woman, Begild, since they felt she was the cause of the Wild plague outbreak.

Begild can clarify a bit: "I was an apothecary in Epperborne, and known to make poisons." Should any of the adventurers comment, she looks appalled. "No! Only for vermin and the like. But one of them – a hunter named Darwin – noticed I'd been eating at the same tent as most the people who've gotten sick, so he decided I was to blame. Personally, I think it's because I turned him down once," she adds bitterly.

As thanks, Begild offers the adventurers a healing poultice for each of them. Each poultice grants a +2 bonus to Healing checks (although only one can be used at a time). She can also point them to the tent she eats at – since there seems to be a connection between it and the plague.

Tastes Like Chicken

This meal tent is run by an old woman named Hedda. As the adventurers enter, she's preparing sausage from the carcass of a deer that obviously had the Wild Taint – its insides are bloated and an unhealthy shade of green.

"Can I help you dears?" Hedda asks kindly. "Did you miss breakfast?"

The adventurers can browbeat the old woman and interrogate her, but a successful Notice roll will tell them she's doddering and has no clue about what's really going on. As far as she's concerned, she's on holiday in Portagusta, and is cooking for the family. In fact, one of the adventurers is her son, Dougal.

Where did she get the meat? "Why, that nice man, there, brings it to me." She points out the tent to where a scruffy-looking fellow is hastily vacating the vicinity, packed for a journey, it would appear.

The adventurers will probably find out sooner or later this is Darwin, but for now they'll probably just want to grab him. Of course, Darwin doesn't want to be grabbed, so he'll drop his excess gear and run. Use the Chase rules from Savage Worlds, starting at a range of 5. If the adventurers should close to a range of 1, Darwin will stop and draw his weapon. If he escapes, the adventurers can

use Tracking to hunt him down. In either case, he will fight to the death.

Darvin The Hunter



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

Skills: Fighting d8, Gambling d4, Guts d6, Shooting d10, Throwing d6, Tracking d8

Pace 6 Parry 6 Toughness 7 (1) Pulse 15 Charisma -2
Hindrances: Mean

Edges: Combat Reflexes, Marksman, Quick Draw

Gear: Normal Clothing, Leather Armor (Armor +1, torso, arms and legs), Short Sword (**Damage:** Str+d6), Bow (**Ranges:** 12/24/48 **Damage:** 2d6), Amulet of Summons (See *A Raging Torrent* on page 77).

However Darvin is dealt with, there will be no more mysterious illnesses – and Hedda can be taken off of kitchen duty so she can... er... enjoy the 'beach' while that nice young steward (soldier) brings her glasses of fine wine (mugs of tea). And Balrin will be extremely grateful to the adventurers.

Pestering Pengather

This adventure is written for low-end Seasoned rank adventurers, and would fit well while they are staying at Epperborne, prior to the big battle. With a little tweaking, though, it can go almost anywhere the adventurers are likely to find an isolated community.

Even when staying in a large place like Epperborne, there's a need to keep track of the enemy's forces and movements. To this end, Lord Balrin likes to keep the Milltown Irregulars active by rotating them with other units to make scouting patrols.

It's on one of these forays the adventurers stumble into the tiny hamlet of Pengather. The settlement consists of maybe a dozen cottages, and a handful of larger buildings, including what look like a barn, a forge and a small church to Trinity. There are some pens for animals and farming plots as well.

What the adventurers don't see is people.

A successful Notice check shows signs of life – many of the cottages have wisps of chimney smoke, for example. But the animal pens are empty, and no one tends the fields or moves around the hamlet. If they make a Raise on their Notice check, adventurers also detect an odd buzz or hum in the air, although they can't place it, or detect the source. A successful Tracking roll tells the adventurers there aren't any signs of Wild army incursions, however.

If the adventurers simply sit and observe, they're going to get attacked by a vorcusc Swarm (see below). Should that happen, or if the adventurers move toward the village to examine the situation, the door to the church opens, and a young man in priestly vestments calls to them to get inside.

The Needs Of The People

Once the adventurers are inside the church, the young priest quickly seals the door and then introduces himself as Father Milo. After making sure no one is in need of healing (or tending to that task, if someone is injured), the priest can explain the situation.

Pengather is being attacked by vorcusc.

A Common Knowledge check (with a +2 modifier for characters who have lived most of their lives in The Open) lets an adventurer know that vorcusc are large (about the size of a man's thumb) insects – pests that like to get into grain stores. Normally, they aren't much more than a nuisance.

But Father Milo explains that these don't appear to be ordinary vorcusc. They're larger, and willing to feed on man or beast as well as grain. Although the priest senses some sort of corruption at work, he has no means to thwart it. And while the villagers have killed hundreds of the insects, they keep coming in great numbers, killing or maiming anyone foolish enough to remain in their path.

Of course, the adventurers can leave the hamlet to its plight, or even try to drag everyone off to the city, but a successful Smarts check will allow them to think a little farther ahead (if the players haven't already). If these vorcusc are a product of Wild Taint, and some way isn't found to deal with them, they represent an eventual threat against larger communities – like where they're staying.

The adventurers can go outside and poke around if they wish, but it might be easier to pump Father Milo for some information, which he's perfectly willing to share.

Sadly, other than what he's said, he doesn't know much: the vorcusc seem to be most active around dawn and dusk, and they always seem to come from riseward.

All the same, that may be enough for them to work with. If the group heads out to the woods on the riseward side of Pengather, they can make Tracking rolls. Aside from the obvious signs of destruction, there seems to be an indication that something – probably a ratten – has been through here recently, and it wandered off riseward. If they want, the adventurers can try to track it.



But things aren't necessarily going to go smoothly. When the adventurers make their Tracking rolls, draw a card. If it's a club, they encounter a swarm of vorcusts.

Vorcust Swarm

Treat this as a standard Swarm from the Savage Worlds rules, except it covers a Large Burst Template, and doesn't have the ability to Split.

Whether they're attacked this time or not, from now on until they've dealt with the source of the problem, as long as the adventurers are outside, you should draw a card whenever they roll for anything that might take some time – Healing, Notice, Tracking... anything. If you draw a club, they are hit with another vorcust swarm.

Something Ratten

Assuming the adventurers pursue the tracks, they'll need to make three more Tracking checks over the course of several hours.

When they succeed at the first one, they find evidence of more ratten in the woods – perhaps a patrol, as opposed to a lone individual. Once they succeed on the second roll, the adventurers find evidence of a large bear, as well... although it may be too much to hope the bear has dealt with the ratten. When they finally succeed at the third roll, they find their trail ends at a small ratten outpost.

If the adventurers can make Stealth rolls, they can attempt to survey the scene and surprise the enemy. If they can succeed at Notice checks, they can also make a fair assessment of the enemy's strength.

Ratten Shaman



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

Skills: Faith d10, Fighting d6, Notice d6+2, Stealth d8, Survival d8, Tracking d6

Pace 6 Parry 6(1) Toughness 7 (1) Pulse 15

Edges: Alertness, Beast Master, Empowered, New Power

Prayers: Beast Friend, Entangle, Summon Swarm*

Gear: Leather Armor (Armor +1, torso, arms and legs), Staff (**Damage:** Str+d4, Parry +1, Reach 1, 2 Handed)

Special Abilities

- **Rat Eyes:** Reduces penalties for action taken in dim lighting and the dark to 0 and pitch darkness to -3.
- **Very Tricky:** +2 to Trick Maneuvers.

*If things are going badly for the shaman, he'll call in reinforcements in the form of a vorcust Swarm. This costs 3 Pulse to cast, plus 1 Pulse per Round to maintain after the first three Rounds.

Ratten Warriors (2 Per Adventurer)

Use the stats for ratten on page 139. only they are armed with short swords (**Damage:** Str+6) and small shields (**Parry** +1).

Wild Tainted Bear



Use the same stats as for the Wild Tainted bear in *A Rock in a Millpond* on page 54, except this one is also a Wild Card.

Once the shaman is killed, the vorcusts begin to disperse. Any active swarms immediately scatter, and large groups of them can be seen making their way steppeward. There are still quite a few vorcusts in the area, but they're now acting as the insects should, and not swarming in unison.

If the adventurers have taken care of the shaman, they can return to Pengather to find people emerging from their cottages. The large groups of dispersing vorcusts have clued them in to the fact something has changed.

Father Milo heaps accolades on the adventurers (causing the villagers to do the same, once they realize the group was the instrument of their salvation). *"Trinity be praised! Your coming here was obviously an act of divine providence."*

The adventurers are welcome to stay in Pengather as long as they wish – any of the families will be happy to give them lodging (heck... a couple of them might even offer their children in marriage) – and the adventurers will certainly be feasted that night. The food may be a little meager, but the stores of ale make up for it.

Additionally, Father Milo offers them a gift. He hasn't much, but he has a dagger. *"It's the Blade of Saint Adina, who used her cunning to slay the evil Lord Xanthus in ages past."*

The dagger looks to be an ordinary wrapped dagger, but it's a potent relic: It grants a +2 bonus to Stealth checks, and any attack made with it by surprise counts as having The Drop, granting a +4 bonus to Fighting and Damage. As an added bonus, if the bearer is female, she gains a +2 bonus to her Charisma. The adventurers will have to find out most of this on their own, however – Milo only knows it as *The Blade of Saint Adina*, not it's actual properties.

As one final note, Father Milo may reappear as a recurring NPC (use stats for a standard Trinity cleric on page 143) – the people of Pengather will need to flee as the Wild army continues its conquest, and the priest will ultimately find his way into the ranks of other refugees making their way setward.

Friends Like These

This adventure is written for fairly advanced Seasoned rank adventurers, and would fit well after the characters have left Epperborne. But with only a little tweaking, it could also be put in anywhere and any time the adventurers are likely to encounter an isolated community.

The adventurers are once more on a long-range patrol, gathering resources and information as they can. They may be a little surprised when they stumble onto a small village centered around an inn. What's mostly surprising is the whole place seems relatively untouched by the greater events of the kingdom.

Most of the villagers seem to work at the inn – the *Weary Traveler's Rest* – and they're quite happy to have some weary travelers. Apparently, business hasn't been that good. A successful Notice check alerts the adventurers to the fact that the local population does seem a little small, and a Raise brings to their attention a distinct lack of children.

The village headman, a craggy, middle-aged fellow named Murdoch who also seems to run the inn, welcomes the adventurers, and asks them for news. He explains that the usual flow of merchants and fortune-seekers has trickled off. If asked about the population or children, he says the village suffered a pox recently, and many of the villagers didn't survive. The children were hardest hit – although there are some folks trying to remedy that. He says the last while eying a pretty blonde.

In exchange for news, the adventurers are given a very reasonable price for food, drink and lodging.

The inn has a serving area for patrons, and the blonde, Mina, serves them stew with a thick bread and thicker beer. Mina isn't above open flirtation with any of the adventurers, either.

At this point, there are a number of Trait checks the adventurers can attempt.

If they want to convince the villagers to return with them to the Caladon army, they can make Persuasion rolls. It's easy to get the villagers to agree, promising to pack and be ready to go in the morning, but Notice checks tell the adventurers the villagers aren't keen to leave, and are probably agreeing to assuage them.

Also, a successful Streetwise check will alert the adventurers to the fact the inn seems to be very well provisioned for not having had many merchants come through recently. If asked, either Mina or Murdoch says the lack of travelers also means the stocks aren't quickly depleted, and the village produces most of its own foodstuffs. A successful Notice check tells the adventurers this isn't entirely truthful.

Finally, the adventurers should make Vigor checks as they drink the beer. Normally, the beer shouldn't pose much difficulty for them, but this brew seems far more potent – the Vigor checks are made at a -2 penalty, and failure results in 2 levels of Fatigue. Should anyone inquire, Murdoch says he brews his own brew, and it's pretty potent. Successful Notice checks reveal he's telling the truth – although a Raise lets them know he's also holding something back.

Room Service

The adventurers may be pretty suspicious by this point – although they have nothing solid to accuse the villagers of. In truth, a group of bandits found this settlement abandoned some time back. Since then, they've been using it to lure in other travelers to kill and rob once they were fed and asleep.

Should the adventurers choose to go exploring, they can make a Tracking roll. A success leads them to some of the village houses, where dead bodies have been disposed of. A successful Notice check tells the adventurers these probably aren't townsfolk, but rather other travelers and refugees. They have mostly been stripped and discarded. This will likely lead to a confrontation as Murdoch is aware the cat's out of the bag.

If they post a watch in their room, the sentry must succeed at a Vigor check to stay awake – the food and (especially) the beer is laced with sleeping additives. Should the sentry remain awake, he can attempt a Notice check with a +2 bonus (the bandits aren't making any attempt at Stealth) to hear people coming up the stairs... to check on their guests. Obviously this takes a half dozen of them, armed with knives and cudgels. Otherwise, the bandits will get the drop on the adventurers.

Murdoch, The Bandit Leader



Use the stats for the bandits on page 62, only Murdoch has a Short Sword (**Damage:** Str+d6) and Brigandine Armor that gives him Armor +2 on the torso, arms and legs. The armor protection is only +1 if he is hit with a Raise. Murdoch also has no sling.



Bandits (2 Per Adventurer)

Use the stats for the bandits on page 62, except they have daggers (**Damage:** Str+d4), and no slings.

It's your call as to the story with Mina – either she's a total bitch that helps the bandit gang because she's one of them, or she's the survivor of another group who is working for them because she's afraid they'll kill her if she doesn't cooperate. In the latter case, she has the common folk stats from page 143, and will be no help in this fight.

The Party's Over

As the last bandit is dispatched, the adventurers hear a commotion outside. From their window, they can see a band of Wild army warriors laying into the remaining bandits.

Jumping out the window does (**Damage:** 1d6), but going down the stairs (or staying in the room) means the adventurers face several Wild Tainted soldiers. There's 1 per adventurer – use the stats from *Lightning Strike* on page 58.

Once outside they're confronted by the raiding vanguard:

Dragon Kin (2 Per Adventurer)

Use the dragon kin stats from *The Rising Tide* on page 71.

Ogres (1 Per Every 2 Adventurers)

Use the ogre stats on page 100 of the *Savage Suzerain* book.

The adventurers can fight if they wish, or they can run. If they fight and win, they have time to raid the inn of the bandits' food and supplies, as well as money and valuables worth 1d6x100 crowns. There's also a stable attached to the inn, housing two horses and a mule, which can be used to escape (and would be most welcome among the refugees, if the characters are feeling charitable).

Whatever happens, within an hour the main body of the raiding force appears, coming down from the crags by the score. For adventurers that can't do the math, that means at least twenty-to-one odds against them, so it would be a very bad idea to stand and fight. But they should still be able to flee ahead of the enemy with plenty of provisions and a bit of information for Lord Balrin.

All in a day's work.

Where Men Play

This adventure is designed for low-end Veteran rank adventurers, and fits best just before they've gone to Vendol. But it can also be used at any time the adventurers are traveling through an area where a battle has been fought.

After a particularly nasty battle, Lord Balrin is once again organizing a withdrawal when a small entourage of knights ride up, and one of them begins a frantic conversation with him. The discussion certainly comes to the adventurers' attention as it gets heated.

Any adventurer making a successful Notice roll realizes the knight who's arguing with Lord Balrin wears the circlet of high-ranking nobility, and if any of the adventurers make a successful Common Knowledge check, they realize he is King Roland of Thrace. If any of the adventurers got a Raise on their Notice roll, they can tell Balrin looks like he's between a rock and a hard place. The other knights in the group don't look much happier, and appear to be trying to placate the King.

Should they approach the scene and listen, they easily get the gist of what's going on.

Prior to the last engagement, House Thrace sent some knights to assist Lord Balrin, and King Roland seems to feel his daughter, Princess Estrella, went with them into the last battle. In any case, the princess is missing, and the King wants Lord Balrin to drop everything and organize a search. Although Lord Balrin wants to help King Roland, he realizes it would be both dangerous and foolish to simply halt the retreat. And if Lord Balrin won't assist, King Roland is apparently ready to go out and search himself – which his knights realize would be dangerous and foolish as well.

Lord Balrin will be extremely grateful if the adventurers should speak up, as he sees an opportunity to both maintain the withdrawal and placate King Roland. He asks them if they're willing to head back to the field of battle and check for the errant princess.

If the adventurers ask King Roland why she'd even be out there, he rolls his eyes. "*You don't know my little Estrella,*" he says. "*She's quite the tomboy, and wishes to prove herself the equal to any man – despite the fact she's only twelve.*"

According to the King, when he sent the troops riseward to join Lord Balrin, Princess Estrella wanted to go as well. He told her she was still too young, and she argued with him about it. In the end, he forbade her to go, only to discover her missing after the knights had left. He rode riseward with some of his knights as quickly as he could, only to discover the battle had already taken place, and no one has seen the princess.

King Roland would be extremely grateful if the adventurers would help.

Back To The Trenches

As the adventurers make their way back to the battlefield, they have their work cut out for them. This isn't going to be run-of-the-mill tracking, since there's really nothing to track. The best they can really hope to do is search for signs of fallen troops from House Thrace, and look for clues.

Fortunately, the Thrace sigil is easily recognizable.

The other problem the adventurers face is the scavengers – both human and otherwise – that scour the battlefield after the fact. The carrion crows are mostly a nuisance, but bandits love to loot the bodies of the fallen, and they tend to be a little more aggressive.

But the worst problem – especially near water – is hukkass. Ah! Here come some now...



Hukkass (2 Per Adventurer)

Being territorial scavengers, these wiry, horned bipeds are usually not a major problem for the wary – it's only when they get into a feeding frenzy that they become a serious threat. Unfortunately, when they're feasting on the remains of a sizable battle, a feeding frenzy is inevitable. The hukkass below are already in the throes of a feeding frenzy and their stats have been adjusted accordingly.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10(+2), Vigor d10

Skills: Climbing d4, Fighting d8 (+2), Guts d6, Notice d8, Stealth d6, Swimming d10, Throwing d6

Pace 6 (10 in water) **Parry** 4 **Toughness** 10 (1) **Pulse** 10

Gear: Improvised Clubs Of Meat (**Damage:** Str+d4)

Special Abilities

- *Bite/Claws:* In addition to improvised weapons, hukkass use razor-sharp fangs and claws (**Damage:** Str+d6).
- *Feeding Frenzy:* Hukkass have the equivalent of the Berserk Edge, only it's triggered when they eat raw meat, and only ends when they're killed or fall asleep.
- *Keen Senses:* Hukkass have acute senses of smell and hearing, giving them +2 to all Notice rolls. This ever-present advantage means they're always considered active when other characters make Stealth checks.
- *Natural Swimmers:* Hukkass have webbed hands and feet, making them powerful swimmers, giving them +2 on all Swimming rolls. They have Pace 10 in water.
- *Thick Hide:* Hukkass have thick, leathery hides. Armor +1, all locations.

The hukkass turn out to be a stroke of good fortune: one of them is wielding a human arm that has a ring on its pinky finger. The ring bears the Thrace sigil engraved in a ruby, and looks quite valuable. While this doesn't bode well for the princess, the arm obviously belongs to a man, so there may be hope. The good news is that it's much easier to track where the hukkass have come from than to randomly search the battlefield.

The adventurers need to make a Tracking check, but they gain a +2 modifier since the ground here is near the river, making it wet and muddy.

If they're successful, the adventurers find their way to a place where a number of knights and soldiers from House Thrace have fallen in battle. Poking around the area reveals no missing princess, but it's also apparent these bodies have been looted. In fact, one of the bodies – a little fresher than the rest – has armor and clothing more indicative of a brigand than a knight, and is missing an arm. More human tracks lead away from the site.

A Royal Prize

The brigands are moving, so it will take a couple of days (and a couple of successful Tracking checks) to catch up to them. Don't forget to have the adventurers roll Survival checks if they haven't got enough provisions to last the journey. In fact, you can have them roll Survival checks if you think they may have inadequate shelter as well – in that case, failure causes them a level of Fatigue.

Eventually, the adventurers should be able to catch up with the brigands at their base – the remains of a fallen stone tower. Only a circular wall of stone remains, with a jumble of rock and stone trailing down the hillside, but it gives some shelter and cover to the brigands.

The adventurers can handle the situation any way they want, although a frontal assault carries the disadvantage of climbing a hill under threat of arrow fire. Stealth may work, although the brigands will likely sound the alarm once a few of them have fallen. And there's always the possibility of parley – although the leader knows the potential worth of his captive and wants nothing less than a literal king's ransom. But that may get the adventurers in close enough to accomplish some duplicity.

Whatever they decide, they can learn one way or another that the princess is still alive, although she was badly injured in the battle, and is currently unable to walk. That also means, as much as she'd like to, she's in no condition to help fight the brigands.

Pike, The Brigand Leader



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

Skills: Climbing d6, Fighting d10, Gambling d4, Guts d6, Notice d6, Stealth d6, Throwing d6

Pace 6 Parry 7 Toughness 8 (1) Pulse 15 Charisma -2

Hindrances: Greedy, Mean, Yellow

Edges: Brawny, Command

Gear: Leather armor (Armor +1, torso, arms and legs), Long Sword (**Damage:** Str+d8), 4 Throwing Knives (**Range:** 3/6/12, **Damage:** Str+d4)

Brigands (3 Per Adventurer)

Use the same stats as the bandits on page 62, except these guys have short swords (**Damage:** Str+d6) and bows (**Ranges:** 12/24/48, **Damage:** 2d6).

As much as he'd like the money, Pike values his life more. If things go sour, he'll grab the battered and muddy princess and use her as a shield, threatening to kill her if the adventurers don't allow him to escape. The adventurers can handle this however they'd like (any marksmen had better kill him outright, though, as he will carry out his threat against Estrella).

If the princess is killed, the adventurers have essentially failed, and while there won't be any major repercussions against them, King Roland won't value their skills or opinions very highly afterward.

On the other hand, if they rescue Estrella, they can command nearly any boon or reward from the King, and he will readily listen to their advice and speak highly of their prowess to anyone who'll listen. The one downside is that the adventurers may also find Estrella sneaking after them and trying to help, as she will have developed quite the case of hero worship.

Princess Estrella



Being 12 years old, Estrella knows a bit about the noble life, but very little of practical value about the real world – and she certainly knows less than she thinks she does. But she has courage, and is determined to prove her worth. She's actually pretty, and (if she survives long enough) will grow into quite the beauty, but many people aren't aware of that, since she is also usually dirty and unkempt from her tomboyish activities.

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

Skills: Fighting d4, Guts d8, Notice d6, Persuasion d4, Riding d6, Shooting d4, Streetwise d6

Pace 6 Parry 6 Toughness 5 (1) Pulse 10 Charisma +4

Hindrances: Small, Stubborn, Young

Edges: Attractive, Noble

Gear: Fine Clothing, Leather Vest (Armor +1, torso only)

Note: When the adventurers first find her, Estrella has 2 Wounds and 2 Fatigue.

Ransom

This adventure is written with Veteran rank adventurers in mind, and would fit well while they're in the area of Vendol. However, it can just as well be set near any of the cities along the way as the Caladon army retreats.

It's unusual for Ciaran to directly approach the adventurers with a request, but such is the case today. He explains that he has friends in the town – an elderly couple of herbalists who are renowned for the quality of the plants they grow. These plants are used for everything from cooking to making poultices and potions.

Ciaran says the couple, Fedor and Nessa, have been troubled with thieves lately – their house was recently broken into and ransacked. But he's just learned they were hit again, and this time a dryad who helps them with their work was kidnapped. He asks the adventurers if they can try to help his friends.

It's easy enough to find the place with Ciaran's directions. Fedor and Nessa grow all sorts of herbs, spices and edible shrubs on a large plot of land on the steppeward side of town. But although they have a large area for agriculture, they keep a rather small house, with an even smaller cabin behind it.

The couple are understandably distraught over the kidnapping of their friend, and when the adventurers arrive an elderly man answers the door, curtly informing them, *"Sorry, but we're closed today. If you need herbs, I'd suggest going over to Slater's... we sell him dried herbs for use during the Storm Ascendancy."*

This is Fedor, and his demeanor softens considerably once he knows who the adventurers are and why they're here. He invites them in, and sets Nessa – who's obviously been crying – to making some tea.

The old couple can offer a little more information than Ciaran had. The previous break-in was only about a week ago. The thieves struck while they were at the market in town, and tossed the whole house, making off with a few valuables.

But then, last night, they heard Rose – the dryad – scream. She lives in the cabin behind the house, and when Fedor rushed out to see what was going on, he was struck from behind and knocked out. Nessa didn't dare go to the cabin until Fedor could go as well, but by the time he regained consciousness and they could check things out, it was too late.

The cabin had been ransacked just like the house had been, but a note had been tacked onto the door with a dagger: *"If you want the dryad back alive, leave the celestium dust in Saint Calder's Grove. You have until tomorrow night."*

Fedor explains there has long been a rumor they use celestium dust to make their plants grow faster and better. The truth is that Rose has a way with plants, and uses her skill to bring out their best. But because the town watch believes the rumor and are more concerned with the war, they've suggested just paying off the kidnappers and hoping for the best. Obviously, that's impossible.

If the adventurers ask, Saint Calder's Grove is a well-known landmark riseward of town and they can easily get directions.

Dealing With The Trash

The adventurers need to decide how they want to handle things. The obvious plan would be to track down the criminals, but that may be easier said than done. Successful Streetwise checks around town give them a name: Jevan – a two-bit wizard who has long sought ways to boost his magical prowess.

But Jevan apparently left town months ago, and no one knows where to find him.

Another option – or perhaps the simplest way to follow up their investigation – is for the adventurers to leave a decoy in the grove. Fedor and Nessa can give them a sack of the bone meal that they actually feed their plants (it helps keep the pests away), and then the group can lay in wait for the kidnappers. They'll need to make Stealth rolls, however.

After the sun sets, several men arrive to check the grove to claim their prize. It doesn't look like Rose is with them.

Thugs (1 Per Adventurer)

Use the stats for the bandits on page 62, except these guys have short swords (**Damage:** Str+d6) and no ranged weapons.

The adventurers can still ambush the thugs with the intent to question them through Intimidation or Persuasion skills, or track them back to their lair by making Tracking rolls. Or they can wait and try to follow – although this requires successful Stealth rolls to avoid being detected... otherwise they'll have to fight.

One other problem the adventurers may encounter is trying to move through the darkness. Unless they have some way to compensate, each character should make an Agility check to avoid tripping and injuring themselves. Anyone who fails the roll takes a level of Fatigue from bruises, sprains and scratches.

One way or another, the adventurers hopefully find their way to Jevan's lair: a small cave in the hills outside of town. Once there, they can decide how to deal with the criminals. Persuasion is out of the question – Jevan is convinced he's right about Fedor and Nessa, and will accept nothing short of a big supply of celestium dust.

There's always the 'sneak in and rescue the victim' option, but Rose is a bit panicky at the moment, and the thugs will likely be alerted to the group's presence when she screams or struggles.

Fighting is always a good standby, however...

Jevan The Enchanter



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

Skills: Fighting d6, Guts d6, Notice d6, Spellcasting d8, Stealth d6

Pace 6 Parry 6 (1)* Toughness 5 Pulse 20 Charisma -2

Hindrances: Greedy, Stubborn

Edges: Gifted

Powers: Bolt, Deflection

Gear: Normal Robes, Jevan's Staff (**Damage:** Str+d4, Parry +1, Reach 1, 2 Handed, Stores 5 Pulse)

*The first thing Jevan will attempt to do is to cast Deflection on himself, effectively making his Parry 8.

Thugs (3 Per Adventurer)

As above, use the stats for the bandits on page 62. These guys have short swords (**Damage:** Str+d6) but they also have bows (**Ranges:** 12/24/48, **Damage:** 2d6).

Eventually, the adventurers find Rose lying on a bedroll with bound hands and feet. She's pretty, with skin the color of pale moss and a small, slender build. Standing only about 5' tall, she wears her reedy hair in braids twined with rose petals and pinned with thorny stems.

Unless the adventurers do something to prevent it, she'll scream and struggle with anyone trying to touch her (even to untie her), but a successful Persuasion roll allows the adventurers to convince her they're actually there to help, and she'll cease fighting.

If Rose is returned home, Fedor and Nessa are extremely grateful and provide the adventurers with a good meal, as well as one dose each of an herbal tea they call Good Night's Rest – it allows an immediate Vigor check to heal a Wound, and recover all Fatigue automatically.

Ciaran is also grateful, and offers the adventurers a talisman he's made – it confers the Beast Master Edge on the wearer at a cost of 2 Pulse per hour.



Family Jewels

This adventure is designed for Veteran rank adventurers and fits best during the retreat from Vendol to Caladon Falls. The action takes place around Baerwald Forest, but with a little tweaking, it could be set in any major town.

As the remnants of the Caladon army withdraw toward Caladon Falls, Duke Balrin must divert from the High King's Road to ensure the residents of Baerwald Forest have time to escape the Wild army's advance. The Caladon ranks are swelled a bit by the addition of Wallend knights and soldiers, but Lord Balrin fears being cut off from the High King's Road and being forced into the narrow stretch of hills between the road and the Jorna river.

Lord Balrin is not alone in this fear, and the adventurers find themselves summoned to a meeting with him and the master of Baerwald Forest, Queen Damiana of House Wallend. Their hall is small and open, but the adventurers are afforded as much hospitality as can be given under the circumstances.

The task requested of the adventurers is relatively simple in content, but its implications hold a great deal of import.

There's no doubt that there will be another battle in the vicinity of Baerwald Forest, and the Queen intends to stand with her lands. She holds little illusion as to how that battle will go. To that end, she wishes the adventurers to take the crown jewels and valuables of House Wallend and deliver them safely to a courier, steppeward of the city.

Balrin is surprised to learn the courier is his cousin, Princess Deirdre of House Marron.

According to Queen Damiana, Deirdre arrived with a small contingent from Kinholt, but has stopped in the village of Templecut – apparently there's already Wild army activity in the surrounding lands. That's why the need is urgent to make sure the family jewels are delivered soon.

Queen Damiana says, *"Deirdre can deliver the jewels to my daughters, Princess Vicenya and Princess Jeslyn. One of them will be named Queen of Wallend when I'm gone... should these lands ever be purged of this threat."*

The Queen has another request for the adventurers: House Wallend had her best craftsmen working on new regalia for the High King – she wishes the adventurers to take it from Baerwald Forest, and hold it safe until after the war, when it can be properly presented to the High King.

And finally, Lord Balrin adds one last request: make sure his cousin makes it safely away – he's seen too many of his kin die in this war already.

The adventurers are given two small chests – one with the Wallend sigil the other bearing the High King's Arms – and given directions to the village of Templecut, where they should find Princess Deirdre.

The Road To Templecut

Templecut is only a day's journey away under normal circumstances, but the hills and woods are crawling with elements of the Wild army. You can feel free to insert a random encounter from the Patrol Table on page 51 if you want to keep things tense.

In any case, the adventurers will need a successful Notice check at some point to avoid stumbling into a group of Wild army outriders. If they fail, they walk right onto the scene and both sides are surprised – jump straight to the combat. Otherwise, they can observe the situation and make Stealth checks if they want to move closer without being observed.

In a fairly densely wooded area along the side trail the adventurers are following, they see a patrol of dragon kin looting a wagon filled with foodstuffs and household goods. The bodies of the wagon's former owners litter the ground around it. If the adventurers succeed at their Stealth checks, they can get the drop on the dragon kin.

Dragon Kin (2 Per Adventurer)

Use the stats for the dragon kin on page 71.

Just as the adventurers finish off the last dragon kin warrior, they should attempt Notice checks. If they're successful, they realize another group of dragon kin is closing in through the trees. If they get a Raise, they also hear the faint sound of hooves and chain armor.

Another group of dragon kin emerges from the woods, but as they close on the adventurers, several figures on horseback ride into view along the road. There are a half-dozen of them, but the lead figure is a beautiful blonde woman bearing a shield with the stylized sigil of House Marron blazoned on it.

The adventurers can fight another dragon kin opponent (using the same stats as above) if they wish, or step aside to bind wounds and the like – in either case, the knights make short work of the foot soldiers.

Then the woman turns to the adventurers and demands they identify themselves.

Assuming the adventurers don't get too belligerent, the knights will all relax their guard, and she identifies herself as Lady Deirdre of House Marron, smiling as she



says, "Ah... You are of course Lord Balrin's companions I've heard so much about. The Milltown Irregulars?"

At this point, she'll inquire as to their business, and the adventurers can relay the message of the Queen of Wallend. Deirdre turns serious as she accepts the chest of Wallend regalia, and tells them to inform her Majesty she will do as she has asked. *"I'd been told I was to receive an important delivery... are things really as bleak as all that?"*

Deirdre listens to any information the adventurers care to give her, and promises to alert the High King as to how dire the situation apparently is. At that moment, there's a crashing in the woods, and several ogres lumber forward. Deirdre says, *"If I am to deliver this safely, I must make haste. Can you take care of these monsters?"*

If the adventurers immediately say yes, give them a bonus Karma – Trinity is pleased, no doubt. Otherwise, she'll leave two of her knights to assist them. However, in that case they will later learn she was badly wounded during her return trip and it's unknown whether she'll survive. If only the adventurers hadn't taken some of her guard...

Ogre Chieftain

Use the ogre stats on page 100 of *Savage Suzerain*, only this one is a Wild Card.

Ogres (1 Per every 2 Adventurers)

Use the ogre stats on page 100 of *Savage Suzerain*.

House Marron Knights (2)

Use the stats for Caladon knights on page 143, only assume they have a Riding skill equal to their Fighting skill, and can fight from horseback.

Once the ogres have been dealt with, the adventurers can make their way back toward Baerwald Forest. Again, you can spice it up with a couple of rolls from the Patrol Table if you want to keep the pressure up.

However, as it turns out, the adventurers won't make it back to Baerwald Forest... in the vicinity of the High King's Road they begin to encounter Caladon refugees and soldiers. The battle for Baerwald Forest has already been fought and lost – horrible Wild magic was unleashed and the Queen is reported dead or worse.

But the adventurers can regroup with Lord Balrin and make a report. While sad over the loss of Queen Damiana, he's glad his cousin is safe so far, and that the Wallend Jewels should make their way to the proper heir.

Then the long march to Caladon Falls continues.

Seeing Red

This adventure has been written with Veteran rank adventurers in mind, and would fit well during the retreat from Vendol to Caladon Falls. Of course, you should feel free to tweak it and use it however you'd like.

There's some concern over the fact that several soldiers and refugees have fallen into a coma over the last few weeks. If the adventurers have played *Running Wild*, they may share Lord Balrin's concern that this is another form of Warlock treachery. However, after Ciaran examines the victims, he says there doesn't seem to be any signs of Wild Taint... rather it seems their spirits have somehow been attacked.

While Ciaran is doing his examination, the adventurers can spend a little time digging up information of their own if they wish. If they make a successful *Streetwise* roll, the adventurers learn all of the people who've been affected are spiritually sensitive – a priest, a couple of wizards and a druid were all victims. With a *Raise*, the adventurers also find a wizard's wife, who tells them her husband was having terrible dreams before falling ill.

"He said he kept seeing this terrible beast in his dreams... something with teeth stained red with blood. I know I've heard other people wake up screaming, and I've felt like something is watching me... but nothing is ever there when I look. I don't know if it's just because of the battles we've seen, but I'm scared."

Lord Balrin will ask the adventurers to enter the spirit world and see what they can find out. If they've played *Tearing Down Dreams*, the adventurers should still have access to Ciaran's Spirit Door Amulet. Otherwise, if they don't have their own way to breach the spirit world, Ciaran will give them the amulet at this time – you can find information about it on page 102.

The Hunters Hunted

Unlike the situation in *Tearing Down Dreams*, the adventurers have no particular point to start from in the spirit world, so they can enter when ever and wherever they want. Depending on where that point is, the adventurers may notice different things.

At a general level, they can clearly see the spiritual essence of their fellow soldiers and refugees – their Pulse glowing with various degrees of energy. The spirits of the people in a coma are also visible, although they're faded and show signs of what appear to be spiritual wounds... glowing gashes in their very soul from which Pulse bleeds out into the ether around them.

Around the healers' tent, or around the wizard's tent, the adventurers can make *Notice* checks – with a success they notice odd glowing tracks. However, at that moment several robed and hooded spirit figures appear, hissing out accusing whispers that sound like, *"Intruders..."*

Any adventurer making a successful *Notice* roll realizes these creatures aren't leaving tracks (although they can certainly cause spiritual wounds). There's the remote possibility the character can attempt to speak and negotiate with these wraiths – they must make a *Persuasion* check at a -2 penalty. Charisma bonuses for *Attractive* don't apply (but then neither do penalties for *Ugly*). If the adventurers succeed, the wraiths will not only cease their attack, but will direct the adventurers to where the tracks enter the woods.

Wraiths (1 Per Adventurer)

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

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d6, Stealth d10

Pace 6 Parry 6 Toughness 11 (4) Pulse 20

Special Abilities

- **Bony Claws:** (**Damage:** Str+d4).
- **Fear (-1):** Anyone who sees a wraith must make a Guts check at -1.
- **Fearless:** Wraiths are immune to Fear and Intimidation.
- **Float:** Wraiths may move over any terrain as if it was normal ground, including difficult terrain, water, and the like.
- **Heroic Entity:** Wraiths count as Heroic rank, and receive all the benefits that come with it, including +1 to Soak rolls and to recover from being Shaken, an extra Karma for their own use, and increased Healing and Pulse recovery.
- **Pulse Armor:** Armor +4, all locations.
- **Pulse Weapon:** (**Damage:** Str+d8).
- **Quick:** Wraiths redraw action cards less than 5.
- **Spirit:** These wraiths can manifest in the physical world at will, costing 2 Pulse per hour.

Whether they're shown the tracks or find them in the camp themselves, once the wraiths are dealt with the adventurers can make a *Tracking* roll to follow them. While the tracks obviously glow with a faint but angry red aura, the *Tracking* roll also tells the adventurers they appear to be bear tracks.

The tracks lead to a grove of sickly pale green-glowing trees. At the center of the grove is a bright red glow. At this point, have the adventurers make *Notice* checks. If they succeed, deal them *Initiative* cards... otherwise they're taken by surprise.



Wild Tainted Spirit Bear

This spirit animal is obviously not a healthy specimen. Its fur is matted and has a glowing green fungus growing on it. If the adventurers have played *Tearing Down Dreams*, they should recognize the spiritual signs of Wild Taint.

Attributes: Agility d6, Smarts d6 (A), Spirit d12, Strength d12+4, Vigor d8

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d8, Swim d6

Pace 8 Parry 6 Toughness 11 Pulse 15

Special Abilities

- **Bear Hug:** A spirit bear that hits with a Raise has pinned his foe. The opponent may only attempt to escape the hug on his action, which requires an opposed Strength roll.
- **Claws:** (**Damage:** Str+d6).
- **Size +3:** These creatures are massive and weigh over a ton.
- **Spiritual Predator:** The spirit bear is in a state of continuous partial manifestation, this is how it leaves no physical tracks and it makes the animal's regular attacks strikes against a target's Pulse signature. Damage dealt by the spirit ignores any armor that's purely physical – Pulse infused or magical armor still offers protection – and the damage inflicted is Fatigue levels instead of Wounds, although this Fatigue can kill.
- **Wild Taint:** Creatures tainted by the Wild gain +2 Toughness and +2 to Spirit checks to recover from being Shaken. Additionally, when a Wild Tainted creature is killed, everyone within a Small Burst Template must succeed at a Vigor check or gain a level of Fatigue (Extras are Shaken). This Fatigue can be recovered normally. Additionally, the Wild Tainted Spirit Bear does not suffer from Wound Modifiers or the effects of Fear or Intimidation.

Out Of The Woods

Once the bear has been eliminated, the adventurers can make another Notice check. With a success, they note that, in addition to the red glowing object in the center of the grove, there's a sickly green glow in the near vicinity. It appears to be the aura of a physical person, although it's very tainted. Unless they have dual-aligned weapons with which to attack the person, the adventurers will have to return to the physical world to finish examining things.

They find themselves in a circular clearing amongst the trees, home to a ragged-looking campsite. In the center of a smoldering campfire sits a large ruddy gem that faintly glows, and inside a makeshift shelter sits an ancient crone. Her eyes are mad with Wild Taint, and her hands have scars and wounds – as if she's been regularly cutting them open with a knife.

Whatever the adventurers do at that point, her only action is to cast Burst against them. If they tried to fight immediately, you can deal action cards to the adventurers, so they may get in attacks prior to her spell. Otherwise assume they're Surprised (as per Savage Worlds rules).

Wild Tainted Crone

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

Pace (0) Parry 3* Toughness 6* Pulse 25 Charisma -2

Skills: Notice d8, Spellcasting d12

Hindrances: Lame, Ugly

Edges: Gifted, New Power

Spells: Armor, Bolt, Burst, Deflection

Gear: Tattered Clothes, Dagger (**Damage:** Str+d4)

Special Abilities

- **Heroic Entity:** The crone counts as Heroic rank, and receives all the benefits that come with it, including +1 to Soak rolls and to recover from being Shaken, an extra Karma for her own use, and increased Healing and Pulse recovery.
- **Wild Taint:** Creatures tainted by the Wild gain +2 Toughness and +2 to Spirit checks to recover from being Shaken. Additionally, when a Wild Tainted creature is killed, everyone within a Small Burst Template must succeed at a Vigor check or gain a level of Fatigue (Extras are Shaken). This Fatigue can be recovered normally.

*After her first attack, the crone will cast either Armor or Deflection on herself for additional protection, but she will never move from her spot.

If any character is foolish enough to touch the gem, they make both a Spirit and a Vigor check. If the Spirit check fails, he takes a level of Fatigue; if the Vigor check fails, he takes a Wound. If they both fail, he takes a Wound and a level of Fatigue, and has now contracted the beginnings of Wild Taint. He'd better get some healing from Ciaran pretty quickly.

While destroying the gem is perhaps not a bad thing, the adventurers actually only need to leave it alone. If it's no longer being fed blood every day, it will cease emitting its Wild Taint. The gem has a Toughness of 10.

Lord Balrin will be pleased should the adventurers prove successful, although Ciaran is saddened by the degree to which the Wild Taint appears to be able to permeate both the physical and the spiritual. Also, even if the gem is destroyed, the comatose victims won't recover unless some means of spiritual healing can be accomplished. If the adventurers don't have the means to do that, there's nothing anyone can do.

Of course, that could become the basis of a whole other adventure if you want it.

The High King's Road

This adventure is written for Veteran rank adventurers and would fit best after they've left Vendol, although it could also work well any time the adventurers are in the area of the High King's Road (which runs from Epperborne setward to Setfold, and then steppeward to Caladon Falls).

Lord Balrin calls the adventurers to council with him and Ciaran about a problem recently plaguing the Caladon army: merchants ferrying supplies from the steppeward cities have been attacked with alarming precision and regularity by enemy forces. Although attempts have been made to send soldiers to guard the wagons and to keep delivery schedules irregular, the ambushes have continued.

Lord Balrin suspects the Wild army has some sort of reconnaissance post set up to spy on the High King's Road, and he'd like the Milltown Irregulars to find and eliminate it.

The adventurers can set about the task however they'd like, but their best bet is to begin scouting the High King's Road to the steppeward. They'll need to make a successful Notice check to make any headway, but they gain a cumulative +1 bonus for each day after the first.

The first day they get a success, the adventurers spot movement in the trees to the left of the road. They also see a wagon coming up the road, escorted by several soldiers and a knight. If they got a Raise on the Notice roll, they can tell the movement in the trees is a group of ratten lying in ambush.

What happens next depends on what the adventurers decide to do. If they simply wait, the ratten attack the wagon, taking the guards by surprise, and quickly killing almost everyone. The adventurers can also rush forward and loudly warn the approaching wagon... the ratten still attack, but now the playing field is a little more leveled, since no one has surprise. Another option is to ambush the ambushers. In this case, the adventurers must succeed

at Stealth checks to silently approach; they can fire ranged weapons from where they are, but this means the ratten have cover.

Ratten Scouts (3 Plus 1 Per Adventurer)

Use the stats for ratten scouts on page 139.

Ratten Warriors (3 Plus 2 Per Adventurer)

Use the stats for ratten on page 139. only they are armed with short swords (**Damage:** Str+6) and small shields (**Parry** +1).

Wagon Guards (5)

Use the stats for Caladon soldiers on page 143.

Sir Orren, Knight Of Caladon

Use the stats for Caladon knights on page 143.

If you need stats for the merchants who run the wagon, use the common folk stats on page 143 – there are only two of them, and they aren't much in the way of fighters.

Tilting At Windmills

Assuming the adventurers are victorious, they may yet have a few decisions to make.

If any of the wagon's crew or escorts survived, they can continue on to the main encampment – otherwise it may fall to the adventurers to take it themselves and then return to finish their mission. In either case, they can try to track the ratten back to where they came from, which requires a successful Tracking check... it'll just be a little harder if they put it off for a couple of days.

If Sir Orren is still alive, he thanks the adventurers and tells them he may have a lead for them. Earlier in the day, they passed the remains of an abandoned windmill – it sits high on a wooded hill, and would command a good view of the High King's Road for quite some distance.

Either by Tracking or by following Orren's instructions, the adventurers can make their way through the forest along the hills until they come to the ruins Orren saw.

Approaching the building without being noticed requires a successful Stealth check. The good news for the adventurers is there's plenty of overgrowth around the place, which means they'll have cover if they're detected.

The building itself is a mix of stone and wood. It's a single-storey structure that rises at one end into a short tower. It almost could have been a watchtower, given its location – but the telltale wooden frame of a windmill, canvas portions rotting away, says the choice of location was mostly for its regular winds.

Getting inside undetected requires another Stealth check; however, it may prove difficult. The door is old with rusted hinges, and Stealth checks are made at -4 if the adventurers enter this way. If they think to lubricate the hinges with something like lamp oil, they can reduce the penalty to -2. The other option is to make a Climb check to access one of the collapsed openings higher up. This allows a normal Stealth roll, unless the Climb roll fails, in which case the Stealth roll also automatically fails.

On the inside, the building is largely a collection of collapsing walls – wood and stone litters the interior. A handful of dragon kin keep watch from the windmill's tower, but the real spies will be released if the dragon kin become aware of the adventurers' presence: attabats.

Dragon Kin Captain

Use the stats for the dragon kin captain from One Last Hope on page 79.

Dragon Kin (1 Per Adventurer)

Use the stats for dragon kin on page 71.

Attabats (1 Per Adventurer)

Use the stats for attabats on page 132.

Once these guys have all been taken care of, the Caladon army won't have to worry so much about supply wagons being ambushed. Additionally, the adventurers can find supplies that were meant for their troops but haven't been turned over to the Wild army yet... Lord Balrin will be pleased about that.

But there are a couple of other things amongst the fallen dragon kin, at least one of which might spell trouble for unwary adventurers.

First, they find an *Amulet of Summons*. They may have run into these a couple of times, but the details about them can be found in *A Raging Torrent* on page 77. Second, they find an odd stone, similar in shape and design to a sand dollar, only it's about the diameter of a dinner plate. It's smooth with a glossy sheen, and can't be scratched by anything in the adventurers' possession. It does, however, give off a slight hum. If the adventurers completed the *Savage Tale Home Wrecker*, they may have run into one of these before.

If they don't make the connection, or they're unfamiliar with the object, they may be in for an unpleasant surprise when a vordian suddenly attacks them at some random time in the future. You can find the vordian's stats on page 141.

On the bright side, among the supplies is a small chest with several Healing brews (good for healing one Wound each) – enough for each adventurer to take two – and Lord Balrin will allow the adventurers to keep those as a bonus.

Garden Party

This adventure has been designed for advanced Veteran rank adventurers, and fits best as an interlude while the adventurers are actually in Caladon Falls. Of course, you can always feel free to tweak it a bit to better suit your own purposes.

The adventurers are at a state dinner when Lord Balrin offers them something of a treat: they've been on the road so long, come so far, and worked so hard, he feels they deserve something of a vacation. To that end, he's gained permission from High King Hulson for the adventurers to take some leave for a week in the small village of Rillan, a few kilometers steppeward of Caladon Falls.



It's not so bad as it may sound at first... yes, Rillan is a small village, but it's something of a resort and the place where the High King takes his retreats when he wants to get away from it all. In other words, rather than being a sleepy little fishing village on the shores of Lake Rillan, it's more of a spa, with plenty of luxuries and entertainment in which to partake. The adventurers are tended to by servants, and treated like... well... royalty.

Most of the dignitaries attending the feast nod in approval, but the Queen of House Sumner, Queen Sorsha, uses the opportunity to take some digs at House Marron. *"Duke Balrin... you've done nothing but lose battles and lose ground all the way from Aisley Rock and you feel a reward is in order? Well... I'm sure you know best."*

Lord Balrin bristles, and replies, *"Perhaps Her Majesty's knights would have fared better than I... if they'd been sent to fight."*

The situation quickly deteriorates from there, with some people siding with House Sumner, other supporting House Marron, and the rest attempting to remain neutral. The adventurers can do as they wish, although their words are only likely to add fuel to the fire. Eventually High King Hulson restores order, angrily pointing out that now is not the time for the Houses to be at each other's throats.

But even should the adventurers attempt to decline the offer, at this point Hulson has none of it. He insists the adventurers accept his hospitality – they've earned it as far as he's concerned, and that's that.

Rillan On The River

Two days later, the adventurers are in Rillan.

While the village is technically a fishing village on Lake Rillan, it actually sits at a wide point on the river where water from the lake begins to flow toward the falls. If not for its relative lack of defensibility, Rillan would have become the capital of Caladon. By virtue of its scenic vistas and beautiful landscape, it became the private resort of the High King instead.

For most of the adventurers, this is likely to be an alien environment. They're scrupulously catered to, and can have nearly anything they desire provided for them. Hopefully, they live it up and enjoy it while they can... it won't last long.

On the second night, they're awakened by a scream.

Deal Initiative cards... Wherever the adventurers are, a door is smashed in, a window is broken (or whatever it takes to break into their rooms) and the hulking figures of Jorna barbarians loom in the shadows.

Jorna Raiders (1 Per Adventurer)

Use the stats for the Jorna barbarians on page 75.

After defeating the first few raiders, the adventurers have a moment to regroup and try to figure out what's going on. Looking out a window reveals several fires where buildings are being put to the torch, and a successful Notice roll alerts the adventurers to the sounds of doors being smashed and more screams and yells inside the building they're in.

Obviously, a large band of Jorna barbarians has fallen on Rillan to loot, pillage, and plunder. There are a few soldiers whose job it is to protect the village, but it's apparent this raid is far too large for them to handle. Unless the adventurers want to spend the remainder of their leave amid burned buildings and dead bodies, they'd better act quickly.

Of course, the adventurers could always gather who and what they can and flee – but in light of Queen Sorsha's previous comments, it might be more fun to fend off this raid.

The adventurers have a number of ways they can deal with the threat. They can tackle the raiders head on or they could use Stealth, sneak around the village and use ambushes, traps and sniping to take out the raiders. Let the adventurers handle it however they'd like.

There are 5 barbarians per adventurer... it's a tough fight should they take the barbarians on in open combat, although the adventurers may be good enough by now to pull it off. If the adventurers are cautious, they can take on the barbarians in smaller groups. Use the same stats for the Jorna raiders above.

Ah yes... there's one other fly in the ointment in the form of Asger, the raid leader. Big and mean, he looks like he could have some ogre blood in him. On the other hand, he presents the adventurers with another option, should they think of it: they can challenge Asger to single combat. He's proud enough that he'd be willing to go one-on-one with one of the weak, puny, girly-man lowlanders, winner take all.

Asger, The Raid Leader



Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d8, Survival d8

Pace 6 **Parry** 8 (-1) **Toughness** 10 (2) **Pulse** 20 **Charisma** -2

Hindrances: Arrogant, Ugly

Edges: Berserk, Brawny, Combat Reflexes, Command, Improved Block, Improved Frenzy, Nerves Of Steel, Sweep

Gear: Chain Shirt (Armor +2, torso and arms), Great Axe (**Damage:** Str+d10, Parry -1, AP 1)

If the adventurers' chosen champion loses, they'll have to decide whether or not to honor their bargain.

If Asger loses but isn't killed, he'll throw himself on his weapon rather than face the reality of having lost to lowland trash. Either way, he's dead, and the adventurers are now faced with what remains of his raiding party: 5 barbarians per adventurer, less any they killed along the way. The raiders they fought in the villa don't count.

The remaining raiders have gathered for the fight, and resume the attack unless one of the adventurers can succeed at an Intimidation check. In that case, the remaining raiders sulkily withdraw to lick their wounds.

Assuming the adventurers have managed to thwart the raid, they may still want to help douse a few fires and get things back in order. There is one major boon, though: now they are both guests of the High King and heroes and saviors to the locals. If they thought they were being waited on hand and foot before, they'll be stunned at how quickly their every whim is satisfied.

And the adventurers certainly ought to take the time to enjoy themselves. After this, things are only going to get tougher, and so they may want to take a few days to get their affairs in order if necessary.

As one final footnote... if the adventurers have done well with protecting Rillan, word trickles back to the palace at Caladon Falls. Lord Balrin and High King Hulson are particularly pleased at the news. On the other hand, Queen Sorsha leaves with an uncharacteristically icy air. The adventurers have made friends, but they've also acquired a few enemies.

Was Queen Sorsha behind the raid? We never said that, but maybe you have some ideas about it....



Bestiary

Attabats

Attabats are vicious killers with tails capable of delivering a fatal sting of venom powerful enough to kill a bull. Their leathery bodies are about a meter long, a sickly green color and have a pair of skinned wings like a bat.

Attabats normally live in hollow trees or old bird nests, but not much higher up than 4 or 5 meters. They gather in small groups. Although they'll bite almost anything, they usually eat small birds, raiding their nests or crashing into them and knocking them from the sky.

They won't hesitate to attack anything that disturbs them, even if they have no chance of eating it. A small group can decimate a farm's livestock in minutes, before flying off. Attabats may attack lone humans or small groups, usually from above and behind. The only thing that scares attabats are red hawks, which are immune to their poison and attack on sight. The Warlocks have tried to use magic to control these nasty critters but surprisingly, they've resisted, although the Warlocks' efforts seem to have stirred them up.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d4, Vigor d4

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

Pace 1 Parry 5 Toughness 2 Pulse 5

Special Abilities

- *Flight:* Flying Pace of 10 with Climb 3.
- *Poison Stinger:* The sting itself isn't too dangerous (**Damage:** Str+1d4). However a victim who has been stung must make a Vigor check at -2. Success with a Raise results in the victim taking (**Damage:** Str+2d4), this is (**Damage:** Str+2d6) on a normal success and (**Damage:** Str+2d8) if the Vigor check fails.
- *Size -2:* Attabats are the size of normal bats, but with a wider wing span.



Basilisk

All over Caladon, tales are told of the giant winged snake that swoops down from the sky and turns naughty children into stone with a glance. But all stories are based on truth, and those who dare to enter the deepest caves will soon find the roots of that legend.

Basilisks are snake-like only in appearance. They have leathery skin like a shark, horny ridges around the mouth instead of teeth, and a bony plate on the top of the head, which narrows to form a ridge along the back. They also have bat like wings, complete with hooked claws, though they're usually too small to allow the creatures to do anything but glide.

They prefer to live in dry caves, making nests from anything softer than rock. Basilisks never stop growing, and can live for centuries, becoming 50 meters or more long. Their preferred diet is human flesh, but they will eat any meat, including other predators.

The famous ability of basilisks to turn flesh to stone is only technically true. The creatures have a two-stage gaze: paralysis, which forces the prey's limb muscles to relax, and petrification, which causes total muscular rigidity. The petrification is what has given basilisks their legend.

When hunting, a basilisk uses paralysis to capture prey to eat now (since they prefer to eat it live) and petrification on predators that are dangerous to it.

Attributes: Agility d8, Smarts d6, Spirit d12+2, Strength d6, Vigor d8

Skills: Fighting d8, Notice d10, Stealth d10

Pace 6 Parry 6 Toughness 8 Pulse 20

Special Abilities

- *Paralysis:* As an action, the basilisk can paralyze any creature it can see. Opponents must make a Vigor roll opposed by the basilisk's Spirit or suffer an automatic level of Fatigue. Victims of the basilisk don't have to meet its gaze to be affected by its deadly power.
- *Petrification:* As an action, the basilisk can stare at any creature it can see. Opponents must make a Vigor roll opposed by the basilisk's Spirit or suffer an automatic Wound. Victims of the basilisk don't have to meet its gaze to be affected by its deadly power.
- *Quick:* Basilisks redraw action cards less than 5.
- *Size +2:* Average adults are big but old ones get even bigger, feel free to adjust size accordingly.

Caladon Lion



The Caladon lion is a large cat with a thick mane of hair that protects the neck and spinal cord – picture them as a cross between a lion and a puma, only much larger. Their natural habitat is in the Hathenclus Range and the seaward mountains.

Caladon lions are solitary creatures, only sharing territory for mating purposes. Typically, a lioness will care for her young for only a year before sending them out to fend for themselves. Caladon lions are highly territorial, and a clever traveler will take care to watch for markings indicating a Caladon lion's domain. However, they will avoid fire and tend to leave groups of humans alone unless starving.

Caladon lion pelts are valued as decoration, and their urine is often used as a pest-deterrent in smaller communities.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d10, Vigor d10

Skills: Fighting d10, Guts d10, Notice d8, Stealth d8, Tracking d8

Pace 8 Parry 7 Toughness 9 Pulse 10

Special Abilities

- *Bite or Claw:* (Damage: Str +d6).
- *Improved Frenzy:* Caladon lions may make two Fighting attacks each action at no penalty.
- *Size +2:* Caladon lions can be up to 3.5 meters in length and weigh 5.5 kilograms.

Caladon Wolf

Imagine a wolf, but bigger, stronger, faster, and with a keen intelligence. You would then have the Caladon wolf. They stand 1.5 meters at the shoulder when fully grown and have sleek grey fur with hints of blue or red when it catches the light. Generally, they live in family groups, but larger packs or lone individuals aren't uncommon.



In other aspects they're just like the common wolf; they hunt in packs, share the food, and never take more than they need.

But to see them hunt you'd think they were communicating in some way, as they drive prey into ambushes, never missing a kill. And their fur, which looks normal, seems to shed arrows and bolts like water.

Caladon wolves are noble creatures and fight alongside humans in this war, despite the previous history of hunting and the kidnapping of pups. Whether there's anything the wolves can do against the Warlocks is another matter.

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

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d10

Pace 8 Parry 6 Toughness 7 (1) Pulse 10



Special Abilities

- **Bite:** (**Damage:** Str+d4).
- **Fleet-Footed:** Caladon wolves roll d10 instead of d6 when running.
- **Go For The Throat:** Like most canines, Caladon wolves instinctively go for an opponent's soft spots. With a Raise on its attack roll, a Caladon wolf hits the target's least armored location.
- **Thick Fur:** Caladon wolves have a tough, furry hide that gives them Armor +1, all locations.

Casawemy

Casawemy are huge flightless birds, about two meters or more to the top of their head. They have long, thick legs and necks, stubby but well-muscled wings and are covered in short wispy feathers with sharp quills. Any bare skin (legs, neck, breast bone and top of the head) is covered in protective horn plates. They have keen eyes, and can run at great speeds over short distances.

They hate intruders with a passion, and will attack on sight, leaping from cover and dashing towards their victim. As funny as the birds look, the laughter stops when they kick with their powerful legs.

Despite their reputation, casawemys can be tamed, but only if raised directly from an egg. If the first thing the chick sees on hatching is a human, it can usually be raised to be ridden. These individuals won't breed in captivity, so to replenish their riding stock the casawemy trainers have to go out and steal an egg from a wild nest. Raised on a high protein diet, these riding casawemys grow stouter than their lean wild cousins. They are fast and tireless even when carrying a full grown human. The riding technique takes a while to learn, but these birds can and will go where a horse can't. If push comes to shove, they also taste better.

Wild Casawemy

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Intimidate d4, Notice d6, Swimming d4, Tracking d4

Pace 10 Parry 6 Toughness 9 (1) Pulse 10

Edges: Fleet-Footed, Thick Headed

Special Abilities

- **Horn Plating:** Armor +1 to all locations.
- **Size +2:** Casawemy are big, dumb birds, no joke.

Deep Crabs

Massive spider crabs driven up from the deep by the Warlocks, channeled up the Jorna river to attack shipping there. They're naturally orange, but sport a thick green algae coating when grown to full size. They move their extra long limbs with slow but deliberate ease, and

are able to sink a small rowing boat without too much trouble. Larger clusters of them act together to pull down or de-mast bigger boats. Their thick shells are proof against most harpoons etc, but their eyes and joints are vulnerable to attack.

Little is known about their habits, other than what fishermen have discovered by catching them in their nets. It's known they lay thousands of eggs, which they attach to their bodies in clusters. The males have the larger claws, and the females grow larger in size. Either way, catching one is either good news, as the plentiful crab meat sells well, or very bad as they can take away an entire catch and the net with it, as well as any careless fishermen who get entangled in it. At the start of the war, deep crabs are the second biggest peril on the river, after krox...

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d12+3, Vigor d8

Skills: Fighting d6, Guts d10, Swimming d4

Pace 6 Parry 5 Toughness 16 (4) Pulse 15

Special Abilities

- **Size +6:** +2 to hit these big boys who take up a 2 by 2 space on the battle mat.
- **Claw:** (**Damage:** Str+d6).
- **Crustacean:** Armor +4, all locations except eye stalks.
- **Aquatic:** Pace 6 in water.

Fangtooth



Fangtooths look like a cross between a wolf and a lion. These agile predators hunt large game for fun and food. Long thought a fairytale to keep rambunctious children from stealing away into the night, with the arrival of the Wild army, they have made their presence known.



Fangtooths live in caves and occasional subterranean dens. They prefer to stalk prey in the darkness of the night, as the sun fatigues them. They're ferocious and able to attack multiple targets quickly when enraged.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d12+2, Vigor d10

Skills: Climbing d4, Fighting d10, Guts d10, Notice d10, Stealth d10, Tracking d12

Pace 8 Parry 7 Toughness 11 Pulse 20

Edges: Fleet-Footed, Improved Frenzy, Mighty Blow, No Mercy, Quick

Special Abilities

- *Bite/Claws:* A fangtooth has very sharp and deadly teeth and claws (**Damage:** Str+d6, AP 2).
- *Fearless:* A fangtooth is immune to Fear and Intimidation.
- *Size +2:* These things are the size of a horse.
- *Wild Taint:* The fangtooth is a creation of Wild magic, and gains +2 Toughness and +2 to Spirit checks to recover from being Shaken. Additionally, when a Wild Tainted creature is killed, everyone within a Small Burst Template must succeed at a Vigor check or gain a level of Fatigue (Extras are Shaken). This Fatigue can be recovered normally.

Flikflaks

These spirits look like large armored grasshoppers in the spirit world, growing up to the size of rats. They're dark metallic green in color, with yellow pulsing markings on their thick bodies.

These mostly useless insect spirits do have a single ability employed by Caladonian militia commanders. It was discovered that two flikflaks kept in the same room for a month or so would form a bond unbroken by distance. One can be taken to a watch tower or outpost and act as a warning beacon, unaffected by weather or other weaknesses of a beacon system. This ability is spiritual, the sound traveling through the spirit world.

The insects can be made to trill loudly by a shaman performing a certain ritual. The same trick works with multiple flikflaks, so that two warnings can be given to different places at the same time. The Caladonians generally consider shamanism a low form of magic, inferior to divine prayer and wizardry in every way, but controlling flikflaks is a useful early warning system.

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d4-2, Vigor d4

Skills: Climbing d6, Notice d6

Pace 2 Parry 2 Toughness 1 Pulse 5

Special Abilities

- *Bond:* Two or more flikflaks kept in captivity together for a month or more form a deep spiritual bond of telepathy not limited by distance. When combined with shamans gently provoking them into shrilling a warning this can be a pretty handy way of passing a warning message to someone a long way away, as long as that person has the ability to sense the spirit world (this practice is generally used as a communication tool between shamans).
- *Small:* Attacks against these creatures are made at -2.
- *Size -2:* These spirit insects are the size of rats or smaller.
- *Spirit:* Cannot manifest in the physical world.

Gargoyle

Gargoyles in Caladon resemble winged lizards. Some scholars speculate they're related to dragon kin, but most dragon kin take umbrage at that. All the same, some wizards have been known to keep a gargoyle or two as guardians for their workshops. They just have to be fed regularly, as they're voracious carnivores.

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

Skills: Fighting d8, Intimidation d6, Notice d12, Stealth d10

Pace 6 Parry 6 Toughness 10 (2) Pulse 10

Special Abilities

- *Bite/Claws:* Gargoyles can either make a two-fisted claw attack (**Damage:** Str+d4) or use their very nasty bite for a single (**Damage:** Str+d8) attack.



- **Dark Wings:** Gargoyles gain a +2 bonus to Stealth checks made at night or in dark or dim lighting as their dark coloration gives them natural camouflage.
- **Flight:** Gargoyles are flyers, Pace 8.
- **Size +1:** Even without their massive wingspan, gargoyles would be considered big because of their tails and natural build.
- **Stony Skin:** Okay... it isn't really stone, but gargoyles have a very thick and tough hide that gives them Armor +2 to all locations.

Golems

These huge humanoids are constructs, raised from the very rock by Warlock magic. They're the color of the rock they were formed from, usually browns, grays and blacks, with striations and glittering patches of fool's gold. They tower head and shoulders above most men, sometimes taller than that, with huge chests and limbs, and an almost neckless head with two holes for eyes. Their vast size makes them slow, particularly when turning, but they have limitless stamina and are able to continue fighting indefinitely.

They obey their creator absolutely, feel no pain or emotions, and will continue working or fighting until destroyed. Golems can be damaged in any way a rock can be, with picks or similar tools, with siege weapons and war hammers. They can be repaired when damaged, and often are - the creation magic takes a lot of energy, but repair is a lesser version of the creation spell.

The only two drawbacks to golems are their great mass, which limits them to quite sturdy terrain, and their lack of intelligence, which sometimes sees them misinterpreting their orders.



Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d12

Skills: Fighting d10, Guts d10, Throwing d6

Pace 5 Parry 7 Toughness 12 Pulse 5

Edges: Ambidexterity, Brawny, Sweep

Gear: Great sword (**Damage:** Str+d10, -1 Parry, 2 Handed)

Special Abilities

- **Size +3:** In addition to being stronger and tougher than smaller creatures the golem can ignore the -1 Parry and 2 Handed requirement for great sword.
- **Construct:** +2 to recover from being shaken. Doesn't suffer additional damage from called shots. Immune to poison and disease.
- **Fearless:** Immune to Fear and Intimidation.
- **Magical creature:** Healing and Repair skills have no effect on golems.
- **Ponderous:** Pace reduced by 1.
- **Rock Solid:** Immunity to cutting weapons (sword, etc.).

Gorgon



These large reptilian critters can be found all over Caladon, provided there is water and prey. Gorgons can survive in any type of water, from the sea to marshland. Generally, gorgons are found alone, but occasionally in pairs when they mate. They're long lived, and will stay in one place for most of their lives. They have mottled green, overlapping scales, long claws on hands and feet, a short neck and a long head that is mostly jaw. Their dense scales provide natural protection, particularly against slashing weapons and long distance ranged attacks.

On the top of the head they have five bony ridges that are actually eyelids. The eyes beneath allow them to see across the entire spectrum of light, from infra-red to ultra-violet, making it very difficult for anything to hide from, or sneak up on, a gorgon.



But the gorgon's biggest trick is its most deadly. Its eyes can emit light across the spectrum, producing a moving hypnotic pattern as each eye in turn produces a different color. The effects of this attack range from mild distorted vision or nausea to full mental shut down, depending on the victim's willpower. Poor eyesight is no defense, but those with limited color vision may escape the worst of it. The gorgon's method of attack is simple: wait quietly for something to approach and then try to make eye contact, stunning the victim before rushing in to slash and bite at its prey.

The Warlocks were delighted to discover such a wonderful creature, and became almost obsessive about acquiring them. Some took them as pets, others as material for their experiments. What the Warlocks make out of such an (already deadly) creature, time alone will reveal.

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

Skills: Fighting d6, Guts d8, Intimidation d10, Notice d8, Stealth d8

Pace 6 Parry 5 Toughness 8 (2) Pulse 10

Special Abilities

- **Bite/Claws:** (Damage: Str+d6).
- **Dense Scales:** Armor +2, all locations.
- **Multi-Vision:** Gorgons don't suffer any penalties for any type of darkness and can even see heat sources through undergrowth and thin walls.
- **Stunning Gaze:** Gorgons prefer to stun their victims, making it easier to kill them and eat them later. A gorgon can make a Stun attack in a Cone Template for 2 Pulse. Anyone in that template must make a Spirit check at -2 or become Shaken. If a character critically fails, he also takes a level of Fatigue.

Graanas

These creatures are cousins to the igniars, but vastly larger. On average they're bulky as oxen, and often larger. Their tails are shorter (graanas only have one) and their hides not as colorful, but they have a similar crest and head shape as igniars, with wide powerful jaws and a leathery hide.

Full-grown adult graanas have little to fear from anyone but a well-armed and brave hunter or hungry Caladon lions. The younger ones are sometimes hunted by other predators, but they can scale trees with some effort.

In the past, graanas have proven to be poor mounts, though young Caladonians out to prove themselves often jump on the back of a graana and try to ride it. Since the war started however, dragon kin have been seen using graanas as warhorses for their greatest champions and generals.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+3, Vigor d8

Skills: Climbing d6, Fighting d6

Pace 6 Parry 5 Toughness 8 Pulse 15

Special Abilities

- **Size +2:** Big enough to ride.
- **Tail:** A lash from this creature's tail is like getting hit with a maul (Damage: Str+d6).

Hukka

Being territorial scavengers, these wiry, horned bipeds are usually not a major problem for the wary – it's only when they get into a feeding frenzy that they become a serious threat. Unfortunately, when they are feasting on the remains of a sizable battle, a feeding frenzy is inevitable. The hukkass below are already in the throes of a feeding frenzy and their stats have been adjusted accordingly.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10(+2), Vigor d10

Skills: Climbing d4, Fighting d8 (+2), Guts d6, Notice d8, Stealth d6, Swimming d10, Throwing d6

Pace 6 (10 in water) Parry 4 Toughness 10 (1) Pulse 10

Gear: Improvised Clubs Of Meat (Damage: Str+d4)



Special Abilities

- *Bite/Claws:* In addition to improvised weapons, hukkas use razor-sharp fangs and claws (**Damage:** Str+d6).
- *Feeding Frenzy:* Hukkas have the equivalent of the Berserk Edge, only it's triggered when they eat raw meat, and only ends when they're killed or fall asleep.
- *Keen Senses:* Hukkas have acute senses of smell and hearing, giving them +2 to all Notice rolls. This ever-present advantage means they're always considered active when other characters make Stealth checks.
- *Natural Swimmers:* Hukkas have webbed hands and feet, making them powerful swimmers, giving them +2 on all Swimming rolls. They have Pace 10 in water.
- *Thick Hide:* Hukkas have thick, leathery hides. Armor +1, all locations.

Igniars

These brightly colored lizards are a good two meters long, including their thin tails. They have leathery scaled skin, a wide head and jaw, and a frilled crest from nose to the back of the head. They are a vivid red color, with males having deep red heads, females orange, and both having two brilliant rainbow-banded tails. They live anywhere hot – the slopes of active volcanoes aren't too hot for these beasts.

Due to their pretty coloration, easy nature, and simple needs, igniars have become a popular pet among Caladonian nobles, particularly ladies. An igniar's color fades when cold, so most owners use ornate coal fired braziers to warm the lizards and keep them both happy and healthy.

Most usefully, igniars have the ability to smell Wild Taint over great distances, a hundred meters or more if the wind is blowing in the right direction. When in range of Wild Taint, their color fades almost completely to black, as if the igniars know to hide. This trait took a some time to discover, but may be of great strategic importance as the war develops.

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d4, Vigor d6

Skills: Climbing d6, Fighting d4, Guts d6, Notice d4

Pace 7 Parry 4 Toughness 5 Pulse 10

Edges: Fleet-Footed

Special Abilities

- *Bite:* Igniar have sharp little teeth (**Damage:** Str+d4).
- *Color Change:* When an igniar scents Wild Taint its usual bright colors fade to black.
- *Natural Climber:* Igniars get +2 to Climbing checks.

Krox

Krox are fast, strong, and deadly predators that resemble large crocodiles with thick, armored skin and six legs. These cunning, patient hunters can outrun a terrified human on land and they're even faster in water. While krox are mainly water dwelling (salt or fresh) creatures living in Kittlemarsh, though they have been sighted near Lake Froom and Lake Clayborn as well.

Krox build elaborate nests and both parents care for their young for at least a year. They consume anything they can take down, including humans, but typically eat large fish, deer, and casawemys. Krox are active year round, although cold nights make them torpid.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Guts d10, Notice d4, Stealth d6, Swimming d10

Pace 6 (8 in water) Parry 6 Toughness 12 (2) Pulse 15

Special Abilities

- *Armored Scales:* Armor +2, all locations.
- *Bite:* (**Damage:** Str+d8).
- *Aquatic:* Pace 8 in water.
- *Rollover:* Like crocodiles, krox are notorious for grasping prey in their jaws and rolling over and over with their victims in their mouth. If a krox hits with a Raise, it causes an extra 2d4 damage in addition to its regular damage.
- *Size +3:* Attackers get a +2 to hit these big boys who take up a 2 by 2 space on the battle mat.

Leg Fish

Actually a type of eel, this creature has four stumpy legs and lungs as well as gills. Their dull black skin is thick and warty, giving them protection against drying out when on land. They are as happy out of the water as they are in it, but never wander too far from a river or pond.

Although they are relatively easy to catch and have tasty flesh, leg fish are mostly left alone, at least by ordinary folk. Leg fish are Pulse users. Once or twice a day, an adult fish can produce a huge blast of Pulse that can stun an ox. They can also emit a smaller amount of Pulse at will, both as a warning and as a method of navigating, like spiritual sonar.

Caladonian wizards have been studying these remarkable eels in the hope that the eels can be used as some kind of Pulse battery.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d4, Vigor d8

Skills: Fighting d6, Guts d6, Shooting d6, Swimming d10

Pace 4 (10 in water) Parry 5 Toughness 5 Pulse 5

Special Abilities

- *Aquatic:* Pace 10 in water.
- *Burst:* For 4 Pulse a leg fish can unleash a blast of sonic energy as an action (**Ranges:** 2/4/8 **Damage:** 2d10, Small Burst Template).
- *Size -1:* Leg fish can reach 3 meters in length and can weigh up to 40 kilograms.

Rachit

These huge four-legged spiders are spirit creatures, first appearing at the same time as the Warlocks. They are similar to tarantulas in appearance but purely mechanical, an assembly of gears and cogs, with hinges for joints, thick legs, and a ring of eyes on their heads. They stand more upright than normal spiders and have saber-toothed mouths.

Rachits use Pulse to make to make a portal from the spirit world to the physical world. Preternaturally fast and agile (with the added advantage of being invisible until they strike), these superlative hunters prey on anything they can carry, up to and including people. They show no fear of the Warlocks but are smart enough not to attack any being with a strong Pulse signature. The lesser minions of the Wild aren't so lucky, and have been regular victims of rachit hunters. Nobody knows why, but the Caladon army suffers fewer rachit attacks than the Wild army.

Attributes: Agility d8, Smarts d10 (A), Spirit d8, Strength d10, Vigor d8

Skills: Climbing d10, Fighting d10, Guts d8, Notice d10, Stealth d8

Pace 6 Parry 7 Toughness 10 (4) Pulse 15

Special Abilities

- *Bite:* Big pointy teeth and some serious piston power is bad news (**Damage:** Str+d10).
- *Construct:* Rachit enjoy all the benefits of constructs and still heal normally.
- *Conceal Pulse Signature:* For 1 Pulse the rachit can conceal its Pulse signature in the physical world making them invisible. In the spirit world they are visible but hard to spot, they get +4 to Stealth checks.
- *Leg Slam:* Those big legs are pretty solid (**Damage:** Str+d6 AP2 against rigid Armor).
- *Metal Body:* Armor +4, all locations.
- *Spirit:* Can manifest at a cost of 1 Pulse per minute.

Ratten

The size of small men, these evil, vicious and plain nasty critters are the bane of anyone unfortunate enough to meet them. Their appearance is exactly like you would imagine, a rat-man with short, dirty, brown fur. Ratten faces are more human than rat-like, but their origins are still unmistakable. They have long noses and two large teeth projecting from the upper jaw. Their black eyes are huge and shifty. Their clothes are little more than rough-cut furs and skins, though their warriors are armored as well. Ratten mostly go bare-foot due to the wide splayed feet and sharp claws, but some wear custom made boots. Some say the importance of a ratten can be determined by his footwear.

Ratten love to fight (while they're winning) but they also love to lay traps, backstab, trick, cheat and outwit anyone they encounter. They live in large groups across The Open and can be a real nuisance to frontier folk.

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

Skills: Climbing d6, Fighting d6, Notice d4, Shooting d6, Stealth d6, Survival d6, Swimming d4, Throwing d6, Tracking d4.

Pace 6 Parry 5 Toughness 6 (1) Pulse 10

Edges: Alertness, Danger Sense, Impromptu Weapon,

Gear: Knife (**Damage:** Str+d4), Sling (**Ranges:** 4/8/16

Damage: Str+d4), Leather Armor (+1 Armor, all locations)

Special Abilities

- *Rat Eyes:* Reduces penalties for action taken in dim lighting and the dark to 0 and pitch darkness to -3.
- *Tricky:* +1 to any Trait roll used when setting physical traps.

Red Hawks

Red hawks are sleek, predatory birds, wide ranging and widely distributed. They have dark red-brown bodies with bright red patches on their flight feathers and tails. In the wild, they live in pairs or as a family group with their chicks.

There is a long history of breeding and taming red hawks in Caladon, where falconry is a noble sport (and a good way to catch a meal). They are kept as hunting birds by Caladon lords (and make fine Heart-Beasts for Killian nobles), but also rich commoners have started keeping them recently. They have excellent sight and hearing, and can live for many years.

Red hawks and attabats are vicious enemies; a red hawk will attack one on sight, ignoring their master until the attabat is dead or out of reach.

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

Skills: Fighting d8, Guts d6, Notice d10

Pace 1 Parry 6 Toughness 3 Pulse 5

Edges: Alertness

Special Abilities

- *Claws:* Sharp and strong (**Damage:** Str+d4, AP1).
- *Flight:* Pace of 10 with Climb 3.
- *Size -2:* Red hawks are the size of normal hawks but a bit more stout.

Shadow Spawn

No two shadow spawn are alike, but are variations on a theme. They range in size from 1 to 2 meters. They are humanoid in appearance, with a variety of spikes jutting from their inky black hides at various angles. They show the most variety in their nose-less faces; some are fox like, with horns in place of ears, some more like carnival fright masks, all flat planes and sharp angles. Their eyes and mouths glow with an eerie blue light when open.

They eat Pulse, and will take it from any source, including those humans who travel the spirit world. When feeding from a creature, they need to keep the victim alive as long as possible. They will ambush a suitable target, usually in groups of three or more, biting, clawing and rending at the arms and legs. When the victim is incapacitated, they will suck out the Pulse and then withdraw, leaving their prey to bleed to death. Sometimes, particularly if they haven't fed in a while, the shadow spawn will descend into a feeding frenzy and simply rip the victim into pieces, wasting most of the Pulse, which in turn makes them hungrier.

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

Skills: Fighting d10, Intimidation d8, Notice d8, Stealth d8

Pace 6 Parry 7 Toughness 6 Pulse 10

Special Abilities

- *Bite/Claws:* (**Damage:** Str+d6).
- *Pulse Drain:* Shadow spawn feed on the essence of living things. They may make an opposed Spirit check against a single opponent within 1 inch of them, taking 1d6 Pulse from the target for every success and Raise, up to the shadow spawn's maximum. Additional Pulse is lost.
- *Spirit:* May physically manifest for one hour at the cost of 3 Pulse. Each additional hour costs a further 1 Pulse.

Spirit Animal

Spirit animals look like the physical beings, but leave no tracks and strike with spiritual attacks. They make their opponents think they are striking at them physically, but instead they are opposing their spirits. When struck in this way, the targets start doubting themselves, lowering anything related to spirit by a die type per spiritual wound. The spirit animals are damaged by physical damage as well as spiritual attacks.

Use the standard animal from Savage Worlds rules, with the following additional special abilities and 20 Pulse:

Special Abilities

- *Spiritual Predator:* The spirit animal is in a state of continuous partial manifestation, this is how it leaves no physical tracks and it makes the animal's regular attacks strikes against a target's Pulse signature. Damage dealt by the spirit animal ignores any purely physical armor – Pulse infused or magical armor still offers protection – and the damage inflicted is Fatigue levels instead of Wounds, although this Fatigue can kill.

Vorcust

These thumb-sized insects are a very pale yellow in color, with twelve legs and a long body. Vorcusts are usually found in small groups or huge numbers, but never alone. They can't fly, but scuttle very quickly. Their tough outer shell can stand treading by a human, though they are susceptible to fire. Although they can be washed away with plenty of water, this won't kill them. Due to their incredible mouths, vorcusts can eat almost anything. They can chew plants, gnaw grains, cut flesh and even suck blood.

Unsurprisingly, vorcusts have been tainted by the Warlocks and sent to invade the barns and granaries of their enemies. If they didn't exist already, these nasty little beasts would undoubtedly have been created by the Warlocks themselves.

An infestation of vorcusts is usually a good indication of Warlock activity in an area, and for residents to expect an attack, although this warning often comes too late.

Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength d4, Vigor d10

Skills: Fighting d8, Notice d4

Pace 4 Parry 8 Toughness 7 Pulse 5

Special Abilities

- *Eat*: Vorcusts consume everything in their path and attack every creature unfortunate enough to be moved over by their template in a turn. Successful hits automatically strike the location with the least Armor protection for (**Damage**: 2d6).
- *Swarm*: Operating as a single entity a swarm of vorcusts is the size of a Medium Burst Template, gets +2 Parry, and is immune to many attacks. In fact these guys are so resilient you can pretty much forget about it unless using an area of affect weapon that uses water or fire.

Vordian

Several years ago, a few of these shell-like stones, often called shell stones, were brought back to Caladon cities from the coast. The shell stones are about the size of a small plate, about six centimeters thick and smooth all over. Each has a central circle and pattern of wavy lines spreading out from it like the rays of a sun in a unique pattern. If held to the ear, each shell stone hums a different tone. The shell stones are seemingly unbreakable and cannot even be scratched by steel. Pulse effects used on shell stones rebound from their surface and those who hold them report a feeling of increased strength and energy. Since their discovery, collectors have latched on to them, offering large sums of money for the rare oddities. Most shell stones are now owned by rich merchants and nobles.

The shell stones were made by the Warlocks and intentionally discarded to be found by their enemies. Each Warlock remotely controls many shell stones and can open them at any time with a single thought.

The shell stones are actually portals, but portals bonded to an individual creature, who becomes both portal and portal keeper. When opened, a vordian bursts forth to protect the portal, attacking any living creature it finds nearby. Vordians are Maelstrom-born creatures with hard, bladed arms, chitinous skin and a snake-like body. When confronted, they raise up one-third of their bodies off the ground and spin, striking with their bladed limbs until their enemies are dead, then they return to the portal. They can be killed in this state, by normal weapons or magic; if killed, they still return to the shell stone, which becomes inactive and hums no more.

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

Skills: Fighting d12, Guts d10, Notice d6, Intimidation d12

Pace 6 Parry 11 Toughness 8 (3) Pulse 20

Edges: Acrobat, First Strike, Improved Block, Improved Dodge, Improved Sweep, Quickness,

Special Abilities

- *Blades*: Many, take your pick of which one guts you (**Damage**: Str+d8, AP2).
- *Chitin*: Armor +3, all locations.

Wraith



Creatures from the spirit world, wraiths are able to cross to the material world at will. They were once humans, it is said, who traveled the spirit world once too often or stayed too long. Now they have little real flesh, but are held together by Pulse. They dress in Pulse armor and wield Pulse made weapons.

In appearance, they look mostly humanoid, although their eyes and mouths flash with green lightning and their legs can transmute into an ethereal tail on which they can float.

Wraiths have appointed themselves as guardians of the veil between the worlds, and as such remain mostly neutral and loyal only to each other. Anyone entering or leaving the spirit world with the wrong intentions, according to their rules, will be killed.

Wraiths have no fear of the Warlocks, and have stood against them on several occasions. The Warlocks are biding their time, and seek to learn more about the guardians before they strike.

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

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d6, Stealth d10

Pace 6 Parry 6 Toughness 11 (4) Pulse 20

Special Abilities

- *Bony Claws*: (**Damage**: Str+d4).
- *Fear (-1)*: Anyone who sees a wraith must make a Guts check at -1.
- *Fearless*: Wraiths are immune to Fear and Intimidation.
- *Float*: Wraiths may move over any terrain as if it was normal ground, including difficult terrain, water, and the like.
- *Heroic Entity*: Wraiths count as Heroic rank, and receive all the benefits that come with it, including +1 to Soak rolls and to recover from being Shaken, an extra Karma for their own use, and increased Healing and Pulse recovery.
- *Pulse Armor*: Armor +4, all locations.
- *Pulse Weapon*: (**Damage**: Str+d8).
- *Quick*: Wraiths redraw action cards less than 5.
- *Spirit*: These wraiths can manifest in the physical world at will, costing 2 Pulse per hour.



The Caladon Army

Caladon Scout



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

Pace 6 Parry 5 Toughness 6 (1) Pulse 10 Charisma +2
Skills: Fighting d6, Guts d4, Healing d4, Notice d6,
Shooting d6, Survival d6, Tracking d6

Hindrances: Curious

Edges: Alertness, Attractive

Gear: Normal Clothes, Bow (**Range:** 12/24/48, **Damage:** 2d6), Dagger (**Damage:** Str+d4), Leather Armor (Armor +1, all locations)

Trinity Cleric



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

Pace 6 Parry 5 Toughness 6 (1) Pulse 15 Charisma +2
Skills: Fighting d6, Guts d4, Healing d4, Notice d6,
Shooting d6, Survival d6, Tracking d6

Edges: Empowered

Prayers: Healing, Barrier

Gear: Priestly Garments, Staff (**Damage:** Str+d4, Parry +1, Reach 1, 2 Handed)

Caladon Knight

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

Pace 6 Parry 7(1) Toughness 9(3) Pulse 10 Charisma +2

Skills: Fighting d8, Guts d6, Notice d6, Persuasion d4,
Riding d8, Swimming d6

Hindrances: Code Of Honor, Loyal: House Of Origin

Edges: Brawny, House Knight

Gear: Normal Clothes, Tabard (House of Origin), Cloak,
Breastplate (Armor +3, torso only), Medium Shield (Parry +1, Armor +2 vs Ranged attacks), Small Shield (Parry +1)
Longsword (Damage: Str+d8)

Caladon Soldiers

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

Skills: Fighting d6, Guts d6, Knowledge (Battle) d4, Notice d6,
Shooting d6, Stealth d6

Pace 6 Parry 6 Toughness 7 (2) Pulse 5

Gear: Wrapped Short Sword (**Damage:** Str+d6), Bow (**Range:** 12/24/48, **Damage:** 2d6), Hardened Leather (Armor +2 torso, +1 arms and legs)

Common Folk

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

Skills: Fighting d4, Guts d4, Knowledge (Trade) d6, Notice d6,
Shooting d4, Stealth d6

Pace 6 Parry 4 Toughness 5 Pulse 5

Gear: Knife (**Damage:** Str+d4), Improvised Weapons (**Damage:** Str+d6, Fighting -1)





CALADON FALLS

They came out of nowhere and started ripping the world apart, one city at a time. Using power on a scale never before seen, Warlocks, god-like leaders of the Wild army, are rampaging across Austeria with one goal: raise armies and annihilate the entire continent. Set in the fantasy realm of Relic, this book looks at warfare through the eyes of everyday people turned soldiers – soldiers whose side is losing the war.

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- A detailed map of the High Kingdom Of Caladon.

* A copy of *Savage Suzerain* is recommended to get the most enjoyment from this book.

The logo for 'Savage Mojo' is located at the bottom center. It features the word 'savage' in a white, stylized font with a slight shadow, positioned above the word 'mojo' which is in a bold, black, sans-serif font. The text is set against a dark, rectangular background that has a subtle texture and is framed by a thin, dark border.

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