

TOTEMS OF THE DEAD

GAME MASTERS GUIDE



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Know, brave wanderers, that we live in the dawn of a terrible new age. Our great-grandfathers speak of an age undreamed of, a shining time of plenty, when the wilderness was not so wild to us and the earth was our mother who provided all things. That was before drought and famine set each tribe at the throats of its rivals. Before the sorcerer-slavers came across the salt-foamed sea from Atlantis and stole a generation of our people, or the Sea Wolves turned the coast into a red tide of blood and slaughter.

Before the Shenites and Skadians came with their new gods and strange ways, and before we knew the fear of Ruskar war parties. More ominous still are the dark storm clouds gathering on spiritual horizons. The spirits were once our guides and allies, but now, with the coming of the mists, terrible beasts that have no place in a sane world stalk through the otherworldly vapors. Our future is pregnant with dangers unimagined.

Stay awhile and sit by the warmth of the fire, for it is a wise youth who will listen to what an aging warrior has lived to know.

- Unknown Elder

TOTEMS OF THE DEAD: GAME MASTER'S GUIDE TO THE UNTAMED LANDS

AUTHOR'S DEDICATION

THIS BOOK IS DEDICATED TO THE MANY FRIENDS, FANS AND PLAYTESTERS WHO HELPED THIS DREAM BECOME REALITY, AND TO REBECCA, MY LOVING WIFE AND RUTHLESS BARBARIAN QUEEN.

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GM'S INTRODUCTION

CHAPTER ONE: GM'S INTRODUCTION

GAME MASTERING TOTEMS OF THE DEAD

So you want to GM *Totems of the Dead*? This book will tell you all you need to know about the setting and the many ways you can use it in your game.

THE HEART OF THE SETTING

Totems of the Dead is conceptually a fantasy sword and sorcery analogue of pre-columbian North America. At the same time, *Totems of the Dead* is its own distinct setting, drawing inspiration from both North American history and Native American mythology as well as common sword and sorcery tropes to become its own fantasy world. Some of the people and many of the places in this setting have a close analogue in the real world, but they are far from the same.

RULE 0: MAKE THE SETTING YOUR OWN

Normally in RPGs, "Rule Zero" refers to the idea that the GM is the ultimate authority of how the RPG they are running is to be played. This concept extends beyond the rules to the setting material as well. *Totems of the Dead* is a setting designed to give the GM lots of material and ideas to work with, but also leaves a lot of space wide open for the GM to fill in with her own ideas. Everything presented in this book is meant to present a vibrant setting and inspire adventure. When running this setting, don't worry about "getting the setting right" or "running it as intended." The setting details presented here are meant to be used as a springboard for the imagination, not as shackles to rein creativity in with canonical material. A good GM shouldn't be afraid to add her own ideas and material to the setting. Modifying and adding to the setting allows you to custom-tailor it for your own individual gaming group.

KEEP THE ACTION MOVING

Sword and sorcery is all about action. Don't be afraid to thrust the heroes right into the thick of things right at the beginning of the adventure. The specifics of how they got there aren't as important as what they are going to do next. Be sure to award Bennies to players who dive right in to the action, take heroic risks or attempt spectacular stunts. Encourage improvisation and the use of tactics on the

THE TIES THAT BIND

So now that the players have created a diverse set of characters, you are probably going to need a reason for these unlikely companions to go adventuring together. You have a few options here.

Misfits Unite: Sword and sorcery heroes are often wanderers, outcasts and misfits with no clear place in normal society. The heroes could be drawn together by their common trait of having no place to belong. There is safety in numbers, so if a hero can't unite with his own kind, he may still find companionship among others who do not seem to belong anywhere either.

First Adventure: The heroes could be strangers until they are all drawn in to their first adventure together. A good adventure hook provides each character with a compelling reason to answer the call to adventure. Specific goals and motivations may well be different for each hero, but their quest will ultimately be the same. If individuals are called to the same adventure they will soon find that their chances of success are far greater working together than apart. For mutual benefit the heroes could then band together as they set out into their own savage tale.

Common Goal: Sometimes a shared long range common goal is required to keep a group of heroes together. While an adventure hook can bring heroes together for the short term in a cooperative savage tale, a broader common goal can keep a motley crew of heroes together for an entire campaign.

Shared Ordeal: Sometimes the simplest solution is to have the heroes find themselves suffering in the same ordeal. Nothing brings people together like the mutual goal of simple survival. Perhaps they have all been captured by slavers, press-ganged onto a pirate crew, or meet at a crossroads while fleeing an invading army or similar overwhelming threat. Devious GM's may present one wave of such threats after another, sapping the heroes' individual strength and ensuring that they must work together to survive. The bonds forged in the fire of hardship are often the strongest.

fly as opposed to painstakingly planning things out ahead of time.

Abolish any obstacles to the flow of action. If the heroes need a piece of equipment, they can stumble upon it on their way rather than having to divert to the nearest town for some shopping. If someone fails to pick a lock, they may find the key on a fallen foe or hear someone approaching to open the door from the other side. If the heroes fail to solve some riddle, they stumble across a clue. If the action has simply ground to a halt, don't be afraid to throw some henchmen at them to push or pull them back into action.

REWARD PLAYING OUT A CHARACTER'S FLAWS

Some players try to minimize their characters' Hindrances in play, but this is neither exciting or genre appropriate. Sword and sorcery is filled with flawed heroes. Be sure to reward players with Bennies when the voluntarily put their characters at a disadvantage due to one of their Hindrances or some other established character flaw, particularly if doing so has helped move the action forward or made the current in-game situation more interesting.

FILLING OUT NPCs

Make an effort to assign a motivation and a relatively unique characteristic to each character the heroes interact with. In swords and sorcery, many characters are described by comparing them to an animal of some kind -particularly the dangerous or predatory ones-, that matches their personalities.

EVOKE ARCHETYPES, NOT STEREOTYPES

NPCs needn't be particularly complex as long as they are interesting and have their own motivation(s). To this end various mythic archetypes can be useful, such as the mentor, the antihero, the brave warrior, the trickster, the shape shifter and the evil sorcerer. Try to avoid flat stereotypes, which tend to be more one-dimensional, needlessly negative and uninteresting. Sometimes the line between archetype and stereotype can seem blurred, but it comes down to whether or not the character is unique or interesting. The mindless savage stereotype makes for a boring character. A brutish character with a specific motivation or a cunning warrior can add far more to the game. Likewise, a voluptuous woman who exists only to serve as a sex object is less interesting than one who has defining characteristics beyond her sensuality.

TABLE 1:1: NPCs

D20	NPC PERSONALITY	EXAMPLE ANIMAL LIKENESS
1	Young	Cub or Pup
2	Cruel	Falcon
3	Old	Re-roll for animal likeness
4	Happy	Coyote
5	Experienced	Wolf
6	Gung Ho	Dog
7	Lazy	Scavenger (ex: vulture)
8	Sneaky	Lynx
9	Bright	Fox
10	Dumb	Domestic Turkey
11	Crude	Mountain Goat
12	Agile	Panther
13	Observant	Hawk
14	Clueless	Yapping Cur
15	Mysterious	Serpent
16	Creative	Crow
17	Artistic	Spider
18	Fearless	Bear
19	Cowardly	Rat
20	Heroic	Eagle

HANDLING OF SENSITIVE ELEMENTS

Sword and sorcery games can delve into some areas that may make certain players uncomfortable at the game table. Here is a short list and some suggestions on how to deal with them. In general, open communication is key. It is the GM's job to know his players' comfort zones and to respect them. Likewise the GM should expect the players to respect what they are comfortable with at the game table. As a game, fun is the first priority, and any behavior that detracts from it should be avoided and discouraged.

RACISM & PREJUDICE

With many cultures present, some of which are at odds with others, racism and other forms of prejudice are themes that could easily arise during play. Individual characters can display racist or prejudicial viewpoints, but that does not make them true, or mean that any of the players at the table endorse them. In game terms, heroes of different backgrounds may have different abilities, but their overall power and capability level are predicated on how experienced they are rather than their racial background. Keep any exploration of racist or sexist themes within the comfort zones of those at the table. In *Totems of the Dead*, these are more background details than important pieces of the setting, and they can be ignored completely if they detract from your group's enjoyment of the game.

SEXUALITY

Sword and sorcery often features very sexually charged characters, and most cultures of the *Untamed Lands*, aside from the Shenese, are far less prudish about sexuality than real-world modern western culture. Roleplaying out a character's sexual pursuits is fine, so long as everyone at the game table is enjoying themselves. Sexual encounters can be problematic however, not just because certain levels of detail may make some players uncomfortable, but also because they can excessively spotlight certain characters to the exclusion of others. Instead of going into the details of a sexual encounter, consider focusing on how such events affect the over arching plot and action. Was the seductress able to learn the king's secrets? Will the tryst make another character violently jealous? Will a spurned lover seek revenge? These are the questions that can push the story forward towards adventure.

SLAVERY & ULTRAVIOLENCE

The Untamed Lands have descended from an age of relative peace to a time of chaos and violence. As



A BRIEF HISTORY

with sexuality, certain levels of violence and their descriptions may make some players uncomfortable. Like the historical Vikings, Sea Wolf raiders are likely to ravish the women of a town they raid, slaves can be subjected to a number of violent acts and human sacrifice and cannibalism are a part of the setting in some places. Only deal with these elements of the setting in as much detail as your group is comfortable with. Likewise, caution players against having their characters commit such heinous acts themselves. They are, after all, meant to be the heroes of the setting.

A BRIEF HISTORY

This section presents a brief history of the *Untamed Lands* from creation to the present day.

CREATION

There are as many different creation stories in the *Untamed Lands* as there are human cultures. Many stories indicate that the world was created by the Great Mystery and that previous worlds had been created and destroyed before the current one came into being.

AGE OF THE PRIMORDIALS

Sometimes called the “Ancient Age,” this era is a time when living beings were all mutable. Legend states that during this time, there was no real separation between human, animal and spirit beings. Each being had qualities of all three, and most could shift their bodies between multiple physical forms. These beings are sometimes referred to as the ancient beast men, beings caught somewhere between being humans, animals and spirits. The first race to split off from the beast men is the ancient race of the serpent people, the Sheti snake-brothers. The beast men and serpent people worshipped terrifying ancient gods and chthonic spirits, many of whom are forgotten, slumbering or dead in the present age.

THE GOLDEN AGE;

THE FIRST AGE OF MAN

The first humans appeared during the Golden Age. Some say humans were a new creation, placed directly on their homelands, others believe that humans came here from some other land or emerged into the current creation from a previous world that lay dying. Many of these first humans possessed magical powers beyond what any but the most powerful shamans or sorcerers could dream of today. During this age, the animals differentiated into many species, though many retained the ability to take human form. Some of these shape shifting beasts are said to have taken human mates, and their offspring are thought to be the primordial ancestors of the Skinwalkers.

THE AGE OF ENDLESS WINTER

Sometimes called the Endless Winter or the Age of Ice, this era saw much of the world covered with icy glaciers. This was a time of struggle, when man's greatest enemy was not any evil spirit or monster, but the elements themselves. Animals and other beasts had long since become single immutable physical creatures as they are today. Many animals and other beasts became extinct or were very nearly wiped out during this age, either at its onset or after the glaciers receded.

THE UNCOUNTED CYCLES

The Uncounted Cycles include forgotten eras of history as humans spread over the land. Entire civilizations were built up and fell into ruin. This was a time of great heroes and terrible monsters. Only fragmented stories and legendary tales remain to remind us of this era, but no coherent chronology or historical record survives in the present day.

AGE OF PLENTY

The Age of Plenty saw the rise of several great human cultures, including the Mound Raisers, the Stone Shapers, and the ancient Oltech and Molechi empires. This was an age of prosperity and relative peace, particularly throughout the northern lands.

AGE OF OMENS

The current age is one of decline, conflict and dark omens. This is an age that hearkens back to the Uncounted Cycles, when terrible spirits and hellish monstrosities roamed the land, and the ultimate fate of the world once again rests on the shoulders of great heroes and chieftains.

CAMPAIGN MODELS

Within the *Totems of the Dead* setting, there is room for many kinds of campaigns to be run and many stories that can be told. Listed here are only a few of the possible types of games that can be run using this setting. You can choose one Campaign Model for inspiration or mix and match several of them to taste. Just remember that this is a sword and sorcery setting, so action and danger will be constant themes throughout these campaign models which are important to maintaining the feel of the setting.

ACTION-ROMANCE

All is fair in love and war. One can lead to the other, and each can be dangerous in its own right. The sword and sorcery genre tends to focus more on characters with a series of short-term romantic rela-

tionships, but even the great *Conan* eventually finds a queen worthy of being his life mate. The Native American stories that *Totems of the Dead* draws inspiration from are filled with tales of the dangers that love can bring. Supernatural seductresses like the Changing Bear Maiden abound. Evil enchantresses may also attempt to enthrall the player characters. Even human women of great beauty may launch a thousand war canoes as potential suitors fight for her hand. Meanwhile cliff ogres and evil sorcerers may seek to win the hand of a fair heroine through charm, magic, trickery or guile.

ADVENTURE IN YOUR OWN BACKYARD

Should you be someone who lives on, or has lived on, the North American continent, you may wish to run a game set in a sword and sorcery fantasy version of the places you know best. Such localized games allow you to use your own knowledge of the area, while imagining what that area might have been like long ago in a sword and sorcery past that never was. Draw inspiration from local legends and any knowledge you might have of the area's history, but work more on making it fun and exciting than making it historically accurate. If you happen to learn more about your area's actual history in the process of having fun, all the better.

APOCALYPTIC

Totems of the Dead is a setting rife with apocalyptic themes. The tribes of the *Untamed Lands* speak of several (4 or 5 depending on who you ask) worlds that were created and destroyed before the current one was born, and many believe that this world will eventually be destroyed to make way for another. The Skadians speak of a coming apocalypse called Ragnarok, and the Spirit Mist and monstrosities that seem to have followed them across the Great Eastern Ocean to the *Untamed Lands* have put the spiritual world in turmoil. Meanwhile, dark cults seek to awaken ancient gods who would bear their divine wrath down upon the world should they ever be roused from their dreaming slumber. Any number of apocalyptic events could take center stage in a campaign to either prevent or survive such disasters.

CONSPIRACY

The *Totems of the Dead* setting has its fair share of mysterious happenings and secret societies, which could easily be used as the basis for a campaign centered on conspiracies and secret agendas. To run a conspiracy game the GM should first create one or more secret events that are changing the face of the campaign world and determine how these events are

WHAT ABOUT HISTORICAL FANTASY?

Totems of the Dead is NOT meant to be a historical setting in any sense of the word. While it draws on some historical and mythical elements for inspiration, the setting takes substantial creative license with these and does not represent any specific real time period or cultural perspective in the history of North America.

Those determined to run a historical fantasy or alternate history game set in pre-Columbian North America may be able to mine this book for ideas, but they would require either an extensive personal knowledge of the time period they wished to play or a few good books on the subject. Even when running a historical game, it can behoove both players and the GM to prioritize fun over attempts at historical accuracy.

hidden from or misinterpreted by common folk. The next step is to determine what power groups might want to distort or cover up these events, either by finding an existing group or secret society in the setting, or creating a new one that would benefit from doing so. Then think about what else might be going on in the world, and which groups might have a stake in hiding, distorting or revealing the truth about these events and which groups may be working together or in opposition to each other. Finally, the GM will need a few hooks to draw the player characters deep into these plots, slowly feeding them hints about what is really going on in the world and meanwhile intertwining them in the plots and plans of the power groups involved.

EXPLORATION

Totems of the Dead is a vast setting that has ample opportunities for exploration-based campaigns. Such games could include native tribesmen exploring the regions far outside their people's area of influence or foreigners such as the Skadians or Shenese making a grand trek across the continent similar to those made by early real world explorers like *Sacagawea*, *Lewis and Clarke*, *Ibn Battuta*, *Leif Erickson* or *Marco Polo*. There are vast wildernesses to chart, ancient ruins to explore, and hundreds of distinct cultures to encounter.

FALL FROM POWER

Even the greatest kings and mightiest chieftains can be brought low. This campaign model starts with ex-

CAMPAIGN MODELS

perienced player characters that are richly established in the world as kings, chieftains, war chiefs or other prestigious and affluent members of their community. The catch is that right from the beginning, things start going wrong. The king is deposed, the war chief betrayed, etcetera, casting the heroes from wealthy members of society to landless wanderers, hated and possibly even hunted by their former subjects and bitter old rivals.

HORROR

Totems of the Dead is a setting with many Lovecraftian elements that can be played up in a horror-themed campaign, including cannibal spirits, evil cults, slumbering chthonic gods, and secrets Man Was Not Meant to Know. Horror tends to work best when the GM chooses something about the setting that has horrific potential and dial it up to 11. As a general rule of thumb, if the horror elements in your game don't frighten you, then they are unlikely to impress your players. Knowing your audience is also key. If you know your players well, you will have a better idea of what scares or unsettles them than any game designer. Generally, people are afraid of what they do not know or understand, so the more you can keep the players guessing at what horrors they face, the better. Their imaginations may conjure far more terrifying things than any known entity, and any guesses they voice aloud may give the GM insidious new ideas and insights into what will frighten them.

The awakening of elder evils, human sacrifice, impending apocalypse, the consumption of human flesh, the path to corruption through dark magic use, and the Spirit Mist are all themes heavily integrated into the setting that have horrific potential.

INVASION

The invasion campaign revolves around a mass incursion of hostile forces into the *Untamed Lands*. Perhaps the Atlanteans or Ruskar are launching an invasion unprecedented in scale. Alternatively, the Maztlani Empire could be attempting to expand its influence far northward, or the Skadians or Shenese might begin a campaign to conquer the *Untamed Lands* or strange conquistadores might begin arriving on ships from an unknown land. The invaders might not even be human. Perhaps the Sasquatch are on the rise, an army of corrupted manitou is invading from the spirit realm, the Sheti snake-brothers are trying to re-conquer the human world, or nameless horrors are descending upon the world from their home beyond the stars.

Typically, in an invasion campaign, the heroes will become part of the resistance, fighting valiantly in an attempt to repel the first waves of the invasion,

carrying out tactical strikes against enemy leaders or supplies or leading guerilla attacks using hit and run tactics meant to weaken and ultimately expel the invaders from their lands.

MILITARY CAMPAIGN

This style of game places the player characters in the middle of a large military campaign. They could be mercenaries hiring themselves out to one side of the conflict or the other, or they might be war chiefs in command of their own squadron of warriors. Wars among the natives of the *Untamed Lands* often revolve around a series of raids, and tend to focus more on the taking of war captives than on wholesale slaughter, but they are far from bloodless affairs, and wars of annihilation are not unheard of.

Military campaigns can vary in scale from raids and skirmishes between small tribes, to epic battles between tribal confederacies and/or empires.

For handling particularly large-scale battles, the GM may consider using the Mass Battles rules in the *Savage Worlds Deluxe Edition* or the *Savage Worlds Showdown mass combat rules* available for free in the downloads section of the **Pinnacle website** (www.penguin.com).

PIRACY

Some desperate souls find themselves called to sail a sea of blood and slaughter, taking whatever loot they can and giving no quarter. Piracy abounds along the trade routes of the *Untamed Lands*. The oceans and waterways are major venues of trade and commerce, so there is a lot of wealth to be had for those strong enough to take it. The eastern coast sees regular raids by the Sea Wolves, and the southeastern coast is home to the Pirate Isles. Trade along the western shore is plagued by the Reavers of the Red Coast. Meanwhile the inland rivers and lakes are prowled by fierce river pirates. Anywhere there is wealth transported along the water, there will be pirates of one stripe or another seeking to claim it.

POLITICAL INTRIGUE

The *Untamed Lands* contain several large empires and tribal confederacies which could serve as excellent stages for a political game. Keep in mind that in the *Untamed Lands*, not unlike in our own world, politics are heavily influenced by religious beliefs. In a political campaign, treaties, trade agreements and alliances will be forged and broken. Raids will be carried out, wars declared and political assassinations will be attempted. Amidst all this scheming and back-room dealing, the heroes must climb up the political ladder to empower themselves and strengthen their leader, take over the leadership of their people



MAKING ADVENTURES

or form their own splinter group and grow it into a mighty chiefdom. The Social Conflict rules in the *Savage Worlds* Deluxe Edition will come in handy for such games.

RAGS TO RICHES

In this campaign model the player characters begin somewhere near the bottom of the social ladder and somehow claw their way up to being powerful chieftains and kings, carving out their own kingdoms or empires from among the myriad civilizations of the *Untamed Lands*.

ROGUEISH WANDERERS

This campaign has the player characters begin as landless wanderers, tricksters and rogues in high sword and sorcery fashion. They wander wherever the promise of adventure may lead them, seeking after ancient treasures, pleasurable companions, lost cities and forgotten temples to ancient gods. Such a campaign will be more episodic than the others, with each adventure containing its own tone and plot more or less independent of the others. GMs running such a game should feel free to fast forward in time from one adventure to the next, dropping the player characters right into the action without worrying exactly how or why they traveled from one location to another, or what minor events may have occurred in transit. Such episodic games also make it easy for players to switch characters between adventures if they choose.

SANDBOX STYLE

'Sandbox' games can be some of the hardest to run, yet some of the most rewarding. In a 'sandbox' game, the GM doesn't script an over arching plot for the campaign. Instead, she prepares a number of background storylines and major Npcs pursuing their own agendas in the setting. The GM then sets her players loose on the world to go where they decide, to aid or oppose whichever Npcs they choose, or to pursue their own independent agenda. The tone of the game and the main plotline or story will result naturally from the accumulated actions and choices of the player characters.

MAKING ADVENTURES

Sword and sorcery adventures tend to be highly formulaic, following a general pattern similar to the Hero's Journey. The following are some simple guidelines for building your own.

THE CALL TO ADVENTURE

To kick off the adventure, the GM needs to present the heroes with an 'adventure hook,' which can be

anything that gives the heroes motivation to swing into action and points them in whatever direction is required to begin the adventure. Don't be afraid to throw the heroes right into the action from the get-go. See the Adventure Generator in this chapter for examples of adventure hooks.

AID FOR THE JOURNEY

Before the adventure gets too far underway, the GM should give the heroes an opportunity to gain any equipment or information they might need to successfully complete the adventure. Remember, sword and sorcery adventures are all about action, so make sure the heroes have what they need to move the plot forward. They may even find what they need during their first challenging encounter or pick it off of the bodies of their first foes. This aid can be anything from a hint or map that will be useful later, to a key bit of information to a special weapon that targets the weaknesses of a major foe they will have to face later in the adventure.

THE FIRST CHALLENGE

The adventure hasn't truly started until the heroes face their first challenge. The first obstacle of the adventure is often a fairly easy one. This helps build the players' confidence and helps them get used to any new abilities their heroes may have picked up recently. The GM can also use this first encounter with inferior foes to show the heroes the kinds of tactics that are useful against more powerful combatants, such as ganging up, called shots or wild attacks. The tactics the heroes learn here may help them against superior foes later in the adventure.

TESTS, ALLIES & ENEMIES

After the first challenge, the heroes may have an opportunity to meet new allies, make or discover new enemies, and face a string of other challenges before progressing to the main ordeal of the adventure. This gives the heroes a chance to gauge just what it is they are up against before delving into the adventure's main ordeal, sort friend from foe and track down (or stumble upon) the area where the bulk of the adventure will take place.

THE MAIN ORDEAL

The main ordeal of the adventure is the major bulk of the plot, which typically begins by taking the heroes out of their comfort zone, often drawing them into an as of yet unexplored area of the campaign world. The heroes may have to combat a threshold guardian to gain access to this uncharted region. As the heroes continue into unknown territory they must be wary of deadly tricks, traps and opponents,

MAKING ADVENTURES

and may even find themselves face-to-face with a nameless horror or other demonic thing born of nightmare and lunacy.

CONFRONTING THE ADVERSARY

The main ordeal of the adventure typically reaches a climax with a final confrontation with the main adversary of the adventure. This adversary is typically an NPC Wildcard, but does not always have to be a concrete foe. In some adventures the main adversary could be a hostile environment or a deadly curse that must be endured or overcome.

OBTAINING THE REWARD

After achieving some degree of victory over the adversary, the heroes have a chance to gain whatever it is that they came for, be it a treasure, a macguffin, the rescue of an individual, information or simple revenge. The GM should feel free to award Bennies for obtaining the adventure's objective.

THE ROAD BACK

Having obtained what they came for, the heroes must still make their way back through what is most likely hostile territory. They may have to face foes or

obstacles they bypassed on their way in or did not completely defeat the first time around. Additionally, new foes may have arrived on the scene. If the heroes failed to obtain their objective on the first pass, they may need to go back for it before escaping the danger zone. If the heroes look like they are in trouble, this might be a good time for any allies they have made along the way to show up and help them escape with their lives.

TRIUMPHANT RETURN

After completing the adventure and making it back alive, it is time to celebrate. The GM should encourage the heroes to throw a powwow to celebrate their victory (or harrowing escape). The heroes may collect further rewards that were contingent on completing their mission, and the GM should now award experience for the adventure.



ANIMALS OF THE UNTAMED LANDS

CHAPTER TWO: SAVAGE BESTIARY

The *Untamed Lands* are a dangerous place for even the greatest of heroes. The denizens of the land range from mischievous tricksters to scheming war chiefs to beasts of nightmare and lunacy. Some are simply out for a meal or a good prank while others follow agendas that defy mortal comprehension. Large or small, meddling or malevolent, all can be deadly if encountered unprepared.

FEAR OF THE UNKNOWN

When the heroes encounter a beast they have never seen before, the GM may call for an unmodified Spirit roll due to the beast's seemingly alien nature, even if the creature does not have the fear trait. Failure results in a roll on the Fright table, though in the case of beasts without the Fear special ability, the effects are never permanent, and any resulting Phobias or Marks of Fear fade by the end of the encounter. The heroes should not typically have to make Spirit rolls again the next time they encounter a similar creature unless it has the Fear special ability.

NEW MONSTROUS ABILITY

This setting introduces Manitou, or spirit beings, as new foes and encounters for the player characters. Manitou have a new monstrous ability, titled Manitou, which summarizes the common traits of this disparate group of beings.

MANITOU

- **Immunity:** Manitou are immune to poison and disease.
- **Resistant to normal weapons:** Manitou only suffer half damage from non-magical attacks except for fire, silver, turquoise and jade.
- **Spirit Vitality:** Manitou gain a +2 bonus to recover from being Shaken.
- **Weakness (Fire, Silver, Turquoise & Jade):** Manitou take normal damage from fire, or weapons made from pure silver, turquoise or jade.

BEASTS FROM THE CORE RULES

The following monsters in the *Savage Worlds* core rules are also found dwelling among the *Untamed Lands*:

*Alligator/Crocodile, Large Bear**, *Dire Wolf, Dog/Wolf, Giant Worm, Ghost (called "Wanagi")*, *Riding Horse, War Horse, Great White Shark, Maneater Shark, Constrictor Snake, Venomous Snake, Giant Spider, Swarm, Werewolf (Mai-Cob)***, *Zombie*

*In addition to their stats in the core book, Bears gain the following:

- **Keen Nose:** +2 to Notice and Tracking rolls against living targets.

** Mai-cob are a supernatural breed of skinwalker with the Manitou creature trait.

ANIMALS OF THE UNTAMED LANDS

The *Untamed Lands* are home to a wide variety of animals that dwell in open plain, mountain, forest, desert, river, lake and sea.

ALLIGATOR, GIANT

Giant alligators include such reptilian monstrosities as the ancient *Deinosuchus*.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+5, Vigor d12

Skills: Fighting d8, Intimidation d8, Notice d8, Stealth d10, Swimming d8

Pace: 6; **Parry:** 6; **Toughness:** 15 (3)

Special Abilities:

- **Armor +3:** Thick scaly hide.
- **Bite:** Str+d10.
- **Large:** Attack rolls against a giant alligator gain a +2 modifier.
- **Rollover:** If a giant alligator hits with a raise on a bite attack, it does an extra 2d8 damage (instead of the normal bonus).
- **Semi-Aquatic:** Pace 4.
- **Size +4:** A giant alligator measures 30' long.

APE, SWAMP

Aliases: Skunk Ape, Carnivorous Ape

Little is known about these ferocious yet elusive giant carnivorous apes. They are rarely seen, and when encountered, few survive to tell the tale.

Attributes: Agility d8, Smarts d8(A), Spirit d8, Strength d12+2, Vigor d10

Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d6, Stealth d8, Throwing d6

Pace: 8; **Parry:** 6; **Toughness:** 9

Special Abilities:

- **Frenzy:** A swamp ape can make two Fighting attacks each round at -2 penalty.
- **Size +2:** Swamp apes are significantly larger and stockier than humans.
- **Slam:** Str.

BEAR, BLACK — BIRD OF PREY, GIANT

- **Stench:** Any creature within 5' of a swamp ape (except others of its kind) must make a Vigor (-1) roll each round or become Shaken by its powerful stench.

BEAR, BLACK

Black bears are smaller and less aggressive than the larger bear species, but they can still be deadly if crossed.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d12+1, Vigor d10

Skills: Climbing d6, Fighting d6, Notice d8, Swimming d6

Pace: 8; **Parry:** 5; **Toughness:** 8

Special Abilities:

- **Bear Hug:** Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.
- **Claws:** Str+d6.
- **Keen Nose:** Black bears get +2 to Notice and Tracking rolls against living targets.
- **Size +1:** Black bears, while sizable, are smaller than most other bear species.

BEAR, SHORT FACED

Short faced bears are the largest and most terrifying of the natural ursines to have walked the Untamed Lands. Once more widely ranging they are now mostly found along the Eagle Coast.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+5, Vigor d12

Skills: Climbing d4, Fighting d10, Intimidation d12+2, Notice d8, Swimming d6

Pace: 8; **Parry:** 7; **Toughness:** 12

Special Abilities:

- **Bear Hug:** Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.
- **Claws:** Str+d8.
- **Keen Nose:** Short faced bears get +2 to Notice and Tracking rolls against living targets.
- **Large:** Attackers have +2 to attack rolls against a short faced bear due to its size.

- **Size +4:** Adult short faced bears weigh over 1,800 lbs and stand over 13 feet tall when upright.

BIRD OF PREY

These predatory birds may not be particularly large or strong, but they are incredibly agile and their talons are sharp. The bird of prey could be used for eagles, falcons, hawks, owls, and other predatory birds.

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

Skills: Fighting d6, Notice d12+4, Stealth d8

Pace: —; **Parry:** 5; **Toughness:** 3

Special Abilities:

- **Blind:** When attacking large prey (such as characters), birds of prey go for the eyes. If the bird scores a raise on its Fighting roll, it has hit the character's face. The character must make an Agility roll. On a failure, he suffers the One Eye Hindrance until his wounds heal. A roll of 1, regardless of the Wild Die, he suffers the Blind Hindrance instead.
- **Claws:** Str+d6.
- **Flying:** Flying Pace 8".
- **Size -2:** Birds of prey measure up to 2' in height.
- **Small:** Attackers suffer a -2 penalty to attack rolls because of the beast's size.

BIRD OF PREY, GIANT

These oversize birds include giant sized versions of eagles, falcons, hawks, king fishers, owls, ravens and vultures.

Attributes: Agility d10, Smarts d4(A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Notice d12+4, Stealth d8

Pace: —; **Parry:** 6; **Toughness:** 8

Special Abilities:

- **Beak/Talons:** Str+d6.
- **Blind:** When attacking large prey (such as characters), birds of prey go for the eyes. If the bird scores a raise on its Fighting roll, it has hit the character's face. The character must make an Agility roll. On a failure, he suffers the One Eye Hindrance until his wounds heal. A roll of 1, regardless of the Wild Die, he suffers the Blind Hindrance instead.
- **Flying:** Flying Pace 10".
- **Size +2:** Giant birds of prey are about as tall as a human and have a wingspan as long as a horse.

BUFFALO — DOG, HUNTING /SLED

BUFFALO (BISON)

Buffalo, more accurately referred to as bison, are massive hairy cow-like herd animals. The males have a pair of deadly curved horns. Use the Bull statistics from the core book with the following addition:

- **Stampede:** Large herds of buffalo are most dangerous when they stampede. Anyone caught in a buffalo stampede risks being trampled by their hooves. These bystanders must make an Agility roll (-4) each round or suffer 2d6+3 damage. A 1 on the agility die results in the character taking 4d6+6 damage. After three successful Agility rolls, the individual has gotten out of the way of the herd.

CAVE LION

Cave lions are the largest of the great cats.

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

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

Pace: 8; **Parry:** 7; **Toughness:** 10

Special Abilities:

- **Bite or Claw:** Str+d6
- **Improved Frenzy:** Cave lions may make two Fighting attacks each action at no penalty.
- **Low Light Vision:** Halve penalties for Dim and Dark lighting conditions.
- **Pounce:** A cave lion can leap up to 6" to gain +4 to its attack and damage. When pouncing, its Parry is reduced by -2 until its next action.
- **Size +3:** Cave lions can measure 10' to 12' long and weigh up to 840 pounds.

CLAW LIZARD

Claw lizards are the last remnants of the dinosaurs known as "running lizards" (Dromaeosaurids), and direct descendants of the deinonychus (sometimes called a velociraptor).

These ferocious reptilian predators are pack hunters and extremely fast runners, bringing prey down with their wickedly curved sickle-like dew claws. They range throughout the humid jungles and tropical rainforests of the south.

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Notice d10, Stealth d8, Track d6

Pace: 8; **Parry:** 6; **Toughness:** 9

Special Abilities:

- **Bite:** Str+d6.
- **Dewclaws:** Str+d6, AP 1.
- **Fleet Footed:** Claw lizards roll a d10 when running instead of a d6
- **Quick:** Claw lizards discard action cards of 5 or lower and draw another.
- **Pounce:** A claw lizard can leap up to 6" to gain +4 to its attack and damage. When pouncing, its Parry is reduced by -2 until its next action.
- **Size+2:** Claw lizards typically measure around 11 feet long.

DOG, HUNTING/SLED

Hunting dogs can be invaluable companions when trying to find food in the unforgiving wilderness. Sled dogs are bred for strength and endurance. A good sled dog team can be an invaluable asset when traveling in the arctic north.

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

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

Pace: 8; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Bite:** Str+d4.
- **Fleet Footed:** Dogs roll a d10 when running instead of a d6.
- **Go for the Throat:** Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- **Size -1:** Hunting dogs are relatively small creatures.



GREAT CAT, LARGE—OKACHILA

GREAT CAT, LARGE

These statistics represent the typical great cats found among the Untamed Lands, include mountain lions (also known as cougars or pumas), panthers, and jaguars.

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

Skills: Climbing d8, Fighting d6, Intimidation d6, Notice d8, Stealth d8, Tracking d6

Pace: 8; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Improved Frenzy:** A great cat can make two attacks each round with no penalty.
- **Low Light Vision:** Halve penalties for Dim and Dark lighting conditions.
- **Pounce:** A great cat can leap up to 6" to gain +4 to its attack and damage. When pouncing, its Parry is reduced by -2 until its next action.

GREAT CAT, LYNX

Lynxes are one of the smallest of the great cats. These predators are well adapted to the snowy environments they favor.

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

Skills: Climbing d10, Fighting d6, Stealth d10, Tracking d6

Pace: 8; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Improved Frenzy:** A lynx may make two attacks each round with no penalty.
- **Low Light Vision:** Halve penalties for Dim and Dark lighting conditions.
- **Pounce:** A lynx can leap up to 6" to gain +4 to its attack and damage. When pouncing, its Parry is reduced by -2 until its next action.
- **Size -1:** Lynxes are smaller than most other great cats.
- **Snow Walk:** A lynx can move over ice and snow without penalty to their pace for Difficult Ground. Those trying to track

them through snow suffer a -2 penalty to their Tracking rolls.

MAMMOTH

These massive herbivores resemble hairy elephants. They become rarer every year, though significant numbers still travel the icy north in large herds. Includes both mammoths and mastodons, as well as the war mammoths occasionally used by the Ruskar and some of the arctic tribes.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+6, Vigor d12

Skills: Fighting d6, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 16 (2)

Special Abilities:

- **Armor +2:** Thick furry hide.
- **Immunity (Cold):** Mammoths take no damage from cold, including magical attacks.
- **Large:** Attackers have +2 to attack rolls against a mammoth due to its size.
- **Size +6:** Mammoths weigh over 5,000 pounds.
- **Trample:** Str.
- **Tusks:** Str+d6.

MAPINGUARI

These massive ground sloths were extinct until a group of shamans fell under an ancient and powerful curse that transformed them into members of this once dead species.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+2, Vigor d12

Skills: Climb d10, Fighting d8, Notice d6, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 10

Special Abilities:

- **Claws:** Str+d8.
- **Size+2:** A mapinguari is over 7 feet tall at the shoulder.
- **Stench:** Any creature within 5" of a mapinguari (except others of its kind) must make a Vigor (-1) roll or become Shaken by its powerful stench.

OKACHILA

The primordial Okachila appear to be a cross between a giant walking fish and a large marine lizard, with an armored hide of thick hand-sized scales of a polished bluish-black hue. These strange beasts are used as mounts by the Atlanteans, and they seem



OTTER, GIANT— SNAKE, GIANT CONSTRUCTOR

equally effective on land and in the water.

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

Skills: Climbing d10, Fighting d8, Notice d6, Swimming d8, Tracking d6

Pace: 8; **Parry:** 6; **Toughness:** 12

Special Abilities:

- **Aquatic:** Pace 8 underwater.
- **Bite/Claws:** Str+d6.
- **Improved Frenzy:** A OkaChila may can make two attacks each round with no penalty.
- **Low Light Vision:** Halve penalties for Dim and Dark lighting conditions.
- **Size +3:** A OkaChila is about the size of a large horse.

OTTER, GIANT

Giant otters include giant river otters and the ancient potamotherium.

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

Skills: Climbing d8, Fighting d6, Notice d6, Swimming d8

Pace: 5; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Bite:** Str+d6.
- **Low Light Vision:** Halve penalties for Dim and Dark lighting conditions.
- **Semi-Aquatic:** Pace 8.
- **Toboggan:** Giant otters have a pace of 8 on smooth downhill slopes.

PTERODAUSTRO

These ancient beasts look like a cross between a bat, bird and lizard. Their long beak-like mouths are filled with long needle-like teeth which they use to filter crustaceans out of the coastal waters where they feed. Their shrimp-based diet gives them a vibrant hue ranging from a rusty orange to blood red. Nearly extinct in the wilds, the Yaurcoans have domesticated these magnificent flying beasts, breeding them as mounts for their messengers and their most elite warriors.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d10, Vigor d10

Skills: Climbing d8, Fighting d8, Notice d10, Stealth d8

Pace: 4; **Parry:** 6; **Toughness:** 10

Special Abilities:

- **Flying:** Flying Pace 10".
- **Size +3:** Adult pterodastro have wingspans in excess of ten feet.
- **Talons:** Str+d6.

SABER-TOOTHED TIGER

Named for their long canines, these ancient predatory cats once dominated the wilderness, but are now extinct except for small remote populations still living in the wilderness. Their striped coats help them blend into tall grass and foliage while their namesake fangs deliver a devastating bite that can rend armor and flesh alike. The fierce Ruskar are sometimes known to use these giant cats as trained war-beasts.

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d12, Vigor d10

Skills: Climbing d8, Fighting d8, Intimidation d8, Stealth d8, Tracking d6

Pace: 8; **Parry:** 6; **Toughness:** 10

Special Abilities:

- **Bite:** Str+d10, AP 1.
- **Claws:** Str+d6.
- **Improved Frenzy:** A saber-toothed tiger may make two attacks each round with no penalty.
- **Pounce:** A saber-tooth tiger can leap up to 6" to gain +4 to its attack and damage. When pouncing, its Parry is reduced by -2 until its next action.
- **Size +3:** Saber-tooth tigers weigh over 800 pounds.

SCORPION, GIANT

Like their diminutive cousins, giant scorpions dwell primarily in hot and dry environments. Giant scorpions tend to be more aggressive than smaller varieties, partially due to the fact that they regard human-sized animals as food rather than a threat.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+1, Vigor d10

Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d6, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 11 (3)

Special Abilities:

- **Armor +3:** Chitinous skin.
- **Grapple:** A scorpion may grapple a foe with one or both pincers. If it uses both, each must make a successful opposed Strength roll. Escaping from a double grapple gives the prey a -4 penalty to his Strength roll to escape. A stinger attack against a grappled foe is made at +2, +4 if the victim is held in both pincers.
- **Improved Frenzy:** Giant scorpions may make 2 Fighting attacks with no multi-action penalty.
- **Pincers:** Str+d4.
- **Poison:** Anyone wounded or Shaken by a stinger attack must make a Vigor roll or

SNAKE, GIANT CONSTRICTOR—WOLVERINE

immediately become Incapacitated. Death follows in 2d6 rounds.

- **Stinger:** Str+d6 plus poison.
- **Size +1:** Giant scorpions measure 7' in length.

SNAKE, GIANT CONSTRICTOR

Aliases: Tie-snake, u'lax-daxgi'ilu

These giant serpents sometimes appear as if carved from jade, and may be mistaken for a lifelike statue while lying motionless. Giant constrictors include such serpents as giant boa constrictors and anacondas.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+1, Vigor d6

Skills: Fighting d8, Notice d10, Swimming d8

Pace: 8; **Parry:** 6; **Toughness:** 9

Special Abilities:

- **Bite:** Str+d4.
- **Constrict:** Against targets of Size +3 or lower, the snake can Constrict whenever it scores a raise on a Fighting roll. On each of the snake's actions, the victim must make an opposed Strength roll or gain a Fatigue level. Breaking free requires action and an opposed Strength roll. Once Incapacitated, the victim is unconscious for the next 1d6 hours—during which time the snake eats him alive. Fatigue recovers at a rate of one level every 15 minutes.
- **Large:** Attacks against the snake are at +2 because of its large size.
- **Size +4:** Giant snakes grow over 25' long.
- **Swallow:** If the snake scores a raise on a Fighting roll with a bite attack against an opponent of Size 2 or smaller, it swallows its prey whole. The victim suffers Str+d8 damage per round until crushed to death by the powerful muscles or freed. A victim may try to break free, either with an opposed Strength roll or by using a small weapon to cut himself free, but all physical actions are at -4.

SNAKE, GIANT RATTLESNAKE

The mottled sandstone colored scales of these giant snakes blend in with most natural backgrounds.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d8, Notice d10, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 10

Special Abilities:

- **Bite:** Str+d4 plus poison.
- **Large:** Attacks against the snake are at +2 because of its large size.

- **Poison (-0):** A character bitten by a the giant rattlesnake must make a Vigor roll. On a success, the bite area swells and becomes numb and the victim becomes Exhausted until healed. On a failure, the victim becomes Incapacitated and must make a second Vigor roll or die.
- **Size +4:** This giant rattlesnake is over 26' long.
- **Unsettling Rattle:** The giant rattlesnake can use its sepulchral rattling sound to unnerve foes. This has a one-time Fear (-2) effect. Heroes who fail a Spirit (-2) roll must roll on the Fear table.

WOLVERINE

These small northern predators are incredibly ferocious, tenacious and bad tempered.

Attributes: Agility d10, Smarts d4(A), Spirit d8, Strength d8, Vigor d12

Skills: Climbing d8, Fighting d6, Intimidation d8, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 8

Special Abilities:

- **Berserk:** When a wolverine is attacked, it goes berserk. It gains +2 to all Fighting and Strength rolls and its Toughness, but its Parry is reduced by 2.
- **Burrowing:** Underground Pace 2
- **Claws/Bite:** Str+d4.
- **Dense Body:** +1 Toughness
- **Hardy:** A wolverine does not suffer a wound from being Shaken twice.
- **Improved Frenzy:** Wolverines may make two Fighting attacks each action at no penalty.
- **Quick:** Wolverines discard action cards of 5 or lower and draw another.
- **Size -1:** Wolverines are relatively small animals.



ANIMATED TREE—APE-THING

SPIRITS AND MONSTERS

The following pages are stained dark with lore of the most prominent supernatural beasts, spirits and fiends that haunt the Untamed Lands. Remember, brave reader, that sometimes knowing what you are up against is the only way to save your skin.

ANIMATED TREE (TABONGA)

While all trees have a spirit, it is rare for that spirit to have the power to cause the tree itself to move like an animal. Some powerful magics can awaken a tree and allow it to become animate, and sometimes evil spirits such as the worm that eats women enter a tree and turn it into a rampaging monster.

Attributes: Agility d4, Smarts d4(A), Spirit d10, Strength d12+6, Vigor d10

Skills: Fighting d8, Notice d6, Stealth d4

Pace: 4; **Parry:** 6; **Toughness:** 19 (4)

Special Abilities:

- **Armor+4:** Thick bark
- **Branches:** Str+d6, Reach 2.
- **Camouflage:** An animated looks like a normal tree when it isn't moving or attacking. It adds +4 to Stealth rolls.
- **Huge:** Attackers add +4 to their attack rolls when fighting an animated tree due to its large size.
- **Plant:** Plants are not subject to Fear or Tests of Will.
- **Size +8:** An animated tree stands over 50' tall.
- **Improved Sweep:** An animated tree can attack all adjacent opponents at no penalty.
- **Weakness (Fire):** Animated trees suffer an extra +4 damage from fire based attacks.

APE-THING (ARULATAQ)

These ape-like beasts inhabit the northern tundra. Their appearance is like that of a long-armed ape, yet their features are more ferocious and terrifying than any beast born of a sane world. They are named after their unnatural bellowing cry. These beasts have been known to steal food, kidnap humans of the opposite gender and slay those who try to stop them.

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d12+3, Vigor d8

Skills: Fighting d8, Notice d4, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 9 (1)

Special Abilities:

- **Armor +1:** Thick hide.
- **Claws/Bite:** Str+d6.
- **Fear -2:** Ape-things cause those who see them or hear their bellowing cry to make a Spirit (-2) roll.
- **Frenzy:** An ape-thing can make two Fighting attacks per round at a -2 penalty.
- **Size +2:** Ape-things stand some 10 feet tall.
- **Sleep Gaze:** The large yellow eyes of an ape-thing can lull a man into hypnotic slumber. In combat, a character may avert their eyes by taking a penalty to his attack rolls. The attacker may take a -1, -2, -4, or -6 penalty to his attack roll (his choice). Whether the attack is successful or not, he must then make a Spirit roll with a bonus equal to the penalty he took to his attack roll. On a failure, he meets the ape-thing's gaze and must make a Vigor (-2) roll or fall into a deep slumber. A character Surprised by an ape-thing may make an Agility roll at -4 to avert his gaze.



AVENGING SPIRIT—BLIZZARD EAGLE

AVENGING SPIRIT (CHEPI)

Chepi are avenging spirits that appear in a shaman's dreams to give them information or may be called to manifest and seek revenge against the shaman's enemies. They appear as incorporeal ghostly forms with vaguely human-like features.

Attributes: Agility d10, Smarts d12, Spirit d12, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d12+2, Notice d12, Taunt d10, Stealth d12+4, Throwing d12

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Thrown objects (Str+d4)

Special Abilities:

- **Ethereal:** Avenging spirits are immaterial and can only be harmed by magical attacks.
- **Fear -2:** Avenging spirits cause Spirit (-2) rolls when they allow themselves to be seen.
- **Manitou:** +2 to recover from being Shaken.
- **Weakness (Fire):** Avenging spirits take normal damage from fire despite being incorporeal.

BIGFOOT (SASQUATCH)

Aliases: Ahtik, bigfoot, hoquiam, ohmah, tokimussi, tsiatko, urayuli

Bigfoots are a fierce and secretive race of ape-men. Perhaps in a few thousand years they will become a more human-like race just as man is thought to once evolved from an ape-like beastman ancestor, but in the present age the bigfoot is neither wholly human, nor wholly animal.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

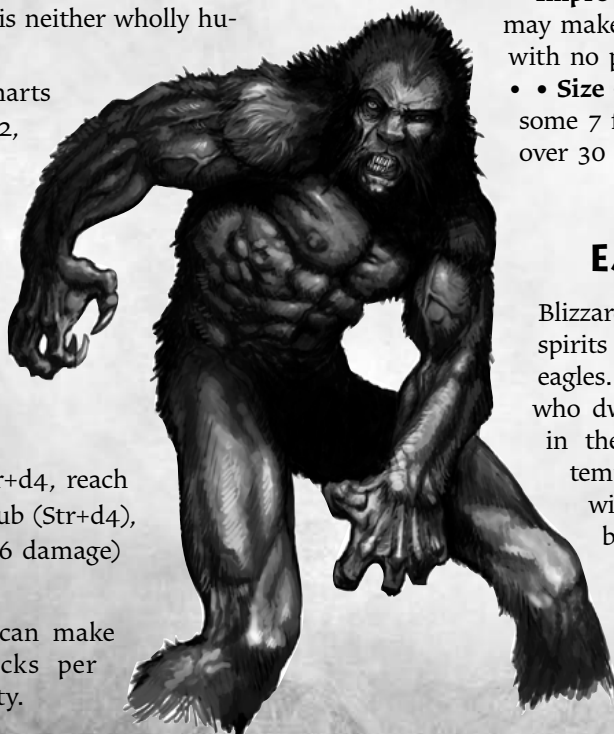
Skills: Climbing d8, Fighting d8, Intimidation d8, Notice d8, Stealth d10, Survival d8, Swimming d6, Throwing d6, Tracking d10

Pace: 8; **Parry:** 6; **Toughness:** 9

Gear: Makeshift spear (Str+d4, reach 1, +1 parry) or makeshift club (Str+d4), throwing rocks (3/6/12; 2d6 damage)

Special Abilities:

- **Frenzy:** A bigfoot can make two Fighting attacks per round at a -2 penalty.



- **Leap:** Bigfoots can leap 2" horizontally, or 4" from a running start. Each success and raise on a Strength roll grants one additional inch.
- **Mimic Movement:** A bigfoot can mimic almost any physical action that it observes, including the operation of complex human devices or the setting and disarming of traps.
- **Size +2:** A bigfoot stands 8-10 feet tall and weighs around 350 pounds..
- **Slam:** Str.

BIRD-THING (PIASA)

Aliases: The bird that devours men, bird of the evil spirit

The bird-thing is a terrible conglomerate beast, with the head of a bear, the horns of a stag, the talons of an eagle and a body covered in thick reptilian scales. The paisa has a long tail that ends in a wickedly barbed bone spur. These beasts dwell in caves found at high elevations, and terrorize local tribes and villages by voraciously snatching up and eating people.

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

Skills: Fighting d8, Notice d12, Stealth d8, Survival d8

Pace: 6; **Parry:** 6; **Toughness:** 9

Special Abilities:

- **Armor +2:** Thick scales.
- **Bite/Horns/Talons/Tail:** Str+d8.
- **Flight:** A bird-thing flies at a rate of 16" with a climb rate of 6".
- **Improved Frenzy:** A paisa bird may make two attacks each action with no penalty.
- **Size +3:** The bird-thing stands some 7 feet tall with a wingspan over 30 feet long.



BLIZZARD EAGLE (PSÖNEN)

Blizzard eagles are powerful storm spirits in the form of great white eagles. They are bringers of snow, who dwell on high mountain peaks in the summers and blanket the temperate lands with white in the wintertime. They make snow by flapping their wings, shedding the icy flakes like downy feathers blown about on a cold wind.

BLIZZARD EAGLE—BONE SERVITOR

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

Skills: Fighting d10, Notice d12+2, Stealth d10

Pace: —; **Parry:** 7; **Toughness:** 10

Special Abilities:

- **Aura of Cold:** Blizzard eagles radiate deadly cold. At the end of movement, all adjacent foes who fail a Vigor (-2) roll suffer 2d6 cold damage.
- **Beak/Talons:** Str+d6.
- **Cloud of Snow:** By using an action to flap its wings vigorously, a blizzard eagle can create a cloud of extreme cold and snow that fills a 50" radius around the beast. The sudden blizzard reduces visibility to 10" and all attacks made within or through the area suffer a -2 penalty. The blizzard eagle can spend another action to intensify the blizzard to whiteout conditions equivalent to Pitch Darkness. This effect lasts for d4 hours.
- **Flying:** Flying Pace 10".
- **Size +3:** A blizzard eagle's wingspan is longer than a horse.

BLOOD SPIRIT (TUPILIQ)

These malevolent spirits drain blood from the living and spread disease. They appear as semi-translucent and venous spherical membranes. After a blood meal they become distended and blood-red.

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

Skills: Fighting d4, Notice d4, Stealth d10

Pace: 6; **Parry:** 4; **Toughness:** 5

Special Abilities:

- **Attach/Blood Drain:** If a blood spirit makes a successful touch attack, it attaches to its foe and begins draining blood for an automatic 2d6 damage that bypasses armor each round it remains attached. Once it has caused 2 wounds, it becomes satiated and detaches itself to retreat. A tupiliq can be detached with a successful grapple roll made at a -4 penalty, but this deals an additional 2d6 damage to the host.
- **Burst:** If a blood spirit is killed, it bursts like a blood-filled balloon, spattering all within a medium burst template with blood, which may be enough to attract local predators with a keen sense of smell.
- **Disease:** Those who take damage from a blood spirit's blood drain attack must succeed on a Vigor roll at -2 or suffer immediate Exhaustion and, if left

untreated, lose a die of Vigor after 2d6 hours. If this would drop a character's vigor below a d4, they die.

- **Low Light Vision:** Blood spirits ignore penalties for Dim and Dark lighting.
- **Size -2:** Blood spirits are usually between 1 and 2 feet in diameter.
- **Small:** Anyone attacking a blood spirit must subtract 2 from his attack rolls.

BONE SERVITOR (TUPILAK)

Bone servitors are small constructs created by the shamans of the arctic north to hunt down a specific victim. These constructs are roughly humanoid or quadruped forms built from the bones and skin of humans and animals and sometimes incorporating chunks of cloth or peat moss. Once animated, the bone servitor is dropped into the sea to begin its hunt for its victim.

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

Skills: Animism d10, Fighting d6, Notice d6, Stealth d12, Swimming d6, Track d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (2)

Special Abilities:

- **Armor +2:** Bone and hide construction.
- **Construct:** +2 to recover from being Shaken. Called shots do no extra damage. Do not suffer from disease or poison.
- **Immunity (Magic):** Bone servitors are immune to all kinds of magical spells and special abilities except for Wards and those with a fire or heat trapping.
- **Powers:** Bone servitors use Animism as their arcane skill. Common powers include; curse and puppet.
- **Resistant to Normal Weapons:** Bone servitors suffer only half-damage from non-magical attacks except for fire and ivory.
- **Size -2:** Bone servitors are usually between 12" and 2' tall.
- **Small:** Anyone attacking a Bone servitor must subtract 2 from his attack rolls.
- **Strike:** Str+d4 damage.
- **Weakness (Fire & Ivory):** Bone servitors take normal damage from fire and walrus and narwhale ivory.
- **Weakness (Barrier & Creature Ward):** If a bone servitor is prevented from reaching its target due to a Barrier or Creature Ward power, they will return home and turn on their own creator, attacking and attempting to kill them.

CARNIVEROUS TREE—CHANGING BEAR MAIDEN

CARNIVOROUS TREE (YA-TE-VEO)

The name of this carnivorous tree, Ya-te-veo, means “I see you.” Carnivorous trees are man-eating trees with many long thorny tentacle-like branches that meet a circular toothy maw at the top of the trunk.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+3, Vigor d12

Skills: Fighting d8, Notice d10, Stealth d6

Pace: 4; **Parry:** 6; **Toughness:** 17 (3)

Special Abilities:

- **Armor+3:** Wooden flesh.
- **Branches:** Str+d8, Reach 6. A carnivorous tree can make up to 4 branch attacks per round. On a raise, the carnivorous tree has grappled its victim. An entangled victim may only attempt a Strength roll each round to escape. Once grappled, the carnivorous tree does its Strength damage automatically each round by constricting and crushing its victim.
- **Camouflage:** A carnivorous tree looks like a normal tree when it isn't moving or attacking. It adds +4 to Stealth rolls.
- **Large:** Foes attacking a carnivorous tree add +2 to their attack rolls due to its large size.
- **Size +6:** Carnivorous trees are over 25' tall.
- **Weakness (Fire):** Carnivorous trees suffer an extra +4 damage from fire based attacks.



CAT-THING (WAMPUS CAT)

Cat-things are monstrous semi-humanoid mountain lions. Legend says they are descended from a cursed skinwalker woman who used her shape changing powers to take mountain lion form and spy on a secret sacred ritual being performed by the men of the tribe. The sacred magic was disrupted by the skinwalker's presence, and the tribal shaman discovered her. From that day forward the woman and her descendants became cursed to be forever trapped in a distorted hybrid of human and feline forms.

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

Skills: Climbing d8, Fighting d8, Intimidation d6, Notice d8, Stealth d6, Survival d6, Tracking d8

Pace: 8; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Improved Frenzy:** A cat-thing can make two attacks each round with no penalty.
- **Low Light Vision:** Halve penalties for Dim and Dark lighting conditions.
- **Pounce:** A cat-thing can leap up to 6" to gain +4 to its attack and damage. When pouncing, its Parry is reduced by -2 until its next action.
- **Size +1:** Cat-things are larger than a normal human or mountain lion.

CHANGING BEAR MAIDEN

Bear maidens are a powerful variety of skinwalker that is both a human woman and a Kodiak bear. These shapeshifters are known for bringing death and destruction to small communities, often infiltrating a human family as a comely maiden before transforming into a gigantic bear to feast on their victims and terrorize the village.



Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+4, Vigor d12

Skills: Climb d10, Fighting d10, Intimidation d10, Notice d10, Persuasion d10, Stealth d8, Swimming d6, Tracking d10

Pace: 6; **Parry:** 7; **Toughness:** 8/10

Special Abilities:

- **Attractive:** In human form a bear maiden has a Charisma of +2.
- **Bear Hug:** Bear maidens don't actually “hug” their victims, but they do attempt to use their weight to pin their prey and

CHUPACABRA—CORN MAIDEN

rend it with their claws and teeth. A bear that hits with a raise has pinned his foe. The opponent may only attempt to escape the “hug” on his action, which requires a raise on an opposed Strength roll.

- **Claws:** Str+d6
- **Fear -1:** Those who see a bear maiden change form must succeed on a Spirit (-1) roll.
- **Keen Nose:** Bear maidens get +2 to Notice and Tracking rolls against living targets.
- **Shape Change:** As an action, a bear maiden may change its form from a bear into a beautiful human woman. This ability otherwise works like a successfully cast shape change power.
- **Size+2:** In bear form, a bear maiden stands up to 8' tall and weighs around 1,000 pounds.

CHUPACABRA, THE GOAT SUCKER

A chupacabra looks something like a hideous cross between a coyote, an ape-like humanoid and a hairless flying squirrel. Hunched and simian in form, their heads are gaunt and doglike with enlarged incisors and canines. Large flaps of skin between the beast's arms and legs allow it to glide great distances when it jumps from a height. These beasts are vampiric, and drink the blood of humans and livestock alike.



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

Skills: Climb d10, Fighting d8, Notice d8, Stealth d12, Survival d6

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

Special Abilities:

- **Armor+1:** Thick hide.
- **Bite/Claws:** Str+d6.
- **Blood Drain:** If a chupacabra gets a raise on a bite attack, it may automatically grapple the victim, attaching itself to its foe and draining blood for an automatic 2d6 damage that bypasses armor each round it maintains the grapple.
- **Fear:** Anyone seeing a chupacabra must make a Spirit roll.
- **Glide:** A chupacabra can use its skin flaps to glide down from a high elevation to a lower one at a Pace of 10.
- **Improved Frenzy:** Chupacabras may make two Fighting attacks each action at no penalty.

- **Low Light Vision:** Chupacabras ignore penalties for Dim and Dark lighting.

CLIFF OGRE

These monstrous beings look like tall humans, and are sometimes attractive or charismatic. They make their homes at the top of high cliffs and are known for throwing people off of their cliff to their deaths. Sometimes their victims are intruders, but cliff ogres have also been known to marry human wives from local tribes only to throw them off of the cliff when they tire of them and wish to seek a new mate.

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

Skills: Climbing d10, Fighting d8, Intimidation d8, Notice d6, Persuasion d8, Taunt d8, Throwing d10

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

Gear: Spear (Str+d6, Reach 1; Parry+1), hide armor (+1), war club (Str+d6)

Special Abilities:

- **Armiger:** Reduces the Parry penalty of worn armor by 1.
- **Charismatic:** A cliff ogre typically has a charisma of +2.
- **Push:** A cliff ogre may push an adjacent or grappled foe 1d4" in a straight line in the direction of their choice. The victim can make an opposed Strength roll against this attack, with each success and raise reducing the amount they are moved by 1".
- **Size +1:** Cliff ogres are slightly taller than a human.

CORN MAIDEN

Corn maidens are female nature spirits who dwell in fields of corn. They appear as attractive human women with hair and skin tinted with the color of a particular variety of corn, including yellow, blue, red, and white.

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

Skills: Animism d12+2, Fighting d4, Healing d6, Knowledge (Area) d10, Notice d8, Persuasion d10, Shooting d4, Stealth d10, Throwing d4

Charisma: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Equipment: Corn staff (+1 Parry, Str+d4), knife (Str+d4).

Special Abilities:

- **Very Attractive:** A corn maiden has a charisma bonus of +4.
- **Call Swarm:** As an action, a corn maiden can call up a swarm of rodents, insects, and other vermin to fight for them.

CARNIVEROUS TREE—CHANGING BEAR MAIDEN

- **Low Light Vision:** Corn maidens ignore penalties for Dim and Dark lighting.
- **Powers:** Corn maidens use Animism as their arcane skill and possess the following powers: Entangle, obscure and summon beast.
- **Stunning Beauty:** Those who look upon a corn maiden in her full glory must make a Spirit (-2) or be shaken. The corn maiden may turn this ability on or off at will.

CORRUPTED ONE (TAWISKARON)



The corrupted ones are an ancient race of dark magicians that once subjugated the human race as powerful sorcerer-kings. Their civilization has since crumbled for reasons lost to the ages. They appear as immensely tall and gaunt humans with dark skin everywhere except for their pale, almost skeletal faces. Their haunting eyes are bottomless pools of blackness. Their long hair is jet black and often tied back in a braid beneath an ornately beaded headband. They are feared for their ability to destroy fresh water, steal the sun and to create monsters with human faces.

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

Skills: Fighting d8, Knowledge (area) d8, Knowledge (occult) d10, Notice d8, Spellcasting d12, Stealth d8, Throwing d10, Tracking d10

Pace: 6; **Parry:** 7; **Toughness:** 10 (1)

Gear: Bone hair pipe armor (+1), headband (~ 500 bd value), hide breeches, soul spear (Str+d8, Reach 1, AP 1, +1 Parry)

Special Abilities:

- **Armiger:** Reduce the Parry penalty for worn armor by 1.
- **Evaporate Water:** A corrupted one can evaporate up to 10 gallons of water per round simply by touching it with his lips.
- **Hardy:** A corrupted one does not suffer a wound from being Shaken twice.
- **Powers:** Corrupted ones use Spellcasting as their arcane skill. Common powers include; invisibility, enchant weapon, obscure, smite and telikinesis. Also see its Summon Manitou ability.
- **Size+2:** Corrupted ones are always quite tall.
- **Soul Spear:** Each corrupted one has a magical spear (Str+d8, Reach 1, AP 1, +1 Parry) that it can summon back to its hand at will, causing the old spear to turn to dust as a new one forms in its hand.

- **Summon Manitou:** A corrupted one can use the summon manitou/demon power. Whenever it does, the spirit appears with a human face, though its size and other features remain unchanged. The Manitou gains the Fear ability if it did not already have it. Manitou summoned that already possess the fear ability increase the penalty to the relevant Spirit rolls by an extra -1.

DANCING BONES (AHKIYYINI)



These dancing skeletons are the undead spirits of drowned performers. In undeath they are bound to the water, but exert control over the waves with their ritualized dancing and discordant music played on flutes made of human arm bones, xylophones made of shoulder blades, and drums made of tanned human skin.

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

Skills: Fighting d6, Knowledge (Occult) d8, Notice d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 9

Special Abilities:

- **Claws:** Str+d6.
- **Raise Skeletons:** A dancing bones can use an action to cast the zombie power at will. Most can only control a total number of skeletons equal to their Spirit die at one time, but some specimens have found dark secrets allowing them to create and control legions of undead. As these animated bones shamble about they seem to move to the rhythm with the dancing bones' hellish music, even after it stops playing.
- **Wave Dance:** As a standard action a dancing bones can use its music to create giant waves in a body of water within 30". The wave affects an area equivalent to a Large Burst Template which can be placed anywhere touching the water so long as no more than half of it is extended past the shoreline. Those in small craft in this area must succeed on a Boating Roll opposed by the dancing bones' Spirit roll. Those on land are pulled 1d6" towards the water and knocked prone, but are allowed a Strength roll against the dancing bones' Spirit roll to reduce the distance they are moved by 1" per success and raise. Targets that resist being moved even 1" may keep their footing.

DARK ONE—DEER WOMAN

- **Weakness (Water Dependency):** A dancing bones must remain within a mile radius of the body of water it drowned in, or else they crumple into an inanimate pile of bones.
- **Storm Dance:** A dancing bones may use the tempest power at will so long as they are within a half mile of the coastline.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots, no Wound penalties.

DARK ONE (EWAH)

The dark ones are hideous hairless purple-skinned humanoid spirits that stand around six feet in height. Their eyes are an eerie black with no pupils and give off a deep violet glow. Their bodies are lean and wiry with strongly-corded muscles. Dark ones are usually summoned from the spirit world to serve an evil shaman as servants and spirit guides.

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

Skills: Climb d10, Fighting d8, Notice d10, Shooting d8, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Bow (Range 12/24/48, Damage 2d6), tomahawk (Str+d6)

Special Abilities:

- **Fear -2:** Anyone who sees the terrifyingly hideous visage of a dark one must make a Spirit (-2) roll.
- **Hardy:** A dark one does not suffer a wound from being Shaken twice.
- **Low Light Vision:** Dark ones ignore penalties for Dim and Dark lighting.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Weakness (Fire, Jade, Turquoise & Silver):** Dark ones take normal damage from turquoise, silver or jade-edged weapons and from fire.
- **Weakness (Blessed Weapons):** Weapons



enchanted by a shaman cause +4 damage to a dark one.

DEATH HAWK (TLANUWÂ)

These giant hawks are man-eaters. Their coloration is similar to the red-tailed hawks' but death hawks are big enough to carry off human children to feed their voracious broods. They are incredibly agile, capable of snatching a flying arrow right out of the air with their talons. Though deadly, their flight patterns are a thing of grace and beauty.

Attributes: Agility d12+2, Smarts d6(A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d10, Notice d12+2, Throwing d6

Pace: —; **Parry:** 7; **Toughness:** 8

Special Abilities:

- **Arrow-Catching:** On a successful Agility (-2) roll, a death hawk can catch up to one arrow or other missile targeting it each round. If the missile is a thrown weapon, the bird may use an action to throw it at a new target on its next turn.
- **Beak/Talons:** Str+d6.
- **Block:** +1 Parry.
- **Flying:** Flying Pace 10".
- **Quick:** A death hawk discards any action cards of 5 or lower.
- **Size +2:** A death hawk is large enough to carry off a human child in each claw.

DEER WOMAN

Aliases: Double Woman

Deer women are a specific variety of skinwalkers who can take the form of a beautiful young maiden, an old woman or a deer. In any form their

feet are the hooves of a deer, a fact they hide in their human forms with moccasin boots or a long dress. Most are deadly temptresses who lure human men to a secluded location before turning into a deer and killing them. They love communal dances, and are attracted by the rhythmic sound of drums. They often join in on such festivities, stealing away back into the woods soon after the drum beats cease, possibly leaving with an amorous male victim following close behind.



DEER WOMAN—DEMON FROG, LESSER

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

Skills: Fighting d6, Knowledge (Area) d6, Notice d8, Persuasion d10, Stealth d10, Swimming d6

Pace: 8; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Fleet Footed:** Deer Women roll a d10 when running instead of a d6.
- **Hypnotic Gaze:** The doe-eyes of a deer woman are highly hypnotic in any form. In combat, a character may avert their eyes by taking a penalty to his attack rolls. The attacker may take a -1, -2, -4, or -6 penalty to his attack roll (his choice). Whether the attack is successful or not, he must then make a Spirit roll with a bonus equal to the penalty he took to his attack roll. On a failure, he meets the deer woman's gaze and must make a Spirit (-2) roll or be affected by the Puppet power. A character Surprised by a deer woman may make an Agility roll at -4 to avert his gaze.
- **Trackless:** A deer woman leaves no trail behind. Any attempts to track her automatically fail.
- **Trample:** Str.
- **Unearthly Grace:** A deer woman gains the benefits of the Acrobat edge.
- **Woodland Stride:** A deer woman can move through Difficult Ground in a forested area without penalty.

DEMON, CANNIBAL (ÁTAHSAIA)

This demon appears as a hideously ugly humanoid with skin like blackened wrinkled snakeskin leather hung loosely over a powerfully muscled frame, its chest covered in spiky quill-like hair. The demon's wild mane is long and coarse, and often matted with blood from the flint knife it keeps pinned through its filthy locks. Its bulbous eyes are as two rotting onions bulging out of its head above its wide puffy lips filled with crooked yellowing fangs. These demons are known for hunting and eating humans, preferring the taste of women and children. Despite their hideousness, cannibal demons are quite charismatic conversationalists and excellent liars.

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d10, Vigor d10

Skills: Fighting d8, Knowledge (Oral Tradition) d8, Notice d10, Persuasion d12, Spellcasting d10, Stealth d8, Survival d8, Tracking d8

Pace: 6, **Parry:** 6, **Toughness:** 8 (1)

Gear: Bow (Range: 12/24/48; Damage 2d6), flint long-knife (Str+d6)

Special Abilities:

- **Armor +1:** Demoniac hide.
- **Claws/Bite:** Str+d4.
- **Fear (-1):** Those who view a cannibal demon must make an immediate Spirit (-1) roll.
- **Low Light Vision:** Cannibal demons ignore penalties for Dim and Dark lighting.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Powers:** A cannibal demon uses Spellcasting as its arcane skill. Common powers include; beast friend, summon manitou and tempest.
- **Weakness (Turquoise, Silver, Jade & Fire):** Manitou take normal damage from turquoise, silver or jade weapons and from fire.

DEMON FROG (TCHKWILSUIK)

Demon frogs are gluttonous water spirits. When on the mortal realm they either dwell in a lake or find cultists to dam a river to create one. In both cases these amphibious fiends attack any who come to get water. Some demon frogs amass a group of cultists who will help it guard the water source. Demon frog cults mock anyone asking them for water, often giving them a small bowl of mud instead.

DEMON FROG, LESSER

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

Skills: Fighting d6, Notice d10, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 10

Special Abilities:

- **Bite:** Str+d6.
- **Engulf:** Demon frogs can swallow prey as large as Size +2 whole. While engulfed, the target is grappled with a -4 penalty to Strength rolls to escape and suffers 2d6 damage per round from digestive juices. Armor offers no protection.
- **Large:** Attackers are +2 to attack rolls against the demon frog due to its size.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Size +4:** Demon frogs weigh over 4000 pounds.
- **Tongue:** Reach 3. The tongue is coated in sticky saliva. If the demon frog scores

DEMON FROG, BEHEMOTH—DEMON, STAR WRAITH

a success on its Fighting roll, it has grappled its prey. Unless the foe can escape, it Engulfs him on its next action. On a raise, the victim is grappled and Engulfed in the same action.

- **Weakness (Turquoise, Silver, Jade & Fire):** Manitou take normal damage from turquoise, silver or jade weapons and from fire.

DEMON FROG BEHEMOTH

Some demon frogs can grow to immense size, such as the one appearing in the tales of the hero Koluscap.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+3, Vigor d12

Skills: Fighting d12, Notice d10, Stealth d6

Pace: 6; **Parry:** 8; **Toughness:** 16

Special Abilities:

- **Bite:** Str+d6
- **Engulf:** Demon frog behemoths can swallow prey as large as Size +3 whole. While engulfed, the target is grappled with a -4 penalty to Strength rolls to escape and suffers 2d6 damage per round from digestive juices. Armor offers no protection.
- **Huge:** Attackers are +4 to attack rolls against the demon frog behemoth due to its size.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Size +8:** Demon frog behemoths are quite large.
- **Tongue:** Reach 4. The tongue is coated in sticky saliva. If the demon frog scores a success on its Fighting roll, it has grappled its prey. Unless the foe can escape, it Engulfs him on its next action. On a raise, the victim is grappled and Engulfed in the same action.
- **Weakness (Turquoise, Silver, Jade & Fire):** Manitou take normal damage from turquoise, silver or jade weapons and from fire.

DEMON, CLAW-THING (KIGATILIK)

Aliases: Claw People

Claw-things are vicious demons that hunt down and kill shamans. These unnatural creatures look like immense humanoid walruses, with evilly twisted walrus-like heads and thick arms ending in grasping



flippers dexterous enough to manipulate weapons and tools. Their tusked mouths also contain multiple rows of jagged predatory teeth.

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

Skills: Fighting d6, Notice d8, Spellcasting d8, Stealth d8, Track d8

Pace: 6; **Parry:** 5; **Toughness:** 13 (2)

Special Abilities:

- **Armor +2:** Thick blubbery hide.
- **Bite/Tusks:** Str+d6, AP 1.
- **Large:** Attackers add +2 to their attack rolls when fighting a claw-thing due to its large size.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Powers:** A claw-thing uses Spellcasting as its arcane skill. Common powers include; illusion, obscure and tempest.
- **Size +4:** A claw-thing stands some 15 feet tall.
- **Weakness (Turquoise, Silver, Jade & Fire):** Manitou take normal damage from turquoise, silver or jade weapons and from fire.

DEMON, STAR WRAITH (TZITZIMITL)



Star wraiths are skeletal female spirits from beyond the stars who wield great power to help and to harm. During times of cosmic stability, the star wraiths are worshiped by mothers and midwives for their ability to ease childbirth from their celestial home. During eclipses, unlucky days, times between calendar years, leap years and other times of cosmic instability, these spirits descend upon the land to slay and feast on human flesh, destroying entire villages by eating another victim each day.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Healing d10, Intimidation d8, Knowledge (Medicine) d6, Notice d10, Spellcasting d12, Stealth d10, Taunt d10, Track d12+3

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

Special Abilities:

- **Armor +1:** Demoniatic hide
- **Flight:** A star wraith flies at a rate of 12" with a climb rate of 6".
- **Mist:** Star wraiths have the ability to turn into mist. This requires an action and a Smarts (-2) roll.

DEMON, VOID DWELLER—DEMON WOMAN (HÓOK)

- • **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- • **Powers:** A star wraith uses Spellcasting as its arcane skill. Common powers include; curse, divination and greater divination.
- • **Weakness (Silver, Turquoise, Jade & Fire):** Manitou take normal damage from jade, silver or turquoise weapons and from fire.

DEMON, VOID DWELLER (XOLOTL)

Void dwellers are demoniac beings spawned in the blackness between the stars. Legends say that they were cast down to earth during a battle between the gods, and have since been forgotten by their patron deity. Void dwellers hate humans, who they see as a pathetic mortal race favored by the gods. Void dwellers are naturally sadistic, and have an near-insatiable hunger for human flesh.

These winged demons appear as thin winged humanoids with obsidian flesh and long wiry limbs. Their features are both skeletal and bestial, with a predatory canine head bearing a wide, jaggedly toothed maw. Their hateful eyes glow like pinpoints of starlight in their cavernous black eye sockets.

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d10, Intimidation d10, Knowledge (Sorcery) d8, Notice d10, Spellcasting d12+2, Stealth d8, Track d6

Pace: 5; **Parry:** 7; **Toughness:** 11 (1)

Special Abilities:

- **Armor +1:** Demoniac hide
- **Backwards Tracks:** A void dweller's feet face backwards. Anyone using the Tracking skill on a void dweller's tracks who is unaware of this fact will end up tracking their footprints in the opposite direction.
- **Claws/Bite:** Str+d6



- **Fear -2:** Void dwellers instill primal terror in all who see them.
- **Flight:** A void dweller flies at a rate of 8" with a climb rate of 4".
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Powers:** A void dweller uses Spellcasting as its arcane skill. Common powers include; curse, obscure, summon beasts and telikinesis.
- **Size +2:** Void dwellers stand nearly 9 feet tall.
- **Weakness (Sunlight):** A void dweller suffers 2d6 damage each round it spends in sunlight.

- **Weakness (Silver, Turquoise, Jade & Fire):** Manitou take normal damage from jade, silver or turquoise weapons and from fire.

DEMON WOMAN (HO'OK)

A demon woman appears as a comely human woman with animalistic clawed hands and hoofed feet. These evil spirits lair in caves in the southern lands where they rest during the day. At night they hunt human prey. They often single out members of a specific tribe or family, preferring to hunt children but also attacking lone adults. They are sometimes summoned by evil magicians to torment a particular individual by hunting down and killing their kin. In these cases the demon woman will eat half of each victim, leaving the other half of the corpse in front of their target's dwelling. Should they catch their target outside and alone after nightfall, they will attempt to slay and eat them as well, thereby ending the torment of that family.

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

Skills: Climbing d4, Fighting d6, Notice d6, Persuasion d6, Swimming d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Attractive:** A demon woman has a Charisma bonus of +2.

DEMON WOMAN (HÓOK)—DEVIL DRESSED IN STONE

- **Claws:** Str+d4.
- **Earth Spirit:** A demon woman gains a +1 bonus to opposed Strength and damage rolls so long as both her hooves are toughing solid ground.
- **Resistant to Normal Weapons:** A demon woman suffers only half-damage from non-magical attacks except for jade, turquoise, silver and fire.
- **Spirit Rejuvenation:** When a demon woman is “killed” its spiritual essence becomes invisible and ethereal and flies back to its cave at a Pace of 24 to hide and recuperate. The ho-ok will manifest in its cave with a new physical form after a year has passed.
- **Voice Mimicry:** A demon woman can mimic the voice of any human whose flesh it has consumed. It gains a +4 bonus on Persuasion rolls when such mimicry is involved.
- **Weakness (Full Moon):** A demon woman can be killed normally under the light of the full moon and cannot use its Spirit Rejuvenation ability.
- **Weakness (Fire, Jade, Turquoise & Silver):** Demon women take normal damage from turquoise, silver or jade-edged weapons and from fire.
- **Weakness (Thresholds):** A demon woman cannot enter a man-made dwelling of any kind. If forced into a building its physical body will die, though it may still undergo a spirit rejuvenation.
- **Construct:** +2 to recover from being Shaken. Called shots do no extra damage. Do not suffer from disease or poison.
- **Keen Nose:** The devil in stone gets +2 to Notice and Tracking rolls against living targets.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Powers:** The devil in stone uses Spellcasting as its arcane skill. It is a powerful magician and knows any 10 magic powers of the GM’s choice. Commonly used powers include; curse, detect/conceal arcane, divination, obscure and summon manitou.
- **Size +2:** The devil in stone is human in shape, but is much larger.
- **Staff of Location:** As an action, the devil in stone can use his staff to unerringly locate the nearest human settlement. It does this by pointing its staff into the wind and then smelling the end.
- **Weakness (Silver, Jade, Turquoise & Fire):** Manitou take normal damage from jade, silver or turquoise weapons and from fire.

DEVIL DRESSED IN STONE (NUN’YUNU’WI)



Aliases: The devil dressed in stone

The devil dressed in stone is a demoniac shaman that appears as an oversized and crooked-toothed old man with skin of stone. His posture is hunched and his body twisted, but his movements betray physical prowess far beyond what his apparent age might suggest.

Attributes: Agility d8, Smarts d12, Spirit d6, Strength d12+3, Vigor d12

Skills: Fighting d12, Intimidation d10, Knowledge (Religion) d10, Knowledge (Sorcery) d12, Notice d12, Persuasion d10, Spellcasting d12+2, Tracking d10.

Pace: 5; **Parry:** 9; **Toughness:** 14 (+4)

Gear: Staff (+1 Parry, Reach 1, Str+d4)

Special Abilities:

- **Armor +4:** Stone flesh.



DOUBLE FACE BEING—DROWNER(AHUIZOTL)

DOUBLE-FACE BEING (ANUNG-ITE)

Aliases: Two-Faces

A double-face may at first appear to be a tall athletic human. They have two faces, often one male and one female, on either side of their head. A two-face can hide this fact by combing its long hair over one of its faces. Their bodies are double-jointed, and relatively androgynous, allowing a two-face to effectively disguise themselves as a man or a woman. These beings are known for working strange magic and stealing human infants.

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

Skills: Climbing d6, Fighting d6, Intimidation d8, Notice d8, Persuasion d8, Survival d6, Tracking d8

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Charismatic:** A double-face has a Charisma of +2.
- **Claws:** Str+d4
- **Disguise:** A double-face gains a +2 bonus on Persuasion rolls made to pass as human so long as its second face remains undiscovered.
- **Fear:** Any who see both of a double-face's visages, or sees them switching from one to the other must make a Spirit roll.
- **Powers:** Some double-faces are witches with Arcane Background (Shamanism), Animism d10 and one or more spells.

DROWNED ONE (YEK)

Legends say that when someone drowns in the frozen Northern Reaches and their body is not recovered, the arctic water spirits transform the corpse into a drowned one. These undead shapeshifters seek to create more of their kind by drowning their victims in the icy waters. Drowned ones have a number of supernatural abilities allowing them to cause storms and avalanches as well as skin disease, insanity and unexplained deaths.

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

Skills: Animism d10, Fighting d6, Notice d8, Stealth d10, Swimming d8

Pace: 6; **Parry:** 5; **Toughness:** 8

Special Abilities:

- **Infection:** Anyone slain by a drowned one has a 50% chance of rising as a drowned one themselves. This chance increases to 100% if the victim died in the water.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease;

Half-damage from non-magical attacks except fire, jade, turquoise and silver.

- **Powers:** Drowned ones use Animism as their arcane skill. Common powers include; death touch, elemental manipulation, entangle, fear and tempest.
- **Shape Change:** As an action, a drowned one can assume the form of a giant otter. This ability otherwise works like a successfully cast shape change power.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots, no Wound penalties.
- **Weakness (Turquoise, Silver, Jade & Fire):** Manitou take normal damage from turquoise, silver or jade weapons and from fire.

DROWNER (AHUIZOTL)



This amphibious hunter looks like a monstrous black otter with human-like hands at the ends of its four limbs and a fifth hand at the end of its long tail. It has small pointed ears and smooth sleek fur that gives an almost rubbery appearance. These beasts love the taste of human flesh, particularly the eyes, nails and teeth. They tend to lurk in pools of water and grab passing victims with their tail, dragging them into the water and taking them into their underwater lairs to drown them and eat their teeth, nails and eyes, sometimes allowing the rest of the corpse to float back to the surface.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d12+2, Vigor d8

Skills: Fighting d8, Notice d8, Persuasion d10, Stealth d6, Swimming d10

Pace: 5; **Parry:** 6; **Toughness:** 9 (1)

Special Abilities:

- **Aquatic:** Drowners have a Pace of 8 underwater.
- **Armor +1:** Thick fur.
- **Claws/Bite:** Str+d4.
- **Drowning:** Drowners are, as their name implies, skilled at drowning their victims. A victim who is grappled by a drowner underwater must make a Swimming (-2) roll each round, opposed by the drowner's Strength roll. If the victim rolls a success AND beats the drowner's Strength roll they remain unaffected. Failure to either roll a success or to beat the drowner's Strength roll adds a Fatigue level to the victim. Incapacitated victims drown in

DUST DEVIL—ENSNARER

a number of rounds equal to half their Vigor. A successful Healing (-4) roll performed within five minutes of drowning resuscitates the victim.

- **Size +2:** Drowners are very long beasts, but are lean enough to lie submerged in only a few feet of water.
- **Tail Hand:** Str, Reach 1.
- **Voice Mimicry:** A drowner can mimic any voice or sound it has heard. It gains a +4 bonus on Persuasion rolls when such mimicry is involved.

DUST DEVIL (CHINDI)

These evil ghosts take the form of small dust-filled whirlwinds. They are born from the last breath of a dying person who is deeply troubled and unable to rest peacefully. Should they die outside, the dust devil disperses into the air and does not haunt the mortal realm, but should the individual die inside a building or cavern, the dust devil become trapped on the mortal world. A dust devil usually lurks near the deceased's bones or possessions. Speaking the name of such a deceased individual has a 1 in 10 chance of summoning their dust devil, which will immediately curse the speaker with its sickness magic.

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

Skills: Fighting d8, Notice d8, Shooting d8, Throwing d8

Pace: 10; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Ethereal:** Dust devils are immaterial and can only be harmed by magical attacks.
- **Manitou:** +2 to recover from being Shaken.
- **Push:** As an action, a dust devil can push foes within a cone blast template 1d6" directly away from it. Those within the affected area may make a Strength roll against the attack, with each success reducing the distance they are pushed by 1".
- **Sand Blast:** A dust devil can blast foes within the area of a Cone Blast Template with a violent gust of wind, dust and debris with a Shooting roll. Targets in the affected area may make an opposed Agility roll to avoid the blast. Those who fail suffer 2d8 damage.
- **Ghost Sickness:** A dust devil can use an action to curse an enemy within a range of Smarts x2 with a terrible ghost sickness. The dust devil must make an opposed

Spirit roll against the victim. On a success the target gains one fatigue level. On a raise, the target's Spirit die is dropped by one die type. Should their Spirit ever fall below a d4, the target dies.

- **Slam:** Str+d4
- **Whirlwind:** As long as the dust devil does not move, it may attempt to suck a foe into its whirling form by winning an opposed Strength roll. While trapped inside a dust devil the victim is at -2 to all rolls, including attacks, damage and Strength rolls made to escape. If the dust devil moves, it automatically loses its grip on any foes it had within its whirlwind.
- **Weakness (Fire):** Dust devils take normal damage from fire despite being incorporeal.

ELBOW WITCH



Elbow witches are wicked old hags with a pair of tusk-like bone spikes protruding from their elbows. They are powerful diviners and magicians who cook and eat human flesh. Some elbow witches are blind, but may have other senses to make up for their lack of vision.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d12, Vigor d8

Skills: Animism d10, Fighting d8, Intimidation d8, Knowledge (Occult) d6, Notice d8, Persuasion d12, Stealth d10, Taunt d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Elbow Spikes:** Str+d6
- **Fear:** Anyone who sees an elbow witch must make a Spirit roll.
- **Powers:** An elbow witch uses Animism as its arcane skill. Common powers include; armor, boost/lower trait, divination, greater divination, fear, obscure, puppet and quickness.

ENSNARER (XTABAY)

The name "xtabay" means "female ensnarer." The ensnarers are a fiendish and manipulative race of shapeshifters. They usually take on the form of an exquisitely beautiful human woman. Some use their beauty and influence to gather wealth from their male suitors and give it to the poor while others carry out evil agendas, acting like virtuous women in public but secretly luring and killing young men.

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

ENSNARER—FLAME VAMPIRE(TLACIQUE)

Skills: Fighting d6, Intimidation d8, Notice d6, Persuasion d12, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Claws:** Str+d4.
- **Life Drain:** If an ensnarer kisses a victim, they must make a Vigor roll opposed by the xtabay's Spirit or lose one die of Vigor. If a character's Vigor drops to zero, the victim dies instantly. Surviving victims heal lost Vigor at the rate of one die per day.
- **Luring Gaze:** Ensnarers can use the puppet power using their Spirit as their arcane skill.
- **Shape Change:** As an action, an ensnarer may change its form into any animal or humanoid form of medium size. This ability otherwise works like a successfully cast shape change power.
- **Very Attractive:** An ensnarer has a Charisma bonus of +6.

FALLEN MATRON (CIVATATEO)

Aliases: Cihuateteo

These vampiric entities are the undead spirits of women who died in childbirth. They can serve as guardian spirits for warriors during great battles, but also haunt the land after the setting of the sun. Fallen matrons haunt crossroads and temples, steal children, spread disease and madness, cause seizures and seduce young men to their doom. A fallen matron can be recognized by the death's head glyph somewhere on her clothing or tattooed on her skin, though this symbol may be hidden.

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d12+4, Vigor d12

Skills: Fighting d10, Intimidation d10, Notice d8, Spellcasting d10

Pace: 4; **Parry:** 7; **Toughness:** 11 (1)

Gear: Cotton armor (+1), macatuitl (Str+d8, AP 1 vs. soft armor)

Special Abilities:

- **Armiger:** Reduces the Parry penalty of worn armor by 1.
- **Fearless:** Fallen matrons are immune to Fear and Intimidation.
- **Fist:** Str+d6

- **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magic effects.
- **Jungle Rot:** Anyone touched by a fallen matron, whether he is damaged or not, must make a Vigor roll. Failure means the character has "jungle rot" and suffers an immediate wound.
- **Powers:** A fallen matron uses Spellcasting as its arcane skill and typically has barrier (wall of shadow), deflection (protective spirits), fear (unholy scream), obscurement (area of darkness) and zombie (necromantic ritual).
- **Undead:** +2 Toughness; +2 to recover from being Shaken; No wound penalties; Immune to poison and disease; No additional damage from called shots, no Wound penalties.

FLAME VAMPIRE (TLACIQUE)

Aliases: Tlahuelpuchi

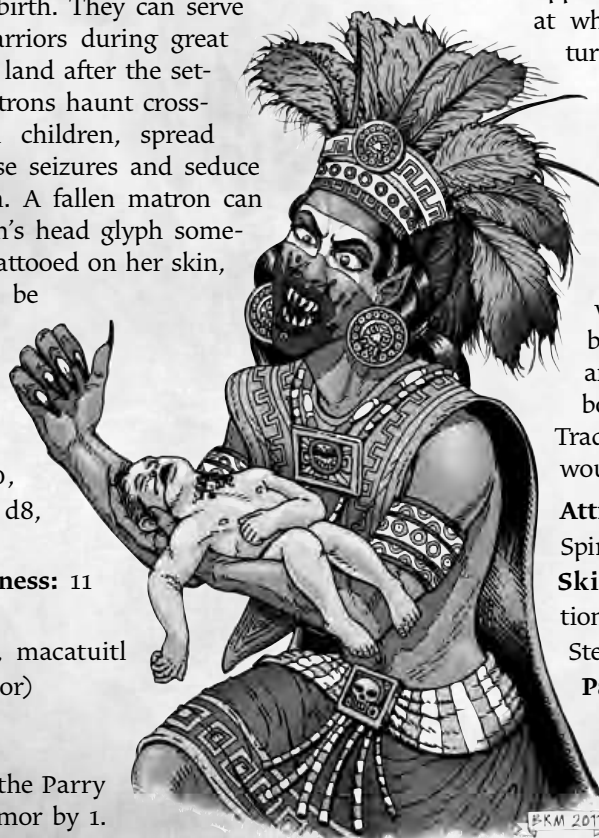
Flame vampires are supernatural vampiric beings occasionally born into a cursed family line. These individuals

appear normal until they hit puberty, at which time their monstrous nature and abilities become known to them. Flame vampires go out at night to feed upon the blood of small children, and only feed on adults as a last resort, even then preferring to prey on old or weak individuals. Victims of a flame vampire attack can sometimes be identified by the strange cuts and bruises left on the upper body (Knowledge [Occult or Oral Tradition] roll at -1 to identify as wounds from a flame vampire).

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12, Vigor d10
Skills: Fighting d8, Intimidation d12+2, Notice d12, Taunt d10, Stealth d12+4, Throwing d12

Pace: 6; **Parry:** 5; **Toughness:** 7
Special Abilities

- **Claws:** Str+d6.
- **Fireball Form:** A flame vampire may use its Shape Change ability to assume the form of a flying ball of fire. In this form it becomes Ethereal



FLAME VAMPIRE(TLACIQUE)—GHOUL(SIATS)

(can only be harmed by magical attacks) and can fly at a pace of 10".

- **Fiery Touch:** 3d6 damage; chance of catching fire (Fireball form only).
- **Fear -2:** Anyone seeing a flame vampire changing shape or in its ball of fire form must make a Spirit (-2) roll.
- **Shape Change:** As an action, a flame vampire may change its form into that of a wild turkey or a vulture. This ability otherwise works like a successfully cast shape change power except that it leaves its detached legs behind. A flame vampire can also take the form of an ethereal ball of fire (See Fireball Form ability).
- **Sire:** Should a mortal blood relative of a flame vampire be responsible for their death they will transform into a flame vampire themselves in 1d4 days.
- **Weakness (Entry Ritual):** A flame vampire cannot enter a private dwelling without first performing a ritual. In bird form, it must fly over the dwelling twice in alignment with the four directions, once from north to south, and once from east to west. They may enter public domains as they please.
- **Weakness (Repelled by Silver & Iron):** A character with an iron or silver object may keep a flame vampire at bay by displaying it. A flame vampire who wants to directly attack the victim must first succeed on a Spirit (-2) roll.

FLYING HEAD (KONEARAUNEHEH)

Aliases: Big Head, Rolling Head

Flying heads are surreal entities which appear as gigantic hairy human heads with a thick mane of black hair standing upon two animal-like clawed paws. Its only other limbs are a pair of bat-like wings. Flying heads enjoy storms and are typically encountered in the physical world during violent weather. They are deathly afraid of fire.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d12, Intimidation d8, Notice d8, Persuasion d6, Swimming d8

Pace: 6; **Parry:** 8; **Toughness:** 9 (1)

Special Abilities:

- **Armor +1:** Thick hair
- **Claw:** Str+d6.
- **Flight:** A flying head flies at a rate of 12" with a climb rate of 6".



- **Head But/Bite:** Str+d4
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Size+1:** A flying head stands taller than a human.
- **Thunder Shout:** Flying heads can produce a shout of concussive force using the Cone Template. Every target within this cone may make a Vigor (-2) roll to withstand the attack. Those who fail suffer 2d8 sonic damage. Targets who become shaken are also knocked prone. A flying head may not make any other attacks in the round it performs a thunder shout.
- **Weakness (Fire, Jade, Turquoise & Silver):** Manitou take normal damage from jade, silver or turquoise-edged weapons and from fire.
- **Weakness (Fear of Fire):** Flying heads fear fire. Those wielding fire gain a +2 bonus to intimidation rolls against a flying head. If a flying head sees, or thinks it has seen, a creature move through fire unscathed or eating hot coals, it must make a Spirit (-2) roll or else make a roll on the fright table.

GHOUL (SIATS)

Aliases: Hagondes

Ghouls are found primarily in the Ahabi Desert Basin region. These beings appear almost human, though with ghastly features that sometimes get them mistaken for undead zombies. Ghouls typically dress like entertainers, wearing bright garish colors which contrast their grim diet. These anthropophagous beings dwell in hidden subterranean cities sheltered from the desert heat. Though they can be brutish, ghouls are fiendishly clever, and delight in playing cruel tricks on their quarry and taunting them before incapacitating and eating them.

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

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

Pace: 8; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Claws:** Str+d4.
- **Infravision:** Ghouls halve penalties (round down) for bad lighting when attacking living targets.
- **Keen Nose:** Ghouls get +2 to Notice and Tracking rolls against living targets.
- **Trickery:** Ghouls gain a +2 bonus to Trick rolls.

GIANT, ANCIENT ONE—GIANT, FROST SEDUCTRESS

GIANTS

There are many giants found within the *Untamed Lands*, both native races who once ruled the land in an age before the birth of man and foreign brutes who followed the Skadian explorers to this savage new land.

GIANT, ANCIENT ONE (QUINAMETIN)

The ancient ones are a proud race of giants whose civilizations once dominated the landscape before the existence of human beings. For reasons long forgotten their once proud civilizations fell into decadence and decline. Now little is left of their civilization except for the race's scattered bloodlines. Ancient ones appear as gigantic humans with pleasing features that are both fierce and proud.

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

Skills: Climb d4, Fighting d6, Notice d4, Persuasion d4, Survival d6

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (1)

Gear: Bow (Range 12/24/48; Damage 2d6), large shield (+2 Parry), hide armor (+1), warclub (Str+d6)

Special Abilities:

- **Armiger:** Reduces the Parry penalty of worn armor by 1.
- **Attractive:** Ancient ones have a charisma bonus of +2.
- **Size +2:** Ancient ones are around 10 feet in height.

GIANT, FROST/ICE (JOTUN)

Frost giants are a race of evil giants that followed the Skadians to the Untamed Lands. Many have taken up residence on the

large island that the Skadians call Jotunland, but others have made their way into the frozen northern reaches where they delight in terrorizing the native tribes of the arctic as well as their old Skadian enemies.

There is also a nearly identical race of giants native to the Untamed Lands called ice giants. Aside from wielding spears and wearing hide armor they are statistically the same as frost giants.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+3, Vigor d10

Skills: Climbing d8, Fighting d8, Intimidation d10, Notice d6, Throwing d8

Pace: 8; **Parry:** 5 (-1); **Toughness:** 13 (2)

Gear: Chain mail (+2 Toughness; -1 Parry), large axe (Str+d10, carried in one hand), thrown rock (Range: 5/10/20, Damage: 3d6)

Special Abilities:

- **Armiger:** Frost giants reduce the Parry penalty of their armor by one.
- **Icy Aura:** Frost giants radiate deadly cold. After the frost giant moves, all adjacent foes who fail a Vigor (-2) roll suffer 2d6 cold damage.
- **Immunity (Cold):** Frost giants take no damage from arcane powers with a cold or ice trapping.
- **Improved Sweep:** Frost giants can attack all adjacent foes at no penalty.
- **Large:** Attackers gain +2 to attack rolls against frost giants due to their size.
- **Size +4:** Frost giants are over 15' tall.
- **Weakness (Fire):** Magical heat and flame attacks cause +4 damage. Nonmagical heat has no additional effect.



GIANT, FROST SEDUCTRESS

Occasionally a frost giantess gives birth to a daughter who appears as a human-sized woman of great beauty. The reasons for this are a mystery, but these daughters of giants often serve as temptresses, showing themselves to lonely travelers to lure them into ambushes or traps. Such

GIANT, FROST SEDUCTRESS—GIANT, FROZEN OGRESS(BAPETS)

victims often have their hearts cut out and sacrificed to Thyrimyr, grandfather of all frost giants.

It is unknown if other giant varieties can also produce beautiful human-sized offspring.

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

Skills: Fighting d4, Notice d6, Persuasion d10, Stealth d8

Charisma: +6; **Pace:** 6; **Parry:** 3; **Toughness:** 8

Special Abilities:

- **Immunity (Cold):** Frost giants take no damage from arcane powers with a cold or ice trapping.
- **Seduction:** A frost giant seductresses can use Persuasion to initiate a Test of Wills.
- **Snow Walk:** A frost giant seductress can move over ice and snow without penalty to their pace for Difficult Ground, and leave no tracks.
- **Very Attractive:** A frost giant seductress has Charisma +6
- **Weakness (Fire):** Magical heat and flame attacks cause +4 damage. Nonmagical heat has no additional effect.

GIANT, LAKE (GOUGOU)

Aliases: Gugu

These primitive aquatic giants live in large freshwater lakes. These massive humanoids have a hide of thick glossy scales which provides considerable protection from physical blows. Their faces are bestial with almost fish-like humanoid features and their hands and feet are webbed and clawed. Lake giants have a marsupial-like natural pouch where they store captured humanoids for later consumption.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d12

Skills: Fighting d12, Notice d4, Swimming d6

Pace: 6; **Parry:** 8; **Toughness:** 16 (2)

Special Abilities:

- **Armor +2:** Scaly hide
- **Aquatic:** Lake giants have a Pace of 4 underwater.
- **Claws:** Str+d6
- **Large:** Attackers add +2 to their attack rolls when fighting a lake giant due to its large size.
- **Pouch:** If a lake giant hits one target with both claws, or scores a raise on a Fighting roll with one claw attack against an opponent of Size +2 or smaller, it may grab the foe and place it in their pouch. If the giant is submerged the victim may risk drowning while in the pouch and all physical actions are made with a -4 penalty

in the confined space. A victim may try to escape the pouch, either by succeeding at an opposed Strength roll or by using a small weapon to cut himself free.

- **Size +6:** Lake giants stand over 30 feet tall.

GIANT, MAN-EATING (JENU)

Aliases: Kee-wakw, Ronnongwetowanca, Wage-rucge

These hairy man-eating giants have a considerable habitation. Despite their great strength and combat prowess, they prefer to attack when their victims are least prepared, sticking to surprise attacks, sudden raids and ambushes.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+4, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d8, Throwing d8, Tracking d8

Pace: 8; **Parry:** 6; **Toughness:** 12 (1)

Gear: Skins or furs (+1), Large tree trunk (Str+d10, carried in one hand), thrown rock (Range: 6/12/24, Damage: 3d6)

Special Abilities:

- **Armiger:** Reduces the Parry penalty of worn armor by 1.
- **Claws:** Str+d6.
- **Improved Sweep:** Man-eating giants can attack all adjacent foes at no penalty.
- **Infravision:** Man-eating giants halve penalties (round down) for bad lighting when attacking living targets.
- **Keen Nose:** Man-eating giants get +2 to Notice and Tracking rolls against living targets.
- **Large:** Attackers gain +2 to attack rolls against man-eating giants due to their size.
- **Size +4:** Man-eating giants are over 15' tall.
- **Sneak Attack:** Man-eating giants add +2 to any damage roll made against a foe who is unaware of their attack. This applies to ranged attacks as well as melee.

GIANT, POISON OGRESS (BAPETS)

Poison ogresses are desert dwelling female giants whose bodies are saturated with poison. Their merest touch is toxic. A single tear or drop of blood is enough to kill most mortal beings. They delight in stealing human infants and poisoning them, storing them in baskets to feast on their partially-rotted remains later.

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

Skills: Fighting d8, Intimidation d8, Notice d8, Survival d8, Throwing d8, Tracking d8

GIANT, SLOPE HEADED—GIANT, SWALLOWER OF CLOUDS

Pace: 8; **Parry:** 6; **Toughness:** 11 (1)

Gear: Hide armor (+1), thrown rock (Range: 6/12/24, Damage: 2d6), basket-woven backpack.

Special Abilities:

- **Armiger:** Reduces the Parry penalty of worn armor by 1.
- **Immunity to Poison:** Poison ogresses suffer no ill affects from nonmagical poisons.
- **Infra-vision:** Poison ogresses halve penalties (round down) for bad lighting when attacking living targets.
- **Keen Nose:** Poison ogresses get +2 to Notice and Tracking rolls against living targets.
- **Poisoned Touch:** The merest touch of a poison ogress requires the victim to make a Vigor roll at -2 or take an automatic wound. Touching an unwilling target still requires a Fighting (+2) roll.
- **Poisonous Ichor:** Anyone ingesting the blood, sweat, or tears of a poison ogress must make a Vigor roll at -2 or die in 2d6 rounds. Anyone within 1" of a bapets when it is damaged must make an Agility (-2) roll to avoid contact with its blood. Those who fail must make a Vigor roll at -2 or take an automatic wound.
- **Size +2:** Poison ogresses typically stand from 8' to 9' tall.

GIANT, SLOPE HEADED (TSUL'KALU)

These great hairy giants are expert hunters. They are named for their sloping foreheads and slanted eyes. Aside from their distorted features and large size slope headed giants appear almost human, and have been known to seek human companions.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+5, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d6, Shooting d12, Stealth d8, Survival d12+2, Throwing d10, Tracking d12

Charisma: -2; **Pace:** 8; **Parry:** 6; **Toughness:** 12 (1)

Gear: Skins or furs (+1), tree trunk (Str+d10, carried in one hand), thrown rock (Range: 6/12/24, Damage: 3d6)

Special Abilities:

- **Armiger:** Reduces the Parry penalty of worn armor by 1.
- **Improved Sweep:** These giants can attack all adjacent foes at no penalty.
- **Large:** Attackers gain +2 to attack rolls against a slope headed giant due to its size.
- **Size +4:** Slope headed giants are over 15' tall.

GIANT, STONE (OTNEYARHEH)

Aliases: A-senee-ki-wakw, Chenoo, Hrungruir, Katahdin

The stone giants are an ancient and widespread race with various groups present in the Skadian homeland of Middengeard as well as spread throughout much of the Untamed Lands. They are said to be one of the first creations to walk the earth. A few stone giant tribes such as those who call themselves A-senee-ki-wakw are guardians of nature and peaceful, so long as the natural world is respected. Others are violent and territorial man-eaters who have taken victims from many towns and villages, occasionally destroying entire communities.

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d12+3, Vigor d12

Skills: Fighting d10, Notice d8, Survival d8

Pace: 8; **Parry:** 8 (1); **Toughness:** 16 (4)

Gear: Large light spear (Str+d8), large stone war club (Str+d8), medium shield (+1 Parry).

Special Abilities:

- **Armor +4:** Stony hide.
- **Berserk:** These giants gain the Berserk Edge when they are threatened or when they witness the destruction of their natural environment.
- **Clumsy:** When making any Strength or Agility roll, should the stone giant roll a 1 they accidentally step on a random adjacent target of size +2 or smaller for Str +d6 damage.
- **Large:** Attackers add +2 to their attack rolls when fighting these giants due to their large size.
- **Size +4:** Stone giants are nearly 15 feet tall.
- **Trackless:** Despite their large size, these giants leave no footprints behind. Anyone attempting to follow their trail must rely on other signs of their passage and thus suffers a -4 penalty to their Tracking roll.

GIANT, SWALLOWER OF CLOUDS

Swallower of Clouds is a giant so immensely tall that it is said he can drink the very clouds from the sky. He appears as a massive athletically built humanoid with rough, elongated features, reddish bronze skin and long black hair.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12+4, Vigor d12

Skills: Climb d10, Fighting d12, Notice d8

Pace: 6; **Parry:** 8; **Toughness:** 18

Gear: Huge war club (Str+d10)



GREAT BEAR—GREAT MOSQUITO

Special Abilities:

- **Drought:** Swallower of Clouds has the ability to suck the clouds down from the very heavens and drink them like a cold brew. Over the course of a week this can cause severe drought for a one mile radius. For each additional week the giant continues to drink the clouds from the same area, the radius of effect is extended by 1 mile. While this has no immediate effect on other creatures, those traveling through the giant's territory who have no outside source of water may risk fatigue from thirst.
- **Fist:** Str+d8.
- **Huge:** Attackers add +4 to their attack rolls when fighting Swallower of Clouds due to its massive size.
- **Size +8:** Swallower of Clouds is over 50 feet tall.

GREAT BEAR

Aliases: Nyah-Gwaheh, Kchi-awasos, Oyalkquoher, Oyalquarkeror, Ya-o-gah

The Great Bear is an immense ursine creature thought to be the living incarnation of the supreme bear spirit, whose very image is immortalized among the constellations. This unique behemoth spends most of its time in a dormant state of hibernation, sleeping for years at a time. When it does wake, the beast must feed, and there are very few creatures it does not consider prey.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+6, Vigor d12+2

Skills: Climbing d8, Fighting d10, Intimidation d12, Notice d8, Stealth d4, Swimming d8

Pace: 6; **Parry:** 7; **Toughness:** 18 (1)

Special Abilities:

- **Armor +1:** Thick fur.
- **Bear Hug:** Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. When the Great Bear hits with a raise has pinned his foe. The opponent may only attempt to escape the



"hug" on his action, which requires a raise on an opposed Strength roll.

- **Berserk:** When the Great Bear is Shaken or Wounded, it goes berserk. It gains +2 to all Fighting and Strength rolls and its Toughness, but its Parry is reduced by 2.
- **Claws:** Str+d8.
- **Frost Breath:** The Great Bear can exhale pure frost using the Cone Template. Every target within this cone may make an Agility (-2) roll to avoid the attack. Those who fail suffer 2d10 cold damage. The great bear may not attack with its claws or bite in the round it breathes frost.
- **Huge:** Attackers add +4 to their attack rolls when fighting the great bear due to its large size.
- **Keen Nose:** The great bear gets +2 to Notice and Tracking rolls against living targets.
- **Size +8:** The great bear is absolutely massive.
- **Trample:** Str.

GREAT MOSQUITO (GUSKU)

Aliases: Gallinipper

These giant mosquitoes are a hazard in wetlands and jungles across the Untamed Lands. Legends say that they were once a race of blood-drinking demons that a great hero-shaman transformed into giant mosquitoes to deprive them of their once-fearsome sorcerous powers.

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

Skills: Fighting d6, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 3

Special Abilities:

- **Attach/Blood Drain:** If a great mosquito gets a raise on a bite attack roll, it may automatically initiate a grapple with the victim, attaching itself to its foe and draining blood for an automatic 2d6 damage that bypasses armor each round it maintains the grapple.
- **Bite:** Str+d6.
- **Fly:** Pace 10.
- **Size -2:** Great mosquitoes are about the size of a large rat.
- **Small:** Any attack rolls targeting a great mosquito suffer a -2 penalty due to its size.

GREAT RUNNING LIZARD—HOUND-THING(ADLET)

GREAT RUNNING LIZARD (HATCŪKLIBA)

The great running lizard is a monstrous carnivorous lizard of immense size and incredible speed. In some legends they can speak, but if they ever had that ability they seem to have lost it as contemporary specimens have little more cunning or linguistic ability than other lizards.

Attributes: Agility d10, Smarts d4(A), Spirit d8, Strength d12+1, Vigor d12

Skills: Climbing d8, Fighting d8, Notice d6, Stealth d4, Swimming d6

Pace: 10; **Parry:** 6; **Toughness:** 11 (1)

Special Abilities:

- **Armor +1:** Scaly hide.
- **Bite:** Str+d6.
- **Fleet Footed:** Running lizards roll a d10 when running instead of a d6.
- **Improved Frenzy:** A running lizard may make two attacks each action with no penalty.
- **Size +2:** Great running lizards can grow up to 12 feet long.

HORNED SERPENT (UKTENA)

Aliases: Olo'bit, sint holo, uktehi, uktenhi, unhcegila

The horned serpent is a gigantic spirit snake with deadly horns protruding behind its head. It is as big around as a tree trunk. A bright diamond shaped crest blazes on its forehead, and it has colored spots or rings along its entire length that glow like smoldering embers. The seventh marking from the beast's head is said to mark where the beast's one weak point, its heart, is located.

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12, Notice d10, Stealth d10, Swimming d12



Pace: 6; **Parry:** 7; **Toughness:** 15 (1)

Special Abilities:

- **Aquatic:** Underwater pace 6.
- **Armor +1:** Thick scales.
- **Bite/Horns:** Str+d8.
- **Constrict:** If the horned serpent hits with a raise on a successful bite attack, it may grapple the victim within its coils. The round entangled and on each subsequent round, the serpent causes Str+d8 damage to its prey. The victim may attempt to escape the grapple as normal.
- **Fear (-1):** Anyone beholding a horned serpent must make a Spirit (-1) roll.
- **Invisibility:** Once per day, a horned serpent can render itself invisible as an action by making a successful Spirit (-2) roll. This invisibility lasts up to a number of minutes equal to the horned serpent's Spirit die type. This effect ends as soon as the horned serpent makes an attack action.
- **Invulnerability:** A horned serpent suffers no damage from magical or mundane attacks that do not specifically target its heart.
- **Large:** Anyone attacking a horned serpent gains +2 to his attack roll.
- **Poison (-2):** Anyone Wounded by a horned serpent's bite must make a Vigor roll at -2. Those who succeed immediately gain a level of Fatigue. Those who fail are shaken and become paralyzed on the following round. The paralysis lasts for 1d6 hours.
- **Size +6:** A horned serpent measures over 40' long.
- **Weakness (Heart):** A horned serpent's weakness is its heart, located behind the seventh spot from its head. Attacks made as called shots to the horned serpent's heart (made at a -6 penalty), ignore the beast's invulnerability.

HOUND-THING (ADLET)

Aliases: Erqigdlit

These monstrous dog-like humanoids have red fur the hue of dried blood. Their hulking, brutish bodies are slightly hunched in a simian posture allowing them to walk on two legs or run on all four. Purple tongues loll out between their slavering canine jaws. These beasts have vampiric feeding habits, drinking the blood of their victims, sometimes slowly bleeding a captive out over a matter of days. Legend says they are the offspring of a human woman and an evil shapeshifting dog spirit.

JOGAH,GAHONGA—JOGAH,ODHOW

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

Skills: Fighting d6, Notice d6, Tracking d8

Pace: 6; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Bite:** Str+d6.
- **Keen Nose:** Hound-things get +2 to Notice and Tracking rolls against living targets.
- **Size +1:** A hound-thing stands over 7 feet tall.

JOGAH NATURE SPIRITS

Jogah are powerful spirits that embody different aspects of nature and enforce the natural order of things.

JOGAH, GAHONGA

Gahonga are nature spirits that inhabit rocks, rivers and other small bodies of water. They appear as human-like creatures with skin and hair color ranging among grey, brown and black earth tones, though their eyes might be a slate grey or a vibrant watery blue. The men are abrasive and generally unfriendly towards trespassers on their territory. The women are tricksters who use their stunning beauty to lure human men to their doom, often by getting them to follow down a steep cliff with loose rocks, into an avalanche prone area, or diving into water with a deadly undercurrent or sharp rocks just below the surface.

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

Skills: Animism d12, Climbing d12+2, Fighting d6, Intimidation d6, Knowledge (Area) d8, Notice d8, Persuasion d8, Shooting d4, Throwing d8, Tracking d6, Swimming d12+2

Charisma: +0/+4; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Gear: Knife (Str+d4), tomahawk (Str+d6).

Special Abilities:

- **Aquatic:** Underwater Pace 10".
- **Attractive:** Female gahonga have a Charisma bonus of +4. The men are too plain and surly to gain this bonus.
- **Immunity (Disease & Poison):** Gahonga suffer no ill effects from diseases or poisons.
- **Pass Through Stone:** A gahonga can move through stone objects at their normal Pace.
- **Invisibility:** A gahonga can become *invisible* at will.
- **Paralysis:** Anyone struck by a gahonga's fist, or a stone weapon wielded by a

gahonga must make a Vigor (-2) roll or become paralyzed for 1d6 rounds.

- **Powers:** Gahonga use Animism as their arcane skill. Common powers include; *elemental manipulation (earth and water)* and *summon beast*.

JOGAH, GANDAYHA

The gandayha are jogah spirits of fertility. They appear as beautiful naked humans who are often a little shorter than average. Gandayha work to ensure the fertility of the woodlands and its animals, and they see themselves as the protectors of local animals, particularly the young ones and pregnant females.

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

Skills: Animism d12+2, Fighting d6, Healing d6, Knowledge (Area) d6, Knowledge (Herbalism) d6, Notice d8, Persuasion d6, Shooting d6, Survival d6, Throwing d4

Charisma: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Attractive:** A gandayha has a Charisma bonus of +4.
- **Powers:** Gandayha use Animism as their arcane skill. Common powers include; *elemental manipulation (earth and water)*, *entangle* and *summon beast*.
- **Restore Fertility:** A gandayha can restore fertility to a square mile of barren land or an individual infertile human or animal that it touches, if it can make a successful Spirit roll.

JOGAH, ODHOW

Aliases: Ohdowa, reptoids

The odhow are jogah spirits that appear as scaly lizard-like humanoids. They are guardians who prevent the evil spirits of the underworld from rising up to wreak havoc on the physical world.

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

Skills: Animism d10, Fighting d10, Notice d8, Stealth d10

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

Special Abilities:

- **Armor +1:** Scaly hide.
- **Bite:** Str+d4.
- **Burrow (5"):** Odhow can burrow under the ground at a Pace of 5".
- **Powers:** Odhow use Animism as their arcane skill. Common powers include; *summon beast (snakes and spiders only)*.

KACHINA, MUDHEAD—KACHINA, REAPER

- **Immunity to Poison:** Ohdowa are immune to all poisons.
- **Sickness Magic:** Ohdowa can use an action to curse an enemy with their sickness magic. The Ohdowa must make a Spirit roll opposed by the victim's Vigor roll. On a success the target gains one fatigue level. On a raise, the target's Vigor die is dropped by one die type. Should their Vigor fall below a d4, the target dies.
- **Size -1:** Ohdowa stand around four feet tall.

KACHINA SPIRIT BEINGS

The term kachina refers both to these powerful spirits of the Ahabi Wastelands, and the ceremonial dancers and sacred 'kachina doll' figurines that serve as ritual representations of these spirits. The kachina form the basis of the major religion found among the Ahabi Badlands tribes. All kachina serve the great kachina chief, Pautiwa, a spiritual being of godlike power and mystery.

The kachina spirits are said to dwell in a spirit realm called the Lake of the Dead. There are over 400 different varieties of kachina representing a wide variety of ancestral, natural and cosmological phenomena. Only a few of the more common kachina are covered here.

KACHINA, MUDHEAD (KOYEMSHI)

Aliases: Trickster kachina

Mudheads are trickster kachina. Their appearance is that of a human, but their heads are bulbous and clay-like, earning them the title of "mudheads." Mudheads delight in mayhem and confusion. They are thought to teach mortals lessons through trickery, but sometimes they achieve little other than chaos.

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

Skills: Animism d10, Fighting d8, Knowledge (Occult) d6, Notice d10, Persuasion d10, Stealth d10, Taunting d12+2

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

Gear: Hide armor (+1), sling (Range 4/8/16, Damage Str+d4)

Special Abilities:

- **Armiger:** Reduce the Parry penalty for worn armor by 1.

- **Fleet Footed:** Mudheads roll a d10 instead of a d6 for their running die.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Possession:** Kachina can possess mortal beings within a range equal to their Smarts by beating them in an opposed Spirit roll. If the kachina scores a success and beats their victim's roll, the kachina becomes Ethereal and enters the victim's body. The possessed victim retains their own physical traits, but gain the mental and magical traits of the kachina. Every three rounds, the victim may attempt another opposed Spirit roll to expel the kachina.
- **Powers:** Mudheads use Animism as their arcane skill. Common powers include; *illusion* and *tempest*.
- **Trickery:** Mudheads gain a +2 bonus on all Trick rolls.

- **Unarmed:** Str+d4.

- **Weakness (Fire, Jade, Turquoise & Silver):** Kachina take normal damage from jade, silver or turquoise-edged weapons and from fire.

KACHINA, REAPER (MASAU'U)

Aliases: Death kachina, skeleton kachina

Reaper kachina are the kachina of death. They appear as tall, partially skeletal humanoids with antler-like horns. As spirits of death, they perform many tasks backwards or reversed from the way living beings do them, such as climbing a ladder backwards.

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d10, Vigor d12

Skills: Animism d12+2, Fighting d10, Intimidation d12+2, Knowledge (Occult) d10, Notice d8, Persuasion d8, Stealth d8

Pace: 8; **Parry:** 7; **Toughness:** 10(1)

Gear: Hide armor (+1), willow wood war-club (Str+d6, AP1 vs. plate armor)

Special Abilities:

- **Armiger:** Reduce the Parry penalty for worn armor by 1.



KACHINA, REAPER—KACHINA, OGRE



- **Bite/Claws/Horns:** Str+d6.
- **Fear -2:** Those beholding a frightful reaper kachina must make a Spirit (-4) roll or roll on the Fright Table.
- **Improved Frenzy:** A reaper kachina can make two Fighting attacks in a round at no penalty.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Possession:** Kachina can possess mortal beings within a range equal to their Smarts by beating them in an opposed Spirit roll. If the kachina scores a success and beats their victim's roll, the kachina becomes Ethereal and enters the victim's body. The possessed victim retains their own physical traits, but gain the mental and magical traits of the kachina. Every three rounds, the victim may attempt another opposed Spirit roll to expel the kachina.
- **Powers:** Reaper kachina use Animism as their arcane skill. Common powers

include; armor, boost/lower trait, curse and death touch.

- **Size+1:** Reaper kachina stand a full head taller than most humans.
- **Weakness (Fire, Jade, Turquoise & Silver):** Kachina take normal damage from jade, silver or turquoise-edged weapons and from fire.

KACHINA, OGRE (NATASKA & WIHARU)

Aliases: Black & white ogre kachina

The nataska, or black ogre Kachina, and the wiharu, or white ogre kachina, are two closely related breeds of ogre kachina boogeymen. These ogre kachinas appear as monstrosly large, hunched humanoid figures with large bestial bear-like heads with disproportionately oversized jaws. The ogre kachina are spiritual enforcers, who met out punishment to the wicked and the blasphemous.

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

Skills: Fighting d10, Intimidation d10, Knowledge (Occult) d6, Notice d6, Persuasion d6, Shooting d8, Stealth d6, Throwing d8

KACHINA, OGRE—KACHINA, MONSTER

Pace: 6; **Parry:** 7; **Toughness:** 11 (1)

Gear: Bow (Range 12/24/48, Damage 2d6), hide armor (+1), serrated bone blade (Str+d8, AP1 vs. soft armor)

Special Abilities:

- **Armiger:** Reduce the Parry penalty for worn armor by 1.
- **Bite:** Str+d6.
- **Fear:** Those seeing an ogre kachina, or who hear its serrated bone blade scraping against a stone or building must make a Spirit roll.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Possession:** Kachina can possess mortal beings within a range equal to their Smarts by beating them in an opposed Spirit roll. If the kachina scores a success and beats their victim's roll, the kachina becomes Ethereal and enters the victim's body. The possessed victim retains their own physical traits, but gain the mental and magical traits of the kachina. Every three rounds, the victim may attempt another opposed Spirit roll to expel the kachina.
- • **Size+2:** An ogre kachina standing straight up would be nearly ten feet tall, but they tend to have a somewhat hunched, crouching posture.
- • **Sweep:** An ogre kachina may attack all adjacent foes at -2.
- • **Weakness (Fire, Jade, Turquoise & Silver):** Kachina take normal damage from jade, silver or turquoise-edged weapons and from fire.

KACHINA, MONSTER (SOYOKO)

Like the nataska and wiharu, the soyoko are monstrous ogre-like kachina who serve and protect their matron Soyok Wuhti. The gigantic monster kachina have a human-like appearance save for their oversized hairy black heads, with unnaturally large gaping toothed maws, large yellow eyes and horns like that of a buffalo. Like the ogre kachina, monster kachina are said to punish those who have strayed from their traditional way of life or turned away from the kachina religion.

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

Skills: Fighting d12, Intimidation d12, Notice d6, Persuasion d6, Shooting d10, Stealth d6, Throwing d8

Pace: 6; **Parry:** 9; **Toughness:** 12 (1)

Gear: Hide armor (+1), long knife (Str+d6), staff (Str+d4, +1 Parry)

Special Abilities:

- **Armiger:** Reduce the Parry penalty for worn armor by 1.
- **Bite/Horns:** Str+d6.
- **Charge:** By moving at least 4" and making a Wild Attack with its horns, a monster kachina does an additional +4 damage instead of the normal +2 damage bonus for a Wild Attack.
- **Fear (-2):** Those seeing a monster kachina must make a Spirit (-2) roll.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Possession:** Kachina can possess mortal beings within a range equal to their Smarts by beating them in an opposed Spirit roll. If the kachina scores a success and beats their victim's roll, the kachina becomes Ethereal and enters the victim's body. The possessed victim retains their own physical traits, but gain the mental and magical traits of the kachina. Every three rounds, the victim may attempt another opposed Spirit roll to expel the kachina.
- **Size+3:** Monster kachinas stand around 13 feet tall when upright, though they tend to have a hunched posture.
- **Sweep:** A monster kachina may attack all adjacent foes at -2.
- **Weakness (Fire, Jade, Turquoise & Silver):** Kachina take normal damage from jade, silver or turquoise-edged weapons and from fire.



LAKE SERPENT—LINNORM

LAKE SERPENT

Aliases: Altamaha-Ha, Naitaka, N'haaitk, Ogopogo, Okanagan

Lake serpents are large and elusive snake-like creatures that dwell in the larger rivers and deeper lakes throughout the Untamed Lands.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+3, Vigor d12

Skills: Fighting d10, Notice d8, Stealth d4

Pace: 6; **Parry:** 7; **Toughness:** 16 (2)

Special Abilities:

- **Aquatic:** Lake serpents have a Pace of 12 underwater.
- **Armor +2:** Thick scales
- **Bite:** Str+d8
- **Constrict:** Against targets of Size +3 or lower, the lake serpent can Constrict whenever it scores a raise on a Fighting roll. On each of the lake serpent's actions, the victim must make an opposed Strength roll or gain a Fatigue level. Breaking free requires an action and an opposed Strength roll. Once Incapacitated, the victim is unconscious for the next 1d6 hours—during which time the lake serpent eats him alive. Fatigue recovers at a rate of one level every 15 minutes.
- **Engulf:** Lake Serpents can swallow prey as large as Size +1 whole. While engulfed, the target is grappled as per the core rulebook with a -4 penalty to Strength rolls to escape and suffers 2d6 damage per round from digestive juices. Armor offers no protection.
- **Large:** Attackers gain +2 to attack rolls against a lake serpent due to its size.
- **Size +6:** Lake serpents can vary greatly in size, but most mature specimens are over 30 feet long.

LIGHTNING SNAKE (HAIETLIK)

Lightning snakes are giant amphibious serpents that enter the water to hunt orcas for food. Legends say that their heads are as sharp as a knife and their tongues shoot lightning bolts. In truth, they merely generate a powerful bio-electric field, similar to that of an electric eel. This electricity can be discharged through the snake's long tongue to shock and paralyze their prey.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d12, Vigor d10



Skills: Fighting d8, Notice d10, Stealth d10, Swimming d10

Pace: 10; **Parry:** 6; **Toughness:** 13

Special Abilities:

- **Aquatic:** Pace 10.
- **Bite:** Str+d6
- **Electric Shock:** A lightning snake can discharge a powerful electric shock by making a touch attack with its tongue or hitting with a raise on its bite attack. The electric shock does 2d6 electricity damage and the victim must make a Vigor (-2) roll or become Shaken.
- **Immunity (Electricity):** Lightning snakes are immune to spells with an electricity or lightning trapping.
- **Large:** Attackers are +2 to attack rolls against the lightning snake due to its size.
- **Size +6:** Lightning snakes range from 25 to 30 feet in length.

LINNORM

Aliases: Lindwyrn, wyrn

Linnorms are long serpentine dragons native to Middangeard, the homeland of the Skadians. These terrible beasts slither on their bellies like a snake, possessing only one pair of clawed forelimbs. There are many varieties of linnorm, and the statistics presented here merely represent the most common varieties introduced to the arctic reaches of the Untamed Lands.

Attributes: Agility d8, Smarts d6, Spirit d12, Strength d12+4, Vigor d12+2

Skills: Fighting d12, Intimidation d12, Notice d10, Swimming d10

Pace: 6; **Parry:** 8; **Toughness:** 20 (3)

Special Abilities:

- **Aquatic:** Underwater Pace 10".
- **Armor +3:** Scaly hide.
- **Claws/Bite:** Str+d8.
- **Constrict:** Linnorms bite when they succeed at a Fighting roll, and entangle when they succeed with a raise. The round they entangle and each round thereafter, they cause damage to their prey equal to Str+d6. The prey may attempt to escape on his action by getting a raise on an opposed Strength roll.
- **Fear -2:** Anyone looking upon a linnorm must make an immediate Spirit (-2) roll.
- **Hardy:** A linnorm does not suffer a wound from being Shaken twice.



MANY-LEGGED BEAR—METEOR FIRE DRAGON

- **Huge:** Attackers add +4 to their attack rolls when fighting a linnorm due to its large size.
- **Improved Frenzy:** A linnorm may make two attacks each action with no penalty.
- **Level Headed:** Acts on the best of two cards
- **Poison (-2):** A character bitten by a linnorm must make a Vigor (-2) roll. On a success, the bite area swells and becomes numb and the victim becomes fatigued until healed. On a failure, the victim becomes Incapacitated and must make a second Vigor roll or die.
- **Size +8:** Linnorms can grow to over 60 feet in length.
- **Tail Lash:** A linnorm can sweep all enemies to its rear within a 3" by 6" rectangular area. This requires a standard Fighting attack and does Str-2 damage.

MANY-LEGGED BEAR (KOKOGIAK)

These giant ten legged polar bears are ferocious predators that burrow and hide under the snow and ice of their arctic homeland. They can be mistaken for large polar bears when seen from the front, or glimpsed briefly, but their unnatural length and number of legs is readily apparent when viewed clearly from the side.

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d12+4, Vigor d12+2

Skills: Climbing d8, Fighting d10, Notice d10, Swimming d6, Stealth d10, Track d6

Pace: 8; **Parry:** 7; **Toughness:** 13 (1)

Special Abilities:

- **Armor +1:** Thick fur
- **Bear Hug:** Many-legged bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A many-legged bear that hits with a raise has pinned his foe. The opponent may only attempt to escape the "hug" on his action,



which requires a raise on an opposed Strength roll.

- **Burrow:** A many-legged bear can burrow under ice and snow at Pace 4.
- **Claws/Bite:** Str+d6.
- **Improved Frenzy:** A many-legged bear may make up to four claw attacks each action with no penalty.
- **Keen Nose:** Many-legged bears get +2 to Notice and Tracking rolls against living targets.
- **Size +3:** Many-legged bears are over ten feet long.

METEOR FIRE DRAGON (GAASYENDIETHA)



These fiery lizards originate from an alien world beyond the dome of the sky. They are thought to hatch from rock-like eggs that fall from the heavens like meteors. In this world they dwell in deep arctic and subarctic rivers or lakes. These ferocious beings of fire must spend most of their time submerged, particularly during the dry season, lest they set their hunting grounds ablaze. A meteor fire dragon looks like an elongated six-legged lizard with a large oval head, toothy maw and leathery scaled flesh charred black and a body that is continually ablaze with dancing flames.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+5, Vigor d12

Skills: Fighting d10, Intimidation d12, Notice d10

Pace: 8; **Parry:** 7; **Toughness:** 19 (4)

Special Abilities:

- **Aquatic:** Meteor fire dragons have a Pace of 8 underwater.
- **Armor +4:** Scaly hide.
- **Claws/Bite:** Str+d8.
- **Fear -2:** Anyone who sees a meteor fire dragon must make a Spirit (-2) roll.
- **Fire Aura:** A meteor fire dragon radiates fearsome heat. At the end of movement, all adjacent foes who fail a Vigor (-2) roll suffer 2d6 heat damage.

MIASMA SPIRIT—MOUNTAIN STORMER

- **Fiery Breath:** Meteor fire dragons breathe fire using the Cone Template. Every target within this cone may make an Agility (-2) roll to avoid the attack. Those who fail suffer 2d10 damage and must roll to see if they catch fire. A meteor fire dragon may not attack with its claws or bite in the round it breathes fire.
- **Flight:** A meteor fire dragon flies at a rate of 26" with a climb rate of 6".
- **Hardy:** The meteor fire dragon does not suffer a wound from being Shaken twice.
- **Huge:** Attackers add +4 to their attack rolls when fighting a meteor fire dragon due to its massive size.
- **Immunity (Heat):** A meteor fire dragon suffers no harm from any kind of fire, including magic with a fire or heat trapping. It can even swim through molten lava as if it were water.
- **Improved Frenzy:** If a meteor fire dragon does not use its Fiery Breath ability, it may make two Fighting attacks with no penalty.
- **Quick:** A meteor fire dragon discards any action cards of 5 or lower.
- **Size +7:** A meteor fire dragon is a creature of immense size.
- **Weakness (Cold):** Magical cold and ice attacks cause +4 damage. Nonmagical cold has no additional effect.

MIASMA SPIRIT (MAMAQUA)

Miasma spirits are evil spirits who can "catch" the invisible disease spirits and miasmas that float through the air and use them to infect mortals by touch or by throwing them at their victims. Miasma spirits normally dwell in the spirit world, but are summoned forth by vengeful shamans who wish to spread plague among their enemies. When summoned into the physical world, a miasma spirit can easily wipe out entire villages. Miasma spirits appear as humanoid ghostlike beings with hairless and twisted evil-looking features.

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

Skills: Fighting d6, Intimidation d10, Notice d10, Stealth d12, Throwing d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Disease Throw:** A miasma spirit can "throw" diseases at a range of 4/8/16 using its Throwing skill. This attack otherwise operates just like its Disease touch ability.
- **Disease Touch:** A miasma spirit can inflict disease upon those around them

with a touch. Instead of a normal attack, a miasma spirit may make a Touch attack (+2 to Fighting). On a hit, the target must make a Vigor roll at -2, or at -4 if the miasma spirit got a raise on its fighting roll. If the vigor roll fails, the target suffers an automatic wound and suffers immediate Exhaustion. If left untreated they by a successful Healing roll or magical haling of any variety, the victim will die after 2d6 days.

- **Ethereal:** Miasma spirits are immaterial and can only be harmed by magical attacks.
- **Flight:** A miasma spirit flies at a rate of 12" with a climb rate of 6".
- **Level Headed:** Acts on the best of two cards.

MOTH MAN

These roughly man-sized insectile humanoids have eerily glowing red eyes and large moth-like wings. They live in small tribes similar to humans, though they tend to shy away from humanity, dwelling in secluded areas and making their hidden lairs in subterranean cave complexes. Little is known about their society save that they appear organized similar to human societies with warriors, musicians and shamans among their numbers. The moth men are said to be keepers of many ancient and dangerous spiritual secrets.

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

Skills: Climb d6, Fighting d6, Notice d6, Stealth d8, Survival d6, Tracking d6

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

Special Abilities:

- **Armor+1:** Thick hide.
- **Claws:** Str+d4.
- **Fear -1:** The very sight of a moth man strikes most men with fear.
- **Flight:** A moth man flies at a rate of 10" with a climb rate of 6".
- **Size +2:** Moth men are around 7 feet tall and have a 30 ft. wingspan.

MOUNTAIN STORMER (POMOLA)

Aliases: Pamola, Pamolai, P-mol-a, Bmola

Mountain stormers are powerful storm spirits that cause cold weather and serve as guardians of sacred mountain peaks. A mountain stormer is a large and fearsome spirit with the head of a moose, the body of a man and the taloned legs and wings of an eagle.



MOUNTAIN STORMER—MUMMY, DEFENDER OF THE MOON

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d12+3, Vigor d12

Skills: Animism: d12+4, Climbing d12, Fighting d12+2, Intimidation d10, Notice d12, Shooting d12+2, Stealth d10, Survival d10, Throwing d10, Tracking d12

Pace: 6; **Parry:** 9; **Toughness:** 12

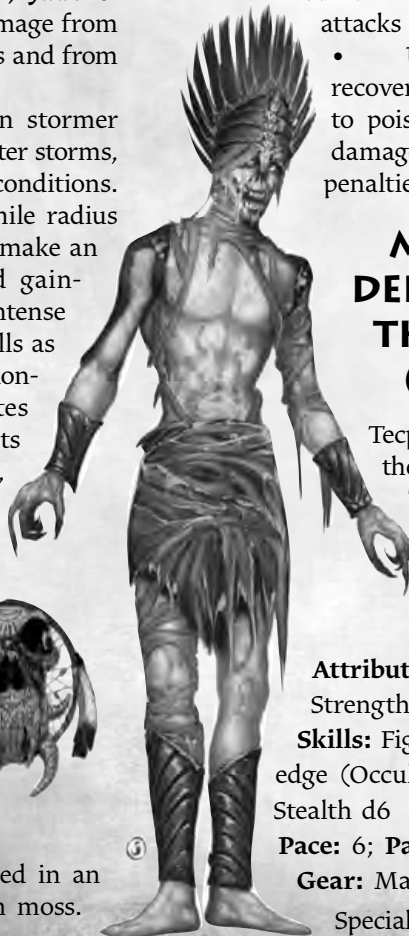
Gear: Longbow (Range 14/28/56, Damage 2d6)

Special Abilities:

- **Antlers:** Str+d8
- **Beast Speech:** A mountain stormer can speak with and understand any animal.
- **Claws:** Str+d6.
- **Flight:** A mountain stormer can fly at a rate of 10" with a climb rate of 6".
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Size+4:** A mountain stormer is over 14 feet tall.
- **Large:** Attackers gain +2 to attack rolls against a mountain stormer due to its size.
- **Powers:** Mountain stormers use Animism as their arcane skill. Common powers include; beast friend, boost/lower trait, detect/conceal arcana, elemental manipulation, shape change and summon beast
- **Weakness (Turquoise, Silver, Jade & Fire):** Manitou take normal damage from turquoise, silver or jade weapons and from fire.
- **Weather Control:** A mountain stormer can create cold weather and winter storms, regardless of current weather conditions. Anyone caught within a one mile radius of the mountain stormer must make an immediate Vigor roll to avoid gaining a Fatigue level from the intense cold, and must make further rolls as would normally be required (donning appropriate dress negates this). The change in weather lasts 1d4 days. While the storm lasts, the mountain stormer can control the level of visibility up or down at will with snow flurries and whiteouts.

MUMMY, ARCTIC

Some tribes dwelling in the arctic north have developed their own art of mummification to preserve the bodies of important individuals. The body's viscera are removed before it is ritually cleaned in an icy stream and stuffed with sphagnum moss.



The body is then wrapped in seal skins and placed in a cave or small crypt beneath a family dwelling. Whether through dark magic or evil spirits, some of these mummies arise to plague the living, particularly in locations that have since been abandoned or occupied by a rival tribe.

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

Skills: Fighting d8, Intimidation d8, Notice d10, Stealth d8

Pace: 5; **Parry:** 6; **Toughness:** 10

Special Abilities:

- **Fear (-1):** Anyone encountering an arctic mummy must make a Spirit roll (-1).
- **Fearless:** Arctic mummies are immune to Fear and Intimidation.
- **Fist:** Str+d6
- **Icy Aura:** Arctic mummies radiate deadly cold. At the end of movement, all adjacent foes who fail a Vigor (-2) roll suffer 2d6 cold damage.
- **Immunity (Cold):** Arctic mummies take no damage from powers with a cold or ice trapping.
- **Resistant to normal weapons:** The frozen flesh of an arctic mummy is incredibly resistant to damage. The mummy only suffer half damage from non-magical attacks except for fire and ivory.
 - **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots, no Wound penalties.

MUMMY, DEFENDER OF THE MOON (TECPATL)



Tecpatl or "defenders of the moon" are Maztlani mummies. They appear much as in life though with sunken features and pale slightly translucent skin, allowing the viewer to make out their unmoving internal organs.

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d12+2, Vigor d10

Skills: Fighting d10, Intimidation d10, Knowledge (Occult) d6, Notice d8, Spellcasting d10, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 9

Gear: Macatuitl (Str+d8)

Special Abilities:

NAHUAL, COMMON—NAHUAL, LOBISON

- **Fear (-2):** Anyone encountering a defender of the moon must make a Spirit roll (-2).
- **Fearless:** Defenders of the moon are immune to Fear and Intimidation.
- **Fist:** Str+d4.
- **Powers:** Defenders of the moon have the Blood Magic Arcane Background. Common powers are; beast friend, curse, psychic evisceration, stun, puppet and zombie.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots, no Wound penalties.
- **Weakness (Heart):** Called shots to a defender's heart do +4 damage even though it is an undead being.

NAHUAL, COMMON

Nahual are a rare and powerful breed of skinwalker found in the southern deserts. They can take on the form of a human, a large black coyote or an unusually large spotted hawk.

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

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

Pace: 8; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Bite:** Str+d4.
- **Fleet Footed:** Nahual roll a d10 when running instead of a d6.
- **Go for the Throat:** Nahual instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- **Keen Senses:** A nahual has keen senses, giving them a +2 bonus on all Notice and Tracking rolls. A nahual is always considered "Active" with respect to the Stealth rules.
- **Low Light Vision:** Nahual ignore penalties for Dim and Dark lighting.
- **Lunar Strength:** A nahual gains a modifier to Fighting, Vigor, and Strength rolls (including damage rolls) based on the phase of the moon. New Moon -1, Crescent moon +0, Half moon +0, Gibbous moon +1, Full moon +2.
- **Resistant to Normal Weapons:** Nahual suffer only half-damage from non-magical attacks except for jade, turquoise, silver and fire.
- **Shape Change:** As an action, a nahual may change its form into a human, a large black coyote or enormous spotted hawk

THE JADE STONE OF INVULNERABILITY

Some Maztlani mummies have a mystical jade stone placed under their tongue, which provides them with invulnerability to all damage (though they can still be shaken, just not wounded). The stone can be knocked out of the mummy's mouth with a successful called shot to the jaw (-4 to hit). Needless to say these jade stones are highly valued by necromancers.

(size -1). This ability otherwise works like a successfully cast shape change power.

- **Weakness (Fire, Jade & , Turquoise & Silver):** Nahual take normal damage from turquoise, silver or jade-edged weapons and from fire.

NAHUAL, LOBISON

Sometimes packs of nahual are led by powerful leaders, called Lobison, which have the power to transform other humans into nahual.

Attributes: Agility d12, Smarts d10, Spirit d8, Strength d12+2, Vigor d12

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

Pace: 8; **Parry:** 7; **Toughness:** 8

Special Abilities:

- **Bite:** Str+d4.
- **Fleet Footed:** Nahual roll a d10 when running instead of a d6.
- **Go for the Throat:** Nahual instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- **Infection:** Anyone slain by a lobison has a 50% chance of rising as a nahual themselves. The character involuntarily transforms every full moon. He gains control of his transformations only after 1d6 years as a nahual.
- **Low Light Vision:** Nahual ignore penalties for Dim and Dark lighting.
- **Keen Senses:** A nahual has keen senses, giving them a +2 bonus on all Notice and Tracking rolls. A nahual is always considered "Active" with respect to the Stealth rules.
- **Resistant to Normal Weapons:** Nahual suffer only half-damage from non-magical

ONE-FOOT—PITCH-THING

attacks except for jade, turquoise, silver and fire.

- **Shape Change:** As an action, a nahual may change its form into a human, a large black coyote or enormous spotted hawk (size -1). This ability otherwise works like a successfully cast shape change power.
- **Weakness (Fire, Jade, Turquoise & Silver):** Nahual take normal damage from turquoise, silver or jade-edged weapons and from fire.

ONE-FOOT (UNIPED)

One-foots are savage bestial humanoids with hideous predatory features that hop around on a single well-muscled leg. Their two arms end in large and powerful clawed hands, their wolfish mouths are filled with knife-like teeth, and their bodies are covered in short white or grey mottled fur. Their single foot is very broad, and in conjunction with their natural agility, affords a one-foot better balance and traction than one might expect in a one-legged beast. One-foots dwell primarily in the arctic north, and were one of the first monsters encountered and fought by the first Skadian settlers.

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

Skills: Fighting d6, Notice d4, Shooting d6, Taunt d10, Throwing d4

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

Gear: Scavenged human weapons.

Special Abilities:

- **Armor +1:** Thick hide.
- **Claws/Bite:** Str+d6.
- **Size +1:** One-foots are slightly larger and broader than your average human.

OTTERFOLK (KUSHTAKA)

Otterfolk are an entire race of skinwalker pranksters who can appear as either man or giant otter. Some are evil tricksters who seek to lure travelers and boaters to a frozen doom, while others have been known to rescue hapless wanderers from certain death in the freezing arctic waters by transforming them into otterfolk, allowing the dying to survive the icy waters in the form of an otter. This is often seen as a mixed blessing.

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

Skills: Climbing d6, Fighting d8, Notice d6, Swimming d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Bite:** Str+d6 in otter form.

- **Create Kushtaka:** An otterfolk can transform an incapacitated character into an otter skinwalker by touch. The target, even though incapacitated, is allowed to attempt an opposed Spirit roll to resist. Transformed creatures change their race to Skinwalker, with giant otter as their animal form.
- **Keen Senses:** An otterfolk has keen senses, giving them a +2 bonus on all Notice and Tracking rolls. An otterfolk is always considered "Active" with respect to the Stealth rules.
- **Low Light Vision:** Halve penalties for Dim and Dark lighting conditions.
- **Powers:** Some otterfolk have d10 Animism and the illusion power.
- **Semi-Aquatic:** Pace 8 underwater while in giant otter form.
- **Shape Change:** As an action, an otterfolk can shift between human and giant otter forms. Their attributes remain the same in either form, but some of its special abilities only apply to its otter form.
- **Toboggan:** In giant otter form, otterfolk have a pace of 8 on smooth downhill slopes.

PITCH-THING

Aliases: Pitch Slime

These amorphous blobs of tarry viscous black sledge are incredibly sticky. They adhere to and engulf any organic materials with which they come into contact.

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

Skills: Climbing d12, Fighting d6, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 9

Special Abilities:

- **Adhesion:** Anything that touches a pitch-thing becomes stuck to it, including any character or creature successfully striking or struck by the pitch-thing unarmed. A character may pull themselves or another ally free by succeeding on a Strength (-4) roll. Weapons used to attack a pitch-thing also become stuck on a successful hit. A successful Strength (-4) roll is required to retrieve a stuck weapon or object.
- **Fearless:** Pitch-things are immune to Fear and Intimidation.
- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Engulf:** Pitch-things can engulf prey as large as Size +1 whole. While engulfed, the target is grappled with a -4 penalty

PLANT-THING—RAVEN MOCKER

to Strength rolls to escape and suffers 2d6 damage per round from digestive juices. Armor offers no protection. Targets that remain engulfed long enough may risk suffocation (See Drowning in the *Savage Worlds* core rules).

- **Hardy:** A pitch-thing does not suffer a wound from being Shaken twice.
- **Resistance to Physical Attacks:** A pitch-thing takes half damage from nonmagical attacks except fire.
- **Vulnerability (Fire):** A pitch-thing takes normal damage from fire, but anything stuck to it suffers fire damage as well.

PLANT-THING (PUKWUDGE)

Aliases: Pok-wejee-men

These small tree spirits are created from the bark of an ash tree. Legends say that when humans become extinct, the plant-thing will become the dominant race of the world. The plant-things themselves believe they are the true inheritors of the land and are highly territorial. Those who trespass on their lands without presenting a gift will likely be harassed and attacked.

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

Skills: Fighting d6, Notice d6, Shooting d8, Stealth d8, Survival d6, Throwing d8, Tracking d6

Pace: 7; **Parry:** 5; **Toughness:** 5 (1)

Gear: Bow (Range 12/24/48, Damage 2d6), Knife (Str+d4), Spear (Str+d6)

Special Abilities:

- **A armor +1:** Bark skin.
- **Construct:** +2 to recover from being Shaken. Called shots do no extra damage. Do not suffer from disease or poison.
- **Size -1:** Plant-things are small of stature.

RAVEN MOCKER

These feared spirits have the power to consume a dying person's soul to sustain their own demoniac life force. They appear as disfigured humans with raven features, and are enemies of shamans and witches. They love to torture and taunt lone humans, particularly if they are sick or weak. They are invisible to those with low spiritual energy, but to those attuned to the spirits can feel the creature's presence and hear their taunting calls and the flapping of their black wings.

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

Skills: Fighting d8, Notice d10, Stealth d12, Taunt d12

Pace: 6; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Claws:** Str +d4.
- **Fear (-1):** Anyone who sees or hears a raven mocker must make a Spirit (-1) roll. Note that only those with a Spirit die of d6+ can hear a raven mocker, and only those with a d10+ Spirit die can see them.
- **Flight:** pace of 16".
- **Soul Filch:** A raven mocker may spend an action to attempt to steal the soul of a victim who is close to death. To do so, the raven mocker must strike an incapacitated target with a Touch Attack. On a success, the victim must beat the Raven Mocker in an opposed Spirit roll or else their body crumbles to dust as their soul is pulled screaming into the raven mocker's mouth. Any who witness this act must make a Spirit (-2) roll.
- **Selective Invisibility:** To anyone with a Spirit die type of d4 or less, a raven mocker is completely undetectable. To those with a d6 or d8 Spirit die type, a raven mocker can be heard but not seen. A raven mocker is only visible to those with a Spirit die type of d10 or more.
- **Nightmares:** A raven mocker must be within 10" of a sleeping or unconscious victim to use this ability. The raven mocker may enter the dreams of its victim, creating nightmares so terrible that they force the target to make a successful Spirit roll or else roll on the Fright table. Each night after the first, the victim has a cumulative -1 to this Spirit roll to a maximum of -5. After three consecutive nights, the victim wakes with a Fatigue level that cannot be restored until after the nightmares have passed and they are able to sleep peacefully once again. On the fifth night, any wounds sustained during the dreams begin appearing on the victim's body in the morning, though these wounds are only superficial and have no game effect. These nightmarish visitations continue until the raven mocker is killed, it loses interest, or the victim dies of a terror induced heart attack while sleeping (see the Fright Table in the core rulebook).

RED DWARF (ROEHD DVERGAR)



The Red Dwarf is a strange figure. He appears to be one of the mythic dvergar originally from the Skadian underworld of Svartálfaheim that has somehow come to reside in the Mishupishu Peninsula. Wherever the read dwarf appears, bad weather and disaster are soon to follow.

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

Skills: Animism d12+2, Climbing d12, Fighting d8, Knowledge (Occult) d12, Notice d10, Spellcasting d12, Stealth d10, Survival d12, Tracking d10, Throwing d10.

Pace: 5; **Parry:** 7; **Toughness:** 8 (1)

Gear: hand axe (Str+d6), hide armor (+1), medium shield (+1 Parry)

Special Abilities:

- **Armiger:** Reduce the parry penalty of worn armor by 1.
- **Charismatic:** The Red Dwarf has a Charisma of +2.
- **Hardy:** The Red Dwarf does not suffer a wound from being Shaken twice.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Powers:** The Red Dwarf uses Animism as his arcane skill. His known powers include; *elemental manipulation, obscurement and tempest.*

SCALED VAMPIRE (APOTAMKIN), ANCIENT



The scaled vampires are hideous humanoid beasts with serpentine features, long rusty-red hair and snakelike fangs. Their scaly skin ranges from a sickly reddish gloss to the deep purple of bruised flesh. Their faces are a disturbing mix of human and ophidian features with enlarged eyes and mouths. These nocturnal spirits dwell in forests, where they live in the forest canopy and hunt humans from the shadows.

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d12+2, Vigor d12

Skills: Fighting d10, Intimidation d10, Notice d8, Shooting d8, Stealth d12, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 10

Special Abilities:

- **Charm:** A scaled vampire can use the Puppet power using their Spirit as their arcane skill. They can cast and maintain the power indefinitely, but may only effect one target at a time.
- **Claws/Bite:** Str+d4
- **Fear (-1):** Those viewing a scaled vampire must make an immediate Spirit (-1) roll.
- **Improved Frenzy:** An ancient scaled vampire can make two Fighting attacks in a single action at no penalty.
- **Level Headed:** A scaled vampire acts on the best of two action cards.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Sire:** Anyone slain by a scaled vampire has a 50% chance as rising from the dead as one themselves.
- **Trackless:** Scaled vampires leave no footprints behind. Anyone attempting to follow their trail automatically fails.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots, no Wound penalties.
- **Weakness (Turquoise, Silver, Jade & Fire):** Manitou take normal damage from silver, jade or turquoise-edged weapons and from fire.

SCALED VAMPIRE (APOTAMKIN), YOUNG

Young scaled vampires are typically less powerful than the more ancient members of this undead race.

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d6, Stealth d10, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 9

Special Abilities:

- **Charm:** A scaled vampire can use the Puppet power using their Spirit as their arcane skill. They can cast and maintain the power indefinitely, but may only effect one target at a time.
- **Claws/Bite:** Str+d4.
- **Fear (-1):** Those viewing a scaled vampire must make an immediate Spirit (-1) roll.
- **Frenzy:** A scaled vampire can make two Fighting attacks per round at a -2 penalty.
- **Level Headed:** A scaled vampire acts on the best of two action cards.

SEA SERPENT—SHETI SNAKE-BROTHER

- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Sire:** Anyone slain by a scaled vampire has a 50% chance as rising from the dead as one themselves.
- **Trackless:** Scaled vampires leave no footprints behind. Anyone attempting to follow their trail automatically fails.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots, no Wound penalties.
- **Weakness (Turquoise, Silver, Jade & Fire):** Manitou take normal damage from silver, jade or turquoise-edged weapons and from fire.

SEA SERPENT

Aliases: Cadborosaurus willsi

Sea serpents are the salt water relatives of lake serpents. Other than a difference in habitat, these beasts are statistically identical to the lake serpent (See *Lake Serpent*).

SHADOW PEOPLE (AUCHAUGOTCH)

The shadow people are mysterious humanoid figures dressed in black cloaks of unknown material. Each shadow person wears two raven feathers in their hair or carries them elsewhere on their person, though the significance of this is unknown.

Their features, when seen, appear human and nondescript, but their mannerisms and control over the shadows are wholly alien. They tend to appear near significant supernatural events, or supernatural creature encounters.

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

Skills: Fighting d6, Notice d6, Persuasion d8, Shooting d6, Stealth d8, Survival d8, Throwing d6, Tracking d12+1

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

Gear: Black cloak (+1), bow (Range 12/24/48, Damage 2d6), knife (Str +d4), tomahawk or war club (Str +d6).

Special Abilities:

- **Arcane Resistance:** +2 Armor against damage-causing arcane powers and +2 on trait rolls to resist opposed powers.
- **Claws of Darkness:** On a successful Spirit roll, a shadow person can cause claws of solidified shadow to extend to unnatural lengths from their hands. Str +d6 (Reach 1 on a raise).
- **Fearless:** Shadow people are immune to Fear and Intimidation.
- **Low Light Vision:** Shadow people ignore penalties for Dim and Dark lighting.
- **Raven Link:** Shadow people can communicate with all kinds of crows and ravens, both magical and mundane. They can also control up to three normal ravens and see through their eyes.
- **Shadow Cloak:** An shadow person can cloak itself in nearby shadows. Opponents suffer double the normal penalty for dim and dark lighting to attacks and Notice rolls made against a shadow person.
- **Shadow Step:** A shadow person can disappear by stepping into a shadow. They effectively become invisible and ethereal until they emerge from another shadow. During this time the shadow person's pace is doubled, but the shadow person cannot affect the "real" world.

SHETI SNAKE-BROTHER

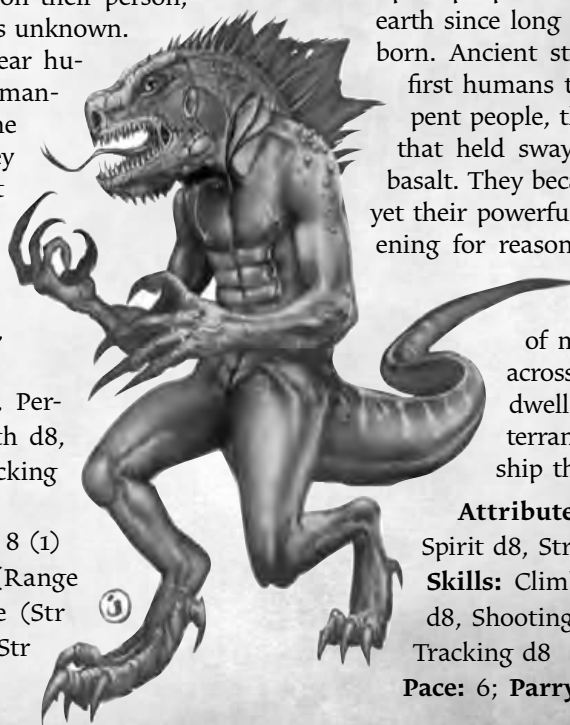
Aliases: Serpent People

The serpent-people have been slithering across the earth since long before the first humans were born. Ancient stories passed down from the first humans tell of an ancient race of serpent people, the Sheti, or "snake-brothers," that held sway over crumbling empires of basalt. They became mankind's oldest enemy, yet their powerful grip on the land was weakening for reasons unknown. Since the great civilization of the snake-brothers waned, the race of mankind grew and multiplied across the land. Today the Sheti dwell in hidden caverns and subterranean cities where they worship the powerful serpent spirit.

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

Skills: Climbing d6, Fighting d8, Notice d8, Shooting d8, Stealth d8, Survival d6, Tracking d8

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



SKIN WITCH—SKINWALKER, COMMON

Special Abilities:

- • **Armor +1:** Scaly hide.
- • **Bite:** Str+d4.
- • **Poison (-0):** A character bitten by a snake brother must make a Vigor roll. On a success, the bite area swells and becomes numb and the victim becomes Exhausted until healed. On a failure, the victim becomes Incapacitated and must make a second Vigor roll or die.

SKIN WITCH (YENALDOOSHI)

Skin witches are powerful shamans or witches that have given in to the seduction of dark sorceries, using their magic to perform a profane ritual that transforms them into a powerful yet wholly evil form of skinwalker. The name Yenaldooshi means “with it, he goes on all fours,” and represents the departure of that individual from the human race.

Attributes: Agility d10, Smarts d10, Spirit d6, Strength d12, Vigor d10

Skills: Animism d12+2, Climb d8, Fighting d12, Intimidation d8, Knowledge (Religion) d10, Notice d10, Persuasion d10, Stealth d12, Tracking d10

Pace: 7; **Parry:** 8; **Toughness:** 7

Special Abilities:

- **Claws:** Str+d6.
- **Fear -2:** Anyone who sees a skin witch without a skin or witnesses one changing from one skin to another must make a Spirit (-2) roll.
- **Low Light Vision:** Halve penalties for Dim and Dark lighting conditions.
- **Shape Change:** As an action, a skin witch can take on the form of any human or animal whose skin it has obtained by wearing it like a coat. The skin need not be completely intact so long as the skin witch possesses the majority of



the creature's skin. The skin witch's innate shapeshifting powers take care of the rest.

- **Skin Theft:** Skin witches have the supernatural ability to pull the skin right off of an incapacitated creature with a single action. If the creature is still alive, they will generally die slowly and painfully, bleeding to death in 2d6 minutes unless administered some form of supernatural healing.
- **Fleet Footed Beast:** When in animal form, a skin witch gains an additional +2 Pace and rolls d10s instead of d6s when running.
- **Powers:** Skin witches use Animism as their arcane skill. Typical powers include; armor, boost/lower trait, curse, divination, fear, obscure, puppet and summon beast.
- **Resistant to Normal Weapons:** Skin witches only suffer half damage from non-magical attacks except for fire, jade, silver and turquoise.
- **Weakness (Fire, Jade, Silver & Turquoise):** A skin witch suffers normal damage from jade, silver or turquoise tipped weapons as well as fire based attacks.

SKINWALKER, COMMON

Skinwalkers of the most common variety occur throughout the Untamed Lands. These shapeshifters who can take the form of a human or a single animal of a specific type are treated differently by different cultures. Some fear them, and others respect them. Among some tribes they are given food, while among other peoples they are hunted as evil witches and sorcerers to be purged from the land. Skinwalkers are even found among foreigners, with wolf and bear skinwalkers occurring among the Skadians, and fox and badger skinwalkers being the most common among the Shenese.

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

Skills: Fighting d10, Notice d8, Persuasion d8, Stealth d10

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

Gear: Hide armor (+1), knife (Str+d4), handaxe or warclub (Str+d6)

Special Abilities:

- **Armiger:** Reduce the Parry penalty for worn armor by 1.

SNAKE WITH THE HUMAN HEAD—SPECTRAL HUNTER

- **Talisman:** Common skinwalkers have a talisman consisting of a fur or cloak of feathers from the animal into which they can shapeshift. Without this item they cannot take animal form.
- **Keen Senses:** A skinwalker has keen senses, giving them a +2 bonus on all Notice and Tracking rolls.
- **Shape Change:** As an action, a skinwalker may change into a specific animal. The animal form may be different for different skinwalkers. The most common forms are coyote, wolf, owl, fox, raven and snake. This ability otherwise works like a successfully cast shape change power.

SNAKE WITH THE HUMAN HEAD



The Snake with the Human Head is a member of a legendary species believed to be a race of fallen gods from a pre-human age. Many were defeated and locked away, buried in stone sarcophagi by the ancient Mound Raiser people. In these tombs they slumber in a dormant but still living state of torpor. They appear as serpents with hypnotically oscillating color patterns, but their heads are that of a hairless and perfectly formed human face, appearing as if carved from stone. Though their heads are manlike, their mouths open wider and farther than any human jaw, and their mouths contain serpentine fangs.

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d12+3, Vigor d10

Skills: Fighting d6, Knowledge (Alchemy) d8, Knowledge (Religion) d8, Knowledge (Occult) d8, Notice d8, Persuasion d8, Spellcasting d12, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 11 (1)

Special Abilities:

- **Armor +1:** Thick scales
- **Bite:** Str +d6.
- **Constrict:** These creatures bite when they succeed at a Fighting roll, and entangle when they succeed with a raise. The round they entangle and each round thereafter, they cause damage to their prey equal to Str+d6. The prey may attempt to escape on his action by getting a raise on an opposed Strength roll.
- **Fear -2:** Anyone who sees a Snake with a Human Head in its entirety must make a Spirit roll at -2.
- **Low Light Vision:** These beasts ignore penalties for Dim and Dark lighting.
- **Powers:** The Snake with the Human Head uses Spellcasting as its arcane skill.

Common powers include detect/conceal arcane, dispel and summon manitou.

- **Size +3:** The Snake with a Human Head is incredibly long.

SPEARFINGER (U'TLUN'TA)

A spearfinger is a giant deformed ogre-witch with clawed hands and one taloned finger elongated into a spear-like shape. They wear nigh-impenetrable stone armor and lives up in the Coyote Mountains.

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

Skills: Animism d12+2, Climb d6, Fighting d8, Notice d6, Throwing d8

Pace: 5; **Parry:** 3; **Toughness:** 13 (4)

Gear: Stone armor (+4)

Special Abilities:

- **Armiger:** Reduce the Parry penalty for worn armor by 1.
- **Claws:** Str+d8, Reach 1, AP 1.
- **Size +3:** Spearfingers stand over 8 feet tall.
- **Powers:** Spearfingers use Animism as their arcane skill. Common powers include; elemental manipulation (earth) and obscure.

SPECTRAL HUNTER (BAYKOK)

Aliases: Pauguk

These evil spirits of death appear as extremely emaciated skeletal figures with semi-translucent skin and two fiery pinpoints of light for eyes. Spectral hunters only prey upon warriors, but do so ferociously and without mercy. They fight with a vicious war club and a bow that shoots invisible arrows. After killing or disabling their opponents, the spectral hunter will usually eat the livers of their victims.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12+2, Vigor d10

Skills: Fighting d10, Intimidation d12, Notice d10, Shooting d8, Stealth d8, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 9

Gear: Bow (Range 12/24/48, Damage 2d6), war club (Str+d6)

Special Abilities:

- **Claws:** Str+d4.
- **Fear -2:** Either the sight of a spectral hunter or the sound of its shrill cry causes the viewer to make a Spirit (-2) rolls.
- **Paralysis:** Victims of a spectral hunter's claw attacks must succeed on a Vigor roll at -2 or be paralyzed for 1d6 rounds.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease;

SPIDER FIEND—SPIDER-THING

Half-damage from non-magical attacks except fire, turquoise, jade and silver.

- **Undead:** +2 Toughness; +2 to recover from being Shaken; No wound penalties; Immune to poison and disease; No additional damage from called shots, no Wound penalties.
- **Weakness (Silver, Turquoise, Jade & Fire):** Manitou take normal damage from silver, turquoise or jade weapons and from fire.

SPIDER FIEND (AMORTORTOK)

Spider fiends are terrifying four-armed spirits with vaguely arachnid features. Their chitinous heads are crowned with five pairs of multifaceted eyes and hungrily clacking mandibles that drip with putrid saliva. Their rough-hewn bodies are covered in bumps, horns and spines. Spider fiends may serve as oracles to those who know how to deal with them, but are deadly and easily provoked by those who do not show them proper respect.

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

Skills: Fighting d10, Investigation d10, Notice d10, Persuasion d6, Spellcasting d10, Survival d10, Tracking d10

Pace: 6; **Parry:** 7; **Toughness:** 11 (2)

Special Abilities:

- **Armor +2:** Chitinous plates
- **Claws/Bite:** Str+d6
- **Death Touch:** Spider fiends drain the lives of those around them with a touch. Instead of a normal attack, a spider fiend may make a touch attack. Every raise on its Fighting roll

automatically inflicts one wound to its target.

- **Improved Frenzy:** Spider fiends may make two Fighting attacks each action at no penalty.
- **Low Light Vision:** Halve penalties for Dim and Dark lighting conditions.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Size +2:** Spider fiends are large in stature.
- **Powers:** Spider fiends use Spellcasting as their arcane skill. Powers; Detect/conceal arcana, divination, and greater divination.
- **Shadow Cloak:** A spider fiend can cloak itself in nearby shadows. Opponents suffer double the normal penalty for dim and dark lighting to attacks and Notice rolls made against a spider fiend.
- **Weakness (Turquoise, Silver, Jade & Fire):** Manitou take normal damage from silver, turquoise or jade weapons and from fire.

SPIDER-THING (DIJEN)



The spider-thing is a monstrous spider the size of a man. These monsters are difficult to kill because they remove their hearts and hide them secretly buried in the ground. A spider-thing takes great care to keep the hiding place of its heart secret because they can be slain instantly by stabbing their disembodied heart.

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

Skills: Climbing d12+2, Fighting d10, Intimidation d10, Notice d8, Shooting d10, Stealth d10

Pace: 8; **Parry:** 7; **Toughness:** 8 (1)

Special Abilities:

- **Armor +1:** Chitinous exoskeleton
- **Bite:** Str+d6 plus poison.
- **Hardy:** A spider-thing does not suffer a wound from being Shaken twice.
- **Heartless:** A spider-thing suffers no extra damage from raises on an attack roll, or called shots to its vitals. It is also immune to fear and other similar emotional effects.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.



SPIRIT COUGAR—SPIRIT HOUND

- **Poison (-4):** The bite of a spider-thing causes instant paralysis for those who fail their Vigor roll. It lasts for 2d6 minutes.
- **Weakness (Disembodied Heart):** If a spider-thing's heart is located, it can be attacked. The heart has an effective Parry of 4 (the -4 attack roll modifier for its size is negated by being prone and having no Fighting die). When the heart is struck by a damaging attack, the spider-thing must make a Vigor roll versus the damage taken. If successful, it suffers the damage without the benefit of armor. If the Vigor roll fails, the spider-thing dies instantly.
- **Weakness (Silver, Turquoise, Jade & Fire):** Manitou take normal damage from jade, silver or turquoise weapons and from fire.
- **Webbing:** The spider-thing can cast webs from its thorax that cover an area the size of a Small Burst Template. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

SPIRIT COUGAR (CATAMOUNT)

Spirit cougars are giant mountain lions with the ability to make incredible leaps.

Attributes: Agility d12, Smarts d6(A), Spirit d8, Strength d12+1, Vigor d10

Skills: Climbing d10, Fighting d8, Intimidation d8, Stealth d10, Tracking d8

Pace: 8; **Parry:** 6; **Toughness:** 9

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Improved Frenzy:** A catamount can make two attacks each round with no penalty.
- **Low Light Vision:** Halve penalties for Dim and Dark lighting conditions.
- **Size+2:** Catamounts are larger than normal mountain lions.
- **Stunning Pounce:** A catamount can leap up to 10" to gain +4 to its attack and damage. When pouncing, its Parry is reduced by -2 until its next action. If it leaps over 6" and hits with a raise, the target automatically becomes Shaken.

SPIRIT HAWK (CETAN)

Spirit hawks appear as gauntly streamlined hawks of enormous size, though they can fly so quickly that they often appear as little more than a blur in the sky. These hawk spirits are associated with the east, speed, keen vision and dedication. They tend to dwell in mountains and rolling hills overlooking plains or

other flatlands.

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

Skills: Fighting d10, Notice d12+4, Stealth d10

Pace: —; **Parry:** 7; **Toughness:** 8

Special Abilities:

- **Blind:** When attacking large prey (such as characters), spirit hawks go for the eyes. If the spirit hawk scores a raise on its Fighting roll, it has hit the character's face. The character must make an Agility roll. On a failure, he suffers the One Eye Hindrance until his wounds heal. A roll of 1, regardless of the Wild Die, he suffers the Blind Hindrance instead.
- **Claws:** Str+d6
- **Flying:** Flying Pace 20"
- **Level Headed:** Acts on the best of two cards.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Quick:** A spirit hawk discards any action cards of 5 or lower.
- **Size +1:** Spirit hawks have a wingspan far longer than a human is tall.
- **Weakness (Turquoise, Silver, Jade & Fire):** Manitou take normal damage from turquoise, silver or jade weapons and from fire.

SPIRIT HORSE

Spirit horses are magnificent beasts that appear as radiantly beautiful wild horses whose image seems to blur slightly when they move. Legends tell that when Hastsi the Red Lord saw the first horses brought to the Untamed Lands, he took the shape of a horse himself and freed them. He then led the first wild horses to the Buffalo Plains and took the most beautiful of the mares as a mate. Their offspring are the spirit horses, wild horse spirits that embody all the strength and beauty of the animal joined with the freedom of the wind upon the open plain.

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d12+3, Vigor d10

Skills: Climb d10, Fighting d8, Intimidation d10, Notice d10

Pace: 10; **Parry:** 6; **Toughness:** 10

Special Abilities:

- **Improved Fleet Footed:** Spirit horses roll a d12 when running instead of a d6.
- **Flight:** Once per day a spirit horse can fly at a rate of 24" with a climb rate of 6".
- **Kick:** Str+d4.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease;

SPIRIT PEOPLE—SPIRIT WOLVERINE

Half-damage from non-magical attacks except fire, jade, turquoise and silver.

- **Size +3:** Spirit horses are about the size of a war horse.
- **Weakness (Turquoise, Silver, Jade & Fire):** Manitou take normal damage from turquoise, silver or jade weapons and from fire.

SPIRIT HOUND (CHINOOK)

A spirit hound is a wild dog spirit that looks much like an enormous feral sled dog. These beasts are named after the bizarre weather patterns they cause, roughly translating to "A swift and deadly change in the prevailing conditions." A spirit hound is every bit as swift and deadly as the weather it brings with it.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d12+2, Vigor d12

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

Pace: 9; **Parry:** 7; **Toughness:** 11

Special Abilities:

- **Bite:** d8+Str
- **Quick:** Chinooks discard action cards of 5 or lower and draw another.
- **Size+3:** Chinooks are about as big as a warhorse or large bear.
- **Weather Control:** A spirit hound is able to cause drastic changes in the weather, inducing sudden blizzards or heat waves. These weather changes effect a one mile radius. Anyone caught within the area of effect must make a Vigor roll or suffer a level of Fatigue from the sudden and extreme cold or heat. Those unable to find appropriate clothing or shelter may have to make additional Vigor rolls as normal for exposure to extreme temperatures. This effect lasts for d10 x 10 hours.

SPIRIT PEOPLE (NUNNE'HI)

The spirit people are a mysterious and ageless race of corporeal spirit folk who sometimes roam the wilds of the southeastern woodlands. They have a tribal society, but their true home lies somewhere in the spirit realm. While spirit people can seem friendly and helpful, they often try to tempt or trick mortals into following them into their home on the spirit world. Those mortals who follow are never heard from again.

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d6, Vigor d6

Skills: Animism d12+2, Fighting d6, Knowledge (History) d6, Notice d8, Persuasion d8, Shooting d8, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Bow (Range 12/24/48, Damage 2d6), knife (Str+d4),

Special Abilities:

- **Low Light Vision:** Spirit people ignore penalties for Dim and Dark lighting.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Powers:** Spirit people use Animism as their arcane skill. Common powers include; detect/conceal arcane, disguise, dispel, illusion and speak language.
- **Weakness (Turquoise, Silver, Jade & Fire):** Manitou take normal damage from turquoise, silver or jade weapons and from fire.

SPIRIT WOLF (AMAROK)

Aliases: Waheela

Unlike their smaller cousins, these gigantic arctic wolves are solitary nocturnal predators with no pack structure.

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

Skills: Fighting d8, Intimidation d8, Notice d6, Tracking d6

Pace: 10; **Parry:** 6; **Toughness:** 6

Special Abilities

- **Bite:** Str+d6
- **Go for the Throat:** Spirit-wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- **Fleet-Footed:** Spirit-wolves roll d10s instead of d6s when running.
- **Keen Nose:** Spirit-wolves get +2 to Notice and Tracking rolls against living targets.

SPIRIT WOLVERINE (CARCAJOU)

Carcajous are giant wolverines. These beasts combine the unbridled ferocity of their smaller cousins with greater size and strength. Legends say that a carcajou is so fearsome that it can keep fighting for up to a minute after it is dead.



STAR CHILD—STONE GAZE SERPENT

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

Skills: Climbing d10, Fighting d12, Intimidation d10, Notice d8, Stealth d12, Tracking d8

Pace: 8; **Parry:** 8; **Toughness:** 11 (1)

Special Abilities:

- **Armor +1:** Thick fur
- **Berserk:** When a carcajou is Shaken, it goes berserk. It gains +2 to all Fighting and Strength rolls and its Toughness, but its Parry is reduced by 2.
- **Bite/Claws:** Str+d6.
- **Burrowing:** Underground Pace 2.
- **Dense Body:** +2 Toughness.
- **Daunting:** A carcajou's explosive ferocity gives it a free Intimidation roll at the beginning of combat.
- **Fearless:** A carcajou is immune to Fear and Intimidation.
- **Hardy:** A carcajou does not suffer a wound when Shaken a second time.
- **Improved Frenzy:** A carcajou can make two Fighting attacks in a single action at no penalty.
- **Quick:** A carcajou discards any action cards of 5 or lower.

STAR CHILD (MANEGESHI)

The star children are short humanoid tricksters from beyond the stars. Some believe them to be the children of the Morning Star and a mortal human. These beings possess powerful medicine of the mind, and are able to read a person's thoughts, place ideas in their heads and speak telepathically. Star children can appear human, but in their natural form they have pale skin, large heads with large and often bald foreheads, small noses and mouths and bulbous black eyes.

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

Skills: Climbing d6, Fighting d4, Notice d8, Persuasion d8, Shooting d6, Throwing d6, Stealth d8, Swimming d10.

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Special Abilities:

- **Charismatic:** A star child has a Charisma bonus of +2.
- **Clairvoyance:** A star child gains a +2 bonus to Notice rolls and suffers no

penalties for poor lighting or concealment. They always act as though they have line of sight to a target, regardless of obstructing objects.

- **Empathy:** A star child can sense the emotions of those around them. This gives them a +2 bonus to Persuasion rolls whenever they can make use of this knowledge.
- **Mind Reading:** A star child can read the surface thoughts of any individual as a free action by succeeding on an opposed Smarts roll. They may also roll their Smarts instead of Agility when attempting to interrupt an enemy's action in combat.
- **Size -1:** Star children are slightly shorter than most humans.
- **Telepathy:** A star child can use the telepathy power at will using Smarts in place of an arcane skill.

STONE GAZE SERPENT (SISIUTL)



A stone gaze serpent is a great three headed sea serpent whose mere gaze can petrify onlookers. Its body is that of a great serpent with two serpentine heads. Its third, central head has a mix of human and ophidian features. Below the central head two humanoid arms protrude from the serpent's body. Stone gaze serpents are said to be able to grant brave warriors indestructible war canoes and belts of invulnerability.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+3, Vigor d12

Skills: Fighting d12, Intimidation d12, Notice d10, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 17 (2)

Special Abilities:

- **Aquatic:** Stone gaze serpents have a Pace of 12 underwater.
- **Armor +2:** Thick scales
- **Bite:** Str+d8
- **Constrict:** Against targets of Size +3 or lower, the stone gaze serpent can Constrict whenever it scores a raise on a Fighting roll. On each of the serpent's actions, the victim must make an opposed Strength roll or gain a Fatigue level. Breaking free requires an action and an opposed Strength roll. Once Incapacitated, the victim is unconscious for the next 1d6 hours—during which time the serpent eats him alive. Fatigue recovers at a rate of one level every 15 minutes.



STONE HAWK—TENT SHAKER SPIRIT

- **Engulf:** Stone gaze serpents can swallow prey as large as Size +1 whole. While engulfed, the target is grappled as per the core rulebook with a -4 penalty to Strength rolls to escape and suffers 2d6 damage per round from digestive juices. Armor offers no protection.
- **Huge:** Attackers are +4 to attack rolls against a stone gaze serpent due to its size.
- **Improved Frenzy:** Stone gaze serpents can make up to two attacks with no penalty.
- **Petrify:** The stare of a stone gaze serpent is deadly to behold. In combat, characters may avert their gaze by taking a penalty to their attack rolls. The attacker may take a -1, -2, -4, or -6 penalty to his attack roll (his choice). Whether the attack is successful or not, the attacker must then make a Spirit roll with a bonus equal to the penalty he took to his attack roll. On a failure, he meets the serpent's gaze and must make a Vigor (-2) roll or be turned to stone for as long as the serpent still lives. A character Surprised by a stone gaze serpent may make an Agility roll at -4 to avert his gaze.
- **Size 7:** Stone gaze serpents can measure over 40' long.

STONE HAWK (ACHIYALATOPA)

These giant spirit hawks have slate colored stone feathers as sharp as flint knives and eyes that smolder with the fires of intelligence. Despite their stone feathers these unnatural avians are excellent fliers.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Throwing d8

Pace: 4; **Parry:** 6; **Toughness:** 12 (4)

Special Abilities:

- **Armor+4:** Stone feathers.
- **Beak/Talons:** Str+d6
- **Flight:** A stone hawk flies at a rate of 10" with a climb rate of 4".
- **Feathers:** A stone hawk may throw up to two of its feathers in one action at no penalty. Treat these as feathers as throwing knives (Str+d4, Range 3/6/12).
- **Size +2:** Stone hawks are larger than a human.



- **Wing Slash:** When not flying, a stone hawk may slash with its wings (Reach 1, Damage Str+d8).

STORM SPIRIT

The great storm spirit is the ruler of the thunder beings, thunder birds and other spiritual beings associated with stormy weather. Storm spirits prefer to ride atop the clouds and rarely show themselves unless they have a personal score to settle. They appear as perfectly formed hairless humans with transparent skin. Inside their translucent bodies swirling storm clouds and arcing lightning are visible where blood vessels and organs would be on a mortal being.

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d12+5, Vigor d12

Skills: Climbing d10, Fighting d12, Intimidation d10, Knowledge (Area) d10, Notice d10, Persuasion d6, Swimming d6

Pace: 7; **Parry:** 8; **Toughness:** 13

Gear: Large bladed war club (Str+d10, AP2, two hands)

Special Abilities:

- **Large:** Attacks against a storm spirit are at +2 because of its large size.
- **Flying:** A storm spirit can fly by riding a cloud, flying at a Pace of 10. Mounting and dismounting a cloud takes 1 action.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Size +5:** Storm spirits stand over 20 feet tall.
- **Weakness (Turquoise, Silver, Jade & Fire):** Manitou take normal damage from turquoise, silver or jade weapons and from fire.
- **Weather Control:** A storm spirit can alter the surrounding weather conditions to create, control, or dissipate large storms. Anyone caught within a one mile radius of the storm spirit who cannot find shelter within ten minutes must make a Vigor roll to avoid gaining a Fatigue level from the bad weather, and must make further rolls every hour spent in the storm. The storm lasts 1d6 hours.

TENT SHAKER SPIRIT (MISHTAPEU)

The tent shaker spirits are a race of giant insubstantial spirits who can predict the future. Shamans sometimes call upon them to interpret the languages



THORN FISH—THUNDER BEING

of other spirits. These ghostly beings are organized into tribes who are continually warring with one another as well as with other spirit beings. Tent shaker spirits are rarely seen, but are often consulted by arctic tribe shamans during a divination ritual called the “shaking tent ceremony.” Those few who have beheld one describe them as humanoid beings with indistinct shifting features and wispy cloud-like bodies.

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

Skills: Animism d12+2, Fighting d6, Healing d6, Knowledge (Sorcery) d4, Notice d6, Persuasion d4, Survival d6, Throwing d6, Tracking d6

Pace: 6; **Parry:** 5; **Toughness:** 10

Special Abilities:

- **Ethereal:** Tent shaker spirits are immaterial and can only be harmed by magical attacks.
- **Size +3:** Tent shaker spirits are giant insubstantial beings.
- **Powers:** Tent shaker spirits use Animism for their arcane skill. Common powers include; curse, death touch, divination, greater divination, dream/nightmare sending, healing medicine and speak language.

THORN FISH (PIM-SKWA)

Aliases: Pim-skwa-wagen-owad

These elusive aquatic beasts are rarely seen, and even then, never clearly, so the specifics of their appearance remain a mystery. They are known for the many small wounds they can inflict on people in the water with their spines and pinchers.

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

Skills: Fighting d4, Notice d6, Swimming d8

Pace: -; **Parry:** 4; **Toughness:** 5

Special Abilities:

- **Aquatic:** Thorn fish have a Pace of 8 underwater.
- **Displacement:** A thorn fish can blur its image, making the beast hard to see clearly or visually locate. All creatures trying to attack it, suffer an additional -2 to their attack roll.
- **Pincher:** Str+d4
- **Size -2:** Thorn fish are about the size of most normal fish.
- **Small:** Any attack rolls targeting a thorn fish suffer a -2 penalty due to its size.
- **Spines:** Anyone touching, stepping on, making unarmed attacks against or grappling a thorn fish suffers 2d4 damage, even on a miss.

THUNDER BEING



Aliases: Ani Hyuntikwalaski, Hao-kah, U'tlun'ta, Asgaya Gigagei

These mysterious thunder spirits live within a stone circle on a lost island. These spirits appear as perfectly formed humans with luminous sky-blue skin and darker blue hair. Arcs of lightning dance across their bodies. These spirits ride storms, creating their own thunder and blasting hollows into trees with their lightning.

Attributes: Agility d12, Smarts d8, Spirit d12, Strength d10, Vigor d10

Skills: Fighting d8, Knowledge (Area) d6, Knowledge (Religion) d4, Notice d6, Stealth d6, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 9 (2)

Gear: Copper Breastplate (+2), copper tomahawk (Str+d6 plus electricity aura), drum of thunder, wind stick

Special Abilities:

- **Armiger:** Reduce the Parry penalty for worn armor by 1.
- **Electricity Aura:** A thunder being can create an aura of deadly electricity around itself as a free action on its turn. While the Electricity Aura is in effect, any creature that touches or strikes the thunder being with a metal weapon will suffer 2d6 electricity damage.
- **Immunity (Electricity, Fire, Sonic):** Thunder beings are immune to electricity, fire and sonic based attacks and spells.
- **Drum of Thunder:** As an action, a thunder being can beat its drum to create a loud clap of thunder, causing all creatures within a half-mile radius to make a Vigor (-1) roll or become Shaken.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Weakness (Turquoise, Silver, Jade & Fire):** Manitou take normal damage from turquoise, silver or jade weapons and from fire.
- **Wind Stick:** As an action, a thunder being can use his magical wind stick to create a powerful wind that pushes foes within a cone blast template 1d6" directly away from it. Those within the affected area may make a Strength roll against the attack, with each success reducing the distance they are pushed by 1".

THUNDERBIRD (WAKÍNYA)

These immense spirit birds appear as gigantic eagles with wispy grey feathers that give its body the texture and hue of a storm cloud. Its crisp blue eyes flash like lightning and its booming cry echoes across the landscape like a roll of thunder.

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d12+2, Vigor d12

Skills: Fighting d12, Knowledge (Area) d10, Notice d12+4, Persuasion d10, Stealth d10, Throwing d10.

Pace: 6; **Parry:** 8; **Toughness:** 12

Special Abilities:

- **Beak/Talons:** Str+d6.
- **Flying:** Flying Pace 18".
- **Immunity (Thunder & Lightning):** Thunderbirds are immune to magical spells with a Thunder or Lightning trapping.
- **Large:** Attacks against a thunderbird are at +2 because of its large size.
- **Lightning:** As an action, a thunderbird can call down a bolt of lightning to strike a foe within its line of sight. It must make a Throwing attack against the target with no range limitations. On a hit the bolt does 2d10 damage.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Size+4:** A thunderbird is significantly larger than a horse.
- **Thunder Clap:** As an action, a thunderbird can create a loud clap of thunder with it's wings that causes all creatures within a half-mile radius to make a Vigor (-1) roll or become Shaken.
- **Weakness (Silver, Turquoise, Jade & Fire):** Manitou take normal damage from jade, silver or turquoise weapons and from fire.
- **Weather Control:** A thunderbird can alter the surrounding weather conditions to create, control, or dissipate large thunderstorm. Anyone caught within a one mile radius of the thunderbird who cannot find shelter within 10 minutes must make a Vigor roll to avoid gaining a Fatigue level from the bad weather, and must make further rolls every hour spent in the storm. The storm lasts 1d6 hours before dissipating.

TRICKSTER RAVEN (KAWKONTWAWK)

These intelligent birds are tricksters that look like very large ravens. They are a remnant of the ancient times when animals had the power of speech and greater capacity for complex thought.

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

Skills: Animism d12, Fighting d6, Notice d10, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Blind:** When attacking large prey (such as characters), trickster ravens go for the eyes. If the bird scores a raise on its Fighting roll, it has hit the character's face. The character must make an Agility roll. On a failure, he suffers the One Eye Hindrance until his wounds heal. A roll of 1, regardless of the Wild Die, he suffers the Blind Hindrance instead.
- **Claws/Bite:** Str+d6.
- **Flying:** Flying Pace 8".
- **Powers:** Trickster ravens use Animism as their arcane skill. Typical posers include; armor, deflection and illusion.
- **Size -1:** Trickster ravens are larger than normal ravens, but smaller than humans.
- **Ventriloquism:** With a successful Persuasion roll, a trickster raven can make its voice sound like it is coming from any location of its choosing.

TROLL

Trolls are a breed of giant that live underground or in large caves. They appear as hideously large and hairy humanoids with tusked mouths, elongated arms and a stooped posture. Their hammer-like fists practically scrape the ground as they plod along. While they are not particularly intelligent, they possess a crude cunning and are skilled in the arts of weapon making and metalsmithing. Some of the finest iron weapons in the world were crafted by the hands of a troll.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d12

Skills: Fighting d8, Intimidation d8, Knowledge (Weapon Making) d8, Notice d4, Repair d6, Throwing d6

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

Gear: Hides (+1), massive club or hammer (Str+d8)

Special Abilities:

TROW—UNDERWATER PANTHER

- **Armiger:** Reduce the Parry penalty for worn armor by 1.
- **Size +2:** An adult troll would be roughly nine feet tall if it were to stand completely upright.
- **Sweep:** A troll may attack all adjacent foes at -2.
- **Secret of Steel:** Trolls are skilled craftsmen capable of forging tools and weapons from iron and steel.
- **Infravision:** Trolls halve penalties (round down) for bad lighting when attacking living targets.

TROW

Trow are smaller, more primitive relatives of the troll. These ugly humanoids dwell in caves or swampland, and hate humans with a passion.

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

Skills: Climbing d6, Fighting d6, Knowledge (Weapon Making) d6, Notice d6, Stealth d6, Swimming d8, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 7 (1)

Gear: Hides (+1), spear (Str + d6)

Special Abilities:

- **Armiger:** Reduce the Parry penalty for worn armor by 1.
- **Burrow:** A trow can burrow at a rate of 1'.
- **Infravision:** Trow halve penalties (round down) for bad lighting when attacking living targets.



TWO HEADED SERPENT (KAISTOWANEA)



Aliases: The two-headed rattle-snake, the serpent with two heads.

These deadly serpents have two heads at the end of two long necks which fork off from a powerful serpentine body. They dwell primarily in the eastern woodlands region.

Attributes: Agility d10, Smarts d4(A), Spirit d8, Strength d10, Vigor d8

Skills: Climb d6, Fighting d8, Notice d8, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 9 (1)

Special Abilities:

- **Armor +1:** Scaly hide
- **Improved Frenzy:** A two headed serpent may make two attacks each action with no penalty.
- **Level Headed:** Acts on the best of two cards.
- **Poison:** A target bitten by one of these serpents must make a Vigor (-2) roll. On a success, the wound becomes numb and swollen while the target becomes Exhausted until healed. On a failure, the target's veins begin turning black as they immediately become Incapacitated and loses a die of Vigor after 1d6 rounds. If this drops their Vigor below a d4, the victim dies.
- **Size +2:** Two headed serpents are around ten feet long.

UNDERWATER PANTHER (MISHUPISHU)

The great underwater panther or "Mishupishu" has the powerful body of a wild cat, but has horns and snake-like scales with the dull greenish luster of weathered copper. These fierce predators are equally at home hunting on land or in the water.

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

Skills: Climbing d10, Fighting d12, Intimidation d10, Notice d12, Stealth d12, Swimming d10, Tracking d12

Pace: 8; **Parry:** 8; **Toughness:** 12 (2)

Special Abilities:

- **Aquatic:** Underwater panthers have a Pace of 10 underwater.
- **Armor +2:** Tough scales.
- **Bite/Claw/Gore:** Str+d6.

VOLCANO LIZARD—WENDIGO, YOUNG

- **Burrow:** Pace 4.
- **Fleet Footed:** Underwater panthers roll a d10 when running instead of a d6.
- **Improved Frenzy:** An underwater panther may make two attacks each action with no penalty.
- **Low Light Vision:** Underwater panthers ignore penalties for Dim and Dark lighting.
- **Maul:** An underwater panther that succeeds in a Grapple attack has knocked its prey to the floor and may make a Fighting attack with no multi-action penalty. So long as the victim remains prone, subsequent attacks are made at +2.
- **Pounce:** Underwater panthers often pounce on their prey to best bring their mass and teeth to bear. It can leap 1d8" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver, however.
- **Size +3:** Underwater panthers are larger than most mundane wild cats.
- **Shadow Cloak:** An underwater panther can cloak itself in nearby shadows. Opponents suffer double the normal penalty for dim and dark lighting to attacks and Notice rolls made against an underwater panther.



VOLCANO LIZARD (CHERUFE)

Volcano lizards are massive draconic lizard spirits that dwell in the volcanoes of the tropical southern lands. Their dark scales cover glowing magma-like flesh, giving their bodies the appearance of molten lava. Volcano lizards are said to be sacred to the volcano goddess Pele.

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d12+5, Vigor d12

Skills: Climbing d12, Fighting d12, Intimidation d12, Notice d12, Swimming d10

Pace: 6; **Parry:** 8; **Toughness:** 20 (4)

Special Abilities:

- **Armor +4:** Scaly hide.
- **Claws/Bite:** Str+d8.
- **Fear -2:** Anyone who sees a mighty volcano lizard must make a Spirit (-2) roll.

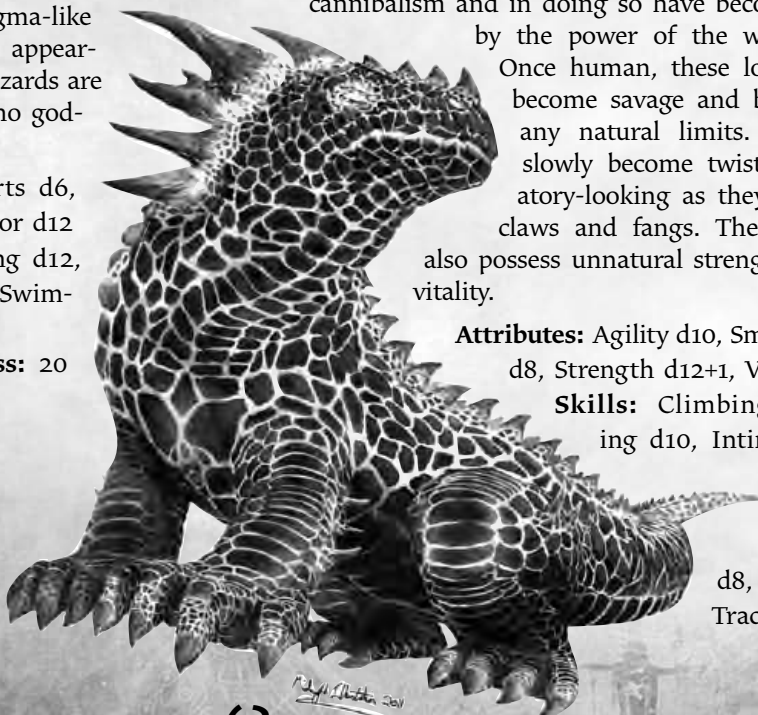
- **Fire Aura:** A volcano lizard radiates fear-some heat. At the end of movement, all adjacent foes who fail a Vigor (-2) roll suffer 2d6 damage.
- **Fiery Breath:** Volcano lizards breathe fire using the Cone Template. Every target within this cone may make an Agility (-2) roll to avoid the attack. Those who fail suffer 2d10 damage and must roll to see if they catch fire. A volcano lizard may not attack with its claws or bite in the round it breathes fire.
- **Hardy:** The volcano lizard does not suffer a wound from being Shaken twice.
- **Huge:** Attackers add +4 to their attack rolls when fighting a volcano lizard due to its massive size.
- **Immunity (Heat):** A volcano lizard suffers no harm from any kind of fire, including magic with a fire or heat trapping. It can even swim through molten lava as if it were water.
- **Improved Frenzy:** If a volcano lizard does not use its Fiery Breath ability, it may make two Fighting attacks with no penalty.
- **Level Headed:** Acts on the best of two cards.
- **Size +8:** A volcano lizard is a truly massive creature.
- **Improved Sweep:** A volcano lizard can attack all adjacent foes at no penalty.
- **Weakness (Cold):** Magical cold and ice attacks cause +4 damage. Nonmagical cold has no additional effect.

WENDIGO, YOUNG

Young wendigos are humans that have resorted to cannibalism and in doing so have become possessed by the power of the wendigo spirit. Once human, these lost souls have become savage and bestial beyond any natural limits. Their bodies slowly become twisted and predatory-looking as they grow bestial claws and fangs. These individuals also possess unnatural strength, speed and vitality.

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

Skills: Climbing d8, Fighting d10, Intimidation d10, Notice d8, Swimming d8, Stealth d8, Throwing d8, Tracking d8



WENDIGO, ELDER—WENDOL

Pace: 8; **Parry:** 7; **Toughness:** 7

Special Abilities:

- **Claws:** Str+d4.
- **Fleet-Footed:** A wendigo rolls d10s instead of d6s when running.
- **Frenzy:** A wendigo can make two Fighting attacks per round at a -2 penalty.
- **Immunities (Cold & Wind):** Wendigos are immune to cold, wind and cold or wind-based attacks or effects.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Night Vision:** A wendigo can see in all but complete darkness as if daylight.
- **Quick:** A wendigo discards any action cards of 5 or lower.
- **Weakness (Banishment):** Young wendigos can still be saved from the possession of the wendigo spirit by exorcising its evil influence with the Banishment power, causing them to revert back to a human state.
- **Weakness (Turquoise, Silver, Jade & Fire):** Manitou take normal damage from turquoise, silver or jade weapons and from fire.



WENDIGO, ELDER

An elder wendigo was once human, but has been possessed by the great wendigo spirit for so long that there is no shred of humanity left in them, possessing inhuman savagery and cruelty.

Elder wendigos appear as giant white furred humanoids that resemble a cross between an arctic wolf and a polar bear, but with a hunched vaguely humanoid form. They are continually surrounded by an aura of cold and their bodies and fur are continually encrusted with ice.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12+3, Vigor d12

Skills: Climbing d12, Fighting d12, Intimidation d12, Notice d10, Swimming d10, Stealth d10, Throwing d10, Tracking d10

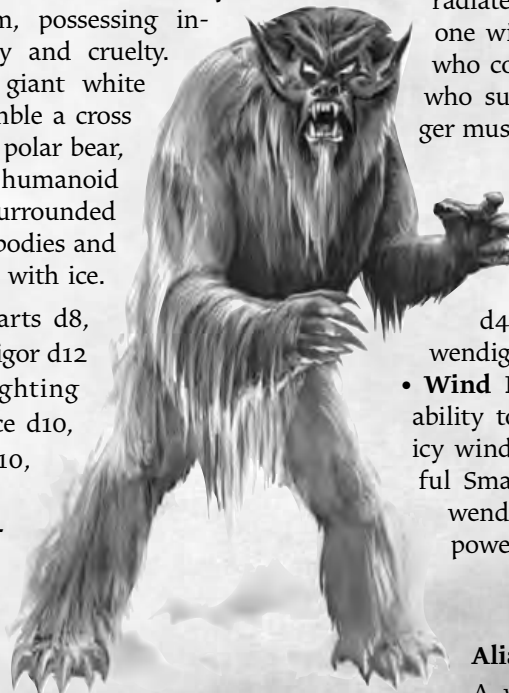
Pace: 8; **Parry:** 8; **Toughness:** 9

Special Abilities:

- **Change Form:** As an action, an elder wendigo can take on

the form of any predatory animal on a successful Smarts roll. Changing back to its natural humanoid form also requires a Smarts roll.

- **Claws:** Str +d6.
- **Fear (-2):** Anyone encountering an elder wendigo must make a Spirit (-2) roll.
- **Fearless:** Elder wendigos are immune to Fear and Intimidation.
- **Fleet-Footed:** A wendigo rolls d10s instead of d6s when running.
- **Immunities (Cold & Wind):** Wendigos are immune to cold, wind and cold or wind-based attacks or effects.
- **Improved Frenzy:** An elder wendigo may make two Fighting attacks each action at no penalty.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Night Vision:** A wendigo can see in all but complete darkness as if daylight.
- **Quick:** A wendigo discards any action cards of 5 or lower.
- **Size +1:** An Elder wendigo has grown larger than any natural born human.
- **Weakness (Turquoise, Silver, Jade & Fire):** An elder wendigo takes normal damage from turquoise, silver or jade weapons. Elder wendigos suffer an extra +4 damage from fire-based attacks to which they are particularly vulnerable.
- **Wendigo Psychosis Aura:** Elder wendigo radiate the wendigo spirit's power. Anyone within a mile of an elder wendigo who commits an act of cannibalism, or who suffers Fatigue from cold or hunger must make a Spirit (-2) roll (-4 if they have committed cannibalism). Failure results in the repeated loss of a die in Spirit every 24 hours until the victim is cured or their Spirit drops below a d4 and they transform into a young wendigo.
- **Wind Form:** Elder wendigos have the ability to assume the form of a gust of icy wind. This action requires a successful Smarts roll. While in this form the wendigo cannot make attacks or use powers, but can fly at a pace of 12'.



WENDOL

Aliases: Grendel-spawn

A wendol is a hairy and bestial arctic-dwelling humanoid that is greatly feared by

WIND EAGLE—WINGED SERPENT

the Skadians for their ability to best even a skilled warrior in combat and their tendency to eat the flesh of those they kill. Their appearance is hunched and simian, but they look more monstrous than any ape, possessing facial features and fanged maws both wolfish and demoniac. Wendols prefer to attack under the cover of a thick fog or mist. The wendol are thought to be the descendants of the legendary monster known as Grendel and its mother.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Stealth d4, Survival d6, Throwing d6

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

Special Abilities:

- **Armor +1:** Thick fur.
- **Berserk:** When a wendol is Shaken, it goes berserk. It gains +2 to all Fighting and Strength rolls and its Toughness, but its Parry is reduced by 2.
- **Bite/Claws:** Str +d6.
- **Camouflage:** Wendol gain a +2 bonus to Stealth rolls in snowy conditions.
- **Fear:** Those seeing a wendol for the first time must make a Spirit roll.
- **Size +2:** A wendol is considerably taller and broader than a human.

WIND EAGLE (WUCHOWSEN)

Aliases: Oonawieh Unggi, Wad-zoo-sen

These giant spirit eagles are said to create the wind by flapping their massive wings. Wind eagles appear as giant bald eagles with enlarged wings. Their wispy feathers seem to continually flutter and blow about them even when no wind is apparent.

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

Skills: Fighting d10, Notice d12+4, Stealth d8

Pace: —; **Parry:** 7; **Toughness:** 10

Special Abilities:

- **Beak/Talons:** Str+d6.
- **Flying:** Flying Pace 12".
- **Push:** As an action, a wind eagle can flap its wings to create a powerful wind that pushes foes within a cone template 1d6" directly away from it. Those within the affected area may make a Strength roll against the attack, with each success reducing the distance they are pushed by 1".
- **Size +3:** A wind eagle has a massive wingspan.

WINGED SERPENT (XIUHCOATL)

Aliases: Turquoise serpent, fire serpent

These giant snakes have scales the color of turquoise and possess a pair of brightly colored feathery wings. Their bodies often appear wreathed in flames. The winged serpent is said to represent drought and the dry season. This beast is revered and feared by many tribes and is strongly associated with the Maztlani god of fire.

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d12, Vigor d8

Skills: Fighting d10, Notice d10

Pace: 6; **Parry:** 7 **Toughness:** 9 (1)

Special Abilities:

- **Armor +1:** Thick Scales.
- **Bite:** Str+d6.
- **Constrict:** Against targets of Size +1 or lower, the winged serpent can Constrict whenever it scores a raise on a Fighting roll. On each of the snake's actions, the victim must make an opposed Strength roll or gain a Fatigue level. Breaking free requires an action and an opposed Strength roll. Once Incapacitated, the victim is unconscious for the next 1d6 hours—during which time the snake eats him alive. Fatigue recovers at a rate of one level every 15 minutes.
- **Flying:** Flying Pace 10".
- **Poison (-2):** A character bitten by a winged serpent must make a Vigor (-2) roll. On a success, the bite area swells and becomes numb and the victim becomes Exhausted until healed. On a failure, the victim becomes Incapacitated and must make a second Vigor roll or die.
- **Size +2:** A winged serpent is nearly twice as long as a human.
- **Sparks:** If the winged serpent is struck with an iron weapon, the stony scales of the winged serpent give off fiery sparks. Any flammable materials within 1", including the attackers clothing, has the normal chance of catching on fire (See the Spreading heading under the rules for Fire in the core rulebook).

WOLF-FIEND (NIHASA)

Wolf-fiends are demoniac black wolves with luminous green eyes who hunt humans for sport. When the wolf-fiends hunt, they seek to draw the hunt out for as long as possible, purposefully toying with and terrorizing their prey as long as they can without risking their escape. Wolf-fiends are thought to be born into this world from the spirit realm when a hunter does not show the proper respect for his prey or hunts for sport rather than out of necessity.

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

Skills: Fighting d6, Notice d6, Stealth d8, Survival d6, Tracking d8

Pace: 10; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Bite:** Str+d6.
- **Fearful Howl:** Those who hear a wolf-fiend's otherworldly howl must succeed on a Spirit roll or roll on the Fear Effects table.
- **Fleet Footed:** Wolf-fiends roll a d10 when running instead of a d6.
- **Go for the Throat:** Wolf-fiends instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- **Keen Nose:** Wolf-fiends get +2 to Notice and Tracking rolls against living targets.
- **Low Light Vision:** Wolf-fiends ignore penalties for Dim and Dark lighting.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Weakness (Fire, Jade, Turquoise & Silver):** Wolf-fiends take normal damage from jade, silver or turquoise-edged weapons and from fire.

WOODLAND STALKER (BOKWUS)

Aliases: Bakwas, Gagit, Ghost King, Pukubts

These evil forest spirits are rarely seen except for brief glimpses through the dense foliage. They are humanoid in shape with aquiline hawk-like features. A woodland stalker is usually covered in fearsome patterns of war paint that serve to highlight their more bestial features. They eat ghost food out of cockle shells, and try to trick humans into eating it, in order to transform them into woodland stalkers. They live in invisible houses in the forest where they gather the spirits of the drowned into their service.



Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12, Vigor d10

Skills: Animism d12+1, Climbing d10, Fighting d10, Intimidation d12, Knowledge (Area) d10, Notice d10, Stealth d12, Survival d8, Tracking d10

Pace: 6; **Parry:** 7; **Toughness:** 8 (1)

Gear: Bone hair-pipe breastplate (+1), war club (Str+d6)

Special Abilities:

- **Armiger:** Reduce the Parry penalty for worn armor by 1.
- **Claws:** Str+d4.
- **Collect Soul:** A woodland stalker can collect the souls of any who drown within a half mile. Upon death, the victim must make an opposed Spirit roll against the woodland stalker or rise the next night as a ghost under the woodland stalker's control.
- **Fear -2:** Anyone catching a glimpse of a woodland stalker must make an immediate Spirit (-2) roll.
- **Forest Walk:** A woodland stalker can move through thick foliage without suffering any penalties to their Pace for Difficult Terrain.
- **Manitou:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except fire, jade, turquoise and silver.
- **Powers:** A woodland stalker uses Animism as its arcane skill and typically possesses the powers elemental manipulation (earth and water) and entangle.
- **Push:** A woodland stalker may push an adjacent or grappled foe 1d4" in a straight line in the direction of their choice. The victim can make an opposed Strength roll against this attack, with each success and raise reducing the amount they are moved by 1". The woodland stalker typically uses this attack to push targets into fast moving water or down a waterfall in the hopes of drowning them.
- **Sneak Attack:** Woodland stalkers add +2 to any damage roll made against a foe who is unaware of their attack. This applies to ranged attacks as well as melee.
- **War Paint:** All woodland stalkers have the Mark of the Warrior Edge.
- **Weakness (Turquoise, Silver, Jade & Fire):** Manitou take normal damage from turquoise, silver or jade weapons and from fire.

ALCHEMIST—ASSASSIN

CHAPTER THREE: SUPPORTING CAST

SUPPORTING CAST

The following NPCs are stock characters commonly found in *Totems of the Dead*.

ALCHEMIST

There are two major alchemical traditions in the Untamed Lands. The older and more widespread of the two is Yaurcoan alchemy, which developed in the Yaurcoan Empire and has slowly moved north. The second alchemical tradition is that of Shenese alchemy, introduced to the Untamed Lands after the founding of the City-State of Shen.

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

Skills: Fighting d6, Intimidation d8, Knowledge (Alchemy) d12+2, Knowledge (Herbalism) d10, Notice d8, Shooting d8, Stealth d6, Throwing d10

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Quirk (varies)

Edges: Arcane Background (Alchemy), Herbalist

Gear: Alchemical components, alchemists tools

Special Abilities:

- **Powers:** *blast (fire powder), burst (acid splash), light (alchemical flare), obscure (smoke powder) and stun (thunder-in-a-jar).*

AMIZANI

These warrior women dwell in the humid jungles of the far south, but some journey into the northlands in search of mercenary work and adventure.

AMIZANI MERCENARY

These steely eyed women dress in grass skirts and bits of armor collected from their fallen foes.

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

Skills: Boating d8, Fighting d8, Intimidation d8, Notice d6, Riding d6, Shooting d8, Throwing d6, Swimming d8

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

Hindrances: Illiterate, Loyal

Edges: Armiger, Attractive, Woodsman



Gear: Random bits of armor (+1), spear (Str+d6, +1 Parry), blowgun (poison) or bow (Range 12/24/48, Damage 2d6).

Special Abilities:

- **Poison:** Amizani typically employ poisons on their blowgun darts. A typical Amizani's poison requires the victim to make a Vigor (-2) roll or become paralyzed for d4 minutes.

AMIZANI QUEEN

The queens and princesses of the Amizani are known almost as much for their exquisite beauty as they are feared for their combat prowess.

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

Skills: Boating d10, Fighting d12, Intimidation d10, Notice d8, Riding d6, Shooting d10, Throwing d8, Swimming d10

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

Hindrances: Varies

Edges: Acrobat, Attractive, Block, Combat Reflexes, Fervor, Hold the Line!, Level Headed, Natural Leader, Very Attractive, Woodsman

Gear: Hide armor (+1), spear (Str+d6, +1 Parry), blowgun (poison) or bow (Range 12/24/48, Damage 2d6).

Special Abilities:

- **Poison:** Amizani typically employ poisons on their blowgun darts. A typical Amizani's poison requires the victim to make a Vigor (-2) roll or become paralyzed for d4 minutes.



ASSASSINS

Assassins seem to find abundant employment wherever there are people with more wealth than morals. Unfortunately, this combination is far more common than one would hope.

ASSASSIN

Even the typical assassin is a deadly and well-trained individual.

MASTER ASSASSIN—BANDIT CHIEF

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

Skills: Climbing d8, Fighting d8, Intimidation d6, Notice d8, Stealth d8, Shooting d8, Streetwise d6, Throwing d8, Tracking d8

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

Hindrances: Varies

Edges: Alertness, Armiger, First Strike, Thief

Gear: Hide armor (+1), bow (Range 12/24/48, Damage 2d6), knives (Range: 3/6/12, Damage: Str+d4).

Special Abilities:

- **Poison:** Assassins typically employ poisons that can be used to taint food and drink or coat their knives and arrows. A typical assassin's poison requires the victim to make a Vigor (-2) roll or take an automatic wound.
- **Surprise Attack:** When striking a foe that is unaware or off their guard, the assassin does +2 damage.

MASTER ASSASSIN

The master assassin turns killing into an art form.

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

Skills: Climbing d8, Fighting d12, Intimidation d8, Notice d10, Shooting d12, Stealth d12, Streetwise d8, Throwing d10, Tracking d10

Pace: 6; **Parry:** 9; **Toughness:** 6 (1)

Hindrances: Varies

Edges: Acrobat, Alertness, Armiger, Block, First Strike, Marksman, Level Headed, Marksman, Quick Draw, Thief

Gear: Hide armor (+1), bow (Range 12/24/48, Damage 2d6), shortsword (Str+d6), knives (Range: 3/6/12, Damage: Str+d4).

Special Abilities:

- **Poison:** Master assassins have access to deadlier poisons. Victims must make a Vigor (-2) roll or die in 2d6 rounds.
- **Surprise Attack:** When striking a foe that is unaware or off their guard, the assassin does +2 damage.

ATLANTEAN BARBARIAN

Atlantean barbarians are descended from Atlantean rebels, deserters and escaped slaves. They are a once proud and sophisticated people now fallen into barbarism. Some have been wandering the Untamed Lands for so long that they have all but forgotten their ancestral origins.



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

Skills: Climbing d10, Fighting d10, Intimidation d8, Notice d8, Swimming d10

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

Hindrances: Outsider

Edges: Alertness, Armiger, Brawny, Block, Fleet Footed, Frenzy, Improved Frenzy

Gear: Broad sword (Str +d8), leather jerkin (+1)

BANDITS

Wherever valuable goods are transported, or wealthy travelers tread, groups of bandits soon appear. Bandits tend to be a motley bunch of outcasts from just about every culture, tribe, or clan in the surrounding area, plus a few who are clearly very far from their homeland.

BANDIT

Common bandits are little more than a collection of thugs and thieves with a taste for the great outdoors.

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

Skills: Climbing d6, Fighting d6, Notice d6, Shooting d6, Stealth d6, Survival d6, Throwing d6, Tracking d6

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

Hindrances: Greedy, Illiterate, Mean

Edges: Woodsman

Gear: Hide armor (+1), plus a handaxe, shortsword or warclub (Str+d6)

BANDIT CHIEF

Only the fearless and foolhardy seek to lead a ragtag group of bandits and ruffians.



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

Skills: Climbing d6, Fighting d10, Intimidation d8, Notice d6, Riding d8, Shooting d10, Stealth d8, Survival d6, Throwing d8, Tracking d6

Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 7 (1)

Hindrances: Greedy, Illiterate, Mean

Edges: Block, Combat Reflexes, Command, Woodsman

BERSERKER—ENTERTAINER

Gear: Wood slat armor (+2), plus a handaxe, short-sword or warclub (Str+d6)

BERSERKER

These elite Skadian warriors are known and feared throughout the land. The ferocious Ruskar also have a similar class of elite battle-ragers.

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

Skills: Boating d6, Climbing d6, Fighting d10, Intimidation d10, Riding d6, Stealth d6, Survival d8, Throwing d10, Tracking d8

Charisma: 0; **Pace:** 8; **Parry:** 8; **Toughness:** 8 (1)

Hindrances: Bloodthirsty, Illiterate

Edges: Armiger, Berserk, Fleet Footed, Hard to Kill, Improved Frenzy, Nerves of Steel, Strong Willed

Gear: Battleaxe (Str+d8), handaxe (Str +d6), hide armor (+1), medium shield (+1 Parry)



BLOOD PRIEST

Blood priests are the magicians of the Aztlan Empire. While many work for the betterment of their communities, others have grown corrupt and decadent, drunk on their own power.

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d8

Skills: Fighting d10, Intimidation d10, Knowledge (Occult) d10, Knowledge (Religion) d10, Notice d8, Spellcasting d12+1,

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Knife (Str+d4), macatuitl (Str+d8, AP 1 vs. soft armor), staff (Str+d4, +1 Parry)

Hindrances: Bloodthirsty

Edges: Arcane Background (Blood Magic), Blood Memory, Improved Blood Sacrifice

Special Abilities:

- **Powers:** *boost/lower trait, death touch, psychic evisceration, puppet, stun and zombie*



CULTISTS

Cultists are no strangers to the Untamed Lands. In times of turmoil and civil unrest, these fanatical enclaves seem to spring up like infestations of vermin, though some wield far more sinister powers.

CULTIST

The average cultist is both fanatical and ultimately expendable.

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

Skills: Climbing d4, Fighting d6, Intimidation d6, Knowledge (Occult) d4, Notice d6, Shooting d4, Streetwise d6, Throwing d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Illiterate, Loyal, Outsider

Edges: Connections

Gear: Knife



CULT LEADER

These statistics represent a cult leader who wields power through force of personality. Some cult leaders may also wield sorcerous powers.

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

Skills: Fighting d8, Knowledge (Occult) d8, Notice d8, Persuasion d10, Intimidation d10

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Overconfident

Edges: Charismatic, Command, Connections, Fervor, Quick Draw

Powers: Some cult leaders can perform the *summon manitou/demon* power.

Gear: Knife (Str+d4)

DIPLOMAT

Diplomats play a key role in forming and maintaining tribal alliances, tribal confederacies and empires. Diplomats may include councilmen, tribal elders, and advisers to chiefs and kings.

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

Skills: Boating d4, Fighting d4, Notice d8, Persuasion d8, Riding d6, Streetwise d8

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Any one

Edges: Charismatic

Gear: knife (Str+d4), Other gear varies.

ENTERTAINER

Entertainers include all manner of dancers, singers, musicians, and story-tellers.

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

Skills: Climbing d6, Fighting d4, Knowledge (Oral Tradition) d10, Notice d8, Persuasion d10, Riding d6, Taunt d12

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Illiterate

FERAL ONES—HUNTERS

Edges: Acrobat, Blood Memory, Charismatic, Performer, Strong Willed

Gear: Knife (Str+d4)

Special Abilities:

- **Knowledgeable:** +2 to all Common Knowledge rolls.

FERAL ONES

These bestial humanoids diverged from the rest of the human race ages ago, returning to the wild to live as much like beasts as like men. Their society mixes tribal structure with predatory pack dynamics.

FERAL ONE PACK MEMBER

A typical Feral One is a fierce opponent who is quite capable in combat.

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

Skills: Fighting d8, Intimidation d8, Notice d8, Shooting d6, Stealth d8, Survival d8, Throwing d6, Tracking d8

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

Hindrances: Illiterate, Outsider

Edges: Berserk, Brawny, Block, Fleet Footed, Wolf Pack Tactics

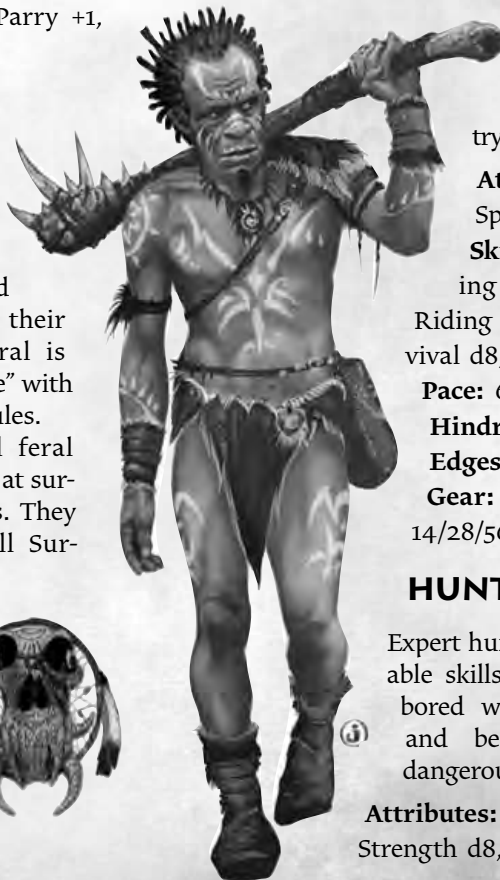
Gear: Knife (Str+d4), spear (Parry +1, Reach 1, Str+d6)

Special Abilities:

- **Keen Senses:** A feral one has a keen sense of hearing and smell, giving them a +2 bonus on all Notice and Tracking rolls. Due to their enhanced senses, a feral is always considered “Active” with respect to the Stealth rules.
- **Survival Instinct:** All feral ones are naturally adept at surviving in the wilderness. They gain a +2 bonus on all Survival rolls.

FERAL ONE ALPHA

These statistics represent the stronger feral ones who either become natural leaders or are cast out by a stronger member to become experienced lone wolves.



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

Skills: Fighting d10, Intimidation d10, Notice d8, Shooting d8, Stealth d8, Survival d8, Throwing d8, Tracking d8

Charisma: 0; **Pace:** 6; **Parry:** 9; **Toughness:** 9 (1)

Hindrances: Illiterate, Outsider

Edges: Armiger, Berserk, Brawny, Block, Command, Charismatic, Fervor, Frenzy, Fleet Footed, Wolf Pack Tactics

Gear: Hide armor (+1), knife (Str+d4), spear (Parry +1, Reach 1, Str+d6)

Special Abilities:

- **Keen Senses:** A feral one has a keen sense of hearing and smell, giving them a +2 bonus on all Notice and Tracking rolls. Due to their enhanced senses, a feral is always considered “Active” with respect to the Stealth rules.
- **Survival Instinct:** All feral ones are naturally adept at surviving in the wilderness. They gain a +2 bonus on all Survival rolls.

HUNTERS

Hunters are common in the Untamed Lands, and many populations depend on them for a significant portion of their food.

HUNTER, TYPICAL

A typical hunter is usually just trying to help feed their community.

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

Skills: Climbing d8, Fighting d8, Healing d6, Intimidation d6, Notice d8, Riding d6, Shooting d8, Stealth d8, Survival d8, Tracking d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrances: Illiterate, Varies

Edges: Woodsman

Gear: Knife (Str+d4), longbow (Range: 14/28/56, Damage: 2d6)

HUNTER, EXPERT

Expert hunters have remarkable skills. A select few get bored with mundane prey and begin stalking more dangerous quarry.

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



MERCHANTS—PIRATE CREW

Skills: Climbing d8, Fighting d10, Healing d6, Intimidation d6, Notice d10, Riding d6, Shooting d10, Stealth d8, Survival d10, Throwing d8, Tracking d10
Pace: 6; **Parry:** 7; **Toughness:** 8 (1)

Hindrances: Illiterate, Varies

Edges: Combat Reflexes, Marksman, Steady Hands, Woodsman

Gear: Hide armor (+1), knife (Str+d4), longbow (Range: 14/28/56, Damage: 2d6)

MERCHANT

Merchants and their businesses are the lifeblood of most civilized economies.

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

Skills: Fighting d4, Knowledge (Business) d10, Notice d8, Persuasion d8

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Varies

Edges: Merchant, Wealthy

Gear: Knife (d4+Str)

NEANDERTHAL (SCRAELINGAR)

Neanderthals are a primitive race of near-human beings who look askance upon the spread of the human races, seeing such success as being to their own detriment.

NEANDERTHAL WARRIOR

Big and brutish, a Neanderthal warrior is an intimidating sight.

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

Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d4, Stealth d6, Throwing d8

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

Hindrances: Illiterate, Mean

Edges: Brawny

Gear: Club (Str+d4) or spear (Str+d6; Parry +1; Reach 1)

NEANDERTHAL CHIEFTAIN

Neanderthal leaders tend to be the biggest and strongest of their peer group.

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

Skills: Climbing d6, Fighting d10, Intimidation d10, Notice d4, Stealth d6, Throwing d10

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

Hindrances: Illiterate, Mean

Edges: Brawny, Sweep

Gear: Club (Str+d4) or spear (Str+d6; Parry +1; Reach 1)

NEANDERTHAL SHAMAN

Neanderthals have their own shaman-like priests of their engorged earth goddess.

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

Skills: Animism d10, Climbing d6, Fighting d8, Healing d8, Intimidation d10, Knowledge (Religion) d8, Notice d6, Stealth d6

Charisma: -2; **Pace:** 6; **Parry:** 6/7; **Toughness:** 7

Hindrances: Illiterate, Mean

Edges: Arcane Background (Shamanism), Brawny

Gear: Spear (Str+d6; Parry +1; Reach +1)

Special Abilities:

- **Powers:** *boost/lower trait, fear, summon manitou and telekinesis.*

PIRATES

Pirates are found wherever valuable goods are transported by water, or wealthy port towns have more plunder than protection.

PIRATE CREW

A pirate crew is composed of ruffians from all manner of racial and cultural backgrounds brought together by the unifying purpose of satisfying their own greed.

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

Skills: Boating d6, Climbing d6, Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Swimming d6

Charisma: -2; **Pace:** 6, **Parry:** 5, **Toughness:** 5

Hindrances: Greedy (Minor), Illiterate, Mean

Edges: Mariner, Steady Hands

Gear: Dagger (Str +d4), hand axe (Str +d6) or bow (2d6)

Special Abilities:

- **Scalawag:** +2 to Trick rolls



PIRATE CAPTAIN—SEDUCTRESS

PIRATE CAPTAIN

Pirates are captained by whoever has the cleverness to lead them to good plunder and the leadership ability to keep them in line enough to prevent mutiny at the first sign of trouble.



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

Skills: Boating d6, Climbing d6, Fighting d8, Intimidation d6, Knowledge (Battle) d6, Notice d6, Shooting d6, Stealth d6, Swimming d6

Charisma: +0; **Pace:** 6, **Parry:** 6, **Toughness:** 6(1)

Hindrances: Greedy (Minor), Illiterate, Mean

Edges: Armiger, Command, Charismatic, Mariner, Steady Hands

Gear: Dagger (Str +d4), broadsword (Str +d8) or bow (2d6), leather armor (+1)

Special Abilities:

- **Scalawag:** +2 to Trick rolls

RUNECASTER

Rune Casters are Skadian warrior-magicians who have unlocked the power of one or more runes passed down to mankind from Wodinas, the Skadian god of wisdom.



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

Skills: Boating d4, Fighting d8, Intimidation d8, Knowledge (Occult) d6, Knowledge (Religion) d8, Notice d8, Rune Lore (Any One Attet) d12, Throwing d8



Charisma +0; **Pace:** 6; **Parry:** 6; **Toughness:** 8(2)

Hindrances: -

Edges: Arcane Background (Runecasting), Armiger

Gear: Chainmail (+2), broadsword (d8+Str), knife (d4+Str), medium shield (+1 Parry)

Special Abilities:

- **Runes:** Any three runes from the same Attet.
- **Rune-casting:** All runecasters have the Divination power.

SACHEM (NOBLE)

“Sachem” is a term denoting nobility in the Untamed Lands. Sachems include chieftains and sub-chiefs, kings, queens, princes and princesses, as well as other high ranking lords and courtiers.



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

Skills: Fighting d6, Intimidation d8, Notice d6, Persuasion d6, Riding d8, Shooting d8, Throwing d6

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Various

Edges: Armiger, Command, Connection, Noble, Wealthy

Gear: Bone hair pipe breastplate (+1), medium shield (+1 Parry), warclub (Str+d6)

SEDUCTRESS

Some individuals favor using the force of suggestion over the threat of force, when it comes to getting what they want. Seductresses are masters of their craft, able to identify a person's passions and then subtly manipulate them through suggestions and innuendos that play to their mark's strongest desires.

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

Skills: Fighting d4, Intimidation d8, Notice d8, Persuasion d12, Stealth d8, Streetwise d6, Taunt d12

Charisma +6; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Varies

Edges: Charismatic, Very Attractive

Gear: Knife (d4+Str)

Special Abilities:

- **Seduction:** Seductresses can use Persuasion to initiate a Test of Wills.

Some may even enhance their natural abilities with the puppet power.

SHAMAN

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Animism d12, Fighting d6, Knowledge (Oral Tradition) d8, Knowledge (Religion) d10, Persuasion d8, Riding d6, Shooting d6, Stealth d6, Survival d8, Tracking d8
Charisma: 0; **Pace:** 6; **Parry:** 5/6; **Toughness:** 5
Edges: Arcane Background (Shamanism),
Gear: Bow (12/24/48, 2d6), spear (2d6, Parry +1, Reach +1, requires 2 hands).
Special Abilities:

- **Powers:** *Banishment, boost/lower trait, divination, greater divination and healing medicine.*

SORCERER

Sorcerers are typically corrupt magicians that may have once been shamans or witches but might have come from any arcane background. These casters have become seduced by the black arts and forsaken any moral, communal, or religious pretenses in the pursuit of personal power.

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d6, Vigor d8
Skills: Animism d12+2, Fighting d8, Intimidation d12, Knowledge (Occult) d12, Notice d8, Shooting d10, Stealth d6
Pace: 6; **Parry:** 7; **Toughness:** 7 (1)
Hindrances: Mean, Quirk (Obsession with Sorcery), Vengeful
Edges: Arcane Background (Shamanism), Armiger, Blood Sacrifice
Gear: Bone hairpipe breastplate (+1), knife (d4+Str), staff (d4+Str, +1 Parry)
Special Abilities:

- **Powers:** armor, boost/lower trait, detect/conceal arcane, dispel, fly, light, puppet and summon manitou/demon

THIEVES

Just as there are honest hardworking folk, there are tricksters and thieves eager to bilk them out of their hard-earned food and material wealth.

THIEF

Common thieves can be found in almost any human settlement. The larger the settlement, the more thieves you are likely to find.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Climbing d8, Fighting d6, Lockpicking d8, Notice d8, Stealth d8, Streetwise d6, Survival d6, Taunt d6, Throwing d8
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Illiterate + Various
Edges: Thief
Gear: knife (Str+d4), throwing knives (Range: 3/6/12, Damage: Str+d4)

MASTER THIEF

Master thieves are rare, but highly sought by those who require an item that is difficult to procure.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Climbing d8, Fighting d6, Lockpicking d10, Notice d10, Stealth d12, Streetwise d8, Survival d6, Taunt d8, Throwing d8
Pace: 6; **Parry:** 5; **Toughness:** 6 (1)
Hindrances: Various
Edges: Acrobat, Armiger, Dodge, Fleet Footed, Level Headed, Thief
Gear: Leather armor (+1), short sword (Str+d6), throwing knives (Range: 3/6/12, Damage: Str+d4)

THUG

Thugs include any run-of-the-mill brutish minions from unskilled bodyguards to a thieves guild's enforcers or street brawlers.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Intimidation d6, Notice d6
Charisma: -2
Pace: 6, **Parry:** 5, **Toughness:** 6
Hindrances: Illiterate, Mean
Edges: -
Gear: Dagger (Str +d4), club (Str +d4), or whip (Str +d4)



WARRIOR—VETERAN WARRIOR

WARRIORS

The land is filled with warriors from tribal defenders, and professional soldiers to mercenaries, bounty hunters, and sell-swords.

WARRIOR

Warriors are the people who defend and conquer civilizations, as well as topple them into the fires of revolution.

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

Skills: Boating d4, Fighting d8, Intimidation d6, Riding d6, Shooting d6, Stealth d6, Survival d6, Throwing d6, Tracking d6

Charisma: 0; **Pace:** 8; **Parry:** 7*; **Toughness:** 5*

*Not including adjustments for gear.

Hindrances: Illiterate

Edges: Block, Fleet Footed

Gear: Varies by culture.

- **Arctic Tribesman Gear:** Cordage backed bow (13/26/52, 2d6), spear, bone plate armor (+2), sled with seven sled dogs, snow shoes, winter clothes
- **Atlantean Gear:** Forked spear (Str+d8, collapses into sword), great helm (+3), large shield (+2 Parry, can be collapsed into a medium or small shield), plate armor (+3, adjustable body coverage), repeating crossbow. Cavalry will be mounted on OkaChilas.
- **Maztlani Gear:** Bow (12/24/48, 2d6), cotton armor (+1), medium shield (+1 Parry), sling, macatuitl (Str+d8, AP 1 vs. soft armor)
- **Buffalo Plains Gear:** Bone hair pipe breastplate (+1), bow (12/24/48, 2d6), horse, light spear (Str+d6) or tomahawk (Str+d6), medium shield (+1 Parry),
- **Desert Tribesman Gear:** Knife, small shield (+1 Parry), sling, light spear, warclub
- **Eagle Coast Gear:** Bow, light spear or war club (Str+d6), hide sleeves (+1), medium shield

(+1 parry), wooden helmet (+2), wood slat armor (+2)

- **Eastern Woodlands Gear:** Hide armor (+1), longow (14/28/56), war club (Str+d6), medium shield (+2 Parry).
- **Grandfather Mountains Gear:** Bow, hide armor (+1), spear (Str +d6, +1 Parry)
- **Yaurcoan Gear:** Bola, halbeard (Str+d8) or spear (Str+d6, +1 Parry), cotton armor (+1), cotton headgear (+1), handaxe (Str+d6).
- **Ruskar Gear:** Crossbow, longsword (Str+d8), plate armor (+3), large shield (+2 Parry)
- **Shenese Gear:** Crossbow, lamellar armor (+2), spear (Str+d6, +1 Parry)
- **Skadian Gear:** Battleaxe or longsword (Str+d8), chainmail (+2), helm, medium shield (+1 Parry)
- **Spirit Plateau Gear:** Bow (12/24/48, 2d6), hide armor (+1), light spear or tomahawk, medium shield (+1 Parry)

VETERAN WARRIOR

Veteran warriors include experienced mercenaries, champions, war chiefs, and generals.

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

Skills: Boating d6, Fighting d10, Intimidation d8, Riding d10, Shooting d8, Stealth d8, Survival d6, Throwing d8, Tracking d8

Charisma: 0; **Pace:** 8; **Parry:** 8*; **Toughness:** 6*

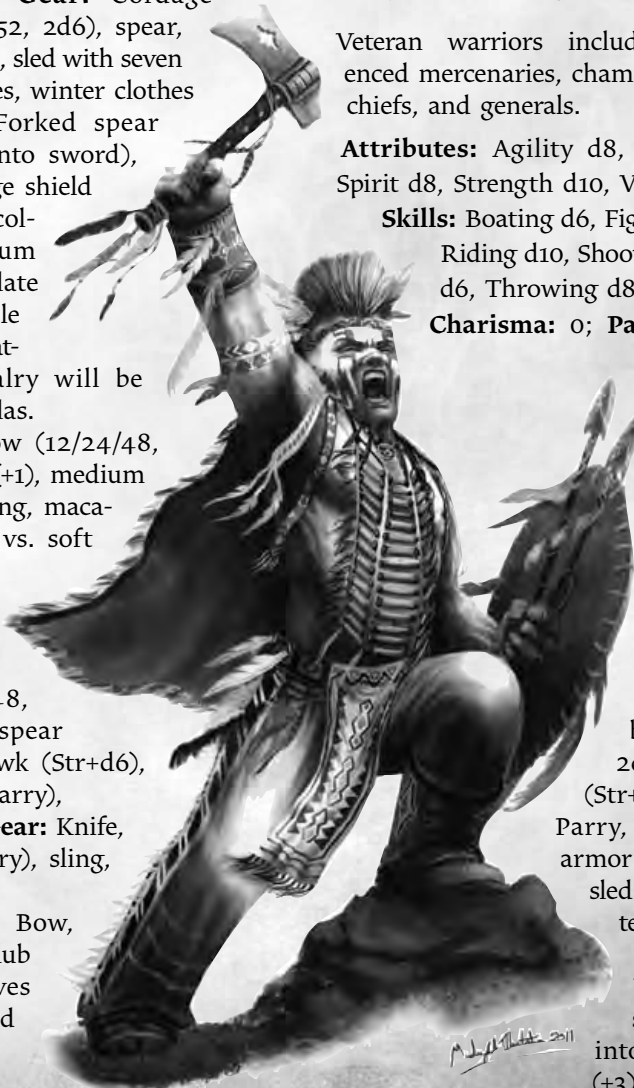
*Not including adjustments for gear.

Hindrances: Illiterate

Edges: Armiger, Block, Fleet Footed, Improved Frenzy

Gear: Varies by culture.

- **Arctic Tribe Veteran Gear:** Cordage backed bow (13/26/52, 2d6), iron long knife (Str+d6), spear (Str+d6, +1 Parry, Reach 1), bone plate armor (+2), sled with seven sled dogs, snow shoes, winter clothes
- **Atlantean Veteran Gear:** Forked spear (Str+d8, collapses into sword), great helm (+3), large shield (+2 Parry,



can be collapsed into a medium or small shield), plate armor (+3, adjustable body coverage), repeating crossbow (2d6, Range 15/30/60, AP 2, Semi-Auto). Cavalry will be mounted on OkaChilas.

- **Maztlani Caiman Warrior Gear:** Canoe, hide armor (+1), hide headgear (+1), knife (Str+d4), tepoztopilli (Str+d8, Reach, +1 Parry)
- **Maztlani Coyote Warrior Gear:** Bow, cotton armor (+1), hide headgear (+1), large shield (+2 Parry) macatuitl (Str+d8, AP 1 vs. soft armor),
- **Maztlani Eagle Knight Gear:** Cotton armor (+1), eagle knight helmet (+2), large shield (+2 Parry), macatuitl (Str+d8, AP 1 vs. soft armor), sling
- **Maztlani Jaguar Warrior Gear:** Bow or blowgun, hide armor (+1), hide headgear (+1), macatuitl (Str+d8, AP 1 vs. soft armor), large shield (+2 parry)
- **Buffalo Plains Veteran Gear:** Bone hair pipe breastplate (+1), bow (12/24/48, 2d6), horse, light spear (Str+d6) or tomahawk (Str+d6), medium shield (+1 Parry),
- **Desert Tribe Veteran Gear:** Knife, small shield (+1 parry), sling, light spear, warclub
- **Eagle Coast Veteran Gear:** Bow, light spear or war club (Str+d6), hide sleeves (+1), medium shield (+1 parry), wooden helmet (+2), wood slat armor (+2)
- **Eastern Woodlands Veteran Gear:** Hide armor (+1), longow (14/28/56), war club (Str+d6), medium shield (+2 Parry).
- **Grandfather Mountains Veteran Gear:** Bow, hide armor (+1), spear (Str +d6, +1 Parry, Reach 1)
- **Yaurcoan Veteran Gear:** Bola, halberd (Str+d8) or Greatclub (Str+d8, -1 Parry), cotton armor (+1), cotton headgear (+1), handaxe (Str+d6).
- **Ruskar Veteran Gear:** Crossbow (2d6, Range 15/30/60, AP 2), longsword (Str+d8), plate armor (+3), large shield (+2 Parry), steel cap. Some may be mounted on a sabertooth tiger or mammoth.
- **Shenese Veteran Gear:** Crossbow (2d6, Range 15/30/60, AP 2), ge (Str+d8), horsehead sword (Str+d6), lamellar armor (+2), spear (Str+d6, +1 Parry, Reach 1), steel cap
- **Skadian Veteran Gear:** Battleaxe or longsword (Str+d8), reinforced chainmail (+3/+2), helm, medium shield (+1 Parry), steel cap
- **Spirit Plateau Veteran Gear:** Bow (12/24/48, 2d6), hide armor (+1), light

spear, medium shield (+1 Parry), tomahawk (Str+d6)

WISE ONE

Elders often have much knowledge they could impart to those youths who are wise enough to listen.

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

Skills: Knowledge (any two) d10, Knowledge (Herbalism) d10, Knowledge (Oral Tradition) d12+2, Notice d8, Persuasion d8, Taunt d10

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Elderly

Edges: Blood Memory, Scholar

Special Abilities:

- **Knowledgeable:** +2 to Common Knowledge rolls.



WITCH

Witches include Skadian Seidr practitioners, or various types of shaman that work alone or in covens rather than being part of a community.

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

Skills: Animism d12, Fighting d4, Healing d8, Intimidation d8, Knowledge (herbalism) d10, Notice d8, Persuasion d12, Taunt d8

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Attractive, Outsider

Edges: Arcane Background (Seidr or Shamanism), Herbalist

Gear: Knife (Str+d4), staff (Str+d4, +1 Parry)

Special Abilities:

- **Powers:** Varies, typically; armor, boost/lower trait, curse, fear, obscure, puppet and summon beast



ADVENTURE GENERATOR

CHAPTER FOUR: GAME MASTER TOOLS

ADVENTURE GENERATOR

The purpose of any good RPG setting is to present an imaginative and engaging world teeming with possibilities for adventure.

An “Adventure Generator” is a useful inspirational tool for GMs designing their own adventures, particularly when in need of a few ideas or creating an adventure “on the fly” during a game session, such as when the players take the game in an unexpected direction and the GM needs some new adventure ideas quickly. Just scan through the tables presented here and either roll randomly or pick whichever option that grabs your imagination. In no time, you will have the basic framework for running a *Totems of the Dead* adventure. Remember that this Adventure Generator just produces the framework for an adventure. It is up to the GM to put meat on the bones of the framework and fill in the blanks of how each of the elements of the adventure fit together.

STEP 1: THE ADVERSARY

Every good adventure needs a good antagonist. This character should be a Wild Card who is at least as powerful as the heroes. Typically, the Adversary is not confronted directly until the climax of the adventure, but the heroes will be running afoul of the adversary's machinations from the beginning of the plot.

Note that the adversary, while often human, need not be of a playable race or culture.

- **Angered Spirit:** A local spirit is causing trouble. Either it was evil to begin with, or it has been enraged or corrupted to the point where it poses a danger to the mortals around it.
- **Corrupt Hero:** Sometimes the most unrelenting villains are the ones who misguidedly believe themselves to be the heroes of the scenario. Alternatively the

antagonist may have once been a true hero, but has since fallen into disillusionment, rejecting his former ideals and resorting to evil ways.

- **Fanatic Cultist:** A religious fanatic is headed down a destructive path, typically blind or indifferent to or downright gleeful in the face of the chaos her grand machinations are causing as she serves the perceived will of his god(s).
- **Rogue Lord:** The villain is some form of organized crime boss. He may be a pirate lord or a slaver or he may run a thieves guild or a secret cabal of assassins.
- **Seductress:** The antagonist is one the heroes may least suspect at first. They may be someone who is capable of luring them into a false sense of trust, or a very real sense of lust, and who uses these emotions to skillfully manipulate the heroes to their own whims. The power of the seductress is in manipulation through the power of suggestion, and she uses the passions of the heroes to control their actions. Seductresses can use Persuasion to engage a hero in a Test of Wills.
- **Sorcerer:** The antagonist is a spell caster of considerable power, primarily relying upon supernatural means to exert his will and achieve his aims. The magician need not necessarily be a corrupt sorcerer, but could instead be a misguided caster of another sort, or even an individual just beginning their descent into madness and corruption as he delves into the dark arts.
- **Trickster:** The villain, whether malevolent or simply mischievous, is not at all what she seems. As a trickster, she manipulates everyone and everything around her. Her means and methods of trickery may be

TABLE 4:1: THE ADVERSARY

D10	ANTAGONIST
1	Angered Spirit
2	Corrupted Hero
3	Fanatic Cultist
4	Rogue Lord
5	Seductress
6-7	Sorcerer
8	Trickster
9	Tyrant
10	Warlord



supernatural, mundane or both, but the heroes may not fully realize who they are dealing with until it is too late.

- **Tyrant:** The antagonist is a powerful leader who has turned to evil or has always oppressed his subjects. Tyrants are villains with considerable political power, wealth, and manpower at their disposal.
- **Warlord:** The enemy is a war-monger, raising an army to conquer as much of

the world as she can and willing to paint the land crimson with blood if it will pave her way to victory. Warlords can range from the principled to the ruthless and may employ a wide variety of troops and tactics.

STEP 2: THE ADVERSARY'S AGENDA

Having a decent adversary alone is not good enough to make an interesting adventure. Every memorable antagonist requires a goal towards which they are working.

- **Destruction:** Not all villains have complex plans to ruin or elaborate motivations that can be used against them. Some villains just want to destroy something beautiful and watch the world around them burn.
- **Knowledge:** There is some piece of lore that the adversary seeks. He may be on a general quest of discovery or may be looking for a very specific piece of information.
- **Love/Obsession:** The antagonist is trying to locate or win the affections of an individual with whom she has become enamored.
- **Object:** The adversary seeks a particular treasure. It may be an item of monetary worth, supernatural power, great symbolism and prestige, or merely something of immense personal value. The object may be something specific, like the Lost Orb of Glakkar, or of a more general type, such as gold.
- **Power:** The antagonist is out to increase his personal power. This may include political power, military might, personal wealth, or magical might.
- **Recognition:** The antagonist is looking for recognition, possibly in the form of fame, a promotion or a simple wish to be known and feared.
- **Revenge:** The antagonist is out to avenge some grievance, real or imagined.
- **Transformation:** The antagonist is unsatisfied with their current station in life and is seeking some form of ascension or transformation.

TABLE 4:2: THE ADVERSARY'S AGENDA

D8	AGENDA
1	Destruction
2	Knowledge
3	Love/Obsession
4	Object
5	Power
6	Recognition
7	Revenge
8	Transformation

STEP 3: THE ADVERSARY'S ALLIES & SUPPORTING NPCs

Some adversaries have obvious minions. For example, a tyrant has his subjects, or a warlord has his armies. Other allies may be less obvious, or unlikely accomplices. Villainy breeds strange bedfellows.

TABLE 4:3A: THE ADVERSARY'S ALLIES & SUPPORTING NPCs

d6	Minion
1	Assassin/Thief
2	Henchmen
3	Thing of Nightmare and Lunacy
4	Shaman/Magician
5	Beast
6	Servitor Spirit

- **Assassin/Thief:** The villain is served by one or more stealthy rogues, who may serve as spies, thieves or assassins.
- **Henchmen:** The antagonist has a brute squad of elite thugs, bodyguards, mercenaries or similar warriors.
- **Thing of Nightmare and Lunacy:** The villain is served by a nameless horror. This may be a nightmarish creature from the Bestiary or one created using the Nameless Horror Generator.
- **Shaman/Magician:** The villain has access to a number of spellcasters who serve her out of loyalty, fear, greed or compulsion.
- **Beast:** The antagonist is protected by a powerful bestial ally, such as a giant bird of prey, a trained bear or great cat or a pack of guard dogs. The beast may be of a natural, giant or supernatural variety.
- **Servitor Spirit:** The antagonist has inhuman servants, possibly undead or demonic Manitou of some sort.

MAJOR SUPPORTING NPCs

Most adventures will have one or more major characters aside from the heroes and their adversaries. These characters may start out relatively neutral, with the potential to become enemies or useful allies based on the heroes' actions. Remember that each supporting character will have his own agenda which will greatly influence his actions.

- **Competitor:** The NPC is out to complete some important adventure objective better or faster than the heroes, hoping to claim most, if not all of the rewards for herself.
- **Prince/Princess:** The NPC is heir to a chiefdom, kingdom, or similar domain.

TABLE 4:3B: MAJOR SUPPORTING NPCs

D12 SUPPORTING CHARACTER

1	Competitor
2	Prince/Princess
3	Hunter
4	Love Interest
5	Nature Spirit
6	Oracle
7	Rogue/Trickster
8	Ruler
9	Shaman/Priest
10	Story Teller
11	Wanderer
12	Warrior

- **Hunter:** The NPC is a hunter on the trail of some quarry, which may be a game animal, a human with a bounty on his head or even a supernatural monstrosity.
- **Love Interest:** The NPC is a potential love interest for at least one of the heroes and may well attract her interest, or become interested in her over the course of the adventure.
- **Nature Spirit:** The NPC is a local nature spirit. It may simply be trying to preserve its territory, or it may have a more complex agenda.
- **Oracle:** The NPC claims to be able to foreshadow the future, but often in such vague terms that the heroes may not discover the true meaning of his predictions before they come to pass (or not).
- **Rogue/Trickster:** The NPC is a mischievous trickster who is out to manipulate others and play pranks for her own amusement and personal gain.
- **Ruler:** The NPC is lord over some kingdom, chiefdom or other domain, or is someone who commands a group of people, such as a general or war chief.
- **Shaman/Priest:** The NPC is a religious guide who may or may not possess supernatural power.
- **Story Teller:** The NPC is an entertainer who tells stories through oration, song or dance.
- **Wanderer:** The NPC is a landless wanderer, possibly a wandering rogue, a clanless barbarian, an outcast from their community, an explorer, an adventurer or merely a youth afflicted with wanderlust.
- **Warrior:** The NPC is a warrior skilled in the arts of combat. He may be a mercenary, a professional soldier, a body guard, a bounty hunter, a quester or a tribal warrior.

ADVENTURE GENERATOR

STEP 4: THE CALL TO ADVENTURE

The heroes need a reason to get involved with the antagonist and their plot. If the heroes resist the initial call to adventure, the GM may try increasing the incentives or throwing a different adventure hook at them.

TABLE 4:4: THE CALL TO ADVENTURE

D12	ADVENTURE HOOK
1	Ancient Prophecy
2	Avert Disaster
3	Hired
4	Missing Person(s)
5	Mysterious Illness
6	Owed Debt
7	Physical Threat
8	Revenge
9	Reward
10	Rumor
11	Temptation
12	Wrong Place, Wrong Time

- **Ancient Prophecy:** The heroes stumble upon the adventure's plot when they discover an ancient prophecy that piques their interest.
- **Avert Disaster:** The heroes get involved with the adventure to avoid some greater threat. They might enter the ruined city to escape a superior fighting force or fall in with some rogues to avoid arrest by the authorities. Perhaps a local ruler has offered to pardon a past transgression if the heroes will perform a 'small' task for him.
- **Hired:** The heroes were hired to perform some task that ultimately embroils them in the adventure's plot.
- **Missing Person(s):** The heroes discover clues to the adventure's plot after investigating mysterious disappearances in the area.
- **Owed Debt:** The adventure presents an opportunity for one or more of the heroes to settle a significant debt. This debt may be material or may be the owing of a favor, even the owing of their lives to another.
- **Physical Threat:** The heroes are drawn into the adventure when they encounter

a physical threat. They get into a fight with the antagonist's thug minions, or the antagonist has set a trap or sent a hired killer to eliminate the heroes before they can disrupt her plans.

- **Revenge:** The adventure affords the heroes an irresistible opportunity to get back at an old enemy who has caused them significant misery in the past.
- **Reward:** The heroes enter the adventure seeking some reward that has been implied or explicitly promised.
- **Rumor:** Sometimes, a rumor is all it takes to get the heroes involved in the adventure's plot.
- **Temptation:** The adventure plays on the passions of one or more of the heroes, offering them an opportunity to pursue an object of their desire by getting involved with the adventure's plot.
- **Wrong Place, Wrong Time:** The heroes were just in the wrong place at the wrong time and suddenly find themselves caught up in the middle of the adventure's conflict through sheer dumb luck.

STEP 5: THE SETTING

Every adventure requires at least one backdrop where the majority of the action takes place. Refer to this table for ideas whenever you are at a loss for an interesting location.

TABLE 4:5: THE SETTING

D8	SETTING
1	Ancient Ruin
2	Exotic Island
3	Lost City
4	Small Community
5	Large Settlement or City
6	Wilderness
7	Underground Cave Complex
8	Sacred or Profane Place

- **Ancient Ruin:** The action plays out in the ruins of an ancient civilization.
- **Exotic Island:** The adventure is centered on a strange and unfamiliar island.
- **Lost City:** The conflict plays out in a mysterious and remote city cut off from the rest of the world.
- **Small Community:** The adventure is centered on a small community such as a town, village or encampment.

ADVENTURE GENERATOR

- **Large Settlement:** The action focuses on a large city or similar large settlement with relatively high population density.
- **Wilderness:** The adventure draws the heroes deep into the wilds of the Untamed Lands.
- **Underground:** The action takes place largely in an underground cave or complex.
- **Sacred or Profane Locale:** The adventure takes place in a location with strong connections to the spirit world. It could be the holy ground of a sacred religious site, or an unholy place of demonic blight.

STEP 6: THE PLOT

Now that we have the major characters and location(s), it is time to flesh out the main plot of the adventure. This table of plot elements may come in handy if there is no obvious plot emerging from the previously generated elements of the adventure.

- **Abduction:** The heroes are sought to investigate an abduction and rescue the abductee(s). Alternatively they may be motivated to investigate the abduction because the missing person is a close friend or ally, or because they are hired, themselves, to abduct an important person.
- **Adultery:** The heroes discover that an important ally is involved in an adulterous affair in which one spouse of a married couple is cheating with a lover and the other spouse is currently unaware. The whole situation is a powder keg waiting to explode, or there may be a third party waiting to take advantage of it. The NPCs involved are most likely either powerful or rich if not both.
- **Ambition:** An ambitious major NPC has come to covet something one of the heroes possesses and seeks to gain it for herself. The coveted thing could be a physical item, the affections of a certain individual, fame, adoration or a prestigious rank or position.
- **An Enemy's Love/Lust:** A pre-existing and hated enemy of the heroes turns out to be madly in love with one of them. Unfortunately, the heroes probably still hate, or at least mistrust him or her, and the villain's love for one hero does not necessarily improve his or her attitude towards the other heroes.
- **Conflict with a God:** The heroes find themselves opposed by the supposed will of a god or spirit. In the case of an actual



ADVENTURE GENERATOR

TABLE 4:6: THE PLOT

1ST D6*	2ND D6*	PLOT ELEMENT
1	1	Abduction
	2	Adultery
	3	Ambition
	4	An Enemy's Love/Lust
	5	Conflict with a God
	6	Crime & Retribution
2	1	Crimes of Love/Lust
	2	Daring Enterprise
	3	Deliverance
	4	Disaster
	5	Discovered Dishonor
	6	Enigma
3	1	Enmity of Kin
	2	Erroneous Judgment
	3	Fatal Imprudence
	4	Involuntary Crime of Love/Lust
	5	Madness
	6	Marked for Death
4	1	Misfortune
	2	Mistaken Jealousy
	3	Murderous Adultery
	4	Necessary Sacrifice of a Loved One
	5	Obstacles to Love/Lust
	6	Obtainment
5	1	Pursuit
	2	Remorse
	3	Rescue
	4	Revolt
	5	Rivalry of Kin
	6	Supplication
6	1	Slaying of Kin Unrecognized
	2	Sacrifice for an Ideal
	3	Sacrifice for Kin
	4	Sacrifice for Passion
	5	Superior Rival
	6	Vengeance upon Kin

* Instead of rolling a single die on this table, roll a d6 twice and use both rolls, in order, while referring to the table to yield one of 36 possible results.

god, rather than a lesser spirit or false god, the conflict will likely be with the god's priests or cultists instead of a direct confrontation with a godlike immortal.

- **Crime & Retribution:** The heroes seek retribution against the villain for some offence committed against them or someone close to them. Alternatively an authority may be after the heroes for some crime they have committed or been framed for.
- **Crimes of Love/Lust:** The villain is performing dark deeds in an attempt to please and impress someone they love or lust for. Alternatively an evil seductress could persuade or trick one of the heroes into committing some crime for her.
- **Daring Enterprise:** The heroes are asked to complete a daring task, from exploring a dangerous region to retrieving a valuable object or defeating a mighty adversary.
- **Deliverance:** The heroes have an opportunity to rescue an unfortunate victim from someone or something that threatens him.
- **Disaster:** The heroes are beseeched to aid a community struck by a tragedy.
- **Discovered Dishonor:** The heroes discover that the villain has dishonored someone important to them. Honor must be restored or vengeance taken to right the wrong.
- **Enigma:** The heroes are presented with a mystery they must solve to obtain their primary goal. Alternatively, the Heroes have uncovered a nightmarish discovery and must parse apart its true meaning. The enigma may be a mundane mystery or a magical phenomenon such as a powerful curse.
- **Enmity of Kin:** An NPC who is a kinsman of some sort to one of the heroes, be it a blood relative or a member of the same tribe, hates one of the heroes and has set about to defame or destroy her.
- **Erroneous Judgment:** The heroes become embroiled in a conflict caused by an NPC's mistake.
- **Fatal Imprudence:** A rash action or decision on the part of one of the heroes or their allies places all of them in grave danger.
- **Involuntary Crime of Love/Lust:** The heroes discover that one of their allies has unwittingly placed them or their cause in jeopardy for someone he has been wholly seduced by. Alternatively, an enchantress may have entranced one of the heroes and forced him to unknowingly commit some foul deed.
- **Madness:** The heroes or an ally fall victim to a madman. The madman may be

a complete lunatic, or a formerly sane ally who has since descended into a dangerous lunacy.

- **Marked for Death:** Someone one of the heroes care for is marked for death. She may be convicted of a crime punishable by death, targeted by an assassin, or may be chosen for sacrifice in a dark ritual. The heroes must work quickly to intervene or else the loved one will be lost. The villain's plot requires the death to occur in order to fully succeed.
- **Misfortune:** The heroes or an ally have fallen to misfortune at the hands of a cruel fate or a crueler tormentor.
- **Mistaken Jealousy:** The conflict is driven by a major NPC who mistakenly becomes jealous of one of the heroes or their allies, believing them to be after a person, object or prestigious position that he greatly desires for himself.
- **Murderous Adultery:** The heroes run afoul of a volatile situation where one member of a joined couple believes the other to be cheating on her, and seeks bloody retribution against both supposed lovers. Alternatively one of the lovers seeks to eliminate the other spouse.
- **Necessary Sacrifice of a loved one:** The heroes find themselves in a situation where one among their number must allow a loved one to sacrifice himself to win the day or must choose to save one of two loved ones.
- **Obstacles to Love/Lust:** One of the heroes or an ally finds herself separated from her lover by a great obstacle, such as a law forbidding their love or a conflict between the lover's respective peoples.
- **Obtainment:** The heroes must obtain a well-guarded item and may be competing with others who seek the same treasure.
- **Pursuit:** The heroes must locate and capture a target. The target of the pursuit might be the villain, or the villain may be trying to capture the same person. Alternatively, the heroes may be fleeing before a superior force, such as an enemy army.
- **Remorse:** The heroes are in pursuit of a villain for some wrong only to find him claiming remorse and making an attempt at atonement, real or feigned.
- **Rescue:** The heroes are asked to locate a missing person. During their search, they uncover the villain's plot.
- **Revolt:** A local community is revolting against a perceived tyrant, and the heroes get caught up in the revolt, forced to choose one side or the other.

- **Rivalry of Kin:** An NPC who is a kinsman of some sort to one of the heroes, be it a blood relative or a member of the same tribe, is out to prove she is better than the hero. The two end up in competition for a limited resource, be it a great treasure, a leadership position or the love of a suitably amorous partner.
- **Supplication:** A persecuted person or group appeals to the heroes for deliverance from their oppressor(s).
- **Slaying of Kin Unrecognized:** One of the heroes discovers he has accidentally or unwittingly slain one of his own kinsmen, after which a larger conflict develops.
- **Sacrifice for an Ideal:** A hero must decide whether to make a significant sacrifice for a cause or ideal that holds great importance to her.
- **Sacrifice for Kin:** A hero must decide whether to make a significant sacrifice for one of his kinsmen, be they a relative or a blood brother.
- **Sacrifice for Passion:** One of the heroes must decide how much she is willing to sacrifice for a person or cause they care deeply about.
- **Superior Rival:** The heroes find themselves in competition with a superior rival and must find a way to beat the odds. The rival could be a more skilled member of a similar profession, such as a warrior, pirate or thief. Alternatively, it could be a rampaging monster that out matches the heroes.
- **Vengeance upon Kin:** The antagonist is related to one of the heroes. The heroes seek vengeance upon the villain for an inexcusable act committed against a common relative or kinsman. Alternatively, the antagonist may believe the heroes responsible for the committing of a terrible wrong against the mutual kinsman and seek vengeance against them.

STEP 7: UNEXPECTED COMPLICATIONS

At a moment when the adventure seems all too easy, or when the heroes appear to be on the ropes, an unexpected complication arises to turn the tables. If the adventure still feels too straightforward, roll for a second complication on top of the first.

- **Ally's Capture/Betrayal:** Things are going well for the heroes until one of their allies is unexpectedly captured by an enemy or betrays them.
- **Blood Feud:** The death of one or more individuals sparks a blood feud which further complicates the heroes' mission.

TABLE 4-7: UNEXPECTED COMPLICATIONS

D12	COMPLICATION
1	Ally's Capture/Betrayal
2	Blood Feud
3	Incarceration
4	Mistaken Identity
5	Mutual Enemy
6	Hazard
7	Raiders/Pirates
8	Robbery
9	Second Antagonist
10	Spirit Mist
11	Treasure Must be Abandoned
12	War Breaks Out

- **Incarceration:** An authority or enemy seeking to capture the heroes for some real or perceived wrong catches up to them, seeking to punish them through imprisonment, possibly with other penalties to follow.
- **Mistaken Identity:** The plot is complicated when a major NPC mistakes one of the heroes for someone else.
- **Mutual Enemy:** While working to oppose the villain, the heroes discover that an even more powerful foe who opposes both them and their current quarry is somehow involved in the adventure.
- **Hazard:** The heroes run afoul of some hazard, such as a trap, disease, poison, storm or other natural hazard that complicates their progress.
- **Raiders/Pirates:** A band of ruffians arrives and seeks to plunder the heroes and anyone around them.
- **Robbery:** A wayward crook tries to steal an important item from the heroes.
- **Second Antagonist:** After confronting the first antagonist, the heroes discover that a second major enemy is in league with the first in their dark plot.
- **Spirit Mist:** The Spirit Mist blankets the landscape, and strange supernatural events—from evil spirits, to illusions and ghosts—complicate the heroes' objective.
- **Treasure Must be Abandoned:** The heroes are forced to leave something valuable behind in order to escape an insurmountable danger with their lives.
- **War Breaks Out:** A large-scale conflict breaks out in the region, complicating the heroes' progress towards their goal.

ADVENTURE GENERATOR

STEP 8: REWARDS

Most adventures should include at least one reward the heroes can obtain while completing it.

TABLE 4:8A: REWARDS

D12	REWARD
1	Ally
2	Armor
3	Contact
4	Knowledge
5	Lover
6	Status
7-9	Wealth
10-11	Weapons
12	Roll twice more

- **Ally:** The heroes gain a valuable ally who will be able to aid them in at least one of their future adventures.
- **Armor:** The heroes find one or more intact suits of finely crafted armor.
- **Contact:** The heroes gain a useful informant who can give them valuable information related to the NPC's profession and station.
- **Knowledge:** The heroes gain valuable knowledge that will aid them in their current adventure or some future escapade.

This knowledge may be gained through mundane means or revealed in a dream or vision.

- **Lover:** One of the heroes has an opportunity to win the heart of an appropriate lover. This lover may be able to provide aid in future adventures.
- **Status:** Each of the heroes has a chance to win fame, a special rank and/or membership in a secret society or other organization.
- **Wealth:** The heroes find a cache of valuable items. A small haul could be around 1d10 x10 bd worth of items, up to a major hoard of 1d10 x 500 bd or even 1d10 x 1000 bd worth of items, with most rewards being somewhere in-between.
- **Weapons:** The heroes find one or more finely crafted weapons, a cache of arrowheads, etc. They may be of some special materials such as silver and turquoise, or simply be of excellent craftsmanship.

TABLE 4:8B:RANDOM TREASURE

D12 ROLL	TREASURE ITEM(S)
1	Alchemical item (see Arcane Background [Alchemy])
2	Art objects (ex: masks, beaded blankets, decorated musical instruments, ceremonial items)
3	Currency (ex: coins, wampum belts, shells, hack silver or cocoa beans)
4	Feathers from an exotic bird (like a quetzal or rare eagle)
5	Finery (valuable clothing, jewelry or other adornment)
6	Furs
7	Pottery (of fine craftsmanship and/or precious metal)
8	Precious stones (jade, Petoskey stone, turquoise)
9	Rare herbs
10	Rare shells
11	Special Armor (superior material and/or craftsmanship, worth d4x the normal cost)
12	Special Weapon (superior material and/or craftsmanship, worth d4x the normal cost)

EXAMPLE OF ADVENTURE GENERATION

After rolling on all the Adventure Generator tables presented previously, you might get the following results:

Adversary: Sorcerer; **Adversary's Agenda:** Seeks knowledge; **Minion(s):** Thing of Nightmare and Lunacy; **Major NPC:** Hunter; **Adventure Hook:** Wrong place, wrong time; **Setting:** Large city or settlement; **Plot Element:** Abduction; **Complication:** Raiders/Pirates; **Rewards:** Lover & Wealth.

We begin with an evil sorcerer, the corrupt priest Raven-Tongue, who is seeking after dark knowledge. The NPC sorcerer in the Bestiary is a good start for Raven-Tongue's statistics; you can always tweak him later. This sorcerer has managed to summon a Thing of Nightmare and Lunacy from some unthinkable realm beyond the reality of the physical world. This beast can be rolled up using the Nameless Horror Generator in the Bestiary chapter, or you can just pick out your favorite demon.

Since the plot element involves an abduction, and the major NPC is a hunter, our sorcerer is seeking that dark knowledge he is after by abducting a hunter, probably a monster hunter of sorts who has information the sorcerer needs about some vile monstrosity or another he wishes to add to his collection. You can tweak the Hunter stats in the Bestiary for this NPC.

The setting is a city, and the adventure hook indicates that the heroes are simply in the wrong place at the wrong time, so perhaps the heroes have been out late

celebrating their last adventure in one of the walled cities of the eastern woodlands region. While out and about, they run into Junia the Huntress, a famed monster hunter from a long line of monster hunters. Before the heroes have a chance to approach her, the nameless horror descends upon Junia, catching her off-guard and unarmed, and attempts to carry her back to its master, a corrupt sun priest who lives in an isolated wooden palace atop a massive earthen mound near the outskirts of the city. Whether the heroes are able to prevent the abduction or not, the beast eventually flees to its master, allowing the heroes to track it back to its hidden lair within the secret cellars below the corrupt priest's palace.

Should the heroes track the monster to its master, they have a chance to confront the vile sorcerer posing as a priest and finish off his nightmarish monster, but not before the city is attacked by a marauding band of river pirates in war canoes. Should they be successful, the heroes will have an opportunity to grab some wealth, perhaps up to $1d10 \times 100$ bd worth, if they can abscond with all of it (make a few rolls on the random wealth table for ideas of the forms this wealth could take). Meanwhile, the Huntress will have become romantically inclined towards one of the heroes and may become a useful ally in future adventures.

Of course, there are other ways those adventure elements could have been pieced together to form a fully-fledged adventure, this is but one example.



NAMELESS HORROR GENERATOR

NAMELESS HORROR GENERATOR



The *Totems of the Dead* setting is rife with nameless nightmares not born of this world that have awoken from some pre-human age or summoned from another dimension. Most of these nightmarish monstrosities are frightfully unique, and this generator will help you create an endless supply of such incomprehensible terrors.

Nameless horrors are almost always Wildcards.

TABLE 4:9 AGILITY, SPIRIT, STRENGTH & VIGOR TABLE

D12 ROLL	ATTRIBUTE
1-2	d4
3-6	d6
7-9	d8
10-11	d10
12	d12

STEP 1: ATTRIBUTES

First determine how intelligent the Nameless Horror is by rolling on the Smarts Table. Then determine the nameless horror's other four attributes by rolling them in order on the Agility, Spirit, Strength & Vigor Table.

TABLE 4:10 SMARTS TABLE

D12 ROLL	INTELLIGENCE LEVEL	SMARTS ATTRIBUTE
1-2	Low order animal intellect	d4(A)
3-4	High order animal intellect	d6(A)
5-7	Low sentient	d4
8-9	Average sentient	d6
10	Above average sentient	d8
11	High sentient	d10
12	Peak sentient	d12

STEP 2: SIZE

Determine the nameless horror's size by rolling on the Size Table. Depending on the roll, this may increase the nameless horror's Strength a bit.

TABLE 4:11 SIZE TABLE*

2D10 ROLL	SIZE	SIZE MOD**	STRENGTH MOD***
2-4	Small	-2	+0
5-7	Medium	-1	+0
8-9	Medium	+0	+0
10-11	Medium	+1	+1
12	Medium	+2	+2
13	Medium	+3	+3
14	Large	+4	+4
15	Large	+5	+5
16	Large	+6	+6

NAMELESS HORROR GENERATOR

TABLE 4:11 SIZE TABLE CONT.*

17	Large	+7	+7
18	Huge	+8	+8
19	Huge (Gargantuan)	+9	+9
20	Huge (Gargantuan)	+10	+10

*Nameless Horrors larger than Medium size gain the Sweep Edge.

**Adds to Toughness

***Adds to base strength rolled earlier. Each bonus increases the creature's base strength die by one step. Anything over a d12 has the remainder applied as a bonus to the d12 (ex: a +5 bonus added to a d10 yields d12+4).

STEP 3: SKILLS

A nameless horror begins with the Fighting and Notice skills. Roll for additional skills on the Skills Table a number of times equal to half the Nameless Horror's smarts die type. Then determine the die type for each skill by rolling on the Skill Die Type Table.

TABLE 4:12 SKILLS TABLE*

SMARTS ROLL**	SKILL
1	Stealth
2	Survival
3	Throwing
4	Climbing
5	Tracking
6	Intimidation
7	Persuasion
8	Taunt
9	Investigation
10	Healing
11+	Knowledge (pick one)

*All Nameless Horrors begin with the Fighting and Notice skills.

**Instead of rolling a set die type listed on this table, use the Nameless Horror's Smarts die to see which skills it has. Unlike a normal smarts roll, this roll cannot 'Ace' and does not get a Wild Die rolled along with it.

TABLE 4:13 SKILL DIE TYPE TABLE

D8 ROLL	DIE TYPE
1	d6
2	d8
3	d10
4	d12
5	One die type lower than the linked attribute's die (d4 minimum)
6-7	As linked attribute's die
8	One die type higher than the linked attribute's die

NAMELESS HORROR GENERATOR

STEP 4: MOVEMENT

Now determine the forms of movement the nameless horror possesses, and determine its Pace for each one by rolling on the Locomotion Table.

TABLE 4:14 LOCOMOTION TABLE

D10 ROLL	LOCOMOTION	PACE
1	Burrowing	Pace 1d6+1 and a Burrowing Pace of 1d4 plus Burrowing ability
2	Climbing	Pace d6+1 plus Climbing Pace d4+2
3	Clinging	Pace and Climbing Pace d6+2 plus Wall Walker ability
4	Crawling	Pace d6+1
5	Flying	Pace d6+1 plus Flying Pace of d12+6
6	Jumping	Pace d6+3
7	Slithering	Pace d6+1
8	Swimming	Pace d8-1 plus a Swimming skill of d10 and Aquatic ability
9	Walking	Pace d8+2
10	Roll twice more	Use best Pace for each movement type

STEP 5: ARMOR

Every nameless horror has some sort of protective outer layer. Roll on the Armor Table to determine its protective covering and armor rating.

TABLE 4:15 ARMOR TABLE

D12 ROLL	TYPE	ARMOR BONUS
1	Feathers	+1
2	Thick Skin	+1
3	Thick Fur	+2
4	Leathery Hide	+2
5	Thick Scales	+3
6	Bony Plates	+4
7	Chitinous Exoskeleton	+5
8	Calcinated Shell	+6
9	Wooden Flesh	+3
10	Stone Flesh	+4
11	Copper Flesh	+5
12	Iron Flesh	+6

NAMELESS HORROR GENERATOR

STEP 6: ATTACKS

Roll on the Basic Attacks Table to determine the nameless horror's main attack form(s) and damage.

TABLE 4:16 BASIC ATTACKS TABLE

D10 ROLL	ATTACK	DAMAGE
1	Bludgeon	Str+d6
2	Bite	Str+d8
3	Claws	Str+d8
4	Horns	Str+d10
5	Pinchers	Str+d8
6	Stinger	Str+d4 plus poison
7	Tentacles	Str+d4 plus grabs target on a raise
8	Weapon	Str + weapon damage
9-10	Roll twice more	-

STEP 7: SENSES

Roll on the Senses Table to determine the nameless horror's primary sense or senses.

TABLE 4:17 SENSES TABLE

D8 ROLL	PRIMARY SENSE
1	Acute Senses (Alertness Edge)
2	Improved Senses (Improved Alertness Edge)
3	Bad Eyes (as minor Hindrance)
4	Infravision
5	Keen Nose (+2 Notice and Tracking vs. living targets)
6	Low-light vision
7	Normal vision
8	Roll twice more

NAMELESS HORROR GENERATOR

STEP 8: SPECIAL ABILITIES

Nameless horrors have the Fear monstrous ability, as well as at least two other special abilities rolled on the Special Abilities Table.

TABEL 4:18 SPECIAL ABILITIES TABLE

D20	SPECIAL ABILITY*	GAME EFFECT
1	Acidic Blood	When damaged, everything within 1" takes 2d6 acid damage
2	Construct	As the Construct monstrous ability
3	Ethereal	As the Ethereal monstrous ability.
4	Fearless	As the Fearless monstrous ability.
5	Frenzy	As the Improved Frenzy Edge
6	Hardy	Multiple shaken results don't become wounds
7	Beguiling Human Form	Very Attractive & can use Persuasion skill for Tests of Will
8	Hypnotizing Gaze	As the Puppet power, using its Spirit as the Arcane skill
9	Infection	One Attack carries a random disease (see Hazards)
10	Immunity	Roll a d4. 1 = acid, 2 = cold, 3 = fire, 4 = magic.
11	Invisibility	As the Invisibility monstrous ability.
12	Invulnerability	As the Invulnerability monstrous ability.
13	Manitou	As the Manitou monstrous ability
14	Paralysis	As the Paralysis monstrous ability.
15	Poison	One attack carries a random poison (see Hazards)
16	Regeneration	Makes a natural healing roll every round.
17	Shapeshifting	As the Shape Change power with no need for an arcane roll
18	Stun	Vigor (-2) roll or Shaken for 1d6 rounds.
19	Undead	As the Undead monstrous ability.
20	Elder horror	Roll Twice More

*All nameless horrors gain the Fear ability automatically

STEP 9: WEAKNESSES

Nameless horrors often have a weakness of some kind. This is treated as the monstrous ability of the same name. The attack type bypasses special protection like Invulnerability, and either causes double damage, or if it isn't normally a damaging effect it burns the creature causing 2d10 damage per round of contact and bypassing armor. Roll for a weakness on the Weakness Table below.

TABLE 4:19 WEAKNESS TABLE

D12	WEAKNESS
1	Roll twice more
2	Antler/Bone/Ivory
3	Cold
4	Fire
5	Iron
6	Water
7	Silver
8	Sunlight
9	Turquoise
10	Obsidian
11	Flint
12	None (re-roll for invulnerable horrors)

CHAPTER FIVE: SAVAGE TALES

This chapter is devoted to Savage Tales set within the major regions of the *Totems of the Dead* setting. These Savage Tales are basic adventure frameworks for the GM to expand and embellish as desired for their game.

Note that paragraphs of italicized text in a Savage Tale are generally meant to be read aloud or paraphrased by the GM to the players. It may contain some important hints or descriptions to convey something about the adventure.

Some of these Savage Tales may include combat situations with large numbers of potential combatants. Instead of tracking the actions of all combatants each round, try only resolving the actions of the NPC combatants in the heroes immediate vicinity and use GM fiat to describe what the others are doing until their actions become relevant to the fight at hand.

TALES OF THE SKADIAN LANDS

The Skadian Lands are a place of conflict. Rival Jarldoms vie for power with each other and the native tribes whose territory they have encroached upon. Meanwhile strange monsters have followed the Skadians to this land where they have come into conflict with the native spirits of the land and darker beings that once slumbered here.

In addition to what is presented here, the Savage Tale “*Blood in the Snow*” in the *Savage Worlds Deluxe Edition* could be easily adapted as an adventure set in the Skadian Lands.

OUT OF ALE!

An adventure for 3-5 heroes of Seasoned or Veteran Rank. The adventure can be made easier by allowing the heroes more aid from Ririk’s men during the confrontation with the pirates.

Setting: This adventure is set in the port town of Alverad, where high Jarl Ririk has his stading and his grand mead hall. This is a well built community of sturdy longhouses and grand meeting halls.

Lead In: One of Ririk’s generals is a friend to at least one of the heroes and invites the Heroes to be his honored guests at the grand celebration to commemorate a new peace treaty. The heroes have heard others sing the praises of Ririk’s grand mead hall and there has been quite a bit of buzz around the coming celebration and they know that many seek the honor of attending this particular feast. Fortunately a good friend among Ririk’s honor guard can get them into the party.

TALES OF THE SKADIAN LANDS

- *Out of Ale!*

TALES OF THE ARCTIC NORTH

- *The Raven in the War club*

TALES OF THE NORTHEAST WOODLANDS

- *Eyes in the Quilt*

TALES OF THE SOUTHEAST WOODLANDS

- *The Devil Dressed in Stone*

TALES OF THE BUFFALO PLAINS

- *The Star-Being From Yog*

TALES OF THE SPIRIT PLATEAU

- *Obsidian Shadows Under the Moon*

TALES OF THE EAGLE COAST

- *The Daughters of Dunuzqua*

TALES OF THE GRANDFATHER MOUNTAINS TRIBELANDS

- *Lair of the Forest Demon*

TAILS OF THE AHABI DESERT BASIN

- *Silence of the Children*

TALES OF THE ANAZI BADLANDS

- *The Sachem Bride*

TALES OF THE SOUTHERN EMPIRES

- *Rogues in the Time-Lost Vale*
- *The God in the Pit*

Alternatively the heroes may be presented with an opportunity to sneak in by disguising themselves as servants or hire themselves on as temporary hands for preparing the grand feast.

BACKGROUND

The high Jarl, Ririk Redaxe, is hosting a gathering in honor of a newly forged alliance with two formerly bitter enemies, Olric Hammerhand and Sven Bearguard. Ririk's personal mead stores are running low, so he has arranged for two longships full of ale and mead to be brought to his stead straight from the finest breweries of Vingard. The ships, originally slated to arrive two days prior to the festival, have not yet shown up in port. Unbeknownst to Ririk they fell prey to a terrible storm which sank one ship and whose gales have blown the other far off course. The ship is still inbound, but may not make it in time to save Ririk's peace treaty.

PREPARATIONS IN RIRIK'S MEAD HALL

Ririk's mead hall is a large wooden building some 180 feet long and 100 feet wide (36" long and 20" wide on the tabletop). A few stout wooden pillars support the wooden beams in the lofty ceiling. The hall is filled with rows of heavy rectangular oak tables arranged around a large central fire pit.

On the day of the feast Ririk is visibly nervous in a fashion that seems highly uncharacteristic. He yells impatiently at his servants as they bustle about preparing the hall for the coming feast.

Heroes who ask around (possibly using Persuasion or Streetwise) discover that the source of Ririk's frustration is a severe shortage of mead. Two longships full of ale and mead were supposed to have arrived from Vingard two days ago, but they have yet to appear in the harbor and Ririk's personal mead stock is low enough as to be insulting to his guests.

Clues: A Boating or Survival roll will allow any hero to realize that the ships have probably been delayed by recent storms reported by other sailors along the most likely routes the ships may have taken.

THE BLOW HEARD 'ROUND THE MEAD HALL

Things turn sour at the mead hall when some of Olric's thanes show up early and already drunk. Read or paraphrase the following:

Partway through the preparations a group of thanes stumble drunkenly into the hall uninvited. Ririk's head servant tries to halt them to check their names of these strangers. One of the thanes answers him with a backhanded swat

TABLE 5:1: SKADIAN LANDS ENCOUNTERS

D20 ENCOUNTER

1	Spirit Wolf (Amarok) #1-2
2	Ape-Thing (Arulataq) 1d4
3	Bear, Large or Black #1-2
4	Giant, Frost Giant (Jotun) 1d4
5	Giant, Frost Seductress 1
6	Giant, Man-Eating 1d4
7	Giant, Stone 1d4
8	Lake Serpent 1
9	Linnorm 1
10	Mammoth 1d6
11	Otter, Giant 1d6
12	Raiding Party (2d6 Skadian or Native Warriors plus one Elite Warrior)
13	Sabertoothed Tiger 1
14	Troll 1-2
15	Trow 1d4
16	One-Foot (Uniped) 2d4
17	Wendigo 1d4
18	Wendol 1-2
19	Wolf 2d4
20	Wolf, Dire 1d6

that sends the servant sprawling into the tables, knocking chairs and candles akimbo. Only a handful of Ririk's thanes are present, but they don't look like they are about to take such an insult sitting down.

The mead hall is about to erupt into a pre-party brawl. The heroes may choose to sit back, to join the fray, or to help calm the situation. Ririk himself shows up at the scene after four rounds.

Cultural Note: The emphasis put on mead may seem odd to outsiders of Skadian culture, though most people know and recognize different standards of hospitality

Dispersing the Tension: Dispersing the tension in the room can be handled with the Social Combat rules if you have access to the Savage Worlds Deluxe Edition. Otherwise the GM may opt to just use a Persuasion roll. Olric's and Ririk's thanes are currently considered Hostile to each other, so a success may make them merely Uncooperative (grumbly and threatening), and a raise is required to make them Neutral (calm). Multiple heroes can help in a cooperative roll,

but if any heroes are joining in the brawl they each impose an additional -2 penalty to the roll.

Joining the Brawl: At present the brawl is a relatively nonlethal fistfight, though if any of the heroes draw weapons it could quickly escalate into a full-blown bloodbath.

Structural Failure: If the brawl rages out of control, a key pillar gets broken during the scuffle someplace near the heroes' location and a portion of the roof caves in. Those who fail an Agility roll at -2 suffer 2d6 damage and the fallen debris become rough terrain. A roll of a 1 on the Agility die means a character is pinned under a heavy beam which will require a successful Strength roll to free themselves from. Later inspection will reveal the pillar had already been weakened somewhat by internal rot and carpenter ant activity.

SKADIAN THANE (3 OF RIRIK'S AND 9 OF OLRIC'S)

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

Skills: Boating d4, Fighting d8, Intimidation d6, Riding d6, Shooting d6, Stealth d6, Survival d6, Throwing d6, Tracking d6

Charisma: 0; **Pace:** 8; **Parry:** 7*; **Toughness:** 7(2)

* Includes a -1 Parry penalty for armor.

Hindrances: Illiterate

Edges: Armiger, Block, Fleet Footed

Gear: Battleaxe or longsword (Str+d8), chainmail (+2), helm, medium shield (+1 Parry)

RIRIK REDAXE

Ririk is a golden haired bear of a man, as fierce in friendship as he is in battle.

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

Skills: Fighting d10, Intimidation d8, Riding d6, Shooting d8, Stealth d8, Survival d6, Throwing d8, Tracking d8

Charisma: 0; **Pace:** 8; **Parry:** 8*; **Toughness:** 8(2)

* Includes a -1 Parry penalty for armor.

Hindrances: Stubborn

Edges: Armiger, Block, Filthy Rich, Improved Frenzy, Leadership

Gear: Battleaxe (Str+d8), chainmail (+2), helm, medium shield (+1 Parry)



SAVE THE MEAD!!!

The commotion intensifies when a servant runs into the hall yelling that one of the mead ships have arrived and is under attack by pirates.

When the heroes look out of the mead hall, read or paraphrase the following:

A massive longship weighted down with barrels is coming into harbor. It is beset by a motley group of pirates in smaller vessels. The longship has already been boarded and pirates have cut loose the ropes tying the barrels down and appear to be trying to carry them off on their war canoes. As the heroes look on, the longship lurches violently as it strikes some underwater rock or sandbar. Numerous barrels, already knocked rolling about the ship during the melee, are cast overboard, quickly filling the area between the ship and the shore. There they bob about the harbor between ship and shore like precariously scattered stepping stones.

Over the screaming melee and the cries of fury and outrage from the shore, the voice of Ririk booms commandingly "Save the mead!!!"

Those of Ririk's thanes who are present (around 10 rushing towards the shore, with 5 more arriving over the next 5 rounds) have no ranged weapons on them, so some take up defensive positions to guard their settlement or grab the few barrels that float onto shore while others rush to properly arm themselves and get their longships out into the water. Unfortunately this is a slow process and the pirates may be sailing off with most of the mead before their ships can launch a retaliatory attack unless the heroes intervene.

Barrel Hopping: The DM should award a Benny to each hero who bravely leaps from floating barrel to barrel to join the melee rather than remaining on shore and picking pirates off with ranged weapons. Jumping from one barrel to another requires a successful Strength test and maintaining one's balance on the barrel they just jumped onto requires an Agility test. Failure generally results in being dumped into the icy waters. Climbing back onto a barrel from the water requires an Agility roll at -2.

As the GM, you can encourage a floating barrel-top duel by having several of the pirates leap onto barrels to threaten those on shore.

Icy Water: Anyone remaining in the water for more than a round must make a Vigor roll or suffer a level of fatigue from the icy cold. A new roll must be made every minute thereafter.

PIRATE CREW (18)

PIRATE CAPTAIN & FIRST MATE



Use the **Pirate Captain** statistics in the **Bestiary** chapter for both. The captain looks to be of Atlantean descent while his first mate is clearly of Bantanu heritage. Both men have the sly grin of a sea jackal. They sport gaudy body piercings and facial tattoos as do many of their crew.

The pirates and their captains are riding in a set of five war canoes, with four pirates to a canoe.

Concluding the Battle: The GM should play this one by ear. The pirates are here for profit, not a bloody fight to the finish. They will try to flee with what they have already grabbed if the fight seems to be turning against them, or once the Skadian Thaners are able to launch their longships (the timing of which is largely left up to GM fiat).

REWARDS

If the heroes succeed in helping save most of Ririk's mead and defeating or driving off the pirates, Ririk awards them each a sturdy pattern-wielded longsword, a silver drinking horn worth 80 bd and a heavy fur cloak. Also, victorious heroes will have an opportunity to quaff some of the fine mead they have rescued.

CONCLUDING THE ADVENTURE

Eventually the pirates will run off with what loot they were able to grab and things will calm down along the shore outside the mead hall as wounds are dressed, dead sent home to their families and any remaining barrels dragged out of the water.

Getting Warm: Characters who have gotten wet during the combat will need to get warm and dry or else risk the accumulation of Fatigue due to hypothermia (see rules for Cold in the core rulebook). With blankets and hearths close at hand, this isn't a problem for anyone who takes the time to rest and relax. The cold is a greater danger to anyone who tries to pursue the pirates without first warming themselves.

Experience: Depending on how they fared, the GM should award the heroes 1-2 experience points after the adventure.

Powwow: Those who wish to spend at least half their accumulated wealth (either spending it somehow, or giving it away) in an after-party victory celebration

may be awarded with an additional experience point and a roll on the Powwow Table.

Further Adventures: If the pirate captain or a significant number of his underlings escape, Ririk may ask the heroes to hunt them down in exchange for valuable gifts or favors. He will also bestow golden rings bearing his seal upon any who would swear fealty to him. If they have earned his trust, Ririk might also send the heroes on a diplomatic mission to one of the Arctic or Northeastern Woodlands tribes.

TALES OF THE FROZEN NORTH

The Frozen North is a dangerous and unforgiving land. Depending on the season, the heroes may have to contend with extreme cold, arctic storms or Difficult Ground due to deep snow (movement costs double). Meanwhile the Ruskar invaders threaten from the northwest, the Ruskar Sea Wolves raid the eastern shores and the interior lives in fear of the wendigo.

TABLE 5:2: FROZEN NORTH RANDOM ENCOUNTERS

D20 ENCOUNTER

- | | |
|----|--|
| 1 | Hound-Thing (Adlet) 1d6 |
| 2 | Dancing Bones (Ahkiyyini) 1d4 |
| 3 | Spirit Wolf (Amarok) 1-2 |
| 4 | Wolf 2d4 |
| 5 | Spider Fiend (Amortortok) 1 |
| 6 | Ape-Thing (Arulataq) 1d4 |
| 7 | Bear, Black or Large 1-2 |
| 8 | Spirit Wolverine (Carcajou) or Wolverine 1d6 |
| 9 | Spirit Hound (Chinook) 1d4 |
| 10 | Demon, Claw-Thing (Kigatilik) 1d4 |
| 11 | Many-Legged Bear (Kokogiak) 1 |
| 12 | Otterfolk (Kushtaka) and/or Otter, Giant 2d4 |
| 13 | Miasma Spirit (Mamaqa) 1d4 |
| 14 | Mammoth 1d4 |
| 15 | Tent Shaker Spirit (Mishtapeu) 1d4 |
| 16 | Ruskar Invaders 2d6 plus one Elite Warrior or warbeast |
| 17 | Skadian Raiders 2d6 plus one Elite Warrior |
| 18 | Blood Spirit (Tupiliq) 2d4 |
| 19 | Wendigo 1d6 |
| 20 | Drowned One (Yek) 1d4 |

THE RAVEN IN THE WARCLUB

An adventure for 3-5 heroes of Seasoned or Veteran Rank. The difficulty can be lowered by having the Heroes meet and ally with Thorrin Redbeard, a wandering Skadian thane with a bawdy but friendly attitude (use the Skadian Thane statistics in the adventure Out of Ale for Thorrin).

Setting: The Raven in the Warclub is a short adventure that could easily take place in any habitable region of the icy northern reaches, though the Ruskar raiders appearing in this adventure are most common in the northwest.

Lead In: The heroes are thrown into the action when they are approaching a settlement just in time to get caught up in a small but violent Ruskar raid. The role the heroes play in the conflict earns them the attention of both a malicious seductress, Enya, and an insane Ruskar magi, Raskov, who monitors the raid from afar by scrying through his Ikon, a magical golden mirror.

BACKGROUND

Enya is an unscrupulous woman who has grown bored with her life and is in search of some excitement. Though she is generally respected in her community, many know she cannot always be trusted due to her sometimes selfish or underhanded behavior. Some whisper that she is possessed by a spirit of mischief and evil, but this theory is not widespread

and most of the local villagers dismiss her as a young woman who still has some maturing to do.

Meanwhile, a small Ruskar raiding party has come to town to do some raiding and pillaging. The heroes just happen to be in the wrong place at the wrong time when the bloodthirsty raiders show up on the horizon. Unbeknownst to the heroes, the Ruskar raiding party is associated with the evil sorcerer Raskov.

RUSKAR RAID

As you approach the small settlement of Igaq, you see dark shapes coming over the far horizon. A small raiding party of strange looking pale-skinned men dressed in grey metal armor are descending upon the small village with weapons drawn. More fearsome still is the beast they bring with them, a gargantuan wildcat with a set of fangs like long-knives protruding downward from its snarling mouth.

The Ruskar raiding party is here to strike quickly and steal what food and provisions they can and lighting fire to the tents to cover their escape with the goods.

RUSKAR RAIDERS (6)

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

Skills: Boating d4, Fighting d8, Intimidation d6, Riding d6, Shooting d6, Stealth d6, Survival d6, Throwing d6, Tracking d6

Charisma: 0; **Pace:** 6; **Parry:** 4*; **Toughness:** 8(3)

* Includes a -3 Parry penalty for armor.

Edges: Block

Gear: Crossbow, longsword (Str+d8), plate armor (+3), torch

RUSKAR WAR-CAT

Use the **Sabertooth Cat** statistics in the **Bestiary** chapter.

Siding with the Ruskar: The heroes may attempt a diplomatic approach to the Ruskar, but this will be difficult. The Ruskar fear their sorcerous master and are out to kill and loot at his bidding. Attempts at diplomatic resolution suffer a -2 penalty above and beyond being considered Hostile with respect to the Persuasion rules.

ENYA'S WILES

Enya is as amoral and untrustworthy as she is beautiful and the heroes have attracted her attention. Enya is resolved to have some fun with these wandering strangers and sets about stirring up mischief.

Enya will try to seduce one of the heroes. If success-

ful she tries to seduce another as well. Furthermore she will seek to cause conflict between the heroes and their allies. If rebuffed or sent away, no matter how gently, she goes crying to her brothers with a wildly exaggerated or outright false story about the “terrible abuse and dishonor” she (allegedly) suffered at the heroes’ hands.

ENYA



Enya’s beauty is accentuated by facial tattoos, a practice common in this region. Her amber eyes dance with an inner fire that can attract the unwary moth-like towards her fiery personality.

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

Skills: Fighting d4, Notice d8, Persuasion d10, Stealth d8, Taunt d10, Throwing d6, Survival d6

Charisma +6; Pace: 6; Parry: 4; Toughness: 5

Hindrances: Overconfident

Edges: Charismatic, Quick, Thief, Very Attractive

Gear: Knife (d4+Str)

Special Abilities:

- **Seduction:** Enya can use Persuasion to initiate a Test of Wills.

DREAMING OF RAVEN

That night as the heroes slumber they all have the same dream, warning them of danger.

As you rest after the battle, your dreams are visited by the image of a great raven. The raven caws out a warning and touches your favored weapon with it’s black wing. Your weapon glows with a strange purple glyph like the silhouette of a raven’s skull for a few moments before fading. Then the dream shifts to the image of a wild-eyed man with unkempt black hair and beard dressed in red robes who is gazing upon an image of the sleeping heroes in his golden mirror as he mutters strange incantations. Then the dream ebbs and you awake suddenly in a cold sweat.

The heroes all awake the round before the Anjat brothers attack their tent. They have mere moments to grab their weapons and no time to don armor.

ANJAT BROTHERS’ AMBUSH

When Enya’s brothers hear her laments against the player characters, they waste little time planning their revenge for the perceived slights against their sister. The three brothers fear the strangers and do not wish to risk a frontal assault. Instead they gather a few friends (one per hero) and ambush the player characters during the night, preferably when they are

trying to recover from a battle the day before. The brothers and their posse bring their dogsleds silently towards the heroes’ camp, leaving them just out of sight of the camp before continuing on foot in their snowshoes. They will attack the heroes in their sleep if they can, trying to kill one or more of them while they have the element of surprise.

ANJAT BROTHERS & ALLIES (2 PLUS 1 PER HERO)

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

Skills: Boating d4, Fighting d8, Intimidation d6, Riding d6, Shooting d6, Stealth d6, Survival d6, Throwing d6, Tracking d6

Charisma: 0; Pace: 8; Parry: 6*; Toughness: 7(2)

* Includes a -1 parry penalty from armor.

Hindrances: Illiterate, Vengeful

Edges: Block, Fleet Footed

Gear: Bone plate armor (+2), hide headgear sleeves & leggings (+1), iron long knife (Str+d6), spear (Str+d6, +1 Parry), sled with 7 sled dogs, snow shoes, winter clothes

ARULATAQ ATTACK

About four rounds into the battle with the Anjat brothers, the melee is interrupted by the attack of a pack of ape-things sent after the heroes by a Ruskar Magi.

The melee is quickly interrupted by an unearthly bellowing cry. Hideous ape-shaped creatures burst onto the scene with murder in their eyes. Your previous assailants take one look at these ape-things and begin fleeing for their lives. As the beasts come nearer you notice the raven-skull sigil from your dream is now visible on the weapon the raven’s wing touched in your dream.

Any of the heroes’ previous attackers who are able to immediately flee the scene upon viewing the oncoming ape-things.

Boon (Raven’s Blessing): In the heroes’ collective dream, the raven spirit not only warned them of the impending danger, but blessed their weapons. Each hero’s preferred weapon that appeared in the dream will once again glow with the raven-skull sigil and will temporarily gain AP 1 against the ape-things for the remainder of the battle.

APE-THINGS (ARULATAQS) (3)

These beasts were set against the heroes by Raskov using a variation of the puppet power and his Ikon, a magic golden mirror. The ape-things are bloodthirsty enough to keep fighting even if Raskov’s power over them is somehow blocked or broken.

CONCLUDING THE ADVENTURE

This adventure purposefully introduces a number of potential loose ends for the heroes to tie up as they see fit.

Experience: Surviving heroes get 1 experience point.

Powwow: Heroes who celebrate their victory, or simply their survival, by spending over half their accumulated wealth on imported Skadian ale, roasted seal meat, gifts, gambling or other such festivities should be awarded an extra experience point and a roll on the Powwow Table.

Further Adventures: Depending on how the ambush shakes down, the heroes may wish to seek to confront Enya (who will cry and deny any fault or seek to blame the Ruskar Sorcerer's magic for her behavior), may have unfinished business with any surviving members of their ambushers or may wish to continue exploring the threat of the Ruskar in the region. Alternatively, the heroes may wish to travel southward to continue their adventures in warmer and (somewhat) less hostile lands.

Going After Raskov: Raskov in particular may be of interest to the heroes. If they do track him down use the Sorcerer statistics from the Bestiary and arm him with an Ikon from the Magic and Sorcery chapter.

TALES OF THE NORTHEASTERN WOODLANDS

Though a relatively peaceful region containing some of the more stable tribal confederacies, the Northeast Woodlands has its fair share of raiding. Throw in a wide variety of hostile spirits, Sea Wolves and Atlanteans threatening the coasts and increasingly violent tribal rivalries and this area can be as dangerous as any.

THE QUILT OF MANY EYES

An adventure for 3-5 heroes of Seasoned or Veteran Rank.

Setting: This adventure is set in the small village of Ardu among a people calling themselves the White River Tribe. The village is assumed to be located somewhere near the Mishupishu peninsula, but the specifics of their location are unimportant and the GM is free to place the village anywhere in the Northeastern Woodlands region.

TABLE 5:3: NORTHEASTERN WOODLANDS ENCOUNTERS

D20 ENCOUNTER

- | | |
|----|---|
| 1 | Scaled Vampire (Apotamkin) 1 |
| 2 | Spectral Hunter (Baykok) and/or Avenging Spirit (Chepi) 1-2 |
| 3 | Bear, Black or Large 1-2 |
| 4 | Spirit Wolverine (Carcajou) or Wolverine 1d6 |
| 5 | Spider-Thing (Dijien) 1 |
| 6 | Elbow Witch 1d8 |
| 7 | Flying Head 1d4 |
| 8 | Giant (Lake, Man-Eating, or Stone) 1d4 |
| 9 | Great Mosquito (Gusku) 2d4 |
| 10 | Jogah Nature Spirit (any) 1d4 |
| 11 | Two Headed Serpent (Kaistowanea) or Snake with the Human Head 1 |
| 12 | Lake Serpent or Meteor Fire Dragon (Gaasyendietha) 1 |
| 13 | Moth man 1d8 |
| 14 | Bird-Thing (Piasa) 1 |
| 15 | Mountain Stormer (Pomola) 1 |
| 16 | Blizzard Eagle (Psônen) and/or Wind Eagle (Wuchowsen) 1-2 |
| 17 | Skadian Raiders 2d6 |
| 18 | Corrupted One (Tawiskaron) 1 |
| 19 | Underwater Panther (Mishupishu) 1 |
| 20 | Wolf or Wolf-Fiend (Nihasa) 2d4 |

The village itself consists of a number of dome-shaped wood and woven bark wigwam style houses surrounded by a wooden palisade.

Lead In: During their travels, the heroes come across a small village of wigwams surrounded by a simple wooden palisade of rough-hewn logs. Observant heroes (on a successful Notice roll) will note an unusually high number of watchmen posted on the wall. At some point the wind carries the wailing sounds of family members mourning their dead to the heroes' ears.

BACKGROUND

The village has recently been beset by a strange curse. Periodically young men travelling in the woods alone or in small groups have gone missing only to be found later dead or wandering blindly in the woods. These men's eyes have been removed and most have

wound up dead. Of the two survivors, one is completely catatonic while the other, Esmi, has been reduced to a ravening lunatic babbling about thousands of eyes staring right through him, into his very soul.

There is a wise hermit who lives just outside the village who is renowned for his abilities as a healer, but these wounds are strange to him. He believes he might be able to heal such a wound if the victim's eyes could be found and brought to him quickly.

SPEAKING WITH ESMIT

Esmi was once a handsome young man, now eyeless and babbling like a madman. If asked to recount what happened to him, his story starts out coherently enough about how he went into the forest to hunt and he can indicate the general direction of his travel. Then he recalls he happened upon a strange clearing. When he tries to continue his tale past this point he stops dead and begins to get twitchy, not wanting to continue. If pressured, he begins screaming incoherently about "eyes... so many eyes... all of them looking at me." He becomes hysterical and, if pressed further, may become suicidal.

Use the **Warrior** statistics in the **Bestiary** for Esmi if needed. Esmi has no gear with him.

SEARCHING FOR THE SOURCE

Heroes trying to re-trace Esmi's path through the woods find only a strange clearing:

After searching through the woods for hours you come across a clearing containing an odd sight. There is a rectangular area where the grass and plants are flattened as if pressed by a large rectangular weight. Nearby are the cooling ashes of a cooking fire.

Heroes inspecting the ashes may estimate they are several days old judging by the heat. Searching the clearing turns up nothing but a few porcupine quills flattened after the local fashion in which women flatten quills with their teeth to be dyed and woven into various baskets, boxes and textiles.

What the heroes don't know is that this was recently the scene where Esmi lost his sight during an encounter with a coven of Elbow Witches living in a supernatural longhouse that can magically transport itself through the Spirit Mists. These elbow witches have been laboring to build and maintain an evil artifact known as the Quilt of Men's Eyes. They plan to use this vile artifact to terrorize the countryside so that they may command food and other tribute from the fearing populace.

THE RED DWARF

While the heroes are out and about the Spirit Mist falls over the woodlands, a portent of strange happenings to come.

While you are out searching the forest a strange mist begins to fall over the land. This mist appears suddenly and does not feel or move like any natural mist. The thick air has a certain electrical energy that tickles the small hairs on the back of your neck. Then for a split second you swear you could see a short figure dressed in red out of the corner of your eye, but when you turn to look all you can see is blankets of unnatural fog.

A strange being known as the Red Dwarf has come to observe the heroes. The red dwarf mostly wishes to scare the heroes away from the area, which he holds sacred as the burial place of his dead wife. He will try to chase the heroes off by frightening them or summoning a storm with his tempest power. However, if the heroes refuse to be scared off, the red dwarf's trickery may turn deadly.



GM Note: The Red Dwarf's presence here has nothing to do with the missing eyes. This encounter is meant to divert the heroes' suspicions.

RED DWARF

See the **Bestiary** for the **Red Dwarf's** statistics.

A HUT IN THE WOODS

When the heroes seem ready to abandon their search, they come upon a strange wooden lodge built like a longhouse.

On your way back to the village, you happen upon a lodge of wood and birch bark. From inside the longhouse you can hear the voices of women laughing and singing in a language that is strange to you. As you look on, one woman comes out of the lodge to stir a copper pot of stew cooking over the fire. Seeing you she smiles and invites you inside.

These women are elbow witches, but their telltale elbow spikes are currently retracted, making them indistinguishable from mortal human women. The lodge itself is 5' (10 yards) by 12' (24 yards) and has an entrance at either end.

If the heroes leave without entering the lodge, they will come across it again in the mists and once again be invited in. If they leave a second time, they will happen across the lodge a third and fourth time. On the forth and final encounter, the woman will use the puppet power to try and force them into the lodge. If the heroes resist the elbow witches' power and leave the embittered hags and their hut will disappear to haunt the heroes again at a later time.

ENTERING THE HUT

Heroes who enter the hut will behold a deadly sight, for the terrible Quilt of Men's Eyes lies hanging in the center of the hut.

Inside the longhouse are a small group of cloaked women working on a quillwork quilt that overflows with the adornment of disembodied eyeballs quivering and rolling about in all directions with a twisted semblance of life. The terrible quilt seems to meet your gaze and a blinding pain wells up in your eyes which feel as though they are being ripped from your skull.

The Quilt of Eyes: This evil artifact is an elaborate porcupine quill-work quilt covered in disembodied human eyes, each one still quivering and rolling about madly as if still alive and trying to see.

Anyone looking upon the Quilt of Men's Eyes, aside from its makers, must succeed on a Spirit roll at -2 or else make a roll on the Fear table. Any man who looks upon this quilt must also succeed on a second Spirit roll at -2 or gain the Blind Hindrance for 2d6 rounds. If they rolled a 1 on their Spirit die, regardless of the wild die, their eyes are telekinetically ripped from their sockets to become part of the quilt, making their blindness last until the quilt is destroyed and their eyes can be retrieved and healed.

ELBOW WITCHES (6)

ELBOW WITCH MATRON

The elbow witch matron appears as a hideously ugly elder woman of many winters, appearing human until she unsheathes her retractable tusk-like elbow spikes which reveal her for the evil hag she is.

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

Skills: Animism d12, Fighting d8, Intimidation d10, Knowledge (Herbalism) d8, Knowledge (Occult) d8, Knowledge (Oral History) d6, Notice d8, Persuasion d10, Stealth d10, Taunt d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Bad Eyes:** -2 to Shooting or Notice rolls made at ranges greater than 5" (10 yards).
- **Elbow Spikes:** Str+d6
- **Fear:** Anyone who sees an elbow witch matron must make a Spirit roll.



- **Powers:** An elbow witch matron uses Animism as its arcane skill. Common powers include; armor, boost/lower trait, death touch, divination, greater divination, fear, obscure, puppet and quickness.

Boon (Coven's Weakness): The elbow witch coven and their travelling longhouse are spiritually linked to the Quilt of Men's Eyes, each drawing power from the other. If the heroes manage to destroy the quilt, the elbow witches and their hut will all dissolve into the aether never to return.

CONCLUDING THE ADVENTURE

If the Quilt of Eyes was Retrieved: The quilt loses its power once the eyes have been removed. The hermit is able to restore the eyes to any who have lost them to the quilt. If the threat of the elbow witches has been neutralized, the grateful villagers give each of the heroes a wampum belt (100 bd), 3 polished Petoskey stones (1 bd each) and a pouch of tobacco (contains 4 doses) to show their gratitude.

If the Quilt of Eyes wasn't retrieved or destroyed: The heroes may need to seek the magical lodge and its elbow witch occupants once again if they wish to end its evil.

Experience: Award 1-3 experience points to successful heroes depending on how they fared in their dealings with the elbow witches and their deadly quilt.

Powwow: If the heroes return to the village victorious, a feast of roast meat, cornbread, pine needle tea and Skadian ale will be held in their honor. Heroes that spend, trade or give away at least half their accumulated wealth during the festivities should be awarded an extra experience point and a roll on the Powwow Table.

Further Adventures: There are many river-ways and trails leading throughout this region and into the neighboring territories. Heroes struck with wanderlust may make their way north into the Skadian lands, west into the Buffalo Plains, or they may head down into the Southeastern Woodlands.

TALES OF THE SOUTHEASTERN WOODLANDS

The Southeast Woodlands may have a friendly climate, but there are plenty of other hazards from insect swarms and swampy Difficult Ground (movement costs double) to storms, tribal warfare and violent subtropical storms. Meanwhile the Atlantean invaders and pirates ravage thee shorelines while the Black Atlanteans and dark spirits haunt the interior.

Aside from what is presented here, the sample adventure framework generated to illustrate use of the **Adventure Generator** in the **GM's Intro chapter** could easily be set in this region.

THE DEVIL DRESSED IN STONE

An adventure for 3-5 heroes of Seasoned or Veteran Rank. The GM may adjust the difficulty of the adventure by adjusting the attitude and helpfulness of the NPC Andu-u towards the party and/or altering the number of wounds Andu-u has suffered.

Setting: The Devil Dressed in Stone is an adventure set somewhere in the wilderness along an old trail to a nearby village. Since most of the adventure takes place in the wilderness, it could be set almost anywhere in the Southeastern Woodlands area. The presence of a stone cave might suggest proximity to the Coyote Mountains or similar rocky terrain.

Lead In: The heroes encounter a strange man in the wilderness and later discover his demonic nature.

While hunting in the forest you come to the top of a hill. Down the other side is a great river and across it you see an odd looking old man leaving a cave. He is carrying a cane that appears to be made of some bright shining rock. The old man's features are hard to make out in the distance, but he does not appear to see you. As you look on, the figure points his cane in different directions as though it were a dowsing rod and then sniffing the end. After the old man points his cane in the direction of the nearest village, he smells it several times as if he has found something he likes the smell of. Immediately the hunched figure heads off straight in towards the village, disappearing into the dense foliage.

Observances: A successful Notice test reveals that the figure was considerably taller than most mortal men, or would be had he not been so hunched over. On a raise, the hero notices that the figure's flesh had a stone-like quality to it.

TABLE 5:4: SOUTHEASTERN
WOODLANDS ENCOUNTERS

D20	ENCOUNTERS
1	Alligator/Crocodile 1d6
2	Scaled Vampire (Apotamkin) 1
3	Atlantean Invasion 2d8 Warriors plus one Elite Warrior
4	Bear, Black, Large or Short-Faced 1
5	Cliff Ogre 1-2
6	Demon, Frog Demon 1d4
7	Dark One (Ewah) 1d4
8	Giant (Man-Eating or Tsul 'Kalu) 1d4
9	Horned Serpent (Uktena) 1
10	Wolf-Fiend (Nihassa) 1d4
11	Raven Mocker 1d6
12	Raiding Party 2d6 Warriors plus one Elite Warrior
13	Snake, Giant 1
14	Spear-Finger Ogress (U'tlun'ta) 1
15	Thunder Being 1
16	Thunderbird 1
17	Wolf 2d4
18	Death Hawk (Tl nuwâ) 1d4
19	Wolf, Dire 1d4
20	Worm that Devours Women 1

BACKGROUND

The devil dressed in stone is an ancient demon who traveled from village to village, slaughtering the local residents and insatiably sucking the meat from their bones. The ancient hero Naku, proclaimed descendant of the sun god Shakar, defeated the demon and entombed it in a cave. Unfortunately, the demon had foreseen its death and enacted a dark ritual that would allow it to rise from its tomb one thousand years hence. The heroes have the extraordinary misfortune of being among the first humans to lay eyes on the demon in a thousand years.

A local native scout, Inowa, and his Bantanu warrior companion Andu-u happened upon the devil's cavern tomb mere minutes before the heroes enter the scene. The duo went poking around in the devil's tomb for valuables to trade for passage on a trade vessel bound for the distant land of Borea. They were ambushed by the newly risen devil. Andu-u barely escaped with his life. Inowa was not so lucky.

BONES IN THE CAVE

If the heroes explore the cave the old man was seen exiting, read or paraphrase the following:

As your eyes adjust to the dim light you can make out ancient petroglyphs on the walls. Deeper in the cave you see a pile of bones lying next to a recently unearthed pit.

Inspecting the bones reveals that they are from a fresh kill and the flesh has been chewed from them. One half-eaten hand still clutches an ancient silver knife inlaid with obsidian and turquoise (worth 500 bd). A bloody wampum belt worth 100 bd and a silver armband worth 10 bd lay cast aside on the cave floor. The pit appears to have been an ancient tomb lined with barely preserved animal skins.

Reading the Petroglyphs: Requires a Knowledge (Oral History) roll, or a Common Knowledge roll for Eastern Woodlands Tribesmen. The petroglyphs indicate that this cave is the tomb of an ancient cannibal demon with stone flesh named Nun'Yunu'Wi, meaning 'dressed in stone.'

Poisonous Gas: If the heroes spend any amount of time in this cave, they fall victim to a nearly odorless toxic gas that has seeped up into the cave from the bowels of the earth. Characters who remain in the cave for over a full minute must make three Vigor rolls with each failure imposing a level of Fatigue. Those who remain in the area will have to make another Vigor roll every minute. Incapacitated characters left in the cave must make a Vigor roll every hour to avoid death by asphyxiation. These levels of fatigue fade after an hour has passed.

FINDING ANDU-U

Outside the cave the heroes find a blood trail leading to a wounded Bantanu warrior named Andu-u. Andu-u is badly injured (2 wounds) and deathly afraid of the Devil Dressed in Stone. He may be persuaded to help the heroes hunt down the demon if they offer him a chance for revenge.

Andu-u knows nothing about the Devil Dressed in Stone except that it slew his best friend.

ANDU-U

Andu-u is a proud member of the Bantanu race and member of the Zandi warrior tribe.

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

Skills: Fighting d8, Intimidation d8, Knowledge (Weapon making) d6, Shooting d6, Stealth d8, Survival d6, Throwing d8, Tracking d8



Charisma: 0; **Pace:** 8; **Parry:** 9; **Toughness:** 6

Hindrances: Code of Honor, Illiterate

Edges: Block, Fleet Footed, Improved Frenzy, Quick Draw

Gear: Knife (Str+d4), large shield (+2 parry), light spear (Str+d6)

CHASING THE DEVIL

Yelling after the old man produces no result, as if he either does not hear the sound or doesn't recognize it as speech. Those who go chasing after the old man through the forest must first negotiate the river. While doing so they find themselves face to face with a giant snake summoned by the devil.

From out of the woods slithers a giant serpent of a variety long thought extinct in this region. Fear wells up in your hearts as the beast eyes you with cold reptilian eyes.

Heroes who have never fought a giant serpent before must succeed on an unmodified Spirit roll or else roll on the Fright Table.

SNAKE, GIANT CONSTRICTOR

HUNTING THE HUNTER

If the Devil Dressed in Stone notices the heroes following it, it won't let on at first. It simply carries on its way, but summons one of its ancient servants, a spectral hunter, to deal with the heroes while the Devil Dressed in Stone continues towards its next meal.

SPECTRAL HUNTER (BAYKOK)

ATLANTEAN SCOUT-CAMP

As the heroes continue to chase down the Devil Dressed in Stone they come across the remains of an Atlantean scouting camp that the Devil Dressed in Stone has clearly passed through.

Entering a small clearing you discover the remains of a strange encampment. The broken bodies of several dead men with pale skin and shattered blue-tinted steel armor lay scattered akimbo amidst their broken tents. The bodies are still warm and much of their flesh appears to have been eaten away in a fashion similar to the devil's previous victim.

If the heroes spend any time exploring the camp they are interrupted by a small band of Atlantean warrior-scouts mounted on OkaChilas returning to their camp to find it in tatters. They will attack the heroes on sight. If Andu-u is with the heroes he will respond in kind.

ATLANTEAN SCOUTS (3)

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

Skills: Boating d4, Fighting d6, Notice d6, Riding d6, Shooting d6, Stealth d8, Survival d6, Throwing d6, Tracking d6

Charisma: 0; **Pace:** 8; **Parry:** 5*; **Toughness:** 8(3)

* Includes a -2 parry penalty from armor.

Edges: Armiger, Fleet Footed

Gear: Forked light spear (Str+d8, collapses into sword), great helm (+3), large shield (+2 Parry, can be collapsed into a medium or small shield), plate armor (+3, adjustable body coverage), repeating cross-bow. Mounted on OkaChilas.

OKACHILAS (3)

The Atlantean scouts have been on the mainland gathering information for a potential Atlantean invasion force, but they will not give up this information easily.

CONFRONTING THE DEVIL IN STONE

If the heroes chase the devil down, or head him off at the village, they will have to face it eventually. If the heroes ignore the Devil Dressed in Stone, they may find themselves the next quarry of its unnatural hunger after it has decimated a local village or two.

If the evil Dressed in Stone knows the heroes are still on it's trail, it will summon a Dark One to help it deal with them.

DARK ONE (EWAH)

DEVIL DRESSED IN STONE

See the statistics for the **Demon, Devil Dressed in Stone** in the **Bes-tiary** chapter.



Treasure: Once defeated, the Devil Dressed in Stone disintegrates, leaving behind a giant heart-shaped gem worth 5,000 bd and a pool of a strange bright red blood-like substance that would make a vibrant red dye. If collected, the red ichor is worth 100 bd.

CONCLUDING THE ADVENTURE

Experience: Award successful heroes with 1-3 experience points depending on how they fared against the Devil Dressed in Stone.

Powwow: The heroes were not the only ones to witness the Devil Dressed in Stone approaching the

village. By the time the heroes enter the village, their deeds are likely to be known. If they managed to drive off the devil dressed in stone, they are given a heroes welcome. The GM may award an additional experience point to heroes who spend or give away at least half their accumulated wealth as gifts to honor the chief or impress potential love interest. Giving up the demon's heart jewel to be destroyed in a sacred ritual by the local Shaman could also qualify. The local chief will gift the heroes each with a golden armband worth 100 bd. He will also provide the heroes with two large casks of Borean palm wine, which will likely be consumed during the ensuing festivities.

Further Adventures: If the Devil Dressed in Stone still lives, it can and will hunt the heroes to the ends of the earth. Some heroes may be intrigued by the presence of Atlantean scouts and seek to further investigate the reasons for their presence on the mainland. Alternatively, the heroes may decide to travel up to the Northeastern Woodlands, explore the Coyote Mountains, head west towards the Buffalo Plains, or take to the water to explore the Pirate Isles. Then there was Andu-u and his desire to buy passage back to his homeland in the far-off jungles of Borea across the Eastern Ocean.

TALES OF THE BUFFALO PLAINS

The gently rolling Buffalo Plains may seem like a simple place where one can see danger coming from miles away, but appearances can be deceiving. This region possesses more and deadlier mysteries than its wide open landscape might suggest to outsiders.

THE STAR-BEING FROM YOG

An adventure for 3-5 heroes of Seasoned or Veteran Rank. The GM can vary the difficulty based on how much aid the warriors of Nissah are able to provide the heroes with.

Setting: This adventure centers around the prairie tribe settlement of Nissah and it's semi-nomadic inhabitants. This small village consists of a few dome shaped wood and earth huts and numerous teepee style tents. It is a seasonal community, only inhabited through part of the year, with the same tribal families returning annually to this site. The village of Nissah lies nestled in a dried-up river gorge where it is shielded from the violent windstorms that occasionally whip across the open plain.

History: A large contingent of the Chaticks tribe has fallen under the otherworldly power of an inhuman sorcerer descended to earth from beyond the dome of the sky. This visitor from beyond the stars calls itself

TABLE 5:5: BUFFALO PLAINS ENCOUNTERS

D20 ENCOUNTERS

1	Buffalo 3d10
2	Spirit Hawk (Cetan) 1d4
3	Great Cat, Large (Cougar) 1
4	Deer Woman 1
5	Double-Face Being (Anung-Ite) 1
6	Horse 2d10
7	Horned Serpent 1
8	Mammoth 1d4
9	Wolf-Fiend (Nihasa) 1d6
10	Pitch-Thing 1d4
11	Raiding Party 2d6 Warriors plus one Elite Warrior
12	Sabertooth Tiger 1
13	Shadow People 1d4
14	Spirit Horse 1d4
15	Thunder Being 1
16	Thunderbird 1
17	Snake, Giant 1
18	Wolf 2d4
19	Wolf, Dire 1d4
20	Worm that Devours Women 1

Ay-Yog-Gha. It seeks to lead the tribal warriors under its supernatural sway on a series of raids meant to capture human sacrifices for a sacrilegious perversion of the Morning Star Ritual.

Ay-Yog-Gha now seeks to capture and sacrifice a young princess of purportedly divine blood, Anuya the Blue Sky Maiden. Anuya is said to be the offspring of her human chieftain father and the divine spirit of the Morning Star. Unbeknownst to anyone else, Ay-Yog-Gha's main objective is to capture the princess and spill her divine blood in his profane ritual.

Lead In: As the heroes travel down a narrow gorge towards a local village they find themselves caught up in a tribal war. Read or paraphrase the following to the players:

A fierce wind has picked up across the plain and you are glad to be traveling within a sheltered gorge cut out by a long dead river. Your destination is the village of Nissah, a semi-permanent settlement where you can rest and resupply. It has been a dry year and water is running low. A pity the ancient riverbed is as dry and cracked as your own parched lips. Suddenly all thoughts of thirst are interrupted by a

sudden rumbling in the ground. You can feel strong vibrations through your feet as small pebbles begin to shake and dance through the dusty canyon floor.

STAMPEDE!

A simple Survival test, or a Common Knowledge test for natives to the Buffalo Plains, will easily identify the signs of a stampede headed in the heroes' direction. A Notice test will tell the heroes that the stampede is coming up the gorge behind them and heading straight towards the same village they were travelling to.

The Gorge: Though it varies in places, the gorge is between 20 and 25ft (4"-5" on the game table) across with relatively sheer sides some 20 ft high and covered in loose rocks (-2 to Climbing).

Avalanche: As the buffalo stampede approaches, rocks from the sheer canyon walls fall down towards the heroes. Each hero must make an Agility roll at -2. Success means the hero managed to evade the falling rocks unharmed. Failure means the character suffers 2d6 damage. Those who rolled a 1 on their Agility die, regardless of the Wild Die, are partially pinned underneath a large stone that requires a successful Strength test to remove and restore their mobility.

The Buffalo Stampede: The buffalo stampede is rounding a turn in the gorge some 30" away from the heroes and advancing at the panicked Pace of 14" per round. A successful Notice test will allow a hero to immediately see humanoid figures riding astride several of the buffalo in the stampeding herd amid the dust clouds.

The heroes (and anyone else caught in the stampede) must make an Agility roll at -4 each round or suffer 2d6+3 damage. A 1 on the Agility die results in the character taking 4d6+6 damage. After three successful Agility rolls, the individual has gotten out of the way of the herd.

Boon (Bennie Op): Be sure to award Bennies to heroes who put themselves in harms way during the stampede in order to help another PC or to attempt to protect the people of the village that the stampede is headed for. Attempting other daring stunts such as leaping atop a stampeding buffalo may also earn Bennies.

Buffalo Riders: At some point the heroes are bound to notice that there are warriors in warpaint riding several of the Buffalo in the stampede. A successful Knowledge (area) test or a Smarts roll for natives to the Buffalo Plains identifies these warriors as members of the Chaticks tribe.

BUFFALO PLAINS OUTRIDERS (4)

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

Skills: Fighting d8, Intimidation d6, Riding d6, Shooting d6, Stealth d6, Survival d6, Throwing d6, Tracking d6

Charisma: 0; Pace: 8; Parry: 7*; Toughness: 6(1)

* Includes a -1 Parry penalty for armor.

Hindrances: Illiterate

Edges: Block, Fleet Footed, Steady Hands

Gear: Bone hair pipe breastplate (+1), bow (12/24/48, 2d6), light spear (Str+d6) or tomahawk (Str+d6), medium shield (+1 Parry)

THE FOLLOW-UP ATTACK

After the stampede, the heroes smell smoke on the wind. A war party of enemy raiders has arrived on horseback and they are lighting a wildfire in the dry grass downwind of the village. The flames rapidly spread towards the village and anyone in its general vicinity.

Wildfire: To escape the fire, heroes must make a Survival roll at -2. Success means they are able to evade harm. Failure means they suffer 2d10 damage from flames, the heat and/or smoke inhalation. A Critical Failure means the hero suffers 3d10 damage.

After the fire, the warriors jump in and attack. The attack is largely a diversion, meant to allow a small band of warriors to sneak into the village to abduct the chief's daughter Anuya. The attackers will break off their engagement.

If the heroes enter the fray to defend the village it will be them and 6 allied village warriors fighting off a war party of 12 attackers and their war chief, Turek.

BUFFALO PLAINS WARRIORS

Use these statistics for both the 12 attacking Chaticks warriors making a direct assault and the 6 allied warriors who are on the scene

BOON: HEALING MUD

The first hero to fall incapacitated during this adventure has the incredibly serendipitous luck of stumbling into a small patch of mud created by a sacred spring created by the tears of the moon. On the round they fall in it and each consecutive round they or anyone else spends an action covering themselves with the mud, the character may make a recovery roll. There is only one such patch of mud and once discovered, the heroes will not find another. Mud removed from the area loses its magical healing properties at the end of the round.

trying to fight them off.

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

Skills: Fighting d8, Intimidation d6, Riding d6, Shooting d6, Stealth d6, Survival d6, Throwing d6, Tracking d6

Charisma: 0; **Pace:** 8; **Parry:** 7*; **Toughness:** 6(1)

*Includes a -1 Parry penalty for armor.

Hindrances: Illiterate

Edges: Block, Fleet Footed

Gear: Bone hair pipe breastplate (+1), bow (12/24/48, 2d6), horse, light spear (Str+d6) or tomahawk (Str+d6), medium shield (+1 Parry)

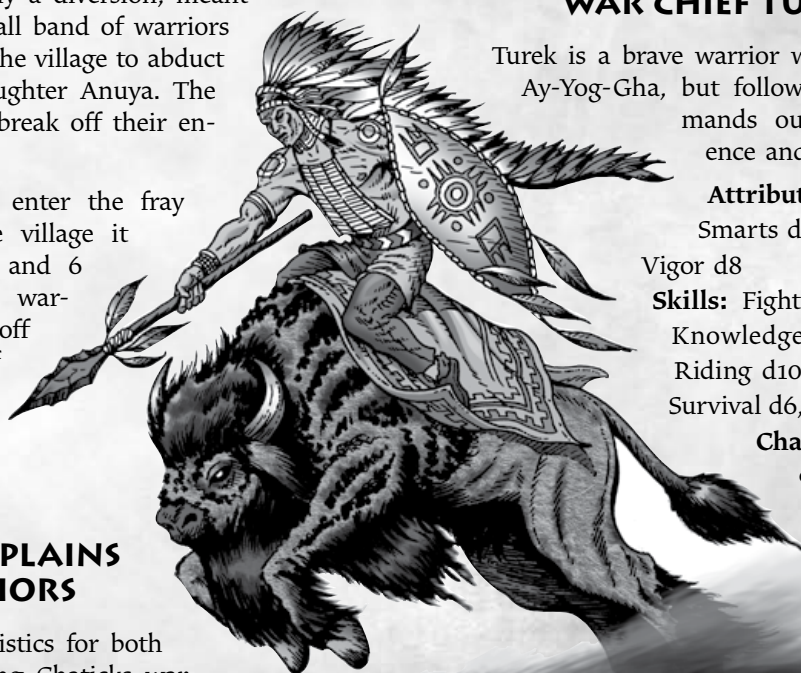
WAR CHIEF TUREK

Turek is a brave warrior who dislikes Ay-Yog-Gha, but follows his commands out of reverence and fear.

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

Skills: Fighting d10, Intimidation d8, Knowledge (Battle & Tactics) d6, Riding d10, Shooting d8, Stealth d8, Survival d6, Throwing d8, Tracking d8

Charisma: 0; **Pace:** 8; **Parry:** 9; **Toughness:** 7(1)



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Hindrances: Illiterate

Edges: Armiger, Block, Fleet Footed, Improved Frenzy

Gear: Bone hair pipe breastplate (+1), bow (12/24/48, 2d6), warhorse, light spear (Str+d6) or tomahawk (Str+d6), medium shield (+1 Parry)

GOING AFTER THE CHIEF'S DAUGHTER

The aging Chief Kotan is distraught over his daughter's abduction and pleads with the heroes to rescue her from the enemy raiders:

My warriors are in no condition to go after her. If I send them to retaliate now it will spell the doom of our tribe. Please, you must save my daughter. I will give you fine war-shirts and weapons, even horses if you can only bring her back alive. I fear not only for her safety but the purpose of her capture. I know not what their purpose for her is, but their recent use of dishonorable methods lead me to fear there is no longer any atrocity they will not stoop to commit.

The chief offers the heroes each a horse, a finely crafted buffalo-skin war-shirt (+1 Toughness) decorated with fine quillwork and worth 300 bd and either a spear, throwing axe or warclub with a silvered head inlaid with turquoise (and thus capable of harming spirit creatures). He is also willing to give the heroes any food or provisions they may require.

Tracking the war party back to their war-camp is a simple matter as the raider made no attempt to cover their many tracks.

Investigating: Heroes that stick around to ask questions will find that, though there have been raids in the past, this bloody attack is not a typical behavior for the Chaticks tribe. There is also a rumor that one of the Chaticks Chieftains has been supplanted by a strange being who fell from the sky in a ball of fire.

RITUAL AT THE WARCAMP

After locating the war-camp the heroes will see an elaborate ritual being set-up. Presiding over the ritual is an odd-looking man with pale, seemingly luminescent silver skin and pupiless eyes.

BUFFALO PLAINS WARRIORS (10)

Use the same statistics as before.

AY-YOG-GHA, THE STAR-BEING FROM YOG

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d10
Skills: Fighting d10, Intimidation d10, Knowledge (Occult) d10, Notice d8, Spellcasting d12+1



Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Sacrificial long-knife (Str+d6)

Hindrances: Bloodthirsty

Edges: Arcane Background (Blood Magic), Blood Memory, Charismatic, Ritual Sacrifice, Improved Ritual Sacrifice

Special Abilities:

- **Powers:** boost/lower trait, death touch, determine conjunction, psychic evisceration, puppet, stun and zombie
- **Clairvoyance:** Ay-Yog-Gha gains a +2 bonus to Notice rolls and suffers no penalties for poor lighting or concealment. It always acts as though it has line of sight to a target, regardless of obstructing objects.
- **Empathy:** Ay-Yog-Gha can sense the emotions of those around him. This gives it a +2 bonus to Persuasion rolls whenever it can make use of this knowledge.
- **Mind Reading:** Ay-Yog-Gha can read the surface thoughts of any individual as a free action by succeeding on an opposed Smarts roll. It may also roll its Smarts instead of Agility when attempting to interrupt an enemy's action in combat.
- **Telepathy:** Ay-Yog-Gha can use the telepathy power at will using Smarts in place of an arcane skill.

ANUYA THE BLUE SKY MAIDEN

The chieftain's captive daughter, Anuya, uses the Sa-chem statistics in the Bestiary chapter with the added trait of Immunity to fire. She begins the encounter bound by strong buffalo gut twine and Shaken.

What if the heroes don't stop the ritual?: If Ay-Yog-Gha is allowed to complete his dark ritual uninterrupted, the whole affair takes about twenty minutes to complete. Then a powerful beam of light descends from the sky to shine on Ay-Yog-Gha and Anuya's dead body and the two figures ascend up into the sky until they disappear. Rest assured that if this is allowed to happen, Ay-Yog-Gha will return to haunt the heroes in a more powerful form at some future time.

At the GM's option, the ritual may also unleash one or more demons upon the mortal world after Ay-Yog-Gha ascends into the sky.

CONCLUDING THE ADVENTURE

Experience: Depending on how well they fared, award each hero 2-3 experience points for completing this adventure.

Powwow: If the heroes are able to rescue the young woman from being sacrificed, she invites them back to her tribe, where they are welcomed as champions. Heroes who spend or give away at least half of their accumulated wealth should gain an extra experience point and will have an opportunity to roll on the Powwow Table.

Further Adventures: If Ay-Yog-Gha completes his ritual, the heroes may have a whole new set of problems to deal with. Otherwise, Anuya's father will likely invite them to go on a Buffalo hunt, or may ask the heroes to help diplomatically smooth out relations with the local branches of the much larger Chaticks tribe. Since the Buffalo Plains are near the center of the continent, the heroes can travel by horseback or river canoe in any direction to end up adventuring in any of the surrounding regions.

TALES OF THE SPIRIT PLATEAU

The Spirit Plateau is as beautiful as it is deadly. This land is plagued by storms, slavers, warfare and malevolent spirits.

OBSIDIAN SHADOWS UNDER THE MOON

An adventure for 3-5 heroes of Seasoned or Veteran Rank. The GM may vary the difficulty depending on how outright hostile the slavers are towards the heroes and how much aid, if any, they provide against the stone beastmen.

Setting: This short adventure is set in a remote area of the Plateau region, somewhere along the base of a vertical cliff face that the heroes happen to be travelling along. The exact location on the map and the reason for the heroes' journey is unimportant to this Savage Tale. The cliff contains a forgotten temple that survives from a pre-human era. Here lies the mysteries of an ancient and cursed race of beastmen from an era before humans, spirits and animals became distinct and separate entities.

Lead In: While journeying along the base of a high cliff, one of the heroes disturbs a stone that skitters into a hidden crevasse and clatters noisily down an unseen set of stairs. Searching the area, the heroes discover a narrow staircase leading down into the hidden crevasse, situated so as to be nearly invisible to casual inspection from the outside. On the steps lays an ancient obsidian knife of fine craftsmanship. The blade is chipped slightly, but still razor sharp and fully functional.

TABLE 5:6: SPIRIT PLATEAU ENCOUNTERS

D20	ENCOUNTER
1	Bear, Black or Large 1
2	Buffalo Herd 3d8
3	Spirit Hawk (Cetan) 1d4
4	Cliff Ogre 1-2
5	Cave Lion 1
6	Great Cat, Large (Cougar) 1
7	Deer Woman 1
8	Giant eagle 1
9	Horse 2d10
10	Wolf-Fiend (Nihassa) 1d6
11	Riding Party 2d6 Warriors plus one Elite Warrior
12	Snake, Giant 1
13	Thunderbird 1
14	Spirit Horse 1d4
15	Sabertooth Tiger
16	Bigfoot (Sasquatch) 1d8
17	Shadow People 1d4
18	Wendigo 1d6
19	Wolf 2d4
20	Wolf, Dire 1d6

BACKGROUND

Legends tell of a time when there was no division between man and animal, but rather the earth was peopled with beastmen who possessed traits of both. This adventure involves the remnants of this ancient race, cursed by a semi-divine being named Blood Clot Boy for slaying his father, a dead warrior-godling whose name has been forgotten.

TEMPLE OF THE FORGOTTEN GODS

Within a hidden crevasse, the stairs form a short corridor down into a shallow cave, carved out by ancient hands. Here lies what appears to be an ancient temple to an unknown pantheon. The stonework seems alien to all observers, the stone itself seems strange, bearing a color and hardness like a green tinted smoky quartz, yet is as smooth and reflective as polished volcanic glass. Within the temple are strange columns which, like the walls, are covered in ancient symbols and pictographs of odd and unfamiliar beasts. Within the temple also stand a ring of ten grotesque obsidian statues, each figure bearing a nightmarish mix of human and animal features. The statues surround a gruesome looking altar of dark red granite, shaped like a massive grasping clawed hand reaching up out of the bowels of the earth.

The heroes inspection of the ancient temple reveals petroglyphs depicting a series of pitched battles between a hoard of beastmen, not unlike the obsidian statues and a pair of human-like figures with many silver-etched lines radiating out from them as though to signify great power or divine energy. The walls of the temple also display elaborate diagrams of the movement and phases of the moon and stars.

TWO WOMEN AND TWENTY SLAVERS

While the heroes inspect the temple, they hear footsteps running towards the nearby hidden crevasse.

Two local women, Inna and Hihe, were out gathering food when they stopped to bathe in a hot spring. While bathing, they were attacked by a roving band of slavers. Frightened and too far from their village, the women fled towards the hidden crevasse they remembered discovering in childhood to escape the slavers.

Suddenly a pair of women burst onto the scene. Their disheveled hair and tattered clothes are dripping with water, as one who has fled terror stricken through river and bramble. Eyes wide with fear they quietly seek a place to hide.

If the heroes allow themselves to be seen, Inna will warn them of the approaching slavers and plead them to remain silent in hopes that the ruffians will pass the hidden crevasse by unnoticed.

Unfortunately for the women, the slavers have a skilled tracker among their number and are already at the mouth of the crevasse, making their way down to claim their quarry.

SLAVERS (20)

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

Skills: Fighting d6, Intimidation d6, Notice d6, Stealth d6, Throwing d6, Tracking d6 (one has Tracking d10)

Charisma: -2

Pace: 6, **Parry:** 5, **Toughness:** 7(1)

Hindrances: Illiterate, Mean

Edges: Armiger

Gear: Dagger (Str +d4), medium shield (+1 parry), net, hide armor (+1), warclub (Str +d6), or whip (Str +d4)

INNA AND HIHE

Use the **Sachem** statistics in the **Bestiary** chapter for Inna and Hihe if needed.

DREAMS OF THE PAST

If any of the heroes lose consciousness or fall asleep in the vicinity of the cavern temple, they are haunted by dreams of an ancient race of beastmen.

As you lose consciousness your mind's eye beholds a dream of a primordial time. You see before you a moonlit battle raging between a perfectly formed elder warrior and a horde of beast men. The lone warrior is perfectly formed from his rippling muscles to his godlike beauty. In contrast the beastmen are constantly shifting amalgams of human and beast. The lone warrior fights his attackers off, but not before the largest of the beastmen strikes a terrible blow against him and his radiant crimson blood spills out upon the battlefield, forming a clotting pool of blood.

As the beastmen quit the field of battle to lick their wounds, the blood clot glistens as it begins to move and take a more defined shape. Before your eyes a second radiant human-like figure emerges from the blood clot. The figure is that of a perfectly formed young warrior who looks much like his progenitor.

Flashing forward you see the two warrior figures fighting side by side in another battle against the beastmen, held under the light of the full moon. Badly outnumbered, the elder one falls beneath the onslaught of the beastman horde. As the moon sets, the youth born from the blood clot furiously speaks the words of what sounds like a terrible curse in a forgotten tongue. The beastmen, hearing these words of power, freeze in their tracks, slowly petrifying into statues of obsidian.

GM Note: If the heroes don't look like they will be getting any shuteye, or the dream sequence otherwise simply isn't going to work for the GM, the heroes may stumble upon a secret chamber in the temple with a similar story depicted in cave paintings and petroglyphs.

OBSIDIAN SHADOWS AWAKE

That night, the moon passes through a specific point in its monthly arc that allows its light to enter the crevasse and reflect throughout the temple.

As the moon rises towards its zenith, its light refracts off of hidden mirrors to softly illuminate the temple's interior. One moment you catch a slight movement out of the corner of your eye and the next there is a flurry of action as the hideous stone statues come suddenly to a profane semblance of life. Their eyes glow in the moonlight with predatory intent as black fangs gnash and wicked obsidian claws slice the air.

Chaos erupts as the petrified beastmen fall upon the slavers and begin slaughtering them. Those among the slavers who can, begin to flee. If the heroes have been captured, this could provide an opportune moment for escape. If the heroes fight, the GM can

adjust the difficulty of the battle based on how many of the slavers may stand their ground and help the heroes fight for their lives against a common enemy.

PETRIFIED BEASTMEN (10)

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

Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 12 (4)

Special Abilities:

- **Armor +4:** Stone flesh.
- **Construct:** +2 to recover from being Shaken. Called shots do no extra damage. Do not suffer from disease or poison.
- **Fearless:** Immune to Fear and Intimidation.
- **Obsidian Claws:** Str+d8.

The petrified beastmen become animate when the moonlight touches them and revert back to their immobile state once the moon dips below the horizon, regardless of whether its light rays are still falling upon them.

Treasure: Each petrified beastman that is incapacitated in battle shatters into razor-sharp shards of obsidian collectively worth around 1000 bd.

GM's Note: The living beastmen statues are quite powerful and the heroes may well have to flee the scene. The goal here will likely become survival rather than complete defeat or destruction of all enemies. Make sure some of the beastmen are occupied by killing or chasing after slavers rather than having them all dogpile the heroes.

Boon (Bennie Op): Be sure to award Bennies to heroes who engage the petrified beastmen so their companions can escape.

CONCLUDING THE ADVENTURE

If any slavers remain in the area after the battle, they will be extremely demoralized and likely to cut their losses and allow the heroes to go free without further hassle. They will seek to retain the two female captives and will offer to let the heroes buy their freedom if they request they be allowed to go as well.

Experience: Award each participating hero 1-2 experience points depending on how they fared.

Powwow: If the heroes are able to secure the safe release of the two female captives, the women will gladly lead them back to their village for a heroes' welcome. Heroes who spend or give away over half

of their accumulated wealth, including any obsidian shards they have gathered, should be awarded an extra experience point and a roll on the Powwow Table.

Further Adventures: The heroes may wish to return to the temple at a later date to destroy any remaining beastmen statues. Some heroes may also feel inclined to track down the rest of the slaver ring and begin dismantling it. The heroes may also wish to move on to one of the surrounding geographic regions to continue their adventures.

TALES OF THE EAGLE COAST

The Eagle Coast is a dangerous place to travel. Bands of slavers are on the prowl for easy captives, the Ruskar invaders and the wendigo are making encroachments from the northwest and the wilds are filled with Sasquatches and ape-things who believe this land should rightfully belong to them.

TABLE 5:7: EAGLE COAST ENCOUNTERS

D20 ENCOUNTER

1	Wolf, Dire 1d6
2	Bear, Black or Large 1
3	Wendigo 1d4
4	Woodland Stalker (Bokwus) 1-2
5	Cliff Ogre 1-2
6	Great Cat, Large (Cougar) 1-2
7	Deer Woman 1
8	Giant, Man-Eating (Jenu) 1d4
9	Giant Eagle 1-2
10	Lightning Snake (Haietlik) 1
11	Wolf-Fiend (Nihassa) 1d6
12	Pitch-Thing 1d4
13	Ruskar Invasion 2d6 Warriors plus one Elite Warrior
14	Sabertooth Tiger 1
15	Bigfoot (Sasquatch) 1d8
16	Slavers 2d8
17	Sea Serpent/Lake Serpent 1
18	Stone Gaze Serpent (Sisiutl) 1
19	Thunderbird 1
20	Ape-thing 2d4

THE DAUGHTERS OF DUNUZQUA

An adventure for 3-5 heroes of Seasoned or Veteran Rank.

Setting: This adventure is set around an illness spreading through the town of Mungo and a nearby ring of slavers. Mungo is a densely populated mountain settlement of sturdy wooden houses and heraldic totem poles. The intricate wooden architecture is finely crafted, carved with totemic images and painted in bold shades of red, green, yellow, black and white.

Lead-In: During their travels, the heroes come across a village stricken by a strange illness they call “ghost sickness.” Oddly it is not the children or the elderly who are falling ill, but the healthy young men who are becoming deathly sick in the prime of their lives. The village chief asks the heroes for any aid they can give.

The heroes may seem disinclined to help at first, but eventually one of them begins showing symptoms of the beginning stages of the illness themselves. If the heroes do not act, they will start to fall prey to this magical illness themselves. Symptoms include an ashen graying of the eyes and skin.

Ghost Sickness (-4): Inhaled from contaminated air, only affects males without the Young or Elderly Hindrances. Loss of a die of both Spirit and Vigor after 2d6 days and must make another Vigor test against the illness. Death results if one’s Vigor drops below a d4. If a character’s Spirit drops below a d4 they enter into a coma. This magical illness is incurable by normal means.

BACKGROUND

Many tribal bloodlines in the Eagle Coast claim supernatural ancestry from some powerful spirit or monster. Some of these claims hold more truth than others. There are three sisters who are the (mostly) human descendants of the powerful spirit ogress Dunuzqua. These three sisters are powerful witches that have long lived among their fellow tribespeople without revealing their magical prowess. However, one of the three sisters, Glezca, has recently been captured by a roving band of tribeless slavers. Enraged by her captivity and the brutalities that have been and will be visited upon her as a slave, Glezca has conjured all of her magical might to curse the people around her with a deadly plague of ‘ghost sickness’ that specifically targets and infects healthy young men such as her captors.

Glezca is not fully aware that her curse is spreading far and wide, infecting the young men of the surrounding communities, but even if she did know, she cares little about anything now other than her

own freedom and the wellbeing of her two sisters. She currently plans to wait and free herself after the dread illness has killed off most of her captors, regardless of collateral damage.

THE RAVEN SPEAKS

As you go about your business, you notice a raven flying overhead and cawing loudly. It circles the village twice before settling atop the chieftain’s wooden longhouse (called a ‘Wawadit’la’). The raven caws five more times before flying off to the northeast.

Heroes who make a Knowledge (Religion) check (or a Common Knowledge roll for natives of the Eagle Coast region) know that such behavior from a raven is held to be a bad omen in the local spiritual tradition. A raise allows further interpretation as the heralding of death.

THE HERMIT’S PROPHECY

While the heroes are in the village they overhear a commotion in the center of town. An old hermit, so ancient that none can remember the time of his birth, has descended from his hovel in the high mountains.

“This great illness is caused by a witch who has been taken as slave. One of the daughters of the spirit-ogress Dunuzqua. This cursed illness will not lift from our young men unless she is appeased. Someone among us must go forth and find this daughter and somehow persuade her to lift this plague from our land, whether by promise of freedom or the threat of death.”

As far as discovering where this “Daughter of Dunuzqua” is being held captive goes, the heroes can quickly learn from the locals that the most likely place she would be enslaved is among a large group of nomadic slavers that has been moving through the area, selling their slaves to the nearby communities. If this woman is not currently among their slaves, the slavers may know who she is and who they have sold her to.

THE WOODS HAVE EYES

As the heroes make their way through the cedar forests towards the slaver camp, they pass by a small pack of feral ones. These are mysterious beings descended from humans of various backgrounds who became separated from their community or tribe who have lived isolated in the wild so long they have become things of the wild themselves and developing a society structured as much like a wolf pack as like a small tribe.

The feral ones attempt to bypass the heroes by Stealth and may not even be detected if none of the heroes beat the feral ones’ Stealth roll with Notice. The feral

ones are out hunting and start with a neutral and avoidant attitude towards the heroes. They are quick to take hostile action if they ever feel threatened. If detected, the Feral Ones may become a passing curiosity, hostile foes or unlikely allies.

The feral ones know nothing of the illness that plagues the land and do not themselves seem to be stricken with it yet, but they do know the location of the slaver's camp where two of their pack-mates are currently imprisoned.

FERAL ONES (4)

THARG, FERAL ONE ALPHA



THE SLAVER'S CAMP

There is a nomadic group of slavers in the area. These are wandering ruffians who do not belong to any particular tribe. Their numbers are made up mainly Arctic, Eagle Coast and Spirit Plateau tribesmen as well as a few Shenese and a Ruskar outcasts. The slaves are bound to wooden posts with strong cords of animal gut in the middle of the camp.

Of the original 21, only 12 slavers remain able-bodied. The others lay ill and incapacitated with the spirit sickness.

Loot: The slavers have well made wood slat armor and wooden helms. The camp also contains some 6,000 bd worth of various trade-goods the slavers have accumulated from sales, but escaping with such wealth will not be easy.

DUNUZQUA'S DAUGHTERS APPROACH

The heroes will have no way to recognize her at first, but as they approach the slaver's camp Glezca is being flogged along with two other slaves for insubordination and attempted escape. As the witch buckles beneath the blows of the lash, she calls out a curse upon all present.

One of the slave women being whipped cries out in anger "I call upon the powers of Dunuzqua!!!, Hear me mother and curse these men who seek to control me. Send them to an early and painful death."

GM Tip: Allow the heroes think a giant ogress is about to come rushing out of the forests at any moment. Have them hear what sounds like heavy footprints as large flocks of birds startle and flee from shaking foliage. The foliage shakes here and there in the cedar forest as if a massive creature is approaching. Really play up the tension. In reality, the spirit

ogress Dunuzqua is not about to show up herself, but Glezca's two sisters will.

If the heroes are not careful, they will find themselves in the middle of a battle between the 12 remaining slavers who have yet to succumb to the illness and Glezca's sisters who have come to spring her from bondage. To this end the sisters have raised an army of 15 zombies and four sasquatches to fight for them.

The part the heroes play in this conflict will depend largely on their actions. If they have not managed to ally themselves with either the slavers or Glezca, both sides of the conflict are likely to be hostile towards them.

SLAVERS (12)

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

Skills: Fighting d6, Intimidation d6, Notice d6, Stealth d6, Throwing d6

Charisma: -2

Pace: 6, **Parry:** 5*, **Toughness:** 8 (2)

* Includes a -1 Parry penalty for armor.

Hindrances: Illiterate, Mean

Edges: Armiger

Gear: Dagger (Str +d4), medium shield (+1 parry), net, slat armor (+2), warclub (Str +d6), or whip (Str +d4), wooden helm (+2)

ZOMBIES (15)

Use the **zombie** statistics in the *Savage Worlds* core rulebook.

BIGFOOTS (SASQUATCHES) (2)

DAUGHTERS OF DUNUZQUA (GLEZCA, DALUNWA & ISHTA)



These women pose a far greater threat than their humble appearances might suggest, for the blood of the legendary ogress Dunuzqua runs in their veins.

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

Skills: Animism d12+1, Fighting d4, Healing d8, Intimidation d10, Knowledge (Herbalism) d10, Knowledge (Religion) d8, Notice d8, Persuasion d8, Taunt d8

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Attractive, Outsider

Edges: Arcane Background (Shamanism), Herbalist

Gear: Glezca: nothing; Dalunwa & Ishta: Knife (Str+d4), staff (Str+d4, +1 Parry)

Special Abilities:

- **Powers:** Armor, boost/lower trait, curse, entangle, fear, obscure, puppet, summon beast and tempest

CONCLUDING THE ADVENTURE

The Illness: The illness will leave the land as quickly as it came if one of three things happen:

- Glezca escapes from the slavers unharmed.
- Glezca and her two sisters are killed.
- The heroes negotiate a deal with any one of the three sisters.

Experience: Award 1-2 experience points to each hero depending on how they fared.

Powwow: If the heroes have managed to lift the illness, the local chief will honor them by holding a grand Potlatch celebration and raising a totem pole symbolically depicting the tale of the heroes' exploits in this Savage Tale. The royal family's lodge is filled with singing, dancing and feasting. Heroes who give away or sacrifices at least half of their accumulated wealth during the festivities should be awarded with an extra experience point and a roll on the Powwow Table. The chieftain gives gifts to all in attendance. To each of the heroes he presents 100 bd worth of valuable shells, a fine cloak worth 150 bd, a sturdy warclub, a set of slat armor and a wooden helm painted in bold colors. Meanwhile several large casks of Ruskar vodka make the rounds during the celebration.

Further Adventures: Depending on how things play out at the end, the heroes may wish to hunt down any of the surviving sisters, or may seek to continue fighting against the local networks of slavers. Otherwise they may wish to push northward into the arctic, east into the Spirit Plateau, or south into the Grandfather Mountains region.

TALES OF THE GRANDFATHER MOUNTAINS

The Grandfather Mountains region is home to many native tribes as well as the City State of Shen. Piracy is commonplace along the coastal and river trade routes and forgotten evils slumber deep beneath the looming mountains.

TABLE 5:8: GRANDFATHER MOUNTAINS ENCOUNTERS

D20	ENCOUNTER
1	Bear, Black or Large 1
2	Bear, Short-Faced 1
3	Spirit Cougar (Catamount) 1
4	Cave Lion 1
5	Great Cat, Large (Cougar) 1-2
6	Cliff Ogre 1-2
7	Deer Woman 1
8	Giant, Man-Eating (Jenu) 1d4
9	Pirates/Raiders 2d6 plus one Wildcard
10	Pitch-Thing 1d4
11	Sabertooth Tiger 1
12	Sasquatch 1d8
13	Sea Serpent 1
14	Sheti Snake-Brother or Shadow People 2d4
15	Snake, Giant 1
16	Cat-Thing (Wampus Cat) 1
17	Wendigo 1d6
18	Wolf 2d4
19	Wolf, Dire 1d6
20	Zombie 3d4

THE LAIR OF THE FOREST DEMON

An adventure for 3-5 heroes of Seasoned or Veteran Rank.

The Town of Lei-Wok: Lei-Wok is a small settlement only about half a days walk from the City State of Shen. The populace is a pretty thorough mix of folk of Shenese descent and those of native heritage. The walled village consists of an odd mix of native and Shenese architecture, and is ruled by a council of elders who claim both Shenese and Grandfather Mountains native descent.

Lead-In: The heroes discover that children in Lei-Wok are going missing. The town blames a shadowy cabal of sorcerers known as the Necromancers of the Jade Skull and is terrified that there might be undead about. An aging half-breed adventurer and sword-saint named Jau pleads the heroes for help, offering them his finest weapons if they can uncover the cause of the missing children. Jau's own grandson is among those missing.

If you need statistics for Jau use the Elite Warrior statistics in the Bestiary with the Elderly hindrance in place of the Illiterate hindrance.

BACKGROUND

The local children are being preyed upon by a corrupt forest spirit named Anamet, once an elder forest guardian protecting the sacred redwood trees. Many decades ago, Anamet set out from its treetop lair to battle a vile sorcerer who dared to defile its forest. Anamet lost the encounter and became imprisoned by the sorcerer's magic. The sadistic wizard slowly twisted Anamet into an insane thing of darkness and rot. Anamet has only recently escaped from the sorcerer's clutches, slain its captor and returned to its old haunts only to find the sacred grove it once protected cut down to build the city of Lei-Wok. Now Anamet is an embittered purposeless thing that takes out its paranoid frustrations on the local communities and has accrued a cultish following in the process. Anamet was content to take people lost in the wilderness, but as its unnatural appetites grow, it has begun to steal children from the nearby villages.

SILENT GUARDIANS OF THE FOREST

As the heroes enter the sacred redwood forests, they will be watched closely by the guardian spirits of this forest who take the form of territorial giant owls. A pair of these giant birds will attack anyone who harms one of the redwood trees, which they consider sacred.

GIANT OWL GUARDIANS

Use stats for the **Bird of Prey, Giant** in the **Bestiary** chapter, but increase their Stealth die to a d10.

FINDING THE DEMON'S LAIR

The Fungus Demon is over-confident and does not bother to hide its tracks well. The heroes need not make any rolls to follow its trail back to its lair, but some skills may provide useful information along the way:

Investigation: On a success the heroes find that the disappearing children do not appear to be the work of the necromancers of the Jade Skull. A raise reveals that an unrelated cult of unknown origin seems to be involved.

Knowledge (Oral Tradition): On a success the heroes recall an ancient legend about a forest demon that steals children. A raise reveals that it is a corrupted forest spirit, a type that typically takes on the form of a gigantic owl.

Tracking: There is an odd mix of human footprints occasionally mixed with those of what appears to be some sort of giant bird going to and from the forest.

TAR PIT AMBUSH

The trail leads you through the forest to a vast smoke-filled morass with low lying scrub and numerous bubbling tar pits. A sickly-sweet stench lingers in the hot air radiating from the tar pits.

While maneuvering through an area of bubbling tar-pits, the heroes are ambushed by a group of cultists. These are desperate men, outcasts from various nearby communities.

The cultists will use the Push/Throw maneuver to try and immobilize any characters near a tar pit by pushing them in. The heroes may also choose to use similar tactics.

Tar Pits: The tar pits are plainly visible. Those who are pushed or thrown in (or foolish enough to step into one) are plunged up to the waist in sticky tar and continue sinking. Characters stuck in the tar will sink completely in three rounds unless they can pull themselves out. Pulling oneself out of the tar requires a Strength (-4) roll. A success prevents further sinking that round, and a raise allows them to pull free completely. Characters sucked under completely begin drowning in the tar. Characters not entrapped can pull out other characters on a successful Strength roll, but on a critical failure they get pulled in as well. Trying to pull out a character who is completely submerged requires a Notice (-2) roll to locate them and imposes a -2 penalty to the Strength roll to pull them out.

Boon (Bennie Op): Award Bennies to heroes who assist their comrades out of the tar pits even as they are being attacked by the cultists.

CULTISTS (7)

ARRIVAL

The GM may vary the difficulty of finding the forest demon by throwing in additional cultists or random encounters, but all signs lead towards its lair. When the heroes arrive, read or paraphrase the following:

The lush redwood forest gives way to a sparser patch of dead and dying trees festering with lichens. In the center of this necrotic region is a massive dying redwood surrounded by patches of mushrooms and covered in giant fungal growths like giant platforms ascending up the massive husk of a tree. Suddenly something massive and serpentine stirs around the base of the tree and a forked tongue shoots out of the shadows to taste the air.

Around the base of the tree is coiled a gargantuan rattlesnake, the unnatural guardian of Anamet's lair.

SNAKE, GIANT RATTLESNAKE (1)

Deadly Harvest: The dying tree is surrounded by patches of rare “destroying eagle” mushrooms. (Destroying Eagle (-2): Ingested. Death after d20+4 hours.) They can be identified with a successful Survival (-2) or Knowledge (Herbalism) roll. A raise using Knowledge (Herbalism) also identifies that an antidote can be extracted from the milk thistle plants the heroes passed about half a mile back. A critical failure falsely identifies the deadly mushrooms as edible “straw mushrooms.”

Pellets: There are giant owl-pellets, balls of undigested hair, bone and fur regurgitated from the demon-owl’s meals, laying around the base of the tree among the fungi. Searching these reveals many human bones of various sizes and ages as well as a broken horse-head sword and a magical Demon Breaker dagger imbedded in one.

ASCENDING THE TREE

Anamet’s lair lied at the top of a ancient and sickly looking redwood covered in moss and fungi.

Giant fungi protrude from the tree like semicircular steps in an irregular spiral staircase built for giants. Each of the mushroom-like platforms is tough and woody enough to support the weight of several man-sized creatures and measures roughly 10ft long and 5ft wide, with some being larger than others.

These fungal platforms are situated so that climbing the tree to a great height is no problem, but there are two gaps where a climb or jump roll is required.

First Gap (23 ft): Anyone failing to climb across or jump the first gap some 23 feet off the ground risks 2d6 falling damage.

Second Gap (31 ft): Anyone failing to bridge the second, higher gap, suffers 3d6 falling damage.

If the heroes try to enter Anamet’s lair during the night, or make sufficient noise while ascending the tree during the day, there is a good chance they will roust Anamet from it’s tree to come out and do battle with them even as they precariously climb the tree.

LAIR OF THE FOREST DEMON

Ascending the tree some 40 ft, you finally reach a large hollow littered with human bones. Against the walls of the hollow are several emaciated human bodies covered in fungi, but your attention is grabbed by a massive shadowy figure moving towards the back of the lair.

FUNGI-INFECTED CULTISTS (3)

Use **Zombie** statistics from the **core rulebook**.

ANAMET THE FOREST DEMON



Anamet appears as a gigantic and demonically twisted owl-thing with fungal protrusions and diseased boils bubbling out among it’s patchy feathers. It’s luminous eyes glow with inhuman hatred and it’s jagged blackened beak drips with necrotic slime.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d10, Vigor d12

Skills: Animism d12+2, Fighting d10, Notice d12+2, Stealth d12

Pace: —; **Parry:** 7; **Toughness:** 11

Special Abilities:

- **Beak/Talons:** Str+d6.
- **Blind:** When attacking large prey (such as characters), birds of prey go for the eyes. If the bird scores a raise on its Fighting roll, it has hit the character’s face. The character must make an Agility roll. On a failure, he suffers the One Eye Hindrance until his wounds heal. A roll of 1, regardless of the Wild Die, he suffers the Blind Hindrance instead.
- **Flying:** Flying Pace 10”.
- **Improved Frenzy:** Anamet can make two attacks each action with no penalty.
- **Powers:** Anamet uses Animism as its arcane skill. Its powers include blind, elemental manipulation (air, earth and water), obscure, tempest and zombie.
- **Size +3:** Anamet is a humongous bird-like being.

Anamet was once a giant spirit owl and guardian of the forest, but after being robbed of its true purpose, Anamet has since become a corrupt spirit, delving into sorcerous magics of rot and ruin. Now it panders to its cult and feasts on hapless victims, mostly women and children, that it plucks from the nearby settlement.

Searching Anamet’s Lair turns up more human remains, as well as around 500 bd worth of assorted jewelry amid the rot and filth.

CONCLUDING THE ADVENTURE

Sad News: From what the heroes have seen, it looks like none of the missing children still draw breath. If

the heroes bring this news back to Jau and can prove they have slain the demon responsible, Jau will give them a purse of 50 silver coins and his silver-alloy horsehead sword worth 350 bd, a fine weapon able to slice through men and demons alike. The elder council of the village will also provide the heroes each with an elk-horn case containing 60 bd worth of the dentalium shells used as currency throughout the coastal region.

Experience: Each hero should gain 1-2 experience points for the completion of this adventure.

Powwow: Heroes who return victorious to Lei-Wok will have ample opportunities for carousing while feasting on roast meat and unleavened acorn cakes and drinking copious amounts of the locally produced rice-wine. Heroes who spend at least half their accumulated wealth on gifts, gambling, sake and pleasurable company should be given an extra experience point and a chance to roll on the Powwow Table.

Further Adventures: Heroes who wish to delve deeper into things may learn that Anamet was once a forest guardian that became corrupted when the trees it guarded were cut down to build the town of Lei-Wok and may seek to teach the locals how to avoid such disasters in the future by paying proper respect to the forest spirits when they wish to take one of the sacred trees. From here the heroes may have opportunities to explore the City State of Shen, to take a canoe north to the Eagle Coast or to travel along a series of mountain passes and into the desert basin.

TALES OF THE AHABI DESERT BASIN

The Ahabi Desert can be a difficult place to survive. In addition to finding sufficient food and water in a land where both are rare, adventurers must contend with dust storms, extreme heat, warring tribes, powerful tricksters and strange monstrosities that stalk the desert or lay in ambush at oases.

SILENCE OF THE CHILDREN

An adventure for 3-5 heroes of Seasoned or Veteran Rank.

Setting: This savage tale takes place somewhere in the Ahabi Desert Basin. The people in this harsh land tend to be xenophobic as food and other resources are scarce and strangers are generally regarded as burdens at best and thieves or outright enemies at worst.

Lead-In: While traveling through the Ahabi Desert, the heroes stumble upon a desert settlement just as they are running out of water. They soon discover

TABLE 5:9: DESERT BASIN ENCOUNTERS

D20	ENCOUNTER
1	Changing Bear Maiden 1
2	Cliff Ogre 1-2
3	Great Cat, Large (Cougar) 1
4	Wolf 2d4
5	Dust Devil (Chindi) 1d4
6-7	Giant, Poison Ogress (Bapets) 1d4
8	Giant, Man-Eating (Jenu) 1d4
9	Great Running Lizard (Hateûkliba) 1-2
10	Wolf-Fiend (Nihasa) 1d4
11	Pitch-Thing 1d4
12	Shadow People 2d4
13	Sheti Snake-Brother 2d6
14-15	Siats Ghoul 2d6
16	Raiding Party 2d6 Warriors plus one Elite Warrior
17	Scorpion, Giant 1d4
18	Snake, Giant 1
19	Star Child 1d4
20	Storm Spirit 1-2

that there appear to be no young people in this small village.

Though your reception by the locals is cold, you sense that something is not right in this community aside from an apparent mistrust of strangers. Virtually every other village you have seen has been crawling with children. After all, a village with no youth is a village with no future. There appear to be no children visible here, not even glimpses of one being hurried away by its mother. There are no cries or childish shouts of joy. If there are any children here, they are being kept quiet and well hidden.

There are still a very small number of children in this small desert village, but they are being kept hidden in their huts for fear they will go missing like the others before them.

BACKGROUND

The village of Uru has been plagued by the mysterious disappearances of many of its children. The locals are mistrustful of any strangers, possibly suspecting them of possible involvement with the disappearances. At the same time these are a people in desperate need of hope and, if the heroes win their trust, they will cling to any scrap of hope they can offer.

EARNING THE LOCAL'S TRUST

Life is harsh in the Ahabi desert basin. The local community has little love for uninvited strangers and the heroes soon discover if they don't do something to earn the local's trust they will likely be run out of town and back into the unforgiving desert, or possibly killed if they resist.

INVESTIGATING THE DISAPPEARING CHILDREN

If the heroes are able to gain the locals' trust they may make Investigation rolls to see what they can turn up.

Failure: If no heroes score any successes they merely discover the lore of the region is filled with warnings against legends of slavers, baby snatchers and cannibalistic monsters.

Success: If at least one hero scores a success, they discover that several pairs of strange tracks have been found after several of the local children have gone missing. These faint tracks appeared almost like the bare footprints of a human save for the unnaturally long toes. None have yet been able to follow these tracks very far and the number of beings who left them is unclear save that it is more than one.

Raise: Heroes who score a raise can deduce they are likely dealing with a raiding Siats ghoulish tribe. One local informs them Siats ghouls don't typically drag their victims very far before feasting on their flesh unless they have some terrible master or gruesome pet they are trying to feed.

THE TRICKSTER'S TALE

As you prepare for the nightfall, an graying old man timidly approaches, introducing himself as Taugu. "Please," he croaks, "my grandson is missing. There will be strong winds tonight, but I can offer you shelter from the dust storms if you can seek out the fate of my grandson. My modest hut lies on the eastern outskirts of town."

The old man is a powerful skinwalker who believes himself to be a living incarnation of the Coyote Spirit. He has no grandson. Heroes who enter the old man's hut will be offered roast rabbit and some potent liquor distilled from cactus juice as he relates the story of his grandson going missing. Those who eat or drink anything will fall under the influence of a powerful sleeping herb (to which the old man is immune). They will be unable to wake up or stay awake the following night unless they succeed on a Vigor (-4) roll. Those who spend the night in the old man's hut will be robbed if the old man is given half the

chance. The old man will be gone as soon as he has picked as many valuables as he can stealthily carry off of the heroes, leaving behind only a few tufts of coyote fur. As he leaves he ties the hut door closed with animal gut twine. The heroes should be able to break out of the modest dwelling by "wounding" it (Toughness 8), but the tactic is meant to slow any possible pursuit rather than imprison the heroes.

Everything Taugu told the heroes was a deceptive act meant to gain their confidence. Characters who ask around about the old man will find that nobody in the local communities knows who he was and claim to never have seen his hut before. No tracks are apparent in the dusty desert ground, possibly swept away in the nocturnal dust storm.

TAUGU THE SKINWALKING TRICKSTER



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

Skills: Animism d10, Fighting d6, Knowledge (Occult) d6, Notice d10, Persuasion d10, Stealth d10, Taunting d12

Charisma +2, Pace: 8; Parry: 5; Toughness: 6

Hindrances: Overconfident, Delusional (Thinks he is an avatar of Coyote)

Edges: Arcane Background (Shamanism), Charismatic, Fleet Footed, Legendary Shapeshifter, Legendary Trickster, Rapid Shape Change

Gear: Knife (Str+d4), sling (Range 4/8/16, Damage Str+d4)

Special Abilities:

- **Powers:** Taugu uses Animism as his arcane skill. His powers are illusion and tempest.
- **Shape Change:** Taugu can assume any shape allowed by the shape change power as a free action.
- **Trickery:** Taugu gains a +2 bonus on all Trick rolls.

GHOULISH VISITATIONS

The first big break comes later that night, long after the old man has departed.

You are awoken from a deep slumber by the screams of a young woman.

The woman is screaming for help in the local tongue and is gesturing frantically into the darkness. She has just witnessed hideous man-like creatures dragging her son of seven summers off into the darkness. If the heroes hurry in the direction she saw the monsters go, they will be able to hear the sounds of a struggling child up ahead.

QUICKSAND AMBUSH

The fleeing ghouls, hearing the screaming mother, have detoured their escape route through an area of quicksand where they know four of their brethren wait buried under the sand to spring out to ambush anyone waylaid in the quicksand pits. There are six of them, but the two bearing the child continue to flee towards their lair.

Quicksand: The heroes may make Notice rolls at -2 to detect unstable footing in the sand ahead. Those who fail are plunged up to the waist in dry quicksand and continue sinking. Characters will sink completely in three rounds unless they can pull themselves out. Pulling oneself out of quicksand requires a Strength (-4) roll. A success prevents further sinking that round, and a raise allows them to pull free completely. Characters sucked under completely begin drowning in the finely grained sand. Characters not entrapped can pull out other characters on a successful Strength roll, but on a critical failure they get pulled in as well. Trying to pull out a character who is completely submerged requires a Notice (-2) roll to locate them and imposes a -2 penalty to the Strength roll to pull them out.

Boon (Bennie Op): Award Bennies to heroes who assist their comrades out of the quicksand even as they are being attacked.

SIATS GHOULS (6 IN ALL)

LAIR OF THE BAPETS

If the heroes manage to follow or track any of the surviving ghouls, they will eventually be led back to their den.

Following the trail, you come upon a shallow ravine in the stony ground. In the ravine is a low cave opening, barely visible behind a small dune of blowing sand. Inhuman cries and other strange noises occasionally erupt from within.

A Frightful Scene: Heroes who enter the cave will behold a terrible sight.

Inside the cavern sits a corpulent giantess who gnaws on the rotten flesh of a putrid human leg. All around her are supplicating ghouls fighting over her scraps. Small bones litter the floor and a wooden cage at the back of the cavern holds four small children, all laying very still.

Heroes viewing this grisly scene should make Spirit rolls at -2 or else roll on the Fear table.

The Children: The four children have all been poisoned by the bapets and will die if the heroes cannot get to them within the hour and administer an herbal

antidote or deliver a successful roll using the Healing skill or the healing medicine power.

SIATS GHOULS (+3)

Aside from the two Siats carrying the child, there are three more in the subterranean lair.

GIANT, POISON OGRESS "THE TOXIC MATRON"

CONCLUDING THE ADVENTURE

Experience: Award 1-2 experience points to each hero for completing the adventure depending on how they fared.

Powwow: If the heroes can rescue any of the children, their village will hold a grand celebration in their favor. Heroes who spend, give or gamble away over half their accumulated wealth, possibly giving some of it to the families who lost children, should be awarded with an extra experience point and a roll on the Powwow Table.

Further Adventures: In the lair of the Bapets, the heroes may find a tanned rabbit hide with what looks like a map to one of the hidden cities of the Siats ghouls.

TALES OF THE ANAZI BADLANDS

The Anazi Badlands is a place of extremes, from lush garden terraces and thronging city markets to dry canyons and barren rock formations. Explorers may face extreme heat, tribal raids or Maztlani war parties looking to push their imperial influence northward.

THE SACHEM BRIDE

An adventure for 3-5 heroes of Seasoned or Veteran Rank. Heroes with decent Climbing, Jumping and Agility traits will really have an opportunity to shine.

Setting: This adventure begins in a busy pueblo style city of multi-story adobe buildings. The exact location could be virtually anywhere in the southwestern badlands region.

Lead-In: While exploring a bustling pueblo city, the heroes are summoned by a noble chief who wishes to hire them to bring his daughter back to him from her abusive husband Mastru.

TABLE 5:10 ANAZI BADLANDS
ENCOUNTERS

D20	ENCOUNTER
1	Stone Hawk (Achiyalatopa) 1d4
2	Bear (any) or Changing Bear Maiden 1
3	Corn Maiden 1d4
4	Chupacabra 1
5	Cliff Ogre 1-2
6	Demon, Cannibal (Átahsaia) 1
7	Dust Devil (Chindi) 1d4
8	Giant, Swallower of Clouds 1
9	Great Running Lizard (Hacûkliba) 1d4
10	Demon Woman (Ho'ok) 1-2
11	Kachina (Nataska or any other) 1d4
12	Shadow People 1d4+1
13	Sheti Snake-Brother 2d6
14	Snake, Giant 1
15	Star Child 1d4
16	Storm Spirit 1
17	Thunderbird 1
18	Flame Vampire (Tlacique) 1
19	Wolf, Dire Wolf, and/or Werewolf, Mai-cob (1d6)
20	Skin Witch (Yenaldooshi) 1-2

BACKGROUND

About a year ago a handsome and wealthy young stranger asked for the chief's daughter's hand in marriage. Taken by the stranger's charisma she accepted his proposal and after their wedding, went to live with him in the mountains. Unbeknownst to the people, Mastru is not a human, but a cliff ogre. What the chief does know is that he has seen little of his daughter since her marriage, particularly in the last months. When last he saw her she had an injury she claimed was from a fall, but he has become suspicious that her husband has begun physically abusing her.

COMPETITION

Competing with the heroes for the job is a pair of twin Amizani mercenary women named Xitha and Zandu. The heroes may be able to persuade them to cooperate with them for a cut of the reward. Otherwise the twin warriors will set out to try and find the chief's daughter and claim the reward before the heroes do. The GM may dial their involvement in

the adventure up or down as needed, either helping the heroes to ease the difficulty of this scenario or as competitors making the challenge greater.

XITHA & ZANDU THE AMIZANI MERCENARIES



Xitha and Zandu are women of few words, almost as pleasing in form as they are deadly in combat. Their armament is atypical for Amizani warriors, but seems to suit the pair just fine.

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

Skills: Boating d8, Fighting d10, Intimidation d8, Notice d8, Persuasion d8, Riding d6, Shooting d10, Throwing d8, Tracking d10, Swimming d8

Charisma +4; Pace: 6; Parry: 7*; Toughness: 7 (1)

* Includes a -1 Parry penalty from armor.

Hindrances: Overconfident

Edges: Acrobat, Block, Combat Reflexes, Improved Frenzy, Level Headed, Very Attractive, Woodsman

Gear: Hide armor (+1), longswords (2 each) (Str+d8), bow (Range 12/24/48, Damage 2d6).

ENTER MASTRU

As the heroes finish speaking to the chief, Mastru himself stumbles upon them as he prowls the city for a new wife as he has already bored of the old one.

Just as you finish talking with the chief and turn to leave, the chief shouts out "There he is!, It's Mastru, get that bastard!" He is pointing to an uncommonly large and athletic looking youth who, upon seeing you, immediately turns tail and begins fleeing the scene.

PUEBLO ROOFTOP CHASE

The heroes can attempt to chase Mastru across the rooftops of the pueblo, but they are in for rough time. Mastru's archers will cover their master's retreat with arrow fire.

If the heroes go for the chase, use the chase rules in the core rulebook. This is a Standard 5-round chase. Most characters are assumed to be on foot, using Agility rolls.

If the heroes refuse to give chase over the rooftops, they can head towards Mastru's mountain lair, where they will be met by Mastru's hunters along with his Sheti Snake-Brother minions in the Into the Mountains scene.

HUNTER, TYPICAL (4)

Throughout the chase, the hunters will run along the ground and shoot at anyone pursuing their master.

MASTRU THE CLIFF OGRE

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

Skills: Climbing d10, Fighting d10, Intimidation d8, Notice d8, Persuasion d8, Shooting d8, Taunt d8, Throwing d10

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

Gear: Hide armor (+1), war club (Sr+d6)

Special Abilities:

- **Armiger:** Reduces the Parry penalty of worn armor by 1.
- **Charismatic:** Mastru has a charisma of +2.
- **Push:** Mastru may push an adjacent or grappled foe 1d4" in a straight line in the direction of his choice. The victim can make an opposed Strength roll against this attack, with each success and raise reducing the amount they are moved by 1".
- **Size +1:** Mastru is slightly taller than an average human.



THE CHASE

Boon (Bennie Op): Be sure to award Bennies to heroes who try to chase Mastru fearlessly across the Pueblo rooftops.

Round 1 - Pushing through the crowd: On the first round, each hero must make their way through the crowd, either by pushing through (Strength roll) or getting people to stand out of their way (Persuasion or Intimidation).

Round 1 - Climbing to the Rooftops: Heroes wishing to tail their quarry must either climb the stairs to the rooftops, which imposes a -2 penalty to their Agility roll for the round, or they must succeed on a Climb roll at -2 to stay in the chase. Mastru opts for the stairs on his turn.

Heroes can attempt to chase him on the ground level, but those doing so must succeed on a Notice roll at -2 each round to keep tabs on which way Mastru went. Failure generally knocks them out of the chase scene.

Round 2 - First Jump: On the second round, Mastru jumps from the first adobe apartment complex to a circular religious building (kiva). Heroes wishing to stay in the chase must succeed on a Strength roll to jump from one rooftop to the next. Those who fail the roll fall two stories and suffer 2d6 damage.

The kiva has a ladder that goes to the roof, so heroes still in the chase may move from the second story to the ground or vice versa by taking a -2 penalty to their Agility roll for the round.

Round 3 - Second Jump: This round, Mastru attempts to jump from the Kiva to an adobe apartment complex on the far side. This is handled the same way as the first jump.

Round 3 - The Climb to the Third Story: Mastru attempts to climb up to the third story rooftop of the pueblo. He and anyone attempting to follow him must make a successful Climb roll to stay in the chase.

Round 4 - Third Jump: Continuing to flee, Mastru jumps from the three story adobe apartments to the city wall. This requires a Strength roll at -2. Those who fail, fall three stories and suffer 2d6+5 damage. Heroes chasing at ground level will have to climb the 25ft. high wall to stay in the chase or take a -4 penalty to their Agility roll for the round as they divert through the nearest gate.

Round 5 - Descent to the ground: Descending safely to the ground outside the pueblo requires a successful Climbing roll at a -4 penalty. Those who fail, fall and suffer 2d6 damage.

Round 5 - Into the Mountains

From here the chase is a straight up dash along a river into the nearby mountains where Mastru has some allies waiting for his return.

INTO THE MOUNTAINS

If the chase is still going, Mastru follows the river to where his minions have an ambush set up. If Mastru has not yet been wounded he may stop and fight the heroes alongside his minions, throwing large rocks and attempting to push them down into the gorge. Once he is Shaken (or if he has already taken a wound) Mastru will continue fleeing across the gorge and up the mountain, while his five serpent brother henchmen delay the heroes.

SHETI SNAKE-BROTHERS (5)

In addition to the gear listed in the Bestiary entry, each Serpent-Brother possesses a bow and quiver.

Four Pillars Across the Gorge: There are four natural stone pillars spanning the river gorge. Mastru will attempt to jump these one at a time to cross the river gorge. A character can jump from one pillar to the next on a successful Strength roll. Those who fail a jump fall and suffer 2d6+5 damage. Those who fail a jump from one pillar to the next fall into the deep part of the river and take half damage, or no damage with a successful Agility roll, but must succeed on a Vigor roll to avoid being shaken by the impact.

MASTRU'S CLIFFSIDE LAIR

If Mastru is able to shake his pursuers, he heads directly to his Cliffside abode. If the heroes follow him there this is where he will make his last stand, fighting from the sheer edge of the cliff, where he may overpower heroes and attempt to push them off the cliff.

Watch that first step: Anyone who is pushed or otherwise falls off the cliff edge is in for a nasty spill. The cliff towers some forty feet above the rock outcroppings at its base. Those who fall will suffer 4d6 damage.

If these bones could talk: Those who survive a fall or search around the base of the cliff upon which Mastru's home sits will find no fewer than four human skeletons in various states of decomposition dashed upon the rocks. These are Mastru's previous wives from other communities, each of whom he tired of and eventually killed by pushing them off the cliff.

Finding Uulana: Uulana saw her husband approaching the house in a rage and has hidden from him. She recently discovered the bones of his former wives at the base of the cliff and is terrified that he will kill her as well. If the heroes are able to defeat Mastru, or otherwise make him appear subdued and nonthreatening, the chief's daughter Uulana emerges from a large woven basket in which she was hiding from Mastru and immediately comes over to spit on him.

Loot: Mastru possesses a collection of five kachina statuettes in his lair, each worth 100 bd to the right buyer. He also wears an ornate silver and turquoise armband worth 150 bd. Looting his home completely may yield up to an additional 75 bd worth of food and trade goods.

WRATH OF THE STORM SPIRIT

If the heroes kill Mastru, they will incur the wrath of his greatest friend and ally, Hantu the storm spirit. Hantu will seek vengeance for his friend's death and will attempt to lure the heroes out into a local geyser field which he knows is about to become active to do battle.

Geyser Field: There is a field of geysers near the Pueblo and the Storm Spirit will attempt to take the battle there if he can. If the battle takes place in the geyser field, randomly mark five non-adjacent squares on the battle mat as geysers. At the end of each round roll a d6 for each geyser. On a 6, the geyser begins erupting and any character located over that geyser suffers 4d10 heat damage from boiling water and steam while characters in any square adjacent to the geyser suffer 2d10 damage.

Characters succeeding on a Survival roll will recognize the geysers for what they are. On a raise they can tell by vibrations in the ground that they are about to become active, though this will not tell them the exact timing of their spouting.

HANTU THE STORM SPIRIT

Use the **Storm Spirit** statistics in the **Bestiary** chapter for Hantu.

CONCLUDING THE ADVENTURE

Experience: Successfully completing the adventure should earn each hero 1-3 experience points.

Powwow: If the heroes succeed in rescuing Uulana, her father will throw them a grand feast during a traditional rainmaking ceremony. As is traditional, large quantities of the intoxicating juice of the saguaro cactus fruit will be consumed during this festival. Intoxication is encouraged as inebriation is believed to help bring life-giving rain to the land. Heroes who give or gamble away at least half their accumulated wealth (or blow it on fermented saguaro) may be awarded an extra experience point and a roll on the Powwow Table. A curtain of soothing rainfall closes over the land before the night is out, drenching the joyous revelers as they sing and dance.

Further Adventures: If successful, the heroes may find other local leaders seeking to hire them for other dangerous jobs. They may also run afoul of thieves and thugs in the bustling city markets. Otherwise the heroes may travel south through the deserts to the lush Maztlani Empire, head into the Ahabi Desert Basin or join trade caravans heading northwestward into the Grandfather Mountains.

TALES OF THE SOUTHERN EMPIRES

The southern lands hold some of the largest and most sophisticated empires in the *known* world. Here political power plays and corruption can be as deadly as the regular “flower wars” needed to generate enough war captives to appease the hungry gods. Meanwhile the high mountains and dense jungles may yet hide untold secrets, lost cities and forgotten mysteries.

ROGUES IN THE TIME-LOST VALE

An adventure for 3-5 heroes of Seasoned or Veteran Rank. The adventure can be made more challenging depending on how doggedly the Maztlani warriors pursue the heroes into the valley.

Setting: Though this savage tale begins in a nameless Maztlani city, the crux of the adventure centers around the discovery and exploration of a hidden valley where dinosaurs and other prehistoric monstrosities still live.

Lead In: The adventure opens up with the heroes fleeing from a band of warriors intent on capturing the heroes and sacrificing them to their gods after an unfortunate “misunderstanding” with their warchief that involved the warchief’s daughter, accusations of theft and the consumption of far too much fermented beverage of an unexpectedly strong alcohol content.

BACKGROUND

The background to this adventure is largely left up to the individual’s imagination to fill in. Somehow one (or more) of the heroes deeply offended a local war chief, possibly even by accident. Regardless of intent, the chief now feels honor-bound to use his men to overwhelm and capture them for later sacrifice to the gods to restore his family’s honor.

THE CHASE

If the heroes flee the superior force, they get to determine the exact route of the chase, but if they wish to escape, their best route is out of the city and into the jungle.

MAZTLANI WARRIORS (LOTS)

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

Skills: Boating d4, Fighting d8, Intimidation d6, Shooting d6, Stealth d6, Survival d6, Throwing d6, Tracking d6

TABLE 5:11: SOUTHERN EMPIRES ENCOUNTERS

D20	ENCOUNTER
1	Drowner (Ahuizotl) 1
2	Alligator/Crocodile 1d4
3	Cave Rats (use swarm statistics) 1d4
4	Volcano Lizard (Cherufe) 1
5	Chupacabra 1-2
6	Fallen Matron (Civatateo) 1
7	Claw Lizard 2d4
8	Great Cat, Large (Cougar) 1-2
9	Demon, Star Wraith (Tzitzimitl) 1
10	Demon, Void Dweller (Xolotl) 1
11	Dire Wolf 2d4
12	Giant, Ancient Ones (Quinametin) 1d8
13	Demon Woman (Ho’ok) 1-2
14	Great Cat, Large (Jaguar) 1-2
15	Nahual 1d4 + 1 Lobinson
16	Sheti Snake-Brothers 2d4
17	Snake, Giant or Winged Serpent (Xiuh-coatl) 1
18	War Party 2d6 Warriors plus one Elite Warrior
19	Female Ensnarer (Xtabay) 1
20	Carnivorous Tree (Ya-te-veo) 1

Charisma: 0; **Pace:** 6; **Parry:** 7*; **Toughness:** 6(1)

* Includes a -1 Parry penalty for armor.

Edges: Block

Gear: Bow (12/24/48, 2d6), cotton armor (+1), medium shield (+1 Parry), sling, macatuitl (Str+d8, AP 1 vs. soft armor)

JAGUAR WARRIORS (2)

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

Skills: Boating d6, Fighting d10, Intimidation d8, Shooting d8, Stealth d8, Survival d6, Throwing d8, Tracking d8

Charisma: 0; **Pace:** 6; **Parry:** 9; **Toughness:** 7(1)

Edges: Armiger, Block, Improved Frenzy

Gear: Bow or blowgun, hide armor (+1), hide headgear (+1), macatuitl (Str+d8, AP 1 vs. soft armor), medium shield (+1 parry)

Turkeys On the Loose: At some point in the action, have someone stumble (or gets thrown) into stacks of



wicker cages containing domestic turkeys being taken into the city. The birds escape their broken cages and flap clumsily about in a wild panic, obscuring an area that fills a Medium Burst Template (-2 to attacks made in or through the area) with their frantically flapping wings and loose flying feathers. Clever heroes can use this area as cover from missile fire. Particularly resourceful characters may grab some turkey eggs with which to temporarily blind pursuers with a Trick roll.

What if they Fight?: Players are good at doing what you least expect. Make it clear to them that they have little to gain by holding their ground. They are outnumbered, their opponents have little of value to them and while anywhere near the city their enemy will have a near constant stream of reinforcements. Besides, they are still shaking off the effects of strong drink (-2 to Fighting, Shooting and Throwing for a short while). If the player characters still wish to give battle, then give 'em hell, but make sure they have some route of escape open to them at all times should they reconsider the option to flee. Remember, their pursuers want them alive, so they can be sacrificed later.

A NARROW ESCAPE

While fleeing, the heroes find themselves with their backs against a sheer ridge. Just when it starts to look like they are surrounded, they spot a narrow gorge valley some 15 feet across cutting downward into a hidden basin, almost completely obscured by the dense rainforest. The walls of the valley are sheer and covered in dangerously loose stone.

Boon (Hints): If the players don't think of it themselves a Smarts or Survival roll at +2 should allow their characters to recognize this location as a possible escape route or, if need be, a good choke point to fight off a superior force and a great place to send an avalanche crashing down on their pursuers.

MAKING A STAND

If the heroes stand and fight, only a portion of their pursuers will find their way into the gorge, with the rest presumably split off and still searching in the jungle outside.

ROCKSLIDE

Once inside the narrow valley, there is a massive rockslide (possibly triggered by the heroes themselves, wither through carelessness, or as a trap for their pursuers) that blocks off the pass from which they entered the gorge. With more enemies and an unstable wall of rubble behind them, the heroes may well decide to push forward to explore the hidden valley.

THE VALLEY FORGOTTEN BY TIME

The hidden valley is a strange and beautiful place. It is uncommonly warm here, even for the season and tropical climate. The heroes will begin seeing strange plants and animals unfamiliar to them, even those who are native to the region. The deeper into the valley the heroes go, the stranger the surrounding landscape becomes.

DEATH AMONG THE ORCHIDS

Within the dense vegetation of the valley the heroes stumble upon an open field of crimson orchids.

A field of exotic crimson flowers opens up before you. Their gentle vanilla-bean fragrance seems to permeate your thoughts and fills your mind with an intoxicating sense of ease.

The crimson orchids release a poisonous pollen into the air which serves as a potent sedative. Those who remain near the field must make a Vigor roll every minute. A failure means they drift into an intoxicated sleep for 1d4 hours. Success means they are merely slowed while within 10" of the orchids and suffer a -2 penalty to further Vigor rolls. A raise means a character remains completely unaffected.

Heroes left laying here too long may fall victim to the claw lizards in the next scene.

HUNTED

As the heroes explore the valley, their scent attracts the attention of a hunting pack of predatory claw lizards. The claw lizards are initially hidden by the thick foliage, giving them a +2 bonus to their Stealth rolls as they attempt to ambush the heroes and take them by surprise. One or two of the beasts will attempt to distract the heroes from the front while the rest circle around behind in an attempt to get the drop on them.

CLAW LIZARDS (8)

THE TERRIBLE THUNDER-LIZARD

Once the action with the claw lizards begins to die down, a new threat emerges onto the scene, attracted by the smell of blood and the sounds of the hunt. As the gargantuan tyrannosaur approaches, any remaining claw lizards break ranks and flee before it into the jungle.

Boon (Bennie Op): the GM should be ready to award Bennies to any hero who attempts a particularly spectacular or daring stunt like leaping upon the tyrannosaur's back to get in a better position to strike a killing blow.

TYRANNOSAURUS

This monstrous 'thunder lizard' makes the ground quake beneath its footfalls.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+7, Vigor d12

Skills: Fighting d10, Intimidation d12, Notice d8

Pace: 8; **Parry:** 7; **Toughness:** 19 (4)

Special Abilities:

- **Armor +4:** Scaly hide
- **Bite:** Str+d8.
- **Fear -2:** Anyone who sees a tyrannosaurus must make a Guts check at -2.
- **Hardy:** A tyrannosaurus does not suffer a wound from being Shaken twice.
- **Huge:** Attackers add +4 to their Fighting or Shooting rolls when attacking a tyrannosaurus due to its massive size.
- **Size +7:** A tyrannosaurus measures around 42 feet long.
- **Tail Lash:** A tyrannosaurus can sweep all enemies to its rear within a 3" by 6" rectangular area. This requires a standard Fighting attack and does Str-2 damage.

CONCLUDING THE ADVENTURE

This adventure is fairly open-ended. Since the main goal is survival, the GM can extend this foray into the prehistoric valley forgotten by time, or they may allow the heroes to find an easy way out to ferry them off to their next adventure.

Experience: Heroes surviving this ordeal should earn 2-3 experience depending on how they fared.

Capture: If any of the heroes were captured, they will be hauled back to the city and tied securely to wooden poles with sturdy animal gut twine before a grand step-pyramid temple with a visibly blood-stained staircase and sacrificial altar. A daring escape or impromptu rescue mission may become added elements to the adventure.

Further Adventures: The valley can be the source of further adventures. The heroes could come up against more prehistoric monstrosities, awaken an ancient evil, or discover a lost tribe hidden within this exotic locale. Once they make their way out of the valley, they may have to contend with the enemies they made in the local city, or may be forced to travel northward into the badlands, or south into the Yaurcoan Empire.

THE GOD IN THE PIT

An adventure for 3-5 Characters of Veteran or Heroic Rank.

Setting: This adventure revolves around Yavun-Glyptar, an ancient stone temple to Larizion, an older version of the Maztlani god Tezcatli worshiped in the far south by the predecessors of the Yaurcoans. Yavun-Glyptar was built long before the rise of the Yaurcoan Empire, but it remains to this day as a prominent religious center. The priests of this temple have secretly held considerable political power over the surrounding region for ages, collecting tribute and dispensing divine edicts from the lips of the gods. The local rulers resent the priest's power, but are too reverent or too afraid to oppose them openly. Hither come the heroes who one local ruler see as a means to shake the foundations of the priest's mysterious power.

Lead-in: While journeying through the southern lands, the heroes are approached by the messenger of a great Yaurcoan king who seeks an audience with them. The messenger knows only that his lord seeks to employ the heroes' talents and knows naught of the mission save that they will be handsomely rewarded if it is successful.

BACKGROUND

Chezca is a wizened ruler who has grown to resent the power of Yavun-Glyptar's priests. He even suspects witchcraft on their part to maintain power over himself and the other local rulers. As Chezca prepares to pass the crown on to his firstborn son, he sees the heroes as a potential means of discovering the priest's secrets and hopefully of keeping his son free of their hated influence.

ACCEPTING THE MISSION

Should the heroes go to meet the king, the servant takes them to a an open plaza in the palace, with one side open to a sweeping view of mountain terraces and verdant sierra vistas. Soon a group of royal guards enter followed by servants bearing a royal litter. Atop the litter rides the corpulent king Chezca.

As the king speaks, read or paraphrase the following:

Greetings brave wanderers. I have need of your talents. I am an old king and my grandson is soon to take my throne. Since long before my own crowning, an ancient cult has risen to power and demands tribute from any who would become kings in this land. I do not trust these strange priests. They hold an unnatural sway over the younger nobility whom they have received into their temple. I must relinquish my son to the initiations of these strange clergymen, if he is to be recognized as my successor. I shall send him, but I wish you to follow and learn what you can of

SAVAGE TALES

the strange hold these cultists have on those they receive into their temple. If you can unravel this riddle, I will reward you handsomely with beasts of burden and finery.

APPROACHING THE FORGOTTEN TEMPLE

The temple is a flat-topped pyramid topped with an immense U-shaped structure covered with strange glyphs and relief's of demonic visages with rolling eyes and trails of snot running from their nostrils. The crown princes are ushered by the strange shamans into the temple.

Boon (Info): A successful Knowledge (Oral History) or Knowledge (Herbalism) test will reveal that the demonic faces carved on the temple walls show characteristic signs (a far-off gaze, dilated eyes, mucosal discharge, etc.) of having snorted peyote cactus powder and are in the throws of hallucinogenic visions.

Boon (Cover): Heroes trying to enter the temple by stealth rather than the more direct approach may be able to find cover among rock outcroppings and a nearby llama herd whose boy herder is drowsily day-dreaming, oblivious to their presence.

As the group of princes approach the temple along a narrow mountain path, the temple guards hail them from afar and one heralds their arrival with the crisp trumpeting of a conch horn.

TEMPLE GUARDS (4)

There are four guards outside the temple. Use the Warrior statistics in the Bestiary chapter. The temple guards are armed with bronze halberds and handaxes and wear cotton armor (+1) and cotton headgear.

INSIDE THE TEMPLE

Upon entering the temple's grand plaza, the young princes and their escorts are beset upon by gorgeous women servants, offering ripe fruit, fermented beverage and pleasurable companionship. As they put the menfolk at ease the delicacy of powdered peyote begins making rounds, offered atop cocoa leaves by beautiful maidens for the princes to snort up the nose.

Peyote Powder: The crown princes and their escorts are offered peyote powder by beautiful women who are both persistent and persuasive. All the princes and their NPC escorts partake of the peyote powder, snorting it through the nose off of a cocoa leaf. Those who wish to refuse their wiles must succeed in a Test of Wills. Individuals who succeed on the Test of Wills will not be further pressured, but they will be watched closely by the priests.

Peyote Powder (-4): Inhaled. Hallucinations (effectively gaining the Bad Eyes Hindrance plus seeing

random visions or illusions) after d6 minutes and lasting for d4+10 hours.

PRINCES (1 PER HERO)

Use the **Sachem** statistics in the Bestiary chapter for the princes.

RETAINERS (2 PER PRINCE)

Use the **Thug** statistics in the Bestiary chapter for the princes' retainers.

CULTISTS (2 PER HERO)

TEMPTRESSES (2 PER HERO)

"Miraculous" Transportation: The walls of the temple are riddled with secret passages. These allow the priests to disappear around the corner of a wall only to miraculously reappear soon after in an unexpected location, such as atop the structure, with no apparent means of how they got there. The cultists use these hidden passages to impress the peyote-addled princes with their apparent ability to teleport.

Locating one of these secret passages requires a Notice roll at -4. These extensive labyrinthine hidden passages extend through the major walls of the temple and even down into the mountain deep below the temple.

What's The Purpose?: The aim of the cultists' pomp and circumstance is to keep the crown princes relaxed, entertained and off-guard until the peyote powder begins taking effect before moving on to the next phase of the indoctrination ceremony.

THE SUBTERRANEAN LABYRINTH

Once the peyote powder has had ample time to take effect on the crown princes and most of their escort, the cultists lead them in a ritual procession down a hidden passage, through a maze, towards the "Earthly Temple of Larizion the Celestial Jaguar" to "behold the deity's awesome presence."

You fight to keep your head clear as you descend a steep set of labyrinthine passages leading down into the earth. Sunlight streams in from above through long vents cut into the living rock. Without a guide these twisting and branching passages would prove difficult to navigate. Up ahead you hear a mysterious noise reverberating ever more loudly through the passages, like the sound of massive waterfall or the clapping of many thousands of hands.

The Labyrinth: Navigating the Labyrinth without a guide requires a Smarts roll. This roll is normally at -2, but heroes who have made it through once, guided or not, can ignore this penalty.

ENTERING THE GOD'S CAVE

At the end of the final passage a vast cavern opens up. The echoing noises have reached an deafening din. Front and center is a massive stone idol of a fearsome jaguar-headed god the priests hail as Larizion, lord of the smoky mirror. From the idol's open mouth a booming voice utters a deafening command to come forth, kneel and avert your eyes.

The Noise: The loud clapping noise is caused by water channels cut around and below the cavern which raise a deafening noise. Those entering the cavern must succeed on a Vigor roll or become shaken by the sheer volume of the sound. All Notice rolls made to hear things are made at a -4 penalty.

The Ruse: The idol is not actually speaking. Rather there is a shadowy alcove above and behind the idol's head where the high priest hides and speaks on behalf of the idol through an acoustic channel cut into the stone that amplifies his voice to be heard above the deafening surge of water and causes it to emanate from the idol's open mouth. Spotting the priest would normally be nigh impossible, but the heroes have reason to suspect fowl play and have a chance to spot the impostor by making a Notice roll at -2.

After demanding tribute, the high priest hiding behind the idol will begin an ritual incantation that resembles a powerful and more long term version of the puppet power. This incantation takes 10 rounds to complete and will effectively enthrall the gathered royals to the high priest's will if the heroes cannot interrupt it.

If the heroes take violent action, the high priest will have his trained jaguar released from a secret side-chamber to deal with the heroes.

CULTISTS (12)

ARA, CUZU'S TRAINED ATTACK JAGUAR

Use the **Great Cat**, **Large** statistics in the **Bestiary** chapter for Ara, Cuzu's personally trained jaguar guardian once she is released.

CUZU, HIGH PRIEST OF LARIZION

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d8

Skills: Animism d12+2, Fighting d8, Intimidation d12, Knowledge (Occult) d12, Notice d8, Persuasion d10, Shooting d8, Stealth d6

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

Hindrances: Mean, Quirk (Obsession with Sorcery), Vengeful

Edges: Arcane Background (Shamanism), Armiger, Blood Sacrifice, Charismatic, Command, Connections, Fervor, Quick Draw



Gear: Bone hairpipe breastplate (+1), poisoned knife (d4+Str), staff (d4+Str, +1 Parry)

Special Abilities:

- **Poison:** Cuzu employs a poison that he can use to taint food and drink or coat his knife or other bladed weapons. The victim to make a Vigor (-2) roll or take an automatic wound.
- **Powers:** armor, boost/lower trait, death touch, detect/conceal arcana, dispel, light, psychic evisceration, puppet, stun and summon manitou/demon

On the high priest the heroes will find 1000 bd worth of assorted golden jewelry.

Temple Records: The room also contains the temple's records, in the form of coils of intricately knotted ropes that Yaurcoans use as a written form of their language. These rope coils are stored in sealed jars in a hidden alcove that can be found by any hero who takes the time to search. Any character who is literate and knows the Yaurcoan tongue can read these records, which contain condemning evidence of a centuries old plot by the high priests' of this temple to bring the local royalty under their direct control, including references to the dark ritual and its desired effects.

CONCLUDING THE ADVENTURE

Failure: If the heroes fail to spot the high priest before he finishes his spell, they will fall under it's influence. The priest's recognize that the heroes are too strong willed to enthrall long term as they have with the royals, so they erase all memory of the adventure and the heroes awake in a terraced manioc field with no recollection of the adventure.

Victory: If the heroes successfully return with the temple's secrets and with Chezca's son unharmed, they will each be rewarded with 500 bd worth of jewels, a llama (use mule statistics) and, if desired, the healing services of his royal alchemist.

Experience: If successful the heroes should be awarded 1-2 experience points each.

Powwow: Characters who give away or spend over half of their accumulated wealth on gambling, fermented saraika, cicha beer and pleasurable company should be awarded with an extra experience point and a roll on the Powwow Table.

Further Adventures: Successful heroes may have earned the cult as a new enemy. Heroes who fail, may be able to re-trace their steps to reclaim bits of their memories and take a second swipe at unraveling the mystery. Heroes stricken by wanderlust can travel south into the heart of the Yaurcoan Empire, east into the uncharted jungles of the Amizani River Basin, or north towards the Maztlani Empire.

PLOT HOOKS

What follows are a series of plot hooks which prospective GM's can drop into their campaigns at any time. These plot hooks are provided to spice up an existing adventure, or to have something to use should the players do something unexpected. It will be up to the GM to fill out the necessary extraneous details and turn these hooks into full fledged adventures.

THE NORTH

DARK HARVEST

Svessgar is a small Skadian settlement only a few days from Vingard. It's people—usually blessed by the bountiful harvests characteristic of the land—now face a famine. Most of the crops have failed, and the people of Svessgar are getting desperate. Some among them say it's time to return to the old ways, fertility rites and human sacrifice. The Svessgarian villagers unwilling to sacrifice one of their own, mount a war party and set off to a nearby native village, where they kidnap a tribal daughter. Now war looms on the Horizon.

The PC's can enter this war as it's already boiling over, or be hired by the native people to rescue the tribal princess who was kidnapped by the Skadians. While everything seems cut and dry with the Skadians being the obvious villains, it's not so simple. The truth is a 3rd party is responsible for the Svessgarians failed harvest.

A corrupted Shaman from a rival tribe aware of the old Skadian rites has been hexing the land in an attempt to get the two villages to weaken one another enough for his own tribe to wipe both peoples out. The PC's must uncover this conspiracy which involves older Skadians of the village who wish to see a return to the old ways, as well as tribal members promised power by the shaman and his tribe. Regardless of the circumstances, the PC's must uncover the truth or face extermination by the dark Shaman and his tribe as well!

WEDDING OF THIEVES

Two rival thieves guilds in the city of Vidar are about to do the unthinkable; form an alliance by marrying their son and daughter to one another! The Skornyar and Bevyala guilds are two of the largest in Vidar and are known to be rivals going back generations to the original Skadian homeland. Now however the son of the Skornyar, Erik, and Dala, the daughter of the Bevyala have fallen in love, bringing the possibility of peace between the two bitter guild rivals. If successful the two united families will comprise the largest thieves guild in Vidar.

This doesn't sit well with the other guilds of Vidar who feel threatened by the upcoming nuptials—threatened enough for one the Froungan family to do something about it. The Froungan hire assassins to eliminate members of both families to spread blame around, and if all else fails the Froungan plan to attack during the vows in a last ditch attempt to destroy their rivals. To make matters worse, Dala's sister is in love with Erik, and Erik's Uncle hates the Bevyala so much he to plans on attempting to sabotage the wedding himself!

The PC's have many avenues in how they can get involved in the festivities. They may be friends of either of the families involved and simply be guests of the wedding. They may be guards hired to make sure everything goes smoothly, or they may even be the very assassins hired to make sure this alliance doesn't happen!

SECRETS OF HELGRAD

The PC's are hired by a scholar in one of the northern cities for an expedition into the fallen ruin of Helgrad. The scholar is a Skadian rune caster who believes a lost treasure trove of knowledge was hidden inside of the city, and may indeed shed some light on why the city was abandoned and what caused it's ruin to take place. The journey plans to be a harsh one as a blizzard is threatening to engulf the area soon. Thankfully, the rune caster hires a guide who knows the pathways through the north for the quickest and safest way to Helgrad.

Unfortunately for everyone involved, the guide is actually a member of a cult which has taken up residence in part of the ruins of Helgrad. The cult is led by a mad Ruskar magi who believes human sacrifice to the spirits of Helgrad imparts immortality. Now the cult spreads rumors of lost treasure and knowledge, while hiring themselves out as Guides to lure people into part of the city, and kill them in orgiastic dark rites. The worse part comes when the blizzard makes returning from Helgrad impossible, leaving the PC's stuck in the haunted ruins with only each other, the cult, and the evil dead which dwell within for company, until the blizzard passes.

BIRTH OF A GODDESS

While seeking respite with Mammoth Riders in the far North the PC's are witness to a vicious attack by the cave dwellers in the middle of the night. The neanderthals throw themselves relentlessly at the native people and the PC's are the only one's who can help! After the battle is finished the horrible truth comes forward, the attack was a distraction to simply grab "falling snow", the pregnant daughter of the chief.

His daughter kidnapped, the chief implores the PC's to accompany him and several of his warriors to rescue his daughter from the clutches of the cave dwellers, offering up beads and other treasures as rewards should the PC's agree.

The medicine woman of the tribe approaches the PC's privately and reveals a secret truth, the chief's daughter was impregnated by one of the Cave Dwellers. They see her now as a prophet, ready to give birth to their reborn goddess. She warns them, should this come to pass, falling snow's daughter will be a powerful shaman and a leader who may unite the cave dwellers or the northern tribes and turn them into an unstoppable force in the future.

The PC's will have to track the cave dwellers through the snow and ice back to the network of caves and tunnels they call home. They will then have to fight their warriors and shamans to locate Falling Snow, who is in the midst of Labor when they arrive. The Chief reveals now he wishes to kill his daughter and grand-daughter, believing they have become tainted by the home of the cave dwellers. The PC's are left with a choice, let the Chief kill his daughter, or save her.

FALLING STARS

While trekking across the frozen north one night the PC's witness a falling star come streaking across the heavens and crash several miles away. While the distance across the snow will mean a few hours of brisk travel, the riches afforded by Star Metal cannot be understated. The local Iron Shapers will pay handsomely for such a find, and any PC's capable of working steel would be able to make impressive weapons or armor from the fallen meteor.

The meteor has landed in a small village within a forest of pine, smoke rising from the surface, visible from miles around. The fallen star actually contained a Star Child who is on the run from a Star Wraith who wishes to consume and eat it. The Star child uses it's telepathy to have some of the villagers hide it, while the Star Wraith uses her puppetry, and disguise power to infiltrate the village and take control while trying to hunt the child down. The PC's will come across the village in a grip of paranoia, as half of the villagers are dead, and almost none trust one another, as the Star Wraith sows confusion amongst them all.

Should the PC's be able to save the Star Child and destroy the Wraith and her followers, not only will they attain the meteor, but form a friend in the Star Child who will remember them and possibly assist them (or come to play pranks on them) again in the future.

NORTHEASTERN WOODLANDS

HUNTING THE RED DWARF

While traveling through Mishupishu, possibly to trade or simply to relax, the PC's are taken by surprise when a young boy slams into them, and runs off again disappearing into a nearby drinking establishment. It's only then the PC's realize they have lost something and the boy is most likely the culprit (GM's choice of what was stolen). Chasing the boy into the tavern results in several tables being knocked over and drinks being spilled with the PC's being to blame, resulting in a possible bar fight. Afterward the PC's see the boy running into a local artisan's shop, chase here results in several pots, jugs, and some glassware being destroyed and again, the PC's receiving the blame.

Various scenarios of the PC's being blamed for trouble caused by the boy until they begin to notice something. The truth is, the Red Dwarf of Mishupishu is putting the boy up to this, and forcing him to lead the PC's into continuous trouble.

In each area the PC's may begin to notice a hunched red skinned, red bearded fellow seeming to watch it all and grin. This is the red dwarf of Mishupishu, known for causing horrible problems and foretelling the coming of great calamity such as war or natural disasters. The boy is Howada, son of the local Shaman who has managed to forestall the dwarf over the last several years from causing trouble. Eventually, when the PC's catch on, the dwarf grabs the boy and disappears into one of the many burrow holes and underground entrances leading to the caves underneath the city. The Dwarf will offer the PC's a choice; kill the son of the shaman, or he will send a storm to flatten the city. The Dwarf is bluffing, but Howada however takes him seriously and begs the PC's to kill him to spare Mishupishu. If the PC's attack the dwarf it's unable to defend itself and is easily defeated, Howada's father will explain the situation, and that the Red Dwarf will return, however they've forestalled the creature for now.

GRAVE ROBBERY

Spirits of the dead are menacing Flint River city. Zombies and other restless spirits terrorize the town at night with no clear source of stopping. Each night the spirits attack, the PC's can be brought in, hired by those within the city to try and stop the menace. Clues will point to the dead being a mix of the recently deceased and those thought long dead, leading to the local burial sights found outside of the city along the river.

PLOT HOOKS

Grave robbers led by an Shenese alchemist looking for magical artifacts are responsible for the spirits and undead attacks. The characters can find evidence of the graves being disturbed, dug up, and plundered. The Shenese Alchemist has hired a group of mercenaries to do the dirty work for her, and if the PC's set up a stake out they can catch the bandits in the act. The mercenaries can lead the PC's back to the Alchemists hideout where they can hopefully overcome her, and return the plundered items and bodies back to their graves, otherwise the attacks continue unabated.

PLAGUE OF THIEVES

Disease is spreading throughout the city of Ottnon-daeg. The city has had to quarantine large sections of itself and is threatened to be engulfed entirely by the plague now spreading through-out it. To make matters worse, the plague victims rise as the undead, and begin going about strange tasks throughout the city, attempting to take large items of wealth and disappear into the swamps with them. The zombies do not menace or attack anyone unless stopped, they do however carry the disease on them, and to much contact with one spreads it.

An apprentice necromancer, a student of the one who resides outside of Ottnondaeg has created the plague to impress his master, and make him rich in the process. He keeps a large quantity of the cure to the disease inside of his lair within the swamp just in case, but also plans to abscond with all of the wealth his zombies are gathering for him, unless the PC's stop him.

SOUTHEASTERN WOODLANDS

TRADITION

While traveling through the southeast woodlands the characters come across a beautiful young woman kneeling over the body of a fallen man. A dagger in her hands, it's clear she's killed the man laying before her with a knife wound in his chest. She weeps to herself and will only look mournfully toward the characters should they approach, explaining she had no choice. The woman is the wife of a local Tenazta chieftan who recently passed away. A younger wife taken by him in his later years, she has no wish to be killed and buried along side of him, despite the tradition of the tribe. The man before her dead, is one of her stepsons who had come after her in an attempt to force her into the ritual. More of the Chief's sons and their warriors will follow.

The woman begs the PC's to escort her to another village far away where she can start a new life for

herself. If the characters agree, in the next village they pass through they hear rumors of the wife's disappearance and a large reward being offered for her return. The characters have to decide whether to help the woman for almost nothing in return beyond good karma, or return her to the tribe she married into for a handsome reward. Either way, other soldiers of fortune will be looking for the woman as well to cash in on her.

THE DOOMED CITY OF EMELECH

The High Priest of Emelech is dead, and nobody knows who the culprit is. The next day, the cities tribal war leader is also found murdered in his own home. All of the killings have the mark of ritualistic murder to unclean things. The Characters can come in, hired to investigate or simply get caught up as suspects themselves being outsiders. Each night another important official within the city is found dead, with the same ritualistic markings, and investigators will find their inquiries stymied by locals for all strange "official" reasons.

A cult has infiltrated Emelech and now they're making their final play. Years of planning have led to this moment, half of the cities guards are members of the cult, as are a quarter of it's officials. Their goal is to desecrate the grand temple in Emelech and conduct a foul ceremony, unleashing their demon lord from within. The characters have to discover the truth behind the murders, and if they're to late, fight the demon host itself, or let the city fall.

THE TATTOO MASTER OF NANTU

Nakoma is a master tattoo artist and powerful shaman, known to gift those who are worthy with a tattoo representing their inner self and granting some mystic power. Tired of constant bother from unworthy applicants Nakoma retired to a remote region of the woods to practice her art in peace. Zogar is a failed apprentice of Nakoma, unable to master the mystic tattooing process because of his inner greed and desire for power.

Unfortunately for everyone else in the Nantu lands, Zogar mastered just enough of the tattoo process to grant power to recipients albeit at the cost of greatly shortening their life. Now a group of mixed raiders and bandits of all types are ravaging the countryside, each baring one of Zogar's tattoos. What the recipient doesn't know however all of the life force of the wearer and their victims feeds back into Zogar, causing his dark mystic powers to grow. Now Zogar is getting close to unstoppable, and the only one who may know the way to stop him is the retired Nakoma.

The characters must journey into the woods, find Nakoma, and prove themselves to the wise woman in order to get her help. Each must pass a test involving their inner doubts and fears. Afterward, Nakoma will grant them each a tattoo which renders them immune to Zogar's power, as well as the capacity to hurt him. It will still be a tough battle getting past Zogar's forces and taking down Zogar himself. Should the characters beat Zogar, Nakoma may even grant them a tattoo which gives them their own ability. (Perhaps a new Edge, single arcane power, or skill bonus, GM's choice).

THE BUFFALO PLAINS

BUFFALO HUNT

While resting in a village, town, or city in the Buffalo Plains, the characters are asked to come along on a buffalo hunt, with the promise of the haul being shared with them. While on the hunt the characters come across a disturbing sight, a group of other hunters from a nearby village who appear to have been trampled to death. The other hunters explain this is always a danger while hunting buffalo, and the right thing to do would be to return the bodies to the nearby village. When the characters attempt to return the bodies, however, they discover the entire village has been over-run and trampled killing everyone and destroying the village itself. A few scattered buffalo carcasses lay about here and there, seeming ripped to pieces with a variety of weapons. Just then, some of them, clearly undead get up and attack!

The buffalos have been turned into undead creatures by a local Buffalo shaman who's fallen into corruption and gone mad. Now he believes the only way to revere the buffalo is to turn them into monsters and kill as many people as possible with them. The characters will have to track him down and take him out, before he sends his ever growing hoard of buffalo out to stampede over other settlements.

MEDICINE WHEEL GHOST STORY

The characters are traveling through the buffalo plains and approach a medicine wheel during sunset to locate directions to their next destination, and also camp out for the night. As the characters make their fire and discuss what ever business they have a mournful wail fills the night air and they're approached by the spirit of a dead woman. The woman tells them she was murdered by a man, and her body was left here at the medicine wheel where it was destroyed by scavengers, and she is now unable to rest because of the murder. She begs the characters to avenge her death, specifying a man in a nearby

village who is responsible. She offers to tell them where her worldly possessions were hidden before she passes on if they succeed in this endeavor.

Truthfully however, the woman is an evil shade who was not murdered at all, but who's lingering evil spirit is troubling the land. The woman has been sending others to murder innocent people through out the land. The victims then turn into these vengeful shades themselves who advise other adventurers to murder their own killers. If the PC's end up killing the man before they figure out what's going on, a short time later, another group of adventurers will descend on them, calling them murderers and attempt to kill them. This cycle will not stop until they return to the medicine wheel and locate the bones of the evil shade hidden nearby. Destroying the bones ends the curse and all the victims she created are able to finally rest.

A WOMAN'S RIGHT

Rumors have been circulating about a band of killers plaguing the buffalo plains. War parties have been found butchered while going out on the hunt, and the characters are hired to find those responsible and bring their scalps as proof. Specifically the leader of the band is known to be a foreigner from the south, an Amizani woman named Kaba. If the characters pay particular attention or really do their research they start to hear how all of the members of this raiding group are women, and all of the victims have been men. Searching long enough the characters should eventually be able to track the warrior band to their hideout, hidden in a valley. Should the characters come across the group, the all female band will offer to tell their side of things, if the characters are smart enough to listen.

The group is indeed led by an Amizani who says she was brought to this area by a vision. The Buffalo plains have many tribes who engage in very sexist and oppressive practices against woman. All of the members of Kaba's group are women who have been rescued from abusive situations, and they continue to work to rescue other women under threat in the buffalo lands. There are even some males within Kaba's band who wish to support and protect the women there. Kaba has heard recently a Morning star ceremony is about to take place, the sacrifice of an innocent young girl from a local group of Chatick. Kaba asks for the characters help if they seem sympathetic to the women's cause. If the characters seem interested, they have the chance to engage in a potentially monumental change within the buffalo tribes, as this league of women warriors has agents both men and women through-out the plains and their people. If the characters seem to be against Kaba and her followers the woman will be merciless in protecting themselves and their existence of freedom.

SPIRIT PLATEAU

THE LIGHTNING MEETING

An unprecedented meeting between different peoples is happening on the spirit plateau. Powerful Shamans from the N'kwalgan known for their storm calling are meeting with Skadian rune casters and Sedir priestesses who venerate Thorric to compare notes with one another. The two peoples are seeing how they can learn from one another in the realm of improving their storm and lightning abilities. The "lightning meeting" as it's been called results in an almost festival like atmosphere as others are drawn to see the displays and a temporary market is put up as well. This meeting has not gone unnoticed by the Firelord who resides in the nearby Volcano. Jealous at the prospect of his power being rivaled, the Firelord sets out his Acolytes to disrupt the meeting.

The end result is a magical battle unlike any other scene as fire and storms end up raging all over the meeting grounds when the fire acolytes show up. The characters are caught up during the meeting, and can either work for the Firelord in disrupting the meeting, or the storm users in fighting off the Firelord's forces. The Firelord can be appeased however if the characters can convince all sides to compare notes (perhaps advising that lightning is just another form of fire).

AHABI DESERT BASIN

THE GHOST DANCE

A town near the sorcerer chief city-states is under siege by dark forces summoned by said sorcerer chiefs. A messenger from the town has managed to make the arduous trek across the badlands to ask for help from other settlements. Members of the Ghost Dance have heard and decided to respond by traveling to the town and teaching the members of it the Ghost Dance.

The characters are hired to escort the Ghost Dancer across the desert, fending off bandits, dark creatures sent by the sorcerer chiefs and natural hazards to the town. From there they must help the town mount a defense against an incursion from the city-states all while the Ghost Dancers perform. If the characters succeed the grateful town will be a bulwark and safe area away from the city-states but still near them, becoming a staging ground against them. The characters will always be welcome inside and have a place of respite. If they fail, the town will be conquered by the city-states and any survivors taken as slaves.

THE GHOUL CITY OF SIAT

An aged Atlantean in a local watering hole is looking for adventurers in search of profit. He says he has a map to an outpost of the lost city of Siat, it should be less dangerous than the actual city, being only an outpost, but still should contain fabulous riches. While the Atlantean is no slouch, he is in his later years and not as spry as he used to be, he offers to split the take with anyone willing to escort him to the outpost.

For once, the hirer is not a betrayer but being straight up honest. The old man simply wants protection and to get some riches to enjoy his twilight years, there's just one problem; the pack of Ghouls which live in the outpost and claim it as their own. To make matters worse, a group of bandits has actually struck a deal with some of the more intelligent ghouls, offering up people in exchange for riches from the city. These bandits will try to capture the characters and trade them to the Ghouls. With bandits on one side, and Ghouls on the other, not to mention the unforgiving badlands the characters will have to work for their profit. Should they all survive however, they'll have a life long friend in the retired Atlantean, who moves down south to the Yaurcoan empire to live out the rest of his days in luxury.

THE EAGLE COAST

THE COASTAL MARKET

Traveling across the Eagle Coast line the characters happen to chance upon a grim market. Red Reaver pirates have set up a bazaar of sorts, with Atlanteans, and Eagle Coast Slavers. A group of men women and children made up of all races sit in a variety of cages as they are trotted out onto a platform in small groups and sold to those interested.

There's nothing hidden or complex about this scenario, it's a black and white situation, the slavers are obviously evil, and the characters will have to come up with a plan to deal with their large numbers. One possible way is freeing all of the slaves and arming them, as they outnumber the buyers present. In either case, this scenario is one which can be dropped into another, or be a place to put a long time adversary of the group. Or if the group is of more dark persuasions, they may simply join the slave sale themselves, and buy a few servants for their own purposes.

THE OTHER WHITE MEAT

One night while the characters are dining in the next center of civilization they find themselves drugged and all falling asleep. When they awake,

they find they've been drug into the forest with their hands bound, and are addressed by members of the evil Masata cannibal society. The society has noticed the deeds of the characters and wishes for them to join the secret society, promising them power and prestige, but first they must be tested.

The characters are forced to engage in brutal tests against other applicants, and presented with human meat as their only food during this trial. The characters have to find away to gather weapons, possible allies of their own, and make their escape, possibly slaying this cell of the Masata society if they can as well. Survivors will earn the infamy of the Masata society, but be considered heroes by the general people of the area. The characters could of course join the society if they wish as well, but becoming cannibals tends to lead to certain consequences...

THE GRANDFATHER MOUNTAINS

RIVAL SCHOOLS

While the characters are in the city state of Shen they hear an all call for warriors of all kinds from all across the land to join in a grand combat tournament held once a year. The grand prize is a fabulous amount of wealth, a secret martial arts technique, or perhaps a powerful magic item. (GM's use your imagination for what would most appeal to your players.) Fighters from all across the untamed lands and beyond enter, hoping to prove their fighting style is the best, and all are welcome. The majority of the opponents however are Shen themselves, representing their various martial arts schools from across the city.

Two of these schools, the Wan lei and the Hong Lo are known to be the best in the city and are bitter rivals. Most citizens of Shen look forward to the show down between these two styles. The problem is, in order to ensure the representatives of their schools are the finalists, the two schools have teamed up in order to poison the opponents they must face in the tournament, to ensure their meeting with one another in the final round. The characters may be participants themselves or friends of those who are participating and must solve the mystery of who is poisoning the fighters. Of course there's also winning the tournament as a motivation as well!

THE TREETOP PEOPLE

The characters happen to stumble across the hidden Treetop chiefdom quite by accident. Guards descend around the characters, more then they could reasonably handle in a fight. The guards escort the characters to the leader of the treetop kingdom. It is

here they are told they will never be allowed to leave the village, however they will be welcome as citizens. Life in the treetop kingdom is almost idyllic, there is plenty to eat, and everyone is at peace and allowed to live their lives however they choose to. However it is most likely understandable adventuring types may not wish to spend the rest of their lives in such a place.

While visiting with the leader of the kingdom, they overhear some of the citizens talking about another group of hunters found dead in the hidden valley. The leader of the chiefdom will explain the problem the kingdom currently faces. A strange beast has gotten loose in a hidden valley within the kingdom, one of the primary hunting areas, surrounded on all sides by impassable mountains. This beast has made hunting dangerous, and none of the treetop people have been able to bring it down. If the characters agree to enter the valley and slay the evil creature the kingdom will trust them, and allow them free passage in and out of the treetop chiefdom. This is the greatest gift bestowed upon outsiders, and the treetop area will remain a place of respite for the characters at any point in their careers as adventurers.

ISLAND OF THE APES

While passing a trade caravan the characters come across a most curious site, a large ape-like creature bound within a cage opens it's mouth and actually speaks to the characters, whispering for them to be quiet and listen! He begs them to help him escape, promising them a rich reward if they'll assist him. The first hurdle will be getting the Ape free, though the owner doesn't really prize it terribly much as the merchant does not know the Ape is intelligent. Force or money is more then enough to free the strange creature. From there the Ape explains it comes from an island, the ruined city of the Apes. After explaining his people still exist he asks for the characters to help escort him home, where he may return to the remnants of his people, who are all in hiding within the forests away from the ruined city.

The Ape will explain his people's city became devastated thanks to a massive civil war which took place between his people, one side wished to wage war on humanity, while the other argued for non-interference. The ape himself is an accomplished Alchemist and explains his peoples technology actually rivals that of the Shen and Maztlani empires. The characters will encounter some difficulty along the way to escorting the Ape home, there are others who are aware of the ape's intelligence and wish to hunt and capture it for sale. While the Ape explains some of his people are secretive members of the group who wish to war on humans, and it was this one which caused him to become captured in the 1st place. Ei-

ther way, if the characters can successfully help the Alchemist Ape get home, they will be richly rewarded and welcomed into the hidden Ape village any time they wish.

THE ANAZI BADLANDS

RAINMAKING ROBBERY

The characters are in any of the cities or towns within the Badlands during the rainmaking ceremony. The majority of the people within are getting rip-roaring drunk, having a great time, engaging in games, gambling, and the occasional friendly brawl. During the peak period however, when everyone is at their most intoxicated, a group of thieves sneaks into the area and begins to relieve the most drunk and passed out participants of the rain making ceremony of their belongings. While the thieves are not actively violent, those who fight back are hit with clubs and other blunt instruments to encourage them to lie down.

The characters themselves may be just sober enough to oppose the bandits, but some of them will still get away with quite a haul. The characters are hired by those sober enough to track the thieves down. The thieves are a mixture of non-natives in the area who learned of the ceremony and thought it was the perfect time to strike. The hung over and possibly still drunk characters have to act fast because of this, as the thieves don't plan on sticking around the badlands with their haul for very long.

THE GHOST MAKER

A Corrupt Bantanu necromancer is desecrating the graves of Noska, madly thinking he can force their ghosts to join the Bantanu Ancestors and bring more power to Bantanu necromancers.

The people of Obiri are being menaced by their own ancestors. At night, Ghosts and the occasional undead come into the city with spectral chains bound around their neck and wrists. The unclean things attack the weak and attempt to kill them. The dead then join those which attack the next night, attempting to increase their numbers. The people of Obiri are at a loss of what to do. All the while the undead and dead scream to be released as they attack their own descendants and relatives.

A search of the burial sites show nothing has been actually desecrated though on closer inspection some strange symbols have been left on the graves of the dead. What's actually going on is a mad Bantanu Sangoma has come into the area and is attempting an unthinkable tactic. Wishing to increase the power of himself and his own people, this Sangoma is forcibly binding the ancestors of other people to his will,

in an attempt to add them to the Bantanu ancestral collective. The Bantanu ancestors no longer answer the Sangoma's call, but rather dark spirits masquerading as them do, encouraging the now necromancer to continue with his dark deeds.

THE SOUTH

THE ENEMY OF MY ENEMY

While the characters are on the coast in the Maztlan Empire, they encounter a Bantanu pirate captain named "Obiah" who is hiring and taking on experienced fighters and crew and paying handsomely for them. Obiah explains he's hunting his long time rival, a Skadian Sea wolf named Yorg. Yorg took Obiah's eye, and he in turn took Yorg's hand, no love is lost between the two. If the characters accept they'll find themselves on the high seas with Captain Obiah as he hunts for his nemesis, chasing down any stories of the sea wolf's ship.

After a few encounters on the sea, possibly with raiding other ships, or fighting off other pirates, Obiah's ship finally runs across Yorg's and the two ships waste no time in closing to bording distance and engaging in a long bloody fight with one another. Just as the fighting is getting to it's heaviest, Atlantean slave ships are seen on the horizon and closing fast. Now the characters must convince these two bitter enemies and the crews to work together, or they'll all end up overwhelmed by the superior Atlantean numbers, ending in death or chains!

DINNER IN CHITALNETEC

While in the capital city of Chitlanteca, the characters come across a noble named Acopar being attacked by a group of what appears to be common thugs, most of the nobles retinue lying dead from the ambush. Should the characters intervene and save Acopar he expresses his thanks and invites them all to dine with him at his home that evening. Should the characters accept they will find themselves in Acopar's lavishly appointed home later that evening.

Truthfully, Acopar's wife, Pinca, hired the thugs in an attempt to kill him earlier that day. She's currently carrying on an affair with Acopar's brother. During the feast that night, with several other nobles present, Pinca will attempt to have Acopar poisoned. Characters may stumble across Pinca in a compromising position with Acopar's brother, or she may even approach and attempt to seduce one of them herself, all giving clues to the treachery really going on.

To make matters more interesting, the feast is a cannibal one, which some characters may find offensive, or unappealing. The characters may have to figure away to decline eating without offending their host.

THE BREWING CONTEST

The trading town of Guamaka in the Yaurcoan empire is hosting a brewing contest. Brewers from all over the Yaurcoan Empire and even beyond have shown up to show off their wares and win the prize offered, a solid goal basin for brewing. Skadian mead smiths, Bantanu whiskey makers, Shen wine makers, and Atlantean outcast ale brewers are all present, and all giving samples of their product.

The atmosphere while generally jovial and fun, also leads to a few outbreaks of violence with so much alcohol flowing around. Sore losers may try to settle a few scores, and sabotage one another's products. This is the perfect opportunity for all sorts of different activities to catch the characters up in. Things get really out of hand when a local Yaurcoan alchemist decides to try her mind control serum out by spiking a large portion of the beverages present.

THE FIERCE AMIZANI

The Amizani tribes, while typically fierce and independent, have been more aggressive then usual lately. Multiple lightning strikes are being carried out against both the Maztlani and Yaurcoan empires, and all out war looms on the horizon. The Yaurcoans hire the characters to escort one of their diplomats into the Amizani's territory and ask what is causing them to be so much more hostile lately.

One of the larger Amizani bands has actually been infiltrated by a group of shape shifting serpent-people, and they are pressing the Amizani to be more aggressive by having other serpent men masquerade as members of the Yaurcoan and Maztlani and commit atrocities against the Amizani. The characters may get suspicious when they're attacked by Amizani and their Yaurcoan retinue is accused of crimes they have no knowledge of. It will take some investigation to uncover the truth of the serpent men infiltration, but war will rage if nothing is done.

THE ISLAND OF THE MAD MOXORTIU

A large group of ferals, curiously seeming to be a mix of several different animal types, have been attacking and raiding local trade routes on the Western coast of the Maztlani. Traders are now hiring more and more guards and warning one another as the situation seems to be getting out of hand. The government posts a reward for any who can find the reason why the Ferals are so coordinated and where they're hiding, and finally put a stop to the attacks. Some investigation on the part of the characters, or simply doing some ride alongs with a few caravans will lead to an attack by the Ferals. Following the

Ferals back, or investigating where they came from after driving them off reveals a series of canoes and some ships which have carried the Ferals ashore from a small island off the coast.

The island is home to a blood mage named Morx-oritu who has begun a curious study of the Ferals, and is using his magic to begin cross breeding them in an attempt to make a viscous unstoppable army all under his sway. The Ferals treat the blood mage as their god and fear his wrath. The Blood mage also has a few hired Bantanu and Atlantean-outcast mercenaries to enforce order. The characters will have to come ashore and find away to stop this mad doctor's plans before he becomes a threat big enough to make good on his dreams.

APPENDIX A: HAZARDS

DISEASE & POISON

LIST OF DISEASES

Diseases seem relatively uncommon among native tribal populations compared to other human civilizations, though they are far from nonexistent. The relative rarity of disease also means that when an epidemic finally does begin to move through a population, the effects can be quite severe. Use them sparingly.

- **Botulism (-4):** Contracted through contaminated food or an infected wound. Loss of one die of Strength after 3d6+15 hours.
- **Chagas Disease (-2):** Spread by tropical insect bites. Gain a level of Fatigue after 2d6 minutes that lasts for 2d4 weeks. At this time the victim must make another save or the disease becomes chronic and they lose a die of vigor.
- **Deer Fly Fever (-2):** Spread by contact with infected game animals. Loss of a die of Vigor after 2d6 days.
- **Dysentery (-2):** Ingested in contaminated food or water. Loss of a die of Vigor after 2d6 days. Characters already at d4 Vigor gain a level of fatigue instead.
- **Fire Water Fever (-2):** Caused by heavy consumption of low quality or contaminated alcoholic beverages. Fatigue and loss of a die of Vigor after 2d6 days. Should a victim's Vigor fall below a d4 they die.
- **Leishmaniasis (-2):** Spread by the bite of the tropical sand fly. Causes skin lesions; 2d10+10 days after exposure the victim's Vigor is lowered by one die and their Charisma is lowered by 2 until cured. Should a victim's Vigor fall below a d4 they die.
- **Lyme Disease (-4):** Injection via tick bite. Exhaustion in 2d10 days. The Exhaustion lasts until cured.
- **Rabies (-4):** Spread via an afflicted animal's bite. The victim loses a die of Smarts and goes uncontrollably Berserk (as the Berserk Edge) after 2d6 days.
- **Skin Lesions/Pinta (-4):** Spread via direct physical contact with an open lesion. 2d10+10 days after exposure the victim's Vigor is lowered by one die and their Charisma is lowered by 2 until cured. Should a victim's Vigor fall below a d4 they die.
- **Typhoid Fever (-2):** Spread by contaminated food and water. Exhaustion and loss of a die in vigor after d12+5 days.

- **Wendigo Psychosis (-2):** Induced by cannibalism or suffering Fatigue from cold or hunger. Repeated loss of a die in Spirit every 24 hours until the victim is cured or their Spirit drops below a d4 and they transform into a wendigo.

LIST OF POISONS

The untamed lands contains a wide variety of poisonous animals, plants, and fungi. Unless noted otherwise, poisons that reduce a character's Vigor die below a d4 result in death.

- **Bane Berry (-2):** Ingested. Loss of a die in vigor after 2d4 minutes.
- **Black Locust Tree (-2):** Ingested leaf, seed or bark. Loss of a die in Vigor after 1d4 hours.
- **Bracken Fern (-2):** Ingested. Suffer the effects of the Blind Hindrance after d4 hours.
- **Buckeye Leaf (-2):** Ingested. Loss of one die in both Agility and Vigor after 2d12+24 hours.
- **Crimson Maple Sap (-4):** Ingested. Immediate exhaustion and must succeed on a spirit roll to move or take an action other than drinking more sap. Loss of one die in Spirit after 2d6 rounds. Addictive (Spirit roll at -4 or gain purple maple sap drinking as a Major Habit Hindrance).
- **Death Lily/Death Camas:** Varies by type. See below.
- **- Ashen Death Lily Juice (-4):** Injected. Movement now requires an action. Paralysis in d4 rounds.
- **- Black Death Lily Pollen (-4):** Inhaled. Immediate hallucinations (effectively gaining the Bad Eyes Hindrance plus seeing random visions or illusions). Fall into a deep sleep in 2d6 rounds.
- **- Black Death Lily Juice (-2):** Ingested. Immediate loss of a die in Vigor. Death in 2d10+10 rounds.
- **- Death Lily Bulb (-2):** Ingested. Loss of a die in both Strength and Vigor after d4 hours.
- **- Purple Death Lily Powder (-2):** Inhaled. Loss of one die of Smarts (to a minimum of d4) and immediately enters a mindless berserk rage, temporarily gaining the Berserk edge and attacking the nearest living creature until a successful Spirit roll is made.
- **- White Death Lily Juice (-2):** Ingested. Immediate loss of a die in Vigor. Loss

of an additional die of Vigor in 2d10+10 rounds.

- **Destroying Valkyrie Mushroom (-2):** Ingested. Death after d20+4 hours.
- **False Morel (-2):** Ingested. Loss of a die in Vigor after d6+10 hours.
- **Fireweed (-2):** Ingested. Blindness and loss of a die in vigor after 1d4 hours.
- **Inky Cap Mushroom (-2):** Ingested. If alcohol is consumed within three days before or after ingestion of an inky cap mushroom, results in immediate Exhaustion and loss of a die in Vigor.
- **Lupin (-2):** Ingested. Loss of a die in Agility after 2d10 hours.
- **Manioc (-4):** Ingested. Death in 3d6+10 seconds. Safely edible if pre-treated correctly.
- **Mayapple (-2):** Ingested. Exhaustion after d6x10 minutes.
- **Moonseed Berries (-2):** Ingested. Exhaustion after d6x10 minutes.
- **Peyote (-4):** Ingested. Hallucinations (effectively gaining the Bad Eyes Hindrance plus seeing random visions or illusions) after d6x10 minutes and lasting for d4+10 hours.
- **Poison Dart Frog Venom (-4):** Injected or ingested. Immediate Exhaustion, death in 2d10+10 minutes.
- **Pokeweed Berry (-2):** Ingested. Fatigued and loss of a die of Vigor after 2d10 minutes.
- **Psilocybian Mushroom/Teónanācatl (-2):** Ingested. Hallucinations (effectively gaining the Bad Eyes Hindrance plus seeing random visions or illusions) after d10+10 minutes and lasting for 2d4 hours.
- **Raven's Tear Plum (-2):** Juice may be Ingested or Injected. Immediate level of Fatigue. Death in 3d6+10 seconds.
- **Skunk Cabbage (-2):** Ingested. Fatigued and loss of a die of Strength in d4 rounds.
- **Water Hemlock (-4):** Ingested directly or through the milk of a mammal that has eaten it. Loss of two dice of Vigor after d6x10 minutes.
- **Webcap Mushroom (-2):** Ingested. Loss of a die in Vigor after 3d6 days.
- **White Snakeroot (-2):** Ingested directly or through the milk of a mammal that has eaten it. Loss of a die of Agility after 1d4 hours. Characters whose Agility is lowered below a d4 become paralyzed.

TRAPS

- **Deadfall, Basic:** A deadfall is a relatively simple trap that comes in many forms. A basic deadfall involves a heavy object such as a spiked log, boulder or spiked mudball that falls down to crush the victim who triggered the trap, usually via a tripwire. A typical deadfall trap does around 2d8 damage. Some deadfalls using large or multiple falling objects might cover the area of a Small Burst Template centered on the tripwire. Typically an Agility roll can be made to take half damage. On a raise, the victim avoids damage altogether. Those who roll a 1 on their Agility die, regardless of the Wild Die, become stuck under the falling object. Freeing the part of them pinned down by the deadfall requires a successful Strength roll.
- **Deadfall Pendulum:** This variation of the deadfall places the heavy bludgeon or spiked object at the end of a rope so that it swings down pendulum-like from a height and slams into the victim that just set off the tripwire. Spiked pendulums typically do around 2d8 damage. Bludgeoning pendulums do some damage (around 2d6) and sends the target sprawling. The target is typically pushed 1d4 squares and can make a Strength (-4) roll to reduce the number of squares they are pushed by 1 for each success or raise they score. Blunt pendulums are sometimes used to knock the target into an adjacent secondary trap, usually a pit of some sort. Occasionally 2 pendulum traps are set to squash the target from either side. This increases the damage by an extra die but negates any "push" effect.
- **Foot Trap:** A foot trap is a small covered pit just large enough to engulf someone's foot. This pit is filled with wooden spikes placed to impale and trap a human sized foot. Those who fail a Notice (-4) roll who move over the foot trap's location must succeed at an Agility (-2) roll to avoid stepping into the foot trap. Stepping on the foot trap does 2d6 damage directly to the target's leg and the victim becomes immobilized. Stuck victims may attempt a Strength roll to remove their foot, but each attempt deals an additional 2d6 damage. A victim that becomes Wounded by a foot trap is hobbled and can only move at half their Pace until the wound is healed.
- **Leg Snare:** A leg snare is a lasoo-like loop of rope laying concealed on the ground.

Anyone who fails to see the foot snare by making a Notice (-4) roll who then moves over the trap's location must make an Agility (-4) roll to avoid triggering the trap. Once triggered the leg snare tightens around its victim's foot and pulls them upward until they are hanging upside down some 10 feet off the ground. Anyone cutting themselves down from a foot snare risks taking 1d6 points of falling damage. The leg snare is otherwise similar to the lasso found in the Equipment chapter.

- **Net Drop:** A net drop is a large net concealed in a high up location such as a cave ceiling or forest canopy. A tripwire lain below the center of the net causes it to drop down and entangle anyone within the area of a Medium Burst Template centered around the tripwire. The net component of the net drop trap is otherwise identical to the net found in the Equipment chapter.
- **Net Snare:** A net snare is a concealed net lying on the ground with a tripwire drawn over the center. When something sets the tripwire off the net is violently drawn up into the air, capturing all targets within the area of a Medium Burst Template centered on the tripwire. Anyone cutting themselves out of the net risks taking 1d6 falling damage. A net snare is otherwise identical to the net found in the Equipment chapter.
- **Pitfalls:** Most pitfalls allow a Notice roll to spot them in time, though this roll may be made at a penalty depending on how well the pitfall is hidden. Those who don't see the pit will need to succeed on an Agility roll to avoid falling into a pit they were about to walk into. Failure results in falling damage (1d6 damage per 10 feet). Spikes at the bottom add another d6 damage, and may be treated to deliver an injectable poison or disease.
- **Rockslide:** A rockslide is a localized man-made avalanche that is usually triggered either by hand or by trip wire. The payload is usually a large pile of boulders, but other heavy rounded objects such as rolling logs can be substituted. A rock slide generally affects a pre-set area equal to a Small or Medium Burst template. Small Burst template rockslides typically do 2d6 damage, while Medium Burst Template Rock Slides usually do 2d8 damage. Victims in the area of effect can avoid the trap with a successful Agility roll. Those

who roll a 1 on their Agility die, regardless of the Wild Die, become stuck. Freeing the part of them pinned down by the rockslide requires a successful Strength roll.

- **Tripwires:** Tripwires are often used as triggering mechanisms for other traps, but sometimes they are used on their own to either trip up a running opponent, or to set off an alarm (ex: causing objects to fall noisily). A typical trip wire can be spotted by a Notice (-2) roll. Those who move across the trip wire before they have seen it automatically set the tripwire and must make an Agility roll to avoid tripping and falling prone.
- **Whip Traps:** Whip traps employ a tripwire that releases a whip-like wooden arm. The arm then swings toward the location of the tripwire to deliver a deadly blow, often with attached blades or spikes. A typical whip trap attacks with a Fighting roll of d10 and does 2d8 damage on a successful hit.

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Name: _____

Race/Culture: _____

Background: _____

Languages: _____

☐ Bravery

☐ Despair

Attributes

☐ 4 ☐ 6 ☐ 8 ☐ 10 ☐ 12 **Agility**

☐ 4 ☐ 6 ☐ 8 ☐ 10 ☐ 12 **Smarts**

☐ 4 ☐ 6 ☐ 8 ☐ 10 ☐ 12 **Spirit**

☐ 4 ☐ 6 ☐ 8 ☐ 10 ☐ 12 **Strength**

☐ 4 ☐ 6 ☐ 8 ☐ 10 ☐ 12 **Vigor**

☐ Charisma

☐ Pace

☐ Parry

☐ Toughness

Path of Corruption

☐ 1 Greedy (Minor) and Quirk (Sorcery Obsession)

☐ 2 Mean

☐ 3 Vengeful (Major)

☐ 4 Bloodthirsty

☐ 5 Major Habit (Addict/Sorcery use)

☐ 6+ Major Delusion (GM choice)

Hindrances

Edges

Skills

☐ 4 ☐ 6 ☐ 8 ☐ 10 ☐ 12 _____

☐ 4 ☐ 6 ☐ 8 ☐ 10 ☐ 12 _____

☐ 4 ☐ 6 ☐ 8 ☐ 10 ☐ 12 _____

☐ 4 ☐ 6 ☐ 8 ☐ 10 ☐ 12 _____

☐ 4 ☐ 6 ☐ 8 ☐ 10 ☐ 12 _____

☐ 4 ☐ 6 ☐ 8 ☐ 10 ☐ 12 _____

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☐ 4 ☐ 6 ☐ 8 ☐ 10 ☐ 12 _____

☐ 4 ☐ 6 ☐ 8 ☐ 10 ☐ 12 _____

☐ 4 ☐ 6 ☐ 8 ☐ 10 ☐ 12 _____

Armor

Head: _____

Torso: _____

Arms: _____

Legs: _____

Equipment

Total WT Carried: _____

Weight Limit: _____

Encumbrance Penalty: _____

Power/Trapping	Range	Damage/Effect	Duration
----------------	-------	---------------	----------

Weapon	Range	ROF	Damage	AP	WT	Notes
--------	-------	-----	--------	----	----	-------

Fatigue	-1	-2	Inc	-3	-2	-1	Wounds
---------	----	----	-----	----	----	----	--------

Permanent Injuries

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25
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15
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THE UNTAMED LANDS

