

End of Days

SAVAGE INSIDER

ISSUE 7 JANUARY 2013

For All Things Savage

END OF DAYS

Religion in a Post-
Apocalyptic Age - Who
will you turn to?

Technology Lost - A look at the
aftermath of the apocalypse

Post-Apocalyptic Gear -
Because everyone needs the
right equipment

Big Bang Theory - Adventure in
a post-apocalyptic setting



SELECTED SAVAGE SETTINGS

DEADLANDS: RELOADED!

The year is 1876, but the history is not our own.

Pinnacle's flagship product is *Deadlands*, a horrific journey into the "Weird West." Mysterious beings called the Reckoners have given life to monsters and magic, causing history to divert from July 4th, 1863 forward. The South has won its independence, California has shattered into a labyrinth of flooded sea-canyons, and a mysterious super-fuel called "ghost rock" has spawned as much war and strife as it has "steampunk" devices.

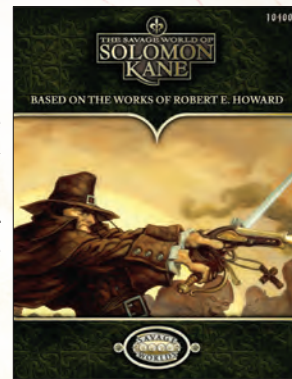
Players are steely-eyed gunfighters, card-slinging sorcerers called hucksters, mysterious shamans, savage braves, mad scientists, and more who battle against evil and attempt to prevent the "Reckoning."



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Now your hero can follow the Path of Kane. Whether a Puritan wanderer, a misguided pirate, or a soldier of fortune, a time of legend has come and fate has chosen her champions. Kane began the fight against an ancient evil so great it could destroy humanity, but now others must carry the torch into the darkness.



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Sword & Sorcery Adventure in a shattered world inhabited by the descendants of cockroaches, worms, snack cakes, and stranded aliens. Discover the arcane secrets of hocus pokery, dementalism, smellcasting, and holy rolling. Battle hideous beasts risen from the rubble of ancient civilizations. Enjoy a light lunch at the Primordial Soup Kitchen. Mutha Oith is a world of grand adventure and deadly peril, of conflict and danger. It's a land of epic heroism and great evil, a realm of

horror and violence, a bold land where even the lowliest cockroach can become a king by his own sword and the most wretched gob of filth can become a gawd.

Are you worm enough to follow your destiny? Do you have the nuggets to take your rightful place among Oith's most valiant heroes? If so, strap on your esophagator hide shield, pick up your poo flinger and your huge freakin' cleaver, mount your pygmy slog, whisper a prayer to Jelvis, kiss your larvae goodbye, and open the goosin' book. The muck-riddled road to epic adventure stands before you...

NECESSARY EVIL: EXPLORER'S EDITION

The fate of the world lies with the scum of the earth: when the super heroes of the world are blown to kingdom come by an unstoppable army of invading aliens, who will save the day? Evil! The only forces left to take on the alien menace are the crafty, self-serving super-villains! Necessary Evil is a supers game done Savage Worlds style. Inside the twisted Plot Point setting are complete rules on making four-color super-powered characters, over seventy super powers, a pile of adventures weaving in and out of a resistance story, new Edges and Hindrances, a bestiary of out-of-this-world critters, and more!

No simple reprint, this classic Savage Worlds setting is reformatted to the wildly popular *Savage Worlds: Explorers Edition*-size paperback, includes a new ending (110% of the story of the first edition), and has updated rules and two dozen new pieces of art.



WEIRD WAR II

The violence and horror of war brings humanity's worst nightmares to life, and no war was as terrible or as widespread as *Weird War II*. Climb in your Sherman, crawl into the ball turret of a B17, or just grab a rifle and battle the horrors of *Weird War II*.

One of our most popular lines ever relaunched as a single massive volume covering all the war's major theatres and updating the terror to the award-winning *Savage Worlds* system. You'll find complete rules for campaigns on land, sea, and air, rules for rune magic, and a massive bestiary with haunted tanks, Nazi Wehrwolves, ghost battleships, and more!

SPACE 1889: RED SANDS

Science fiction roleplaying in a more Savage time! Since Thomas Edison first explored the worlds with the help of his marvelous ether propeller, the British Empire has grown to include to the red plains and stately canals of Mars, the steaming, dinosaur-infested swamps of Venus, even a remote outpost in the twilight zone of Mercury.

In 1889, the sun truly never sets on the British Empire. But deep inside the Empire a core of revolt festers and grows. Martian cults cry out for the Earthlings' expulsion. Britain teeters at the edge of war with the Oenotrian Empire. In the midst of seething turmoil, the being known only as Kronos siezes the technology of a forgotten race to threaten the very future of mankind!

This book contains everything you need to play thrilling Victorian space adventures with the *Savage Worlds* game system: new Edges, Hindrances, combat and construction rules for ether vessels and aerial flyers, a complete system for Inventions, copious information about the various locales, races, and mysteries of the Solar System, an Adventure Generator, dozens of Savage Tales, a bevy of alien creatures and nefarious foes, and a Plot Point campaign to take your heroes to the stars and back again.



All of our settings (except *The Savage World of Solomon Kane* and *Pirates of the Spanish Main*) require the *Savage Worlds* core rules.

CONTENTS

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MTESI007 Savage Insider Issue #7

1st Edition January 2013

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COLUMNS

LETTERS FROM THE EDITORS	2
CONVENTION CALENDAR	34
RECENT RELEASES	36

FEATURED ARTICLES

TECHNOLOGY LOST	3
RELIGION IN A POST-APOCALYPTIC AGE	26

CHARACTER GALLERY

ZETHARA	22
---------	----

DESIGNER DIARY

REIGN OF DISCORDIA	9
--------------------	---

EQUIPMENT CORRAL

POST-APOCALYPTIC GEAR	16
-----------------------	----

FEATURED PUBLICATION

NECROPOLIS 2350	20
-----------------	----

FICTIONAL WRITINGS

TREASURE HUNT	11
---------------	----

GREAT ADVENTURES

BIG BANG THEORY	7
-----------------	---

PRODUCT PREVIEW

TUNSE'AL	30
----------	----

Letters from the Editors



Greetings one and all to another installation of the free *Savage Insider* magazine. We ended up with no entries into our contest, thus no announcements of winners will be made. So instead, I will ramble a bit as usual about the state of affairs and anything else that comes to mind.

2012 was a great year for *Savage Insider* with excellent download rates and a continued interest in our back issues, showing new fans are still arriving. The download rate for Issue #6 wasn't as high as before, but it is still steady and will probably remain as so throughout its life.

Small changes are coming to the Premium magazine with a move to a semi-annual release schedule and the removal of all *Shadowed Earth* content (currently includes *Faith & Demons: The Rising*, *Judgment Day*, and the upcoming *Oneironaut*). This change is to allow for releases of *Shadow Journal*, a magazine-style supplement for *Shadowed Earth* settings. Because *Shadowed Earth* is multi-era and some of its setting books cover more than one era in addition to more than one genre, it makes more sense to include all that material as a standalone supplement instead of weaving it throughout releases of *Savage Insider Premium*. For at least this year, *Savage Insider* standard (the free issues) will remain on their quarterly release schedule. Development and release schedules for *Savage Insider* standard and *Premium* are being reevaluated for 2014 and years beyond.

Issue #7 is titled **End of Days** in celebration of the post-apocalyptic future we now live in. Wait a minute, you mean the apocalypse didn't actually happen? Oh well, at least we can enjoy a sense of what the world COULD have been if the Mayans and all the other prophets and doomsayers were right. The question of 'What if?' always seems to loom over our minds, at least in the tabletop role-playing game world. What if the apocalypse did come? What if history was not as it seemed? And what if the world we live in now was a wasteland? Have fun with these ideas and grab some great post-apocalyptic material in **End of Days**.

Aaron T. Huss
Editor-in-Chief

Happy New Year! We've loved all of the comments and ratings our readers have taken the time to add throughout 2012. We especially appreciate those who have posted reviews wherever they've downloaded issues from.

Our last issue, *Holidays and Havoc*, has a 5-star rating on DriveThruRPG and we received some nice comments on our Facebook page.

Speaking of our Facebook page, over 300 of you have liked it, making it a great place for conversations with SI readers. It's also where you can see Savage Worlds-related news in between issues. We often post relevant Kickstarters, new licensees, and reminders about conventions with RPGs.

Sometimes we post queries about what you want to see in *Savage Insider* and other times we pass along links to game-related news. Every once in a while, we throw out some questions because we want to hear from our readers. After all, three months is a long time between issues and we really do like hearing from you.

Speaking of time lapsing between issues, as you read this now, we're already at work on *Issue 8: Technology at the Table*. Perhaps you'd be interested in contributing this round. It's fun and rewarding. I won't say it's easy because that really depends upon each person's view of what's easy!

What do we want? Well, take a gander at the features between these dozens of pages. That's what we want, but with a technology focus. For specifics, send me a message at vabeaver@vabeaver.com. I get to lead that one. ☺

What do you get out of it? A byline in a magazine being read by thousands of *Savage Worlds* (and even other systems') fans. If you happen to work in the RPG industry, you'll probably get an ad for your company or one you work on behalf of. Either way, you also get our heart-felt gratitude for helping us make *Savage Insider* a truly community endeavor.

Until next time, keep in touch online and tell us all about the fun you're having at the game table!

Vickey A. Beaver,
Assistant Editor

Featured Article

Technology Lost

By Aaron T. Huss

The apocalypse can come in any form and at any point in history. Whether you assemble an alternate history or move to the near future, the apocalypse can assume any shape you desire. Whether it be a cataclysmic natural disaster in the Victorian era or World War III, destruction will ensue and humanity will be temporarily or permanently altered. What is no longer available within the setting compared to life before the event is what makes the post-apocalyptic setting unique.

The outcome of the apocalypse does not have to turn Earth into a wasteland. The myriad options available can be but a thorn to history or an all-encompassing, life-changing event, and everything in-between. When constructing an interesting post-apocalyptic setting, you need to decide what the cataclysmic event looks like and its outcome, but that's the easy part. The difficult part is deciding how the world has changed and how the remaining survivors interact with it. We're going to explore the ins and outs of what was lost and what now serves as a replacement in a post-apocalyptic setting.

WASTELAND

Possibly the simplest scenario to formulate is the decimation of the world whereas all but 10 – 25% has become a wasteland where survival is increasingly difficult, often times to the point where no one can survive in certain areas. In a setting such as this, pocket settlements rise from the ashes of old, creating compact communities within the only areas left to

support them. More than likely, these pocket settlements build near a body of fresh water where the soil is still good enough to farm. People need to eat and without farms, sustaining life would be a lot more difficult. Those farms and the people caring for them require fresh water. Only the largest or deepest lakes would survive if the apocalypse resulted in a drastic shift in the planet's temperature, a major growth of the deserts, or a shift in weather patterns causing rain to fall only in specific areas (which subsequently will cause deserts to grow).

What is life like in these pocket settlements? The population density may be quite high and if space is a premium, then finding room for growing food could be quite difficult. If the settlement is lucky, they have an abundance of fish from the lake to feed them during times of poor growth in the fields. Don't forget, farm animals will need to be a part of the equation to provide meat, milk, eggs, and whatever else those animals provide within your world. Having farms so close to this dense population is bound to cause the air to be quite foul.

Rooftop Gardens

One solution for highly dense populations is to convert everyone's roof into a rooftop garden where they can grow enough food to feed their family, reducing how much they rely upon the local farmers. Should your city include these rooftop gardens, you can expand your buildings into the air, and pack the people in tighter. You may not be able to feed them with just your

gardens, but at least the population will be safer within that settlement.

Rooftop gardens also have the benefit of providing oxygen to the settlement should a biosphere be necessary. Grass and trees can be planted to overcome the lack of oxygen otherwise available within the confines of a biosphere. If the climate is properly controlled and water is readily available, you could conceivably have two growing seasons a year depending on what is being grown. You may have less space, but due to the controlled environment, fresh food is available every six months instead of once per year.

Traversing the Wasteland

Life in the wasteland, far from the protected settlement, would be a mixture of survival from the environment and the wildlife (and possibly the plant-life if things get bad enough). Travel between settlements would have to be done via caravan for the protection of all or through a series of underground tunnels (such as using now-abandoned subway systems). Of course, even these would need extra protection, requiring a strong force of guards to accompany each group as they travel abroad.

Travel would be limited due to the extra security necessary. If only one force is available, then caravans out of the settlement may only run once every other day. If using underground tunnels, then traversing the labyrinth filled with sentries will be necessary, possibly stopping frequently to check identification and



ensure you are not a threat to those beyond the checkpoint. Driving in a car with the family would be a thing of the past (unless it's never been invented, of course), and travelling in large groups would be required, lest you be taken away by the beasts that haunt the wastelands.

Protecting your Community

With pockets of settlements and distant travel being rare, there is a much smaller chance of a centralized government and an even smaller chance of a centralized army. Communities will be required to protect themselves through local militias or

employing the services of guerillas (who somehow survive in the wasteland) or mercenaries. Either way, you will need to safeguard what few resources you have to avoid theft from those who struggle to survive. When resources are in limited supply, many turn to theft or war to help feed their starving family.

If your setting doesn't utilize guns, either due to the lack of bullets or because they haven't been invented, weapons from medieval times or the scavenging of improvised weapons abroad will be required. Scavenging groups form to travel

to nearby, destroyed settlements searching for supplies, food, tools, and anything they can turn into a weapon (see *Post-Apocalyptic Gear* for ideas). Upon return, the scavengers hand over what they found to the local militia or mercenaries to better equip them or to turn around and train able-bodied citizens on how to protect their community should it be threatened.

Survival

Life in a wasted planet is possible. If the people form tight communities, they can learn to survive and grow with the hopes that the environment will begin to heal itself. As technology improves, these communities could even benefit the environment by finding ways to spread the oases they live in and bring back the rains.

FOSSIL FUELS

Our modern world thrives on fossil fuels, so much so that at 85% of our energy consumption comes from them. Fossil fuels include coal, petroleum, and natural gas. In the United States, the removal of these can throw us back hundreds of years. Granted, technology will find a way to overcome the loss of fossil fuels, but until then, everything will be a lot different.

Why did the fossil fuels go away? Only the GM knows and only the GM knows how they want to incorporate that into their campaign. Maybe a vast series of volcanic eruptions destroys the pockets of fossil fuels still available (the GM also knows how much is left in your setting). Maybe changes to the environment caused these fossil fuels to decay and become unusable (yes I know they are already the remains of decayed/decomposed organisms). Or maybe some geothermal event occurred that vented the world's fossil fuels into the core, burning them up in the process. Regardless of what happened, the disappearance of fossil fuels will cause major setbacks for several years if not decades.

Travel

Almost everything used for travelling long distance requires the availability of fossil fuels. Until the government and car companies can place an electric car in the hands of every family out there, you will need to find another source of transportation. While horses are a viable solution, a better choice would be the government (or whoever) concentrates on the movement of large groups of people over vast distances before worrying about individual families.

This can be accomplished by creating electric railroad engines or long-distance electric trains (such as subways). You would have to stand in line to grab the next train if going to work or vacation, unless you're lucky enough to already own an electric (or maybe solar) car. If the government is able to construct a safe, small-scale nuclear engine, then you could ride to work atop a pile of radiation. Either way, accommodations will need to be made.

Heat

Many houses in the United States are heated by natural gas. As this is a fossil fuel, how would you heat your house? Those who specialize in hearth installations would become very wealthy as people scramble to get a wood-burning fireplace installed. You would then need a supply of wood, which may be a common thing (just because the fossil fuels disappear doesn't mean all the trees die). In fact, with the disappearance of fossil fuels, emissions of greenhouse gases would drastically reduce and the world's forests may begin to flourish.

Fireplaces are nice, but limited. Unless you have multiples installed in your house, the area of affect would be limited. You could install some type of piping throughout the house to move the hot air, but the smell may become unbearable. Another option would be to move from natural gas (think HVAC) to electric heating. Although typically expensive, you can have electric

heating installed into your home, providing heat throughout the house. You could move to a steam system (like the ones of old), fueled by something other than fossil fuels, that moves hot water through a series of radiators throughout the house.

Electricity

As previously noted, much of the world's energy is produced through the use of fossil fuels. With the loss of these resources, brown-outs would occur due to the drop in electricity output. While there are many other ways to produce electricity (nuclear, solar, wind, hydro, etc.), there would be a great cost associated with it and installation would take many years.

Should the fossil fuels not fully vanish, much of the world's supply may be reserved for the production of electricity to allow the world's manufacturing and business centers to function as normal while a new technology is found. If you're lucky enough to get electricity at your home, the cost would be great, but you may be able to enjoy much of the same lifestyle, minus the gasoline for your automobiles and the natural gas to heat your house. If there wasn't enough electricity to go around, your household would have to turn to other means of entertainment and working through the day-to-day tasks of normal life.

Without electricity readily available, cooking meals would be more difficult as would the long-term storage of food. You may have to turn to wood-burning stoves and keeping your food on salt. Otherwise daily trips to the corner market may be required as they are the only ones in town with a freezer or another method of keeping food preserved for longer periods of time.

The only positive note about losing electricity is that it's a manmade product and can be sourced through different means so the world can be back to normal within a certain number of years.

SATELLITES

The apocalypse does not have to be human in nature. Should an alien race decide to invade earth, the first decision made would be to destroy the satellites within Earth's orbit. Satellites are another lifeline for modern city, delivering communications, television, global-positioning, and other vital information to our fingertips or through visual means. Incredibly enough, satellites perform a huge number of tasks for transporting data across vast distances that would be otherwise extremely difficult. In non-military situations, satellites transmit voice, data, and video across the world. They help connect rural areas, vehicles, ships, aircraft, and people to each other. They also provide a huge amount of scientific readings for things like meteorology and land surveying. While you may not realize it, satellites are a must-have technology for day-to-day operations. Could we survive without it? Well of course we could, but a lot of the technology we have would no longer be possible, or at least it would not be viable.

Television

Much of what you watch on television, outside of your local channels, is transmitted via satellite. It is either picked up by a local relay station, such as cable television, or transmitted across an entire country and received on personal satellite dishes. Information can travel extremely quickly and to a much wider audience using satellite television, especially when national emergencies occur.

In the beginning, cable and satellite will cease to exist. Until a new technology comes along, residents will have to resort to using digital antennas (unless your setting still operates on analog) to watch television and acquire whatever communications they seek (similar to a two-way or ham radio). If the signal isn't perfect, you may have to get out of your seat and adjust the antenna several times

until the picture is just right. Maybe radio shows will make a comeback.

Meteorology and Geology

Meteorology and geology rely on satellites for much of their prediction and surveying capabilities, such as the weather and volcanic activity. Until either an alternate technology can take its place, or new satellites are sent to the stars, meteorologists and geologists will have to rely on other tools and knowledge to predict natural phenomena.

So why should this really matter? For those living near a volcano, they may wish to be better prepared. Technology may need to morph into that which can better withstand natural phenomena. Otherwise, residents of these areas may start evacuating to avoid the possibility of a sudden disaster (or mini-disaster). This would only be likely in areas of frequent activity as humans have lived near or in areas of frequent natural phenomena for millennia. The benefit now is that we have the technology to better understand what occurs and why and those residents may get the idea to pack-up and find somewhere safer.

RADIO FREQUENCY

Another possibility exists whereas the apocalyptic event is not as devastating as its long-term effects. One possible effect could be the disruption of the RF bands where much of our modern-day communications and transmissions occur. Radio frequencies are used heavily for all types of transmissions including radio, television, cellular, wireless telephone, and much more.

AM/FM Radio

With an interruption to the AM and FM frequency bands, the world will be forced to find other means of receiving music and talk radio within their cars. More importantly, they will need to find an alternate way of receive emergency transmissions either when the power goes out (because radios still run on batteries) or when you're travelling. Currently, XM Satellite is an alternative as are Citizen Band and HAM radios. Maybe every car comes equipped with a weather frequency radios for emergency transmissions or to get updates on the conditions during travel. Another solution would be some type of interactive GPS system that uses alerts. For music, just turn your radio into an MP3 player.

Cellular Phones

The world of business runs on cellular phones, as does the world of being a teenager and sometimes a parent. Cellular phones have become such an integral part of our society that many would "just die" without them (not literally, of course). How would you communicate with your friends and family while you're out shopping if you didn't have that trusty cellular phone?

More important than the basic banter across cellular phones is what would happen in emergencies. If you got into a car accident or were car-jacked, how would you alert the authorities? How would you contact them to send an ambulance if necessary? Without cellular phones, a new technology will be necessary to overcome the frequency band being disrupted by that pesky apocalyptic event. This could be as simple

as moving the frequency band of cellular phones, or their replacement, to something not disrupted by the residue of the apocalypse. However, consider how many cellular phones exist in the world and how many would thus have to be replaced.

Television

Losing television transmissions across radio frequencies is much less painful than before. With the availability of cable and satellite television, few turn to their antennas to bring the local forecast. Local broadcasts are a lifeline to many individuals, and without them, we may not receive quick reports when a natural phenomenon is about to strike. Many alternatives exist to having those unable to pay for such "luxuries" going without. You can simply make it more affordable to receive cable or satellite, but something will still need to be done.

WHAT'S NEXT?

Post-apocalyptic settings are extremely flexible and can look and feel anyway the GM desires. While it is important to have some type of cohesion within the setting, it can be extremely fun to mess with reality and adjust a non-apocalyptic setting to represent life after the apocalypse. Don't forget, the apocalypse could have occurred at any place and time. Don't restrict yourself to present-day and remember to write down what technologies were lost and what their replacements are.

Great Adventure

Big Bang Theory

By Christopher Margraves of Perpetual Motion Games

SYNOPSIS

A group of survivors crossing the mid-western plains are afforded the opportunity to become heroes for a city held hostage.

Terror in the Heartland

The Ash Street Savivors, a gang of cannibals that lurks in the shadow of the Old Columns, used to survive by preying on travelers that use the remnants of Interstate 70. That was until their leader, Jesse James Cardens, decided he was going to branch out into the monarch business. He declared himself baron and demanded a tithe each month, to be paid in goods or blood. Three settlements lie within the baron's territory, and all of them dread the sound of the Savivors' Tax Collector coming up the road.

Big-Ba-Da-Boom

Port Roach is a settlement on the Missouri River, predominately surviving off tolls collected from its River Blockade. When the tax collector came last month, Cardens's egghead, Doctor Travis Norris, decided that Port Roach's contribution to the baron's coffers was too low. He left them with an ultimatum and a large warhead set in concrete in the center of their city slowly ticking down 30 days; if the port doesn't provide more goods this month, the bomb will detonate.

You Look Like Honorable Folk

The PCs, while passing through the area, are stopped in Port Roach and harassed by a group of incredibly weak and poorly armed militia members. The militia tries to stop the PCs from passing, but don't go as far as trying to kill them. If the PCs show any ability to fight, or even diplomatic

skills, the leader of the rag-tag soldiers, Stephen Embry, offers them a job. Port Roach, Centerton, and Ash Land have pooled their resources for this month and offer the PCs a sizable chunk of trade goods, food, and equipment if they can figure out a way to stop the Savivors.

What now?

This is where the GM and the PCs have some options. Below are three vignettes to use as the PCs endeavor to stop the Savivors. Any number of other encounters can be dropped in depending on the needs of the campaign.

1. Death and Taxes

At some point the PCs have to deal with the Tax Collector. The baron's pet brainer, Dr. Norris, constructed the Tax Collector from pieces looted from his victims. It is a semi with two flat beds welded together side by side. The cab pulls the creation from a custom mount in-between, and has



Andrew Kapellusch

a machine gun above it with a bullhorn that still works, most of the time. The massive double-bed is divided into thirds. The area closest to the cab is where the baron's men ride and doubles as storage. It can hold up to two dozen men easily, but usually has no more than six inside. The middle area is occupied by open air cages covered in broken glass and spikes, still littered with the remains of those who didn't survive the trip back to the Columns. The back of the truck holds four additional machine gun mounts, more than enough to destroy any of the cities in the Baron's territory.

How the Tax Collector is used is up to the GM, but any attack against the truck takes serious planning. Even when parked at home it has at least four guards stationed in and around it.

2. The Living... Living

The Columns used to be a large city, but now the ruins hold more mass graves than buildings. These charnel pits only grow as each blood tithe is brought in. The largest pit lies just off of I-70 and is actually the primary ambush location for the Saviors. Within sight of the large, broken highway, this pile of corpses, broken concrete, and metal re-bar is left littered with engine pieces and other desirable objects. At any given point in time there are guards equal to the PCs +2 stationed in and amongst the pile. Two have firearms; the rest are armed with clubs and blades. During the first round of combat, all PCs must make a Guts check or be shaken as the cannibals rise from the ground, looking at the world like the walking dead.

3. Home Sweet Home

The home base for the Saviors is a small, abandoned church. The gang sleeps in the basement, the sanctuary is used for entertainment, and all other rooms are used for storage. Baron Cardens can normally be found in the sanctuary upstairs. The large, red carpeted room has been mostly emptied of pews and smells



of rotten meat and fuel oil; this is where his last stand will be. Baron Cardens has been changed due to exposure to radiation in his early life and is substantially stronger than his followers. He wields a burning censer in both hands, swinging it like a ball and chain. During the fight, he has an equal number of cannibal guards to PCs ready to go. If the characters have not dealt with any of the other vignettes, an additional d6 cannibals arrive every 8 rounds.

AFTERMATH

The baron is wearing a small locket on his neck that with an appropriate skill roll will prove to contain the deactivation code for the bomb in Port Roach. If the bomb is disarmed and the baron killed, the cities honor their bargain and give the PCs the agreed upon reward. If the Tax Collector is destroyed, the PCs are welcomed as heroes.

What now?

If the Collector was not taken out of commission, then Dr. Norris continues the Saviors' work, taking his terrible cannibalistic show on the road. Locally, small violence crops up from time to time unless every member of the Saviors is tracked down and eliminated. If the

Columns is cleared of the gang, there is a lot of wonderful salvage and a few locations that would serve as a good starting point for a new settlement.

TAX COLLECTOR

Acc/TS: 5/25

Toughness: 16 (4) / 14 (2) / 8 (2)

Crew: 1 + 1 + 24 + 6 + 4

Notes: 5 Machine Gun Mounts (DMG)



**BARON JESSE JAMES
CARDENS**

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

Pace: 7; **Parry:** 6; **Toughness:** 6
Skills: Fighting d8, Guts d6, Intimidation d8, Notice d4, Shooting d6, Stealth d4, Throwing d6

Gear: Skins and Hides (Armor 1), 2 Handed Censer (Str + d8) (Ignores shield parry and cover bonus)

Special Abilities:

- Size +1



DR. NORRIS

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

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

Skills: Fighting d6, Guts d8, Intimidation d6, Knowledge (Engineering) d6, Notice d10, Driving d8, Investigation d6, Taunt d4

Gear: Pump Action Shotgun (1-3d6 dmg), Spanner (acts as Billy club) (Str + d4), (8 shells)

CANNIBAL GUARDS

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

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

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

Gear: Club (Str +d4), Blades (Str + d4), Rifles (2d8)

MILITIA

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

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

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

Gear: Club (Str +d4), Rifles (2d8)

Designer's Diary

Reign of Discordia

By Marcus Bone

"Once proud and mighty, the Stellar Imperium stood alone against the rest of the galaxy, imposing its will upon all it encountered. History should have told them that they were doomed." - Hal Niemfreed, philosopher

Reign of Discordia is a pulp science fiction universe set immediately after the fall of a once mighty galactic empire. This Stellar Imperium wasn't a noble and righteous one, rather it was a malevolent force driven by the will of numerous races to conquer all that it found. Under the auspices of this united force, planet after planet and race after race fell under their control until they believed they were an unstoppable presence in the known galaxy.

Little did they know that the discovery of the R'Tillek, an intelligent breed of upright, warm-blooded lizards, would lead to the collapse of the Imperium and bring with it the death, famine, and war now facing all of known space. Where in the past the Stellar Imperium's tactics of divide and conquer had always prevailed, the R'Tillek's diverse clan-like structure allowed them to absorb the brunt of these attacks and then strike back. The R'Tillek's response came not only in galactic war but in unexpected surgical strikes against the Imperium's core worlds.

With the head cut away, the rest of the Imperium collapsed like a deck of cards. The massive infrastructure put in place by this all-encompassing organization has ground to a halt and with it the life lines of billions of galactic citizens. Petty warlords and corrupt politicians have arisen, all

eager to claim their own slice of the Imperium's remains. Pirates fly the shipping lanes, and the owners of the vital stores of hydrogen charge exorbitant prices for fuel. Old rivalries have once again flared, and countless wars have erupted.

This is the universe where our heroes arise, and here they will fight to make a difference...

Reign of Discordia (RoD) is an action packed sci-fi game, which already has a long and successful history. Written by respected RPG designer and author Darrin Drader, it was originally published by Reality Deviant Publications (now Gun Metal Games) and appeared in True20 and Traveller editions.

In 2011, I was in discussions with David Jarvis, the owner of Gun Metal Games, about converting RoD to *Savage Worlds*. At the time I was just a fan who thought, given the pulp action themes of the setting, it would really benefit from the *Savage Worlds* philosophy of *Fast, Furious, and Fun!* After some discussions and a bit of work, however, it was decided to let the project go on hiatus. Not being one to give up easily, I decided to ask if it would be possible that I pick up the license, and guide *Savage* RoD forward. Both David and Darrin consented, and as a result, late last year, I began to bring together a small team to help me not only convert the setting, but build upon it. To date this group, including Tanner McCracken and Michael Gardner, have done an excellent job bringing this already fantastic setting

into a system that really reinforces its core gameplay, and while we aren't quite ready for publication, it has already been a fantastic experience working with them and the property.

Purpose

It's hard to describe the feeling I had when I first read RoD. Everything just clicked into place. Here is a setting that meets every single one of my requirements for a fun and interesting RPG. Sci-fi, check. Dystopian future, check. A rich background that doesn't bog you down in detail, check!

I think that last point needs reinforcing. In RoD, Darrin created an open canvas of adventure that can be taken any direction the players want. Want to delve into interstellar trade, why not join the Frontier Haulers? A desire to explore strange new worlds or pick over the remains of the Imperium's core planets? Then sign up with the Archaeological Expedition Corps. Of course there is always the need to right wrongs; the setting is full of tyrants and want-to-be rulers subjugating the masses for their own ends. And who knows what the R'Tillek are plotting? Throw in the various playable races, from the totalitarian and warlike Lamogos to the billions of displaced ant-like Tallinites, and you can see that the sky really is the limit.

This is why I wanted to develop RoD; there is just so much to explore and so many directions it can be taken that it would be a shame to see it become just another one of those games that was consigned to history.

Influences

I think I'll leave that one for Darrin to explain, from his introduction in the Traveller edition –

And so there I was in 2004, remembering how much I used to love these absolutely flawed space opera shows because of the stories, the visual elements, and yes, the flashy wahoo parts. As someone who had designed several roleplaying game products, I knew that roleplaying could stimulate the same parts of the brain that a good science fiction show could. It was all about the imagination. Yes, there are several science fiction games and settings on the market, but to me they all lacked a certain something that I couldn't put my finger on. The more I thought about it, the more I realized that while mass-marketed science fiction had become more technically correct over time, it had also become a lot more safe. The characters no longer felt like space cowboys and the storylines rarely included plots where the bad guys were really bad and the good guys were undeniably good. Worlds were more often threatened with diplomatic disputes than they were with superior technology in the hands of an enemy bent on destroying it and everyone who lived there. In short, most science fiction had become a bit bland, though far more accurate from a technical point of view.

I couldn't agree with Darrin more, and it is this vision that I hope we've continued into this new edition.

Research

Reign of Discordia is firmly planted in science fiction, with little room for science fact. Set 700 years into our future, it is

more about doing what is fun than making sure you're doing it right. That has really been our yardstick in this process, and the question I'm always coming back to is – *Is it fun?* This gauge has really helped me as a developer, and has resulted in more than one idea being put aside when the details started to get in the way of this simple question.

That's not to say there isn't depth or detail to the setting, rules, or specifics of the game, rather they only appear when they met the fun criteria.

Art Direction

I don't think Darrin or David would mind me saying that the art that appeared in the previous editions of Reign of Discordia was a very mixed bunch. Some pieces were excellent, while others failed to convey the concepts that I think make RoD fun. For this new edition we are, as budgets allow, going back to the drawing board in terms of the art. I'm looking at bigger and brighter pieces that will act as much as inspiration to the players as they will provide examples of the galaxy at large.

I'm fortunate enough to be based in Wellington, New Zealand, home of many talented artists who have worked on numerous films, such as *Lord of the Rings*, *Avatar*, and most recently *The Hobbit*. As such, I am currently discussing help bringing RoD to life with at least one of these talents.

Gaming Experience

To be honest, I hope that RoD will bring to the table whatever gaming experiences the players want to create. In testing out the various new setting rules, and in play with friends, I've been able to run everything from an *Aliens*-like story with the characters trapped on the abandoned Imperium base, an *Oceans 11* style caper around a missing cargo shipment, and most recently, a serious conspiracy focused scenario involving a fanatical religious order.

Comparison

While I'm not a big fan of comparisons, one could say that RoD is much like the various editions of the *Star Wars* RPGs to appear over the last few decades. It also has much in common with games like *Traveller* and shares similarities with *Fading Suns*, but to be honest I believe it takes the whole open world concept even further than any of these.

Development Process

Well first off was the conversion to *Savage Worlds*. The *Savage Worlds* mechanics are already robust and time-tested, so for the team it was a matter of converting the existing RoD material, from the various races to the starships, into this format. However, we didn't want to simply convert the concepts and bring nothing new to the table in regards of the mechanics. There are already generic sci-fi rules provided in the *Savage Worlds* core rules, and RoD deserves its unique treatment. As such, while we've kept almost all of the standard *Savage Worlds* mechanics as written, we've provided numerous optional rules to reinforce the flavour of RoD. These include a detailed starship combat system that expands on the *Savage Worlds Deluxe* edition Chase mechanics, options for Psionic abilities, and many others.

The other aspect that has been expanded is the RoD setting. With two previous editions having already been released we felt that new material was needed to demonstrate just how open and flexible this universe really is. Much of our time and energy has been put into this area, and has resulted in an expanded history, new playable races and details on what effect the destruction of the Stellar Imperium has had on people of all planets, classes, and creeds.

All in all, I think we've succeeded, so far, in taking what was already a great game and pushing it even further. While no release date has been set for this edition, I expect to see it arrive in PDF format before Summer 2013.

Fictional Writings

Treasure Hunt

By Curtis Lyon



"Hey, Bash! I think I see it!" Kit shouted from her perch on a large granite outcrop.

"Name's not 'Bash'," I grumbled as I caught up to her and looked down at the remains of a squat, stone building.

She grinned. "It should be. Think about it: Kit... Bash... It's perfect!"

As was often the case, her joke went totally past me so I just grunted, "Whatever."

Kit reminded me of nothing so much as a hyped-up rodent. Well, a cute hyped-up rodent. With a great body, tight leather, and a knack with tech. Okay... maybe not exactly like a rodent, but she was almost never still and was always chattering about something. Right now, it was about the building.

"... Just like you said: 'A stone building on the side of a river canyon.' You're awesome sometimes, Bash! Even if you're a bit weird. Hey! We should check it out!" And, just like that, she was skittering down the hillside through the brush, short dark hair and utility bag both jostling about as she went.

I sighed. No point in trying to move on until her curiosity was sated. This I knew from experience. So I began to follow, though more slowly than my exuberant partner. I'm plenty agile, but a good twice Kit's size – higher center of gravity and all that.

The building in question, by my reckoning, was part of an old hydroelectric

system before the war. If nothing else, it might have tools, which would make Kit happy.

'By my reckoning.' Yeah... That was my thing. Kit's thing was making old stuff work again – or making new stuff out of old stuff. Mine was knowing what some of that old stuff was. I'm sort of a history buff, a 'scholar' of Pre-War society and culture. I'd even managed to find a couple of ancient maps of the region to look over. So my reckoning was likely to be fairly accurate.

We were an odd team, but effective, I suppose.

'Treasure Hunters'. That's what we tended to call ourselves. Others might say, 'scavengers', 'scroungers', or even 'prospectors' (assuming they were trying to be polite about it), but we weren't just after the scraps of Civilizations Past. We were after the Big Score: the treasure that would set us up for the rest of our lives.

Kit had found this old book, you see. A diary, maybe, or a journal. Anyway, it was in an old burned-out building near Burn. Kit couldn't read it, but I could. The writer said he'd buried a treasure near his old digs in the mountains and gave some clues to where those 'digs' might be. So I talked to a couple of contacts in Low Burn, and we were now hot on the trail of this treasure.

Well, except for the occasional rabbit trail we had to make whenever Kit stumbled across something she deemed interesting.

Right now, she was using a set of picks to go at an old padlock on the metal door, tittering excitedly about what might be inside. Fortunately, she was good at that sort of thing. Picking locks, I mean. Well, yeah, she was good at tittering excitedly, too, but...

I was more concerned with the potential local fauna.

Most the life around here, other than humans, was pretty innocuous – things that would rather eat the local flora than – say – Kit and me. But I'd heard stories about crag cats: large predators, bigger than a man, with massive canines for rending the throats out of things like mountain cattle. They were said to be lured down to the waterways by prey seeking to drink clean water.

The building Kit was trying to break into was on one of those waterways, and I wasn't keen on being prey.

The lock made a clicking noise, and Kit gave a happy giggle. "See? Easy," she said.

"Yeah. Great. Let's get inside," I suggested, giving her a gentle nudge with my boot.

"Hey!" She protested. Then she got an eye full of the room. "Hey..." Then she was off lifting, poking, shifting, opening, and examining anything remotely interesting.

I followed her inside and shut the door behind me.

"Hey," Kit said a third time. "What do you suppose this place was for, Bash?"

"Name's not 'Bash'," I said, looking around. It looked like we were in a tool room of some sort. I could see an old rusty ladder leading up. What had once been windows were long since boarded up with wood that had long since started to rot.

"Everyone calls you Bash," Kit said with a little pout. "So...? What was this place?"

"It was a dam," I replied as I wandered over to the remains of a map on the wall and began examining it.

Kit waited. Then, "A damn what?" she demanded.

I closed my eyes and sighed. "No. It was called a 'dam'," I explained. "They'd use it to block the river and channel the water in fixed amounts so they could generate hydroelectric—"

"Hush!" Kit commanded.

"What?" I turned and looked at her quizzically. "That's rich coming from—"

"No! Hush!" she repeated, pressing a finger to her lips for emphasis while she quietly moved closer to one of the boarded-up windows.

I paused, listened, and then heard it as well: voices.

It was maybe no wonder we weren't attacked by a crag cat if hunters were in the area.

My optimism was short-lived. A gruff voice called out, "Come out, Bash!"

I began taking mental stock of our weapons. I had my trusty aluminum bat; Kit had a lot of tools and a crossbow thing she'd rigged up. It was a nasty bit of work, but was kind of slow to reload. If they had guns, we were pretty much hosed. I started looking around the room for options.

"We know you're in there, Bash," the voice continued. "Come on out. All we want is the book."

Kit turned to look at me and I glared at her. "Who'd you tell about the book?" I hissed.

Now it was Kit's turn to glare. "Me?" she hissed back. "I didn't talk to anyone you didn't talk to."

I cursed. That meant one of my contacts in Burn had probably sold us out. Great. On the bright side, I managed to locate a shotgun behind a small desk, and a couple of shells in the drawer. I just hoped the thing still worked as I loaded it up. Kit pulled the crossbow from her sack and loaded it as well.

"If you don't come out, Bash, we're gonna be forced to come in."

I grabbed a broom from near the door, moved near one of the windows and yelled back, "It wouldn't be very neighborly of me to make you stand out there without inviting you in."

There was some humorless laughter outside – there were maybe four of them – then Gruff-Voice said, "Har! You hear that, boys? Mister Bash is inviting us inside." Then he yelled, "Hey, Bash, why don't you be polite and open up the door?"

"Okey-doke," I replied. "Just give me a moment." I grabbed what looked like an old canvas poncho from a hook next to the door, hung it on the broom, and stood behind the door as I lifted the latch. Opening it up a bit, I leaned the poncho out with the broom.

An explosion of gunfire ripped through the outside air, and the poncho nearly disintegrated in a hail of bullets before I'd managed to drop the broom and slam the metal door closed again.

"Geez!" Kit exclaimed, wide-eyed.

"Yeah," I agreed.

I could hear Gruff-Voice trying to calm his guys down. "Stop! Stop dammit! Save your bullets for the windows!"

I was just glad they'd built this place out of concrete and steel as the wooden shutters splintered under more gunfire. Kit and I just stayed low until the shooting stopped.

Then, "Okay... Get him!"

The first one smashed through where Kit was watching and took a bolt through the forehead. Like I said: nasty. She began reloading while one came through the window near me, hefting a wooden bat with some nails driven into it. I pointed the shotgun at him and pulled the trigger.

Nothing. I cursed and threw the useless weapon at him to buy myself enough time to pull my bat from its harness.

Kit squealed and slammed her weapon into the face of the next guy who tried to come through her side – probably startling more than hurting him, and certainly costing her some reload time.

But my guy was through the window with another behind him. He gave me a gap-tooth grin just before my bat found the side of his head. It wasn't pretty, but it was effective. Aluminum: light weight, high density. You've gotta love the stuff.

Unfortunately, Kit had been reduced to beating at faces and hands in her window with the crossbow and I saw the latch give on the door prior to it being opened.

"Kit!" I yelled. "Go up!"

"That's a first," she sniped as she flung her crossbow through the window and leaped for the rusty ladder.

The second guy – all sweaty and greasy hair – was coming through my window, but I was more concerned with the door. As it opened, I brought the bat down hard on the arm pushing it. There was the crunch of something breaking; the scream told me it wasn't the bat.

Kit was disappearing up the hole in the ceiling, and I moved to follow only to fall hard as someone clipped my shins. My bat went skittering noisily across the concrete. I looked and saw Greasy-Hair climbing to his feet and pulling a wicked-looking knife. I also saw the door opening again, as well as someone coming through the window Kit had just vacated.

I did the only thing I could think of.

"Crap!" I screamed, pointing over Greasy-Hair's shoulder. "A crag cat!"

Don't laugh. I'm sure no one else bought it, but Greasy-Hair looked over his shoulder and that gave me precious seconds. I scrambled on hands and knees across the floor to the ladder, grabbed my bat, and started climbing for all I was worth.

I could hear yells and the sounds of pursuit as our attackers made to follow us up. That didn't worry me near as much as what I heard from the top of the ladder.

"Hey! That's handy," Kit's voice came echoing down. "Fire in the hole, Bash!"

"Fire in the... What the—" I was startled by a stick, sparking and hissing, that bumped against me as it clattered past me down the rungs. "Holy—" Another one clattered past. I sped up, climbing like a crag cat *was* on my ass, and heard the yells below me as a third, then a fourth one dropped past. I tried to haul myself up the ladder and out before—

The explosion rocked the entire structure, the concussion hurling me the last few inches up and out. I landed hard, with a grunt, but didn't have time to languish in my pain.

"Run!" I yelled at Kit, who watched with confused consternation as I found my feet, grabbed her arm, and started to bolt for the edge of the building, which abutted the top of a rocky cliff.

"Why?" Kit demanded. "That should have taken care of—"

The sudden lurch of stone beneath our feet was all the answer she needed.

"Crap!" she yelled.

"Yeah," I agreed.

The remains of the structure began to collapse beneath us, and we took a frantic leap for solid footing. There was a rumble, deafening even in the wake of the explosion, as we hit the ground holding on to each other. The building, along with a portion of the hill, tumbled down the slope, with us rolling behind for a little ways.

After we'd stopped and quiet returned to the rocks and brush, I laid there with Kit on top of me for a few moments while I took stock of all the cuts, bruises, and other pains prickling my body.

"Are you okay?" I asked Kit.

She lifted herself off of me, gave me a baleful look, and hit me in the chest in reply.

Given my condition, it actually hurt. "Ow! Hey! What was that for?"

"You... threw... away... the shotgun!" she yelled.

I sputtered for a moment, not sure what to say to that. "You threw away your crossbow," I pointed out as I pushed her off of me.

"Yeah. But I can build another one of those." She stood up, sulking, and brushed off her leathers before checking her utility bag.

I did the same — less the bag, of course — and was pleased to find my bat hadn't landed too far from me in all the chaos. I retrieved it. "Come on," I said to Kit. We've got to go a couple more miles upstream from here, if I got this right.

Using the bat as a cane, I began limping my way up the hillside with Kit following sullenly behind.

About an hour later, as we crested another rise, Kit was still pouting. At least until I pointed to the remains of the cabin.

"Where?" she asked, perking up visibly and starting to wander in the direction I'd indicated.

I grabbed her arm to stop her. "Wait," I said.

"Why?" She frowned at me.

"We don't know what's there," I explained.

"Treasure."

"Yeah," I replied, "treasure that someone else is after."

"We took care of them," Kit said, matter-of-factly.

"Maybe. But how many actually came after us?" I asked.

Kit frowned a different frown as she chewed on that. We began to move forward more cautiously. Upon closer inspection, it didn't look as if the cabin had been recently occupied. It was dilapidated, collapsing in several places. I squatted down in the cover of a blackened tree and asked Kit for the diary. She plopped down next to me, dug into her bag, and handed me the book.

Flipping through the pages, I came to the spot I was looking for. I reread it and started scanning the surrounding area.

"There," I said, indicating an oblong boulder. "That should be the one."

We stood up and headed to the rock. Sure enough, there was the mark I was looking for. It was old and weathered, but I could still make it out.

"We need to dig here," I said.

Kit just stared at me.

"You've got a shovel, right?" I asked.

She rolled her eyes. "It's a utility bag... not a tool shed."

"You've gotta be... Fine." I started toward the cabin. "Maybe there's something in there we can use."

The front porch creaked as I stepped on it, as did the door when I opened it. Inside, I was confronted by the barrel of a shotgun pointed right at my face. I was relieved when it didn't immediately blow my head off, and I realized it wasn't a rigged trap, but was being held by a wizened little man.

To call him wrinkled may be an understatement, but I can't think of a more wrinkly word, other than wadded-up. The old guy wasn't exactly standing ramrod straight, but he was by no means wadded up. The rancid stench of decay wafted out from behind him.

"What you want?" he demanded, poking me with the shotgun for emphasis.

"A shovel," I said, hoping the truth would suffice. I gestured for Kit to stand back.

"Shovel? Why you want shovel?" he demanded.

"Um... to... dig?" I suggested.

"Dig? Dig for what?"

I wondered how long this game of Twenty Questions would go on.

"Buried treasure," Kit said, poking her head out from behind me.

The old guy glared. "There no buried treasure here!" he barked. "Only me! Only me!" Then an odd gleam sparkled in his eyes as he peered at Kit. "But, you have very pretty eyes," he purred.

"Uh, thanks," Kit replied uneasily.

"Me like pretty eyes."

I didn't like the way Wrinkly's eyes narrowed just then, and I instinctively pushed the shotgun up and back while I

ducked and shoved Kit to the side. Both barrels blew a huge hole over the door jam.

I dove on the old guy and wrestled him to the ground. "Go see if you can find a shovel," I yelled at Kit.

She rushed past us as I continued to grapple with Wrinkly. He was surprisingly strong and spry – not nearly as frail as I'd expected, which is probably why he got an advantage when I heard Kit's blood-curdling scream pierce the air. I glanced up, startled, and felt a sudden sharp pain in my groin.

I hit the ground, gasping for air, and the old guy sprang to his feet. Just then, I saw Kit appear behind him. She'd apparently found a shovel, because she swung it against the old guy's head with both arms. That didn't surprise me so much as how she kept beating him with the shovel once he hit the ground.

After the body stopped twitching, Kit dropped the shovel and ran outside. I could hear the sounds of her retching.

I'd pretty much caught my breath, so I crawled to my feet and picked up the shovel. I figured I should find out what had gotten Kit so worked up, so I limped into the darkened cabin. Light seeped in through holes and cracks, allowing me to make out the interior.

A work table. Knives. Body parts. Human body parts. I wasn't sure what he was doing with them (hell... I wasn't sure I wanted to know what he was doing with them), but all around, displayed on shelves, were glass jars filled with eyeballs.

I retrieved the shotgun on my way out, and then went to check on Kit. She was sitting on the ground away from the porch.

"You okay?" I asked.

"Yeah," she mumbled. "That was just gross."

"Takes all sorts," I said with a shrug.

Kit glared at me. "He... wanted... my... eyes!" she cried.

"Hey, guys are always after your body." That just earned me a black look. "C'mon. Let's go dig up that treasure."

I started walking toward the rock, and Kit eventually dragged herself to her feet and followed, curiosity getting the better of her.

The sun was starting to sink low by the time we'd dug deep enough to hit something. It was something solid, so I was pretty hopeful. Kit was positively beside herself.

"What is it?" she asked, peering over my shoulder.

"Hard," I replied, trying to work my way through the ground around the thing.

"Yeah, but what is it?"

I stopped digging. "Kit?"

"What?"

I resumed digging.

"What?" she repeated.

I slumped my shoulders and sighed. "As soon as I can get it loose, I can tell you what it is."

There was a clatter as Kit dug through her bag. Then she handed me a crowbar. "Would this help?"

I knew my long suffering look would be lost on her, so I just grabbed the crowbar and said, "Yeah."

A few more minutes of sweat and prying, and I had it loose: a case of some sort, all aluminum and plastic, with a handle and a couple of straps.

"What is it?" Kit asked again.

"Locked," I replied.

"What?" Her voice was filled with incredulous exasperation. "Give me that!"

I relinquished the case to Kit, since this was her forte after all. She immediately set to work examining the hinges and clasp.

"Nice," she cooed. "Key and combination, with no way to pull the hinges." As she pulled out a few tools and got to picking the thing, she asked, "So what do you think is inside?"

I considered the question for a moment. "I'd like it to be a bunch of canned food," I said, "but I think it's too light for that."

"Then what?"

"I dunno. Maybe ammunition. Or robotics parts."

"Is that worth much? The parts, I mean."

I shrugged. "Could be, with the right buyer."

Kit giggled happily, and there were two popping noises as she cracked the locks. Then she opened the case and sat staring at it. "What the..." Her voice trailed off in confusion.

"What?" I asked. "What is it?"

She looked up at me, her brow furrowed. "Paper. Lots of paper with drawings on it."

I looked over her shoulder to see, and laughed. She was basically right – it was bundles of Pre-War money, all tucked into the case nice and neat. Before The War, it was probably worth a fortune. Now it was just as Kit said: lots of paper with drawings on it.

"What's so funny?" Kit asked.

"I dunno. One man's trash, as they say... Sorry, Kit, it looks like this trip was a bust."

"Eh, I don't think so," she said.

"How do you mean?"

She dumped the worthless contents into the dirt and thumped the case. "This thing's pretty sweet! It's still in great condition after being buried for however long, and perfectly preserved the contents. It's way better than my old bag!" To punctuate her statement, she started placing the contents of her utility bag into her new case. Then she stood, slung the whole thing onto her back by the straps, and smiled.

"See?" she asked. Then, "C'mon, Bash, it's a long walk back to Burn!" and started hiking into the sunset.

"Name's not 'Bash'," I grumbled, but smiled as well, in spite of myself, picked up my bat and followed.

Nemesis coming 2012



NEMESIS



"My lads often go on about how we're living in the End Days, how the mankind is on the brink of extinction, and how they would rather live on Earth in the ancient times, before space flight. A load of crap, if you ask me. Humans have colonized a quarter of the Galaxy, built cities on thousands of worlds; we've never been as powerful as now. No one'd better tell me that we're gonna get eaten by some kind of space worm."
- Kate Rush, Cor Army Sergeant.

Equipment Corral

Post-Apocalyptic Gear

By Aaron T. Huss

When you're scouring the land after the apocalypse has turned it to waste, the likelihood of coming across ideal swords, guns, bows, knives, or any real weapon may be slim. Instead, characters are forced to make do with what they have and what they can get their hands on. You may be able to find something new and ideal within a fortified city, but out in the wasteland, it's survival of the fittest and the most creative.

As a player character, how do you overcome the lack of availability of weapons? You improvise, that's how. When looking at a post-apocalyptic setting of the near future, a laundry list of items from modern times can be turned into a weapon. This can look majestic or quite haphazard. Either way, it has the potential to keep you surviving and overcoming your opponents when the need arises.

So I present to you a number of modern-day items and their post-apocalyptic use as weapons, armor, or equipment. Remember, none of this has a cost associated with it as characters will simply happen upon them within the ruins of civilization.

WEAPONS

Melee Weapons

ANCHOR

We're not talking ocean liner anchors, but those used for speed and fishing boats can be used either as a melee weapon or one with short range (like a chain). The biggest

drawback would be the two-handed use, but when you clang this on the side of someone's head, they won't be thinking about the fact that you don't have a free hand.

Damage: Str+d6

Weight: 10 lbs.

Notes: Range 2, 2 hands

Damage: Str+d8

Weight: 15 lbs.

Notes: Range 2, 2 hands

BASEBALL BAT

Baseball bats can be very handy as large, heavy clubs. They offer devastating damage, but lose their effectiveness against armor. While swinging bats with two-hands can cause vicious blows, they are nonetheless awkward in shape and weight and a poor choice to use for blocking incoming attacks.

Damage: Str+d8

Weight: 2 lbs.

Notes: -1 Parry, 2 hands

CHAINSAW

If you can find fuel for them, chainsaws can make quick work of any foe. Ideal for brief attacks, they are not meant to be used for deflection or in any type of close action due to their awkward weight distribution. However, they are easy to discard quickly for more ideal weapons.

Damage: 3d8

Weight: 10 lbs.

Minimum Strength: d8

Notes: AP 4, -2 Parry, 2 hands

ELECTRIC GUITAR

If you've ever held an electric guitar, you know they have an extremely solid body. If you hold one by the neck, you can potentially use it as a two-handed club, causing serious damage. Acoustic guitars would not work as well as they could break on impact.

Damage: Str+d8

Weight: 8 lbs.

Notes: -1 Parry, 2 hands

GARDEN SPADE

Garden spades are shovels used for digging in the dirt. One has a long handle and a head that can be used as a club or with a stabbing motion that is similar to the edge of an axe. Due to their design, the edges can be honed to improve their use as weapons.

Damage: Str+d4

Weight: 4 lbs.

Notes: Range 1, 2 hands, stabbing called shots do Str+d6 damage instead of Str+d4

GOLF CLUB

While a graphite driver probably wouldn't do anything, a solid iron driver definitely could. Although the shaft is not as solid as a club, a solid iron head means damage is possible.

Damage: Str+d4

Weight: ½ lb.

Notes: 2 hands, 25% chance breaking against rigid armor

HAMMER

Hammers have solid heads typically made out of metal. Easily held in one hand, they make a good side weapon for quick use,

and can be used as a thrown weapon. However, their small size would not be ideal in a lengthy hand-to-hand fight.

Range: 1/2/4

Damage: Str+d4

RoF: 1

Weight: ½ lb.

Minimum Strength: d6 (for Throwing)

Notes: AP 1 vs. weak, rigid armor (something somewhat pliable being used as armor)

ICE PICK

Ice picks (not the ones used for ice climbing) can be deadly weapons against unarmored victims. Their slender, sharp form makes them ideal for breaking skin, even hard skin. However, due to their thin nature, they could break when striking rigid armor.

Damage: Str+d4

Weight: ¼ lb.

Notes: 50% chance of breaking when used against rigid armor

LAPTOP COMPUTER

In a world without electricity, computers are obsolete. But if you're wandering across the wasteland and come upon a destroyed suburb, laptops may be very common finds. If you place them in a backpack, you have a weapon that can be swung at the enemy.

Damage: Str+d4

Weight: 5 lbs.

Notes: -2 Parry, must be placed inside a bag and swung to be effective

SKI POLE

Ski poles make terrible weapons in regards to attacking someone. If defensive means are necessary, they may come in handy. Of course, if you're able to keep the tip sharp, it can be used for stabbing.

Damage: Str

Weight: ¼ lb.

Notes: +1 Parry, 2 hands, stabbing called shots do +d4 damage

SLEDGE HAMMER

Sledge hammers are used for breaking concrete and other very hard material. They will cause serious damage, but are so unbalanced that attacking and defending are difficult.

Damage: Str+d8

Weight: 15 lbs.

Notes: AP 2 vs. rigid armor, -1 Parry, 2 hands

STEEL FOLDING CHAIR

You've seen it in professional wrestling when one wrestler whacks another with a steel folding chair. In reality, this could seriously hurt and be used as a less-than-ideal weapon when absolutely necessary. Obviously it's not meant for lengthy fights, but to quickly knock an opponent out, a steel chair will suffice.

Damage: Str+d8

Weight: 10 lbs.

Notes: -2 Parry, 2 hands



TENNIS RACKET

Not exactly an ideal weapon, but a tennis racket can be used to deflect melee attacks and, if you're lucky, thrown weapons. They can easily be carried in one hand but don't do as well as standard clubs would.

Damage: Str+1

Weight: 1 lb.

Notes: +1 Parry vs. thrown weapons

Thrown Weapons

BASEBALL

Although not a preferred thrown object, baseballs can be used as a projectile due to their solid nature. A baseball to the head can cause serious injury if thrown hard enough, although it would be almost useless against anyone with armor. Hits to the head would produce a decent amount of damage while hits to the body would be much less effective.

Range: 3/6/12

Damage: Str

RoF: 1

Weight: 1/3 lb.

Minimum Strength: -

Notes: Hits to the head add +d4 damage

BOCCE BALLS

Bocce balls are solid, hand-sized balls made of metal or hard plastic. Similar in size to a baseball, they are much heavier and can cause much more damage when thrown.

Range: 2/4/8

Damage: Str+d4

RoF: 1

Weight: 2 lbs.

Minimum Strength: d6

Notes: Bocce balls have a smooth surface. If they are wet, you suffer a -1 penalty to all Throwing rolls.

ARMOR

FOOTBALL HELMET

Football helmets are relatively solid and offer good protection against attacks. While they couldn't stop a bullet, they offer protection against those using melee

weapons out in the wastelands. Hockey helmets would utilize the same stats.

Armor: +1

Weight: 4 lbs.

Covers: Head

Notes: Offers no protection against bullets. Without a faceguard, 50% vs. head shot.

FOOTBALL PADDING

Football padding offers a small amount of protection to the torso. As with the helmet, it offers a small safeguard against melee weapons but is useless against bullets due to the plastic and padding the comprise it. Hockey padding would utilize the same stats.

Armor: +1

Weight: 12 lbs.

Covers: Torso

Notes: Offers no protection against bullets.

Shields

RIOT SHIELD

Raiding a police station could easily produce a cache of riot shields. They are portable and protective due to their design.

Armor: -

Weight: 6 lbs.

Notes: Parry +2, AP 2 versus ranged attacks

EQUIPMENT

CLEATS

Cleats are designed for running across the grass. They improve your foothold and help to grab the ground should it be damp or slick. From an in-game perspective, cleats can be used as a bonus while a character is running.

Notes: When running across grass, receive a +1 bonus to the running die.

MULTI-TOOL

Multi-tools are pocket-sized tools incorporating multiple smaller tools (colloquially referred to as a Swiss Army Knife®). They can be used for a variety of things and are very portable.

Notes: Can be used in conjunction with Repair and possibly Lockpicking. The small knife can be used as a weapon, but only causes damage equal to the character's strength.

PIGGY BANK

In your post-apocalyptic wasteland, piggy banks can be used to hold more than your coins. Given their general availability, one with a mostly sealed plug on one side and open slot on the other makes for a variety of uses.

Piggy banks can be used to carry water for short distances. It won't keep the water hot or cold, and if there is a plug on the bottom, some may leak out, but it can at least be used to transport a small amount. Additionally, piggy banks can be used to keep various items safe (who would think to look in a piggy bank for important items) such as documents, precious metals, jewels, food, and of course, coins.

THERMAL UNDERWEAR

When exploring northern regions, it wouldn't be uncommon to come across a dresser with a pair of thermal underwear inside. A simple piece of clothing, many may take it for granted if civilization has moved to warmer climates.

Notes: Provides a +1 bonus to Vigor rolls due to cold climates.

WETSUIT

No fan of the water would be without a wetsuit in modern times, but clothing such as this may become forgotten within the wasteland. Wetsuits allow the wearers to stay comfortable when within the water and help them to swim.

Notes: Provides a +1 bonus to Vigor rolls due to being immersed in cold water. Additionally, provides a +1 bonus to Swimming rolls while not swimming underwater.

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Featured Publication

Necropolis 2350

By Aaron T. Huss



STATS

Written by: Paul "Wiggy" Wade-Williams

Published by: Triple Ace Games

Necropolis 2350 is a military sci-fi plot point campaign for Savage Worlds depicting the struggles of the last of humanity against a horrific alien race that is akin to the undead of fantasy and mythology. The result is a setting that feels like a mash-up of Warhammer 40k and the Crusades of our history. The planet of Salus is dominated by the Third Reformation Church alongside the powerful corporations and the horrific Rephaim (an alien race composed of undead beings and their followers).

The horror comes from the struggle of humanity versus this race and the fact that, although they are undead, they are extremely powerful and advanced. This is probably because the Rephaim are not just your standard fantasy undead; they are an alien race that fled to the shadowy

recesses of the galaxy and became the undead. Thus, they are an intelligent species first and undead second. The Rephaim are soldiers just like those of mankind, being led by generals (in the form of vampires) and commanders (in the form of liches). This is not your standard collection of mass battles; it is the absolute struggle for survival in the last bastion of humanity. The planet of Salus must be saved or the future of humanity may lie within the enslaving hands of the Rephaim.

Necropolis 2350 is very much a military sci-fi setting. The characters, equipment, plot point campaign, and Savage Tales all revolve around the never-ending war taking place on Salus between the Church and the Rephaim (although why the corporations are not getting more involved could be a mystery). It is a crusade against the oncoming Rephaim armies, determined to dominate mankind.

CONTENT

Welcome to Hell is the introduction to Necropolis 2350 with an emphasis on the Sacri Ordines, the elite militant arm of the Third Reformation Church that holds sway over the planet of Salus, also known as Necropolis. It contains character creation information for building your Knight or Chaplain – it should be noted that all characters are Knights or Chaplains of the Sacri Ordines and thus Necropolis 2350 uses an archetype system defining minimum character creation requirements to assume a particular archetype.

Archetypes is a collection of sample characters following some of the given archetypes and can be used as pregenerated characters or NPCs to fill in a team.

Church Hardware is the player character equipment section. Because all player characters are elite militants for the church, they only have access to equipment supplied by the church. This is not the same as equipment supplied by the corporations or those carried by the Rephaim.

Setting Rules is a small collection of new mechanics applicable to Necropolis 2350 and, more importantly, the military sci-fi aspects of the setting (such as artillery and air support). This is a very critical section for understanding how to defeat the Rephaim during the plot point campaign.

Guide to Necropolis is the gazetteer of Salus (Necropolis) with a look at its solar system and major locations.

Mother Church is the ultimate guide to the Third Reformation Church that all Sacri Ordines report to. This is a very in-depth look at the church including its political structure, other organizations it manages (such as the Inquisition), the media it provides, how laws are handled, and how the church interacts with the people.

War Master's Section (The Corporations) marks the beginning of the GM's guide (GMs are called War Masters) and the behind-the-scenes information that can play a big part in the success or failure of the plot point campaign. To start, this delves into the major and minor corporations present on Salus. This includes a section regarding corporation gear presenting the equipment and vehicles available to the corporations.

The Rephaim are the reason behind the current state of affairs on Necropolis. The Rephaim hail from a Dark Dimension and are born of the darkness, becoming hideous and deformed versions of a

previously humanoid alien race. They are driven to enslave all on Salus and are the ultimate threat faced by the Sacri Ordines and the power behind the plot point campaign. Although this is meant for the War Master's eyes only and may reveal some secrets that shouldn't be known by players, it is an excellent read and brings out a better understanding of why the war is occurring. Players should avoid the sections containing new powers and weapons for the Rephaim.

Dangerous Secrets contains a collection of dark secrets occurring in the background of the Church and some corporations. Should these secrets get out, who knows how the battle would go and which sides people would choose. This section makes good fodder for behind-the-scenes storylines during the plot point campaign.

Operations is an adventure generation toolkit. With it, you can create any number of adventures (missions) for your own campaign or to develop new Savage Tales to slot within the plot point campaign.

Battle for New Budapest is the military plot point campaign fully-involving the players in the setting flavor that surrounds Necropolis 2350: military campaigns, lots of combat, battle tactics, and horrific enemies. This plot point campaign is not constructed like most other campaigns. Instead of it being a straight-forward storyline, it is designed like a chaotic puzzle where each piece can fit into many different patterns. The outcome of each plot point (success or failure) leads to another plot point, but you may never see that plot point should the outcome be different. The storyline moves back and forth from plot point to plot point and can even come back to previous ones should the outcomes lead that way. In other words, there is no one right way to achieve success within this plot point campaign; there are dozens. To support this, a handy matrix flowchart shows where the outcome of each plot point leads.

Savage Tales is a collection of Savage Tales to slot in-between the various plot points. Each one is written in the same style as the plot point campaign and could ultimately change the flow of the campaign.

Bestiary is a collection of extras, NPCs, allies, and adversaries for the campaign and other aspects of the setting.

OVERALL

Necropolis 2350 is possibly the most interesting implementation of Mass Battles and military sci-fi I have seen for Savage Worlds. Instead of attempting create a new way to perform warfare, it uses the core mechanics to their full benefit by introducing a number of military advancements that add up to form the full campaign. Each plot point and Savage Tale is a miniature battle that takes the characters, their given equipment, the command structure, and the heavy weapon vehicles available within the core setting to a new level of Mass Battle. This is not simply dividing up tokens and rolling Knowledge (Battle); this is like advancing your line, calling in an airstrike, moving your tanks into position, and determining the most strategic way to win the advancement. It's almost like a war game in role-playing game format.

RATINGS

Publication Quality: 9 out of 10

Necropolis 2350 is a beautiful book. Other than the occasional editing error, the illustrations look excellent, the content flows very nicely, and the formatting and layout are superb. Particular attention should be paid to the illustrations as they truly depict the state of affairs in the setting and the military sci-fi horror plot point campaign that accompanies it. With full color, this is an extremely visually appealing book.

Mechanics: 7 out of 10

Necropolis 2350 takes a huge step toward the direction of creating a military campaign in terms of the characters, equipment, and vehicle support. While all of this makes perfect sense and presents the players with a number of options for defeating the Rephaim, they are all limited in the characters they can create. Character Creation defines a number of archetypes that are a part of the war (through displaying minimum requirements needed to fulfill those archetypes) and those archetypes are assigned a duty and equipment package. The problem is that you can only be those archetypes or the players and GM must find a way to build their own. This is opposed to the Savage Worlds core

mechanics where characters are neither confined to a single role, nor are they defined by any type of class or archetype. I understand the implementation as it represents the knights fighting for the Church, but it does limit the creativity during character creation and advancement. Outside of that, Necropolis 2350 does an excellent job of presenting new mechanics for use in a large-scale military campaign and (hopefully) gives the players the edge they need to overcome the Rephaim.

Desire to Play: 9 out of 10

If you are looking to play a large-scale military campaign, there's no reason why Necropolis 2350 shouldn't be at the top of your list. The setting is designed to embrace that style of game-play while presenting the players with a number of opportunities to role-play their way into becoming a hero of the campaign and defeat the threat of the Rephaim. While this isn't exactly open warfare where body count is the important factor to drive back your opposition, it definitely contains a number of ways to reduce the Rephaim's power and influence through strategic attacks and military advancements.

Overall: 8 out of 10

Necropolis 2350 is a fantastic presentation of the military sci-fi genre in a game system that contains very few mechanics to do so. However, this presentation is designed to embrace the theme of the setting and does so wonderfully. The inclusion of the Church makes it even more interesting as it feels like a holy crusade to save humanity rather than simply survival of the fittest. Instead of just giving the players the purpose of saving the humans, they are attempting to preserve humanity's way of life and save the faith of the people. It also can help to create tension between the Church and the corporations as the two vie for power or attempt to uncover each other's secrets. This adds to the opportunities for role-playing rather than simply being a war where all you do is move, shoot, and give orders. Without the Church, there may be less tension in the setting and thus fewer opportunities to actually role-play. The design of the setting is married to the military mechanics perfectly creating a setting that you can really immerse yourself.

Character Gallery

BEASTS &
BARBARIANS

Zethara

By Umberto Pignatelli of GRAMEL



A free non-player character for the *Beasts and Barbarians Savage Worlds* Setting

KISSES AND WHISPERS

Zethara is a gorgeous woman in her prime. Her voluptuous curves can rival those of the most seductive dancers from the Ivory Savannah, but her skin is as pale and soft as that of a Zandorian maiden. Rumor has it, she is the daughter of a Kyrosian noble and an Ivory Savannah concubine, which might very well be true because Zethara knows how to read, sing, and

make poetry, even though very few men visit her only to hear her verses.

Zethara is a courtesan, but not of the type you can find in the taverns. Her lovers are noblemen, princes, and kings, ready to treat her like a princess just to be allowed to spend an hour in her bedchamber.

In truth, despite her legendary erotic skills, there are other reasons why Zethara's company is much sought after. She is a professional spy and has intimate knowledge of several important personalities of the Dominions. This grants her access to very important information, which she sells at a high price. She might be a mercenary, but she never betrays her customers, as long as they pay her.

Zethara works for almost everyone: Faberterra, Jalizar, and even the Priest Princes of Tricarnia. The only exception is Kyros. In fact, Zethara, who fled the Land of Elephants ten years ago, deeply hates the mad Autarch and more so his chilling counselor, Tusal the Caldeian (see *Beasts and Barbarians #2: Citadel of the Winged Gods*).

Zethara usually surrounds herself with luxury and has a host of servants, but the only creature she really trusts is Huss, her faithful black panther that never leaves her side, not even in the most intimate moments.



ZETHARA

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

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

Skills: Fighting d6, Gambling d8, Healing d6, Notice d8, Persuasion d12, Riding d6, Stealth d6, Streetwise d10

Hindrances: Greedy

Edges: Charismatic, Connections (Nobles, Criminals, Spies), Lowlife, Rich, Temptress, Very Attractive

Gear: Silver-encrusted bikini, silk mantle

Special Abilities:

- **Mistress of the Alcove:** Anyone spending a night in Zethara's arms is willing to reveal his most precious secrets. It is an opposed roll between Zethara's Persuasion (Charisma bonus applies) and her lover's

Spirit. If Zethara wins, she discovers one of her lover's secrets, plus one for each raise.

- **Eyes of Deep Seduction:** She has 10 Power Points as per the Temptress Edge. Given her experience in seducing men, her charms last much longer. She can choose to double the cost of her *boost/lower trait* Power in order to make it last as long as she wishes. Zethara doesn't recover the Power Points spent in such a way until she decides to drop the effect.

Huss

Huss is a rare specimen of black panther from the Lush Jungle. He was given to Zethara as a gift by one of her lovers, and she has grown incredibly fond of the beautiful animal. He is the only male she really trusts.

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

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

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

Gear: Bejeweled collar

Claws: Str+d6

Special Abilities

- **Pounce:** Panthers often pounce on their prey to best bring their mass and claws to bear. Huss can leap 1d6" in the air to gain +4 to its attack and damage. His Parry is reduced by -2 until his next action when performing the maneuver.
- **Quick:** Huss discards and redraws any card equal to or lower than 5, but must keep the replacement.

ADVENTURE SEEDS

The Emerald Tower

While in Syranthia or any other major city of the Dominions, the heroes are approached by Zakhit, a well-mannered servant of Zethara the Courtesan. He takes them to his mistress, who asks them to steal the fabulous Book of Forbidden Words, a tome of sorcery belonging to the renegade Caldeian mage Quo-Rannar. A powerful enchanter, he lives secluded in the Emerald Tower, a very unusual building in the heart of the city, which is fabled to have been built by demons in a single night.

The plan is simple, but leaves no room for mistake. Once a moon cycle, Quo-Rannar enters a state of deep death-like meditation to restore his inner energies. That night his trusted bodyguard, a burly Northlander called Rokk, should guard his body. But Zethara seduced Rokk a month ago and, given that the man must spend all his time locked in the Emerald Tower with his master, the only night when he can meet Zethara is when his master is meditating.

In Zethara's Arms

Spending a night in Zethara's arms is an experience no man easily forgets. Any hero blessed with such luck is allowed a Spirit roll. In case of success, he permanently gains +1 to any roll to resist seduction, because *nobody* is like Zethara...

Zethara's Agenda

Whenever the heroes meet Zethara, she is likely to be working for some foreign power. This can lead to an interesting adventure or add further complexity to the current plot. Draw a card and check the table below.

CARD CURRENT CLIENT

2	Unemployed: Zethara is currently out of work. She can be hired, but her fee is very high (1000+ Moons). However, she might be willing to work for free for an old friend.
3	Borderlands
4	Syranthia
5	Zandor
6	Caldeia
7	Jalizar
8	Faberterra
9	Free Cities (choose one)
10	Tricarnia
J	Gis
Q	Ascaia
K	Ekul
A	Kyros (only rebels)
Joker	Double-crossing: Zethara is in a very delicate position. She is double-crossing a client, while actually working for another one. Draw two more cards: the first one represents the client she is cheating, while the second one is her real employer.

The heroes must hide in Zethara's bedchamber, wait for Rokk to be distracted, take his magical key that opens the ensorcelled door of the Tower, and then sneak in.

Zethara warns them to be as quick as they can and not to stray, because the Tower is full of traps. Most importantly, they must not wake Quo-Rannar, because it is said the sorcerer is immortal.

Assuming the heroes manage to steal the key and sneak into the Tower, they have to fight its supernatural guardians, avoid all the traps, and finally steal the Book of Forbidden Words. Then, they must rush back to Zethara's palace, take their money, and leave at once. At this point the plan goes seriously wrong!

Quo-Rannar has placed a spell on the Book, which alerts him when the item is removed from its pedestal, causing him to wake up. He rises, full of rage, and quickly tracks the party back to

Zethara's mansion. He is about to kill the heroes in a horrible way when Zakhit, Zethara's humble servant, reveals his true identity. He is a mage sent by King Caldaio to kill the rebellious Quo-Rannar. The magic that makes Quo-Rannar immortal works only in his Tower, but outside he can be killed, just like any other man. The theft of the book was only a trick Zethara and Zakhit devised to lure him out of his den. The two mages start a formidable battle based on summoning terrible creatures. During the fight Zethara's palace catches fire. The heroes and the courtesan manage to leave before it is destroyed while the two mages are trapped in the collapsed building.

The Necklace of Secrets

While walking in the streets of Syranthia, the heroes hear a plea for help coming from a nearby alley. A gorgeous woman (Zethara) is being threatened by two Kyrosian swordsmen. If the heroes intervene and help the woman, a fight breaks out, but the swordsmen soon flee.

Zethara reveals all her beauty as she approaches the heroes and insists on rewarding them with a precious golden necklace decorated with ivory. She adds: "This is only a part of what you deserve for saving me. Meet me at Tebastios's Palace at midnight and you'll enjoy the generosity of Lady Tebastios." Then, she leaves.

Zethara hasn't actually been generous to the heroes. She is a spy working for Lord Tebastios, an influential politician of the Syranthian Merchants Council, and spent the night with Jantar, the Kyrosian Ambassador in Syranthia. During the night of romance, she stole the jewel from him. It is far more than a simple necklace; small scrolls of great political interest are hidden within a secret compartment. They document the treason of General Euterios, a high-ranking commander of the Kyrosian army, in favor of the Autarch of Kyros! Unluckily, Zethara was discovered and had to flee in a hurry. Keeping the jewel on her was too dangerous, so she gave it to the first people she met (the party) to turn away pursuers.

Now, an interesting day awaits the heroes: both the Kyrosian Ambassador and General Euterios desperately want the necklace back. During the day, the party has to face a poisoning and a pickpocketing attempt as well as an ambush by Kyrosian swordsmen led by a rogue sorcerer. If that weren't enough, they will also be framed for a murder they haven't committed, so that all the guards in the city will be looking for them!

Questioning any surviving attackers, the heroes learn the necklace is what their opponents are after. If they inspect it, they are likely to find the secret container, but it will prove impossible to open it without breaking the jewel (their choice).

The party might also decide to go to Tebastios's Palace without waiting until midnight, in the hope of finding Zethara there. If they do so, the servants very politely say that Lord Tebastios isn't married, his mother died years ago, and he has no sisters. So there is no Lady Tebastios! Lord Tebastios himself, they add, is attending the Council, as he does every day.

So the heroes have to survive by themselves until midnight.

When they go to Tebastios's palace at the appointed time, they are taken to a room where Lord Tebastios and Zethara are anxiously waiting for them, or rather for the necklace. Zethara tells the heroes the whole story and confesses she has been using them. At this point, a wounded servant staggers into the room and dies at Lord Tebastios's feet. Then, General Euterios and the Kyrosian Ambassador enter the room with a group of hirelings. They have followed the party to the palace and have killed the servants. Now that their plot has been uncovered, they have no choice but to kill, Lord Tebastios, Zethara, and the heroes to recover the precious necklace. At this point, the party can really shine, saving Lord Tebastios and Zethara and earning their gratitude. The Game Master might decide to let Ambassador Jantar or General Euterios escape, leading to an interesting continuation of the story.

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Featured Article

Religion in a Post-Apocalyptic Age

By Charles White of Fabled Environments

"It's the end of the world as we know it and I feel fine!" - R.E.M

So society has collapsed, now what? There have been countless books and movies that have asked this very question, and there are many role-playing games that offer players the opportunity to explore this scenario. Most players and GMs address basic issues such as what technology is available, how/where people live, and if there is some sort of government. One integral element not often addressed is the issue of religion and religious institutions following the collapse of society.

From a practical perspective, religious institutions are just that: institutions. They are, for lack of a better term, corporations. I don't mean they crank out the latest widget for our consumer culture to gobble up. Many Christian denominations have headquarters and satellite offices that represent the denomination in every state throughout the US. These offices employ individuals whose role is to support the local congregations. Some of these denominations have marketing campaigns that would impress executives in Fortune 500 companies. Some congregations receive financial and material support from their state office. This can take the form of grants or other assistance, especially for small startup churches usually referred to as "mission churches." Those that don't receive direct financial support receive administrative and material support in the form of printed documents for worship and education.

These materials are crafted by lay and ordained religious leaders at the state and national levels.

For congregations that don't have a regular pastor, a "supply" pastor is often arranged through the state office of the denomination. In addition, many denominations either run or have strong relationships with other organizations such as camps and social service institutions to which they also offer financial and material support. This doesn't even begin to take into account the massive amount of mission work that occurs throughout the world by missionaries and congregations from every Christian denomination in the United States. These mission trips provide millions of dollars to communities in the US and the world in the form of direct financial support as well as labor and materials for various projects such as schools and sanitation systems.

So what happens to our religious institutions when our society collapses on a global scale? Quite simply, they cease to be what they have become in the last 100 years and take a giant step back into the past. To understand the ramifications of what will happen on a practical level to the various denominations throughout the US, we only need to look back about 200-300 years when our society was much more agrarian in nature.

Although at that time faith may have been an important part of the lives of individuals, what was even more important was the ability to eke out an

existence in either the fields or growing industrial complex in the United States. Free time was a luxury that few had. In most rural communities, the financial support needed to sustain a local congregation didn't exist. Many folks only saw a "preacher" once a month, if they were lucky. Sometimes charismatic, spiritual leaders would sweep through the area, such as occurred in the First Great Awakening in the late 1700s and again during the Second Great Awakening in the 1800s. It was more common for people to simply adopt a personal worship experience centered on the reading of scripture and prayer within their homes as no regular religious leader existed within their community.

The difference between then and now is that local congregations are embedded into the fabric of our culture. In major metropolitan areas that couldn't sustain themselves, it is easy to imagine the total collapse of that society into anarchy, including religious institutions. However, in small towns and rural locations, the ability for the populous to sustain themselves is greater, improving their odds of maintaining the presence of full-time clergy to serve the spiritual needs of the community.

There are denominations and small independent churches that might offer a more realistic model for what the typical religious leader may look like in the wake of a global catastrophe. In churches with a small number of members, the minister usually has some sort of additional

employment along with their job as the religious leader for their local congregation. For instance, he or she might work the night shift at Wal-Mart or serve as a nursing assistant at the local hospital. Given the dire situation that many towns throughout the United States would face, the model of a working pastor could become the norm if clergy are unable to gain subsistence through their local congregations. It is very probable that the concept of a full-time pastor would cease to exist. It would simply be impossible for most communities to afford the luxury of a full-time pastor whose only role would be to look after the community's spiritual needs.

Although it would be easy to see some institutions wither away, denominations would probably not. Separated from their parent denominations, local churches would turn inward. Local congregations in many denominations have either autonomous or semi-autonomous functionality with final authority resting in

the hands of the local congregations. Others, such as the Episcopal and Roman Catholic churches, have a corporate structure with ultimate authority eventually resting in the hands of a single individual. For these denominations, it is easy to see authority reverting into the hands of local bishops in a post-apocalyptic society. It is important to understand that this model is nothing new. As the organic growth of the Roman Catholic Church began, it was common for local religious leaders to turn to other prominent religious leaders within the Church to garner their opinion on matters of theology and church polity. As those figures grew in prominence, the concept of the Roman Catholic bishop was born. These bishops gave guidance on numerous issues and helped to maintain the sense of orthodoxy within the Church.

So...this is all well and good, but what could the Christian Church look like in a post-apocalyptic society, and how could this play out in my RPG?

My first question is quite simple: What happened? If it is as elementary as the world's power grid and everything using electricity ceasing to function for some reason, then that is much different than a society fractured by nuclear war or a biological weapon. Where we are now will dictate the response by those left behind.

Let's take the first example of a technological cataclysm. In a world where technology ceases to function, then we would still have mass casualties as a result of things such as the inability to perform dialysis or to produce and store vital medicines, like insulin. Medicine would be thrown back 200 years to a period before mechanical ventilation and other life sustaining therapies that are technologically dependent were widely utilized. The result would still be a massive amount of deaths in a short period of time.

However, many things would still exist. Roads and bridges would still remain functional and allow for the movement of



individuals by basic means such as horse, wagon, bicycle, etc. Greater mobility would exist along with a greater opportunity for continued communication between communities, albeit at a much slower pace.

The result would be the potential for the return of a model of religious outreach that ended a couple of hundred years ago: the itinerant preacher. These are preachers that traveled from town to town serving the spiritual needs of rural communities. The most famous example of this is the circuit riders of the Methodist Church that quite literally rode a circuit on horseback serving the congregations along their route. This concept of serving multiple parishes still exists today. In the Lutheran Church, for example, pastors might serve multiple parishes in rural communities in North and South Dakota. The term that is used to describe this arrangement is a "multi-point parish" with sometimes as many as five or six congregations being served by a single pastor.

Having the infrastructure in place to allow for travel would afford local clergy the opportunity to stay in touch with other members of their denomination in surrounding communities, as well as a local religious leader such as a bishop. The result would be a denomination that greatly resembles the denomination in theology and polity prior to the cataclysmic event.

What happens in the case of some incredible natural or man-made disaster that fragments society? If an event occurs that effectively cuts off pockets of civilization and destroys the rest, then religion would have a hard time surviving and would probably mutate as time passed.

What do I mean? Well, if a town or county was spared the horrors of a nuclear blast or devastating super storm, then they would only be able to draw from the resources available in their relatively small

area. The concept of a full-time pastor would be lost as every man, woman, and child would need to work together to meet the basic needs of the community, such as food and shelter. The best case scenario would be a working pastor who offers religious services once a month to the local populace. It could be a local farmer, tanner, or teamster that also serves the community's spiritual needs. These individuals would perform baptisms, bury the dead, and hold services as their particular jobs allowed.

Eventually, these leaders would die. Hopefully other community members would be identified and trained to take their places, but there is no guarantee. Coupled with the fragility of books and the lack of electronic copies of scripture and sermons, it is quite possible that the Christian religion would revert to an oral tradition as families share Bible stories and other nuggets of biblical wisdom taught to them by their parents. Ever play the telephone game? It's a game where a person begins by telling one person in a circle a story. That person turns to their neighbor and repeats the story until the last person in the circle tells the story to the person that originally offered it. What usually happens when the original person hears the story at this point? It rarely resembles the original story that they were told. That is the danger in a post-apocalyptic world. Christianity, without the infrastructure of printed books and strong religious leaders, will begin to change. Eventually, Christianity will barely resemble the Christianity that we know now. This alone could lead to conflict.

So how might an individual's faith be affected by a cataclysmic event?

It is easy to see three different reactions that people might have as they try to figure out how to view their faith through the prism of an apocalyptic event. One way folks might view things is through the prism of normalcy. "In the midst of this tragedy, I still have my faith and I must carry on." These folks would continue to

live their faith life as best they could with the resources available. Worship would be centered on the home with families teaching and reading scripture in an effort to keep the faith alive.

Other folks might view events through the prism of cynicism or practicality. Religion may be discarded because it offered no solace in the face of an event that killed millions or, at the very least, altered the fabric of society permanently and negatively. These folks might become jaded and hold disdain for religion and religious institutions. Others might simply see religion as frivolity in the face of a situation that calls for practicality. "God won't help me plant these crops." Both the cynic and the pragmatist would tend to focus on the here and now.

Another group of people ranging from the simply annoying to the dangerous are what we would term as fanatics or zealots. These people would see an apocalyptic event as a sign from God. They might view a cataclysmic event as a Sodom and Gomorrah moment where the wicked are destroyed and the need for repentance is pressing. Some of these individuals will feel called to find a "soap box" and preach to the community about their wicked ways. They might feel the need to be the conscious of the community since their evil ways have obviously angered God. These individuals are relatively harmless and seek only to change the ways of the community through the healing power of their words. However, in the face of a harsh reality, many will not survive if they choose not to be productive members of the community.

Another fanatical group that might exist wouldn't be so harmless. If you've ever heard the name Jim Jones or David Koresh, then you know what can happen when charismatic leaders gather fanatical followers together under one roof. Some of these leaders purport to have a direct line to God, while others claim to be the second coming of Jesus Christ. The common theme among many of these

cults is violence. It may be that these groups begin as like-minded individuals banding together to grow in faith and protect each other. However, a catastrophic event, such as a global electromagnetic pulse (EMP) or series of nuclear detonations, might shift these groups from passive communities to militant sects. Others might seek out like-minded individuals in the face of such a reality-altering event and form groups who seek to be instruments of God's will – whatever their warped sense of that is.

Just as individuals might view a cataclysmic event as a sign of God's wrath, so too might these groups view the post-apocalyptic era as the time of tribulation. They may claim to hear the call of God to take up arms and be the agent of God's wrath on Earth. The result would be religious militias that act to enforce their strict interpretation of the Christian faith. These groups might be more akin to al-Qaeda than any Christian organization that

currently exists in the US. This could resemble the Crusades where those who are not members of the cult are slaughtered according to "God's will." This type of organization could be a big problem in a post-apocalyptic society.

There is one group of dedicated individuals that we haven't talked about. Throughout the United States and Europe, many monasteries still exist. Although many have a web presence and Facebook page, many monasteries haven't changed that much in the last 200 years. Facilities such as Mepkin Abbey in South Carolina are self-sufficient and use the products of their labor to support themselves through activities such as farming and even the brewing of beer. These monasteries may remain largely unscathed as their way of life isn't as dependent upon the surrounding society. They will still be able to survive in the face of the collapse of society since trade will still exist. It is even possible that some of these monastic

communities will resurrect the scriptorium as a means for preserving the history and traditions of the Christian Church. These small religious communities could preserve the Christian faith just like they did hundreds of years ago during the Dark Ages.

Whatever happens, it is clear that the Christian Church (or any church for that matter) as we know it would not be the same in the face of a cataclysmic event. Exploring how faith is expressed in a post-apocalyptic society is a wonderful way for GMs to introduce groups and individuals that can aid the party or serve as major antagonists. Either way, you'll have a blast exploring this aspect as your party fights for survival amidst the harshness of their new reality.

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ANCIENT WORLD



Product Preview

Tunse'al

TUNSEAL

By Vickey A. Beaver

Honor is everything. Money does not exist. And the world really is out to get you!

In two of the last three issues of *Savage Insider*, we included pieces about Tunse'al RPG by Obatron Productions. As I am the co-owner of Obatron Productions and lead developer and writer for Tunse'al RPG in addition to being the *SI* Assistant Editor, Editor-in-Chief Aaron T. Huss graciously offered me the opportunity to produce a more in-depth piece about Obatron Productions and Tunse'al RPG.

My husband, Robert (Bob) Beaver, and I started Obatron Productions at the beginning of 2012. Bob had been mulling over a setting idea for some time during 2011. Eventually, he told me he wanted to turn his ideas into something marketable. I'd already been freelancing in the RPG industry since the latter half of 2009, and he'd long been a knowledgeable fan of most things tabletop role-playing. We put our skills together to formulate a plan of action.

We didn't want to create a new system. There are so many good ones out there! We talked about what systems we knew allowed for licensing and even queried one company about considering a license for a system they'd shelved. It took us a grand total of two weeks to decide we would start with the idea of a systemless setting and pursue licensing with Pinnacle Entertainment Group for *Savage Worlds*. We figured if we got turned down, at least we'd have another route ready for publishing. And if we got accepted, we'd have two paths for revenue.

I sent a query to Pinnacle to find out what they look for in a potential licensee. I got an answer in short order. We were eager to get our work underway.

The next day, personal tragedy struck. I got a call that my mother collapsed at work and was unresponsive – exactly nine months to the day after my only sibling, my older sister, unexpectedly died from a blood clot. Over the next week, I dealt long-distance with doctors and family members as I travelled from New York to Texas to take responsibility in-person. It became painfully clear that Mom was no longer present. Her body died several hours after the doctors ended artificial life support.

I took the rest of the month to handle her affairs and be the family liaison. The aftermath was emotionally draining. I focused all I was feeling into the marathon I'd been training a year and a half for to walk with my father, which happened to be at the beginning of December.

In January of 2012, Bob and I regrouped and Obatron Productions gained legal status as an LLC. I recruited a team of artists and editors to work freelance with us for Tunse'al RPG, the first branch of what will eventually be a three-branch company.

By then, what started out as traditional fantasy with some twists emerged as something we weren't planning: a tribal fantasy setting where there are no humans, saurs (oversized reptiles) that are just as likely to squash or eat people as they are to ignore them, magic isn't innate, metal is taboo, and money does not exist, although bartering does.

I started writing a master guide to keep track of all our ideas, decisions, and bits of prose Bob had already established for background. The process allowed us to look at what makes our setting different from others. We wanted Tunse'al to be believable as a different place; we didn't want an Earth alternate where culture looks a lot like Medieval England with magic and monsters thrown in. We also needed to figure out what characters' motivation for adventure would be. With no money, what would be their reward? With no nobles, knights, or currency, what would compel them to act?

I did a ton of research looking into a wide variety of tribal societies, past and present. That helped us develop some answers to those questions. We realized we needed to emphasize honor and curiosity. We also decided to create societies that don't simply echo real-life norms of our 'civilized' history.

Four playable races, the Kresh, Gelid, Gales, and Korrin, and their nemesis, the Skin Eaters, comprise the most visible people of Tunse'al. They are not alone. Besides the beasts and fell creatures that inhabit the land, there are the fae folk. They are

families of entities that walk between the world of people and the world of the gods. The people have named the ones they see most often: dgigannas, vi'salks, and ke'tahs.

The land is vast, thousands of miles in either direction. The races are separated geographically and are not well-suited physiologically to survival in areas beyond their homelands. A general lack of interaction causes cultural variations of society that are often quite stark. Here is an at-a-glance look at major characteristics of each people:

Race	Homeland	Tribe Disposition	Society	Harshest Environment
Gale	The Drylands	Nomadic, warlike	Largely patriarchal, might enslave conquered tribes	The Wetlands and The Footlands
Gelid	Baarek Mountains	Scholarly, diplomatic	Leans matriarchal, histories are hallowed	The Drylands
Korrin	The Footlands	Hedonistic, passionate	Equal likelihood of male or female leadership, few boundaries	The Spine and The Headlands, both within the Baarek Mountains
Kresh	The Wetlands	Distrustful, conservation-minded	Genderless, experience a form of reincarnation	The Drylands
Skin Eater	The Dreamlands	Driven, reverent	Resembles a religious order, fiercely loyal to Sa'ra, their goddess	Vledis, a valley within the Baarek Mountains



Joshua Pinkas

Through the years, Tunse'als had many conflicts as they established their borders. Some managed to find common ground, creating a loose industry of trade. They have developed a language, the Language of Many, known mostly to traders, scholars, and influential tribal leaders, typically elders and tyees. It is akin to what many settings call "common," but it is not common. A second language, Na'hi'mana, is known by even fewer and has been shown to release magic and become prayer manifested under the right circumstances.

In Tunse'al, a game group can do everything from have a hack-n-slash series of survival encounters with deadly plants, animals, or others to delving into investigative scenarios where they uncover elaborate plans to destroy entire tribes to dealing with cultural misunderstandings, fears, and biases. Long-running campaigns would likely see all of those things and so much more as characters progress through the *Savage Worlds* character ranks.

We are delighted to have been granted Official Licensee status on October 21, 2012. Tunse'al RPG is being made available first to backers on a related, successful Kickstarter project as well as people who won "IOUs" during various events. *Tunse'al Setting Guide* (TSG) will be available on DriveThruRPG and RPGNow in both formats, *Savage Worlds* and systemless, on January 31, 2013.

TSG contains detailed world information including the stories of the gods, encyclopedic descriptions of the lands, an account of life in Tunse'al, an explanation of magic, and an overview of

Tunse'als' world view. That leads into gaming guidelines where character creation is explained, the appropriate mechanics are included, and a GM's section serves as a springboard to running games in Tunse'al. The final section of TSG is a bestiary, complete with a table to show in what lands you'd expect to find all the creatures listed. An index follows in an effort to make the TSG as user-friendly as possible.

Obatron Productions is releasing subsequent modules in a four-part serial format, with all four parts being released as a whole before the first part of each new series is released. Our first three modules are *Caravan of Troubles*, *Usiku River*, and *Edge of Destruction*. They are each stand-alone titles.

As a result of the Kickstarter, we are producing a product called *Tunse'al Quick Starts and Side Tracks* for Free RPG Day in June. It offers vignettes to get GMs started quickly into an adventure, as well as brief scenarios for them to use to extend a current campaign, bridge gaps between campaigns, or to substitute for the night's plans when there are guests or the usual players can't make it.

To play Tunse'al, all you need is your *Savage Worlds* rule book (any edition), *Tunse'al Setting Guide*, and any play aids you want. You can even get a free preview via DriveThruRPG and RPGNow before committing your dollars. Just search for "Tunse'al." In the meantime, you can join us at our forums for news, special offers, and conversation at www.obatron.com and other places online linked from our home page.



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Convention Connection

January - April 2013

By Vickey A. Beaver



CONVENTION CALENDAR JANUARY - APRIL

Welcome to Convention Connection! In order to ensure that readers have a chance to plan their convention trips, each quarter's issue will show conventions occurring in each of the three months of that quarter, plus the first month in the next quarter. It wouldn't do much good for you to get April's issue and only then find out that you have 10 days or so to get to a convention in April. That does mean there will be some overlap, but we felt the benefit was worth some small duplication.

Covering January, February, March, and April At-A-Glance

Convention	Website	Dates	Location (US or Country)
Anime Los Angeles	www.animelosangeles.org/wp	1/4-6/13	CA
Arisia	http://2013.arisia.org/	1/18-21/13	MA
Confusion	http://confusion.stilyagi.org/	1/18-20/13	MI
MarsCon	www.marscon.net	1/18-20/13	VA
SCARAB	www.s-c-a-r-a-b.com	1/18-21/13	SC
Winter Minicon	www.polycon.org	1/18-21/13	CA
ChattaCon	www.chattacon.org	1/25-27/13	TN
Vermincon	www.mage-page.com/Vermincon/Vermincon.htm	1/25-27/13	SD
Conception	www.conceptionuk.org	1/30-2/3/13	UK
GottaCon	www.gottacon.com	2/1-3/13	Canada
Running GAGG	http://gagg.geneseo.edu/	2/8-10/13	NY
Genghis Con*	http://denvergammers.org/	2/14-17/13	CO
DunDraCon	http://dundracon.com/	2/15-18/13	CA
Orccon	http://www.strategicon.net/	2/15-18/13	CA
Total Confusion	www.totalcon.com	2/21-24/13	MA
Fire & Ice Game Convention	www.fireandiceconvention.com	2/22-24/13	WI

*Known to have Savage Worlds games or personalities.

All dates and websites were accurate as of this printing. If you know of conventions occurring between January and April that are not listed here, please let us know.

Savage Saturday Nights

Savage Saturday Nights (SSN) started at Con on the Cob and has become something popping up at other conventions from those as large as Gen Con to small, regional ones. If you are aware a convention featuring an SSN, let us know, and we'll mention it if we can.

If you are associated with a convention, we are happy to feature your logo and, if you are convention featuring an SSN, even elaborate a bit on that aspect of your con, providing we've got room to do so.

Convention	Website	Dates	Location (US or Country)
PlatteCon	www.plattevillegaming.com/plattecon	3/1-3/13	WI
SimCon	www.simcon.org	3/2-3/13	NY
ConDor	www.condorcon.org	3/8-10/13	CA
GaryCon	www.garycon.com	3/14-17/13	WI
Who's Yer Con	www.whosyergamers.org/wygms/	3/15/13	IN
Ambercon	www.ambercon.com	3/21-24/13	MI
GameStorm	www.gamestorm.org	3/21-24/13	WA
Midsouth Con	www.midsouthcon.org	3/22-24/13	TN
PAX East	http://east.paxsite.com	3/22-24/13	MA
Raiders of the Game Cupboard	www.raidersofthegamecupboard.co.uk	3/23/13	UK
Norwescon	http://www.norwescon.org/	3/28-31/13	WA
MTAC	www.mtac.net	3/29-31/13	TN
ConGlomeration	http://www.conglomeration.info/	4/5-7/13	KY
MACE West*	www.justusproductions.com/index.php/justus/macewest/2/4/4	4/5-7/13	NC
RavenCon	www.ravencon.com	4/5-7/13	VA
PLAY: The Games Festival	www.play-modena.it	4/6-7/13	Italy
Let's Play Greenbay	www.letsplaygreenbay.com	4/12-14/13	WI



Recent Releases

September 15 - December 15

By Aaron T. Huss



Here's a comprehensive look at Savage Worlds products that have been released during the previous three months.

Title	Publisher	Setting	Type	Format
<i>Camp Wicakini 3: Wanagi Mato Lives</i>	Silver Gryphon Games		Adventure	PDF
<i>Savage Insider Issue #6</i>	Mystical Throne Entertainment		Magazine	PDF
<i>Savage Insider Premium Issue #4</i>	Mystical Throne Entertainment		Magazine	PDF, POD
<i>Strange Magic</i>	Plain Brown Wrapper Games		Adventure	PDF
<i>Ultimate Mass Battle Guide</i>	Mystical Throne Entertainment		Supplement	PDF, POD
<i>Zero Point II: Heroes of the Sea</i>	Modiphuis	Acthung! Cthulhu	Campaign	PDF
<i>Ancient World</i>	Mystical Throne Entertainment	Ancient World	Core Setting Guide	PDF, POD
<i>Player's Guide</i>	Mystical Throne Entertainment	Ancient World	Core Setting Guide	PDF
<i>Apocalypse Prevention, Inc.</i>	Third Eye Games	Apocalypse Prevention, Inc.	Core Setting Guide	PDF, Print
<i>Tattered Banners</i>	GRAMel	Beasts & Barbarians	Supplement	PDF
<i>Road Trip</i>	Triple Ace Games	Daring Tales of the Sprawl	Adventure	PDF
<i>Blood Drive II: High Plains Drivers</i>	Pinnacle Entertainment Group	Deadlands	Campaign	PDF
<i>Blood Drive III: Range War!</i>	Pinnacle Entertainment Group	Deadlands	Campaign	PDF
<i>Ghost Towns</i>	Pinnacle Entertainment Group	Deadlands	Supplement	PDF
<i>Heroes & Servitors</i>	Savage Mojo	Dungeonlands	Supplement	PDF
<i>Nation Guide: Anglo-Saxon</i>	Mystical Throne Entertainment	Faith & Demons: The Rising	Supplement	PDF
<i>Nation Guide: Bulgarian Empire</i>	Mystical Throne Entertainment	Faith & Demons: The Rising	Supplement	PDF
<i>Faction Pack #4</i>	Triple Ace Games	G-Men & Gangsters	Supplement	PDF
<i>Hellbrood</i>	Daring Entertainment	Hellbrood	Adventure	PDF
<i>Ultimate Agenda</i>	Daring Entertainment	Hellbrood	Adventure	PDF
<i>Creature Guide: Golems</i>	Triple Ace Games	Hellfrost	Supplement	PDF
<i>Creature Guide: Ice Goblins</i>	Triple Ace Games	Hellfrost	Supplement	PDF
<i>Player Material: Skalds & Stories</i>	Triple Ace Games	Hellfrost	Supplement	PDF
<i>Region Guide #53: Alfheim</i>	Triple Ace Games	Hellfrost	Supplement	PDF
<i>Blind Threat</i>	StoryWeaver	High-Space	Adventure	PDF
<i>Jump Bike Racing</i>	Gun Metal Games	Interface Zero	Supplement	PDF
<i>Hastilion Expanse Compendium I</i>	Mystical Throne Entertainment	Mercenary Breed	Campaign	PDF, POD

Title	Publisher	Setting	Type	Format
<i>Character Options</i>	Savage Mojo	Millennium Knights	Core Supplement	PDF
<i>Gazetteer I: Europe</i>	Savage Mojo	Millennium Knights	Core Supplement	PDF
<i>Gazetteer II: Africa & Asia</i>	Savage Mojo	Millennium Knights	Core Supplement	PDF
<i>Gazetteer III: The Americas</i>	Savage Mojo	Millennium Knights	Core Supplement	PDF
<i>GM Briefing</i>	Savage Mojo	Millennium Knights	Core Supplement	PDF
<i>Primer</i>	Savage Mojo	Millennium Knights	Core Supplement	PDF
<i>Adventure Generator</i>	GRAMEL	Nemesis	Supplement	PDF
<i>In the Name of Progress</i>	GRAMEL	Nemesis	Adventure	PDF
<i>Nemesis</i>	GRAMEL	Nemesis	Core Setting Guide	PDF, Print
<i>Optional Wealth Rules</i>	GRAMEL	Nemesis	Supplement	PDF
<i>The Beta Agency</i>	GRAMEL	Nemesis	Supplement	PDF
<i>Web of Intrigue</i>	GRAMEL	Nemesis	Adventure	PDF
<i>R.E.A.C.T.</i>	paNik Productions	R.E.A.C.T.	Core Setting Guide	PDF
<i>Blood Feast</i>	Pinnacle Entertainment Group	Savage World of Solomon Kane	Adventure	PDF
<i>Quantum Sliders: Brainpowered Beach Party</i>	Savage Mojo	Suzerain	Adventure	PDF
<i>Wellstone City Chronicles: Breaking Murphy</i>	Silver Gryphon Games	Wellstone City	Adventure	PDF

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Savage Insider Issue 7: End of Days is all about survival after the apocalypse. The pillar article *Technology Lost* discusses what conveniences and technology would be lost depending on how the apocalypse affected the world while *Religion in a Post-Apocalyptic Age* presents information about how the faithful are able to practice their religion in a world without some of our modern conveniences.

End of Days is a post-apocalyptic issue with content placed in an age where life on the new Earth is much different than that which we know today. This issue concentrates more on options and content for post-apocalyptic game play while offering a short adventure and fictional piece that can be interpreted onto your tabletop.

End of Days includes:

- Post-Apocalyptic Gear to equip your characters
- 2 flagship articles about life in a post-apocalyptic world
- A fictional piece set in a post-apocalyptic environment
- A one-sheet adventure module
- And more!

