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ASTHEN THORNS



JUST
INSERT
IMAGINATION

[illegible]

Setting Rules

In *Ashen Thorns*, nonplayer characters are not simply divided into Extras and enemy Wild Cards. They are encountered in greater levels of varying power, to include, weakest to strongest: Extras, Fiends, Left-hands, Wild Cards.

Boon areas and situations function just like a normal Trait Test. A Bane acts in reverse, meaning the player must use the **LOWEST** of the Trait Die and Wild Die.

This setting rule functions exactly as in the *Savage Worlds Deluxe*.

Every time a Power is used by an allied Witch (player character or nonplayer character), draw a card from the Action Deck; a Club indicates the Power attracted a dark power loyal to the Coven; the number indicates the capability of the foe. Consult the Coven Attraction Table below. A red Joker provides a +2 bonus to the next Power used and prevents notice for d4 nights. A black Joker forces the Witch to suffer backlash and their Spellcasting die is lowered by one type for d4 nights.

COVEN ATTRACTION TABLE

[illegible]

The Adventure

It is roughly nine years after the Plague consumed mankind, which vaulted the Grand Coven to rulership of the Earth. Now, the remnants of humanity, myth puts this number at 144,000 souls, are hunted by witchcraft, Familiars, Ghuls, and Nature itself. The survivors use guile, luck, and sometimes witchcraft to carry on surviving. Some choose to hunt back...

Our story begins on a rainy morning in Fort McHenry, Baltimore, Maryland. The Commune, numbering less than 30, continues to survive by hiding in the forest which sprung up around the landmark, but a darkness now casts its long shadow. There were signs of a Hex, spoiled milk, salted flesh, putrid water, but this morning is a true cause for alarm: Five children of the Commune are missing. The Commune gathers slowly, as the word spreads...

Tell each player to draw a card from the Action Deck, face down. Encourage roleplaying amongst the group as well as the members of the Commune. As the Commune gathers together, ask them to flip their Action Card face up. Proceed to ask open questions or present situations near them represented by the suit, as per the Interlude rules: the suit of the card drawn is a guide for the GM as to the motivation or current state of mind of the NPC (Spade-mournful, broken/Club-angry, cantankerous/Diamond-needy, desirous/Heart-hopeful, friendly). The suit indicates how the nonplayer characters fits into the story and assists in guiding them in roleplay. Now is a good time to reward a benny for role-playing Hindrances well in the situation.

After each person's card is revealed and they are in the middle of role-playing, there is a booming knock on the makeshift gate. On a successful Notice check, the player characters realize the animals have gone silent. Anyone peering out, sees a child standing 15 feet away. She is whimpering.

Anyone approaching her sees blood dripping from her hands; A Notice Test shows the cuts are actually Theban Runes. At five feet away, she lifts her face, displaying the thorns driven through her lips and fingernails (Fear Trait Test). Her eyes are missing as well. She begins to giggle maniacally, slowly lifting a few inches off of the ground as if hovering. If spoken to, she cries, "Mother is waiting to see you. She sees everything now". If she is touched by hand in any way, the inlaid damage field erupts (Trapping: the runes glow black, the offender begins to have old wounds, regardless of healed state, reopen and bleed). If she is attacked, she begins to scream, crying for her mother and father...who happens to be near the player characters. Roleplay this out as a

bereft father who will do almost anything to get to his girl. Allow the players another round of actions, discussions, planning, etc. then the girl's body begins to contort upon itself, as if unseen hands were crushing her to death. Then the Plague Swarm flies from her eyes, ears, and mouth. Draw initiative cards!

𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕𐄖𐄗𐄘𐄙𐄚𐄛𐄜𐄝𐄞𐄟𐄠𐄡𐄢𐄣𐄤𐄥𐄦𐄧𐄨𐄩𐄪𐄫𐄬𐄭𐄮𐄯𐄰𐄱𐄲𐄳𐄴𐄵𐄶𐄷𐄸𐄹𐄺𐄻𐄼𐄽𐄾𐄿𐅀𐅁𐅂𐅃𐅄𐅅𐅆𐅇𐅈𐅉𐅊𐅋𐅌𐅍𐅎𐅏𐅐𐅑𐅒𐅓𐅔𐅕𐅖𐅗𐅘𐅙𐅚𐅛𐅜𐅝𐅞𐅟𐅠𐅡𐅢𐅣𐅤𐅥𐅦𐅧𐅨𐅩𐅪𐅫𐅬𐅭𐅮𐅯𐅰𐅱𐅲𐅳𐅴𐅵𐅶𐅷𐅸𐅹𐅺𐅻𐅼𐅽𐅾𐅿𐆀𐆁𐆂𐆃𐆄𐆅𐆆𐆇𐆈𐆉𐆊𐆋𐆌𐆍𐆎𐆏𐆐𐆑𐆒𐆓𐆔𐆕𐆖𐆗𐆘𐆙𐆚𐆛𐆜𐆝𐆞𐆟𐆠𐆡𐆢𐆣𐆤𐆥𐆦𐆧𐆨𐆩𐆪𐆫𐆬𐆭𐆮𐆯𐆰𐆱𐆲𐆳𐆴𐆵𐆶𐆷𐆸𐆹𐆺𐆻𐆼𐆽𐆾𐆿𐇀𐇁𐇂𐇃𐇄𐇅𐇆𐇇𐇈𐇉𐇊𐇋𐇌𐇍𐇎𐇏𐇐𐇑𐇒𐇓𐇔𐇕𐇖𐇗𐇘𐇙𐇚𐇛𐇜𐇝𐇞𐇟𐇠𐇡𐇢𐇣𐇤𐇥𐇦𐇧𐇨𐇩𐇪𐇫𐇬𐇭𐇮𐇯𐇰𐇱𐇲𐇳𐇴𐇵𐇶𐇷𐇸𐇹𐇺𐇻𐇼𐇽𐇾𐇿𐈀𐈁𐈂𐈃𐈄𐈅𐈆𐈇𐈈𐈉𐈊𐈋𐈌𐈍𐈎𐈏𐈐𐈑𐈒𐈓𐈔𐈕𐈖𐈗𐈘𐈙𐈚𐈛𐈜𐈝𐈞𐈟𐈠𐈡𐈢𐈣𐈤𐈥𐈦𐈧𐈨𐈩𐈪𐈫𐈬𐈭𐈮𐈯𐈰𐈱𐈲𐈳𐈴𐈵𐈶𐈷𐈸𐈹𐈺𐈻𐈼𐈽𐈾𐈿𐉀𐉁𐉂𐉃𐉄𐉅𐉆𐉇𐉈𐉉𐉊𐉋𐉌𐉍𐉎𐉏𐉐𐉑𐉒𐉓𐉔𐉕𐉖𐉗𐉘𐉙𐉚𐉛𐉜𐉝𐉞𐉟𐉠𐉡𐉢𐉣𐉤𐉥𐉦𐉧𐉨𐉩𐉪𐉫𐉬𐉭𐉮𐉯𐉰𐉱𐉲𐉳𐉴𐉵𐉶𐉷𐉸𐉹𐉺𐉻𐉼𐉽𐉾𐉿𐊀𐊁𐊂𐊃𐊄𐊅𐊆𐊇𐊈𐊉𐊊𐊋𐊌𐊍𐊎𐊏𐊐𐊑𐊒𐊓𐊔𐊕𐊖𐊗𐊘𐊙𐊚𐊛𐊜𐊝𐊞𐊟𐊠𐊡𐊢𐊣𐊤𐊥𐊦𐊧𐊨𐊩𐊪𐊫𐊬𐊭𐊮𐊯𐊰𐊱𐊲𐊳𐊴𐊵𐊶𐊷𐊸𐊹𐊺𐊻𐊼𐊽𐊾𐊿𐋀𐋁𐋂𐋃𐋄𐋅𐋆𐋇𐋈𐋉𐋊𐋋𐋌𐋍𐋎𐋏𐋐𐋑𐋒𐋓𐋔𐋕𐋖𐋗𐋘𐋙𐋚𐋛𐋜𐋝𐋞𐋟𐋠𐋡𐋢𐋣𐋤𐋥𐋦𐋧𐋨𐋩𐋪𐋫𐋬𐋭𐋮𐋯𐋰𐋱𐋲𐋳𐋴𐋵𐋶𐋷𐋸𐋹𐋺𐋻𐋼𐋽𐋾𐋿𐌀𐌁𐌂𐌃𐌄𐌅𐌆𐌇𐌈𐌉𐌊𐌋𐌌𐌍𐌎𐌏𐌐𐌑𐌒𐌓𐌔𐌕𐌖𐌗𐌘𐌙𐌚𐌛𐌜𐌝𐌞𐌟𐌠𐌡𐌢𐌣𐌤𐌥𐌦𐌧𐌨𐌩𐌪𐌫𐌬𐌭𐌮𐌯𐌰𐌱𐌲𐌳𐌴𐌵𐌶𐌷𐌸𐌹𐌺𐌻𐌼𐌽𐌾𐌿𐍀𐍁𐍂𐍃𐍄𐍅𐍆𐍇𐍈𐍉𐍊𐍋𐍌𐍍𐍎𐍏𐍐𐍑𐍒𐍓𐍔𐍕𐍖𐍗𐍘𐍙𐍚𐍛𐍜𐍝𐍞𐍟𐍠𐍡𐍢𐍣𐍤𐍥𐍦𐍧𐍨𐍩𐍪𐍫𐍬𐍭𐍮𐍯𐍰𐍱𐍲𐍳𐍴𐍵𐍶𐍷𐍸𐍹𐍺𐍻𐍼𐍽𐍾𐍿𐎀𐎁𐎂𐎃𐎄𐎅𐎆𐎇𐎈𐎉𐎊𐎋𐎌𐎍𐎎𐎏𐎐𐎑𐎒𐎓𐎔𐎕𐎖𐎗𐎘𐎙𐎚𐎛𐎜𐎝𐎞𐎟𐎠𐎡𐎢𐎣𐎤𐎥𐎦𐎧𐎨𐎩𐎪𐎫𐎬𐎭𐎮𐎯𐎰𐎱𐎲𐎳𐎴𐎵𐎶𐎷𐎸𐎹𐎺𐎻𐎼𐎽𐎾𐎿𐏀𐏁𐏂𐏃𐏄𐏅𐏆𐏇𐏈𐏉𐏊𐏋𐏌𐏍𐏎𐏏𐏐𐏑𐏒𐏓𐏔𐏕𐏖𐏗𐏘𐏙𐏚𐏛𐏜𐏝𐏞𐏟𐏠𐏡𐏢𐏣𐏤𐏥𐏦𐏧𐏨𐏩𐏪𐏫𐏬𐏭𐏮𐏯𐏰𐏱𐏲𐏳𐏴𐏵𐏶𐏷𐏸𐏹𐏺𐏻𐏼𐏽𐏾𐏿𐐀𐐁𐐂𐐃𐐄𐐅𐐆𐐇𐐈𐐉𐐊𐐋𐐌𐐍𐐎𐐏𐐐𐐑𐐒𐐓𐐔𐐕𐐖𐐗𐐘𐐙𐐚𐐛𐐜𐐝𐐞𐐟𐐠𐐡𐐢𐐣𐐤𐐥𐐦𐐧𐐨𐐩𐐪𐐫𐐬𐐭𐐮𐐯𐐰𐐱𐐲𐐳𐐴𐐵𐐶𐐷𐐸𐐹𐐺𐐻𐐼𐐽𐐾𐐿𐑀𐑁𐑂𐑃𐑄𐑅𐑆𐑇𐑈𐑉𐑊𐑋𐑌𐑍𐑎𐑏𐑐𐑑𐑒𐑓𐑔𐑕𐑖𐑗𐑘𐑙𐑚𐑛𐑜𐑝𐑞𐑟𐑠𐑡𐑢𐑣𐑤𐑥𐑦𐑧𐑨𐑩𐑪𐑫𐑬𐑭𐑮𐑯𐑰𐑱𐑲𐑳𐑴𐑵𐑶𐑷𐑸𐑹𐑺𐑻𐑼𐑽𐑾𐑿𐒀𐒁𐒂𐒃𐒄𐒅𐒆𐒇𐒈𐒉𐒊𐒋𐒌𐒍𐒎𐒏𐒐𐒑𐒒𐒓𐒔𐒕𐒖𐒗𐒘𐒙𐒚𐒛𐒜𐒝𐒞𐒟𐒠𐒡𐒢𐒣𐒤𐒥𐒦𐒧𐒨𐒩𐒪𐒫𐒬𐒭𐒮𐒯𐒰𐒱𐒲𐒳𐒴𐒵𐒶𐒷𐒸𐒹𐒺𐒻𐒼𐒽𐒾𐒿𐓀𐓁𐓂𐓃𐓄𐓅𐓆𐓇𐓈𐓉𐓊𐓋𐓌𐓍𐓎𐓏𐓐𐓑𐓒𐓓𐓔𐓕𐓖𐓗𐓘𐓙𐓚𐓛𐓜𐓝𐓞𐓟𐓠𐓡𐓢𐓣𐓤𐓥𐓦𐓧𐓨𐓩𐓪𐓫𐓬𐓭𐓮𐓯𐓰𐓱𐓲𐓳𐓴𐓵𐓶𐓷𐓸𐓹𐓺𐓻𐓼𐓽𐓾𐓿𐔀𐔁𐔂𐔃𐔄𐔅𐔆𐔇𐔈𐔉𐔊𐔋𐔌𐔍𐔎𐔏𐔐𐔑𐔒𐔓𐔔𐔕𐔖𐔗𐔘𐔙𐔚𐔛𐔜𐔝𐔞𐔟𐔠𐔡𐔢𐔣𐔤𐔥𐔦𐔧𐔨𐔩𐔪𐔫𐔬𐔭𐔮𐔯𐔰𐔱𐔲𐔳𐔴𐔵𐔶𐔷𐔸𐔹𐔺𐔻𐔼𐔽𐔾𐔿𐕀𐕁𐕂𐕃𐕄𐕅𐕆𐕇𐕈𐕉𐕊𐕋𐕌𐕍𐕎𐕏𐕐𐕑𐕒𐕓𐕔𐕕𐕖𐕗𐕘𐕙𐕚𐕛𐕜𐕝𐕞𐕟𐕠𐕡𐕢𐕣𐕤𐕥𐕦𐕧𐕨𐕩𐕪𐕫𐕬𐕭𐕮𐕯𐕰𐕱𐕲𐕳𐕴𐕵𐕶𐕷𐕸𐕹𐕺𐕻𐕼𐕽𐕾𐕿𐖀𐖁𐖂𐖃𐖄𐖅𐖆𐖇𐖈𐖉𐖊𐖋𐖌𐖍𐖎𐖏𐖐𐖑𐖒𐖓𐖔𐖕𐖖𐖗𐖘𐖙𐖚𐖛𐖜𐖝𐖞𐖟𐖠𐖡𐖢𐖣𐖤𐖥𐖦𐖧𐖨𐖩𐖪𐖫𐖬𐖭𐖮𐖯𐖰𐖱𐖲𐖳𐖴𐖵𐖶𐖷𐖸𐖹𐖺𐖻𐖼𐖽𐖾𐖿𐗀𐗁𐗂𐗃𐗄𐗅𐗆𐗇𐗈𐗉𐗊𐗋𐗌𐗍𐗎𐗏𐗐𐗑𐗒𐗓𐗔𐗕𐗖𐗗𐗘𐗙𐗚𐗛𐗜𐗝𐗞𐗟𐗠𐗡𐗢𐗣𐗤𐗥𐗦𐗧𐗨𐗩𐗪𐗫𐗬𐗭𐗮𐗯𐗰𐗱𐗲𐗳𐗴𐗵𐗶𐗷𐗸𐗹𐗺𐗻𐗼𐗽𐗾𐗿𐘀𐘁𐘂𐘃𐘄𐘅𐘆𐘇𐘈𐘉𐘊𐘋𐘌𐘍𐘎𐘏𐘐𐘑𐘒𐘓𐘔𐘕𐘖𐘗𐘘𐘙𐘚𐘛𐘜𐘝𐘞𐘟𐘠𐘡𐘢𐘣𐘤𐘥𐘦𐘧𐘨𐘩𐘪𐘫𐘬𐘭𐘮𐘯𐘰𐘱𐘲𐘳𐘴𐘵𐘶𐘷𐘸𐘹𐘺𐘻𐘼𐘽𐘾𐘿𐙀𐙁𐙂𐙃𐙄𐙅𐙆𐙇𐙈𐙉𐙊𐙋𐙌𐙍𐙎𐙏𐙐𐙑𐙒𐙓𐙔𐙕𐙖𐙗𐙘𐙙𐙚𐙛𐙜𐙝𐙞𐙟𐙠𐙡𐙢𐙣𐙤𐙥𐙦𐙧𐙨𐙩𐙪𐙫𐙬𐙭𐙮𐙯𐙰𐙱𐙲𐙳𐙴𐙵𐙶𐙷𐙸𐙹𐙺𐙻𐙼𐙽𐙾𐙿𐚀𐚁𐚂𐚃𐚄𐚅𐚆𐚇𐚈𐚉𐚊𐚋𐚌𐚍𐚎𐚏𐚐𐚑𐚒𐚓𐚔𐚕𐚖𐚗𐚘𐚙𐚚𐚛𐚜𐚝𐚞𐚟𐚠𐚡𐚢𐚣𐚤𐚥𐚦𐚧𐚨𐚩𐚪𐚫𐚬𐚭𐚮𐚯𐚰𐚱𐚲𐚳𐚴𐚵𐚶𐚷𐚸𐚹𐚺𐚻𐚼𐚽𐚾𐚿𐛀𐛁𐛂𐛃𐛄𐛅𐛆𐛇𐛈𐛉𐛊𐛋𐛌𐛍𐛎𐛏𐛐𐛑𐛒𐛓𐛔𐛕𐛖𐛗𐛘𐛙𐛚𐛛𐛜𐛝𐛞𐛟𐛠𐛡𐛢𐛣𐛤𐛥𐛦𐛧𐛨𐛩𐛪𐛫𐛬𐛭𐛮𐛯𐛰𐛱𐛲𐛳𐛴𐛵𐛶𐛷𐛸𐛹𐛺𐛻𐛼𐛽𐛾𐛿𐜀𐜁𐜂𐜃𐜄𐜅𐜆𐜇𐜈𐜉𐜊𐜋𐜌𐜍𐜎𐜏𐜐𐜑𐜒𐜓𐜔𐜕𐜖𐜗𐜘𐜙𐜚𐜛𐜜𐜝𐜞𐜟𐜠𐜡𐜢𐜣𐜤𐜥𐜦𐜧𐜨𐜩𐜪𐜫𐜬𐜭𐜮𐜯𐜰𐜱𐜲𐜳𐜴𐜵𐜶𐜷𐜸𐜹𐜺𐜻𐜼𐜽𐜾𐜿𐝀𐝁𐝂𐝃𐝄𐝅𐝆𐝇𐝈𐝉𐝊𐝋𐝌𐝍𐝎𐝏𐝐𐝑𐝒𐝓𐝔𐝕𐝖𐝗𐝘𐝙𐝚𐝛𐝜𐝝𐝞𐝟𐝠𐝡𐝢𐝣𐝤𐝥𐝦𐝧𐝨𐝩𐝪𐝫𐝬𐝭𐝮𐝯𐝰𐝱𐝲𐝳𐝴𐝵𐝶𐝷𐝸𐝹𐝺𐝻𐝼𐝽𐝾𐝿𐞀𐞁𐞂𐞃𐞄𐞅𐞆𐞇𐞈𐞉𐞊𐞋𐞌𐞍𐞎𐞏𐞐𐞑𐞒𐞓𐞔𐞕𐞖𐞗𐞘𐞙𐞚𐞛𐞜𐞝𐞞𐞟𐞠𐞡𐞢𐞣𐞤𐞥𐞦𐞧𐞨𐞩𐞪𐞫𐞬𐞭𐞮𐞯𐞰𐞱𐞲𐞳𐞴𐞵𐞶𐞷𐞸𐞹𐞺𐞻𐞼𐞽𐞾𐞿𐟀𐟁𐟂𐟃𐟄𐟅𐟆𐟇𐟈𐟉𐟊𐟋𐟌𐟍𐟎𐟏𐟐𐟑𐟒𐟓𐟔𐟕𐟖𐟗𐟘𐟙𐟚𐟛𐟜𐟝𐟞𐟟𐟠𐟡𐟢𐟣𐟤𐟥𐟦𐟧𐟨𐟩𐟪𐟫𐟬𐟭𐟮𐟯𐟰𐟱𐟲𐟳𐟴𐟵𐟶𐟷𐟸𐟹𐟺𐟻𐟼𐟽𐟾𐟿𐠀𐠁𐠂𐠃𐠄𐠅𐠆𐠇𐠈𐠉𐠊𐠋𐠌𐠍𐠎𐠏𐠐𐠑𐠒𐠓𐠔𐠕𐠖𐠗𐠘𐠙𐠚𐠛𐠜𐠝𐠞𐠟𐠠𐠡𐠢𐠣𐠤𐠥𐠦𐠧𐠨𐠩𐠪𐠫𐠬𐠭𐠮𐠯𐠰𐠱𐠲𐠳𐠴𐠵𐠶𐠷𐠸𐠹𐠺𐠻𐠼𐠽𐠾𐠿𐡀𐡁𐡂𐡃𐡄𐡅𐡆𐡇𐡈𐡉𐡊𐡋𐡌𐡍𐡎𐡏𐡐𐡑𐡒𐡓𐡔𐡕𐡖𐡗𐡘𐡙𐡚𐡛𐡜𐡝𐡞𐡟𐡠𐡡𐡢𐡣𐡤𐡥𐡦𐡧𐡨𐡩𐡪𐡫𐡬𐡭𐡮𐡯𐡰𐡱𐡲𐡳𐡴𐡵𐡶𐡷𐡸𐡹𐡺𐡻𐡼𐡽𐡾𐡿𐢀𐢁𐢂𐢃𐢄𐢅𐢆𐢇𐢈𐢉𐢊𐢋𐢌𐢍𐢎𐢏𐢐𐢑𐢒𐢓𐢔𐢕𐢖𐢗𐢘𐢙𐢚𐢛𐢜𐢝𐢞𐢟𐢠𐢡𐢢𐢣𐢤𐢥𐢦𐢧𐢨𐢩𐢪𐢫𐢬𐢭𐢮𐢯𐢰𐢱𐢲𐢳𐢴𐢵𐢶𐢷𐢸𐢹𐢺𐢻𐢼𐢽𐢾𐢿𐣀𐣁𐣂𐣃𐣄𐣅𐣆𐣇𐣈𐣉𐣊𐣋𐣌𐣍𐣎𐣏𐣐𐣑𐣒𐣓𐣔𐣕𐣖𐣗𐣘𐣙𐣚𐣛𐣜𐣝𐣞𐣟𐣠𐣡𐣢𐣣𐣤𐣥𐣦𐣧𐣨𐣩𐣪𐣫𐣬𐣭𐣮𐣯𐣰𐣱𐣲𐣳𐣴𐣵𐣶𐣷𐣸𐣹𐣺𐣻𐣼𐣽𐣾𐣿𐤀𐤁𐤂𐤃𐤄𐤅𐤆𐤇𐤈𐤉𐤊𐤋𐤌𐤍𐤎𐤏𐤐𐤑𐤒𐤓𐤔𐤕𐤖𐤗𐤘𐤙𐤚𐤛𐤜𐤝𐤞𐤟𐤠𐤡𐤢𐤣𐤤𐤥𐤦𐤧𐤨𐤩𐤪𐤫𐤬𐤭𐤮𐤯𐤰𐤱𐤲𐤳𐤴𐤵𐤶𐤷𐤸𐤹𐤺𐤻𐤼𐤽𐤾𐤿𐥀𐥁𐥂𐥃𐥄𐥅𐥆𐥇𐥈𐥉𐥊𐥋𐥌𐥍𐥎𐥏𐥐𐥑𐥒𐥓𐥔𐥕𐥖𐥗𐥘𐥙𐥚𐥛𐥜𐥝𐥞𐥟𐥠𐥡𐥢𐥣𐥤𐥥𐥦𐥧𐥨𐥩𐥪𐥫𐥬𐥭𐥮𐥯𐥰𐥱𐥲𐥳𐥴𐥵𐥶𐥷𐥸𐥹𐥺𐥻𐥼𐥽𐥾𐥿𐦀𐦁𐦂𐦃𐦄𐦅𐦆𐦇𐦈𐦉𐦊𐦋𐦌𐦍𐦎𐦏𐦐𐦑𐦒𐦓𐦔𐦕𐦖𐦗𐦘𐦙𐦚𐦛𐦜𐦝𐦞𐦟𐦠𐦡𐦢𐦣𐦤𐦥𐦦𐦧𐦨𐦩𐦪𐦫𐦬𐦭𐦮𐦯𐦰𐦱𐦲𐦳𐦴𐦵𐦶𐦷𐦸𐦹𐦺𐦻𐦼𐦽𐦾𐦿𐧀𐧁𐧂𐧃𐧄𐧅𐧆𐧇𐧈𐧉𐧊𐧋𐧌𐧍𐧎𐧏𐧐𐧑𐧒𐧓𐧔𐧕𐧖𐧗𐧘𐧙𐧚𐧛𐧜𐧝𐧞𐧟𐧠𐧡𐧢𐧣𐧤𐧥𐧦𐧧𐧨𐧩𐧪𐧫𐧬𐧭𐧮𐧯𐧰𐧱𐧲𐧳𐧴𐧵𐧶𐧷𐧸𐧹𐧺𐧻𐧼𐧽𐧾𐧿𐨀𐨁𐨂𐨃𐨄𐨅𐨆𐨇𐨈𐨉𐨊𐨋𐨌𐨍𐨎𐨏𐨐𐨑𐨒𐨓𐨔𐨕𐨖𐨗𐨘𐨙𐨚𐨛𐨜𐨝𐨞𐨟𐨠𐨡𐨢𐨣𐨤𐨥𐨦𐨧𐨨𐨩𐨪𐨫𐨬𐨭𐨮𐨯𐨰𐨱𐨲𐨳𐨴𐨵𐨶𐨷𐨹𐨺𐨸𐨻𐨼𐨽𐨾𐨿𐩀𐩁𐩂𐩃𐩄𐩅𐩆𐩇𐩈𐩉𐩊𐩋𐩌𐩍𐩎𐩏𐩐𐩑𐩒𐩓𐩔𐩕𐩖𐩗𐩘𐩙𐩚𐩛𐩜𐩝𐩞𐩟𐩠𐩡𐩢𐩣𐩤𐩥𐩦𐩧𐩨𐩩𐩪𐩫𐩬𐩭𐩮𐩯𐩰𐩱𐩲𐩳𐩴𐩵𐩶𐩷𐩸𐩹𐩺𐩻𐩼𐩽𐩾𐩿𐪀𐪁𐪂𐪃𐪄𐪅𐪆𐪇𐪈𐪉𐪊𐪋𐪌𐪍𐪎𐪏𐪐𐪑𐪒𐪓𐪔𐪕𐪖𐪗𐪘𐪙𐪚𐪛𐪜𐪝𐪞𐪟𐪠𐪡𐪢𐪣𐪤𐪥𐪦𐪧𐪨𐪩𐪪𐪫𐪬𐪭𐪮𐪯𐪰𐪱𐪲𐪳𐪴𐪵𐪶𐪷𐪸𐪹𐪺𐪻𐪼𐪽𐪾𐪿𐫀𐫁𐫂𐫃𐫄𐫅𐫆𐫇𐫈𐫉𐫊𐫋𐫌𐫍𐫎𐫏𐫐𐫑𐫒𐫓𐫔𐫕𐫖𐫗𐫘𐫙𐫚𐫛𐫜𐫝𐫞𐫟𐫠𐫡𐫢𐫣𐫤𐫦𐫥𐫧𐫨𐫩𐫪𐫫𐫬𐫭𐫮𐫯𐫰𐫱𐫲𐫳𐫴𐫵𐫶𐫷𐫸𐫹𐫺𐫻𐫼𐫽𐫾𐫿𐬀𐬁𐬂𐬃𐬄𐬅𐬆𐬇𐬈𐬉𐬊𐬋𐬌𐬍𐬎𐬏𐬐𐬑𐬒𐬓𐬔𐬕𐬖𐬗𐬘𐬙𐬚𐬛𐬜𐬝𐬞𐬟𐬠𐬡𐬢𐬣𐬤𐬥𐬦𐬧𐬨𐬩𐬪𐬫𐬬𐬭𐬮𐬯𐬰𐬱𐬲𐬳𐬴𐬵𐬶𐬷𐬸𐬹𐬺𐬻𐬼𐬽𐬾𐬿𐭀𐭁𐭂𐭃𐭄𐭅𐭆𐭇𐭈𐭉𐭊𐭋𐭌𐭍𐭎𐭏𐭐𐭑𐭒𐭓𐭔𐭕𐭖𐭗𐭘𐭙𐭚𐭛𐭜𐭝𐭞𐭟𐭠𐭡𐭢𐭣𐭤𐭥𐭦𐭧𐭨𐭩𐭪𐭫𐭬𐭭𐭮𐭯𐭰𐭱𐭲𐭳𐭴𐭵𐭶𐭷𐭸𐭹𐭺𐭻𐭼𐭽𐭾𐭿𐮀𐮁𐮂𐮃𐮄𐮅𐮆𐮇𐮈𐮉𐮊𐮋𐮌𐮍𐮎𐮏𐮐𐮑𐮒𐮓𐮔𐮕𐮖𐮗𐮘𐮙𐮚𐮛𐮜𐮝𐮞𐮟𐮠𐮡𐮢𐮣𐮤𐮥𐮦𐮧𐮨𐮩𐮪𐮫𐮬𐮭𐮮𐮯𐮰𐮱𐮲𐮳𐮴𐮵𐮶𐮷𐮸𐮹𐮺𐮻𐮼𐮽𐮾𐮿𐯀𐯁𐯂𐯃𐯄𐯅𐯆𐯇𐯈𐯉𐯊𐯋𐯌𐯍𐯎𐯏𐯐𐯑𐯒𐯓𐯔𐯕𐯖𐯗𐯘𐯙𐯚𐯛𐯜𐯝𐯞𐯟𐯠𐯡𐯢𐯣𐯤𐯥𐯦𐯧𐯨𐯩𐯪𐯫𐯬𐯭𐯮𐯯𐯰𐯱𐯲𐯳𐯴𐯵𐯶𐯷𐯸𐯹𐯺𐯻𐯼𐯽𐯾𐯿𐰀𐰁𐰂𐰃𐰄𐰅𐰆𐰇𐰈𐰉𐰊𐰋𐰌𐰍𐰎𐰏𐰐𐰑𐰒𐰓𐰔𐰕𐰖𐰗𐰘𐰙𐰚𐰛𐰜𐰝𐰞𐰟𐰠𐰡𐰢𐰣𐰤𐰥𐰦𐰧𐰨𐰩𐰪𐰫𐰬𐰭𐰮𐰯𐰰𐰱𐰲𐰳𐰴

A Club results in a -2 penalty to the Trait Test, and if failed, will force a combat between the heroes and all three of the Banished Witches plus their combined Ghuls (2 per Wild Cards); this also marks the location of the Heart of the Grove. A Joker equals an automatic success as well as a +2 on the next Trait Test, if required. Every Raise counts towards the goal of five successes, so theoretically, the goal could be reached in one round on a lucky roll. That is fine, as the Heart of the Grove is a dangerous place to find yourself. If the PCs elect to flee from an encounter, run this as a Chase; if they elude their predator(s), grant them a benny each as well as one success.

THE HEART OF THE GROVE

This is quite literally, a heart, gigantic and placed into a Honey Locust tree. And it gives off a sickly blackish green glow, which brightens and dims with each beat. It is here that the Banished Witches gather in congress and create more Thralls from hapless victims. But not from children. They are passed quickly to the Hag, though one child does remain here, bound to the Tree. You see, the Witches are contemplating carving him up for the fat and marrow and now a political debate is currently underway. There are three Banished Witches, each with 3 Ghuls per Wild Card character. The debate will last only three more rounds, after which the Witches will agree to cut the arms and legs from the child and send the torso forward. If a Remnant wishes to attack in stealth, follow the rules for such; success indicates they are hidden, while a raise indicates they have The Drop due to luck. If a player-character fires a ranged weapon into the throng of Witches, the innocent bystander rule shall apply to the child.

Combat in the Heart of the Grove reflects a dynamic battlefield, represented by a coin, die, chit, anything with even and odd indicators. Place the object with the odd indicator face up; this means the Bane Setting Rule is in play. Each round, flip the object to reflect the opposite (Bane, Boon, Bane, Boon, Bane, etc.) as this reflects the nature of the world and the closeness to an artifact of evil. If the Remnants seek to destroy the Heart, treat this as an Object with a Parry of 2 and a Toughness of 12 (4 Armor). Destruction of the Heart will instantly kill all Thralls and force the remaining Witches to flee.

Any investigation of the Grove will uncover Ghul hides stretched out for drying (Success), a Testament of Broken Oaths (Raise), and a strange charm with a living eye placed upon it (2 or more Raises). The charm will detect as magic (Knowledge (The Craft) and/or can be identified as a Hag Eye (Knowledge (The Craft)); a Raise on this test yields the domain of the Hag as Riverside Park. If the child lives, he can be calmed, though any use of Witchcraft to do so should be frowned upon in

roleplaying. He is able to tell the party that the others were taken to the Park to play (Common Knowledge Trait Test identifies this as Riverside Park).

THE HAG OF RIVERSIDE PARK

Locating the Hag is a simple affair, she fears no creature in this realm, save a full member of the Grand Coven. A Hex*Bane will give her pause, but not fear. She established her lair at the northern end of the brackish, poisonous reflecting pool. The ground throughout this place is littered with the bones of her victims, animals and people. Immediately upon seeing this, call for a Fear Test. To make matters worse, the screams and cries of children can be heard prior to entry into the Pool area.

The Hag is found in media res, that is just finished her grisly task. As the party advances, she turns menacingly, the shadowy form of a child obscured by her immense form. Stealth is an option, as before. Once again, this is her domain and as such, any combat (likely) will be to the disadvantage of the party. Set aside three cards for the GM, representing the Hag. These are her Dominance Actions, as the combat rages, the Hag may spend one benny to activate a Dominance Action in addition to her normal actions and movement for the round. If she spends the Benny, flip the card over, and compare it to the chart below.

Card	Encounter
2-6	Cold (Temp becomes 40 below 0) -2 to Fatigue Test
7-10	Heat (Temp becomes 100) -2 to Fatigue Test
Jack	Sleep (as if they have not slept in 36 hours) -2 to Fatigue Test
Queen	Poison (Paralysis) -2 Vigor Test
King	Poison (Lethal) -2 Vigor Test
Ace	Entangle (d6 Trait Test)
Joker	Havoc (d6 Trait Test)

THE THING IN THE POOL

Treat as a Water Elemental (see Savage Worlds) sans invulnerability and which takes the form of tentacles. This lashes out at anyone entering or standing next to the water. As an option, the Hag may spend one Benny to control the Thing for one round in lieu of her normal action.

EPILOGUE

Once the Hag is defeated and the children rescued, the party may freely return to the Fort. They may return with any and all souvenirs they see fit and care to explain. They must also know, they most certainly gained the notice of the Grand Coven...

BESTIARY

Banished Witches

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

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

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

Hindrances: Various

Edges: Arcane Background (Magic), New Power, Power Points

Gear: Nature's Gossamer (+1), Sickles (Str+d4)

Abilities:

- Spells: Banished Witches typically have 15 Power Points and know armor (nature/thorns trapping), fear, and zombie.



Ghuls

Ghuls are vile scavengers, feasting off carrion and unfortunate victims who cross their path.

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

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

Pace: 6; Parry: 5; Toughness: 8

Abilities:

- Claws: Str+d4.
- Infravision: Ghuls halve penalties (round down) for bad lighting when attacking living targets.
- Keen Nose: Ghuls get +2 to Notice and Tracking rolls against living targets.
- Paralysis: Victims of a Ghul's claw attacks must make a Vigor roll at -2 or be paralyzed for 1d6 rounds.
- Undead: +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Immune to disease and poison.

The Plague Swarm

(See Swarm in *Savage Worlds Deluxe*)

Witch trees

Witch trees are regular trees animated through Witchcraft. They are not sentient, but possess animal-like intelligence.

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

Skills: Fighting: d8, Notice: d6

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

Abilities:

- Armor +4: Thick bark.
- Branch Swipe: Str+d6, Reach 1.
- Huge: Attackers are +4 to attack rolls against a Witch tree due to its size
- Plant: Plants are not subject to Fear and Tests of Will.
- Size +8: An average war tree is over 40' tall.
- Stomp: Str+d10. The creature is naturally adept at using its full weight to smash its foes. Nonrigid armor (leather, chain mail) offers no protection against the stomp.
- Sweep: A Witch tree can attack all adjacent opponents at no penalty.
- Weakness (Fire): Fire attacks cause +4 damage.

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Artwork: Brenna W, Morné Schaap

The Hag of Riverside Park

These cannibalistic ogres have powerful magical abilities. They are fond of eating children, but are not picky and eat nearly anything made of meat.

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

Skills: Fighting: d6, Intimidation: d8, Knowledge (Arcana): d6, Notice: d6, Persuasion: d12,

Spellcasting: d10, Taunt: d6

Charisma: -2; Pace: 5; Parry: 5; Toughness: 6

Abilities:

- Claws: Str+d6
- Fear: Anyone seeing a hag must make a Fear check.
- Cold Iron Weakness: Cold Iron weapons striking a Hag add 1d6 to the damage roll.
- Spells: Hags have 20 Power Points and typically know the following spells: armor (iron skin), boost/lower trait (blessing/curse), fear (hideous visage), obscure (dark cloud), puppet (persuasive words), and quickness (superhuman reflexes).

WYRDING WAYS

Adventure Term	Definition
Athame	A Witch's ceremonial blade, power focus
Commune	A small gathering of Remnants, usually hidden and well-defended.
Coven	A gathering of Witches
Familiar	A human who pledged body, mind, and soul to the Grand Coven; a Witch may use her familiar as an extension of senses.
Fyre	A cold-blue flame, normally the manifestation of a Hex*Bane's Rituals
Ghul	Those who were once human, but fell to the Plague and became a ravenous, blood-thirsty creature which dwells somewhere between life and death.
Hex	A spell, Power, Witchcraft
Hex*Bane	A special soul touched in some way by Witchcraft, before, during, or after their birth.
Mendicant	A beggar, or one who lives via begging
Plague	The Apocalypse, the End of Times, the Grand Hex; the proper noun for the witchcraft which brought about the end days
Remnant	The term used for the remaining population of human beings not loyal to the Grand Coven
Theban	The ancient alphabet and language of Witches
The Grand Coven	The ruling Witches of the world

Name _____

Concept: *Hex*Bone*

You were born with the curse of Witchcraft flowing through you, but you were not meant to be a Witch. In fact, you were never wanted at all. However, your mother birthed you in secret and brought you to the Commune you currently serve. Growing up with the ability to feel the Hex around you, to lose control of it and watch in terror as it manifested into blue flames or weakened others...was almost too much. The local mendicant took great interest in you, taught you a few things here and there about the world as it is now and she even taught you to control your curse by lengthening the time required to manifest it. While it is not always easy, and many still fear you and your curse, you are instrumental in protecting the Commune. You killed one Witch already, and you always stand ready to hunt those who placed a price on your head. And maybe you can find release from this mortal coil...

<div>D8</div>	<div>D6</div>	<div>D8</div>	<div>D8</div>	<div>D6</div>	<div>0</div>	<div>6</div>	<div>7</div>	<div>7(2)</div>
AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR	CHARISMA	PACE	PARRY	TOUGHNESS

SKILLS		
<div>D8</div> <div>Faith</div>	<div>D8</div> <div>Intimidation</div>	<div>D6</div> <div>Knowledge (The Craft)</div>
<div>D10</div> <div>Fighting</div>	<div>D6</div> <div>Investigation</div>	<div>D8</div> <div>Notice</div>
<div>D6</div> <div>Repair</div>	<div>D8</div> <div>Throwing</div>	<div></div>
<div>D6</div> <div>Stealth</div>	<div>D6</div> <div>Tracking</div>	<div></div>

HINDRANCES	EDGES
Enemy; Wanted; Death Wish	AB (Miracles)[Called Hex*Bone], New Power,
	Sweep

POWERS	Powerpoints
(Trappings): boost/lower trait (Tonics, Charms), smite (Fyre)	10 PP

GEAR
Bastard Sword (Str+d10) (Cold Iron); Armored Coat (+2)

WOUNDS	
<div>-1</div> <div></div>	<div>-1</div> <div></div>
<div>-2</div> <div></div>	<div>-2</div> <div></div>
<div>-3</div> <div></div>	<div></div>
<div></div>	
FATIGUE	
<div>-2</div> <div></div>	<div></div>
<div>-1</div> <div></div>	<div></div>

Name _____

Concept: *Fallen Witch*

You came late to the Commune, though you were never trusted. Once a servant of a Hag, you betrayed Her for a cause/goal/desire/complication known, thus far, only to you. The Commune folk need your talents, yet they are quick to cast blame for poor harvests, ill omens, or unfaithful spouses. You take their hypocrisy and let it maintain you in the chill of winter and the fever of summer; you are superior in purpose and design. There will come a time wherein your betrayal and the well-being of the Commune meet, and when that day arrives, you stand ready to provide a full accounting.

<div>D8</div>	<div>D8</div>	<div>D8</div>	<div>D4</div>	<div>D4</div>	<div>-2</div>	<div>6</div>	<div>4</div>	<div>4</div>
AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR	CHARISMA	PACE	PARRY	TOUGHNESS

SKILLS					
Fighting	D4				
Intimidation	D6				
Knowledge (The Craft)	D8				
Notice	D6				
Shooting	D4				
Spellcasting	D8				

HINDRANCES	EDGES
Vengeful; Outsider; Wanted	AB (Magic), Power Points, New Power (2X)

POWERS	Powerpoints
barrier, blast, boost/lower trait, entangle, healing, mind reading	15 PP

GEAR
Atthane (Dagger) (Str+d4) (Cold Iron)

WOUNDS
<div>-1</div> <div></div>
<div>-2</div> <div></div>
<div>-3</div> <div></div>
<div></div>
FATIGUE
<div>-2</div> <div></div>
<div>-1</div> <div></div>

Name _____

Concept: *Scout*

No one ever really took well to you. Not as a child, not as an adult, not even the animal denizens of the wildlands you so love. It is not anything you do, it is just, well...you. You prefer to dwell alone. Eat, alone. Sleep, alone. You've always been this way, communing with nature, as bewitched as it currently lies, was always preferential to keeping with others. Joining on as a deep-wilds scout was a very easy choice, and one which you take very seriously- you will kill and threat to the Commune. You proved that by bashing in the head of a corrupted member of the Commune with a rock, once you learned they were ensorcelled by a witch. You proved this by allowing yourself to be taken prisoner by a fallen witch rather than allow her to gain the path to the Commune. And you never broke...did you?

<div>D8</div>	<div>D6</div>	<div>D6</div>	<div>D6</div>	<div>D8</div>	<div>-2</div>	<div>6</div>	<div>5</div>	<div>8(2)</div>
AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR	CHARISMA	PACE	PARRY	TOUGHNESS

SKILLS					
<div>D6</div>	<div>D8</div>	<div>D6</div>	<div>D6</div>	<div>D6</div>	<div>D10</div>
climbing	Knowledge (Nature)	Notice	stealth	Tracking	
<div>D6</div>	<div>D6</div>	<div>D6</div>	<div>D8</div>	<div></div>	<div></div>
Fighting	Lockpicking	Shooting	Survival		

HINDRANCES	EDGES
Loner (Outsider); Your (keep the Commune secret); Heroic	Woodsmen; Luck

POWERS	Powerpoints

GEAR
M4 (5.56)(Range: 24/48/96, 2d8, ROF 3, Shots 30, AP 2, Auto);
Crossbow; Knife; Tomahawk

WOUNDS	
<div>-1</div>	<div></div>
<div>-2</div>	<div></div>
<div>-3</div>	<div></div>
	
FATIGUE	
<div>-2</div>	<div></div>
<div>-1</div>	<div></div>

Name _____

Concept: *Commune Marksman*

Better? Better than whom, exactly? There is no one better. Period, no further discussion. This is not a game, or some sick, zombie-flick fantasy; this is life and that is the realm in which you hunt. You don't man the walls to laugh, or drink up the pleasure of the slaughter, you do it because no one else can be trusted to do it with perfection. These degenerate creatures took your loved ones from you and unto them shall you bring death. Not only of the body, but of their entire being, for the Lord said, "Do not think that I have come to bring peace to the earth. I have not come to bring peace, but a sword".

<div>D10</div>	<div>D6</div>	<div>D6</div>	<div>D6</div>	<div>0</div>	<div>6</div>	<div>5</div>	<div>5</div>
AGILITY	SMARTS	SPIRIT	STRENGTH	CHARISMA	PACE	PARRY	TOUGHNESS

<div>SKILLS</div>			
<div>Fighting</div> <div>D6</div>	<div>Shooting</div> <div>D10</div>	<div>+5 skill points</div> <div></div>	<div></div>
<div>Notice</div> <div>D6</div>	<div>Taunt</div> <div>D6</div>	<div></div>	<div></div>

<div>HINDRANCES</div>	<div>EDGES</div>
<div>Overconfident, The Chant (Quirk), Vengeful</div>	<div>Alertness, Marksman</div>

<div>POWERS</div>	<div>Powerpoints</div>
<div></div>	<div></div>

<div>GEAR</div>
<div>Hunting Rifle (.308) (Range 24/48/96, 2d8+1, Shots 5, AP 2, Bolt-Action); Survival Knife (Str+d4+1)</div>

<div>WOUNDS</div>
<div>-1</div> <div></div>
<div>-2</div> <div></div>
<div>-3</div> <div></div>
<div></div>
<div>FATIGUE</div>
<div>-2</div> <div></div>
<div>-1</div> <div></div>

Name _____

Concept: Commune Survivalist

sure, the world as we knew it and loved it ended. So what? This is the new world, full of potential, full of mysteries, full of...them. But nevermind them, this is a time for those who can to do, to prove social Darwinism was wrong. The smart will not only survive, but shall drag the low brow cretin with them. Just need to try and be more cautious, was that one of them? No, can't be. Not inside. Sigh. Inside isn't where the best kitsch lies, ready to re-worked in order to keep the morons breathing, eating, and breeding. Just gotta stop telling them how ignorant they are, especially when they are cutting up freshly killed animals all over your "junk". Idiots.

D6	D8	D8	D6	D8	-2	6	2	5
AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR	CHARISMA	PACE	PARRY	TOUGHNESS

SKILLS

D6	D10	D6			
Investigation	Know (History)	Repair			
D10	D8				
Know (Science)	Notice				

HINDRANCES

EDGES

Phobia (Ghuls); Curious; Razored (Ugly)

Jack-of-All-Trades; McGyver; Scholar

POWERS

Powerpoints

GEAR

Glock 17 (9mm)(Range: 12/24/48, 2d6, Shots 15, ROF 1); Bow (PVC Recurve) (Range: 12/24/48, 2d6, ROF 1, Shots 9, Min Str d6); Survival Knife (Range: 3/6/12, Str+d4)



WOUNDS

-1

-2

-3

FATIGUE

-2

-1



NAME _____

WOUNDS

-1

-2

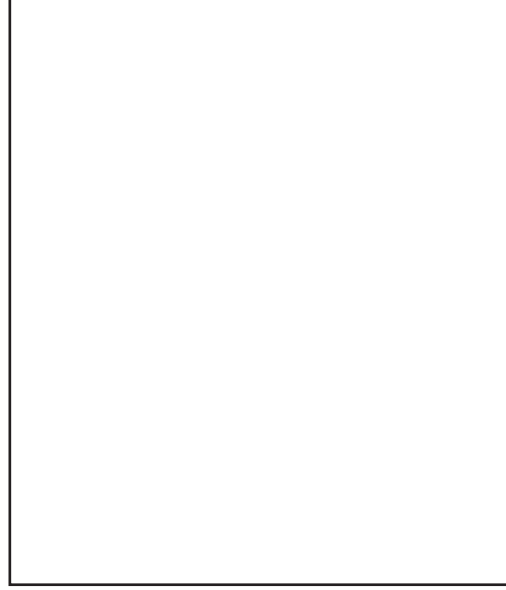
-3



FATIGUE

-2

-1



PARRY TOUGHNESS

7

12/2

INITIATIVE CARD



NAME _____

WOUNDS

-1

-2

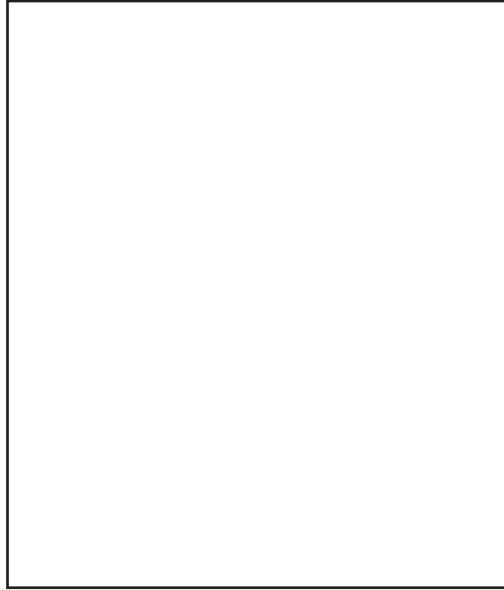
-3



FATIGUE

-2

-1



PARRY TOUGHNESS



INITIATIVE CARD



NAME _____

WOUNDS

-1

-2

-3



FATIGUE

-2

-1



PARRY TOUGHNESS

5

8(2)

INITIATIVE CARD



NAME _____

WOUNDS

-1

-2

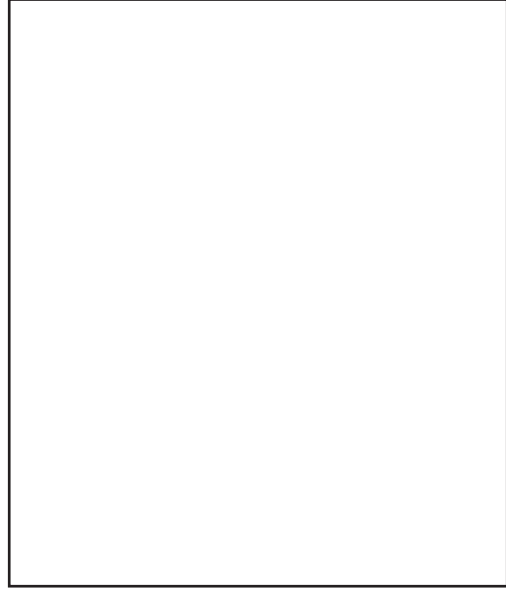
-3



FATIGUE

-2

-1



PARRY TOUGHNESS



INITIATIVE CARD



ASTHEN THOROS

JUST
INSERT
IMAGINATION



NAME _____

WOUNDS

-1

-2

-3



FATIGUE

-2

-1

PARRY TOUGHNESS

2

5

INITIATIVE CARD

*Riverside
Park*

Tidal point

*Fort
McHenry*

Locust Point



Name _____

Concept:

AGILITY		CHARISMA	
SMARTS		PACE	
SPIRIT		PARRY	
STRENGTH		TOUGHNESS	
VIGOR			

SKILLS

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HINDRANCES

EDGES

Hindrances	Edges
<div>POWERS</div> <div> <div>Powerpoints</div> <div> <div>-1</div> <div>-2</div> </div> </div>	<div>WOUNDS</div> <div> <div>-1</div> <div>-2</div> </div>

$\frac{1}{\sqrt{\pi}} \int_{-\infty}^{\infty} f(x) e^{-x^2} dx = \frac{1}{\sqrt{\pi}}$

GEAR

GEAR

 FATIGUE

-2	<input type="checkbox"/>
-1	<input type="checkbox"/>



NAME _____

WOUNDS

-1

-2

-3



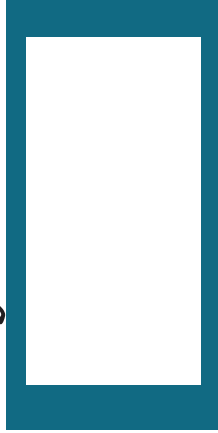
FATIGUE

-2

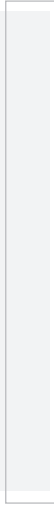
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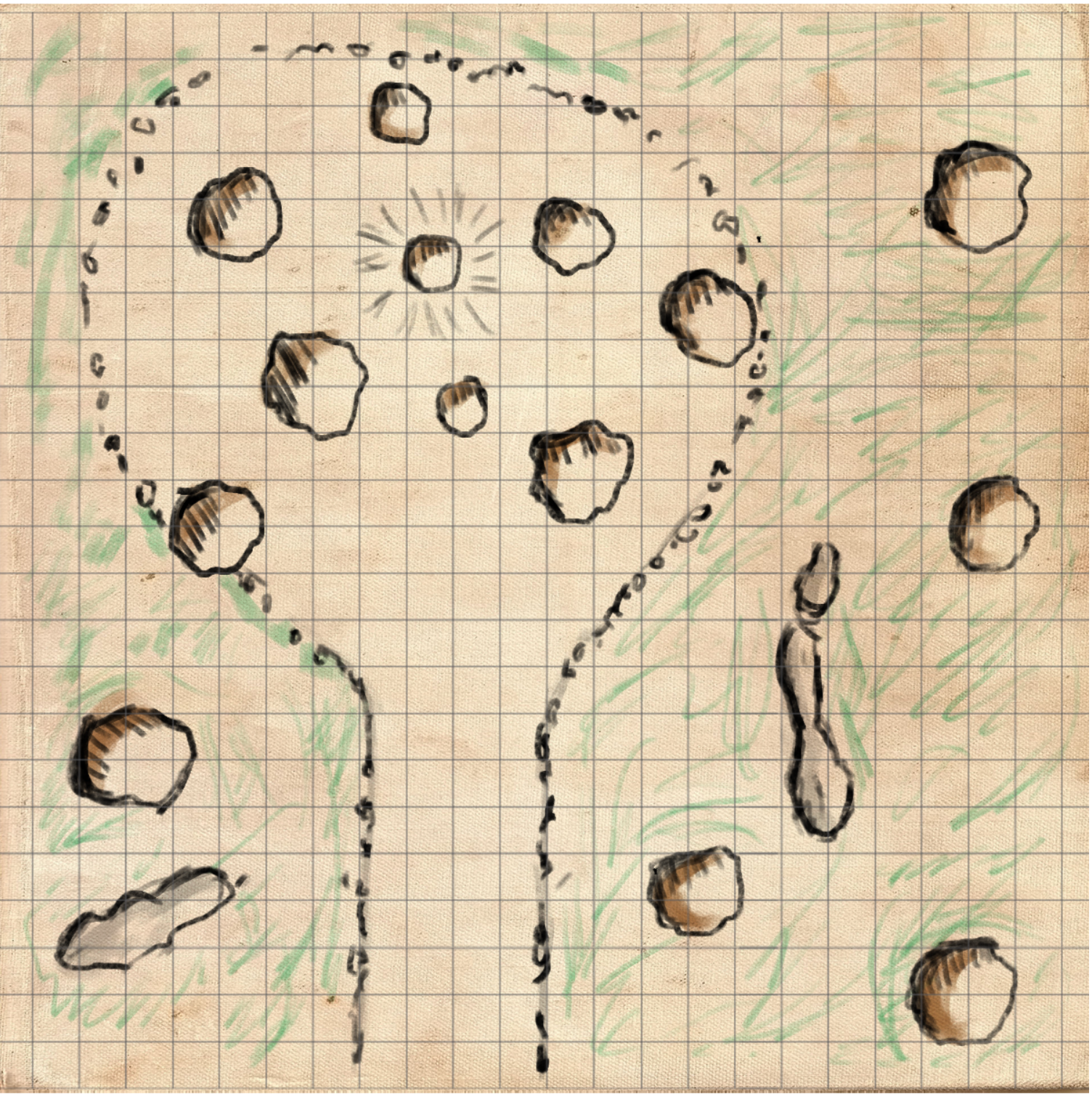
PARRY TOUGHNESS



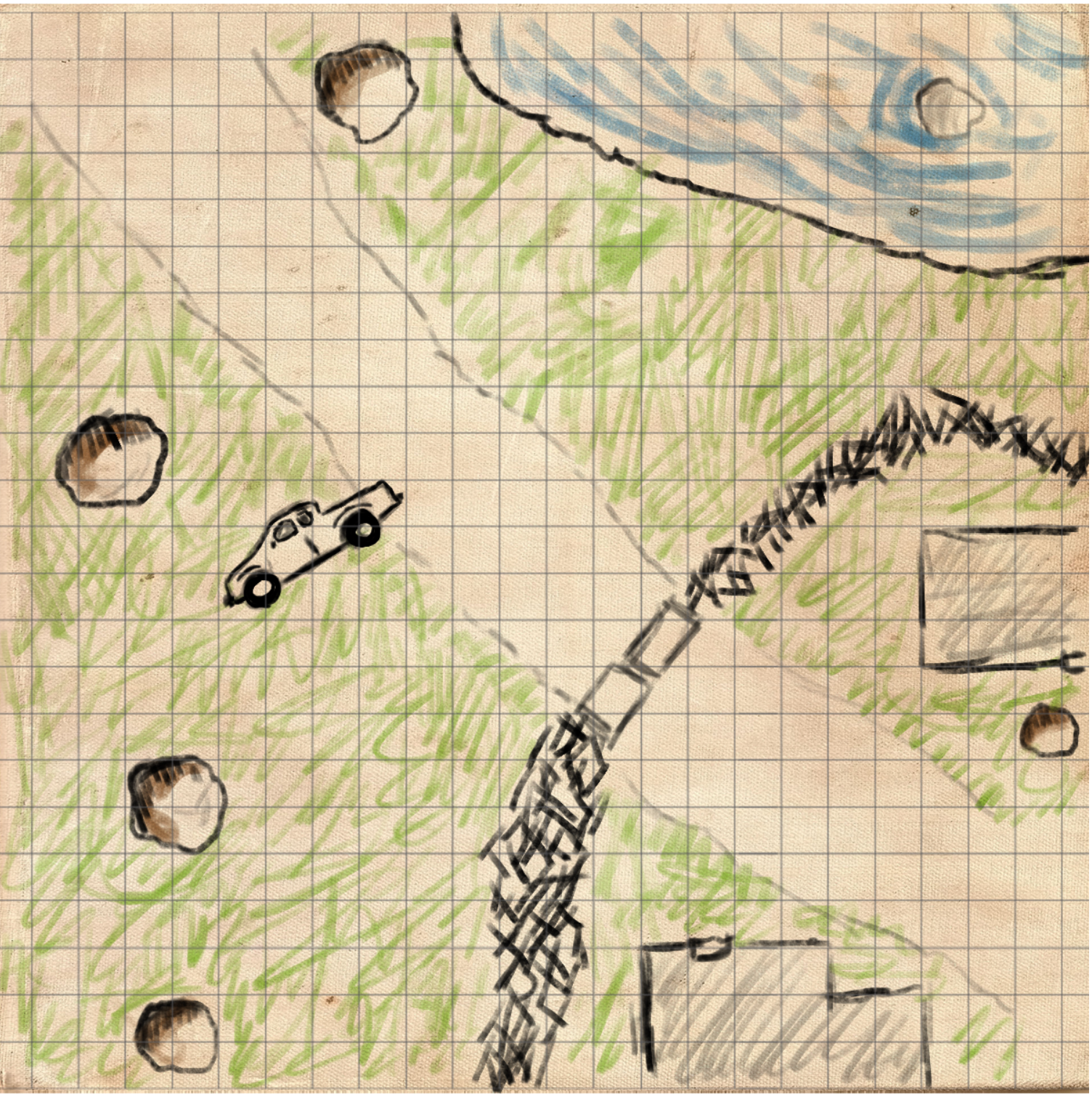
INITIATIVE CARD



The Black Grove



Commune Entrance





Riverside park



