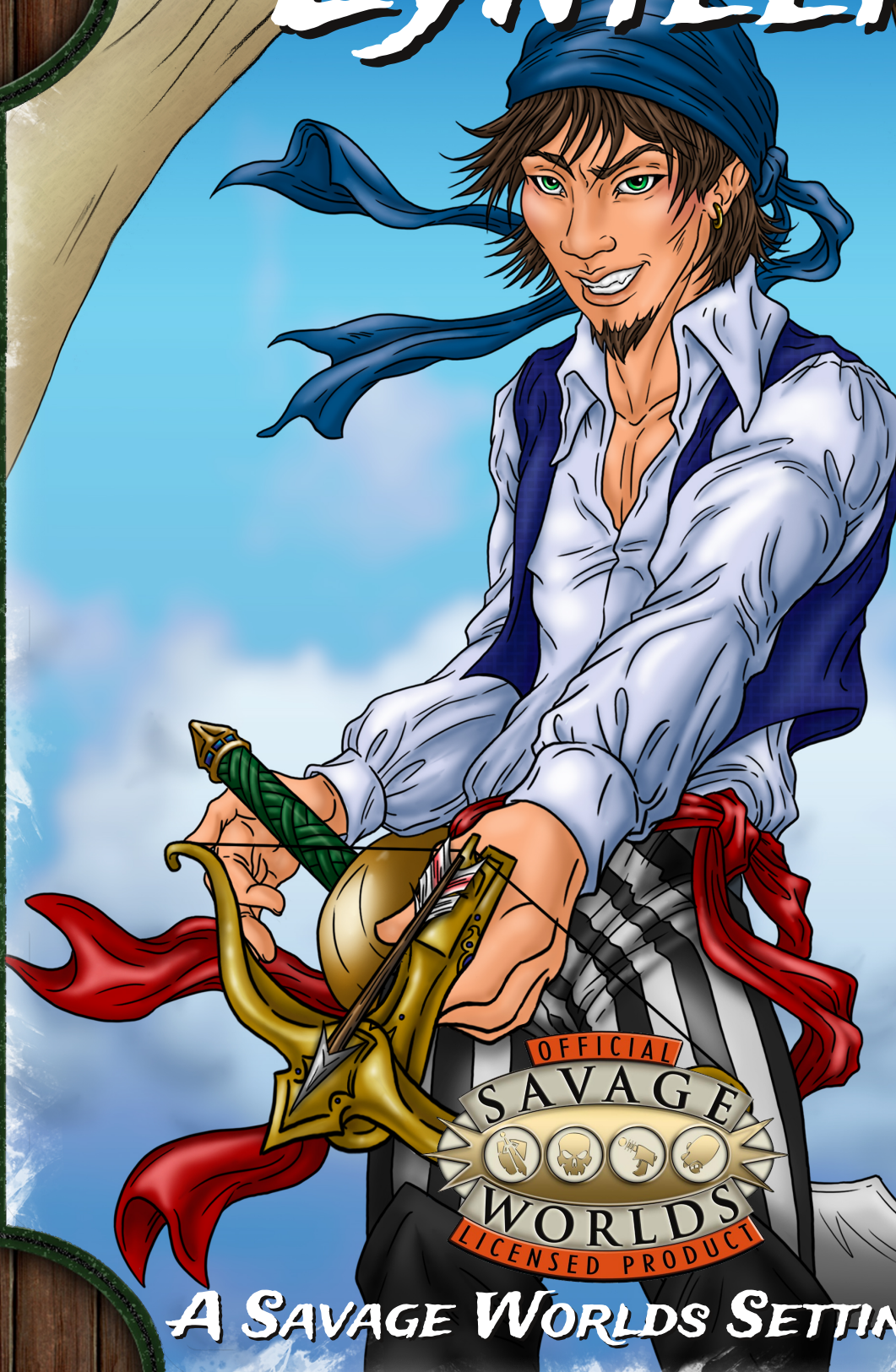


SKIES OF LYNTEER



OFFICIAL
SAVAGE
WORLDS
LICENSED PRODUCT

A SAVAGE WORLDS SETTING KIT

SKIES OF LYNTEER



A SAVAGE WORLDS SETTING KIT

INDEX

INTRODUCTION... 4
WELCOME TO THE LEAGUE... 5
RELIGION... 6
FAMOUS ISLANDS... 6
CREATING CHARACTERS... 8
RACES... 8
ARCHETYPES... 9
EDGES... 11
HINDRANCES... 12

GEAR... 12
SETTING RULES... 13
MAGIC... 13
GAMEMASTER SECTION... 14
ISLAND TRAVEL AND COMBAT... 14
ADVENTURE GENERATOR... 14
ISLAND GENERATOR... 17
BESTIARY... 18
BLESSINGS... 25

WRITING AND LAYOUT
NATHAN CARMEN

EDITING
ELISABETH HUETHER

ART
RICK HERSHEY, KRISTEN COLLINS, JACOB BLACKMON, DEAN SPENCER
SOME ARTWORK COPYRIGHT OCTAVIRATE ENTERTAINMENT, USED WITH PERMISSION.

CONSULTANTS AND PLAYTESTERS
CARMEN M. CARMEN, ELISABETH HUETHER, JOE CELANO, AND ZAC RE



This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

Material within this product is reproduced with permission from Pinnacle Entertainment Group from the Savage Worlds core rules and Science Fiction Companion, available at www.peginc.com.

INTRODUCTION

This Setting Kit explores a light-hearted, high fantasy world full of exploration and daring feats. Skies of Lynteer (pronounced Lin-Teer) is inspired by the high adventure stories of 1990s action cartoons in a high fantasy setting with a hint of Wuxia. There isn't much in the realm of realism found here, instead you'll find brave heroes, daring sky pirates, and endless magic.

The world itself is filled with sky in every direction, masses of land floating amongst the clouds, like large boats in an endless ocean. The inhabitants of Lynteer have hoisted sails upon these islands and fly them about to parts unknown. The sun sits high above during the day, and the stars at night. There seems to be no end to the great expanse, and the inhabitants of the world are incredibly curious about their surroundings.

While there are many types of people in the world of Lynteer, the most renowned are those from the League of Heroes, these explorers are known for their fierce curiosity and lust for adventure. The players will take on the roles of these daring heroes in search of new islands to explore, treasure to find, and creatures to encounter. They are not without opposition, however. Because of the catastrophic Spirit War, there are dangerous creatures and hazards that inhabit the many islands. Welcome to a world of endless possibility and unlimited adventure. Welcome to the Skies of Lynteer.

WHAT IS A SETTING KIT?

This setting was designed with one simple goal in mind: to showcase just how much a Gamemaster can do with the Savage Worlds Core Rules and a few adjustments. A Setting Kit is designed to be a toolbox full of savage goodness for a Gamemaster to use as needed. Basic setting information is also included for both the Gamemaster and the players to

quickly review. The lives of gamers can be very busy, and it is often difficult for a Gamemaster to come up with a campaign, let alone an entire world. These kits are designed to provide a framework to work with, or to pick and choose from as they wish.

A NOTE ON TRAPPINGS

One of the greatest things about the Savage Worlds gaming system is the concept of trappings. Edges, Hindrances, and even gear are more like templates that can be altered and changed as the Gamemaster and players see fit. The result is a variety of options from a core base. You will find that with much of this book, the setting is an alteration of something from the core book or a new trapping for something familiar. Players should keep this fact in mind when designing their characters.

ORIGIN OF THE SKY

Before there was earth, sky, or void, there was sentience. The great Spirits of the Elements existed in a vast nothingness. In their loneliness, they found a deep desire in their hearts and sought to express themselves. They yearned for somewhere they could place a fraction of each of their souls. The six Spirits of Fire, Water, Stone, Wind, Light, and Dark Magic set about creating Lynteer, mixing their desires together into a realm teeming with life.

THE SPIRIT WAR

Over time the six Spirits would discover that none of them felt they had enough say in the creation of Lynteer. Soon a war broke out, as jealousy among the Spirits became their sole motivator. Their battles would cause an unexpected side effect on Lynteer, as vile creatures, abominations representing the darkest parts of the Spirits, emerged and wreaked havoc on the population. The Spirits

were grieved by what they had created, but the damage was already done. The result of the war was a tangled mess of magic that could not be undone, even by the whim of the deities. The Spirits regretted what they had done to their creations, and vowed to aid and protect them from the monsters spawned by their jealousy. They promised never to battle again, but to live in harmony with one another.

WELCOME TO THE LEAGUE

The League of Heroes are a group of noble adventurers who explore the unknown realms of Lynteer in search of gold and glory. They combat the forces of evil in the name of the Spirits and are constantly in search of the next adventure. Members of the League come into the fold for many reasons, whether it be the promise of gold, combat, or exploration. Regardless of their reasoning, they all have a thirst for adventure that runs deep in their bones. Legends have it that the Spirits themselves placed this yearning in the hearts of the Heroes, so that the glory of their creation could be explored to its fullest. The League of Heroes is well-respected by the average citizen of Lynteer. They are a diverse group of individuals, but at the end of the day they are true Heroes.

The League of Heroes sends out groups from small Islands designated for their own use. These islands are often no bigger than a few miles wide, and as the number of League members grows, they are often forced to break off smaller pieces of their larger territories in order to send the Heroes out.

The League is headed by a council made up of various men and women. They are legendary heroes in their own right, though no one has seen them in person for so long that no one knows who they really are.

THE HEART OF EXPLORATION



Mapping Lynteer seems to be next to impossible, as the many islands and fragments float in the sky, and the wind picks up and moves even the mightiest islands. This movement results in an ever-shifting landscape. The uninhabited islands are considered to be potentially dangerous until sails and a proper rudder are placed upon them. Islands collide from time to time, which has caused an even greater need to station sailors on the islands to harness them. Islands that remain unharnessed are known as “Rogue Islands,” and can be extremely dangerous.

Each island has its own distinct feel and appearance. Most of them feature multiple environments, such as lakes, forests, mountains, etc., but they also have specific qualities that makes each one individual and unique. One island may be foreboding, silent, and dangerous, while another is teeming with life and color.

Despite the sky being an endless expanse, falling off of an island means almost certain doom to the average character. Heroes normally manage to get out of that situation,

but those less fortunate will find themselves plummeting down to another island far below, or falling endlessly in the void of sky.

The Spirits are alive and well in Lynteer, so new islands are constantly being made, and new life can be found everywhere. The world is in a state of continual creation, which means that the potential for exploration is limitless.

RELIGION

The Spirits are powerful forces in Lynteer. Their presence holds an arcane and religious significance for the inhabitants. The Spirits are credited for creating life in the endless sky, and there are many legends surrounding their power and glory.

In typical religious teachings there are six Spirits, each one representing a different side to magic and the elements. There are no clear-cut good or evil Spirits, as each one has both positive and negative properties. The Spirits do have opposites, however, represented by another Spirit that pertains to an opposing force. They all get along with one another, as they have vowed to do so since the end of the Spirit War.

Inhabitants of Lynteer typically worship the Spirits as a whole. While an individual may favor, and even embody aspects of one Spirit, they still usually respect all of them.

DARK

The Dark Spirit deals in the unseen and mysterious. It can be a part of the underhanded sneakiness of shadows, but it can also represent those who are outcasts. The Dark Spirit has an opposite in the Light Spirit of Magic.

FIRE

The Spirit of Fire represents unpredictability, passion, and havoc. It is praised for its encouragement of exploration

and zeal, but feared for its intense need to destroy. Its opposite is the Spirit of Water.

LIGHT

The Spirit of Light Magic represents enlightenment, truth, healing, and wrath. Its judgment can be harsh, but its light is pure. Its opposite is the Spirit of Dark Magic.

STONE

The Spirit of Stone represents the powerful force of determination and relentlessness, giving favor to the strong. It can have a “survival of the fittest” mentality that some deem unmerciful. Its opposite is the Spirit of Wind.

WATER

The Spirit of Water is a powerful being who focuses on adaptability, order, and balance. It can be oppressive at the same time, which has caused problems in the past. Its opposite is the Spirit of Fire.

WIND

The Spirit of Wind represents true freedom and progress. It is without a doubt the most widely revered of the Spirits. The downside of the Spirit of Wind is that it can be directionless and undisciplined. Its opposite is the Spirit of Stone.

FAMOUS ISLANDS

THE ISLE OF CAERN

Founded by the great Wizard Col Caern hundreds of years ago, the Isle of Caern is a testament to the powers of ancient magics. Before the Spirit War took place, Caern was warned by the Spirit of Water that the world of Lynteer would soon be changing, and not all for the better.

Col took it upon himself to protect some small amount of order. He placed many species behind a magical barrier on a plot of land that was all his own. During the Spirit

War, the place was protected. The barrier has since dropped, its magical power finally waning. The people of Caern have begun to reintegrate themselves into the rest of Lynteer.

Completely surrounded by mountains, the Isle of Caern looks like a bowl, with a lake in its center. Dwarves live in the mountains while Elves and Halflings live in the wooded area within the isle.

CALL

Primarily untamed woodland, Call got its name from the eerie sounds that can be heard from the island, even traveling to nearby islands. To this day, no one knows who or what makes the sounds. However, they set the tone for the entire island, a place crawling with creatures of the dark.

Curious explorers have often found themselves on this island as they search not only for the reason behind the mysterious sounds, but also for the many beasts and treasures that await those who are daring enough to find them.

MEADOWFALL

Meadowfall is one of the smaller islands in Lynteer, though it is quite famous. Its fame is due largely to the Breymund Brother's Circus, which is a staple attraction to Meadowfall. Another attraction is the island's namesake, a large meadow with a river coming up from an ancient underground pocket. The river flows off of the island, creating a giant waterfall.

There is no ruling political party on Meadowfall, as much of it is run by whoever seems to be the most charismatic. Essentially, this island is a big trading post and carnival. It's filled with people from all walks of life, and is considered a sign of good fortune when you see it sailing through the clouds on the horizon.

THE REPUBLIC OF LENDRIA

Lendria houses one of the more unusual cultures to Lynteer, as it is the only known island run by a democratic council. The center of the island is a lavishly designed city full of bureaucrats and businesspeople. Despite the upper-class citizens residing in the center of the island, the rest of Lendria is filled with middle-class suburban housing and cobblestone streets that are well-maintained. Lendria is considered the most industrious of the known land masses, with the highest manufacturing rate of weapons and armor.

The Grand Council Hall at the center of the city is the most well known structure and is heavily guarded. There are several smithing factories, as well as Hippogriff races that attract the wealthy upper-class.

The League of Heroes was founded on this island. Even though the League has since spread out farther and gained control of many other islands to which they explore and travel, Lendria is still considered their homebase.

CREATING CHARACTERS

Skies of Lynteer uses the standard character creation rules found in the Savage Worlds Core Rulebook. There are no changes to this method.

RECOMMENDED SKILLS AND KNOWLEDGES

Flying an island is a learned skill which takes years to master. Since using this skill requires equipment common to sailing a ship, the Boating Skill is used to fly the islands. Knowledge (Arcana) covers basic magical understanding, and Knowledge (Religion) covers beliefs in the Spirits and elemental representation of each one. Knowledge (Islands) covers a general knowledge of the kinds of islands that are common in Lynteer and how to track them through the sky.

RACES

The world of endless sky is full of all sorts of unusual and interesting creatures. Dwarves, Elves, Halflings, Half-Elves, Half-Orcs, Humans, and Saurians are all playable from the Savage Worlds Core Rules. A description of each is provided to give the Gamemaster and players an idea of how these species interact in Lynteer. These are not the only races available, however. Lynteer is constantly changing, and is vast in size. There is no reason that other species can't be playable.

DWARVES

Dwarves aren't as comfortable in the sky as some other races. They tend to prefer large islands with underground networks of caves and large, sprawling mountains. Overall, they are agreeable and willing to explore. They have also been at the forefront of new blacksmithing techniques. They typically worship the Spirit of Stone more than the other Spirits.

ELVES



Elves, more than any other race in Lynteer, refuse to favor one Spirit over the others. They consider each one to be vital to the forces of nature, focusing on their raw essences. Elves get along with most other races, and enjoy the company of Dwarves the most. They love the opportunities for exploration that comes with traveling by island.

HALFLINGS

Halflings are amongst the most famous explorers in Lynteer due to their insatiable curiosity and desire for freedom. Many Halflings live simple lives, but have a difficult time denying the wind's call in an island's sails.

HALF-ELVES

Though they aren't incredibly common creatures, Half-Elves can be found amongst the clouds. They are outsiders in society, but this isn't due to social taboos as much as it is to their rarity. People don't really know how to interact with Half-Elves, as they are sometimes aloof like their Elven counterparts, but can also be very friendly to other races. They are considered unpredictable.

HALF-ORCS

In Lynteer, Orcs are commonly grouped together as a kind of Goblin. Though it is rare, some Orcs are good natured, so from time to time they mate with a human. This is frowned upon in Goblin society, but most other species don't seem to mind. The Half-Orcs' brutish nature does make them outsiders, however.

HUMANS

Humans are a very adventurous sort of people, and fill the role of a treasure hunter with ease. They are a versatile species with a knack for finding danger. They often mingle with other races, resulting in half-human species.

SAURIANS



Saurians prefer to stay on one island more than most other species. They are creatures of habit, and they are more than capable of taking care of themselves. Saurian explorers exist, but they normally only adventure when they feel like they or their families are threatened.

ARCHETYPES

The following is a short list of typical characters found within the world of Lynteer. This list is by no means exhaustive, and players should feel free to come up with other concepts. These archetypes are merely suggestive in nature.

BARBARIAN



There are many in Lynteer who are devoted to the ways of nature and instinct. They fight with ferocity and primal energy, as opposed to relying on training. Barbarians are primarily interested in the next fight, and look for challenges in combat whenever possible.

REQUIREMENTS: Berserk Edge

GRIFFON KNIGHT

These valiant Heroes are trained by the intelligent and noble Griffons that live in Lynteer. The Griffons themselves are emissaries for the powerful Spirit of Wind, and have been given permission to bless the Griffon Knights with the power of flight. Griffon Knights work together to overcome evil and are dedicated to justice. Griffon Knights come from a time-honored tradition of protecting others.

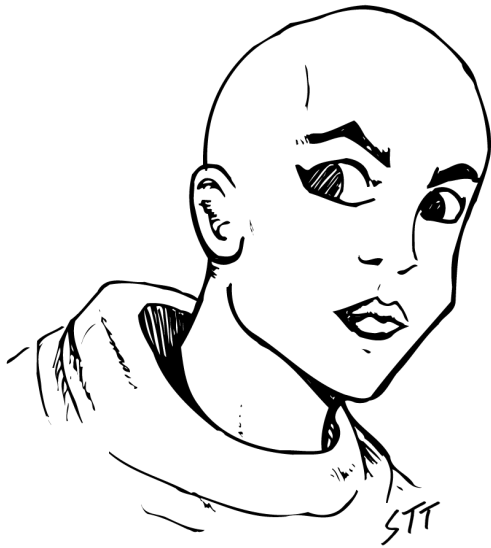
REQUIREMENTS: Griffon Knight Edge

MAGE

Truly devoted to the ways of the Arcane Arts, Mages study magic with a profound desire and tenacity. They understand the ways of the supernatural better than most, and are mysterious beings in their own right. Mages usually use a variety of elements when practicing magic, instead of focusing on the element of one Spirit.

REQUIREMENTS: Arcane Background (Magic) Edge

MONK OF THE FLAME



Some study and practice combat in order to understand the element of fire, and focus on unleashing its potential. Monks of the Flame combine martial arts discipline with the teachings of the Fire Spirit to purge the forces of evil. They seek out the evil beings that were created during the Spirit War, and destroy them with the force and power of the flame.

REQUIREMENTS: Adept Edge

NIGHT WRAITH



This order of Ninjas has been blessed by the Spirit of Darkness to cloak themselves with ease. They are adept in using the cover of darkness, and find quests that require finesse, which fortunately comes very easy to them.

REQUIREMENTS: Night Wraith Edge

NOMADIC ROYALTY

There are plenty of small kingdoms to be found in Lynteer, usually spanning no bigger than a single island. It is not uncommon to see a prince or princess roaming the open skies, either as a rite of passage before ascending to the throne, or as a means to escape their royal destinies. They are very adept socially, and make for great diplomats.

REQUIREMENTS: Noble Edge

PRIEST OF LIGHT

There is an order of Priests that devotes itself to the elements of light and healing. They value enlightenment and mercy, and focus on comforting others in times of need. They are good souls who seek truth and the prosperity of others.

REQUIREMENTS: Arcane Background (Miracles) Edge

RIVER WARRIOR

These Heroes have studied the ebb and flow of water, both in the clouds and in the streams. They strive to move as the water, and bend where it will. River Warriors are nimble and easy-going people. Some study martial arts, but others focus on archery and traditional swordplay.

REQUIREMENTS: Acrobat Edge

SKY PIRATE

These daring buccaneers of the clouds are charming and roguish characters who are adept at soaring through the air on their designated islands. They are handy with a crossbow, as well as a rapier.

REQUIREMENTS: Sky Sailor Edge

STONE WARRIOR

Stone Warriors have been blessed by the Spirit of Stone to perform great deeds of strength. They are tough individuals who can withstand many enemies and stay steadfast in the face of danger.

REQUIREMENTS: Stone Warrior Edge

EDGES

The only forbidden Edges in this Setting are Champion, Ace, and Arcane Backgrounds besides Magic or Miracles. Common Bond is not used either, because of the Teamwork Setting Rule.

BRINGER OF LIGHT

REQUIREMENTS: Novice, Spirit d8+, Fighting or Shooting d8+

The Spirit of Light holds the deepest regret for the abominations that were created during the War, and favors those who hunt them down. They gain a +2 to damage against creations of the Spirits' jealousy and crueler aspects. This would be primarily Undead and beasts such as the Shadow Wings.

GRIFFON KNIGHT

REQUIREMENTS: Novice, Agility d8+, Fighting or Shooting d8+



Griffon Knights are blessed by the Griffons to take to the skies. They gain a flying Pace of 6 with a Climb of 0. Griffon Knights also gain Leather Armor and their choice of either a Longsword and Medium Shield, or a Longbow (Gear found in the Core Rules).

NIGHT WRAITH

REQUIREMENTS: Novice, Stealth d8+, Agility d8+

The Night Wraith are fearsome Ninja who adapt well to the cover of darkness. They have studied the shadows and know well the ways of gaining advantages on their enemies. They add a +2 bonus to Stealth rolls and to performing and resisting Agility Tricks.

STONE WARRIOR

REQUIREMENTS: Novice, Vigor d8+, Spirit d6+

The character has gone to great lengths to understand the ways of the Spirit of Stone. They gain the Hardy ability, meaning a second Shaken condition does not result in a wound. However, they also have their Pace reduced by -2 with a d4 Running die.

SKY SAILOR

REQUIREMENTS: Novice, Boating d8+, Notice d8

Sky Sailors are experts at utilizing islands as transportation. Some of them may be Pirates, but some are just very good at flying through the clouds. They are also sharp-eyed, as they keep their gaze on the horizon. They gain a +2 bonus to Boating and Notice rolls. They also start with a Rapier (Gear found in the Core Rules).

HINDRANCES

The only Hindrances that are not allowed in the Lynteer setting is the Doubting Thomas (Minor) and Bloodthirsty (Major) Hindrances. Bloodthirsty is considered to be too evil and vicious for Heroes. Since magic is everywhere, and the supernatural can be found in all locations of Lynteer there is no denying its presence, Doubting Thomas makes very little sense. Taking a Phobia of heights is also not suggested, since the characters are on islands high in clouds; the Hero in question would always be in the presence of their phobia.

FOREVER LOST (MINOR)

In Lynteer, being able to navigate by Sun and stars is vital to finding the way back to islands after leaving them. This character can't even navigate his way around town, often getting lost in the most familiar places. He should never take the helm unless there is no other choice. A Forever Lost character has a -2 penalty to any roll made for navigation.

OVERDRAMATIC (MINOR)

This character tends to exaggerate everything. When they receive an injury, they make sure everyone is aware. When communicating, they make the situation seem worse than it truly is. For example, an invading army of a few hundred Goblins might be reported as a thousand highly trained Orcs by an overly dramatic character.

POOR RIDER (MINOR)

Not everyone is destined to be a master animal rider. Some people can't even get past the basics. This character can ride a mount, such as a horse or Hippogriff, as normal, but any rolls to evade, maneuver, stabilize, etc. have a -2 to succeed. This cannot be combined with the Griffon Knight Edge.

GEAR

Skies of Lynteer uses the medieval gear found in the Core Rules. Characters start out with the typical \$500 at character creation. Ultimately what is and isn't available is up to the Gamemaster.

A NOTE ABOUT MOUNTS

Hippogriffs are an incredibly common source of travel in Lynteer. People use them for short-distance flights from one island to another, as well as travel from one end of an island to the other. Horses are also used, and are much cheaper for traveling on land than a Hippogriff. As such, horses and horse barding costs half of the amount that they do in the Savage Worlds Core Rulebook. The cost for a Hippogriff is listed below, and

their statistics can be found in the bestiary section of this supplement.

GEAR	COST
Hippogriff	500
Flight Barding	1000

FLIGHT BARDING: This kind of barding attaches a harness to the rider that is tied to the mount. If the rider should fall, the harness merely dangles them below the mount as opposed to letting them completely fall.

SETTING RULES

Skies of Lynteer uses the following Setting Rules found in the Savage Worlds Core Rulebook.

HEROES NEVER DIE

HIGH ADVENTURE

MULTIPLE LANGUAGES

A NOTE ON LANGUAGES: There are several available languages. Heroes start out speaking their native language and Common. Suggestions for bonus languages can be found below.

BEASTIAL (Language of Saurians)

COMMON (Spoken by most travelers, this is a simple tongue native to most humans)

DWARVEN (The language of the Dwarves)

ELVEN (The language of the Elves, as well as creatures who primarily dwell in forests)

GOBLINOID (Spoken by goblins, orcs, etc.)

GRIFFON (The language of the Griffons and Shadow Wings)

HALFLING (The language of the wee-folk)

The following rules are also used:

LIGHT FOOTED: Everything seems to weigh a little less in Lynteer, particularly those the Spirits' favor. Wild Cards double normal jumping distances.

TEAMWORK: The League of Heroes emphasizes working together and fighting as a group. Heroes may freely share Bennies with other members of their party.

MAGIC

Lynteer is a realm brimming with magic throughout its infinite expanse. As such, both the Arcane Background (Magic), and Arcane Background (Miracles) Edges are available in the setting. The power of Miracles is derived from the Spirits, whose presence can be found everywhere.

Characters using Miracles must be heroic in nature, or risk losing their powers. Many believe that magic itself is a gift from the Spirits, but no one knows this for certain. Mages are commonplace, and can be seen in all sorts of social structures. While some, like Wizards, study magic their whole lives, there are still others who naturally have some form of Arcane ability.

In the world of Lynteer there are six types of magic, one for each of the six Elemental Spirits. For the sake of simple casting, each magic type just has general trappings. It doesn't matter which Arcane Background Edge the character takes; they can choose

freely from the six elements to cast. They need not specialize in one element either. The Arcane Backgrounds merely show how a character accesses magic. Each Spirit's style of magic is represented by the trapping associated with each Spirit, i.e. Fire Spirit has fire and heat trappings, Water has cold and ice trappings, etc.

Magic can be found primarily in living things, and it is rarely seen in an inanimate object permanently. Mages may be able to temporarily enchant an item, but almost never for longer than a few minutes.

GAMEMASTER SECTION

ISLAND TRAVEL AND COMBAT

Sailing an island through the sky can be a fun and entertaining concept for players. It isn't as potentially complex of an idea as it may seem. Inhabitants are never trying to destroy their opponent's island, as each landmass in Lynteer is valuable. It is much more common for characters to try to fly their islands above opponents' islands in order to attack or infiltrate it from on high. Each island has potential resources. They aren't just vehicles, they are homes and agricultural resources. A Chase Scene is usually the appropriate scenario to use when there is a conflict between islands. If the character piloting the island has advantage, they can position their island above their

SIZE	ACC/TS	TOUGHNESS
Small Island	3/12	13 (2)
Medium Island	2/10	20 (4)
Large Island	2/6	30 (6)

ADVENTURE GENERATOR

Plenty of fantastical and daring adventures are to be had in Skies of Lynteer. An Adventure Generator is included in this Kit to help spark the Gamemaster's creativity. Simply roll a d6 on each table to determine the Quest, Location, Main Enemy, and Climax.

QUEST

This section represents the overall goal of the Heroes. The League of Heroes is a very loose organization. They assign Heroes to

QUEST	
1. Harness	missions, but also send them wandering about to explore. Heroes are just as likely to stumble onto a Quest as they are to be assigned to one by a superior.
2. Rescue	
3. Investigate	
4. Diplomacy	
5. Retrieve	
6. Dispel	

opponent's. Larger islands are less maneuverable, but can hold more fighters.

Below are some basic island statistics. These statistics provide general guidelines for islands, and a Gamemaster should feel free to create more specific stats if they desire. Even a small island is several miles wide. The crew statistics don't reflect how many people can fit on the island, but rather how many can be sustained by the available vegetation and resources. The cost listed is for a harnessed island that has been already tamed. If the Heroes harness an island for themselves, the materials to do so would be half of the listed price and would take around 2d6 days to complete.

CREW	CLIMB	COST
2+20	0	\$5,000
10+100	-1	\$10,000
30+300	-2	\$15,000

HARNESS

The Heroes need to clear an untamed island of danger so that it may be properly fitted with a sail. Islands just floating about can be very dangerous, so this Quest is one of the most commonly assigned. These missions are always on Unknown Islands.

RESCUE

Someone has been kidnapped and is about to be Shadow Wing food, or an Orc warlord has enslaved a peaceful island. The Heroes are sent to pull someone out of danger.

INVESTIGATE

The Heroes need to look into some mysterious happenings. Perhaps an island appeared out of thin air, or a mysterious Dragon has been seen in the dead of night.

DIPLOMACY

The characters must make allies with a group of people or creatures. This could be to start trade, or potentially to find allies for a coming battle. Usually these friends are to be found in new territory.

RETRIEVE

The Heroes need to find an object. Actual magical items are almost non-existent, so this is usually an object of religious or political significance.

DISPEL

The Heroes must find a way to remove magic of some kind. This could be a powerful barrier, an ancient curse, or something similar. They usually must confront a powerful Mage to end evil magic.

ISLAND

The island is the area that the bulk of the adventure will take place. It doesn't have to be the only place the Heroes visit, but is where the majority of the action happens. This outlines the basic type of island the heroes encounter, but a more detailed island design can be found in the Island Generator.

ISLAND	UNKNOWN ISLAND
1-3. Unknown Island	The majority of adventures in Skies of Lynteer take place on islands with which the characters are unfamiliar. This does not mean that the island has been completely undiscovered, or that it is uncivilized. There are many islands in Lynteer, and it is impossible not to run into another at some point.
4-5. Famous Island	
6. Home Island	

FAMOUS ISLAND

This is an island with which the players are probably familiar. One of the islands listed on pg. 6 would work well.

HOME ISLAND

This island is the residence of one of the Heroes, or perhaps it is the island all of the characters are currently using to travel.

MAIN ENEMY

This is the main source of contention for the heroes on their mission.

MAIN ENEMY	SKY RAIDERS
1. Sky Raiders	Sky Pirates can be roguish Heroes and dashing adventurers, but the Sky Raiders are all evil. They hunt the clouds in search of prey. The Sky Raiders are a large organization that attack small and large islands alike.
2. Royalty	
3. Goblinoids	
4. Magic	
5. Undead	
6. Ex-Adventurer	

ROYALTY

With plenty of islands to be found, there are quite a few ruled by Kings and Queens, many of whom have ambitions to conquer and rule. They can make great long-term villains as well.

GOBLINOIDS



These nasty creatures come in many varieties, but mostly cover basic Goblins and Orcs. They often work in large numbers, and their goals vary greatly from group to group. They loot and pillage, but also conquer and seek out evil magic.

MAGIC

Not all Arcane power is pure and good. An enemy could be an evil Witch or Wizard, but could also be pure, evil magic in the abstract. This can also cover magical creatures like Dragons or Shadow Wings. Adventures dealing with a magical enemy are often unpredictable and chaotic.

UNDEAD

Monsters that are a pale reflection of life, Undead can be found anywhere evil lurks. Adventures dealing with these creatures usually showcase the best in the Heroes, as they must confront what many in Lynteer consider to be the most vile and depraved of monsters.

EX-ADVENTURER

In the dramatic expanse of sky, it is not uncommon for a Hero to have a change of heart. Those that turn to evil usually do so at the promise of power and fame. Ex-Adventurers usually have amassed power, and some even manage to keep their blessings from the Spirits even after turning evil.

CLIMAX

This list contains the dramatic and action-packed ending of the adventure, usually presenting a twist for the Heroes.

CLIMAX	MASS BATTLE
1. Mass Battle	An easy way to handle island-to-island conflict is using the Mass Battle rules. Huge, climactic conflicts between the League of Heroes and invading Sky Raiders, corrupt noblemen, or something similar, can be a lot of fun for the players. The Mass Battles (found in the Core Rules) work well to emulate this kind of intense drama.
2. Chase	
3. Big Boss	
4. Trap	
5. Dramatic Task	
6. True Victory	

CHASE

The Savage Worlds Core Rules cover Chase Scenes very well. Something could be chasing the Heroes, or they could be chasing someone. Chases vary depending on the situation, but however you look at it, you're in for a fast-paced and action-packed ending.

BIG BOSS

A powerful villain is revealed and a conflict ensues. This scenario doesn't have to be a combat encounter. Perhaps the villain is the embodiment of the evil side of a Spirit, and is too powerful for direct confrontation. However, the most common use of this trope would be a climactic fight.

TRAP

Perhaps the Heroes have been betrayed, or the villain knew ahead of time that they would be coming. Whatever way you look at it, the Heroes are headed right into a trap. With good roleplaying, the group could find out about the situation beforehand and potentially avoid it. However, for true drama, it could be more entertaining for them to have to think, or fight, their way out of it.

DRAMATIC TASK

The Savage Worlds Core Rules use dramatic tasks for big life-or-death situations. Examples for this specific setting might include disabling a dispelling a curse on an island, holding off hordes of Goblins long enough for victims to escape, or fleeing an island as it crumbles.

TRUE VICTORY

The Heroes have a chance to accomplish their goal, and then some. Perhaps in confronting a terrible Lich they also have the opportunity to destroy his entire, cursed island. Maybe an evil king is changing his mind, and with the right persuasion could have a complete change of heart. True victory represents a real chance for impact in the Heroes' environment.

ISLAND GENERATOR

To create an island quickly, roll 3d6 and consult these three categories: Population, Features, and Theme.

POPULATION

This selection covers a general idea of the amount of sentient life that can be found on the island. Indigenous wildlife is not included here.

POPULATION	UNTAMED
1-2. Untamed	The island has very few humanoid creatures on it. This could mean that there was once civilization, or perhaps only a handful of villainous creatures are using the secluded island as a hideout. Untamed regions are usually full of wildlife, but lack towns and cities.
3. Barely Populated	
4-5. Populated	
6. Heavily Populated	

BARELY POPULATED

The island features small villages or tribes, but no substantial civilization. Perhaps there is just a small crew running the place.

POPULATED

A populated island has several cities of some sort, and has a substantial number of humanoids.

HEAVILY POPULATED

Heavily populated islands are crawling with humanoids, and it is very difficult to travel anywhere on these islands' surface without running into someone or something.

FEATURES

This section notes certain features that the island is known for, whether natural or manmade. These features don't make up the entire island, but are the focal point. They also serve as locations on the island that are great for adventuring.

FEATURES	RUINS
1. Ruins	No one knows how old Lynteer is, but there are plenty of ruins on islands, both charted and uncharted. Ruins can make for a great, mystery-filled location. There is usually a heavy emphasis on magic in these areas.
2. Elemental	
3. Nature	
4. Fragments	
5. Exotic	
6. Lair	

ELEMENTAL

This island has heavy influences from one of the Elemental Spirits. An island with features based on the Fire Spirit might have a volcano, whereas an island based on the Stone Spirit might have plenty of mountains.

NATURE

Areas where there are more plants and animals than there are buildings and people would be considered a nature environment. There might be caves, or secluded and rural communities. These areas may not be completely wild and untamed, but there would be very little here that would be considered urban.

FRAGMENTS

Sometimes an island has small land fragments that float around it and magically travel with it. These pieces can have structures on them, and look like miniature islands themselves.

EXOTIC

Exotic features make an island truly stand out. Perhaps it is covered in a shifting maze, or maybe there are mysterious obelisks sprouting from the ground. However you look at it, the features of this island are mysterious and unusual.

LAIR

A lair represents a place that was specifically built for villainous creatures to hide in. They are your typical dungeons in every sense of the word. There might be an

old castle, or a network of sinister tunnels under a mountain.

THEME

The Theme of the island is the overall feeling that it gives the Heroes as they explore it. These themes can fit onto any type of island with creativity. Perhaps a wondrous island with natural features has stunning and unique flowers and valleys, bringing about a sense of awe. A mysterious island with elemental features might have an area that is always cold, with hidden ice caves beneath its surface, instilling feelings of suspense and mystery in the heroes.

THEME	MYSTERIOUS
1. Mysterious	The island has plenty of well-kept secrets and/or unexplained phenomenon.
2. Creepy	
3-4. Thrilling	The place is one giant adventure hook to those with a curious nature.
5. Wonderous	
6. Weird	

CREEPY

A sense of uneasiness rests over the whole island. The Heroes should be on guard as they traverse the place.

THRILLING

Adventure is around every corner of the island. There are plenty of places to explore and much peril to avoid. These islands are action-packed places.

WONDEROUS

The whole place is stunning and magical. Everything about the island has a sense of greatness and majesty.

WEIRD

True oddities can be found on this island, and its uniqueness makes it stand out with bold and unusual features.

BESTIARY

The following section contains a collection of foes specific to the Skies of Lynteer setting. However, there are quite a few beasts in the Core Rules that should be noted as well. The animals found can all be used (particularly giant spiders and dire wolves). Skeletons, Zombies, and even Liches can be found, though Liches are rare and legendary enemies. Elementals are also common, though they can also be allies. Elementals who attack innocents are usually a twisted side of the Spirit they represent. Goblins, Orcs, Trolls, and Ogres can all be used, and are all considered to be Goblinoids. Drakes and Dragons can also be used, but are extremely rare.

It should be noted that the bag of gold (👛) indicates when a character is a Wild Card.

ACID SLUG



These large slugs are known for their acidic secretions that are constantly dripping from their bodies. Acid Slugs will eat just about anything that they can corrode.

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

SKILLS: Fighting d8, Notice d6

PACE: 5; **PARRY:** 6; **TOUGHNESS:** 8

SPECIAL ABILITIES

• **SLAM:** Str+d6; +2 acid damage.

• **ACID BLAST:** All targets within a Cone

Template must make an Agility roll at -2 or suffer 2d8 acid damage.

- **SIZE +2:** Acid Slugs are large creatures, weighing almost 1,000 pounds. This increases their Toughness by +2.



DARK WARRIOR



Some shadows hold dark and deadly secrets. The Dark Warriors are allegedly shadowed images of Heroes who have long since faded from memory. They are always looking for the next challenge, and seem to believe they are in a war of some kind. They have limited control over darkness.

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

SKILLS: Fighting d10, Intimidation d10, Notice d8

PACE: 6; **PARRY:** 8; **TOUGHNESS:** 9 (3)

EDGES: Improved Frenzy

GEAR: Longsword (Str+d8), Shield (+1 Parry, +2 Armor against ranged attacks), Plate Mail (+3)

SPECIAL ABILITIES

- **STEAL LIGHT:** A Dark Warrior can draw light from an area into itself, making the region dark. This is simply the *light/obscure* power

using the *obscure* portion only. They have 5 Power Points for this ability and use their Spirit as their Arcane Skill.

DIRE BAT

These large and aggressive creatures put their smaller counterparts to shame. Sometimes Dire Bats are kept as pets by villains. They are formidable creatures, though, thankfully, they don't tend to swarm like smaller bats.

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

SKILLS: Fighting d8, Notice d10, Stealth d10

PACE: 4; **PARRY:** 6; **TOUGHNESS:** 8 (1)

SPECIAL ABILITIES

- **ARMOR +1:** Thick skin.

- **BITE:** Str+d6.

- **ECHOLOCATION:** Bats see using sound waves. They ignore all penalties for bad lighting.

- **FLIGHT:** Flying Pace of 8" and Climb 0.

- **SIZE +2:** Dire Bats weigh 500 pounds. This increases their Toughness by +2.

DIRE RAT

These rodents are about the size of an average canine, making them more intimidating than their smaller cousins. They are very feral and aggressive, and spread a debilitating disease with their bite.

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

SKILLS: Climbing d6, Fighting d6, Notice d6, Stealth d6, Swimming d6

PACE: 7; **PARRY:** 5; **TOUGHNESS:** 5 (1)

SPECIAL ABILITIES

- **ARMOR +1:** Thick skin.

- **BITE:** Str+d4; Disease.

- **LOW LIGHT VISION:** No penalties for dim or dark lighting.

- **DISEASE:** Victims wounded or Shaken by a Dire Rat's bite must make a Vigor roll. Failure means they become Shaken (which can cause a wound) and they also take a level of Fatigue. This Fatigue wears off in 2d6

days as the disease works its way out of the body.

- **SIZE -1:** Dire Rats are about the size of a dog. This reduces their Toughness by -1.

DOOM TREE

This large piece of vegetation that appears stationary is quite deadly to the unwary explorer. While slow-moving, it is capable of shattering part of its bark in order to hurt its foes.

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

SKILLS: Climbing d4, Fighting d8, Notice d6, Stealth d6

PACE: 3; **PARRY:** 6; **TOUGHNESS:** 15 (3)

SPECIAL ABILITIES

- **ARMOR +3:** Tough bark.
- **BRANCHES:** Str+d8; Reach.
- **PLANT:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- **SHATTER:** All targets within a medium burst Template centered on the Doom Tree must make an Agility roll at -2 or suffer 2d10 damage from the tree's splintering bark. The Doom Tree may only splinter itself this way once per 8 hours.
- **SIZE +4:** Doom Trees weigh over 2,000 pounds. This increases their Toughness by +4.
- **LARGE:** Doom Trees have a -2 penalty to attack medium-sized foes. Their opponents receive a +2 bonus to their attacks against a Doom Tree.

GRIFFON

These majestic creatures are considered to be direct creations of the Spirit of Wind. They are half lion and half eagle in appearance, and have strong magical capabilities. They are wise and caring creatures, but can also be aloof. Two types of Griffons are outlined below.



ELDER GRIFFON



These powerful creatures have lived for a long time, several hundred years on average. Their magical prowess is deep and in many ways they can rival a Dragon. The older a Griffon gets, the more serious-tempered they tend to become, and they can be very arrogant. However, their hearts are always in the right place.

ATTRIBUTES: Agility d12, Smarts d10, Spirit d12, Strength d12+6, Vigor d12

SKILLS: Fighting d12, Intimidation d10, Knowledge (Religion) d8, Notice d12, Persuasion d12

CHARISMA: -; **PACE:** 6; **PARRY:** 8;

TOUGHNESS: 16 (3)

HINDRANCES: Heroic (Major), Code of Honor (Major), Arrogant (Major)

EDGES: Brawny, Improved Frenzy, Improved Level-Headed, Improved Rapid Recharge, Quick

SPECIAL ABILITIES

- **ARMOR +3:** Very thick fur.
- **CLAWS:** Str+d8.
- **MAGIC:** Elder Griffons have 40 Power Points and know all Powers. They use their Spirit as their Arcane Skill.
- **IMBUE FLIGHT:** If a character meets the requirements, a Griffon can grant the Griffon Knight Edge to them. If they do not meet the

requirements, a Griffon can still temporarily grant flight as per the Edge for 2d6 hours. It takes a full round to grant the Edge.

- **LOW LIGHT VISION:** No penalties for dim or dark lighting.
- **FLIGHT:** Flying Pace of 24" and Climb 3.
- **SIZE +4:** Elder Griffons weigh over 2,000 pounds. This increases their Toughness by +4.
- **LARGE:** Elder Griffons have a -2 penalty to attack medium-sized foes. Their opponents receive a +2 bonus to their attacks against the Griffon.



GRIFFON GUARDIAN

These Griffons tend to be young, not much more than a hundred years old. They haven't reached their full magic potential yet, but are still the most common Griffons to train Griffon Knights. They usually reside on the mountain tops of large islands with plenty of people and potential trainees.

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

SKILLS: Fighting d12, Intimidation d10, Knowledge (Religion) d8, Notice d12, Persuasion d10

CHARISMA: -; **PACE:** 6; **PARRY:** 8; **TOUGHNESS:** 13 (2)

HINDRANCES: Heroic (Major), Code of Honor (Major), Overconfident (Major)

EDGES: Brawny, Improved Frenzy, Improved Rapid Recharge, Level-Headed, Quick

SPECIAL ABILITIES

- **ARMOR +2:** Thick fur.
- **CLAWS:** Str+d6.
- **MAGIC:** Guardian Griffons have 25 Power Points and know all Novice and Seasoned Powers. They use their Spirit as their Arcane Skill.
- **IMBUE FLIGHT:** If a character meets the requirements, a Griffon can grant the Griffon Knight Edge to them. If they do not meet the requirements, a Griffon can still temporarily grant flight as per the Edge for 1d6 hours. It takes a full round to grant the Edge.

• **LOW LIGHT VISION:** No penalties for dim or dark lighting.

• **FLIGHT:** Flying Pace of 16" and Climb 3.

• **SIZE +3:** Griffon Guardians weigh 1,500 pounds on average. This increases their Toughness by +3.



GORILLA KING

This monster is a little bigger than an average gorilla, but with gray fur and four arms. It is known to go into a territorial rage when it feels threatened, and attacks anyone it can. It uses its claws to unleash fury on any victim nearby.

ATTRIBUTES: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+3, Vigor d10

SKILLS: Climbing d10, Fighting d8, Intimidation d10, Notice d6

PACE: 6; **PARRY:** 6; **TOUGHNESS:** 11 (1)

SPECIAL ABILITIES

- **ARMOR +1:** Thick fur.
- **CLAWS:** Str+d6. May attack four times with claws in one turn. Gains a wild die for each if it is a Wild Card.
- **LOW LIGHT VISION:** No penalties for dim or dark lighting.
- **SIZE +3:** These creatures weigh around 1,500 pounds. This increases their Toughness by +3.

HIPPOGRIFF

These beautiful beasts are a cross between a horse and an eagle. Hippogriffs have a long wingspan and can easily be trained to become mounts. They prefer wide open spaces, and it is common to see them flying amongst the clouds.

ATTRIBUTES: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d10

SKILLS: Fighting d6, Notice d8

PACE: 8; **PARRY:** 5; **TOUGHNESS:** 10

SPECIAL ABILITIES

- **FLIGHT:** Flying Pace of 8 and Climb of 0.
- **PECK:** Str+d4.
- **SIZE +3:** Hippogriffs are large creatures,

about the size of a horse. They gain +3 Toughness.

HOMUNCULUS



These tiny creatures are constructs created by Wizards as unique servants and spies. They are often winged and demon-like in appearance, though this is not always the case. They often scurry about, performing various deeds for their magical masters.

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

SKILLS: Fighting d6, Notice d6, Stealth d6

PACE: 6; **PARRY:** 5; **TOUGHNESS:** 3

SPECIAL ABILITIES

- **BITE:** Str; Poison.
- **LOW LIGHT VISION:** No penalties for dim or dark lighting.
- **CONSTRUCT:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **FLIGHT:** Flying Pace of 8" and Climb 0.
- **POISON:** The bite of a Homunculus inflicts poison if their foe is Shaken or wounded. The Victim rolls Vigor. Failure means they fall asleep for 2d6 rounds.
- **SIZE -2:** Reduces Toughness by -2.
- **SMALL:** Homunculi have +2 to attack medium-sized foes. Their opponents receive -2 to their attacks against the Homunculi.

KOBOLD

These small creatures are believed to be the distant relatives of Dragons. They are nowhere near as powerful as their greater kin, but can be a nuisance to adventurers. They are surprisingly clever creatures, loving to lure adventurers into traps. Though they are not Goblinoids, they can often be found with them.

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

SKILLS: Climbing d4, Fighting d4, Notice d4, Stealth d4, Taunt d8

PACE: 6; **PARRY:** 4; **TOUGHNESS:** 4 (1)

GEAR: Short Spear (Str+d4)

SPECIAL ABILITIES

- **ARMOR +1:** Scales.
- **INFRAVISION:** Halve vision penalties for darkness.
- **SIZE -1:** Kobolds aren't much bigger than a dog, reducing their Toughness by -1.



RAKSHASA

These evil creatures were born of the dark desires of the Spirits during the Spirit War and take on the form of beasts. While they are most commonly seen in a cat-like form, they take other appearances. They often have plans for great acts of evil.

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

SKILLS: Climbing d6, Fighting d8, Intimidation d8, Notice d8, Persuasion d8, Spellcasting d10, Stealth d6

CHARISMA: +2; **PACE:** 8; **PARRY:** 6;

TOUGHNESS: 8 (1)

EDGES: Improved Frenzy, Improved Rapid Recharge

SPECIAL ABILITIES

- **ARMOR +1:** Thick fur.
- **BITE OR CLAWS:** Str+d8, AP2.
- **LOW LIGHT VISION:** No penalties for dim or dark lighting.
- **FEAR:** Anyone who sees this creature must make a Fear check at -2.

- **FLIGHT:** Flying Pace of 6" and Climb 0.
- **SIZE +1:** Rakshasa are 7 feet tall. This increases their Toughness by +1.
- **SPELLS:** Rakshasa have 30 Power Points to cast the following powers: *bolt*, *intangibility*, *invisibility*, *burst*, and *blast*.

ROYAL GUARD



Royal Guards are found in the palace of a monarch. These men and women are very devoted to their rulers. To create a Captain of the Guard, use the same statistics adding the Command Edge, and grant them Plate Mail (+3) instead of Leather Armor.

ATTRIBUTES: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6
SKILLS: Fighting d8, Intimidation d6, Notice d6, Throwing d6
CHARISMA: -; **PACE:** 6; **PARRY:** 7;
TOUGHNESS: 6 (1)
HINDRANCES: Loyal (Minor)
GEAR: Spear (Str+d6; Reach 1"; Parry +1), Leather Armor (+1)

RUST ROACH

These large, insect-like creatures feed off of rust and decay. They find metal and turn it into rust with their odd antennae that can instantly render an item useless. They will attack adventures if metal is nearby or on

their person, and will even fight head on. However, they prefer to render items useless and scurry away, coming back when the adventurers have left, leaving the rust behind.

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

SKILLS: Fighting d8, Climbing d8, Notice d6, Stealth d6

PACE: 7; **PARRY:** 6; **TOUGHNESS:** 9 (2)

SPECIAL ABILITIES

- **ARMOR +2:** Hard chitin.
- **BITE:** Str+d6.
- **LOW LIGHT VISION:** No penalties for dim or dark lighting.
- **SIZE +1:** Increases Toughness by +1.
- **ANTENNAE:** A Rust Roach primarily attacks using its antennae. This is a Touch Attack (+2 Fighting) that instantly begins to corrode the metal of an object. Armor loses one point of its Armor Bonus; weapons and shields lose their Parry bonus. If the object is struck by the attack again, it corrodes completely and is destroyed.



SHADOW WING

These nasty creatures are the opposite of a Griffon in many respects. They are a cross between a panther and a raven, and are crafty and cunning monsters who put their own needs before that of anyone else. They enjoy devouring the flesh of humans, Elves, Dwarves, and the like. They are powerful, and not to be trifled with.

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

SKILLS: Fighting d12, Intimidation d12, Notice d10, Stealth d12

CHARISMA: -; **PACE:** 6; **PARRY:** 8;

TOUGHNESS: 15 (2)

HINDRANCES: Greedy (Major)

EDGES: Brawny, Improved First Strike, Improved Frenzy, Improved Sweep, Quick, Trademark Weapon (Claws)

SPECIAL ABILITIES

- **ARMOR +2:** Thick fur.
- **CLAWS:** Str+d8.
- **FLIGHT:** Flying Pace of 24" and Climb 0.
- **SIZE +4:** Shadow Wings weigh 2,000 pounds. This increases their Toughness by +4.
- **LARGE:** Shadow Wings have a -2 penalty to attack medium-sized foes. Their opponents receive a +2 bonus to their attacks against a Shadow Wing.

SKY RAIDER

This terrible group of Pirates is made up of many different species, from Dwarves to Goblins. They are an organized group, devoted to plundering and pillaging.

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

SKILLS: Boating d6, Climbing d6, Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d4

CHARISMA: -; **PACE:** 6; **PARRY:** 5;

TOUGHNESS: 5

GEAR: Cutlass (Str+d6), Crossbow (Shooting; range 15/30/60; 2d6; AP 2)



SKY RAIDER CAPTAIN

These terrible Pirates are often bigger and tougher than the average Raider. They are strong individuals who have clawed their way to the top.

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

SKILLS: Boating d8, Climbing d6, Fighting d10, Intimidation d8, Notice d6, Stealth d6, Shooting d10

CHARISMA: -4; **PACE:** 6; **PARRY:** 7;

TOUGHNESS: 6

HINDRANCES: Bloodthirsty

EDGES: Command, Marksman

GEAR: Cutlass (Str+d6), Crossbow (Shooting; range 15/30/60; 2d6; AP 2)



SKELETAL KING

Once great monarchs in their day, the corpses of ancient rulers can be very deadly in the right hands. The Skeletal King is a true champion of the undead. While they cannot speak, these creatures are often employed by Necromancers to lead undead troops in combat. They are notorious for striking hard and quick, with their minions right behind them.

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

SKILLS: Fighting d10, Intimidation d6, Notice d6, Stealth d4

PACE: 6; **PARRY:** 6; **TOUGHNESS:** 8

EDGES: Command, Fervor, Quick

GEAR: Great sword (Str+d10; Parry -1)

SPECIAL ABILITIES

• **UNDEAD:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **FEARLESS:** Skeletal Kings are immune to fear and intimidation.

BLESSINGS

Typical magical items in most fantasy settings are not used in Skies of Lynteer. Instead, the Elemental Spirits bless the Heroes when they deem them worthy. No more than once per rank, the Heroes receive an extra ability. The Gamemaster should give these as the story progresses, making it a natural flow. These blessings are commonly given by a particular Spirit, usually one that would most appreciate the actions of the Hero receiving the blessing. If trappings are applicable, they should reflect the Spirit who gave the blessing in the first place. Each blessing is essentially an Advance, and therefore is about as powerful as an Edge.

By the time the Heroes reach legendary rank, they should have three to five additional Advances. Dressing an Advance with the trappings of a Spirit can make a huge difference and make the ability feel unique. For example, granting a raging fighter an increase in their Fighting die is great, but perhaps their current weapon also gains the fire trapping. This blessing is slightly more powerful than the standard Advance, but adds story flavor.

BLESSING SUGGESTIONS

WEIRD EDGES: Weird Edges cover an inherent and strange ability, things a Hero is born with. They can be perfect to add to a character's arsenal as a result of a spiritual blessing. Perhaps a preist is granted the Healer Edge, for example.

PROFESSIONAL EDGES: There are several Edges in this supplement that represent blessings received by the Spirits, as well as several in the core that work in a similar fashion. Adept, Griffon Knight, and Stone Warrior, for example, all work well for blessings. Perhaps a Griffon feels the Spirit of Wind call him to grant flight to one of the characters.

SKILL INCREASE: Boosting a skill can be a great way to recognize a blessing from a Spirit. Maybe the Spirit of Wind boosts a character's boating skill. If applicable, it's good to apply the Spirit's trapping in some fashion as well. Perhaps an increase in the climbing skill is given, and the Spirit of Stone moves and shifts rock to allow the character a better grip when climbing.

