

THE SAVAGE SIGN PRESENTS

DRAGON vs LICH

SHOWDOWN



A SAVAGE TALE

BY MATTHEW CUTTER



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Rulership of the fabled Broken Tusk Pass is muddy at best, with a dragon, a lich, and an independent village all claiming sovereign rights to the lucrative route. But when vast timber and gold discoveries on the frontier lure explorers to Broken Tusk Pass, its true leader shall be decided—in battle!

Dragon vs. Lich is a Savage Tale designed for maximum flexibility. Any group of four to six heroes, from Novice to Legendary Rank, may undertake this scenario. What they're able to accomplish, however, depends on how powerful and daring they are! If *Dragon vs. Lich* is used as part of an ongoing campaign, it is well-placed in any high mountain pass linking civilized lands to a wilderness area beyond the range.

LEGEND OF THE BROKEN TUSK

Once upon a time, on the spot where Broken Tusk village stands today, a master wizard named Artakk met a sleek, ancient green dragon called Wrax. Artakk had always held herself to an exacting standard of conduct, one that did not allow for wayward dragons to continue their depredations. And so, with a hearty challenge shouted, Artakk drew her magic sword and challenged the wyrm to battle.



Their struggle was truly titanic, culminating in an entire mountainside brought down in shrieking streamers of arcane fireworks and smoke. In the end, each barely clinging to life, Artakk and Wrax charged one another. At the same time the sword blow fell, the fanged maw lunged. They met in a searing flare of energy. Artakk's sword exploded into shards, and the dragon's grandest, sharpest fang—its pride and glory—was sundered in two. To this day the sword and tusk lie exactly where they fell.

Mortally wounded, Wrax slunk off to its forest lair to die. Artakk, her sword arm shattered and swirling with fell dragon magic, wandered in the opposite direction, into the bleak mountains above Broken Tusk Pass.

Neither was seen again for nearly half a century.

VALOR & DISCRETION

Unless the heroes are Legendary personages, afraid of nothing and capable of earthshaking feats, successful completion of this adventure depends on a good deal of discretion and restraint. That's to say, if your group is the type that charges headlong into any challenge with swords flashing and spells blazing, they ought to be of higher Rank if they want to survive!

If you're running this Savage Tale for a group of lower Rank heroes, make sure they understand the importance of sticking to the stated goals. Nothing prevents them from seeking creative solutions. But if Lord Hareskill is paying to see his trade route opened, it makes no sense for the heroes to die fighting a dragon or lich!

TYRANTS' RETURN

Roughly a hundred years ago, the village of Broken Tusk was established as a way-point for travelers through the mountain pass. Although it has a reputation for lawlessness—which is mostly untrue, despite the presence of a robust local thieves' guild—Broken Tusk provides vital rest and shelter for alpine traders and merchants.

Ten years ago, Broken Tusk's residents were stunned to hear hunters had spotted a dragon prowling the primordial woods south of town. Soon after, shepherds reported their flocks being poached by something that made no sound and left no tracks. The terrified mayor and constable rounded up a militia to keep watch at night.

Days later, a gruesome entourage arrived at the town limits: ranks upon ranks of festering, animate corpses and skeletons. From their midst approached a slim, blue-robed figure, with shrunken, gray skin and burning points of white flame in her empty eyesockets. A few strands of hair clung to her skull. It was Artakk, back from the dead!

Actually, she'd discovered a way to unnaturally prolong her life, and deluded herself into believing the result wasn't an unholy abomination. Artakk the Eternal, as she called herself now, informed the town's leaders that the green dragon was Zeelin. It hatched just before its mother died fighting Artakk. Zeelin grew old in his mother's former lair, studying her captured spellbooks, dreaming of revenge on her mortal enemy. "Now," Artakk said, "that struggle shall ensue."

Over the next few months Artakk and Zeelin both declared themselves the ruler of Broken Tusk Pass, and by extension the village and its residents. Meanwhile, the creatures' servants make war in continuance of their age-old vendetta. The people of Broken Tusk are trapped quite firmly in the middle.



ROUTE TO THE WEST

Hear ye, hear ye! Lord Damon Hareskill of the Llusan Marches recently acquired the title to vast tracts of land and timber beyond Broken Tusk Pass. Unfortunately for the young lord, rumors of Broken Tusk's perils prevent most traders from going there. How can Lord Hareskill bring home valuable timber and gold if the road isn't safe?

Hareskill hires a band of heroes to travel to Broken Tusk, assess the state of things at the village, and secure an agreement for the safe passage of lumber and gold caravans through the pass. The ambassadors are authorized to negotiate a tariff on goods of no higher than 8%. Hareskill pays the heroes according to their Rank and fame (and the GM's discretion).

How the adventure plays out depends strongly on your group's Rank. For Novices, the goal might be solely to negotiate right-of-way and any fees involved with hauling goods through the area. Seasoned and Veteran groups may opt to manipulate

dragon and lich into fighting each other—while the valiant heroes protect townsfolk from harm! At the Legendary end of the spectrum, adventurers have the option of going toe-to-toe with powerful enemies in their lairs.

That said, nothing in this adventure prevents Novices from attacking the dragon or the lich if they choose to—except for the promise of their almost certain defeat and probable demise. In this adventure we set the stage. It's up to your group to settle the issue according to their particular goals and capabilities.

ARRIVAL AT THE VILLAGE

Soon after their arrival in Broken Tusk (pop. 200), the heroes are approached by Mayor Tumnal, a local religious leader, and a handful of respected merchants. Once they divine the reason for the adventurers' presence, the mayor says,

"In all truth, we would be delighted to establish such an

agreement with Lord Hareskill. And I can assure you our needs are quite modest with regard to tariff! But you see, we are not the main impediment to your lord's goals.

"We live in the shadows of twin threats. Each claims rulership, but neither helps nor protects. To the north, atop blasted jagged peaks, dwells Artakk the Eternal and her armies of the dead. She calls herself our Empress.

"To the south, deep within primordial forests, lurks an old green wyrm calling itself Zeelin the Mighty. Zeelin claims all of Broken Tusk Pass as his domain, and tolerates few footfalls here besides his own. You were lucky you got here before Zeelin found you.

"Needless to say, Artakk and Zeelin do not see eye to eye. They never have! Come, let us show you something."

The town elders lead the party to a large, open area at the center of town.

- **Mayor Tumnal & Company (5):** Use the Soldier profile in *Savage Worlds* for townsfolk.

SITE OF THE BATTLE

After a few minutes' walk, the villagers and travelers arrive at the town square, most of which is given over to a bustling marketplace. Read the following passage:

In the middle of Broken Tusk, at one end of the market, is a circular, open, grassy area about 30 yards across. At its center stands an ancient, broken menhir encrusted with lichen. Strewn all about the stone are glittering metal shards, as well as the broken blade and scorched hilt of an old sword. Nearby lies a jagged, broken ivory fang as long as a dagger and as big around as a man's fist at its base.

A kindly elder tells heroes the gist of the **Legend of the Broken Tusk** (page 3). Now the site of Artakk and Wrax's ancient battle is surrounded by a weird field of magical energy, which was created from the magic

sword's destruction. Heroes who attempt to inspect the scene more closely find themselves having to "push" toward it, as if passing through an invisible, somewhat porous membrane.

Inside the bubble, a hero is pummeled by magical emanations and has to roll Spirit (-2) each round. On a failure she becomes Fatigued, or Exhausted on a Critical Failure. Therefore, anyone who wishes to retrieve Wrax's broken fang or fragments of Artakk's sword must remain conscious long enough to move 15 yards to the center, grab the desired items, and get out. Other methods may occur to clever players.

In summary Mayor Tumnal says,

"So you see—we would gladly grant you trading rights, but they are not ours to grant. You must speak with Artakk the Eternal and Zeelin the Mighty."

NEGOTIATIONS & ALTERCATIONS

From this point, it's up to the players to decide what to do and what order to do it in. We provide a few notes for what a meeting with either despot entails, but from there events are determined by the group's actions and various nonplayer character reactions.

ARTAKK PEAK

North of town, barren hills give way to jagged mountains scoured clean of life. This absence of disorder is what Artakk calls "peace and harmony." A bare gravel trail winds upward along scores of switchbacks. As travelers climb, the silent dead rise from shallow graves along the trail and follow them. They do not attack or make any sound—they merely follow until a crowd of 30 or more zombies gathers, blocking any retreat.

Finally the party arrives at a stark stone tower built into the mountain peak. Assuming the adventurers come in peace, after a

brief interrogation by Grim Gorch they are granted an audience with Artakk in her throne room. After hearing the heroes' business she says in a gravelly tone,

"We hear your concerns, and we dearly wish to grant Lord Hareskill the desired rights. But you must understand, the wyrm Zeelin—scourge of the pass—stands in the way. That beast is simply too jealous for his own good. Until the dragon is dead, no such rights can be granted to you or anyone else."

Although Artakk can't be convinced otherwise right now, characters who converse with the lich soon grow aware of her odd beliefs and delusions. She believes her legions to be alive and perfectly well—just as she is! She insists the people of Broken Tusk could hope for no greater or more benevolent empress.

- **Artakk the Eternal:** See page 8.

- **Grim Gorch:** See page 9.

- **Skeletons (3 per hero):** See *Savage Worlds*.

- **Zombies (4 per hero):** See *Savage Worlds*.

ZEELIN'S GLEN

South of the village, a faint trail leads for miles into ever-deeper forests. Strange birds and creatures cry out in the treetops, and the underbrush shivers with the movement of furtive ground animals. The trail passes through miles of dismal swamps swarming with mosquitoes that nearly eat travelers alive.

Finally they discover a large clearing at the base of a looming mountain. A huge cave opens into the mountainside. The clearing is dominated by an encampment of tall, leafy-headed forest giants. The giants have two of their number keeping watch on the trail, but they are not particularly attentive.

When they become aware of intruders, the giants are far less accommodating than Artakk's servants. They surround the party, brandishing clubs and shouting in



their rough native language. Soon the sleek emerald dragon Zeelin slips sinuously from the cave. Once the wyrm has listened to the heroes' introduction he hisses,

"Would that I were able to grant your request. I would only charge your trade caravans a modest tithe. But no—I fear the lich Artakk would never allow it. She thinks she's still alive, you know,



MASS BATTLE: BROKEN TUSK PASS

Given the volatile personalities involved, a party of lesser Rank may decide their best bet is to spark a war between them. If the GM decides an all-out battle takes place, give Artakk's undead legions 10 Force Tokens and Zeelin's giant troops eight tokens. Unless the heroes throw in with one side or the other, their goal during the fighting is to evacuate the villagers safely from the warzone—a Dramatic Task (see *Savage Worlds*). This is a complex task, requiring the group to collect eight Task Tokens in five rounds. Players choose what skills their heroes use, with the GM's approval.

and operates under the delusion that any sensible person would welcome her as ruler.

"Whereas, what do I ask beyond loyalty? And the occasional livestock or small humanoid to feast upon? That doesn't sound so bad, does it? Tell those fools in Broken Tusk they must first rid themselves of Artakk so they may accept me as their rightful king. Then we shall discuss your trade rights."

Zeelin doesn't tolerate much backtalk or banter before bidding the party to begone. Refusal prompts a swift attack from the forest giants. Inside the cave is Zeelin's lair, stacked to the ceiling with gold and riches (exactly how much is for the GM to decide).

♣ **Zeelin the Mighty:** See page 10.

■ **Forest Giants (1, plus 1 per hero):** See page 9.

UNTYING THE KNOT


What can be done to resolve the situation? That's up to your group to devise. Here are a few pointers.

- **Hindrances Matter:** When they interact with Artakk or Zeelin, give the heroes a bonus of +1 or +2 to Intimidation, Persuasion, and Taunt attempts that play upon the lich's delusions or the dragon's jealousy.
- **Stay Neutral:** Openly siding with the lich or the dragon incites rage from the spurned party. A wise group remains neutral...or appears to.
- **Recruit the Locals:** A complex plot requires accomplices. Players should make use of Persuasion to bend the villagers to their cause as allied Extras.
- **Play Both Sides:** Unless they're powerful enough to battle a lich or dragon, a careful party sets off an escalating conflict between them.
- **Repair the Rift:** An especially creative group might try to heal the rift by retrieving the sundered magic sword and dragon fang. Or they might devise some means of repairing Artakk's blade (made whole, it is a magic long sword +2, +4 versus dragons), and returning it or using it against Zeelin.

Both foes are highly intelligent. Although they wish to rule Broken Tusk Pass, self-preservation takes priority when the chips are down. And if Artakk or Zeelin is forced to flee in disgrace, the adventurers have gained a potent recurring enemy.



CREATURES & FOES

This section provides profiles for the bad guys and their henchmen. Wild Cards are marked with a symbol like this: 



ARTAKK THE ETERNAL

Most liches seek to make names for themselves as towering forces of shadow and evil. But Artakk the Eternal's all-encompassing delusions led her down another path. Despite all evidence to the contrary, Artakk considers herself a wise, benevolent, and living empress. Although her personal code allows for the destruction of those who oppose her, she also feels a misguided sense of patronage toward the villagers of Broken Tusk and wants to help them thrive. She just can't comprehend why no one appreciates an ancient sorcerer and her rotting skeletal legions as helpful neighbors.

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

Skills: Athletics d6, Battle d8, Common Knowledge d8, Fighting d8, Intimidation d12, Notice d10, Occult d12+2, Persuasion d8, Spellcasting d12+2

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

Hindrances: Code of Honor, Delusional (Major)

Edges: Concentration, Level Headed (Imp), Wizard

Gear: Magical armor (+6), soul's mercury (see below).

Special Abilities:

- **Frigid Touch:** Artakk radiates the searing chill of the grave. When Artakk makes a Touch attack, each raise on the Fighting roll automatically inflicts one Wound of cold-based damage to the target.
- **Magic:** Artakk knows all the powers listed in *Savage Worlds*, and has 50 Power Points.
- **Soul's Mercury:** This is Artakk's ultimate contingency plan. If the lich's physical form is Incapacitated or destroyed, its soul and consciousness flee to a hidden, enchanted vessel filled with a mercury-like substance. While inside the Soul's Mercury, Artakk has only mental attributes and Smarts- and Spirit-based skills, cannot speak or move, and senses nothing except living beings that come within a range of Smarts x2. She can exist in this state indefinitely. With success on an opposed Spirit roll versus a target in range, Artakk can possess the foe's physical body and send its owner's mind to the Soul's Mercury instead. Artakk assumes the physical attributes of any body she possesses, and loses access to her Frigid Touch and Undead Special Abilities in a living body. (A trapped hero rolls opposed Spirit each round to shunt Artakk back into the mercury and return to their own body.) Alternately, the lich might possess one of her many zombie servants so as to cast spells, or send her soul into a raven to effect an immediate escape.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **Zombie:** When Artakk raises undead creatures using the *zombie* power they are permanent, and she can raise skeletons instead if she prefers to.



GRIM GORCH

This is Artakk's most powerful lieutenant, the first zombie she ever raised. Once an orc, Grim Gorch retains a greater deal of intelligent maliciousness than most undead, which is all but invisible to Artakk because of her delusional state of mind. She still refers to him as "the good and noble Grim Gorch," despite the fact he's clearly neither.

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

Skills: Athletics d8, Fighting d10, Intimidation d6, Notice d6, Shooting d8, Stealth d6, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 13 (3)

Edges: Marksman

Gear: Studded jacket (Armor +3), longsword (Str+d8), crossbow (Range 10/20/40, Damage 2d6, RoF 1), bolts x12, magical bolts (+2) x4.

Special Abilities:

- **Bite/Claws:** Str.
- **Fearless:** Gorch is immune to Fear and Intimidation.
- **Hardy:** Gorch doesn't suffer a Wound from being Shaken twice.
- **Size 1:** As an orc in life, Gorch stands taller than a man.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **Weakness (Head):** Attacks targeting a zombie's head do the usual +4 damage.



FOREST GIANT

Zeelin the dragon has made friends with a tribe of forest giants who dwell some leagues away in the high mountains. In return for Zeelin's "blessings"—primarily gifts of slain game, or stolen booty like wine and ale—the giants send a few of their number every year to serve Zeelin. The current force numbers about 40. Being chosen for service is the tribe's greatest honor.

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

Skills: Athletics d8, Fighting d8, Notice d8, Persuasion d6, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 14 (2)

Edges: Alertness, Sweep (Imp)

Gear: Large club (Str+d8, AP 2, Reach 2), canvas sack.

Special Abilities:

- **Armor +2:** A forest giant's thick, bark-like skin repels attacks.
- **Size 5 (Large):** An adult forest giant stands 18' tall and weighs close to 4,000 lbs.



ZEELIN THE MIGHTY

Of all the arcadian dragons—those with emerald-green scales who live in the deepest forests—none is as resplendent or powerful as Zeelin the Mighty. Zeelin himself would be the first to remind an observer of that fact. And woe betide any fool who seeks to be *more* resplendent or mighty than Zeelin, and invokes the wyrm's legendary jealousy.

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d12+6, Vigor d12

Skills: Athletics d10, Battle d10, Common Knowledge d6, Fighting d10, Occult d10, Intimidation d10, Notice d12, Persuasion d8, Spellcasting d10, Stealth d10

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

Hindrances: Jealous (Major), Mean



Edges: Frenzy (Imp), Level Headed

Special Abilities:

- **Armor +4:** Green, scaly hide.
- **Bite/Claws:** Str+d8.
- **Fear (-2):** Anyone who sees a mighty dragon must make a Fear check at -2.
- **Forest Walker:** In wilderness terrain, Zeelin's feet leave no tracks and cannot be detected with a Survival (tracking) roll. In forested terrain, the dragon also gains +2 on Stealth rolls.
- **Flight:** Dragons have a Flying Pace of 24".
- **Hardy:** The creature does not suffer a Wound from being Shaken twice.
- **Magic:** Zeelin had studied the wizardly ways. He knows the *arcane protection*, *beast friend*, *boost/lower Trait*, *dispel*, and *sound/silence* powers and has 20 Power Points.
- **Poison Breath (-2):** Zeelin belches forth a cloud of debilitating gas. It takes the shape of a Cone Template, with a Medium Blast Template adjacent to the far end. The gas is Mild Poison: anyone in the area of effect must roll Vigor or suffer Fatigue, or Exhaustion on a Critical Failure. (See **Breath Weapons** and **Poison** in *Savage Worlds*.)
- **Size 7 (Large):** Zeelin is a massive wyrm, over 30 feet long from nose to tail and weighing over 16,000 pounds.
- **Tail Lash:** Str+d4. The creature may make a free attack against up to two foes to its side or rear at no penalty.

PRE-GENERATED CHARACTERS



SYBELLA OF THE VALE

Sybella was raised by a small coven of sorceresses and enchantresses living in a hidden vale high in the southern mountains. There she was taught both her significant magical ability as well as a mortal fear of outsiders. The witches told her lurid tales of her kind being burned at the stake, leaving young Sybella terrified. She became obsessed with the idea of leaving the Vale and becoming so powerful she would never need fear witch-burnings again.

She slipped out of the Vale and began adventuring, when she discovered an ancient tome. Using a ritual within, she contacted a fell being from beyond the edge of space and time, with whom she made a dark contract for power. When she died, she would serve it in the beyond. Until then, however, she travels across the lands, acquiring both knowledge and power. She has joined with this band of adventurers both out of self-interest and true friendship, though she does not often admit that, even to herself.

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

Skills: Athletics d4, Academics d6, Athletics d4, Common Knowledge d4, Fighting

d4, Notice d6, Occult d10, Persuasion d4, Spellcasting d12, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 6 (1)

Hindrances: Ruthless (Minor), Suspicious (Minor), Secret (Major — Deal with a devil)

Edges: Arcane Background (Magic), Concentration, New Powers, Power Points, Rapid Recharge (Imp), Wizard

Powers: *Arcane protection*, *barrier*, *blast*, *bolt*, *detect/conceal arcana*, *deflection*, *dispel*, *fly*, *illusion*, *intangibility*, *protection*, *puppet*, *telekinesis*. **Power Points:** 35

Gear: Adventuring gear, Robe of Teleportation (see below), dagger (Range 3/6/12, Damage Str+d4), Fireball Ring (see below).

BROTHER LUCIEN



Lucien grew up as a ward of a monastery in the great central plains, where he was taught the ways of the Lord of Renewal, as well as a distinctive style of unarmed combat. Upon reaching the Age of Service, as is their tradition, the monastery held a great tournament to see who was the greatest martial artist among them. Lucien was victorious. As a reward, the monastery granted him two precious holy relics—a tabard and bell—as well as a mission: to travel the lands, serving the Great Renewer and opposing those who serve Stagnation.

The tenets of his deity, the Great Renewer, guide him in his daily life and lead him to provide simple services to those in need wherever he goes. Whether it

is manual labor or magical healing, Lucien lives to serve others, in the hopes that those around him can learn to grow and renew themselves by his example. Despite his holy calling, however, Lucien is not boring; indeed, he enjoys a good brew and a friendly fistfight more than most. "Especially in the suffering of conflict is there the opportunity for renewal," he says.

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

Skills: Athletics d4, Common Knowledge d4, Faith d10, Fighting d10+2, Healing d8, Notice d4, Persuasion d6, Stealth d4

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

Hindrances: Poverty, Heroic, Obligation (Minor — As cleric)

Edges: Arcane Background (Miracles), Block (Imp), Chi, Counterattack, Dodge, First Strike, Holy Warrior, Martial Warrior, New Powers, Power Points, Two-Fisted

Powers: Boost/lower Trait, healing, light/darkness, relief, resurrection, sloth/speed, smite.

Power Points: 25

Gear: Adventuring gear, Censer of Turning (see below), Robe of the Devout (see below).

SIR HENRIK OF LLUSIAN

Henrik is the son of a blacksmith from the town of Llusian, beyond the Llusian Marches. He became a squire there and, eventually, a knight. He was on the battlements when the orcs came out of the



mountains and descended on the town. He was there, fighting in the breach, when the keep fell to their catapults. He was there when the Duke was slain. When all hope seemed lost, however, he found himself face-to-face in mortal combat with the orc chieftain. Picking up the fallen Duke's spear, he slew the chieftain, throwing the orcs into disarray. It was enough to turn the tide of the battle.

Afterwards, the Duke's young daughter gifted Sir Henrik the spear and granted his request to leave his service to Llusian. With the orcs destroyed, there were no more threats to the town—and Henrik had lost too many dear friends there to stay. So Sir Henrik began to roam, looking for a new purpose. He found one in a band of misfits he now calls his friends. Only their camaraderie keeps the memories of that battle at peace.

Attributes: Agility d10, Smarts d4, Spirit d4, Strength d12, Vigor d10

Skills: Athletics d10, Common Knowledge d4, Fighting d12, Intimidation d8, Notice d4, Persuasion d4, Riding d6, Shooting d8, Stealth d4

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

Hindrances: Code of Honor, Loyal, Stubborn

Edges: Block, Counterattack, Frenzy, Giant Killer, Level Headed, Mighty Blow, Nerves of Steel, Sweep (Imp), Trademark Weapon (Imp), Soldier

Gear: Armor of the Slayer (see below), heavy crossbow (Range 15/30/60, Damage 2d8, AP 2, RoF 1), Stalwart Strike (spear, see below).

THALIA AYA'VARRANIL

Thalia hails from the Great Eastern Forest, where her people live among the massive, ancient trees that grow there. She lived as they did for many decades: walking among the trees, tracking game, communing with the land, running with the creatures of the



wood, sometimes even in the form of an animal. One day, a human caravan passed through the woods and Thalia became fascinated by these short-lived, passionate beings. After following them through the Great Forest for the better part of a week, she decided she would travel with them and learn more of their ways.

Life in the human towns took some adjustment. Fortunately, she met a half-elf woman, Auriana, who took her in and taught her the ways of city life — specifically, the ways of the thief. For Thalia, it felt like another form of the hunt, but in an urban environment, so she took to it like a natural. A decade later she began to become disillusioned with the guild of thieves she had joined. She had little interest in the gold they all so coveted. It was then that she met Sir Henrik. He was different from other humans she had met; he had a gravitas to him that reminded her of the elders of her people, or of the feeling of being near one of the great old trees. Once again she changed courses in her life and joined his group of travelers, all of whom she now calls friend.

Race: Elf

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

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d4, Shooting d12, Stealth d10, Survival d8, Thievery d6

Pace: 8; **Parry:** 7; **Toughness:** 7 (2)

Hindrances: All Thumbs, Outsider (Minor), Loyal

Edges: Alertness, Arcane Background (Magic), Assassin, Connections, Dead Shot, Double Tap, Fleet-Footed, Rapid Fire (Imp), Thief, Trademark Weapon (Imp), Woodsman

Powers: Beast friend, farsight, shape change.

Powers Points: 15

Gear: Thief's Cloak (see below), Bow of the Forest (see below), dagger (Range 3/6/12, Damage Str+d4), dark clothing, grappling hook, boiled leather armor (Armor +2), lockpicks, rapier (Str+d4, Parry +1), hemp rope (10").

MAGIC ITEMS

ARMOR OF THE SLAYER

This set of plate mail includes a corselet, vambraces, and greaves, although it weighs half as much as normal plate due to its fine craftsmanship. The armor grants an additional +2 to Armor over normal plate. It also grants its wearer a +2 to avoid breath weapons from monsters like dragons.

BOW OF THE FOREST

This bow is carved from the heartwood of a fallen Great Tree in the Great Eastern Forest and is considered a treasure of the elves who live there. It is a long bow that inflicts an additional +2 damage and grants a +2 to Shooting. Also, if the wielder does not move during their turn, they may fire as if they used the Aim maneuver.

CENSER OF TURNING

This ornate censer hangs from a simple brass chain and contains a small vessel for burning incense. As an Action, the user may light the holy incense within and swing the censer gently, releasing a distinctive smoke that lingers in the area for one minute. The aroma fills a Large Blast Template centered

on the censer carrier. The incense within can be lit three times a day and magically renews itself at every dawn.

Any undead wishing to enter the area of the aroma must succeed in a contested Spirit check against the censer, which uses a d8. With success, the undead may enter freely. If they fail, they cannot enter the Large Blast Template area for the duration.

Ranged weapons and melee weapons with Reach may pass into the area of the smoke, but spells and Monstrous Abilities (such as a vampire's Charm) cannot if the undead fails its roll.

Undead who are already in an area when the censer is lit must also make a Spirit roll versus a d8. On a success they may stay, but on a failure they are Shaken and must move outside of the area on the turn before doing anything else. On a Critical Failure, they suffer an automatic wound and, if they still stand, must then flee as above.

FIREBALL RING

This ring is made of a gleaming gold and contains a fiery ruby. It contains 10 Power Points and utilizes the wearer's Spellcasting stat to determine its effects. As an action, the wearer may expend 2 Power Points to shoot a flaming ball to a Range of 12/24/48, where it explodes in a Medium Blast Template, inflicting 2d6 damage. The wearer may spend 1 additional point to make the damage 3d6 or a Large Blast Template. For 2 additional Power Points, the wearer may do both. These Power Points refresh at a rate of 5 per hour, as normal.

ROBE OF TELEPORTATION

While wearing this robe, the wearer may choose to disappear and instantly reappear up to 10" distant a place the wearer can see. Doing so uses their movement but not their action for the round. Adjacent opponents do not get a free attack against the wearer when teleporting. The wearer may use the robe to do this up to four times a day.

ROBE OF THE DEVOUT

This plain gray robe is a gift from the abbot of the monastery of the Great Renewer to those who set out on their holy quests. The wearer gains several benefits as long as its wearer abides by the basic tenets of the Great Renewer — to promote freedom and renewal, and to oppose stagnation and oppression. These benefits are a +2 damage and a Toughness +2.

STALWART STRIKE

Stalwart Strike is a spear with a +2 damage bonus. The wielder gains the First Strike (Imp) Edge in combat.

THIEF'S CLOAK

This delicate velvety cloak allows the wearer to move undetected and, as such, is coveted by those who wish to go unseen. When the hood is lifted, the wearer becomes translucent, leaving only a faint outline. Others may detect the wearer's presence if they have reason to look, though they must succeed on an opposed Notice vs. Stealth roll at a -4. As long as the wearer keeps the hood up, melee and ranged attacks against the wearer are at -4 as well.

