

Tyrnador

Fate of Ventar JumpStart



A High Fantasy Savage Worlds
setting By Umberto Pignatelli



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Welcome to Ventar

Imagine a land where men, dwarves and elves vie for supremacy, trying at the same time to survive the threat of the goblinoids and the dangers of the wilds.

This place is the Kingdom of Ventar, founded centuries ago by a human prince looking to fulfill the Fate of his people, written in an ancient Prophecy.

And then, suddenly, the forgotten Prophecy came true: from the Sleepless Sea the fleet of the Necromancer came, to subdue the living and drag them into darkness.

Only by fighting together did the Free People manage to repel the Necromancer, who today lurks, defeated but not destroyed, beyond the Gates of Night, an immense fortress in the far north.

Ventar lies destroyed and devastated: cities and villages are reduced to ruins filled with monsters, pleasant fields have become dark woods populated by bandits and ogres, and, in the deep forests, powerful Faerie coming from the mysterious Faerann try to lure and enslave mortals at their whim.

This is *Tyrnador: Fate of Ventar*, a land where mighty warriors, cunning rogues, wise priests and powerful mages dare to enter the ruins and explore the Wyldlands to find enough power to rebuild their land.

So, grab your sword, learn your spells, and be sure your backpack is full of rations and torches.

Are you ready to discover what the real Fate of Ventar will be?

Timeline

Below you'll find a sketchy timeline of Ventar's story, as Stomper told you in the previous pages. It is far from complete, but it will be expanded in future installments of the series.

Dates in this book refer to the foundation of Ventar. So we have AV (After Ventar's foundation) and BV (Before Ventar). If you want to stick to the Kalyrian Empire's dating system, simply add 5537 to the dates below.

0 AV:	Foundation of Ventar.
5 AV:	Ventar's Crowning.
18 AV:	Foundation of H̄el.
23 AV:	Maiden forged, killing of Redflame.
50 AV:	Death of Ventar, Great Pestilence.
89 AV:	Fall of Verat.
121 AV:	Rise of Mosgar, the Goblin King.
122-127 AV:	Goblin War.
128 AV:	Death of Mosgar.
153 AV:	Maddening of the Giants and Coming of Blackbane.
155 AV:	Foundation of Clanshall.
163 AV:	Death of Gorvak the dwarf.
200 AV:	Coming of the Necromancer. The Fate of Ventar finally revealed. Necromancer's War begins.
200 AV:	The Lady of Flames appears in the Redflame Hills.
201 AV:	Battle of Port Terror, the Waters of the Dead appear.
203 AV:	Betrayal of Guynan and theft of the Staff of H̄olbrook.
204 AV:	Fall of Ventar
205 AV:	The Pact of the Free People.
207 AV:	Battle of Duskwood.
207 AV:	Marriage between Princess Elara and King Valerios.
209 AV:	Prince Valen is born.
217 AV:	Today. Age of the New Dawn.

Races

Hauflins

Only Big Ones call hauflins “hauflins”. They call themselves Naikivi, a word meaning “men” in their language. Nobody knows when hauflins came to Ventar, probably they arrived from beyond the sea, in the far past, because both elves and dwarves remember their presence from long ago.

Physically hauflins are around three feet tall, the tallest of them reaching four, and weigh between twenty and forty pounds, because they love food.

Hauflins, I can assure you, don't have hairy feet and actually wear every type of footwear, from socks to boots. This is a wild story, probably arising from the fact that Boater hauflins (see sidebar) spend much of their time barefooted on their barges.

Males usually wear trousers and gilets, of which they are very fond, while females sport dresses and gowns.

Old Oaker garments are usually more sober, while Boaters prefer more showy attire, including feathered caps, of which they are very proud.

Naikivi are of fair complexion and usually have brown eyes and curly chestnut hair. Blonde women are rare and considered very beautiful by hauflin standards.

Their lifespan is a little longer than humans, ranging from 80 to 100 years; they reach maturity at 20 and become elders around 60.

Hauflins are a single race which in ancient times divided into two different cultures.



The first are the Old Oakers, static and peaceful farmers and herders, who live mainly in Rosebud County. This people is known to be polite, plain-dressed, hospitable and not very adventurous, although in the past they demonstrated their valor in times of dire need more than once.

Different from the Old Oakers as moon is from sun are the People of the Boats, or simply Boaters, as they call themselves. These multicolored wanderers pass all their lives on large boats propelled by oars and poles, acting as peddlers, news bringers, entertainers and, occasionally, swindlers. If a river is in the least bit navigable you can bet your last coin that one day or another a Boater barge will sail along it, ready to intoxicate you with their spiked wine, sell you marvelous trinkets that tomorrow will look ugly, and fill your head with exotic songs.

A small percentage of hauflins, regardless of the culture they belong to, develop a particular state of the spirit called wanderlust after the end of their teens, which forces them to leave their families behind to explore the world, looking for new experiences and emotions. This state usually lasts for some years, after which the wanderer comes back home and settles into a normal life (if he is still alive), although there are cases of hauflins who experience wanderlust all their lives. Yes, like me.

Hauflins, regardless of their culture, are a peaceful race, which most of all enjoys life in all its forms. They can be warriors and kill to defend their families and homes, but even when dispatching the worst goblin raider, they feel a little sting of regret in their hearts.

Their spirituality is simple but deep: they worship mainly Baarathi, Lord of

Nature, who they know as Father Bari, and Myrthala, who they call the Good Mother. Clerics and mages aren't very common among them, but some can be found, especially among the Boaters.

Hauflin names have a Scottish and Irish sound, like: Cinaed, Dougal, Ennis, Fenella and Llendallyn. hauflins always mention their family name, as family and kinship are very important to them. Family names are usually connected to something notable in the past of the family, usually a deed or misdeed (like Boatsinker), an attitude (like Merryweather) or a profession (like Woodcutter).

Humans

The common belief is that men were the last arrival in Ventar's land. This is not strictly true, because a human society existed in the Lashari Islands before the coming of Ventar, but, because of their peculiarity, I'll speak of them later.

Today three main human cultures exist in Ventar: the true Ventarians, Ridgemen and Lashari.

Ventarians

Ventarians are true heirs of the Kalyrian Empire: tall, broad-shouldered and with hair ranging from black to blonde, they have fair complexions and men often sport beards or mustaches, though not so imposing as those of the dwarves. They dress in a variety of clothes, but men prefer breeches and short tunics of wool, while women almost always wear dresses.

The offspring of Ventar are strong-willed and determined, with the spirit of true colonists: they tamed a harsh land all by themselves and aren't afraid of working or fighting. Their society is organized as it was in the Empire, but on a smaller scale,

Stomper Says: More About Boaters

Boaters have a very complex culture, deeper than you could imagine from seeing their flamboyant dress, hearing their gaudy songs and being cheated with the cheap pottery they sell you.

First, Boaters are an inclusive and very open group: among them you can find men, some dwarves and, I bet that if they weren't too stuck-up to ask to join, there would be a place for elves among them, too.

To become a Boater a person must ask acceptance of the Boat Captain: if he accepts, you become part of the crew, your past is cancelled and you find a new family on deck and underdeck. While you are devoted to the boat and her people, fellow Boaters will give their lives for you.

Boaters know a little of magic too, even if they aren't properly trained wizards: among them there are soothsayers of a certain skill. Boaters worship Baarathi as the other haufins do, but surprisingly they pay homage to Kaavor too, the Lord of the Pacts, which, they say "always blesses honest commerce". Knowing the fairness of Boaters' trade, the Justicars are always puzzled why their god doesn't sink every Boater vessel on the three rivers, but who are men to judge the acts of gods?

Stomper Says: Boaters' Boats and Borgas

Boaters' boats aren't your usual boats: they are more like floating houses, ingeniously built so they have many comforts like fireplaces, real beds, and, in some cases, even greenhouses. They aren't very big, because most of the time they must be propelled against the current with poles. Boats are the core of a boater's life, they have a name, a story and a soul. No worse thing could happen to a Boater family than losing their barge. Boats are inherited by the Captain, who is usually the eldest son of the previous one. This is more a custom than a rule: in the past a daughter, a younger son, or even an adopted Boater has inherited a boat, whatever is best for the welfare of the barge and of the crew.

Boaters think that their boats are living, magical things, and that each of them is linked to a powerful creature, called the Borgia. The Borgia is never far away from the barge and constantly protects it, because the life of Borgia ends when the boat to which it is linked is destroyed. Nobody has ever seen a Borgia, but it is he who howls in the night to alert the crew of incoming pirates, he who miraculously pushes the barge away from shallow waters or who ensures a Boater child fallen in the river is found alive. For this reason, boaters greatly respect their Borgia, leaving him offering of milk, bread and smokeweed, which he is fabled to love.

with farmers and others living in the country subject to local nobles, who obey the king, and are obliged to give him troops in time of war and to pay tribute.

Ventar's kingdom is divided into several baronies and duchies, more or less faithful to the King, who today resides in the new capital of Scarlet. All except the Barony of Hel which declared independence and is in a state of silent war with the kingdom.

They are good artisans and builders although only children compared to elves and dwarves. Many great Ventarian cities and castles have imposing walls, but they were built in the past by the giants, before their Maddening.

Ventarians are a pragmatic people but with a large streak of religious faith: we must not forget that they came to this land in obedience to a prophecy of Kaavor, the Lord of the Pacts, who is their main god, second only to Myrthala, Lady of Mercy.

Ventarian names are very different in nature, many of them from different regions of the Empire like the colonists themselves. They tend to have no more than two or three syllables, and often they have an assonance with the name of one of the parents (usually the one of the same gender), as in "Artos son of Tosan" or "Ulnara daughter of Uletha". Good examples of Ventarian names are Aros, Baraios, Hela, Nicoros, Tariana, Ulnara, Zoran.

Lashari

Lashari are the original human population living in the Lashari Islands, south-east of Ventar. The word in their tongue means "mariner" or "man" while in Ventarian it has assumed the meaning of "pirate".

Lashari are of medium height and frame, with a tanned complexion and hair usually of black or dark brown. They have a strange physical feature: their eyes, usually

intense green or blue, have no distinction between iris and sclera, and they are completely colored, with no "white of the eyes". In very rare cases, a Lashari is born with completely milky white eyes, and when this happens, he or she is immediately uplifted to the nobility, as the white eyes are the sign of the Prophets.

Lashari are a race of mariners and their dress reflects this: they wear loose pantaloons and silken shirts or gilets, when they don't go bare-chested. Some of them wear turbans, to protect themselves from the fierce sun of their islands, but warriors traditionally shave their heads, except for a single knot of hair. Women dress in loose gowns of the same material, and many of them wear the shalif, a veil covering from the top of the nose to the upper half of the chin.

Lashari are an isolationist race of sea raiders, which has always seen the coming of the Ventarians as an invasion of their lands. For almost two hundred years the fast Lashari ships razed all the coastal cities of Ventar, in certain cases even launching incursions deep inland, and showing no interest in commerce or peaceful relationships with the newcomers.

The Lashari Islands are an archipelago enjoying tropical weather due the heat generated by their many active volcanoes and are very treacherous for anyone who isn't a skilled mariner (and the Ventarians aren't), granting them virtual immunity for their piratical activities.

The Lashari are a theocracy, governed by a cast of Prophets, at the head of which is the All-Seeing Eye, a great Prophet of extreme power. The Lashari don't worship a specific god, but they follow the Prophecy, a series of revelations written in the Book of Lasha, their holy text, which proved completely true till some years ago, when the attack of the Necromancer came, and its veracity faltered.

The coming of the evil one wasn't expected and as well as great losses in their fleet and people, this caused a deep spiritual crisis in their society, which for the first time in millennia started doubting the Prophets. This caused a rift between the Prophets and the Sea Captains, the civilian lords, who in the end made a truce with the Ventarians and aided them in the battle against the Necromancer.

Today, that the war is ended, the relationships between Ventarians and Lashari are still very tense, but without open warfare, and, for the first time, some

Lashari ships now dock at Port Sentinel to trade with the locals, bringing with them the exotic wares of faraway lands. A few Lashari individuals have even started appearing in the inland areas of the kingdom, but they are still very rare and usually received with mistrust if not open violence.

Lashari names are long and complex, with an Arabic feel, usually made up of three words; a first name, a middle particle (which shows what part of the Prophecy the person belongs to) and a family name, for example Aluf Ibar Mazir, Berasa Nad Halema, Jazir Vel Tolar.

Way of Life

Technology

Describing my world in a few pages isn't easy, but in this small chapter I'll tell you something of the mighty achievements of Ventar.

Currency. Money is an important thing in every kingdom, and Ventar is no different. The problem is that various realms and races share this land, and each of them has, or had, money. The most precious coin is the octagonal dwarven rilik, made in silver and gold and bearing the mark of Arkalion (the oldest ones) or of Clanshall, while the Ventarians use the golden crown, the silver royal, and the copper penny. King Toras the Wise, probably the most stone-headed of all the dynasty, did one thing right during his reign: he declared that all coins have their value determined by the metal of which they are made, regardless of the race who made them. The dwarves grumbled a bit, but today we have only gold, silver and copper "pieces", regardless of the coinage. We haufllins stick happily with this law, because like the majority of rural areas, we

don't use much money, preferring barter and the exchange of favors. I haven't the faintest idea if elves have coins, probably not.

Entertainment. I saw, at the court of the king at Scarlet, acrobats and dancers from far away lands impress the courtiers with their tricks. I saw hedge wizards impress the people with their craft (a thing that no serious Mage of the Order will do, so don't ask them, trust me). I heard the bards tell tales so old that nobody else remembers them, and I heard the elves singing, a memory that, even if I live for centuries, I'll always remember. That said, we Ventarians are a simple people, enjoying simple pleasures; a beer or a dozen at the local tavern, and a good tale told around the fire.

Food Production. Ventarians brought with them the deep plow and strong oxen, but they didn't know about crop rotation, which we haufllins traded to them. With our joint efforts, Ventar became a verdant garden, where fields of wheat, more

precious than gold, extended far to the horizon in the sunny summer afternoons. Sadly, it isn't like that anymore: the war made the wild reclaim many of the fields, now reduced to savage woods and tracts of brambles. Famine is a harsh reality, and in many places hunting, poaching and gathering wild fruits is the only way to assure survival. Dwarves didn't suffer the famine as badly as us, because they had great underground farms of fungi (they are quite tasty, too), while elves tend very small orchards, but incredibly productive. I even saw one of them speaking with bees once, so I think they definitely use magic in their farming, but they are also excellent hunters and gatherers. Rivers are also a good source of fish, especially salmon in the high Jotun, which the Ridgemen fish with nets and spears.

Government. The kingdom of Ventar is obviously a monarchy, but the King, apart from a few exceptions in the past, has had a lenient hand. His vassals, counts and barons, pay him homage, giving the kingdom taxes and soldiers in case of necessity, but they are largely independent. This was probably the cause of Hela's rebellion. Some cities, for example Bridgegate, don't have a noble ruling them, but a city council, in this case the Merchants' Council, while Kaavoras is held by the High Justicar. We hauflins are only a small County in the kingdom, but the title was instituted only recently, so we don't have a true nobility (and we don't need one either). Dwarves are ruled by kings and queens too, but the basis of their social organization is the clan. Usually the ruler marries a partner from another clan, marrying a woman from the same clan brings misfortune, the other clans say. Elves are a monarchy too, ruled for millennia by Lavannor, the King of Leaves, who doesn't seem inclined to abdicate, but the small elven villages dotting the Tyrn Forest are

ruled by self-appointed chiefs or officers of the King.

Literacy. The older races, dwarves mainly, love knowledge, so all of them know how to read and write. In many languages and alphabets. We hauflins... well, we don't think this craft is very important, but my ma and my pa beat me on the head till I learned it, so I can read, as many others of my race can. For humans, nobles, clerics and obviously mages know how to read and write, but the majority of them don't. I don't think a Ridgeman knows what end of a quill to hold, if you take my meaning. As for elves, I am pretty sure they know how to read, but I don't remember ever seeing one of them with a scroll in hand.

Medicine. The healing arts in Ventar are quite advanced, especially thanks to the efforts of the Daughters of Myrthala, the main healers of the kingdom. Their capacities are partly of a divine nature, but also derive from an accurate study of the human body, because the goddess in her wisdom granted them limited powers. In the far past, legend says, the Daughters were able to bring back people from the gates of death too, but this boon was taken away from them when Myrtha, first priestess of the goddess, used it to bring back her son. Apart from priests of Myrthala, medicine in Ventar is based on the knowledge of herbs, traditional remedies and occasional surgical operations, which are very dangerous, especially if practiced by wandering barbers. Painkillers exist in the form of sleeping herbs (for example extracts from Bramblesleep). Recently, mages started babbling about very small beasts that live in open wounds, but nobody can believe such a thing. Even the Daughters ignore this idea, but they always wash their hands to purify themselves before touching a patient.

Travel. The commonest means of

travel is, unsurprisingly, your own feet, my friends. The King's Road was very well-tended and protected before the war, connecting all the major settlements of the kingdom, but today it is often muddy and overgrown, so traveling by horse and mule is difficult, while using carriages is impractical at best, even if many merchants do it anyway, their greed greater than their common sense. River travel is quite common too, especially on the main watercourses. If you are lucky you can book passage from the Boaters or some enterprising fisherman, but both on land and water you must fear the pirates and bandits which abound everywhere, especially now that the Wardens don't guard the Towers anymore.

Warfare. The ultimate weapon of Ventar today is an armored knight, charging with lance and shield, but knights are quite costly and not very numerous, especially since the war. Soldiers of the king and militiamen are usually armed with spears and swords, and protected by shields and light or medium armor, but often they are no match for goblins, ogres and the other nasty things creeping in the wilderlands. Elven pikemen are the second best troops, if you ever saw a line of these gray cloaked warriors stop a horde of charging undead, you know they are as resistant as the steel of their pikes' points. Sadly almost equal to them, if not superior, are the Thularim warriors of the Necromancer. Clad in black metal armor, and wielding dark blades forged on the other side of the Sleepless Sea, they are absolutely ruthless and fight with a fanaticism I have never seen in free people, not even in the dwarven miners defending their homes or the charging Ridgemen berserkers.

Stomper Says: Dwarven Roads and Faepaths

Speaking of roads, I assume you know of the existence of the two Dwarven Roads?

No? Well, they are very old, built by dwarven stonemasons of the past to connect Arkalion to Shikarir, the Ancient Dwarven Road, and Gorvanar to the sea, where probably a dwarven fortress existed many centuries ago, where today Southguard stands. The two roads cross not far from where Ventar city stands, and are probably partly why the capital was built there. These roads, made of paved stones, are very durable like everything made by dwarves, and they have endured centuries of bad weather, carelessness and wars almost intact. Stories say the Dwarven Roads were made by the First King of Shikarir and that the stones are stained with his blood, which grants them a sort of immortality. It also means that Dwarven Roads are said to be haunted on moonless nights, but this is surely a story without any real foundation.

Speaking of magical roads, I bet you don't know what Faepaths are. They are roads leading from our world to the Faerann. By taking the right turns and bends you can arrive almost anywhere in our world passing through them, unless you die horribly of course. Luckily the accesses to Faepaths are carefully concealed and only the most powerful mages and druids can find them (and the great majority of those don't dare enter them).



Gods of Ventar

Aspects of Divinities

Several gods are worshipped in Ventar, but before speaking of them in detail I must explain to you a difficult concept, which Tywradir, an elven mage, told me the night before the battle of Duskwood, when I was praying for my life.

Deities are great, in the sense of immense. We, as mortals, can only manage to see a small part of them, which is the one we worship. For this reason, the same god is seen and worshipped in different ways by different races and cultures. Let's take for example Thuul, the God of Death. For Ventarians, before the coming of the Necromancer, Thuul was a positive divinity, the Guide of Souls to the Afterlife and the Protector from Undead. For the Thularim, Thuul is totally different: he is the Undying Lord and Prince of Decay, the Destroyer of Mankind. The same is true for Baarathi, Lord of Nature: for us haullins he is the Good Father, Who Tends the Fields, and Friend of Bees, while for Ridgemen he is the Mighty Bear, a savage and bloodthirsty divinity to be feared and respected.

But they are always the same god. I cannot explain better than this, I am no cleric, but I am sure you understood.

The Wheel of Gods

Gods relationships are often difficult to understand: of the seven gods of Ventar, some of them are enemies, some allies and some, simply, stand by themselves. The picture on page xxx shows you the relationship between gods. The nearest gods are allies and friends, while those opposite each other are enemies. Uuto stands in the middle, as father of the gods, while the First Smith is by himself,

probably not a god in the true meaning of the word.

Priests and Channelers

I am sure you have heard of the incredible powers of the priests, their capacity to close wounds, bless crops and tell if you really stole the jam jar. Well, I must tell you that the hard reality is something different: only a few of them have magical powers, the majority are... well, simple priests. There is also a (small) number of persons, gifted with divine powers, but not connected to a specific god. They are usually people who haven't yet discovered who their real god is or, in rare case, people who don't want to have anything to do with gods (despite using their powers). They are collectively called "channelers".

Kaavor

Titles: Lord of the Pacts, Master of Justice

Holy Symbol: A balance (engraved on a medallion, a shield or a weapon) or a Book of the Law

Favored Colors: White and red

Kaavor is a very ancient deity, coming to Ventar from the Kalyrian Empire but already known in these lands by the natives. Kaavor is a complex, but at the same time very simple, deity. He watches over

obedience to rules and, in general terms, to pacts. Whenever two beings make an accord, or, even more importantly, swear an oath, an energy is created between them, and this is Kaavor's work. This is true on any scale, from the haggling over fish prices at the town market, to marriage obligations, to the laws of the king or the last will of a dying person.

To Kaavor it doesn't really matter what the pact is and whether it is fair or not. Once sealed, it is in force, and must be respected, under the penalty of the cold retribution of the god and his followers.

Pacts must not be sealed lightly, for this reason priests of Kaavor recommend their followers pay great attention to what they are swearing and accepting, because once done, it is done.

Kaavor is a central deity in Ventarian culture: it was due to a pact the Emperor himself made with the god that Ventar and his people came to these lands, to guard against the enemy coming from the sea.

Justicars. The priests of Kaavor divide into two types: the Priests of the Tunic (or simply "priests") and the Priests of the Sword (called Justicars). Priests of the Tunic are usually teachers, counselors, and, in certain cases, even judges. Some of them, during their lifetime, are called to take the sword and became Justicars, a martial order of warrior-clerics with a great deal of mundane and arcane power.

The training of a Justicar is usually hard and long, it requires at least three years as a novitiate in a temple, because the warriors of the god must be forged both in the spirit and in the body.

Justicars also act as investigators in crimes, lawyers (knowing the law is a specific duty of every Justicar) and in general, as righters of wrongs and hunters of criminals, because, after all, nobody is

a greater breaker of pacts than an outlaw.

Some of them work within the order's hierarchies, while others wander, alone or in the company of friends, bringing the justice of Kaavor wherever it is needed.

The Justicars were in the first line in the fight against the Necromancer, who they consider the "enemy coming from beyond the sea" whose destruction will reveal the Fate of Ventar. They are also very involved in the reconstruction of the kingdom after the war, which they see as necessary to respect the Pact of Ventar.

The cult of Kaavor rules over a city, Kaavora, the seat of the High Justicar. It is a very well-organized place, ruled with a firm, but just, hand.

Justicars, in general, are respected, but also feared: their sense of justice is sometimes too extreme and impersonal for the taste of some people, especially rich merchants, politicians and similar persons.

On this topic, what is more important, the letter or the spirit of a pact? This is the question upon which every priest of Kaavor, from the humblest disciple to the High Justicar, must reflect all their lives. Various factions in the cult have different answers: for the most rigid ones, it is the letter of the pact which really counts, while for others it is the spirit of a pact which must be respected. Some of the most open priests of Kaavor even think that a pact made with bad intent (for example a bargain with a demon) should not be respected, but this school of thinking is very close to heresy.

So far Kaavor hasn't made his will manifest on this topic, and probably won't, as answering this question is part of the development process for his followers.

Priests of Kaavor usually don't marry,

so as to be free from family influences (this is a custom, not an obligation).

Thuul

Titles: Lord of Death, Guardian of Gates (Undying Lord, Prince of Decay, Destroyer of Mankind)

Holy Symbol: Stylized door (Gate Keepers have the Gate Mark)

Favored Colors: Black

Thuul is one of those deities where the aspects I spoke of before are very important. Thuul is the Lord of the Death, and, in the past, he was a positive deity in Ventar, the one leading the souls of the dead to the afterlife, and for them, a good father and eternal host. He is also a fierce fighter against undead, which are trespassers and violators of the rules of life and death (in this task he is aided by both Kaavor and Myrthala). Thuul is also the guardian of any boundary, door or gate, and of every passage between one state and another. It is customary to sign yourself with the mark of Thuul when entering a new place, especially if uninvited.

But with the arrival of the Necromancer, a totally different aspect of Thuul was manifest: he is the Lord of Undead, the Hand of Decay, the Destroyer of Life. In this aspect, Thuul wants to destroy the borders between life and death, transforming every living thing into an undead form, and generally moving toward annihilation, luring mortals with the false reward of eternal life. He is called the Undying Lord and the Prince of Decay, the Destroyer of Mankind, and is the sole and absolute deity of the Thularim, the evil servants of the Necromancer, who is revered as his highest priest.

Gatekeepers. The priests of Thuul, the good ones, were the Gatekeepers.

Dressed in their customary black, hooded tunics, they were common figures in the Ventarian society (and in the dwarven and hauflin ones). Many of them were also tenders of graveyards, occasionally putting undead to rest, and in general respected by the people. With the coming of the Necromancer, the Gatekeepers were accused of being servants of the Undying Lord, their undercover agents and spies. In some cases, I must be honest, they really were, and joined the ranks of the evil ones, but the majority weren't. This did not stop the panicked rage of the population, led by the nobles and by the most hotheaded Justicars, who slaughtered all of them. Today Gatekeepers are very rare, and always in disguise. They don't dress in their customary black, hooded tunic, and they don't wear the Door of Thuul openly, instead they have the Gate Mark, a secret, invisible symbol, tattooed on their right hand, which becomes visible only when they use their powers. Despite the hate of the population, Gatekeepers silently continue to protect mortals from undead. In many places, when they are discovered, they are still lynched by mobs or quickly executed.

Gatekeepers must also be very wary of the Necromancer's servants, who have in store for them "a fate worse than death" (the exact words of a Gatekeeper, a friend of mine whose name I don't intend to reveal). What this consists of, I don't know.

Gatekeepers marry very rarely, although that isn't a tenet of the cult. Simply, daily contact with death and the afterlife gives you a different perspective on family and love and many of them lead a solitary life.

Setting Rules

Illumination

In a dungeon, light is very important, so we suggest the GM fully uses the illumination rules of *Savage Worlds* and also the following rules.

Light Checks. During your explorations, the GM will sometimes ask you to make a Light Check for every perishable source of light you have (usually torches and lanterns). This simply means drawing a card from the Action Deck; if it is a club, you must cancel a Durability point from your source of light. If this drops it to zero, it is exhausted. Lanterns can be refilled with oil flasks, restoring their Durability to the maximum.

Snuff Out Checks. Whenever a character holding a light source rolls a 1

on his Fighting die, or whenever he is hit hard (being at least Shaken by a damaging effect), he must check if he drops the light, drawing a card from the Action Deck. If it is a club the light falls and is snuffed out! It can be lit again, but a lantern breaks if the card drawn was a face card.

Making Light in Darkness. A character with a Torch or a Lantern and Flint and Steel, can light a source of light in two rounds, one with an Agility roll. If you haven't got Flint and Steel, you can try to start a fire with two stones, but this requires five minutes and a Survival (-2) roll, so don't try it in combat. The *cantrip* Power can light a Torch or a Lantern in a round.

Heroes of Ventar

Character Concepts

Tyrnador is a classic fantasy setting, but this does not mean your character must be a living stereotype. In this section, you'll find several ideas for creating an interesting hero. Obviously, they are only suggestions to spark your imagination. Feel free to add, mix and twist them as you see fit, to create a memorable hero!

Acrobat. A tumbler and entertainer, often member of a Boater crew or other group of traveling performers, acrobats have very useful skills for adventuring parties, given their ability to squeeze into small spaces, make impossible climbs, and other similar athletic feats.

Artisan. The ability to make things

with your own hands is highly prized in medieval societies such as Tyrnador. An artisan can be a smith, a jeweler, a cobbler or a member of any other profession who, willingly or forced by events, has decided to set aside his tools to take the road of adventure.

Bandit. After the war, things went south for many people, and it is no surprise that many of them started a life of stealing and robbing travelers. Not all bandits are evil at heart (although a good number of them are), and they can be excellent adventurers, so long as the law or the Justicars don't capture and behead them!

Barbarian. The fierce population of

Middle Ridge is known for their savage customs and their hardiness. They left the land of Ventar's cities many years ago and had to fight day after day against goblins, elves, giants and all the other dangerous things living beyond the Jotun River. They may be not very educated, but they are excellent warriors and hunters, skills useful in every adventuring party.

Bard. What is a band of adventurers without a singer and tale-teller ready to recount (and occasionally embellish) their stories to earn them a free round of beer at the local tavern? Bards are quick of tongue and of blade, and in many cases their sweet words save the necks of an adventurers' band where no sword or magic could prevail.

Boater. Adventurous members of the People of the Barges, Boaters travel up and down the rivers of the lands of Ventar, bringing news, wares and a source of excitement to any place they visit. More than one Boater leaves his crew to join bands of would-be heroes looking for the thrill of adventure... and a good share of loot, too.

Druid. Followers of Baarathi, father of nature, druids are holy, wise men, in deep communion with the wilderness. Among the Ridgemen, they also act as collectors of lore, judges and advisors. Sometimes a druid takes the path of adventure to protect the balance of nature or to answer a direct call of Baarathi.

Fighter. A soldier, a mercenary or simply a rough fellow with a cheap sword, fighters are the backbone of every adventuring group. They don't have the mystical powers of clerics and wizards or the cunning and subtle skills of thieves and rangers, but if there are asses to kick, they're first in line.

Folk Hero. Tales and old stories are full of simple farmhands or tavern barmaids

who left their villages to accomplish a great quest, at the end of which they became true heroes! This can be your fate too, my friend. So, put down the hoe and prepare to venture into the dark!

Justicar. Devoted priests of Kaavor, Justicars are also investigators, lawmen and the armed justice of the kingdom. Whenever a Pact or a law is not respected you can find one of them, sword in one hand and Book of the Law in the other. Some of them join adventuring parties to accomplish the will of Kaavor or simply to bring back civilization and order to lands lost in darkness.

Knight. A knight is more than an armored warrior on a warhorse. A real knight is a paragon of honor, prowess and mercy, ready to give his life to defend what he believes in. Some of them are part of a knightly order, like the famous Knights of Scarlet, while others are hedge knights who wander the kingdom looking for just causes to follow or simply for a lord willing to offer them food and lodgings in exchange for their services.

Pirate. Although Ventar has limited access to the sea, pirates aren't unknown to the people of this fair land: the major rivers of the kingdom are infested by these two-legged predators, and, on the sea or in the coastal cities, Lashari ships are always a sign of trouble coming. It can happen that one of these rough fellows leaves his ship looking for easier loot in caverns and dungeons.

Priest. Clerics and faithful religious men and women are an important part of Ventarian society. Invested with the powers of their deities, and the respect (or fear) of the people, they can be invaluable assets for any adventuring group, while their goals are the same as the rest of the party.

Ranger. Woodsmen and trackers,

rangers are lonesome individuals more at ease in the wilderness than in the high-walled cities of Ventar, or elusive guardians of nature like the Forest Shadows, the wood wardens of the elves. Often good fighters, rangers are of invaluable help in any natural environment and their hunting skills can often provide food for the party.

Slayer. A mercenary monster hunter, devoted to killing the most powerful and devious faerie, undead, skin changer or whatever other threat you can imagine with his magical sword. For a price of course.

Thief. Although not the most honest of men, a thief is an invaluable asset when there is a trap to disarm, a lock to pick or an enemy to take down swiftly and quietly. A thief is a good comrade, once you learn to sleep with one eye open and your purse very close to you.

Wizard. Masters of the arcane, knowers of secrets and wielders of magic, wizards can seem weak, but the power of their spells can alter reality and achieve the impossible. Mages seek knowledge more than anything else, often sacrificing what they hold most dear to acquire it. Some of them seek isolation in secluded places, while others, such as the Mages of the Order, gather in communal places to study and share their knowledge with each other.

New Edges

Combat Edges

Torch and Sword (Combat)

Requirements: Novice, Fighting d8+

You are very good at fighting with a melee weapon in one hand, and a torch in the other. For you torches are normal weapons (not Improvised Weapons) and,

if you hold one off-hand, it grants you +1 Parry. In addition, if an opponent in melee rolls 1 on the Fighting roll while in melee with you, he is set afire (suffering 1d10 damage, as per the standard Savage Worlds fire rules).

GM's Tip: Apprentices and Factions

A number of players, while interested in joining a Faction at the beginning of the game, won't have the necessary requirements. It is perfectly fine to play an "associate member" - a character already in the Faction's ranks but without full membership. He will have connections with the faction, but no special skills. At GM's discretion he could start the game with some faction-specific equipment, if available.

Faction Edges

Faction Edges are a new category typical of Ventar. They aren't acquired in the normal way. You receive them for free after joining one of the many Factions of Ventar and raising in its Ranks. You can have only one Faction Edge.

Daughter (Son) of Myrthala

Requirements: Novice, Healing d8+, Faith d8+, Spirit d8+, must be a priest(ess) of Myrthala

Daughters (and the rare Sons) of Myrthala are the chosen priestesses and priests of the goddess, tasked with spreading her healing powers in the world. Skilled healers, they can restore to life even people beyond death's gate, able to resurrect victims who died within a number of minutes up to half their Faith die (so a Daughter with Faith d8 can try to resurrect a person who died four minutes ago), provided the body has no vital parts missing (damaged is OK). This can be done with the *healing* Power with a flat modifier of -6 on the roll, or -3 with *greater healing*. On a success, the cost of the Power is in Burned Power Points. Clerics of Myrthala are against killing, but the goddess knows that they have to defend themselves, so she grants them the gentle touch: whenever they attack using a blunt weapon, the damage is non-lethal, unless the character declares otherwise. The GM can overrule this for plot reasons, but, in this case, he must reward the Daughter with a Doom Benny and this is not considered a Sin.

Guardian of Myrthala

Requirements: Novice, Fighting d8+, Notice d6+, Spirit d6+, Vow (protect your assigned Daughter)

Guardians of Myrthala are grizzled warriors and fighters tasked to protect and help their assigned Daughter of Myrthala, with whom they have a special link. Dressed in the customary gray cloak, they are usually heavily armed and armored. A Guardian within 3" of his Daughter can always decide to interpose himself between the Daughter and any attack she suffers, receiving it in her place. Sharing a link

with the Daughter's powers, he has extreme vitality, and, if in sight of his protégée, he can make any Vigor roll using the Faith die of the Daughter and any Spirit roll using her Spirit, if they are better than his own traits.

GM's Tip: Losing a Daughter

The link between a Daughter and her Guardian is strong and powerful, but has drawbacks, too.

If the protégée of the Guardian is wounded, he immediately loses a Benny (if he has one, otherwise he suffers a level of Fatigue). If she dies, the Guardian is immediately Shaken and then falls into a state of deep depression, during which he suffers -2 to all Trait rolls. After a week, he is allowed a Spirit roll (at -2, so -4 in total) to reduce the penalty by -1 with a success or better. He can repeat the roll each week, until the penalty is removed, but the sense of loss won't abandon him so long as he lives.

Usually the bond between a Daughter and a Guardian is unique in life (so in the case of the death of the Daughter, the Edge is lost), but it is possible, if rare, for a Guardian to bind with another Daughter; however this will surely require success in a special quest from the goddess.

Professional Edges

Dungeon Cook

Requirements: Novice, Survival d6+ or Hauflin

Adventurers are used to eating stale rations during their expeditions, but this doesn't mean this makes them happy. A Dungeon Cook is no chef but he can make a tasty meal from two bricks and a pile of horse dung, if necessary. In game terms, when the party takes a Rest, if a Dungeon Cook is present and can practice his art, one of the party's Healing rolls can be rerolled for free, Wild Die included.

A Dungeon Cook is a master of economy: for every four Rations the party consumes, one is saved (the cook decides who keeps it) and, if the party butchers creatures to eat them (see GM's Guide) he obtains 50% more Rations from them (round fractions up).

The cook must have at least a Cooking Pan to use this Edge. In addition, being an adventuring food-maker, he knows how to use pans (and other cooking implements) in a fight. For him they are considered normal (not Improvised) weapons.

Weird Edges

Adventurer's (Sneezing) Sense

Requirements: Novice, Spirit d6+

The character has an uncanny knack for detecting secret passages. Every time

he passes near one, the GM must make a secret (and hidden) Notice (-2) roll, on which the player cannot spend Bennies.

In case of success, the character becomes aware of the hidden door (but not the way to open it). If the character wants, he can take this Edge in a more powerful version, finding the secret passage more easily but with a noisy effect (usually a sneeze). In this case, he receives +2 to the roll, but if he finds something he makes his presence obvious to any creature within 3d6" (the dice can ace). This second version of the Edge is called Adventurer's Sneezing Sense.

Iron Stomach

Requirements: Novice, Vigor d8+ or dwarf

You don't pay much attention to what you eat so long as it's food. The character doesn't roll against Vigor to eat Disgusting food (see GM Guide), automatically passing the test, and receives +2 to any roll to resist poisons of any type, including alcohol. This Edge also works well with the Liquid Courage Edge, offsetting the -2 penalty to Agility and Smarts-based rolls caused by spirits abuse.

The Way of the Adventurer

This chapter introduces a new optional way to create characters in *TFV*: funnel generation. It is the typical way the OSR school generates heroes and you should try it for two reasons:

1. It is fun. Modern role-playing games allow you create exactly the hero you want, but sometimes it's nice

to simply play a random character, especially if you are a player who always plays the same type of character in different settings.

2. It is fast. *TFV* has a number of Edges and options. The time spent choosing them to build your hero, especially the first time you play Tyrnador,

could slow down character creation. With this system you will create a character in literally five minutes. In this quick start you find six pre-generated Funnel characters.

Note that TFV supports both modes of playing: funnel and standard character creation.

The following rules will be updated with Core Skills.

Funnel Characters

What Funnel Is. We usually think of heroes of RPGs as mighty warriors, powerful sorcerers, cunning rogues and so on. Well, they aren't the only ones treading the path of adventure. There are also a number of common people; the caretaker's apprentice, the torchbearer, the tavern wench, who are sometimes forced to fight for their lives against the threats of darkness. Why haven't you heard their tales? Because most of them died horribly, of course. But the few survivors become great heroes by themselves.

Funnel games, usually the first scenario of a campaign, allow you to play through that process of "natural selection" where common people are thrown into adventure and only the brave and lucky few survive.

Funnel Rules

When playing a funnel game you must adhere to the following rules.

- During character generation, every player creates more than one single hero, usually two or three. Because many of them will die, we suggest the players use the Funnel Party Sheet, to be used in common by the party (or one per player if you prefer).

- Funnel characters have one Wound have a Wild Die and can make Soak Rolls if the player controlling them has Bennies. They use the Aftermath rules like Extras.
- Players during the Funnel game have three Bennies, which they can use for any character they control. During the game, you can ask another player to lend you a Benny, as per the Common Bond Edge. You can beg your friend too, this is in the spirit of the game.
- Funnel characters die a lot. When this happens, the controlling player receives two Bennies as a compensation.
- If a player loses all his characters he should take one of the additional ones of another player, if available.

Becoming a Hero

When the party ends their first adventure, the surviving heroes are promoted and immediately gain:

1. Full Wild Card status
2. One Edge or Attribute increase
3. 5 Skill points (to be spent respecting the standard Savage Worlds character creation rules)

From this point on, the heroes are standard Novice characters, but can keep all the gear they gained in their "baptism of fire" scenario.

If every player has two or more characters available, they must choose one to be their hero, but don't discard the others, they could appear in adventures or be used as replacements if a player character dies.

If a player character has no hero he can pick one of the ones discarded by the rest of the group, if any, otherwise he can make a character using the random creation rules.

Magic of Ventar

New Powers

Cantrip

Rank: Novice

Power Points: 1

Range: Smarts

Duration: Instant

Trapping: Special

Cantrip is the basic Power every mage learns during his apprenticeship. It is a minor, instantaneous spell, which can be used for a number of small things: lighting a

torch or a lamp, summoning a puff of wind, mending a small tear in cloth, creating a minor illusion or something similar. Cantrips don't have a fixed trapping, the caster must decide it on the fly.

As a rule of thumb, a *cantrip* cannot deal damage or mimic the effect of another Power. Ruleswise, you can use a *cantrip* to give +1 to a Trait roll (if you find a suitable trapping) or you can use it as a Trick rolling on Spellcasting (your choice if the opponent rolls on Smarts or Agility).

Running a Dungeon

Dungeon Checks

As a GM, you have to ask the players to make two types of check during dungeon delving (and also in wilderness adventures if you want): Light and Wandering Monster Checks.

They work in a similar way.

Light Checks. Draw a card from the Action Deck for each active source of light the heroes have; if it is a Club, the light source loses a Durability point.

Wandering Monster Checks. Draw a card from the Action Deck, one per group of heroes (in case they split up) but a random encounter happens only with a Club.

If the encounter has already happened just ignore it, unless the encounter is marked as Repeatable. Note that despite

the name not all encounters are with creatures, the table can include natural events, omens or similar things.

Published adventures will have a table of Wandering Monsters, based on a card drawn from the Action Deck.

The table below gives you advice on the frequency of the checks. The unit of measure is the abstract "room", which means the time an average party of adventurers needs to carefully explore one room. In the wilderness, you can consider it equal to one "encounter". For ease of use, you draw a card for every room the heroes explore, alternately checking for lights and one for wandering monsters.

Safe Place. It is a location where no bad encounter can happen, see below.

Dungeon Checks Table

Check	Frequency
<i>Light</i>	
Normal Exploration	Once per two rooms (odd rooms)
Rest	Never, unless the players keep the lights on, then four times per rest.
<i>Wandering Monsters</i>	
Normal Exploration	Once per two rooms (even rooms)
Rest	Twice per rest.
Rest in a Safe Place	Never

GM's Tip: Remembering Dungeon Checks

Maybe, in the heat of the game, you forget to make a Dungeon Check. This is perfectly fine, it is part of the game. When it happens, simply ignore it: the game is already hard enough for the players and they can use a little help.

If you are about to forget and an observant player reminds you, he should be rewarded with a Benny.

The Inn of the Lucky Wheel

Below you find an example of a small dungeon you can use for a couple of session. You can play it as a Funnel game, with the rules and characters described in the pages before.

Background: On the road between Ventar and Scarlet there was a nice inn, the Inn of the Lucky Wheel, famous for one thing: the innkeeper, Balso the Smiling, kept a carriage wheel, which was fabled to be magical and to bring luck to every person touching it. Nobody knows if it was really

magical or not, but the story was good for business. After the Necromancer's War the Inn was abandoned and recently was taken over by a band of cobolds who use it as their lair. People think that the inn is haunted by the ghost of the dead innkeeper due to the strange lights that sometimes appear in the windows of the building.

Hook: Unless the heroes have some quest which takes them there, they will stumble on the inn during a stormy night, when they look for shelter from the rain.

Possible Quests:

A hero is tasked to recover a letter from one of the last guests staying at the inn, Varian the Merchant.

A wizard's apprentice is tasked by his

master to retrieve the famous wheel and to check if it is truly magical.

A priest is sent here by his order to put the ghost of poor Balso, the innkeeper, to rest.

Card Suit	Rumor
Club	I heard the famous hunter Gregor the Green was a regular of the inn. He had a personal room there, where all his trophies were stored.
Diamond	Clementine, the wife of Balso the Innkeeper was very rich and she inherited a small fortune in jewels, which has never been found.
Heart	My father told me stories about that Inn. He always told me it was a fine place, but the stairs were dangerous!
Spade	On stormy nights the ghost of Balso the Innkeeper returns to haunt his old inn!

Areas

1 – Stables. They are abandoned, divided into several boxes. Under a pile of old brushwood there is an old pitchfork (Improvised weapon). Hanging from a peg, in tatters, there is a leather apron, with a Bronze Key in a pouch (Notice roll to spot it). There are several branches and pieces of wood there, which can be used as Small Improvised Weapons, or, with a Repair roll, as Clubs (Str+d4).

2 – Communal Room. A large room, filled with tables and with a large bar counter. From under the counter there is a scratching sound. If the heroes come within 3 feet a **Giant Rat** bursts out, attacking an adventurer wildly before trying to get away through the Kitchen. The shelves behind the counter still contain 1d4 bottles of booze (draw a card for each of them: if a club, it is Poisonous). The lucky wheel is supposed to be over the large fireplace, but it is missing. Curiously, someone has

crudely walled up the fireplace (Toughness 8). This was done by the cobolds, who use it as secret passage to reach the Cellar, but the access is on the upper floor, in the Blue Room. The stairs to the upper floor are creaky and prone to breaking if a heavy character (Vigor d8+ or wearing metal armor) walks on them (black card from the Action Deck to break). If this happens the poor guy falls down, suffering 2d6 damage.

3 – Kitchen. The door is ajar and has a crude trap: an old pot full of stones is precariously balanced over it. Any character opening it will drop the pot on himself for 2d6 damage (Notice (-2) roll to spot it, Agility (-2) for half damage). It has the Drop. Inside the kitchen has been ransacked, and a large cupboard lies on the ground. The massive kitchen table has been used for a grisly ritual: someone painted a sort of pentagram in blood, placed a human skull in the middle and fixed a meat cleaver in the wood of the table. Although spooky,

the pentacle isn't magical, the cobolds did it to scare people. The cupboard is filled with stones, which make it very difficult (Strength (-4)) to move it away, unless all the stones are removed (one person can do this in an hour). Below the cupboard, there is a trapdoor for the Cellar, which the cobolds don't use (so they blocked it).

4 – Upper Floor Corridor. A long corridor, with a tapestry in the middle. From the ceiling hang two large candleabras, and a couple of big ornamental vases (Toughness 5, Medium Cover, Total for the Cobolds) are placed on the walls' sides. The corridor is guarded by **2 Cobold Warriors**, usually concealed behind the vases. They don't attack directly, but they untie the ropes that keep the candlesticks up, making them fall on the heroes (Agility (-2) roll to avoid or suffer 2d8 damage, SBT), before bolting into the Innkeeper's Room.

5 – Red Room. This room has two beds, and a twin pair of red wood closets. The closets contain respectively a woman's clothes and a man's clothes (they belonged to Fran the tavern maid and Olaf the stable hand). The room doesn't contain anything useful.

6 – Blue Room. This room is locked, but the door can be picked, bashed down (Toughness 7) or opened with the Bronze Key. Inside there is a small, comfortable room, the furniture is all painted in blue (hence the name) and consists of a bed, an armchair and an armoire. In the bed lies the skeleton of a man in a nightgown, Merchant Varian, who died of a heart attack the day the inn was attacked by the Necromancer's troops, and he was forgotten when the occupants of the inn fled. He wears a Cursed Ring (200 cp), made of silver, on his right hand, which is haunted by his spirit, which died in fear. It will cause tremendous nightmares to its owner until Varian's body is buried and the ring melted.

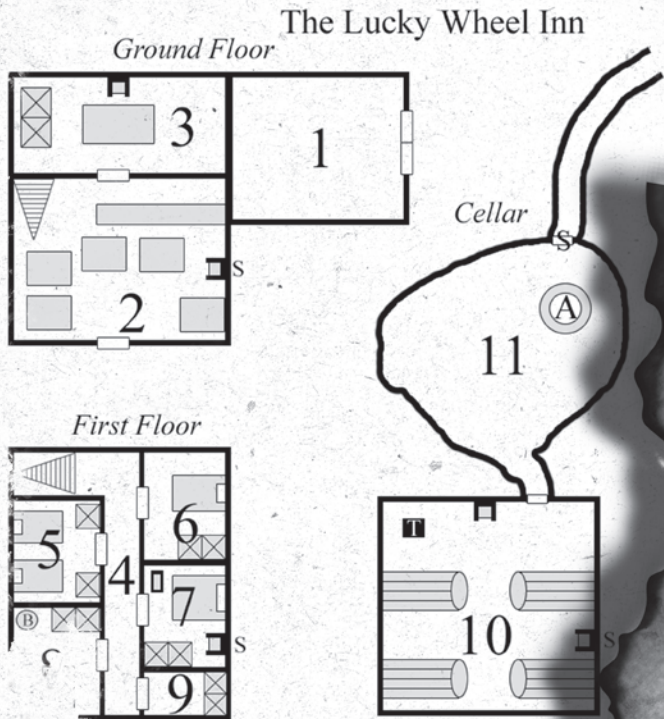
In the armoire there are the merchant's old garments, which include a leather jacket, boots, a dagger and a sealed letter in a pouch, his will in which he leaves all his riches to Ariana (a niece).

7 – Innkeeper's Room. This room was used by Balso the Innkeeper, his wife Clementine and their infant Balia. The door is open, and reveals a large bed, an armoire, a cradle, a dressing table and a large fireplace. The fireplace is built directly over the one on the lower floor and the two share the same flue. The cobolds have modified it so they can use it to reach the Cellar. It is narrow, any person with the Brawny Edge must remove his armor to pass through it. The room is occupied by **4 Cobold Warriors**, led by Ogo Metalhead (a cobold using a pot lid as a shield and armed with an axe). The four fight till half of them fall then they try to escape through the fireplace to reach the Cellar and give the alarm. The cradle contains a fifth **Cobold Warrior**, Nago Twistellip, who is dead drunk and an alcoholic (there is a bottle of wine in the cradle). Nago can be convinced to betray his kin for some extra booze, revealing all he knows about the place. The room's floor hides a movable wooden tile (Notice (-4)) where Clementine hid her jewels: a necklace (worth 100 cp), a pair of earrings (50 cp each) and a silver flask of holy water (50 cp).

8 – Green Room. This was the room of the famous hunter Gregor the Green, a regular of the tavern who had a permanent room here, in exchange for patrolling the road and the surrounding area. The room contains a bed, an armoire and several trophies: a hanging made of a silver wolf pelt (worthless because it has been eaten by moths), a deer head hanging from a wall, and in one corner a stuffed black bear, his greatest quarry. The armoire contains several old clothes, a quiver with fire arrows

and a perfectly preserved weapon, the Hunter's Bow, which belonged to Gregor. Whenever a character touches the bow, the door slams and is sealed by a magical force (a Dramatic Task based on Strength (-2) is necessary to open it), and the **Bear** animates! The beast takes half damage from all attacks apart from magical effects and the Hunter's Bow. The door opens when the bear is killed. The Hunter's Bow is a magical weapon, capable of hitting supernatural creatures, and may be a Growing Magical Item (see page xxx). The room has a window the heroes can use to escape if the situation becomes too hard. Once the Bear is killed, the location becomes a Safe Place, because the cobolds fear to venture in.

9 – Closet. This closet contains an armoire and a number of old brooms. In the armoire there are old mops and an Oil Flask (used to polish silverware). If a hero wearing the Cursed Ring enters this place the party hears a ghostly voice shouting: "Help me! Help me! The Necromancer's troops are coming!" and they distinctly hear the sound of hooves coming from outside. Then **1/Hero Brooms** animate and attack the party (All Attributes d6, Pace 6, Parry 5, Toughness 7, Fighting d6, 2d4 damage). The Brooms are animated for 2d4 rounds before falling down. If the heroes look outside through a window, they see no horses (the sound is an illusion caused by the ring).



10 – Cellar. The cellar is accessible by a ladder in a small vertical tunnel, dug by the cobolds to connect it with the fireplace of the inn, and through a trapdoor from the Kitchen, now blocked. Inside this damp room there are four large casks (three feet wide and six tall), lying on their long sides, which the cobolds have transformed into cages. In three of them there are a **Giant Rat** (for a total of three, the third one is affected by Ratcurse), while in the fourth barrel is trapped a poor haufelin, Tymian Bristlepan, who was bitten by the diseased rat and has contracted lycanthropy (he will become a wererat in three days). The room also hosts **2 Cobold Warriors** on guard, they are cooking a pot of slugs over a small fire (3 Disgusting Rations). The first thing they'll do when they notice the heroes is to free the Giant Rats and run through the narrow passage leading to the Temple of the Holy Wheel.

11 – Temple of the Holy Wheel. This natural cavern, with walls of earth, is the nest of the cobolds. There, **Ragnar the Fiery** (a Wild Card Cobold Warrior) keeps the Lucky Wheel. The little pests use it as a sort of small altar, upon which rests a “dragon's egg” (in truth just a big stone), and Ragnar makes the rest of the band worship it, hoping that a real dragon will hatch from it. With him there are another **2/Hero Cobold Warriors**, plus **1 Cobold**

Warrior armed with a crossbow and with Shooting d8. Ragnar has a twisted magical wand, which allows him to cast the **bolt** Power with 10 Power Points and arcane skill d10. Once depleted, it crumbles to dust. The floor of the room is made of sand, and, if the heroes dig into it, they find a locked strongbox (Ragnar has the key) containing the treasure of the band: 323 cp, cheap jewelry worth 100 cp, a ranger's cloak (+1 to Stealth rolls in natural environments, counts as a Blanket but it is only a Trinket, 500 cp) and a bottle containing a potion of **slumber** (yellow, tastes of lemon, 400 cp).

A passage concealed behind some pieces of old wood hides a tunnel, which leads to an exit in the nearby forest.

Ragnar, if captured alive, says that he received both the egg and the wand from the mysterious Sharma the Witch, a powerful sorceress living somewhere in the forest.



Aftermath

If the heroes free the Inn from the Cobolds, they can take it by right (it is a Small Stronghold, you can buy the Inn Structure

at half price for the first two Ranks). Otherwise they can report the fact to the sheriff of the nearest town and be rewarded with 300 cp and a point of Reputation.

Rumor Table

(Take a Streetwise roll and draw a card from the Action Deck for each success and raise. Consider only the suit.

Wandering Monsters Table

Card	Event
2-4	<i>Storm.</i> The first time this card is drawn, the storm intensifies (-2 to all Notice rolls to hear sounds). The second time it ceases. Further redraws have no effect.
5-8	<i>A Crossbow in the Darkness.</i> A Cobold Warrior armed with a crossbow (Shooting d8) shoots from the darkness (he has Aimed and gets the Drop) at a hero before bolting, from as far away as he can. He is the one from the cellar. This encounter can happen multiple times till the pesky Cobold is captured.
9-10	<i>Noggin and Vestro.</i> A couple of Bandits in the Inn to take shelter from a party of Road Wardens. They try to pass as simple travelers but are ready to kill the heroes for some loot.
J-A	<i>The Inn's Ghost.</i> The heroes are approached by a wailing figure with a luminescent head. They must make a Fear roll unless the players are suspicious. In truth the "ghost" is 2 Cobold Warriors , one on the shoulders of the other, dressed in a night gown and using a carved pumpkin with a Lantern inside as a head. These two cowards will flee if discovered.
Joker	<i>Strange Cat.</i> A party member sees a strange black cat, staring at him. It is the animal companion of Sharma the Witch (who lives in the forest nearby). Depending on how the hero approaches it (a Reaction roll) the cat brings him fortune (he gains a Benny if Friendly or better) or misfortune (steals a Benny from him if Uncooperative or worse).

Monsters Primer

New Special Abilities

Harvest (Type)

Adventurers are looters by definition and certain creatures of Tyrnador have valuable parts which can be used for various purposes (food, magical components or simply as precious commodities to sell). These creatures have the Harvest Special Ability, each description detailing the specific part that can be retrieved from the monster. Harvesting requires a Trait roll to be successful. Any character possessing one of the required Traits at d6+ must make an unmodified Trait roll (the best one available), to know of the possible Harvest. Obviously, once the piece of info is gained, it becomes part of the character's knowledge.

Example. Cave Centipedes have the Living Tentacle Harvest, which can be recovered with a Healing or Survival (-2) roll. When Stomper (Survival d8) meets and defeats such a beast, he rolls on Survival, scoring a success and suddenly remembering this useful piece of info on these nasty vermin.

Monsters

Bandit

Bandits are the scum that infest the roads and forests of the kingdom. Call them highwaymen, brothers of the wood or merry brothers, but the substance is the same: they'll gut you for your purse. Some of them are poor people who are forced to rob or starve, but others are just evil and violent people who chose a life of theft and

prevarication.

Note that many bandits have a bounty on their heads, ranging from few hundred coppers for the most miserable ones to several thousand for the most infamous ones.

Sometimes bandits are in league with rogue sorcerers and clerics of evil deities.

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

Skills: Climbing d4, Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d6, Survival d6

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Poverty, Wanted

Edges: None

Gear: Short sword (Str+d6) or club (Str+d4), small shield (+1 Parry), bow (Damage: 2d6, Range: 12/24/48, ROF: 1), light leather armor (+1).

Special Abilities:

- **Ambusher:** Bandits are masters of catching their victims off guard. If they have time to set an ambush and are in their own territory, before the combat starts, draw a card from the Action Deck for every ten Bandits in the band and put it aside. At the start of each round, you can decide to discard the Action Card the Brigands draw and replace it with one of the cards set aside.
- **Bandit Chief:** One in fifteen Bandits is a rugged leader who keeps the band under his thumb. He is a Wild Card with Strength and Vigor d8, Fighting d8 and is usually better equipped, with medium armor, sword and medium shield.

GM's Tip: Bandits and Bounties

Often bandits have bounties on their heads, which are a good incentive for player characters to hunt them. Usually these bounties are paid whether the bandit is dead or alive (many adventurers prefer the former because it is easier). As a rule of thumb, a bandit is worth 100 cp.

Experienced Bandits. If a band of highwaymen survives for a while, its members become stronger and more dangerous. You can make a bandit stronger by raising one of his Traits by a die type or adding an Edge.

In the first case, add 50 cp to the bounty, in the second case, add 100.

Notorious (Dis)deeds. If a band does something very blatant, raise the bounty on each individual by 100.

Wild Card Bandits. Multiply the bounty value by three.

Cobolds

Cobolds aren't goblinoids, although they surely came from the Faerann. Small and frail humanoids, Cobolds are basically two-legged lizards, with tiny bodies, pointed faces and bad tempers. Cobolds are naturally enslaved by dragons, who they consider their masters and parents. Cobolds, in fact, think themselves to be dragons in waiting, and that through dedication and service, one day they will become dragons too.

Sadly, this is a lie, but would you disappoint the little ones by revealing the truth to them?

Cobold Warrior

In cobold society, if you aren't a warrior, you are food, so it's no surprise all of them claim to be fierce fighters, you'd do the same.

Summon Ally Rank: Novice.

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

Skills: Fighting d6, Notice d6, Shooting d6, Stealth d6, Taunt d6, Throwing d6

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

Gear: Small cobold spear (Str+d4, 2 hands, +1 Parry), cobold bow (Damage: 2d4, Range: 12/24/48, ROF: 1) or cobold sling (Str+d4, Range: 6/12/24, ROF: 1).

Special Abilities

- **Cobold Hierarchy:** One cobold in every twenty is a Bandmaster, with Fighting, Strength and Vigor one die type higher. One cobold in every hundred is a Wild Card Tribe Chief, with Fighting, Strength and Vigor two die types higher, the Command and Block Edge, and equipped with a sword (Str+d8), light armor (+1) and a small shield (+1 Parry).
- **Crowd Fighter:** Cobolds attack in hordes, taking advantage of their numbers in any way possible. They add half of any Gang Up bonus to damage rolls.
- **Infravision:** Cobolds halve penalties for dark lighting against living targets (round down).
- **Size -1:** Cobolds are two feet tall. But they are two feet of sheer nastiness.

Giant Rat

Typical of the sewers or other unhealthy

environments, giant rats are quite common in Ventar. Nobody knows if they are simply a mutation of normal rats or an entirely different race, but they are very dangerous. A typical giant rat weighs up to sixty pounds and they can grow even bigger. Some of them are also carriers of a dangerous malady, called the Ratcurse, which causes lycanthropy in rat form (see Wererat).

Summon Ally/Shape Change Rank: Seasoned.

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

Skills: Fighting d6

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

Special Abilities

- **Bite:** Str+d4.
- **Harvest (Mace Tail):** One Giant Rat in twenty is born with a strange excrescence at the end of the tail, similar to a mace's head. This tail can be removed and properly stored with a Knowledge (Arcana) roll, and can be used in place of spending two Burned Power Points to cast the *summon ally* Power. It is very valuable to wizards, worth at least 300 cp.
- **Harvest (Ratcurse Spit):** The saliva of a rat affected by Ratcurse (see below) can be gathered with a Survival (-2) roll, and stored in a flask. It lasts for one day plus one day per raise on the Survival roll. It has no use except infecting people. It isn't commonly sold, but a person found with such a poison is usually hanged. Note that, if you score 1 on the Survival roll while trying to gather the saliva or on any other roll to manipulate it, you infect yourself!
- **Ratcurse:** One Giant Rat in every ten is a carrier of the Ratcurse, a terrible malady that transforms you into a wererat! Any target bitten (at least Shaken by a wounding effect) by the rat must make a Vigor (-2) roll, with an additional -2 if he suffered a Wound. In the case of failure, the victim contracts the disease, which causes a level of Fatigue after one hour, and full lycanthropy in 2d4 days. The *healing* Power, cast with a -2 penalty and within the Golden Hour, can cure the malady, otherwise a specific cure must be found.



Funnel Party Sheet

Party Name: _____

JARED, born Ugly as Sin and Grown up as a Miner

Ag	Sm	Sp	St	Vi	CHA	PA	PAR	TOU
D6	D4	D6	D6	D8	-2	6"	5	6

Edges, Hindrances Skills and Gear

Fighting d6, Intimidation d6, Notice d6, Repair d4,
Survival d4, Swimming d4, Throwing d4
Adventurer's Sense, Habit (Major), Ugly Wooden flute,
Lantern, two oil flasks, flint and steel

TYIANNA, born on the Day of the Five Gods and grown up as a Messenger

Ag	Sm	Sp	St	Vi	CHA	PA	PAR	TOU
D8	D6	D8	D6	D4	0	6"	5	4

Edges, Hindrances Skills and Gear

Faith d4, Fighting d6, Healing d4, Notice d8, Persuasion d4, Riding d6
AB Faith (10 PP – *Armor, Divination, Healing*)
Holy symbol of the five gods, Short sword, scroll case with an important message

PUGNOSE, born the Son of a Miser, grown up as a Debt Collector

Ag	Sm	Sp	St	Vi	CHA	PA	PAR	TOU
D6	D4	D6	D6	D6	0	6"	5	5

Edges, Hindrances Skills and Gear

Fighting d6, Lockpicking d4, Intimidation d6, Notice d6, Stealth d6, Streetwise d4
Hard to Kill, No Mercy
Strange earrings (count as lockpicks), Old Mace

RAMIRA, born Ugly as Sin and Grown up as a Miner

Ag	Sm	Sp	St	Vi	CHA	PA	PAR	TOU
D6	D8	D6	D4	D6	0	6"	5	5

Edges, Hindrances Skills and Gear

Fighting d6, Notice d8, Persuasion d4, Spellcasting d10,

Delusional (Major), Cautious, Yellow

AB Magic (10 PP – *Boost Lower/Trait, Cantrip, Stun*)

Scrambled spellbook, crooked wizard's staff, fake crystal ball, colorful robes

ARIK, born in a Remote Farm, grown up as a Militiaman

Ag	Sm	Sp	St	Vi	CHA	PA	PAR	TOU
D6	D6	D6	D6	D6	0	6"	5	5

Edges, Hindrances Skills and Gear

Fighting d6, Intimidation d4, Knowledge (Legends and Lore) d4, Notice d6, Shooting d4, Survival d4, Throwing d4

Alertness, Curious, Loyal, Stubborn Sling, rusty short sword

JACK, born during a Stormy Night and grown up as a Servant

Ag	Sm	Sp	St	Vi	CHA	PA	PAR	TOU
D8	D6	D6	D6	D4	0	6"	5	5

Edges, Hindrances Skills and Gear

Fighting d6, Gambling d4, Healing d4, Lockpicking d4, Notice d6, Persuasion d4, Stealth d4
Magic Resistance, Greedy, Heroic, Yellow

Little domesticated mouse, lantern, 2 flasks of oil, flint and steel