

July 2012 Issue 5

**CONventional Gaming**

# SAVAGE INSIDER

For All Things Savage

## **CONventional Advice**

Tips on running adventures at conventions



Four convention-styled adventures  
with pregenerated characters that  
span the genres

**MTE**





## SELECTED SAVAGE SETTINGS

### DEADLANDS: RELOADED!

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

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

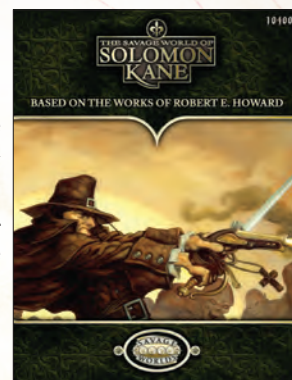
Players are steely-eyed gunfighters, card-slinging sorcerers called hucksters, mysterious shamans, savage braves, mad scientists, and more who battle against evil and attempt to prevent the "Reckoning."



### THE SAVAGE WORLD OF SOLOMON KANE™

A Landless Man. A Wanderer. A Puritan. Solomon Kane is many things, but above all, he is a hero. In a time of savagery and horror, he wanders the darkest corners of the Earth and battles the evil he finds hidden within. From the savage interior of Africa to the cold forests of Europe, the frigid mountains of Cathay, and the blood-soaked jungles of South America, he battles merciless butchers, deathless queens, even winged demons in his pursuit of righteous vengeance.

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



### LOW LIFE: RISE OF THE LOWLY

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

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

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

### NECESSARY EVIL: EXPLORER'S EDITION

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

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



### WEIRD WAR II

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

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

### SPACE 1889: RED SANDS

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

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

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



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



# MTE SAVAGE INSIDER

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## LETTERS FROM THE EDITORS

*Savage Insider* Issue #5 marks the one-year anniversary of the magazine. Over 9,000 downloads later, I'm extremely pleased with the positive responses we have received. I'm also extremely pleased to see how development has gone throughout these five issues and the uniqueness of theme from one to another. Having Vickey as co-developer presents us with some very unique themes and an interesting view on the potential of tabletop role-playing games (see the article about using RPGs for education in issue #2).

So you may be asking what we plan to do for the next year and upcoming years. Well, we plan on continuing this free magazine alongside the premium magazine in addition to our constant efforts to find a clever theme. We hope to present our readers with fantastic content that you find valuable enough to download quarterly and to subsequently support the publishers who provided content for that particular issue.

For the upcoming year(s) I'd like to take *Savage Insider* in new directions by opening it up to more suggestions from our fans and the entire *Savage Worlds* community. What theme would you like to see? What fun content would you like to contribute? Do you have something truly unique you'd like to share with the world? Well send them all in!

For the next year, we are going to ramp up our social networking by asking our readers what they'd like to see. Maybe we'll post polls on Facebook. Maybe we'll have contests. Maybe we'll have write-ins for an upcoming issue, asking everyone for their participation. Regardless of what it is, I want to grow the magazine in a community-driven direction. Instead of simply providing you great content, we'd like to help you provide great content to the entire community.

With that said, look for us on Facebook or send an e-mail with your suggestions, comments, requests, or idle banter. I can be reached at:

[aaron@mysticalthrone-ent.com](mailto:aaron@mysticalthrone-ent.com)

Thank you again for your continued support and we hope you like the adventures in *CONventional Gaming*.

Aaron T. Huss,  
Editor-in-Chief

It's been a year already? Wow! I can hardly believe it. The first four issues of *Savage Insider* allowed Aaron and me to explore all kinds of topics, learn about a wide variety of *Savage Worlds* licensees, and get to know the people of Pinnacle Entertainment Group and the system they've struck a chord with in a way we otherwise never would have.

You have been instrumental in our success. You give us ideas, ask questions, provide feedback, and give us a reason to work with the *Savage Worlds* community to put *Savage Insider* together quarter after quarter.

Lynette L. contributed one review of *Savage Insider* Issue 4: *Shaking Things Up*. Here's an excerpt, "This issue was actually the first I picked up, and it made me immediately fall in love with the *Savage* lands...Not only is the magazine well-written and easy to follow, but the graphics it contains are very well drawn out...This magazine left me with several new ideas for the game I am currently running...Keep up the great work and thanks for the inspiration, guys!"

Michael Hansen of the *Solace of Savagery* blog wrote, "Another great issue of *Savage Insider*! This is my favorite cover by far. This issue includes an adventure for the upcoming *Tunse'Al* setting by Obatron Productions, as well as interviews, reviews, and other useful *Savage Worlds* gaming information. You can't beat the price either." Since I'm one half of the Obatron Productions team, I was especially tickled that our teaser piece stood out.

Two of our biggest strengths are that *Savage Worlds* fans are supportive and fellow licensees are friendly competitors. A recent sad note in our greater *Savage Worlds* family came when Silver Gryphon Games made public that their creative director, Kevin Rohan, lost his six-year-old son to an accidental drowning at a water park. It took little time for Fabled Environments to reach out to many *Savage Worlds* publishers and other interested parties to offer a multi-business bundle to support the family's memorial fund for water safety. See for yourself this latest effort by searching [drivethrurpg.com](http://drivethrurpg.com) for The Michael Rohan Memorial Fund Charity Bundle.

When I see outpouring support like positive reviews, constructive feedback, and fans and licensees banding together when someone is in need, I can't help but be proud to be part of this community. Thank you for all you do!

Vickey A. Beaver,  
Assistant Editor

## VOYAGE OF THE WATER DRAGON

A pulp adventure by Jeremy Stromberg

### GM NOTE

Be generous with bennies: this is a pulp adventure and the heroes should never feel the worry of going into combat with no bennies. Also, encourage them to really go for the ridiculous stunts and over the top action because that's pulp.

This adventure takes place on a planet called Rune. It's a land of magic and technology. The two have intertwined in remarkable ways, some which will be mentioned here. "The Water Dragon" is Drake Fireeye's ship (if no one chooses him, run him as the NPC captain of the ship where necessary). Danielle and Ezekiel have been stranded on Rune for many years now, but Ezekiel's determination has not waned in the least. The planet of Rune (the inhabited portion anyway) is ruled by the iron tailed Emperor Redscale Dragonborn, from the city of Dragonborn. The player characters have been together long enough to have formed some semblance of a bond (Athena to Ezekiel especially).

Our scene opens with the PCs in a Dwarven pub. Ezekiel and Danielle (if present) are getting dirty looks, for humans are non-existent on this world and this port barely tolerates the races it knows (Elves, Saurians, and Rakashans). Tin Heart is looked on with wonder, machines are central around here after all. Inform the PCs that they are there to find information on a gem called the Lin Kon. It's rumored to have come from another world and it sounds like it's worth checking out as a potential link back to Earth.

### ACT 1 SCENE 1: THE DWARVEN CITY

The dwarves question Silverface on his manufacture, questions he gladly answers. If the characters don't get the hint, lead them to start asking about the Lin Kon gem. The bartender tells them that it's a four-day ride out to the ruins where the gem is supposed to be buried.

As soon as they get their info, a group of Rakashan Mercenaries burst into the room and demand that Fireeye or the Knights accompany them back to Dragonborn. Assuming the heroes stand and fight, run the combat in the bar. The dwarves left as soon as they saw the Rakashans; only fools defy the Saurian Empire.

- Rakashan Mercenaries (2 per hero)
- Rakashan Captain

If the heroes decide to run, play it as a foot chase. Everyone receives a -2 due to the dwarven crowd at midday. Note the Rakashans have Fleet-Footed and receive a +2 to their rolls for a net modifier of 0. The goal of the heroes is to get away (accomplished by surviving 5 rounds), and the Rakashans are trying to catch them (if they successfully grapple one or more heroes for 2 rounds). If the Rakashans capture the heroes, combat ensues.

### ACT 1 SCENE 2: THE STORMY SEAS

No matter the outcome, the PCs get back to the Water Dragon (**Acc/Top Speed:** 2/6; **Toughness:** 20(4); **Crew:** 20-80). It's already being prepared to launch by its 20-lizard crew (now would be a good time for the player of Drake Starstrike to bark orders to his men; give him a benny if he

thinks to do this). The ship looks much like a sailing ship with a single mast. As stated before, Rune is a world where magic and technology co-exist. This ship is one such example. Propulsion is via wind, but the wind is generated by a magical turbine on the back of the boat. (Physics be damned. It's pulp, cool is the overarching rule.) They set sail to the ruins they were told about.

If you'd like to run an interlude here, that would be appropriate. Otherwise, the characters make it with no problems (they're coming though, don't worry). As they approach the barren island, the sky darkens and rain starts to fall. Have everyone make Notice rolls to detect surprise; from the sea erupts a Sea Serpent (stats below). Harpoon weapons are mounted on the ship for just this purpose (**Harpoon Cannon:** 24/48/96; 3d8+2; AP4; HW; 1 shot). Don't worry about ammo; there's as much as is needed to complete the job.

### ACT 2 SCENE 1: THE RUINS AND THE RUCKUS

After dispatching the Sea Serpent, the characters land on the island, although the pirates stay aboard the ship. Again, have everyone make Notice rolls. Those who make it notice the footprints and/or scent of the Saurians already here. Those who make it with a raise notice standard Saurian tracks and tracks made by a much larger beast.

If someone thinks to make a Tracking roll, they can follow the tracks to the ruins immediately; otherwise have everyone make Smarts rolls to find the ruins, which gets them there the following day. Outside the ruins the team confronts a group of Saurian Warriors and Commander Spiketail. He wastes no time greeting the Players, and simply explains that honor

dictates that he must kill the traitor, Drake Fireeye, in single combat. Whether or not he accepts, Spiketail orders his men to attack the other PCs while he deals with the traitor.

- Saurian Warriors (1 per hero + 2)
- Captain Spiketail

Should the fighting start looking bleak for the PCs, have the Saurian crew join in the melee, treat them as Saurian Warriors with shooting d6 and armed with Combat Rifles (24/48/96; 2d8; RoF 3; AP2). After defeating the Saurians, the team can make their way into the ruins.

Their original form has been lost to time, but in the middle of the rubble is a pedestal with the Lin Kon gem – actually a presidential coin from Abraham Lincoln’s presidential campaign. Apparently humans have been here before, but what all that entails is an adventure for another day. It’s up to you what happens from here, my fellow GM.

## ENEMY STATISTICS

### RAKASHAN MERCENARIES

**Attr:** Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6

**Pace:** 8; **Parry:** 6; **Toughness:** 6 (1)

**Skills:** Fighting d8, Notice d6, Stealth d6, Tracking d4

**Armor:** Leather Armor (All 1)

**Weapons:** Shortsword (Str+d6)

**Edges:** Ambidextrous, Fleet-footed, Two-fisted

**Hindrances:** Bloodthirsty

### RAKASHAN CAPTAIN

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

**Pace:** 8; **Parry:** 7; **Toughness:** 6(1)

**Skills:** Fighting d8, Notice d6, Shooting d6, Stealth d6, Tracking d4

**Armor:** Leather Armor, Medium Shield (+2 Armor from ranged attacks, +1 Parry)

**Weapons:** Shortsword (Str+d6), Sawed Off shotgun (5/10/20; 1-3d6; +2 shooting)

**Edges:** Ambidextrous, Fleet-footed, Two-fisted

**Hindrances:** Bloodthirsty

### SEA SERPENT (WILD CARD)

**Attributes:** Agility d8, Smarts d4, Spirit d8, Strength d12+8, Vigor d10

**Pace:** 0/8; **Parry:** 6; **Toughness:** 19

**Skills:** Fighting d8, Intimidation d10, Notice d6, Swimming d8

**Armor:** None

**Weapons:** Bite (Str+d6)

#### Special Abilities

- **Aquatic:** Native to the water, cannot drown, pace in the water is equal to swimming skill.
- **Crush:** The serpent may wrap itself around a ship and does damage equal to its strength each round it remains grappled.
- **Gargantuan:** Counts as having Heavy Armor and doing Heavy Weapon damage +4 to hit.
- **Huge:** Attackers add +4 to their attack rolls when attacking a sea serpent due to its massive size.
- **Long Neck:** Reach 2.
- **Quick:** Whenever the sea serpent is dealt a 5 or lower in combat, they may discard and draw again until getting a card higher than 5.
- **Size +12:** Sea serpents are tremendously huge creatures.

### SAURIAN WARRIOR

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

**Pace:** 6; **Parry:** 7; **Toughness:** 10(3)

**Skills:** Boating d6, Fighting d10, Intimidation d6, Notice d6, Tracking d4

**Armor:** Saurian Breastplate (Armor +3, torso), Saurian Vanbraces (Armor +3, arms)

**Weapons:** Halberd (Str+d8; Reach 2)

**Edges:** Brawny, Sweep

**Hindrances:** Bloodthirsty

#### Special Abilities

- **Saurian Senses:** +2 to Notice rolls
- **Tail:** Str+d6, may attack with tail and Halberd in the same turn with no penalty

### CAPTAIN SPIKETAIL (WILD CARD)

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

**Pace:** 8; **Parry:** 7; **Toughness:** 6(1)

**Skills:** Fighting d10, Notice d8, Tracking d4

**Armor:** Saurian Breastplate (Armor +3, torso), Saurian Vanbraces (Armor +3, arms), Saurian Shield (+2 Armor from ranged attacks, Parry +1)

**Weapons:** Saurian Longsword (Str+d8)

**Edges:** Brawny, Command, Frenzy

**Hindrances:** Bloodthirsty

#### Special Abilities

- **Saurian Senses:** +2 to Notice rolls
- **Tail:** Str+d6, may attack with tail and Halberd in the same turn with no penalty

## VOYAGE OF THE WATER DRAGON PRE-GENERATED CHARACTERS

### SILVERFACE - SHINY ANDROID

*Silverface is a unique android, and he will not hesitate to tell you so. He was modeled after a sleazy businessman Danielle knew back on earth and is thus a bit of a con artist. His is programmed to know fancy talk and painted to attract attention wherever he goes. The suit that he wears is not cloth, but an advanced alloy Danielle discovered in her early days here.*

**Attr:** Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

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

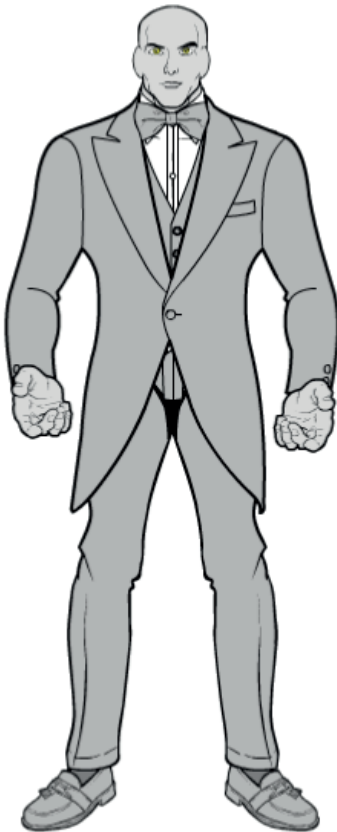
**Skills:** Fighting d6, Healing d6, Intimidation d8+2, Notice d8, Persuasion d10, Repair d8, Taunt d8+2

**Armor:** Metal Case (+3 armor, negates 3 AP)

**Gear:** Toolkit (Includes medical tools (+1 healing) and regular tools), Flashlight (Attached to his arm), 530 talons

**Edges:** Attractive (Shiny silver case), Charismatic, Elan, Healer, Level Headed, McGyver, [Construct, Unnatural]

**Hindrances:** Arrogant, Loyal, Phobia (Spiders), Pacifist (Major), Outsider



### EZEKIEL KNIGHT - BROTHER TO DANIELLE, SOLDIER

*Ezekiel was born to be a soldier. He joined as soon as he heard about Pearl Harbor. Much to his frustration, he never made it to the field because the day before he was to ship out, his sister had an accident that stranded them on Rune. Ezekiel will stop at nothing to protect his sister and get her home.*

**Attr:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

**Charisma** -2; **Pace** 6; **Parry** 5; **Toughness** 9/11 (+2/+4)

**Skills** Climbing d4, Fighting d6, Intimidation d6, Notice d6, Shooting d8, Survival d6, Tracking d6

**Armor:** Flak Jacket (+2/+4, Negates 4 AP)

**Weapons:** Machete (Str+d8), Tommy Gun (2d6+1, 12/24/48, RoF 3, AP1, Auto, 50 round drum mag); 3 extra drums

**Edges:** Brawny, Combat Reflexes, Improved Nerves of Steel, Quick, Rock and Roll!

**Hindrances:** Deathwish (Get back to Earth), Heroic, Mean





**DANIELLE KNIGHT - SISTER TO EZEKIEL, MECHANIC, INVENTOR, WEIRD SCIENTIST**

*Danielle is a scientist first. She tends to like her machines more than people and often tells people as much. She avoids talking to people as much as possible, especially now that there are only dwarves and cat people, and lizard people and elves – all of whom seem to want to kill them.*

**Attr:** Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6

**Charisma 0; Pace 6; Parry 4; Toughness 5; Power Points 15**

**Skills:** Fighting d4, Knowledge (Chemistry) d6, Knowledge (Machines) d6, Notice d6, Repair d8+2, Shooting d8, Weird Science d8

**Armor:** None

**Weapons:** Large Wrench (Str+d6)

**Gear:** Toolkit, Flashlight, 580 talons

**Edges:** Arcane Background: Weird Science, Gadgeteer, Mr. Fix It

**Hindrances:** Curious, Quirk (Talks to her Gadgets), Stubborn

**Powers:** The Bubble Vest (Armor), The Blue Beacon (Burst), The Fantastic Flesh Fixer (Healing)



**BRENTON DARKHEART - RAKASHAN; ASSASSIN AND INVESTIGATOR**  
*Brenton Darkheart is a cat on a mission. He grew up on the streets of the Saurian capital city, Dragonborn. There he learned of the cruelty of the lizards and vowed to stop it, unlike most of the other street cats that joined up as mercenaries. He would be different. He would find a way to stop them, going so far as to start a one man war, striking against the leaders he could corner. When he stumbled on Drake Starstrike leaving the city, he stowed away. If not for the intervention of Danielle Knight, he might've been turned into a lizard toy.*

**Attr:** Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

**Charisma 0; Pace 6; Parry 5; Toughness 7/9(+2/+4)**

**Skills:** Fighting d4, Investigation d8+2, Lockpicking d6, Notice d8+2, Shooting d6, Streetwise d8+2, Throwing d4

**Armor:** Assassin Suit (+2/+4, negates 4AP)

**Weapons:** Revolver (12/24/48, 2d6+1, AP1)

**Gear:** 50 rounds, 275 talons

**Edges:** Alertness, Assassin, Investigator, No Mercy

**Hindrances:** Big Mouth, [Bloodthirsty], Heroic, Quirk (Bathes himself constantly)





**DRAKE STARSTRIKE - SAURIAN, COMMANDER**

*Blessed and cursed with the "Dragon's Blood," Drake Starstrike was destined to lead Saurians into battle. He was a fervent believer in the Saurians' code of battle. During one fateful battle, he watched as his fellow commanders sent their troops against civilians and men who had surrendered. He had long ago memorized the Code of Battle and saw that it meant nothing to most of his fellow Saurians. After that battle he stole away in the dark of night in his ship and with those loyal to him. Eventually he found the Knights, lost and confused. He didn't know who they were, but he knew he had to help them. (It's worth noting that Saurians have powerful tails and may use them in battle along with another weapon without incurring a multi-action penalty.)*

**Attr:** Agility d4, Smarts d6, Spirit d6, Strength d8, Vigor d8

**Charisma** -2; **Pace** 6; **Parry** 6; **Toughness** 10 (3)

**Skills:** Boating d4, Fighting d8, Intimidation d6, Knowledge (Battle) d4, Notice d6+2, Shooting d6, Tracking d4

**Armor:** Saurian Chest Piece (+3 armor), Warrior's Shield (Parry +1, +2 armor vs ranged attacks)

**Weapons:** Battle Axe (Str+d8), Dragon's Tooth Shotgun (5/10/15; 1-3d6, +2 to shooting rolls)

**Gear:** 25 shells, 30 talons

**Edges:** Berserk, Brawny, Command, Inspire, Nerves of Steel, No mercy, Saurian Senses

**Hindrances:** Code of Honor, Mean, Wanted (Saurian Empire)

**ATHENA "FIRESTARTER" QUINN- ELF, WIZARD**

*From an early age Athena has known two things: she loves fire and she wants to topple the Saurian Regime with extreme amounts of it. Her preference is to shoot things with flaming rounds, but when she gets angry enough she will blast an entire area in red hot fury. Her love of firearms has actually made her a bit of an outcast with her people, so when she does find a friend (like the Knights) she will not leave them easily, especially the dashing Ezekiel.*

**Attr:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Charisma** 0; **Pace** 6; **Parry** 4; **Toughness** 5; **Power Points:** 15

**Skills:** Fighting d6, Intimidation d6, Lockpicking d6, Notice d6, Shooting d8, Spellcasting d6, Stealth d6

**Armor:** None

**Weapons:** 2 Dwarven crafted Pistols (2d6+1, 12/24/48, AP1)

**Gear:** 14 extra clips, Lighter, Lockpicks, 338 talons

**Edges:** Ambidextrous, Arcane Background: Magic, Marksman, New Power (Blast), Power Points, Rapid Recharge, Two-Fisted

**Hindrances:** Loyal, Overconfident, Quirk (Plays with fire), All Thumbs

**Powers:** Blast, Deflection, Elemental Manipulation (Fire), Smite





## TUNSE'AL SETTING GUIDE PRODUCT PREVIEW

A *Savage Insider* exclusive using *Savage Worlds* to power Tulse'al, a fantasy tribal setting by Obatron Productions.

By Vickey A. Beaver

The four playable races, the Kresh, Gelid, Gales, and Korrin, and their nemesis, the Skin Eaters, are the most visible people of Tulse'al. But they are not alone. Besides the beasts and fell creatures that inhabit the land, are others.

Living among them are the fae folk, families of entities that walk between the world of people and the world of the gods. The people have named the ones they see most often. The dgigannas and vi'salks are two such beings.

### DGIGANNAS (ĠI-GAHN-UHZ)

At a height of only 6-12" inches, these tiny winged humanoids don't present themselves with frequency. Their diminutive physique can lull the large races into a false sense of security. Their apparent shyness may be mistaken for innocence, but looks can be deceiving. They have a demeanor that vacillates between good and evil, depending on their mood, the actions of those around them, and generally whatever whim strikes them at the moment.

There are many varieties, and dgigannas live in all parts of Tulse'al. Some resemble butterflies with colorful wings while

others remind viewers of leathery Gales of the desert, but with wings like dragonflies. They don't wear much for clothing unless they're having some sort of regal event. They're a favored food of the Skin Eaters and even the Kresh have been known to snack on them.

Dgigannas are most likely to be seen during times of high magic, usually on the solstices and full moons. They come out at night more often than during the day.

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

**Pace:** 3, **Parry:** 4, **Toughness:** 2

**Skills:** Fighting d4, Notice d6, Throwing d6

#### Special Abilities

- **Flight:** Dgigannas have a flying Pace of 9 and a Climb 1
- **Low-Light Vision:** They ignore penalties for Dim and Dark lighting, but can't see in pitch black.
- **Size - 2:** They stand only 6-12" tall, which makes them somewhat fragile.
- **Small:** Dgigannas are small and don't stay still for lone. Opponents are -2 to attacks.



## VI'SALKS (VĪ -SAHLKS)

At 2 ft. tall, the humanoid vi'salks tower over dgigannas. They mostly live in the lands of the Gelid, along the Spine. They're tricksters, sometimes dropping upside-down from branches, hanging by their tails to startle passers-by. With their flattened noses, pointed ears, and large eyes, they have keen senses of smell, sound, and sight. They aren't evil, but it's rare that one would do good for the sake of doing good.

Clad in velvety, grey mole skins in the cold and cotton-like cloth in warmer times, vi'salks use small animal bones as tools and weapons. They avoid dealing with the "big people" if they can, and are more likely to be seen in the hours surrounding twilight at any time of the year.

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

**Pace:** 4, **Parry:** 4, **Toughness:** 3

**Skills:** Fighting d4, Notice d6+2, Climbing d6, Stealth d6, Taunt d6

### Special Abilities

- **Infravision:** Str+d8
- **Size - 1:** Vi'salks generally stand 2' tall, making them easier to damage than average-size beings.
- **Vi'salk Senses:** Gets +2 to Notice rolls involving sight, sound, and smell.

Sample Dgiganna names are Anara, Melese, Tae'ahna, Vil for females and Ade, He'nar, Sen, and Wul for males.

Sample Vi'salk names are Adrail, De'nan, Loris, and Thearen for females and Bel'nin, I'ser, Pelar, Shu'larn, and Yisten for males.

## ADVENTURE SEEDS

**A Whiff of Fresh Air:** When travelling across The Spine, the middle section of the Baarek Mountains, the party comes across four dead dgigannas. They look otherwise healthy. Over the next four days, the party finds more in the same condition. Fearing their own safety, the party might want to figure out what's happening.

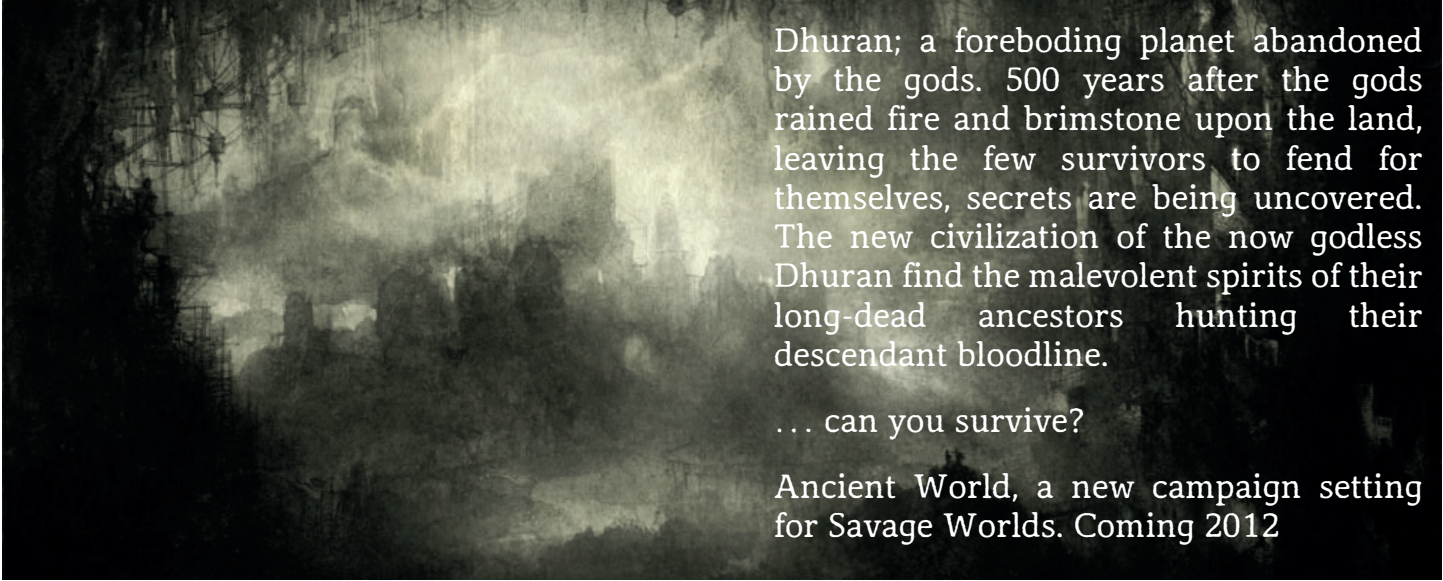
For every two days the party carries on without solving the problem, they gain a level of Fatigue. It takes two weeks to get through the affected area. The dgigannas in the area are enduring the wrath of a group of vi'salks who have scattered deadly pollen throughout the region. The party can spot the vi'salks every once in a while and need to either fight until one displays a safe way out, or otherwise convince the vi'salk to help. With a successful Notice roll, the party sees an abundance of yellow wisps. With a Raise, they feel tired when near heavy concentrations of the yellow wisps.

**By the Light of the Moons:** The party has been travelling. They still require another week to arrive at their destination, a grove of trees protected by the Na'nock Tribe, which consists of a few dozen Kresh. The party is delivering ancient weapons that Gelid scholars think were made from those trees. The elders have asked to see the trees to satisfy their own curiosity. Three days ago, the trail split and the elders opted to forge a new path by cutting away some thin, yellow vines.

Along the way, the party is being tricked by vi'salks that have been slipping hallucination-inducing herbs into their water skins and suggesting deadly paths as the party sleeps. As the three moons reach fullness, the nocturnal suggestions are becoming stronger. The vi'salks don't care about the party's mission, they just don't like that the party destroyed the vines. If the party chooses to talk rather than fight, the vi'salks might be persuaded to accept some sort of remuneration. If they want to fight, well, they certain can, but they are outnumbered four to one.

## ABOUT TUNSE'AL

Tunse'al is a tribal fantasy setting with many differences from Earth. With no humans, wildly varying cultures, and ecosystems that support humanoids and dinosaur-like creatures at the same time, Tunse'al games can be about anything you'd like to make them. Enter by July 22 to win the PDF of the systemless setting guide before it's even available for sale via Roleplayers Chronicle (Prize Pack #4), an online source of tabletop RPG news.



Dhuran; a foreboding planet abandoned by the gods. 500 years after the gods rained fire and brimstone upon the land, leaving the few survivors to fend for themselves, secrets are being uncovered. The new civilization of the now godless Dhuran find the malevolent spirits of their long-dead ancestors hunting their descendant bloodline.

... can you survive?

Ancient World, a new campaign setting for Savage Worlds. Coming 2012



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Instructions: Print on card stock in color or black and white.Cut out and fold into either a tri-fold or A-frame figure flat

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## CONVENTIONAL ADVICE

A general interest article by Kevin Rohan of Silver Gryphon Games

*Tips and Tactics for GMs Running Games at Conventions*

### JUMPING INTO THE BREACH: RUNNING CONVENTION GAMES

Running games can be challenging. The challenge isn't in trying to present an individual or two with something new that utilizes their skills as players, but it's doing that to the entire group. If you meet regularly with a gaming group, those are people who are known to you; you know their playing style, you know their problem solving abilities, their fighting capacities, their tactics and their teamwork strategies. Convention games are usually completely different because, except on rare occasions where you've run games for various people at your table before, you don't have that familiarity with your players. That can be troublesome. You're trying to get characters introduced and the plot rolling with a combat or two often in a span of three to five hours. There are suggestions to handling this sort of thing, and experience has taught me many tips and tricks to keeping the convention games rolling.

#### 1: MAKE PRE-GENERATED CHARACTERS AND USE THEM

Pre-generated characters (pre-gens) save time. Character creation in Savage Worlds can take as little as five minutes for veteran players. However, there are good odds that there will be new players at the table, and they can take time to write up their own characters. Maybe that will take 15 minutes. Maybe it will take 15 minutes per player. If you have a table full of people new to Savage Worlds, that can take up an hour of time in a hurry. Pre-gens save all of that hassle and allow players to see what they have without pouring through core and setting books. Then you just need to explain what they can do instead of reviewing pages and pages of information that aren't relevant to that session.

There are downsides to straight pre-generated characters. The biggest of those downsides is that some players don't feel they have the customization they would like in a character. Even in something like a brawler, there are specialties and player preferences. Does the character hit like a truck, take a hit like a tank, or is it a finesse-based fighter? When constructing a group, the need for a combat machine can be filled in many ways. Having characters that are mostly pre-generated can create a lot of time savings and give the players considerable character creation control in the end. It will be slower than straight pre-generated characters. However, these mostly pre-generated characters act as a guide and the GM may be able to get characters finished in 15 minutes, even for a good-sized group.

#### 2: KEEP IT TIGHT AND KEEP IT MOVING

Four hours isn't that long to run a game, and that is the average game time-slot at a convention. You have to get characters introduced, get the goal introduced, get the bad guys (or good guys) introduced, you have to have some conflicts to resolve, and do the adventure wrap. For most of us that run games with normal groups, that is not the normal flow. It doesn't matter if time stretches because the adventure can always be resolved at the next game session. At conventions, there is no "next game session," and you have one shot to make it count. Getting everyone to stay on task can be monumentally challenging. You can't be afraid to railroad the adventure and you must not be afraid to tell them to cut the out-of-game chatter.

With that being said, sometimes groups will take an adventure in an entirely different direction. Some groups get hung up on a detail and completely side-track the adventure. You have to be able to make the call at that point to strong-arm the adventure and characters until everything meets back up, or simply run with their side-track because they're having fun with it, which brings us to the next point.

#### 3. KNOW YOUR ADVENTURE

Over-planning a convention adventure means you run the risk of the players going off on a tangent and then you are quickly in a bad situation where you suddenly don't have anything planned. Under-planning can be equally as dangerous because even simple questions send you to the adventure material to look up mundane questions. The only smart choice is to know the adventure, and know it inside out, upside down, and in your sleep. That way if the players decide to send their characters off on a tangent, you have plenty to keep them engaged. The less time you spend leafing through adventure material trying to answer questions or look things up to get things back on track, the better.

Some adventures can be side-tracked more easily than others. Others have so many fiats and MacGuffins built into them that they force the players to concentrate on the situation and act via their characters. You need to know this before you get to a convention, or at least before you run your game. Some GMs will want to pick up a new adventure at a convention and run it at the convention. Depending on the adventure, that could be easy or difficult, but no matter what, you need to be able to handle the odds and ends of the adventure itself and the questions the players will have.

## 4. IMPROVISATION IS KEY

Being able to think on your feet is a must. With your normal gaming group, you can probably take 10 minutes or so to organize your thoughts while everyone filters to the bathroom, grabs refreshments, or takes a quick smoke break. Convention games have no such luxury. Your clock starts ticking and at the end of the time slot, you may need to give up the table, and certainly between meals, hanging out, listening to speakers, or hitting other games, the players need to leave. Every minute spent going through books is a minute away from the action. If you are the kind of GM who is awesome as long as things stay on track, then you need to run adventures that play to your strength or learn to improvise when things don't go right.

Not every player and not every group of players will look at situations the same way. No matter how blatantly obvious a solution may be, it could be that the group has bad leadership (either because of the player or because of role-playing), people could be sleep deprived, or any number of other considerations. When that happens, the GM needs to be able to improvise because if the players can't solve a problem, they will do what they can to entertain themselves. Sometimes that leads to back-tracking, and sometimes that leads to side-questing. The GM needs to figure out how to use the prepared adventure to get them back on track or just roll with the players' direction.

## 5. GAME MANUALS ARE REFERENCE BOOKS, NOT NOVELS

The less time you spend looking through books, the more time you'll spend in the action. Use quick references and bookmarks for commonly referenced information. If your adventure is combat-oriented, you'll need to know exactly where the Incapacitation Table is in the rule book. If there's going to be a lot of tricks used, you'll need to be able to answer those questions as well. If you are running an adventure of your own creation, make sure you have key points highlighted in some way. If you are running a purchased adventure, mark it up so you can see what you need! Grab a highlighter and note speaking parts and parts that deal with mechanics and stat blocks. The better the color coding system, the easier it will be to run when you have to look something up.

Pages with quick reference tables can alleviate a lot of page flipping in the game. You could use a traditional GM Screen, which serves the dual purpose of hiding your dice rolls, or you could use quick-reference sheets. If you use the quick-reference sheets, they might serve as a player handout, and then everyone has the information in front of them and can plot their next action while the actions before them are being resolved.

## 6. PLAYER HANDOUTS: USE THEM

Handouts give the players something to interact with, they serve as visual aids, and they give the players something to take away from the game as a souvenir. For important notes and maps they can work as props, which the characters would have to look at and manipulate. If the hand out is something the players have to do something with (fold, cut, decipher, etc.), that can provide an important clue for the adventure without the GM needing to go into great detail.

Handouts can be something like a rules summary as well. Even experienced players can use a quick reference / refresher on combat options. It helps keep rookies and veterans on the same page, no pun intended, and it can make game play flow very smoothly. It will also save critical time when trying to settle rule disputes or explain options, and when you only have four hours, every minute you save is a minute more of game play. Handouts like the combat options aren't really keepsakes, so if you have enough time, you can laminate them to increase their longevity and use them over instead of reprinting them for additional games. On top of that, most laminates can be written on with dry erase markers.

## 7. BRING EXTRA EVERYTHING

Not all players come similarly equipped. People forget dice and pencils. As a GM, it isn't your responsibility to provide those to your players, but you need to be prepared for new players, players that forgot their stuff at their car, their house, or anything else that comes up. It happens, and odds are it's happened to all of us. Nothing slows a game down faster than a player that needs to suddenly get up from the table. Being prepared to put down an extra set of dice and supply pencils for players that may have forgotten some of their gaming gear can save precious minutes.

Extra character sheets can come in handy as well. If you're not pre-generating characters, it can save time. Sometimes people make mistakes during character generation. Sometimes their character sheets look more like scratch paper as they sort out abilities, skills, Edges, and Hindrances. Whatever the case, having a couple of extra character sheets floating around can never hurt, and again, it saves time.

## 8. THESE ARE NOT THE GAMERS YOU'RE LOOKING FOR...

It's going to happen. You're going to get a person or two in a gaming group that didn't understand the game description, is new, is overly questioning your comprehension of the rules, or is anyone we refer to as "that guy." You need to be prepared to deal with people that may put you out of your GM comfort zone. To be honest, it's not a bad thing to game with people who aren't like the people you normally game with, but certain adventures just work better with certain group types. Once in a while you may be running a psychological horror game and have a pair of



kids younger than 10 years old sit down. Everything in this section has happened to me while running games at conventions, and it will be just a matter of time before it happens to you.

You have to be able to roll with it. You aren't going to have fun forcing a game down someone's throat if they aren't compatible on a player level with the game you want to play. Going back to improvising will be very important. You need to be able to take your adventure and mold it to the gaming group that you have before you. Sometimes you can get some amazingly unexpected results, and you may have more fun than you ever thought you could when a group takes an unexpected tack through the adventure.

## 9. ALLOW THE INSANE

Players are creative beasts by nature. They are cunning, they are deadly, and they come up with ways to bend and test rules in ways you may not be prepared for. Gamers you aren't familiar with may have problem-solving methods that you didn't know existed or they may have tactics that have some serious shock-and-awe value. Not every group of gamers is the A-Team, the Dirty Dozen, or even Hogan's Heroes. However, they do have a way of using other players' creativeness for the good of the party, even if that creativeness is a clever distraction that abandons the character in question.

Players want to have fun, and their ideas are how they express themselves. If a player is told "no" every time they open their mouth, eventually gaming just won't be fun anymore. Some ideas are just too implausible to work or are plain rules violations. But, just like any other gaming group, once you allow a tactic to work, you need to allow it to keep working unless you are very clear to the player that you will allow it to work this once and then never again. Sometimes those crazy ideas are some of the best of the convention and can really get the players into the game. Sometimes they result in total party kills, and well, a TPK is a TPK.

## 10. HAVE FUN WITH IT

If you don't have fun running the game, the players won't have fun playing it. You should always bring your A-game to the table. If you show up exhausted (Sunday morning time slots, late Saturday nights), you won't be as with it as you need to be to run the game, and it could become a chore. It is your job to challenge the PCs, and maybe even out-right kill them (depending on the adventure), and as long as you're having fun, they will be having fun.

Very little in gaming is personal. Don't take anything they say in character or out of character as being personal. Just go with the flow. Make sure things don't get out of hand with language, volume, or general rowdiness, but don't ever take offense to anything that is said. Sometimes you need to police those things to keep the game moving because other players may be taking offense to what is said or how it is said. If things start to slide

down hill on the fun scale, ramp it back up. Be cinematic with the descriptions, keep the pace going, and keep yourself engaged as much as possible. The more fun you have describing something or having the NPCs perform actions, the better it will be for the players.

## 11. CRANK IT TO 11.

It's a convention game...make it a memorable one. Action should be over the top. Things that aren't allowed at a normal game might just be permissible given the venue. The pace can be faster, the plot can be railroaded, and the plot only needs to make sense for as long as the dice are on the table. So long as everyone is having fun, let everything just fly! Some of the best games are played by some of the craziest groups running under GMs that understand that it's a one-shot game and the players are just looking to be awesome and grab that piece of the spotlight.

The efforts after the game can be just as important. The final battle or problem has been rendered and the day is won. Keep that GM energy flowing, keep talking to the players, thank them for playing, and keep the endgame as memorable as the last four-ish hours of play time. Thank everyone, shake hands, and the players will remember your game for years, and probably look to see what else you happen to be running. If that was the last game of the convention, they will definitely be looking for more at the next convention!

Hopefully your next experience running a game at a convention will be extremely good. These suggestions may help to convince you and your players to come back for more con after con. Be considerate, be fun, be on the ball, but most of all, be awesome in all aspects of gaming!



# HELLSPAWN

COUNTDOWN TO INVASION

COMING IN 2012



CHRONICLE  
CITY

## FAMINE TO FEAST... FOR THE BEAST, FOR THE BEAST

A fantasy horror adventure for Judgment Day by Michael Hansen

*The City of Inebou-Hedjou - The City of the White Walls - is the capital of Egypt and the center of civilization. The untimely death of the Pharaoh Khufu has left the city at the mercy of two cults vying for control. The Pharaoh's son and rightful heir, Khafra, is away warring in distant lands. In the midst of this political upheaval, an ominous cloud of black ash has descended upon the city. At first the populace was able to suppress their fear but eventually, as several weeks passed, chaos erupted. Thousands were killed in the panic that followed. It became increasingly difficult to survive in the sun starved region, and most who weren't killed in the initial wave of violence soon fled abroad.*

*The few who remained within the city rallied behind one of the two cults as each group explained away the darkness as punishment for trespasses committed by the opposing sect. Both of the cults have started calling upon dark forces best left unnamed in a desperate attempt to wrest control of The White-Walled City from the other. One of the cults, The Cerulean Flame, has started performing putrid rituals involving human sacrifice. The cult has violated the final resting place of the late Pharaoh – the recently finished great burial pyramid in the Necropolis of Giza. There they disturbed his corpse and used it as a vessel to be inhabited by a vile demon called the Shadow of Anubis.*

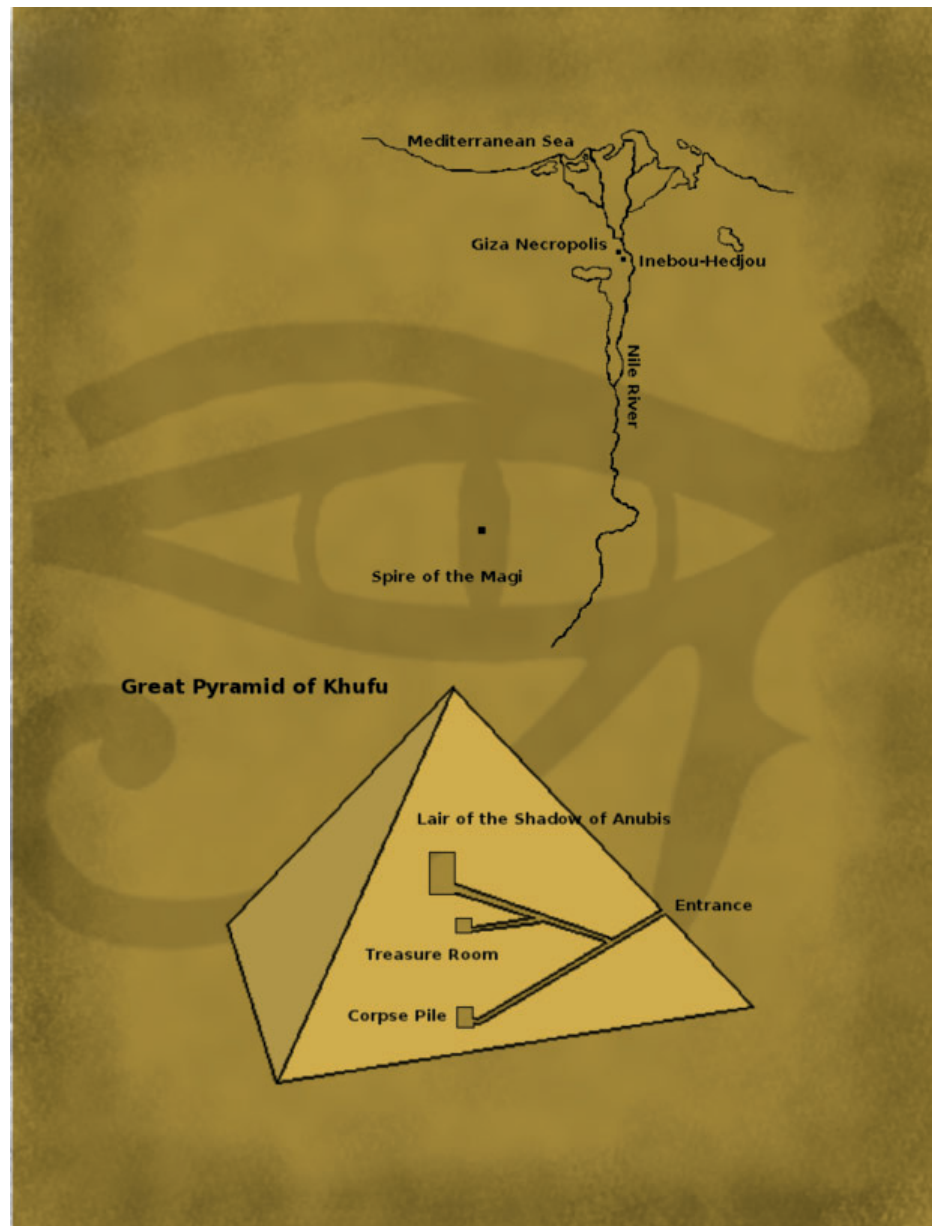
*The Cerulean Flame has summoned the Shadow to seek out and feast upon their enemies. Unfortunately, the Shadow isn't as particular about who its meals are as the Brothers of the Flame had hoped, and many of their own members have been slain and eaten. With each day that passes, the carnage becomes greater and greater. The Shadow has made its lair in the uppermost chamber of the Great Pyramid. It leaves periodically to make a fresh kill, and then drags its meat back to the Pyramid to feed.*

*The PCs are part of a group of hunters overseen by the Magi of Ra – a reclusive sect of seers who live in the deep desert. The Magi are pillars of wisdom and have*

*tasked themselves with seeking out and destroying evil in the world. Recently they have learned that a massive volcanic eruption has clouded much of the desert to the north in black ash for several weeks. There has been word that Inebou-Hedjou has fallen into chaos and that a cult within the city has summoned the Shadow of Anubis. The Magi know that the Shadow is insatiable and must be stopped at all costs.*

*The PCs are sent into the blackness of the north with instructions to kill the foul beast. They are warned that the Shadow of*

Anubis isn't the only danger lurking in the city. The cults within Inebou-Hedjou are not to be trifled with. The Cerulean Flame literally has eyes everywhere. They have ensorcelled desert eagles, identified by their stained blue crests, which watch over the city and report back to them. The other cult in the city, the Whispers of the Amduat, is equally dangerous. They are known for being masters of poison and their upper echelon of followers is fervently devout.





The Shadow of Anubis is a powerful foe. The Magi of Ra have given the PCs an ancient relic called the Fang of Helion to fight the Shadow with. The Fang of Helion is a crystal dagger in the shape of a ten-inch tooth. The Fang will emit a powerful burst of sunlight when it is plunged into a foe. The PCs are told that the only way to kill the Shadow of Anubis is to slay it in sunlight. Since the region is currently shrouded in ash, The Fang of Helion is their only hope and must be used for the killing blow.

## THE CAST

### THE WHISPERS OF THE AMDUAT (THE BLACK VOICE)

The Whispers of the Amduat is a death cult. Suicide missions are not uncommon for members of The Black Voice as their central belief holds that the mortal world is hell and the afterlife is the only salvation offered to man. The members believe that staying in this earthly hell, and helping others to “answer the call of the voice,” is the ultimate service. That guarantees them a privileged spot in the afterlife. The cult is led by Odji-Uro, a dark, looming man of middle years. His followers obey him without question and the sound of his deep, cavernous voice has been known to unnerve even hardened men. The cult has a temple in the southern part of the city where they are known to make rare and deadly poisons.

Odji-Uro wants to kill every man, woman, and child in Egypt. He believes that this act will set them free. His sense of self-preservation is very strong since he believes only he can carry out this task. The presence of the Shadow of Anubis is not an affront to the members of the Whispers of the Amduat since it is indirectly aiding them in their ultimate goal. The presence of The Cerulean Flame, however, is another matter. Odji-Uro knows that the Brothers of the Flame look to control Egypt and its peoples in the mortal world. This ambition is unacceptable, and the members of The Whispers of the Amduat have sworn to “assist” the Cerulean Flame with travelling to the afterlife as soon as possible.

### ODJI-URO (WILD CARD)

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

**Charisma:** 2; **Pace:** 6; **Parry:** 6;

**Toughness:** 6

**Skills:** Fighting d8, Notice d6 (+2), Shooting d8, Knowledge (Poison) d12, Intimidate d10 (+2)

**Armor:** None

**Weapons:** Battle Axe Str + d8, Bow 12/24/48 2d6

**Hindrances:** Bloodthirsty

**Edges:** Alertness, Fervor, Strong Willed, Charismatic

### THE WHISPERS OF THE AMDUAT CULTISTS

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

**Charisma:** 0; **Pace:** 6; **Parry:** 5;

**Toughness:** 5

**Skills:** Fighting d6, Knowledge (Poison) d8, Shooting d6

**Armor:** None

**Weapons:** Poisoned Dagger (Str + d4; failed Vigor roll results in knockout for 2d6 minutes), Bow (12/24/48; 2d6)

**Hindrances:** Loyal

### THE CERULEAN FLAME (THE BROTHERS OF THE FLAME)

The Cerulean Flame are fire worshippers who swear allegiance to the goddess Sekhmet. They considered the rule of Pharaoh Khufu to be an unforgivable slight against the goddess, and his death was cause for great celebration amongst their ranks. Their leader is a beautiful, cunning woman named Djeserit. The members of the Brothers of the Flame are exclusively male, as the name implies. They believe that Djeserit is the earthly embodiment of Sekhmet and is therefore destined to be Queen of Egypt. The members of the cult have taken a vow of celibacy.

The Brothers of the Flame are renowned falconers and their blue-crested desert eagles are frequently seen around the city carrying messages and watching what transpires. It is rumored that the Brothers of the Flame have a method of “seeing” through their birds and most consider it unwise to conduct private business in the presence of the blue-crested eagle.

The Cerulean Flame views the death of the Pharaoh as a sign that the time of the reign of Djeserit is at hand. At the time of her coronation, she shall take the name of the goddess and wear the headdress of the lioness. A major part of their plan of ascension is the complete eradication of The Whispers of the Amduat. To this end they broke into the pyramid of Khufu, defiled his corpse, and summoned the dark spirit of the Shadow of Anubis to inhabit his lifeless husk. However, the Cerulean Flame botched the binding part of the summoning ritual and lost control of the beast. It now hunts indiscriminately and Djeserit has called for its destruction since her plan backfired and her followers are slowly being whittled away by the feasting horror.

### DJESERIT (WILD CARD)

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

**Charisma:** +6; **Pace:** 6; **Parry:** 4;

**Toughness:** 6

**Skills:** Fighting d4, Intimidation d8, Notice d6, Persuasion d12+1, Stealth d6

**Hindrances:** Arrogant

**Edges:** Charismatic, Command, Fervor, Hold the Line, Natural Leader, Very Attractive

### CERULEAN FLAME CULTISTS

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

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

**Skills:** Fighting d6, Knowledge (Falconry) d10, Notice d6

**Armor:** None

**Weapons:** Scimitar Str + d8

**Hindrances:** Loyal

### CERULEAN EAGLE

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

**Pace:** 2; **Parry:** 5; **Toughness:** 4

**Skills:** Fighting d6, Notice d12+4, Stealth d8

**Armor:** None

**Weapons:** Talons (Str+2), Beak (Str+3)

**Special Abilities:**

- **Flight:** Cerulean Eagles have a Flying Pace of 8
- **Size -1:** Cerulean Eagles are large birds of prey.

## SHADOW OF ANUBIS

The Shadow of Anubis is a vile spirit that possesses the bodies of the dead, currently inhabiting the corpse of the late Pharaoh Khufu. The Shadow appears as a large man with the head of a jackal and is midnight black in color. It is indiscriminately violent and feasts on the flesh of men.

### SHADOW OF ANUBIS (WILD CARD)

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

**Pace:** 10; **Parry:** 6; **Toughness:** 8

**Skills:** Fighting d8, Intimidation d8, Notice d6

**Armor:** None

**Weapons:** Bite (Str + d6), Claws (Str + d4)

### Special Abilities:

- **Exorcise:** The Shadow of Anubis can only be exorcised by sunlight or a magical equivalent.
- **Fear:** The Shadow of Anubis strikes fear into its victims.
- **Fearless:** Immune to Fear and Intimidation.
- **Flee:** Upon becoming Wounded, the Shadow of Anubis attempts to flee to feed and heal (at the normal PC rate).
- **Hardy:** The Shadow of Anubis does not suffer a wound from being Shaken twice.
- **Resurrection:** If the Shadow of Anubis is "killed" without sunlight, it melts into a bloody ichor that immediately seeps into the ground. It will rise again within 2d12 hours, fully restored.
- **Shadow Attack:** With a raise on an attack roll, the Shadow of Anubis ignores a target's armor bonus.
- **Size +1:** The Shadow of Anubis is a large creature once it possesses the dead.

## MAGIC ITEMS

### THE FANG OF HELION

The Fang of Helion is a crystal dagger in the shape of a ten-inch tooth. It grants its wielder + 2 to his or her Fighting skill. Furthermore, The Fang is able to emit a powerful blast of light equivalent to the sun, once per day, when called forth by the wielder. Anyone who fails to sufficiently prepare for the flash of light must make a Vigor roll. A failure means loss of sight for one round.

## ADDING DEPTH TO THE ADVENTURE

There are several things that a GM can do to easily add more depth to the adventure. The story is set during the Fourth Dynasty of Egypt. The Pharaoh Khufu built the first Great Pyramid of Giza. His son is credited with building the second Pyramid as well as the Sphinx. This should be taken into consideration when describing the setting. Furthermore, in its time, the Giza Necropolis was a massive burial site and could be presented as an intricate city of the dead, not the barren excavated ruins we know it as today. There are several other possible story elements that can be explored as well:

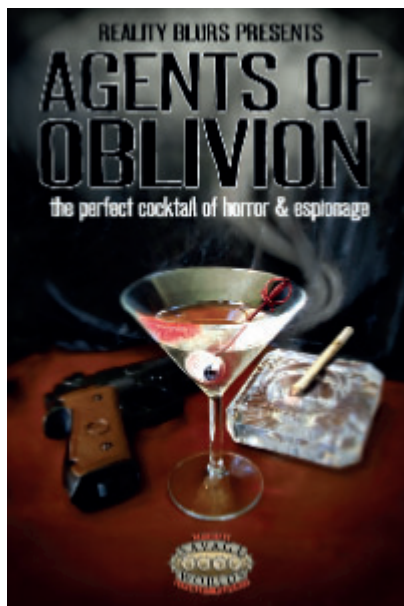
- The Whispers of the Amduat assassinated Pharaoh Khufu with poison. Perhaps there is proof of this in their temple?
- The Fang of Helion is a powerful relic and is a key part of the destruction of the Shadow of Anubis. What if the Fang is stolen? What if one of the Cerulean Flame's eagles were to take flight with it?
- What if the Pharaoh's son, Khafra, were to return at some point during the adventure?
- What if Djoserit is the daughter of Odji-Uro?
- What happens if the Fang of Helion is irretrievably lost or if its daily charge is spent before the PCs have a chance to fell the Shadow of Anubis? What if the ash cloud were to break at a cinematically perfect moment? Would it be divine intervention or perhaps the work of the Magi of Ra?





## FEATURED PUBLICATION: AGENTS OF OBLIVION

A review of Agents of Oblivion by Aaron T. Huss



### STATS

**Author:** Sean Preston and Ed Wettermann

**Publisher:** Reality Blurs

**Artist:** Cheyenne Wright

*Agents of Oblivion* is an action-packed spy thriller placed in a world filled with conspiracies, supernatural beings, the paranormal, and the organizations that support them. Player Characters assume the role of agents working for the secret organization Oblivion in its never-ending quest to combat the evil that threatens our world. But don't think Cthulhu as *Agents of Oblivion* is more akin to *Men in Black* and *League of Extraordinary Gentlemen* with PCs that are equipped with all manner of gadgetry to face the worst the world can throw at them. Additionally, there is an aura of espionage as conspirators abound within known and underground organizations across the world have their own involvement in the manipulation and promotion of these vile threats or even creating a few of their own.

*Agents of Oblivion* allows the players to immerse themselves in a fluid world filled with secrets. Everywhere you turn, another conspirator could appear or a

creature of unknown origin may come bounding toward you, ready to strike. The players must keep their characters alive and use the technology at hand to keep the world safe from that which they do not understand.

### AGENTS

Characters assume the role of agents working for the company called Oblivion, dedicated to fighting the evil across the world. To get players started quickly, plenty of new and setting-focused mechanics are presented for agents including archetypes (for quick creation), new skills, new Hindrances, and new Edges. All of these new mechanics reinforce the modern action and espionage themes running throughout the setting.

### SETTING RULES

To better accommodate the differences between *Agents of Oblivion* and the *Savage Worlds* core rulebook, you get a full listing of all mechanics focused on embracing the setting. This includes a look at extended trait checks, making the standard skill check more dynamic and dramatic while containing noted benefits and consequences while performing the task. After all, disarming a bomb shouldn't be as simple as rolling one skill check. Where's the drama in that? Powers do not work the same; there are no Power Points; and characters are able to perform higher level spells with a negative modifier.

### GEAR

Gear is extremely different (it is espionage) and there are new mechanics for requisitioning equipment before the mission begins or during the course of a mission. *Agents of Oblivion* brings in resource management mechanics along with spytech and single use devices that all

embrace the idea of modern action and espionage. This is backed up by a large weapon list. Spytech is technology linked to *Savage Worlds Edges*, while single use devices are linked to Powers. This reimplementing of existing mechanics makes for a great addition to the setting by supporting the idea that as spies, you need access to cool spy gadgetry.

### SETTING

Less than half of the book is meant for player use with the rest being for the Game Master's eyes only (called the Director in *Agents of Oblivion*). The setting is a translation of pieces of history and how they correspond to Oblivion and their corresponding nuances. There is very little content here as the setting is designed to focus more on current events set in modern time. If you want to know more about the setting, it's Earth's history, just a little more supernatural and paranormal. It's not a setting where one will spend time looking back on its history, but rather game-play will be more focused on current events. As such, even though the setting is thin, it doesn't detract from the overall purpose and quality of the book.

### MISSIONS

Missions: the whole purpose of the game, and possibly one of the most valuable toolkits in the entire book. The missions section is more than just creating a mission; it's about developing a game-play style that suits the GM's and player's desires. In similar fashion to *Realms of Cthulhu*, *Agents of Oblivion* offers a number of mechanics that can be adjusted between None and High across different aspects of the system to produce a wide variety of play styles. In addition, a number of quick-use antagonistic agencies with adventure information are presented.

Topping it all off is a group of pre-generated Savage Tales presented as story arcs with stat'd out NPCs. For those who want to create their own, toolkits for creating custom antagonist agencies and NPCs are offered. There's no reason why a rushed GM couldn't crack this book open and find everything needed to create a series of adventures with little prep time.

## OVERALL

*Agents of Oblivion* is an awesome book. With a number of GM toolkits and new mechanic implementations, games using the setting are bound to be exciting and filled with action and adventure. As a stand-alone setting, it's a great romp of action and horror. As resource for other settings or something homebrewed, it's a powerful item filled with gadgets of all types and plenty of content to get your adventures going. All-in-all, it is a very well-rounded publication.

## RATINGS

*Publication Quality*: 8 out of 10

*Agents of Oblivion* is a very simple book in terms of layout and format with some excellent, yet uncomplicated illustrations to support the content. While the book flows well and is extremely easy-to-read, there is a lot of white space throughout. Instead of allowing much of the text to wrap from page to page, many headers were moved to a new page. While it looks great keeping a single entry on a single page, an image would have made those pages look fuller. Overlooking this is considerably easy as the content is good and the mechanics are awesome.

Reality Blurs made the decision to keep the art within strictly black and white (sometimes grey, black, and white, but not greyscale). To me, this decision has a few different effects. First, it gives me a sense of plain, yet effective purpose of the content (the setting and the mechanics). The black and white pictures are the simplest form, yet what they depict is done

effectively, adding that visual appeal to the book. The second effect harkens back through the days of spy thriller movies and film noir. This gives the setting a little depth saying, "The setting is not simply new-age, represented by over-the-top art; it is older than many realize." When you read about the setting, you will find that the struggle of man versus the unknown is millennia old. A third effect is that it reminds me it is a setting filled with espionage and to avoid being too "loud" while you are on a mission. Full-color, epic-styled illustrations are more heroic and "in your face" in nature, but that's not what espionage is about.

*Mechanics*: 10 out of 10

This book is FILLED with new mechanics and new implementations of existing mechanics. In addition, similar to *Realms of Cthulhu*, *Agents of Oblivion* contains mechanics to shift the type of game-play desired. However, the spectrum of possible styles is quite vast given the number of options (alien, conspiracy, horror, occult, and technology) and their range of incorporation (none, low, moderate, and high). This mechanic alone creates a huge array of game-play opportunities simply by adjusting the dial of thematic options. Of course, Reality Blurs doesn't stop there.

One of the most interesting mechanics developed for *Agents of Oblivion* is the implementation of Resource Points, Spytech, and Single Use Devices. Spytech encompasses training and technology, acquired by spending Resource Points associated with Savage Worlds Edges. Each one has a linked Edge that provides the agent with a short-term boost (typically one mission) equivalent to the bonus provided by the linked Edge. Thus an agent that requisitions an auto-stabilizer device gains the benefit of the Steady Hands Edge for that mission. Single Use Devices are technology-based items associated with *Savage Worlds* Powers. Each device is used

only once to provide the same effect of the linked Power. These are two major mechanics that support the modern action and espionage themes of the setting.

*Desire to Play*: 10 out of 10

The setting surrounding *Agents of Oblivion* is loosely defined and open for numerous interpretations. Being that it's set in modern times, there is little need to go really deep into the setting. It's Earth with a little more horror; not much else is needed. With that in mind, the book is jam-packed with awesome mechanics that bring about the elements presented in the book surrounding that loosely-defined setting: Horror, action, adventure, espionage, investigation, and a whole lot of ass-kicking with cool gadgets. It's the ultimate team of James Bond characters fighting against all manner of evil. At the very least, *Agents of Oblivion* makes a great campaign framework and sourcebook for a setting designed by the Game Master to match the type of game they want to run and the type of atmosphere they want to create. The flexible game-play allows for every GM to tweak the setting as they please to match that which the players will enjoy the most. Anyone who wants to play any of these styles of games will find an abundance of use from *Agents of Oblivion*.

*Overall*: 9 out of 10

*Agents of Oblivion* is the ultimate spymaster's toolkit wrapped around some cool mechanics that allow the Game Master to create virtually any type of game that encompasses modern action, horror, and espionage. The book contains a plethora of new and re-implemented mechanics for Savage Worlds that truly embrace the theme being conveyed throughout the book. From cover to cover, *Agents of Oblivion* presents the reader with a wealth of opportunities to run exciting games filled with action and adventure.

## HELLSPAWN: FLESH GAMES

A fictional piece by Lee Szczepanik, Jr. of Daring Entertainment

## INTRODUCTION

In a previous issue of *Savage Insider*, I wrote a story titled *Datafile 5.07.3, Subject: Mimeo*. At the end, the main character, Mimeo, was taken to a place called the Flesh Farm. The unwitting casualty in a dangerous game between the Incarnate Hellspawn and their former teammates of the Defenders of Liberty—the world's once premier superhero team—Mimeo's fate appeared sealed.

This story picks up a little later, and loosely ties into events from *Hellspawn: Countdown to Invasion* and the main Hellspawn plot-point campaign.

... A rush of waves crashing against the rocks. ... The pressure holds him pinned despite the exertion of muscles. ... Something hard burrows into the center of his back. ... Darkness, except for a pinpoint of muted light in the distance. ...

\* \* \*

Mimeo opened his eyes and immediately realized his mistake. The pounding threatened to split his skull. His insides twisted. He squeezed his eyes shut and willed the contents of his stomach to stay where they were. A bitter taste filled his mouth, and he swallowed the burning sensation in the back of his throat.

What the hell happened?

He rubbed his eyes and blinked several times. The splintered memories of how he'd gotten there slowly coalesced. He had been sent on a special assignment by Foxtrot, a real hush-hush operation while some other heroes had gone off in another direction for a different part of what they required. He didn't pretend to understand it—something about a cosmic being, some huge war in outer space, and talk about an

ancient alien buried on Earth. Perhaps thinking of the alien as being buried was a misnomer, he considered briefly, because if he understood the plan correctly, the artifacts they sought would supposedly awaken it. Of course, the alien could be buried alive, but the thought of that made him queasy all over again. He'd always been more than a little claustrophobic.

Mimeo's toes and fingers tingled as sensation returned to them. He became aware of a sharp pain near his lower spine, and realized at the same moment that his back was arched. Taking a deep breath, he rolled to his left with a grunt and pushed onto all fours. A fractured skull with a missing bottom jaw lay on its side and stared at him from where he had been sprawled. He remembered a time—the fact that it was only six months ago shocked him—where something like that would have sent him into a panic. Amazing what a few months of planetary occupation by extraterrestrial invaders, a majority of the human population being turned into pseudo-zombies, and being shifted to the position of *main course* on the food chain, could do to a person.

A cough off to his right startled him. He was in a large room, the floor and ceiling made of concrete. Light bulbs dangled from frayed cords, throwing the room into alternating yellow light and shadow. There were perhaps a dozen people with him, and as soon as his gaze fell upon them, he knew the rumors concerning the Flesh Farm did not do the place justice.

What could barely be called rags draped emaciated bodies. Hollow eyes, usually framed by stiff, unkempt hair glared back at him with little semblance of human recognition. All of them possessed small areas of deep redness somewhere on their

bodies, and in many cases, the area was covered with a greenish-yellow growth. Infection, Mimeo suddenly realized. They'd had pieces of their flesh carved away, or bitten, and had not received even the most basic medical treatment.

Were they infected with the Hellspores? If so, he could be in a lot of trouble. That wouldn't make sense, he realized, as the Incarnate Hellspawn suffered the same weakness as their more numerous brethren. If they did not consume a certain amount of flesh at regular intervals, the biotechnology that maintained them would not have enough fuel to keep the process going. In other words, the bodies would rot away and the host would cease to function. So, more than likely, these people had been carved with some sort of weapon. He couldn't imagine Phalanx and the others just throwing away what could be a decent supply of food by infecting it with a direct bite.

What started as a shiver down his spine turned into a full spasm as his mind played a mental movie of what the Incarnate Hellspawn would do to him. Phalanx considered him a soldier for Foxtrot, and the man's hatred of his one time best friend had already become legendary. Phalanx would torture him, cut pieces of his own body from him, and smile with that wide, shark-like mouth at each scream. He knew no rescue was coming. If Foxtrot or the others could get into the Flesh Farm, it would have been shut down long ago.

Mimeo tried to take deep breaths, but the spasms in his chest hindered the process and he feared he would hyperventilate.

"Take it easy, kid," a deep voice like the sound of rock grating against rock said



from behind him. "You don't want to pass out, now. Not when you have a chance to win."

Mimeo spun around and his eyes widened when he saw who was speaking to him.

He was well over six feet in height, with broad shoulders and a craggy brow. His head was the size of a barrel, and his skin was a black and brown rocky surface.

"Granite Jack?" Mimeo asked, still in disbelief. "I've heard Foxtrot mention you several times. He said you were dead, taken down by Phalanx when your team infiltrated his secret fortress."

Granite Jack nodded, and it was like a stone rolling down a hill. "Night Sentinel and I remained behind so the others could escape with the prize. Phalanx knew he was in a fight, but the bastard won. We both knew he would. We just needed to buy some time."

Mimeo's eyes drifted to Jack's left leg. There was a huge chunk of stone missing near the calf muscle, and what remained was red, swollen, and puss-filled.

"Damn, Jack, you too?" Mimeo said, the sadness evident in his voice.

Granite Jack chuckled. "Oh, hell, I've had worse. Of course, not everyone gets taken right away. Some get a chance to win a reprieve, postpone becoming dinner a little longer."

"Yeah, you said something about that. What were you talking about – that I have a chance to win?"

Jack wiped his brow with his left hand, and Mimeo noticed that the famous hero was sweating.

"Mind if I sit down? This leg is really bugging me and I'm not feeling in top

shape, ya know? Anyway, Phalanx and his cronies must get bored easily. That or he really is every part the degenerate sonofabitch I think he is. Either way, once in a while they choose one of the people down here and give them a chance to live a little longer. All they have to do is survive what they call the Flesh Games."

"What the hell is that? Sounds like a bad *Hellraiser* reference."

"In a nutshell, the person has to battle against Hellspawn. Usually just one or two, unless the poor sap is super-powered, then Phalanx ups the number to whatever he thinks would be good entertainment."

"And you've done this?"

Granite Jack nodded again. "Been here since they started the farm. I was one of the first to be brought in. Night Sentinel got away in transit. I've survived my fair share of matches. Usually they send six or seven against me at once." He paused and stared intently at Mimeo. "Either you got one hell of a super-power, or Phalanx really dislikes you."

"Huh?"

A moan came from the far wall, followed almost immediately by another. A third came from the left, and soon Mimeo heard several more entering the chorus.

"He's tossing fourteen of the things at you," Granite Jack said.

They had tight, gray skin and eyes the color of coal. Deep purple veins covered nearly every inch of exposed flesh. They walked with slow, deliberate steps, arms stretched before them as the opened mouths exposed far too many sets of teeth for Mimeo's comfort.

Mimeo backed away, moving quickly toward the only wall where the Hellspawn

didn't seem to be coming from. Several wet, popping sounds echoed around the chamber.

"Hey, boss," one of his doppelgangers greeted, "how come you never bring us out to go get a beer or something? Why's it always have to be bad news?"

"Not now," Mimeo barked. "We have fourteen Hellspawn getting ready to surround us. Can we at least pretend to stay focused?"

His three reflections raised their index fingers in the air. Pointing at the Hellspawn, the fingers bobbed up and down.

"You sure about that?" One of them said. "I only count thirteen."

"Yeah, me too," said another.

"Same here," the third confirmed.

Mimeo did a quick count of his own. They were right. There were only thirteen.

Then another voice filled the chamber. It was similar to the Hellspawn moan, but more guttural. Mimeo felt the bass ripple through his chest.

"Shit," Mimeo declared, realizing what the fourteenth Hellspawn represented. The black and brown skin now gray and shot through with purple, Granite Jack's usually green eyes were pitch black.

"Okay, that's bad," one of the duplicates pointed out.

Mimeo and the others did not reply as Granite Jack rushed forward. The ground trembled beneath his feet and the concrete cracked as he unleashed one of his Earthquakes.

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# Need Serious Artwork?



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## ANGEL OF DARKNESS

A cyberpunk adventure for Interface Zero by Curtis and Sarah Lyon (Interface Zero is published by Gun Metal Games)

Boston is a rough place to live at the best of times, what with all the anarchists and martial law... but it's about to get a whole lot worse. Angela Angello, daughter of the Italian Mob Boss, Julius Angello, has been kidnapped with the blame falling squarely on Red Callahan, Boss of the Irish Mob. The demand? The Italian Mob, the Ship Rats, must launch a raid against the Logan Airbase Military Complex, or Julius gets his daughter back in pieces.

It's just a matter of time before things erupt in a gang war, and only the characters are in a position to stop the deluge that's bound to follow... Welcome to the world of *Interface Zero*.

### GETTING INVOLVED

*Gang Boss Daughter Vanishes, APF Baffled* – Boston Globe headline from June 15, 2088

Depending on the characters' backgrounds, they may be approached through a fixer, or by one of Red Callahan's men directly.

In any case, they're given a job offer to run an operation and get paid 100,000 credits. Yes... that's 100k. Assuming the characters are at least interested, they'll be invited up to Fort Independence, Red's personal estate on the harbor, where they will be wined and dined and given the pitch. Red Callahan himself is a man in his

early thirties, good-looking, with well-groomed red hair, goatee and mustache. He's dressed in expensive clothes, and has plenty of bodyguards to keep things on the up-and-up.

Callahan won't lie or pull any punches: the job is likely to be difficult and dangerous, and there is a deadline – that's why he's willing to pay out so much. Well, it's part of the reason, at any rate. If the group is still interested (hopefully they are, or it'll be a short adventure), he picks up a remote and opens up a holovid.

The image has obviously been taken from a police hover drone, and appears to be following an illegal jump bike race off the high-rises and corporate buildings of Back Bay. But the headline superimposed over the scene reads, "Daring Daylight Kidnapping!"

As the holovid plays out, one of the jump bikes appears to develop engine trouble and drops down to a secluded alley. The hover drone swoops down to follow as the rider (apparently female, based on the curves of the jumpsuit) dismounts to examine the engine.

Moments later, a black car pulls into the alley and blocks the exit. Four men wearing dark armor and balaclava masks leap out as the girl starts to run. One Tases her, and as she falls, they rush forward, hoist her up, and quickly stuff her into the car.

Just before they leave, one of the men apparently notices the drone, which suddenly loses control. The image is slightly blurry as the drone rises, dips, careens off of a couple walls and eventually crashes through a window – to the embarrassment of a man and his secretary caught in a rather compromised position.

The holovid ends, and Red takes up the story.

### LAMCOM

Anyone from Boston would know LAMCOM used to be Logan Airport until martial law was declared. At that point, the government moved its headquarters there and re-commissioned it as a military base. Along with the President of Atlantica, the Atlantica Combined Armed Forces are headquartered there – it's not a place to just go in and mess with.

The girl, he explains, is Angela Angello – the daughter (and only child) of Julius Angello. Julius is the Boss of the Ship Rats, which is functionally the remains of the Italian Mob in Boston. The problem is this: Julius is convinced Red has kidnapped his daughter. Red wants the characters to find her and rescue her. Why? Frankly, he doesn't need a war with the Ship Rats right now.

Red can provide the following information:

- He knows the girl is Angela for several reasons. First, it's all over the news right now. Second, Julius contacted Red personally to inform him what Julius intended to do to him when this was all over. As it is, Callahan is pretty sure Julius plans to hit him in the near future, regardless of what else happens.
- Aside from the above, he knows he's under suspicion because of the car. It's an armored taxi – similar to the ones used by the Atlantica/Boston Cab company – but the license is registered in his name. This can be confirmed by a thorough examination of the holovid using Investigation and Notice skills. However, Callahan denies the car is actually his. He suspects someone hacked the DMV database. A suspicion reinforced by

### BOSTON

This adventure is set in the city of Boston, capital of Atlantica. While that supplement isn't necessary to run the adventure, it will give you more information to work with (and maybe fill in some gaps). On the other hand, with some changes, you could always shift the adventure to Chicago or some other city... Just remember to create a sufficient threat to the city.



the fact the hover drone was apparently hacked during the snatch.

- He knows the ransom terms, because Julius Angello screamed and fumed about them loud enough during his call: The kidnappers want the Ship Rats to stage an assault on the north side of the Logan Airbase Military Complex (LAMCOM) in what would now be two days, at sunset. Callahan isn't sure of the 'why,' but he knows it can't be good.
- He has no idea who might actually be behind it, but it would have to be someone who didn't fear any reprisal from Angello or – perhaps more importantly – himself. Red Callahan has the Atlantica Police Force pretty well in his pocket (which is why no legal action has taken place yet), as well as plenty of corporate connections. He'd suspect the Atlantica government, but for the terms of the ransom.

## DIGGING FOR CLUES

There are functionally three ways to gather information: Investigation can be used by those who want to check records or otherwise access computers in a legal sort of way; Streetwise can be used by those who want to hit the pavement (as it were) and just ask people questions; Hacking can be used by those who want to search databases in a less-than-legal sort of way.

**Investigation:** Successful Investigation won't turn up too much the characters haven't already been told, though it should

pretty much confirm Callahan's story. Records also show the jump bike in the hover drone video is registered to Angela Angello; it was impounded following the events recorded by the hover drone.

Anyone checking said video can make a Notice check. With a Success, the character is sure something odd happened right before Angela went down; on a Raise, the character actually sees a small spark from the engine, near the driver's knee. A character seeing (or being shown) that can make a Repair check to realize the spark is coming from a system that maintains the bike's altitude.

A character making a Raise on the Investigation roll finds one interesting – though possibly coincidental – tidbit: On the day of the kidnapping, an anonymous letter to the editor appeared in the Boston Globe. The letter states “three days hence” (coinciding with the ransom terms), “... the sun will set on Boston.”

**Streetwise:** Successful Streetwise turns up any number of rumors, mostly dealing with how all hell is about to break loose. At the very least, contacts in East Boston say the Ship Rats are hiring soldiers. Lots of 'em. The question the characters might have is whether those soldiers will be used against LAMCOM or Red Callahan.

A Raise on the Streetwise check suggests an answer. Rumor has it that the mercenaries are being hired in two teams – one to hit Fort Independence, and one to be used for another unspecified task. Apparently, Julius Angello is hedging his bets.

That Raise also provides one other interesting tidbit: the Scions of Liberty have been indulging in a lot of street corner soapbox activity over the last few days. While this isn't unusual, the latest sermons have suggested that peeps who don't want to die with the Whore of Babylon should either leave town now, or join the ranks of the Scions.

Another Streetwise check can be used to track down someone with ties to the Scions, and either Intimidation or Persuasion can be used to get him talking. He doesn't know anything about Angela or what's going on between Julius and Red, but he knows there's a Scion named Tommy Brown who's supposedly got something big in the works. He doesn't know what and he doesn't know exactly where Brown hangs, but he knows it's down in Dot (Dorchester) somewhere. And he knows he's got plans to leave Boston tomorrow.

**Hacking:** Successful Hacking won't necessarily turn up much – but it also depends on where the hacker goes.

Hacking the DMV is done with a -4 penalty, but can be used to track both the jump bike and the 'cab.' The former is sitting in an impound yard in Back Bay. It'll cost 5,000 credits to have it released, but it means a mechanic can look over the bike. With a successful Repair check, it can be determined that the vertical stabilizer was sabotaged – apparently with a small, remote-control detonator and some quick-burning fuse. The circuit was cut; the jump bike went down.

The DMV also has records about the mysterious cab, but they won't show anything different than what Red Callahan already said.

A hacker can bust into other city systems with a -6 to the Hacking roll in order to track other surveillance recordings from drones and intersection cameras. That allows them to follow it all the way back to a warehouse in Dorchester.

Alternatively, if someone thinks of it, the Boston Globe can be hacked with only a -2 penalty, and the letter sent to the editor can be traced back to the same warehouse.

## TALKING TO JULIUS ANGELLO

The characters may decide to go straight to Julius Angello and have a chat. Normally he could be found at Vincenzo's in East

### THE SCIONS OF LIBERTY

The Scions of Liberty is an anarchist group that opposes the political agenda and racial tolerance of the Atlantica government. While there is any number of copycat groups, these guys are the ones who can take the credit for bringing martial law down on Boston. They hate the government, and love explosives.

### THE BOSTON SEA WALL

As the sea level rose, most coastal communities were abandoned. Not so with Boston. Instead, a massive feat of engineering was undertaken to secure Boston Harbor behind a long wall, leaving the city virtually intact. Locks and LAV-Loaders are used to allow ships and cargo access to the harbor, but the Sea Wall represents a weak point in Boston's defenses: without it, Boston will suddenly be under thirty feet of water.

Boston, but now he's girding for war and is holed up at his 'mansion' (such as they come in Eastie). The characters better have a lot of charm or some serious connections, 'cause Julius isn't in a chatty mood right now.

Trying to talk their way in is done with a -2 penalty (whether with Intimidation or Persuasion). This goes to -4 if Julius knows the characters are working for Red.

Trying to fight their way in means they'll be facing a few of Angello's hired guns. On the other hand, defeating the mercenaries means Julius will pause long enough to hear the character out.

Speaking bluntly, Julius Angello doesn't give a crap about anything at the moment other than getting his daughter back and exacting retribution. If the characters approach him before the end of the first day, they have a chance to stop him from launching an assault on Callahan's base – otherwise, they're wasting their time. Julius will carry out the ransom demands unless Angela is rescued.

Trying to convince Julius not to attack Red is a Social Conflict (use the *Savage Worlds* rules). If he knows the characters are working for Red Callahan, they have a -2 penalty to their rolls to convince him. The characters are opposed by 2 Successes (which means they need at least 3 Successes to do more than achieve a tie result).

### THE PLOT UNFOLDS

Hopefully the characters have some idea of where to go before two days is up – otherwise Boston is in a world of hurt.

You see, Thomas Brown does indeed have a plan. He kidnapped Angela Angello to push Julius into attacking LAMCOM. The idea is to plant explosives on the south end of the Sea Wall while the military is preoccupied with the north side of the base. Then, he blows a hole in the wall and sinks Boston – a coup for him.

Brown's warehouse isn't tough to find if the characters know where it is. Other than the firefight that is bound to rage through the building once the characters arrive, there are a couple of things to keep in mind.

First, Angela is being held in one of the side offices, with little more than a cot and a pot for company. The door is locked (-2 to Lockpicking), but once the shooting starts it'll be otherwise undefended. Angela, for her part, is a pretty brunette in her late teens. While she's normally fiery and willful, she's been roughed up a bit and is undernourished, so she won't be any help in this fight.

Second, the warehouse is full of crates and catwalks – this potentially makes combat... interesting. Especially since a number of those crates hold explosives or ammunition. Use the Friendly Fire rule, except things that explode or burn are the 'innocent bystanders' in this case.

All of the bad guys are fanatics and fight to the death. Note that Brown attempts to kill Angela if he thinks she might escape.

### WRAPPING THINGS UP

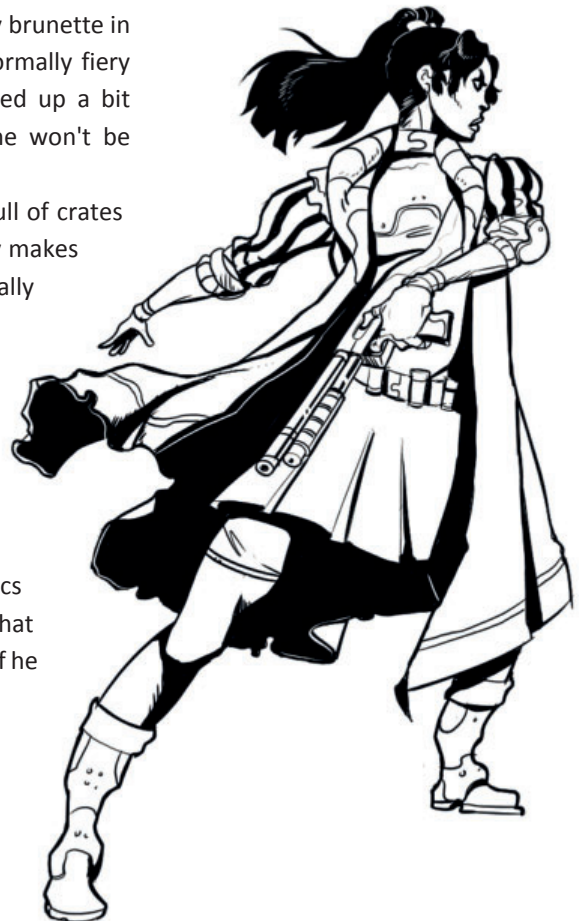
How the characters fare in the wake of this job depends on how they did during it.

If they managed to keep Julius Angello from assaulting Red Callahan's base, they gain 1 Street Cred.

If they took out the Scions of Liberty and uncovered their plot, they gain 1 Street Cred. On the other hand, if Angela didn't survive, they don't get the Street Cred, although Callahan still pays the characters 10% of their contract.

If they got Angela out alive, they gain 1 Street Cred and Callahan pays them the full of their contract. They also gain a Contact in Angela. Callahan is likely to keep them in mind for future jobs as well.

Finally, if they succeeded (and rescued Angela) before Julius Angello was forced to attack LAMCOM, Julius also keeps them in mind for future jobs, and gives each team member one favor of their choosing, as long as it's within his power, that is.



# LOOT

## Ancient Artifacts



Unearth Harlass Orn relics in the all new Kith'takharos Setting. Learn more about the lost civilization and current inhabitants of Kith'takharos.

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### SHIP RAT MERCENARIES (1 PER HERO)

*These guys are low-end mercenaries who don't care what they do as long as they get paid. If more than half their number goes down, the rest surrender.*

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d8(d6), Vigor d6

**Pace:** 6; **Parry:** 7; **Toughness:** 10(4);

**Cybertrauma:** -4

**Skills:** Driving d6, Fighting d8, Intimidation d6, Notice d4, Shooting d6, Stealth d6

**Armor:** Light Combat Armor (+3 Armor)

**Weapon:** Assault Shotgun (4/8/12, 1-3d6, ROF 2, Auto)

**Cyberware:** Basic TAP, Level 1 Muscle Augmentation (Streetware; increases Strength Die Type by 1), Razor Nails (Streetware; unarmed attack does d8 damage on a Raise instead of d6), Level 1 Reflex Enhancers (Streetware; Parry +1), Level 1 Subdermal Armor (Streetware; +1 Armor)

**Hindrances:** Mean

**Edges:** Brawny

### THOMAS BROWN (WILD CARD)

*Skinny, long-haired, and sporting glasses, Brown would probably be mistaken for a typical college nerd – if not for the fanatic gleam in his eye and his tendency to want to shoot hybrids on sight.*

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

**Pace:** 6; **Parry:** 6; **Toughness:** 9/11(3/5);

**Cybertrauma:** 0

**Skills:** Driving d8, Fighting d8, Notice d6, Persuasion d8, Shooting d8, Stealth d8

**Armor:** Street Soldier Combat Trench Coat (+3/+5 Armor, negates 4 AP)

**Weapons:** Kelvin-12 Class Assault Rifle (24/48/96, 2d8+1, ROF 4, AP 3, Auto), Watchdog Pistol (15/30/60, 2d8+1, AP 1, Semi-Auto)

**Cyberware:** Basic TAP

**Hindrances:** Zealot

**Edges:** Command, Connections (Scions of Liberty)

### SCIONS OF LIBERTY SOLDIERS (2 PER HERO)

*All fanatics and willing to die for 'The Cause'.*

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

**Pace:** 6; **Parry:** 5; **Toughness:** 8/10(3/5);

**Cybertrauma:** 0

**Skills:** Driving d4, Fighting d6, Notice d6, Shooting d8, Stealth d6

**Armor:** Street Soldier Combat Trench Coat (+3/+5 Armor, negates 4 AP)

**Weapons:** Kelvin-12 Class Assault Rifle (24/48/96, 2d8+1, ROF 4, AP 3, Auto), Watchdog Pistol (15/30/60, 2d8+1, AP 1, Semi-Auto)

**Cyberware:** Basic TAP

**Hindrances:** Loyal

**Edges:** none



## ANGEL OF DARKNESS PRE-GENERATED CHARACTERS

### ADELLE CUTTER – HUMAN 2.0 HACKER

Adelle was orphaned at a young age, but lucky to have come from a family rich enough to provide her with a large inheritance. She was raised by Gavin 'Patches' Henderson, her godfather and longtime family friend. However, her parents' mysterious deaths always haunted Adelle. As an adult, she set out to find what exactly had happened to them. This led her to Red Callahan. Callahan has offered to give her what information he can dig up about her parents in exchange for her services as a Hacker.

**Rank:** Novice, **Race:** Human 2.0, **Gender:** Female, **Age:** 18

**Attr:** Agility d4, Smarts d12, Spirit d6, Strength d4, Vigor d6

**Charisma:** +2; **Pace:** 6; **Parry:** 4, **Toughness:** 7/9(2/4),

**Cybertrauma:** 0; **Street Cred:** 1

**Skills:** Fighting d4, Hacking d12+3, Healing d4, Investigation d6, Knowledge (The Deep) d6, Notice d6, Repair d4, Streetwise d6+2, Shooting d4

**Cyberwear:** Basic Tap [VR Rating: 3]

**Gear:** Advanced Hacking Gloves (Hacking Bonus: +1, VR Rating: +2, Range: 12/24/36, Damage: 2d8), Street Talker 6mm Defense Tool (Range 5/10/20, Damage 2d6-1), Normal Clothes, Formal Clothes, 50 Bullets, Executive Decision Combat Vest (+2/+4, Negate 2 AP), Emergency Support Patch: +2 to treat Injuries (x4), Gun Permit, 100 Credits.

**Encumbrance:** 18/20; 0 Penalty

**Hindrances:** Arrogant, Code of Honor, Loyal, Stubborn

**Edges:** Attractive, Hacker (+1 VR), Modification Upgrade

**Occupation:** Programmer (5,000 Credits per Advance)

**Contacts:** Street Doc (Gavin 'Patches' Henderson M.D.), Pirate Blogger (Archangel)

**Life Status:** Moderately Well Off (5,000 Credits per Advance)

**Languages:** English, Mandarin, Japanese, Swahili, Hindi, Cantonese

#### Racial Abilities:

- **Free Edge:** Human 2.0 characters gain a free Edge, just as normal humans do.
- **Advanced ability:** Adelle begins play with Smarts at d6.
- **Savant:** Adelle begins play with Hacking at a d6.
- **Superior Immune System:** Adelle receives a +4 bonus to resist the effects of disease.
- **Arrogant:** Adelle gains the Arrogant Hindrance (See the Savage Worlds Core Rules for more information).
- **Genetic Abnormality:** Adelle must spend 2 points to increase Strength by 1 die type during character generation.

### ANDREW RXK-42 – ANDROID BOUNTY HUNTER

Andrew RXK-42 was designed to test weapons for Sentinel Rock Corporation. Upon completion of his 10 years of service, Sentinel Rock prepared to deactivate the Android, but in a startling display, he appealed to the Atlantica government for Emancipation. With help from his only two friends – the Engineer responsible for his maintenance and a Catholic priest who he'd met while evaluating the safety of the cathedral's infrastructure against attacks – he won his freedom and now works as a bounty hunter.

**Rank:** Novice, **Race:** Android, **Gender:** Male, **Age:** 11

**Attr:** Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

**Charisma:** -1; **Pace:** 6; **Parry:** 6; **Toughness:** 8/10 (+2/+4); **Street Cred:** 1

**Skills:** Fighting d6, Investigation d6, Notice d6, Shooting d10, Stealth d6, Streetwise d6

**Cyberwear:** Basic Tap [VR Rating: 0]

**Gear:** 450 Credits, Shinobi Infiltration Suit (+2/+4, Negates 2AP, +1 Parry, +2 Stealth), Green Grenades x3 (**Range:** 5/10/20, **Damage:** 2d6, MBT, Poison remains for 1d4 rounds), AGA Thunderbolt 'Thor' (**Range:** 20/40/80, **Damage:** 2d10+2, AP 2, 15 Shots), Large Bullets (x50), Gyroc Rifle 'Plan B' (**Range:** 35/70/140, **Damage:** 2d10, AP3, 8 Shots, SBT, +1 Shooting), Gyroc Ammo (x50), Boot Knife (**Damage:** Str+d4), Security Truncheon (**Damage:** Str+d6, Vigor roll at -2 or become Shaken)

**Encumbrance:** 48/48; 0 Penalty

**Hindrances:** Quirk: Loves guns, Sensitive Neurons, Vow: Won't kill a human (Minor)

**Edges:** Emancipated, Brawny

**Occupation:** Bounty Hunter (7,500 Credits per Advance)

**Contacts:** Engineer (Simon Krupp), Priest (Father Brandon McKenzie)

**Life Status:** Moderately Well Off (5,000 Credits per Advance)

**Languages:** English, Japanese, German

#### Racial Abilities:

- **Construct:** Androids gain the Construct monstrous ability detailed in the *Savage Worlds* core rulebook.

**BRYAN McDONALD – HUMAN UNDERCOVER COP**

*Bryan McDonald was always a little too much of a vigilante for the Atlantica Police Force. His records were littered with disciplinary actions for reckless behavior, but the truth was, all he wanted to do was the right thing. After five years of being on the force, he realized that sometimes just because something's the law, doesn't make it right.*

*That's when Red Callahan offered him a job. While he wasn't sure that working for a mob boss was much better than working for the city, he figured that he had nothing to lose. Since then, he was given a post as a plain clothes cop – an opportunity to keep an eye on how things were when the people with badges weren't around. He feels like he owes Red a favor for getting him the post, although he hopes it won't be called in for something that'll offend his conscious.*

**Rank:** Novice, **Race:** Human, **Gender:** Male **Age:** 26

**Attr:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Charisma:** -1; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9(2/4);

**Cyberware:** 0; **Street Cred:** 1

**Skills:** Driving d6, Fighting d6, Intimidation d6, Investigation d6, Notice d6, Shooting d6, Streetwise d6

**Cyberwear:** Basic Tap [VR Rating: 1]

**Gear:** 800 Credits, Urban Clothing, Urban Punk Buckled Combat Jacket (+2/+4, 15 WT, Negates 4AP), AGA Thunderbolt (Range: 20/40/80, Damage: 2d10+2, RoF 1, Shots: 5, Min Str: d6), Large Bullets (x50)

**Encumbrance:** 36/30; -1 Penalty

**Hindrances:** Habit: Reckless, Heroic, Stubborn

**Edges:** Alertness, Danger Sense, Quick

**Occupation:** Plain Clothes Cop (2,500 Credits per Advance)

**Contacts:** Chief of the APF (Amir Apraku), Boston Globe Reporter (Pandita 'Panda' Galos)

**Languages:** English, Italian, French

**Racial Abilities:**

- **Free Edge:** Humans get an extra Edge at character creation.

**JUSTIN HAWKE – HUMAN PI**

*Justin doesn't like to talk about his past – there're too many ghosts that still haunt him because of it. Some say that he's so messed up because he was a soldier in the colonies on Mars. Others say it's because his lady up and left him without even saying goodbye. Or that his best friend died because of him. Whatever the cause, the only things that he does now are drink and earn enough money to pay for the next bottle.*

*When sober, he's really good at what he does – finding people or things. He's worked for Red Callahan, the boss of the Irish Mob in Boston, the Marshall of the ACAF, and just about everyone in between. He says that as long as he gets paid, he doesn't care what he does, but at his core he's a hero who just wants to make the world a better place.*

**Rank:** Novice, **Race:** Human, **Gender:** Male, **Age:** 38

**Attr:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

**Charisma:** -1; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9(2/4);

**Cyberware:** 0; **Street Cred:** 1

**Skills:** Driving d4, Fighting d6, Investigation d8, Notice d6, Piloting d6, Shooting d6, Streetwise d8

**Cyberwear:** Basic Tap [VR Rating: 1]

**Gear:** 250 Credits, Urban Clothing, Urban Punk Buckled Combat Jacket (+2/+4, 15 WT, Negates 4AP), AGA Thunderbolt (Range: 20/40/80, Damage: 2d10+2, RoF 1, Shots: 5, Min Str: d6), Large Bullets (x5), Pack of Cigarettes, lighter

**Encumbrance:** 29/30; 0 Penalty

**Hindrances:** Heroic, Phobia: Space Travel (Minor), Quirk: Smokes Cigarettes when thinking,

**Edges:** Alertness, Investigator

**Occupation:** Private Investigator (2,500 Credits per Advance)

**Contacts:** APF Lieutenant (Richard Davis), Italian Mob Soldier (Alphonso)

**Life Status:** Modest Life Style (2,500 Credits per Advance)

**Languages:** English, Japanese, French, Mandarin

**Racial Abilities:**

- **Free Edge:** Humans get an extra Edge at character creation.

**ROCHELLE BUCKMAN – FELINE HYBRID MERCENARY**

*Rochelle has spent her life looking for the big score. She grew up in the poorest sections of the Sprawl and decided that she was going to rise above that. Unfortunately, her desire for money sometimes outweighs her common sense, and she's ended up screwed over more than once by chasing the almighty Credit. That's why she owes the Irish Mob a large chunk of change.*

*Rochelle still has some contacts in the sprawl. She can always count on Ian for the latest news in the city; the rat made more money from selling gossip than beer at the little joint he ran. And Lisa, her best friend growing up, could always be counted on for a quick loan. But Rochelle still scrapes the bottom of the barrel most months, just trying to get by, and it grates on her. If she could just get things to work out right for just one job, she'd be set.*

**Rank:** Novice, **Race:** Feline Hybrid, **Gender:** Female

**Attr:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Charisma:** -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7/9(2/4); **Bioware:** -1; **Street Cred:** 1

**Skills:** Driving d6, Fighting d8, Intimidation d6, Notice d6, Piloting d6, Shooting d8, Stealth d8

**Cyberwear:** Basic Tap [VR Rating: 1]

**Bioware:** Kenta Cyber Dynamics Bio-Solutions™ Basic Muscle Augmentation (Streetware; +1 damage bonus to melee and unarmed attacks).

**Gear:** 750 Credits, Samba Marathon (Acc: 20, TS: 45, Tough: 15(5), Crew: 1+4), Urban Clothing, Urban Punk Buckled Combat Jacket (+2/+4, 15 WT, Negates 4AP), Assault Shotgun (**Range:** 4/8/12, **Damage:** 1–3d6, RoF 2, 10 WT, Shots 12, Auto), Boot knife (**Damage:** Str+d4+1, -1 penalty to Notice Rolls), Security Truncheon (**Damage:** Str+d6+1, 2 WT), Shotgun Shells (x25, 4WT)

**Encumbrance:** 31/30; -1 Penalty

**Hindrances:** Greedy (Minor), Poverty (Minor), Debt (Major)

**Edges:** Bodyguard, Modification Upgrade

**Occupation:** Bodyguard (2,500 Credits per Advance; halved because of Poverty)

**Contacts:** Bartender (Ian 'the Rat' Sanders), Corporate Wage-Slave (Lisa Gomez)

**Life Status:** Poor (2,000 Credits per Advance)

**Languages:** English, Spanish, German

**Racial Abilities:**

- **Stealthy:** You begin play with a free d6 in Stealth.
- **Agile:** You begin play with Agility at d6.
- **Nocturnal:** You have Low Light vision.
- **Delicate:** You suffer damage easier than others do. You have a -1 to soak rolls.

**VIVIAN I – SIMULACRUM AGENT**

*Vivian I is a prototype Simulacrum demonstrating psychic potential. Emperor Pharmaceuticals' early experiments with Psionic Sims led to vastly unstable prototypes, with Vivian being the first stable model. Currently she acts as CEO Tiberius Clancy's secretary, and is occasionally sent on 'special assignments' for Emperor Pharmaceuticals. Vivian knows that some of these special missions are less than legal and that Emperor Pharmaceuticals is in the pocket of the Irish Mob, and she knows better than to question orders.*

**Rank:** Novice, **Race:** Simulacrum, **Gender:** Female, **Age:** 16 Months

**Attr:** Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

**Charisma:** +4; **Pace:** 6; **Parry:** 2; **Toughness:** 4; **Bioware:** -2; **Street Cred:** 1, **Power:** 1

**Skills:** Intimidation d6, Investigation d8, Notice d6, Persuasion d6, Psionics d6, Shooting d6, Stealth d6, Streetwise d6

**Cyberwear:** Basic Tap [VR Rating: 1]

**Bioware:** Doc Pango's Recycled Tailored Pheromones (Gutterware, +2 Charisma)

**Powers:** Mind Reading, Speak Language, Stun

**Gear:** 1,800 Credits, Office Clothing (skirt, blouse, and blazer)

**Encumbrance:** 0/20; 0 Penalty

**Hindrances:** Loyal: Emperor Pharmaceuticals, Phobia: Needles (Minor), Shakes (Minor), Yellow

**Edges:** Arcane Background (Psionics), Attractive, Agent (15,000 Credits for Missions)

**Occupation:** Agent (6,000 Credits per Advance)

**Contacts:** Corporate Executive (Tiberius Clancy), Corporate Scientist (David Lewis)

**Life Status:** Moderately Well Off (5,000 Credits per Advance)

**Languages:** English, Hindi, Japanese, Cantonese

**Racial Abilities:**

- **Designed Role:** Luxury Simulacrum. Vivian I starts with a d6 in Psionics.
- **Created to Serve:** A simulacrum operating outside of its assigned role is not trusted by society, suffering -2 Charisma in situations not conforming to their originally intended purpose.



# TUNSE'AL



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The Savage Worlds community was taken aback when tragedy struck one of its licensees. Kevin Rohan of Silver Gryphon Games lost his son to a swimming accident in June 2012. A memorial fund has been set-up to gather funds for water safety. For a limited time, a charity bundle is available on DriveThruRPG / RPGNow. This bundle has been put together by the folks at Fabled Environment.

Fabled Environments is proud to announce a .PDF Charity Bundle to benefit the Michael Rohan Memorial Fund. 100% of the net proceeds from this bundle will go to The Michael Rohan Memorial Fund. The bundle will go live July 2nd and run until August 1st.

Publishers/Artists currently included in the bundle are:

- Pinnacle Entertainment Group (The folks behind Savage Worlds)
- Fat Goblin Games (Hardboiled, Classifieds, RPG accessories)
- Scaldcrow Games (Dark Fantasy of Sundrah, Bare Bones Multiverse)
- Artist -Aaron Acevedo
- Triple Ace Games (Hellfrost, Daring Tales of Adventure, Necropolis)
- Fabled Environments (Modern Floorplans series)
- Silver Gryphon Games (Wellstone City, Ingenium, Aether system)
- Arion Games (Paper Minis)
- Mystical Throne Entertainment (Savage Insider)
- ProFantasy Software Ltd for Encompass (Encompass line of 2d maps)
- Reality Blurs (Old School Fantasy, RunePunk, Agent Of Oblivion)
- Savage Mojo (Savage Suzerain, Story Maps)
- Misfit Studios (products for a variety of current systems)
- Sword's Edge Publishing (Kiss My Axe, Modern Dispatch)
- Britannia Game Designs, Ltd. (Chivalry & Sorcery)
- Gamer's Haven (Superpowered Dossier)
- Troll In The Corner (Argyle & Crew, Aruneus)
- Occult Moon (Toys For The Sandbox)
- GRAmel (Beasts & Barbarians, Comicworld)



To purchase the bundle, go to DriveThruRPG or RPGNow and search Michael Rohan Memorial Fund!

### **The Michael Rohan Memorial Fund**

On June 10th of this year, the Creative Director of Silver Gryphon Games, Kevin Rohan, lost his 6-year-old son in the aftermath of a tragic accident while swimming at a local water park. This loss has deeply affected the Rohan family as well as the friends of the Rohans and hundreds of families that they are close to and through out the community.

Seeking to turn this tragedy into community outreach, the Rohan family has decided to start the Michael Rohan Memorial Fund which will be used to help pay for swimming lessons for local families, assistance for CPR and lifeguard training, as well as help with grief counseling in the wake of a tragic loss. There are plans for more and bigger things as well, and with the appropriate funding we will be able to achieve some great things and extend our assistance beyond just our local communities. 100% of the money raised through this bundle will go to the fund and will allow us to begin helping other families almost immediately.

If you have questions concerning this tragedy or the Michael Rohan Memorial Fund, please do not hesitate to contact Kevin directly at [krohan@silvergryphongames.com](mailto:krohan@silvergryphongames.com).

## BREATH MOSS

An epic fantasy adventure for Kith'takharos by Michael Galligan and Dave Przybyla of White Haired Man

*Don your breath moss mask, grab your illumination gem, and head down into the murky water of an ancient Harlass Orn well.*

The swamp village of Kith'takharos prospers through a monopoly on the harvesting and processing of rare plants. The Order of the Jade Leaf polices and protects the swamp plant trade. Technology and magic scavenged from the vanished reptilian civilization of Harlass Orn provide the

means of processing the plants.

Numerous Harlass Orn ruins lie submerged beneath the fetid water and mud of the swamp. The Jade Leaf explorers who venture underwater in search of artifacts comprise an elite corps celebrated throughout Kith'takharos. Anselm "Harp" Harpending is acknowledged as the most daring explorer.

Barely an hour ago, Harp slipped into

his waterproof leather suit. He pulled on his spinefish bladder helmet and checked that the air vine was tightly fastened at the back of his head. Harp gave his trademark "thumbs up" and climbed into the Harlass Orn well. Jade Leaf engineers unwound the air vine as he descended and worked the bellows to supply Harp's air. A hundred feet of vine vanished into the dark water. Suddenly, the line went slack. Frantic men reeled in the air vine. They found





a ragged end and no Harp.

Dorian Orsova, leader of the Order of the Jade Leaf, had to hope that Harp was somehow still alive. He grimly organized a rescue effort. Speed was essential. Since he could never assemble enough air vines and pumps in time, the rescue team would have to risk the experimental breath moss.

## INTRODUCTION

*Breath Moss* is an adventure for four to six Seasoned characters. Each player will choose one member of the Jade Leaf rescue team searching for Harp. The game master supplies the player characters from those provided with the adventure. Furthermore, most of the adventure takes place in real time. Once the characters enter the well, game time will correspond to real time. One way or another, the mission will be completed before the game session ends.

The game master should be familiar with the Kith'takharos setting before using *Breath Moss*. The rules agnostic Kith'takharos setting is available for free on the White Haired Man web site ([www.whitehairedman.com](http://www.whitehairedman.com)) and contains additional information useful for running *Breath Moss*, such as descriptions of the Order of the Jade Leaf and Kith'takharos NPCs. The game master should also read the first section of the *Harlass Orn Cache* description, which provides some history about the place beneath the well and explains what happened to Harp.

*Breath Moss* is composed of events that are listed in the order they will most likely occur. Each event includes a list of linked items, which are any

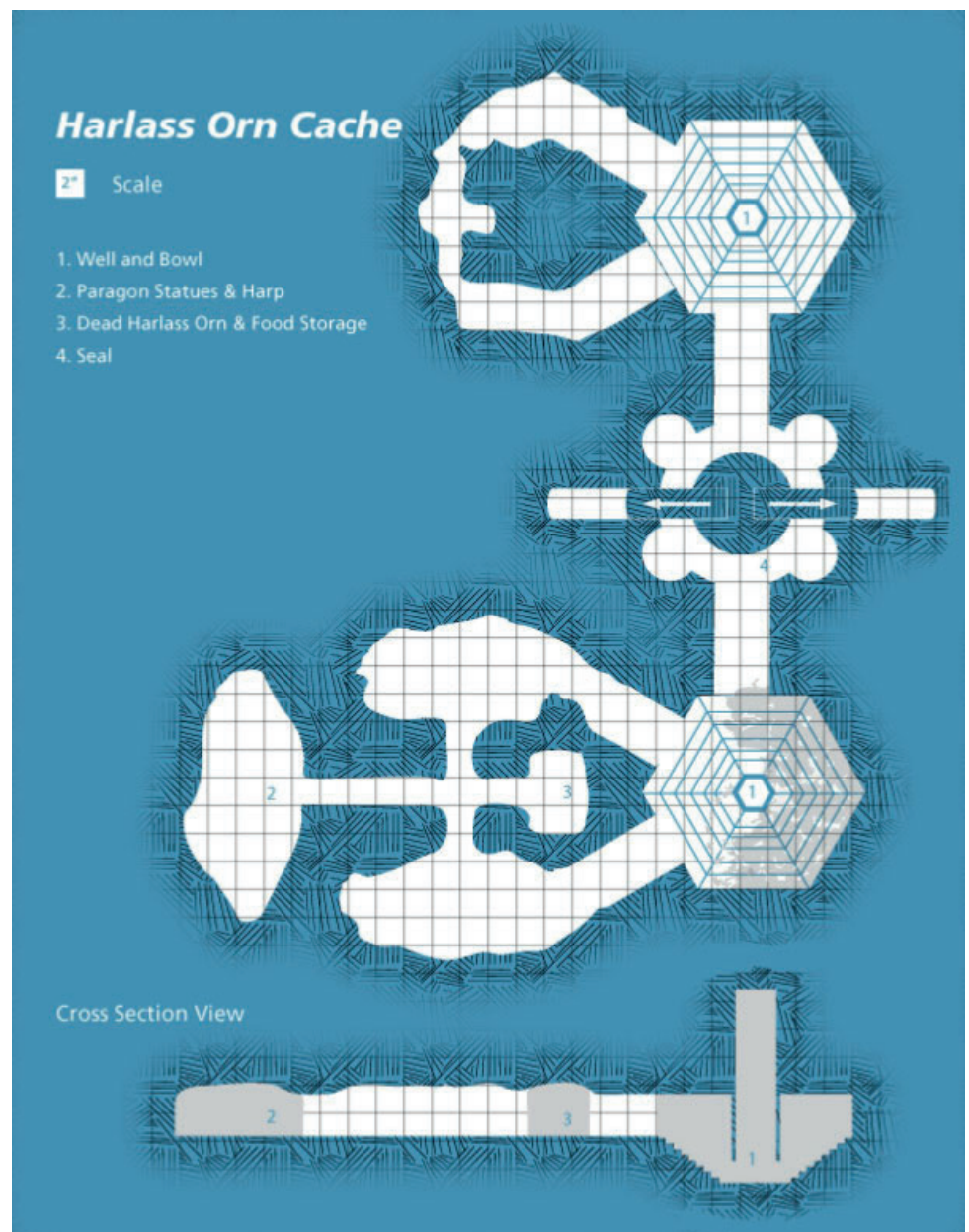
graphics, places, creatures, or items required to complete the event. Events also have a trigger that describes the character actions that cause the event to occur.

Italicized paragraphs contain descriptive text that should be read or paraphrased to the players; feel free to change these as desired to fit your vision of the adventure.

## HARLASS ORN CACHE

Over a thousand years ago, the Harlass

Orn thrived in the swamps surrounding Kith'takharos. The reptilian race built elaborate cities, engaged in far-reaching trade, and gained a reputation as masters of the combined arcane and biological arts. At the height of their achievements, the Harlass Orn fought a desperate war against extra-dimensional creatures called Veilwalkers. While most Harlass Orn were slain, some survived in the shelter of Tarass Shar Orn or hid in the most impenetrable regions of the swamp



One particular group of Harlass Orn missed the skiffs heading for Tarass Shar Orn. Constructs of the Veilwalker Nalikakis drove them to seek refuge in an underground complex. The facility was a cache built to hide treasures from the Veilwalkers and was not equipped for long-term habitation. The desperate Harlass Orn had little choice.

The cache had none of the Darksilver defenses of Tarass Shar Orn. The constructs soon breached the cache and killed the Harlass Orn. Following the last orders of their master, the constructs set a trap for other Harlass Orn that might enter the cache, and then patiently waited near the seal.

After a thousand years, Harp Harpending descended the southern well into the cache. He triggered the construct's trap, collapsing the eastern part of the room. Only Harp's sturdy diving clothes saved him from death. Injured and barely conscious, he crawled to the westernmost room and hid behind a statue. Harp soon learned that the air was not breathable. Fortunately, he had pocketed a handful of breath moss before diving. He pressed the moss to his mouth before falling unconscious.

### COMMON INTERIOR FEATURES

The Harlass Orn could not finish the cache before they lost the Veilwalker War, and the storage rooms still have roughly shaped walls and ceilings. Later stages of construction would have smoothed the walls and perhaps added illumination gems. Only a few items were brought into the cache.

All surfaces in the cache are constructed of solid black stone, with ceilings about 15 feet high. The interior

contains no natural illumination.

The cache lacks the climate control often employed by the Harlass Orn, resulting in a moist environment inimical to organic materials. The air is bad and should not be breathed for extended periods.

### 1. WELLS AND BOWLS

The cache is divided into northern and southern sections serviced by different wells. Each well was originally covered to prevent discovery, but the Harlass Orn removed the protection from the southern well when they entered the cache. The top of the northern well is still sealed by a thick stone plate that prevents it from being visible on the surface.

The wells are hexagonal shafts that descend about 50 feet below the surface. The bottoms of the wells extend into rooms shaped like hexagonal bowls. Water fills the bowls to a depth that allows the end of the wells to remain below the surface, much like straws in a cup. The wells do not touch the bottom of the bowls; rather a gap between the bottom of each well and the bottom of each bowl allows people and goods to exit the wells and enter the cache. The bowls are also stepped so that visitors to the cache could easily leave the bowls and reach the storage rooms.

The eastern half of the southern bowl collapsed when Harp triggered the construct's trap. That portion of the room is now impassable. The lower half of the well shows evidence of the collapse.

*The black stone is cracked and pieces have chipped off near the fractures. The cracks become more extensive deeper into the well.*

However, all of the trap's energy was not released. The next visitors that enter the southern well will cause further collapse of the well and bowl, preventing travel through the southern well.

Harp left a clear trail of blood as he crawled toward the westernmost storage room, where he hid behind one of the Paragon Statues.

### 2. PARAGON STATUES AND HARP

Four statues are clustered in the center of the room; they would have been moved into permanent positions had the room been finished. These are Paragon Statues, stylized representations of figures sacred to the Harlass Orn. The classical forms portray the Harlass Orn deity, the Sacred Lady, as well as mythical heroes. None of the statues bear any inscriptions that name the figures, since all Harlass Orn would immediately recognize them.

*Four life-sized representations of Swamp Men, carved from highly polished white marble, stand atop small pedestals. The features are so perfect that it appears living Swamp Men had been turned to stone.*

The individual statues are described in a clockwise direction, beginning in the north.

*A Swamp Man stands with feet apart and arms upraised. The figure wears a long and complicated tunic composed of vines and leaves. One hand grasps a large object shaped like a f'lunin pod, the other the skull of a small animal.*

*This Swamp Man wears a simple tunic. The face is tilted upward as if looking at the sky, and one arm*

*points in the same direction as the gaze.*

*This Swamp Man wears a robe. The head faces forward and is tilted down, as if inspecting all who pass. One hand holds a book, the other grips a staff topped by a many-faceted gem.*

*A muscular Swamp Man carries a double-bladed spear at the ready. An intricately worked breastplate covers the chest, and greaves protect the lower legs.*

Harp lies behind the second Swamp Man statue, a clump of breath moss wedged between his mouth and the floor. He wears a tattered leather diving suit. His helmet lies beneath the rubble in the southern bowl. The back of his head is a mass of congealed blood that won't dry in the damp air.

### 3. DEAD HARLASS ORN AND FOOD STORAGE

The Harlass Orn that fled to the cache made a final stand in this room. They were quickly slain by the pitch and stone constructs of Nalikakis. Flesh and clothing quickly decayed in the humid air, leaving behind bones. The main differences between human and Harlass Orn skeletons are the tailbones and prominent snouts of the Harlass Orn.

*A carpet of bones covers the floor at the room's entrance and along the rear wall. They represent at least a dozen individuals, many larger than the average human. Some of the bones are crushed or splintered. One of the skeletons at the rear holds a much smaller skeleton.*

A Darksilver chal'far fal d'orn is lodged beneath one of the skeletons. The

Harlass Orn that wielded the weapon was not trained and did not harm any of the constructs. The dark color of the metal blends well with the old bones.

The builders of the cache stored rations in this room so that workers would not go hungry. These concentrated powders taste like common swamp plants and animals. Adding water to the concentrate creates a nutritious paste.

*At least a score of glass cylinders are arranged in rows along the east wall. The cylinders are about six inches in diameter and a foot tall, and hold powders of various colors. The tops of the cylinders are sealed with glass plugs.*

A short fall will not break a cylinder, but determined strikes will shatter it. The glass plug creates an airtight seal but can easily be removed and replaced.

### 4. SEAL

This stone cylinder separates the northern and southern sections of the cache. It also provides an airtight seal so that a catastrophe that harms one section will not necessarily affect the other. The two rectangular projections facing east and west act as doors that retract into the wall to allow travel between the sections.

On both the north and south sides of each door, a thumb-sized white circle has been placed on the cylinder at chest height. Touching the white circle causes the adjacent stone door to slide into the cylinder. Touching the circle again causes the door to slide out of the cylinder and block the opening.

The seal holds danger. The north side of the cache was positioned over a

freshwater spring created by the Harlass Orn. To prevent the water from rising and flooding the facility, the cache initially possessed a greater than atmospheric air pressure. When the fleeing Harlass Orn entered the cache, the air pressure in the southern section equalized with the atmosphere.

The northern section still has the higher pressure. When either door of the seal is opened, the air pressure in the northern section will equalize with the air pressure in the southern section. Water from the spring will begin to fill the northern bowl, and will eventually flood the cache.

The pitch and stone constructs of Nalikakis wait on the south side of the seal.

## EVENT 1: MISSION

### Linked Items

- **Map:** Kith'takharos Region
- **Image:** Flat Bottom Skiff
- **Item:** Breath Moss Mask
- **Item:** Illumination Gem

**Trigger:** The adventure begins.

Dorian had little time to assemble a rescue team. He gathered whoever was available in Kith'takharos, put them on a skiff, and ordered the pole men to apply maximum speed. The skiff now follows the shore east of Kith'takharos.

*Once you are well clear of the Kith'takharos docks, Dorian clears his throat. "Okay, we don't have much time. You are all professionals, and I'm sure you'll learn to work together as you go. Here's the problem: Harp was lost in a diving accident and we need you*



to find him." Dorian stops and watches your faces for a reaction.

You are all familiar with the famous diver Anselm "Harp" Harpending. He's explored more underwater ruins than anyone in Kith'takharos. If anyone ever seemed invincible, it was Harp Harpending. How could he be gone?

Obvious questions rush from your thoughts to your lips, but Dorian holds up a hand. "I know you are not trained divers. You don't need to be. We've got something new we've been working on that will let you breath underwater without pumps or hoses. You just need to get down there and find out what happened to Harp."

Dorian moves around the pole men to the rear of the skiff and opens some canvas sacks. "I have some gear for each of you. If you've got something that can't survive

immersion, consider leaving it behind."

Dorian presents each character with the following items and, if necessary, explains how to use them.

1. Breath moss mask
2. Illumination gem
3. Waterproof canvas bag about the size of a backpack

After about 20 minutes of poling, the pole men drive the skiff onto the shore and Dorian hops out.

*Dorian turns back to the skiff. "Ah, I should mention that you're going down a well. That's why we're headed inland. Come on." He follows a fresh trail into the foliage and is almost lost to view as you scramble ashore.*

#### BREATH MOSS

Order of the Jade Leaf explorers discovered breath moss in a region of enhanced fertility near Harlass Orn ruins. A man tripped and a bed of moss cushioned his fall. He noticed that the air smelled especially fresh and clean near the moss. Always on the lookout for discoveries, the explorer returned a sample to Kith'takharos.

Jade Leaf horticulturalists learned that breath moss stores air in a manner similar to

a swimmer filling his lungs before diving underwater. Unfortunately, only live breath moss can accumulate air; once the moss is picked, the stored air slowly dissipates.

Breath moss has a deep green color, with a feathery texture that is very pleasant to the touch. Breath Moss is also very difficult to grow and requires special soil created by the Harlass Orn. The moss will die if stepped upon or otherwise crushed before reaching maturity.

#### BREATH MOSS MASK

Although breath moss was a fabulous discovery, the horticulturalists had no practical use for the plant. It had no application in preparing swamp plant products, which has always been the focus of their work.

Jade Leaf divers first recognized the significance of breath moss as a means to remain underwater with less encumbering apparatus. A tight-fitting mask that covers the mouth and fastens behind the head is constructed of a rubbery material such as spinefish bladder. Two large fistfuls of moss are placed within the mask and over the wearer's mouth. Finally a hollow reed extends from the wearer's mouth to just above the head, held in place by the mask.

The wearer breathes in through the breath moss, filling his lungs with the stored air, and then exhales through the reed. The arrangement looks ridiculous, but does provide up to three hours of breathing during moderate exertion.

#### ILLUMINATION GEM

Although the Harlass Orn appreciated the comforting flames of a lantern or torch, open flames were often



inconvenient or impractical in locations with flammable objects, such as libraries or laboratories. The Harlass Orn instead fabricated magical light sources called illumination gems. These gems were usually mounted on walls or placed atop freestanding metal frames that resembled braziers. Illumination gems were very common amongst the Harlass Orn.

About the size of a clenched fist, illumination gems are orange spheres with perfect triangular facets. The gems are tough, and cannot be scratched or broken without substantial effort.

Touching a gem once activates the light; touching it again turns off the light. When new, each gem gave off a soft yellow glow equivalent to a torch. The illumination magic has faded from most surviving gems, and only a few provide any light. The strength of illumination depends on how far the

gem's magic has deteriorated.

## EVENT 2: WELL

### Linked Items

- **Item:** Breath Moss Mask
- **Item:** Illumination Gem

**Trigger:** The characters reach the Harlass Orn well.

*Perhaps 5 minutes pass before the trail opens into a large circular clearing. The shape of the clearing is almost too perfect, as if someone had measured and cut back the foliage to exacting standards.*

*The clearing is beautiful. Flowering plants form a thick carpet of colorful blooms, most dense around a hole at the clearing's center. Men are clustered about the hole, looking into the dark water with grim expressions. Nearby, a coil of vine hose sits beside a bellows large enough that the handles must require two men.*

*The sunlight feels more intense in the still air of the clearing. Sweat beads on your brow and pools under your arms. Dorian motions you to the hole and orders the bystanders to back away. You now see that the hole is actually a hexagon at least ten feet in diameter, with walls of a thick, dark stone.*

*The top of the hole is level with the ground. Algae and organic debris float on the surface of the dark water. Dorian speaks up, "About an hour ago, Harp went down there. We let out about a hundred feet of hose before the line went slack. When we pulled up the hose, the end looked like it had been torn."*

*Dorian runs his fingers through his sweaty hair. "I don't see how he could have survived, but we owe him the effort. It's your show now. Find him."*

Dorian will answer questions but quickly becomes impatient. He doesn't know what is in the well, but assumes that the Harlass Orn must have built it. He will again warn the characters that they must hurry and urges them to put

### DARKSILVER CHAL'FAR FAL D'ORN

Harlass Orn warriors favored the chal'far fal d'orn, a spear with blades on each end. Precision-manufactured to exacting standards, the chal'far fal d'orn's superb balance and low weight allowed the warrior to wield the spear with two hands and attack with both blades, or to fight in a traditional one-handed manner with spear and shield. The art of crafting such weapons was lost with the collapse of the Harlass Orn civilization.

Because they were so common, chal'far fal d'orn are occasionally recovered from excavations by the Order of the Jade Leaf. Some Swamp Man tribes also possess chal'far fal d'orn; these weapons are revered as holy objects and wielded by

renowned warriors. Darksilver chal'far fal d'orn were also created to fight the Veilwalkers.

### GAME MECHANICS

The asterisked statistics apply when wielded against Veilwalkers, Veilwalker constructs, or those under Veilwalker influence.

**Damage:** Str+d6 or Str+d8\*

**Range:** 3/6/12 or 4/8/16\*

**RoF:** 1

**Weight:** 4

**Min. Str:** d6 (when thrown)

**One-Handed Use:** Parry +1, Reach 1, single attack.

**Two-Handed Use:** Parry +0, Reach 0, two attacks using the normal rules for attacking with a weapon in each hand (Ambidextrous and Two Fisted Edges apply).



on their breath moss masks and enter the well.

### EVENT 3: EXPLORATION

#### Linked Items

- **Floor Plan:** Harlass Orn Cache
- **Place:** Harlass Orn Cache
- **Item:** Breath Moss Mask
- **Item:** Darksilver Chal'far Fal D'orn
- **Item:** Illumination Gem

**Trigger.** The characters enter the Harlass Orn well.

The characters are entering the southern well on the *Harlass Orn Cache* floor plan. Now game time becomes equivalent to real time. The breath moss masks run out of air after about three hours, which sets an upper limit to the length of time characters can remain in the cache. The game master must closely monitor the elapsed time.

As long as they wear breath moss masks and use illumination gems, the characters should have no difficulty swimming down the well and reaching the cache. The lower half of the well shows evidence of the collapse and may be a clue for perceptive characters. The following description assumes the characters are using a light source.

*The black stone is cracked and pieces have chipped off near the fractures. The cracks become more extensive deeper into the well.*

The ceiling collapses a minute after the last character has left the well, making it impassable for a return trip. The characters will have to use the northern well to leave the cache.

**Characters will not be buried when**

**the ceiling collapses, but may be harmed by falling or bouncing rock. All characters upon the steps take 3d6 points of damage. A successful Agility roll reduces the damage to 2d6, while a raise on the Agility roll reduces the damage to 1d6.**

The game master must use the *Harlass Orn Cache* floor plan and description to adjudicate the search for Harp. Three points should be kept in mind. First, as long as the characters employ a light source they should easily find and follow Harp's blood trail. Second, Harp's injuries are serious enough that he will not regain consciousness until he receives treatment on the surface. Third, the air within the cache is bad and should not be breathed for extended periods. The characters will quickly realize this if they remove their breath moss masks.

*The humid darkness is stifling and the damp air chill compared to the heat of the swamp. You find it difficult to get enough air and must breathe in shallow gasps.*

**Characters breathing the air must make a Vigor roll every 15 minutes. If the roll is failed, the character gains a Fatigue level.**

The next event, *Opposition*, occurs when the characters open the cache's seal.

### EVENT 4: OPPOSITION

#### Linked Items

- **Floor Plan:** Harlass Orn Cache
- **Place:** Harlass Orn Cache
- **Creature:** Pitch
- **Creature:** Stone
- **Item:** Breath Moss Mask
- **Item:** Illumination Gem

**Trigger:** The characters open the seal in the Harlass Orn Cache.

As soon as the seal opens, the air pressure equalizes between the northern and southern sections of the cache. The water in the northern well begins to rise and will soon overflow the bowl. If the seal is then closed, water will keep filling the northern section; this will release a flood of water into the southern section when the seal is opened again.

**The water fills the northern bowl in three rounds, and then begins spreading throughout the complex. After that, the water rises one foot every two minutes. When the water reaches knee height, it is considered difficult ground and the cost of movement doubles. When the water reaches waist height, normal movement is no longer possible and characters must swim.**

The constructs of Nalikakis attack the characters once the seal is opened. Use a number of stone constructs equal to half the number of characters. Pitches are more subtle constructs that cause harm over a longer period of time. One pitch should be sufficient; if the pitch successfully merges with a character, the result may add tension to the adventure long after the stones have been defeated.

The stones begin melded with the rock, while the pitch waits within one of the curved alcoves. The stones initiate the fight, and will likely surprise at least some of the characters as the constructs emerge from the rock. The pitch joins the fray once the characters are focused on the stones. The constructs fight until destroyed.



**PITCH**

*One shadow settled onto another as the pitch merged with the guard's silhouette. The man gave an involuntary shudder and steadied himself by bracing against the wall. His watch partner looked him over and scraped at a tooth with a sliver of wood.*

*"What's wrong? Dinner didn't agree with you?"*

*"I'm all right," the first guard said, "just felt a little dizzy for a second."*

—A pitch begins to feed.

These constructs of the Veilwalker Nalikakis are two-dimensional sheets of blackness that can shrink to the size of a small child or expand to fill the space of a large man. Viewed edge-on, pitches are but a sliver of blackness. Although of infinitesimal thickness, the substance of a pitch is tough and rubbery and resistant to magical attacks. Veilwalkers often employ pitches as scouts.

Pitches are difficult to spot in their natural environment of darkness or shadows. They can see in darkness as well as a human can see in bright light; as the illumination increases, the pitch's sight gets progressively worse.

While in bright light, a pitch can only move to reach darkness or shadows. Prolonged exposure to bright light or sunlight will cause their essence to gradually dissipate. When this occurs, the construct loses opacity until no trace of darkness remains.

Pitches attack by merging with a target's shadow. The merging may cause the target to feel a momentary unease or develop goose bumps. Once merged, the pitch feeds by draining the life from the target. If the pitch is

discovered during the drain, it will usually flee and wait for another opportunity.

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

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

**Skills:** Fighting d10, Notice d8, Stealth d12

**Armor:** Tough, Rubbery Skin (All 2)

**Weapons:** None

**Special Abilities**

- **Arcane Resistance:** Armor 2 vs. magic, +2 to resist powers.
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Energy Drain:** When merged with a target, the pitch can consume the target's life force. The progress of the energy drain is checked every six rounds. Upon the first check, the target must make a Vigor roll or be Fatigued. Once the target is Fatigued, on subsequent checks the target must make a Vigor roll or become Exhausted. Once the target is Exhausted, on subsequent checks the target must make a Vigor roll or perish.
- **Essence of Darkness:** In Dim lighting, the pitch receives a +1 bonus to Stealth rolls; in Dark lighting, it receives a +2 bonus; in Pitch Darkness, it receives a +4 bonus.
- **Fearless:** A Pitch is immune to Fear and Intimidation.
- **Fleet-Footed:** A pitch rolls d10s instead of d6s when running.
- **Merge:** A pitch can attempt to merge with a target's shadow. The pitch moves over the shadow and makes a touch

attack. With a Raise, the target does not sense the merge; otherwise, the target feels a momentary unease or develops goose bumps. The pitch accompanies the shadow as the target moves.

The pitch can be observed both before and after it merges with a target's shadow, which requires opposed Stealth and Notice rolls. Once the pitch has merged with the target, it receives a +2 bonus to Stealth rolls, since it will be more difficult to distinguish the merge from the shadow.

- **Negative Vision:** A pitch can see perfectly well in pitch darkness. The pitch's vision becomes worse as the amount of illumination increases. In twilight or torchlight, the pitch receives a -1 penalty to attack rolls, in good lighting a -2 penalty; in bright light it cannot attack at all, but must seek darkness or shadows.
- **Weakness (Bright Light):** Pitches cannot stand bright light or sunlight. Each round they suffer 2d6 damage until they either flee the light or dissipate into nothingness. Armor does not protect it.

**STONE**

*The stone stood within a granite wall. Whether it had been waiting a day or a year, it had no conception. Time was meaningless until the moment arrived for action.*

*Eventually, the floor outside the wall transmitted an increasing vibration to the stone. Just after the vibration reached its maximum intensity, the stone emerged from the wall and*

found itself behind one of the reptile creatures.

—A stone prepares to attack an unsuspecting Harlass Orn.

The stone is a man-sized construct of the Veilwalker Nalikakis, with skin that can take on all the colors and textures of rock. Stones have only a general humanoid shape, possessing a head, arms, and legs without features, rather like a lump of clay roughly shaped into a man. They have no eyes, nose, or mouth.

A stone strikes foes with its arms. The club-like arms deliver jarring blows that can stun an opponent. A stone can also merge with any rock, whether a wall or the side of a mountain, so that it is no longer visible. Veilwalkers often instruct stones to hide within rock at key locations and wait for a particular event to take action.

When destroyed, a stone collapses into rubble.

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

**Pace:** 4; **Parry:** 7; **Toughness:** 12 (5)

**Skills:** Fighting d10, Stealth d8

**Armor:** Stone Skin (All 5)

**Weapons:** Club x2 (Str+d8)

#### Special Abilities

- **Camouflage:** As a free action, a stone can change its color and texture to match that of any nearby stone. This gives the stone a +4 bonus to Stealth rolls.
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Fearless:** Stones are immune to Fear and Intimidation.
- **Hardy:** Stones do not suffer a wound from being Shaken twice.

- **Mechanolocation:** Stones do not use vision. Rather, they have senses that respond to changes in air pressure or the vibrations of surfaces in which they are in contact. Stones ignore penalties for Dim and Dark lighting or Pitch Darkness.

- **Meld:** As an action, the stone can merge itself into rock. The rock can be a natural formation or part of a structure, and must be at least as large as the stone. Melding does not affect the physical properties or integrity of the rock. After melding, the stone is stationary within the rock and no longer visible, but the construct can be harmed by damaging the rock in which it is melded. Emerging from a meld also requires an action.

- **Stun (-2):** When a stone achieves a raise on a club attack, even if the blow causes no damage, the victim must make a Vigor roll with a -2 penalty or be Shaken. The target cannot attempt to recover from being Shaken for 1d6 rounds.

- **Weakness (Blunt Weapons):** Blunt weapons cause +2 damage.

#### EVENT 5: ESCAPE

##### Linked Items

- **Floor Plan:** Harlass Orn Cache
- **Place:** Harlass Orn Cache
- **Item:** Breath Moss Mask
- **Item:** Illumination Gem.

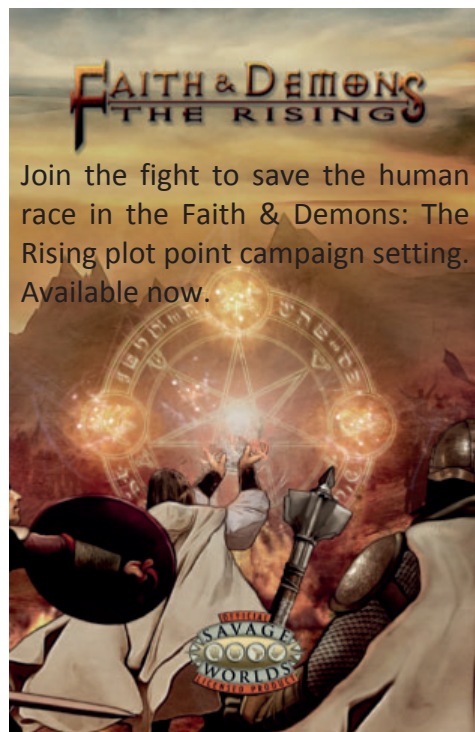
**Trigger:** The characters seek an exit from the cache.

If the characters defeat the constructs, nothing prevents them from reaching the northern well. They can easily

swim up the well to the surface. However, a stone cap covers the top of the well. It will be difficult to gain leverage against the stone.

**The stone cap has a Toughness of 15, and can only be broken by blunt damage. The difficulty of pushing through the water will weaken blows against the stone cap. The game master should reduce the damage of any strikes by as much as half, depending on the method characters use to attack the stone cap.**

Tapping the stone will generate enough noise that someone on the surface will notice within a few minutes and assemble a team to remove the stone cap. Once the characters reach the surface, healers immediately rush forward to care for Harp and any injured characters. Dorian commends them on a job well done and promises an extended leave from duty after the obligatory debriefing.



## BREATH MOSS PRE-GENERATED CHARACTERS

**Cam**

*Cam grew up in a nation far downriver from Kith'takharos. He was trained with weapons from an early age and expected a glorious career in the military. Then he killed a noble's son in a duel and fled to the obscurity of the swamp. He expects bounty hunters will eventually search for him in Kith'takharos.*

*Cam has become very cautious, fearing that one more thoughtless act will wreck the rest of his life. Occasional dice or card games provide his only outlets for spontaneity.*

**Rank:** Seasoned; **Race:** Dwarf

**Attr:** Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d8

**Charisma:** 0; **Pace:** 5; **Parry:** 10; **Toughness:** 8 (1)

**Skills:** Climbing d6, Fighting d12, Gambling d4, Intimidation d6, Throwing d12

**Gear:** Canteen, Healing Potion, Rope (10')

**Armor:** Leather Armor (+1)

**Weapons:** Battle Axe (Str+d8), 3 Throwing Axes (3/6/12; Str+d6), Buckler (+1 Parry)

**Hindrances:** Cautious, Enemy (Major, hunted by Bannerman Chi), Loyal (Order of the Jade Leaf)

**Edges:** Block, Brawny, Combat Reflexes, Extraction, First Strike, Trademark Weapon (Battle Axe "Kneecapper")

**Advances:**

0 – Low Light Vision, Slow, Tough, Brawny, First Strike

5 – Strength

10 – Trademark Weapon (Battle Axe)

15 – Extraction

20 – Strength

25 – Block

30 – Combat Reflexes

**Claw**

*Claw grew up in Kith'takharos, idolizing the daring scouts of the Order of the Jade Leaf. The day he finally joined the Order was the greatest day of his life. Yet his joy has been tempered by his fear of spiders; he worries that he will lose his head at a crucial moment and endanger the lives of his comrades.*

*Claw is a slim and graceful young man. He ties his long hair into a ponytail with a blue ribbon, a gift from his girlfriend, Star.*

**Rank:** Seasoned; **Race:** Human

**Attr:** Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Charisma:** 0; **Pace:** 8; **Parry:** 8; **Toughness:** 6 (1)

**Skills:** Fighting d10, Notice d6, Survival d6, Stealth d10, Swimming d8, Tracking d6

**Gear:** Canteen, Flint and Steel, P'keri Potion (increase Smarts and Smarts-based skills by 1 die type for 2d6 hours), 2 Torches

**Armor:** Leather Armor (+1)

**Weapons:** Dagger (3/6/12; Str+d4)

**Hindrances:** Illiterate, Loyal (Order of the Jade Leaf), Phobia (Major, Spiders)

**Edges:** Ambidextrous, Block, Fleet-Footed, Martial Artist, Two-Fisted

**Advances:**

0 – Ambidextrous (Edge), Two-Fisted (Human Edge), +1 Ability

5 – Martial Artist

10 – Agility

15 – Fleet Footed

20 – Spirit

25 – Fighting and Stealth

30 – Block



**Dothar Barkan**

*Dothar was the childhood friend of Koran Thelig, the most famous Jade Leaf scout. The two boys were inseparable explorers of the swamp and evenly matched in most respects, but as they became men, Koran performed the exploits that would forge a legend. Dothar grew frustrated, and always end up surrendering the limelight to Koran regardless of how hard he tried. At some point, Dothar admitted to himself that he probably would never surpass Koran. Yet, he still searches for opportunities to prove himself Koran's equal.*

**Rank:** Seasoned; **Race:** Human

**Attr:** Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

**Charisma:** 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6 (1)

**Skills:** Fighting d8, Notice d6+2, Shooting d10, Stealth d6, Survival d8, Tracking d8, Spellcasting d8

**Gear:** 15 Arrows, 5 Magical Arrows (+1 damage), Canteen, Rope (10')

**Armor:** Leather Armor (+1)

**Weapons:** Short Sword (Str+d6), Small Shield (+1 Parry), Bow (12/24/48; 2d6)

**Hindrances:** Code of Honor, Loyal (Order of the Jade Leaf), Quirk (seeks to "one up" Koran Thelig in the public eye)

**Edges:** Alertness, Arcane Background (Magic), Danger Sense, Woodsman

**Powers (10 PP):** Boost/Lower Trait, Confusion, Deflection

**Advances:**

0 – Woodsman, Arcane Background (Magic), +1 Ability

5 – Alertness

10 – Spellcasting and Shooting

15 – Spirit

20 – Spellcasting and Fighting

25 – Danger Sense

30 – Shooting

**Fiona**

*Persistent misfortunes as a child led Fiona to believe that she was cursed. She turned to faith and at least found solace, if not an end to all her troubles. She became quite well-read as she attempted to explain her problems, and became quite adept at swaying others with words; this was fortunate, since she only reluctantly admits wrongdoing.*

**Rank:** Seasoned; **Race:** Elven

**Attr:** Agility d6, Smarts d6, Spirit d12, Strength d4, Vigor d8

**Charisma:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

**Skills:** Faith d12, Fighting d6, Healing d6, Notice d6, Persuasion d12, Swimming d6, Throwing d4

**Gear:** Canteen, Healing Potion

**Armor:** Leather Armor (+1)

**Weapons:** 2 Daggers (3/6/12; Str+d4), Staff (Str+d4; Parry +1, Reach 1, 2 hands)

**Hindrances:** All Thumbs, Bad Luck, Loyal (Order of the Jade Leaf), Stubborn

**Edges:** Arcane Background (Miracles), Healer, New Power (Succor), Power Points (+5)

**Powers (15 PP):** Environmental Protection, Healing, Succor

**Advances:**

0 – Agile, All Thumbs, Low Light Vision, Arcane Background (Miracles), Healer

5 – Spirit

10 – Faith and Persuasion

15 – Power Points (+5)

20 – Spirit

25 – New Power (Succor)

30 – Faith and Persuasion



**Fritz Lunghammer**

*Fritz has always been the ugliest man in the room. As a child he was mercilessly ridiculed, but rather than sulk he channeled his anger into determination and dedication. He refuses to show pain or any discomfort, and faces the most difficult challenge with a grim smile. Fritz will never leave a man behind and would gladly sacrifice his life so that a friend might live.*

*Few men besides Fritz will tolerate the discomfort of metal armor in the swamp.*

**Rank:** Seasoned; **Race:** Human

**Attr:** Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d10

**Charisma:** -2; **Pace:** 6; **Parry:** 10; **Toughness:** 9 (2)

**Skills:** Boating d6, Climbing d6, Fighting d12, Lockpicking d6, Shooting d6, Swimming d4

**Gear:** Canteen, Quarrels (10)

**Armor:** Chain Hauberk (+2)

**Weapons:** Crossbow (15/30/60; 2d6; AP 2, 1 action to reload), Large Shield (+2 Parry, +2 Armor to ranged shots that hit), Magical Long Sword (Str+d8+1)

**Hindrances:** Loyal (Order of the Jade Leaf), Overconfident, Ugly

**Edges:** Luck, Improved Nerves of Steel, Hard to Kill, Nerves of Steel, No Mercy.

**Advances:**

0 – Nerves of Steel, Improved Nerves of Steel, +1 Ability

5 – Spirit

10 – Hard to Kill

15 – Luck

20 – Fighting

25 – Vigor

30 – No Mercy

**Valerie Berrin**

*Valerie studied Magic at the university in Port Lissup. While a student, she became addicted to the stimulant properties of the arboli leaf. After graduation, she took a position with the Order of the Jade Leaf in Kith'takharos, in part so that she could be closer to the source of her addiction.*

*Valerie can be insufferable, as she expects others to defer to her prestigious education. She also fancies herself a warrior-mage, and will often use her arcane powers to augment her physical abilities before joining a fight.*

**Rank:** Seasoned; **Race:** Human

**Attr:** Agility d4, Smarts d12, Spirit d6, Strength d6, Vigor d6

**Charisma:** 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6 (1)

**Skills:** Knowledge (Arcana) d12, Spellcasting d12, Fighting d8, Investigation d4, Notice d8

**Gear:** Belt pouch (filled with arboli leaves), Canteen, Flint and Steel, 2 Torches, T'rastic Potion (gain Low Light Vision for 2d6 hours)

**Armor:** Leather Armor (+1)

**Weapons:** Rapier (Str+d4; +1 Parry)

**Hindrances:** Loyal (Order of the Jade Leaf), Quirk (always has the last word), Habit (Major, chews addictive arboli leaves)

**Edges:** Arcane Background (Magic), New Power (Quickness), Power Points (+10), Wizard

**Powers (20 PP):** Armor, Bolt, Boost/Lower Trait, Quickness

**Advances:**

0 – Arcane Background (Magic), Power Points (+5), Wizard

5 – Smarts

10 – Spellcasting and Knowledge (Arcana)

15 – Power Points (+5)

20 – Smarts

25 – New Power (Quickness)

30 – Spellcasting and Knowledge (Arcana)





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## CANIS LUPUS

A modern fantasy horror adventure for Judgment Day by Aaron T. Huss

*Canis Lupus* is designed for 4-6 Seasoned-level characters. If the players are not familiar with the setting, read or paraphrase the following:

*Man was not meant to inhabit the Earth, at least not alone. For millennia humanity has fought battles against the supernatural and otherworldly. What is often thought of as folklore or mythology, many know is real and not to be trifled with, such as the Inquisition, whose hunters know how to destroy the unwanted, vile beings.*

*You are a member of the Inquisition, either serving as an inquisitor or part of an inquisitor's retinue. You hunt and purge that which threatens all of humanity, for this is a time of terror and you must deliver your punishment swiftly. You must purge the land of all that stands in our way, for the denizens of the night have been found wanting and today is their judgment day.*

The player characters (PCs) assume the role of an inquisitor and his entourage. Using the included pre-generated characters or those the players create, at least one PC must carry the title of inquisitor with at least one Inquisitional Edge designated as "Hunter."

The player controlling the inquisitor PC is not the leader as much as he is a focal point between his retinue and the inquisition. The inquisitor reports to Lord Inquisitor Steel from Chicago, Illinois, USA. Steel is a decorated beast and vampire purgator and only contacts the inquisitor PC. This makes communication between the two that much easier. Before the mission starts, Lord Inquisitor Steel calls the inquisitor PC to assign their next mission: travel to Ely, Minnesota to investigate possible cultic activity.

The inquisitor receives the call on Friday morning, May 27, 2011 (Memorial Day weekend). Lord Inquisitor Steel is concerned about sightings of very large wolves in the Superior National Forest along with separate reports of missing

persons. Memorial Day weekend is a busy camping weekend in the northern woods and very large wolves can be a serious detriment to the surrounding areas.

Knowing the wolves are rarely classified as very large should tip-off the PCs that this is most likely not a natural wolf. Do not inform them of such, but if they do question the term "very large," inform them that it's not natural for a wolf to be deemed as such.

More disturbing to Lord Inquisitor Steel is the lack of concern from locals in Ely or those in the surrounding Superior National Forest. Rumors can be found within local newspapers, but nothing has been reported to national news outlets, nor has anyone in the Ely area called for help.

*Canis Lupus* is an investigation-driven adventure. The flow of the adventure is determined by the PCs' decisions and presented as such. Locations not listed herein either produce no additional information for the investigation or can be used to provide the same information as that which is already presented.

*Canis Lupus* takes place in the actual city of Ely within northern Minnesota. While the names of locations and cities are real, the names of the people are not. *Canis Lupus* is a work of fiction and not a representation of actual facts. Any resemblance to real people is purely coincidental. For more information about Ely, Minnesota, visit [www.ely.org](http://www.ely.org).

### GETTING THERE

Ely, Minnesota is located in the northern region of the state within the Superior National Forest, approximately 15-20 miles from the Canadian border.

To get there, the PCs must travel to Duluth, Minnesota either through Wisconsin or through Minnesota. From there, they travel northeast on Highway 61 to Illgen City and then northwest on State Highway 1 to Ely. There are many possible routes, but this is the easiest to follow.

The PCs are equipped with a pair of Land Rover Range Rovers and the trip takes approximately ten hours covering 580

miles. The call is received no later than Friday morning, and the PCs are expected to arrive Friday night.

The Inquisition has made arrangements for the PCs to stay at Silver Rapids Lodge, four miles outside of Ely along the edges of the Boundary Waters Canoe Area Wilderness. This lodge is chosen for its quick and easy access to the camping areas where rumors about the very large wolves have been circulating. They are given a 2-bedroom suite plus additional junior suites to accommodate all the PCs.

To accommodate the locale, the PCs are carrying a satellite link for connection to the Inquisition's network and the Internet should they need to look up information.

### SILVER RAPIDS LODGE

Silver Rapids Lodge is a historic location within the area, established in 1919, and owned by a local family. The grounds of the lodge are quite expansive and it resides along the shorelines of Farm Lake and White Iron Lake. Most the current residents of the lodge are from out-of-town and should be left out of the investigation. Additionally, the owners of the lodge are not a part of any cultic activities and completely ignorant about what's been going on throughout Superior National Forest (outside of camping, fishing, hunting, and canoeing).

Silver Rapids Lodge is merely meant as a base of operations and a place to gather information about the city of Ely. Anything else will have to be gathered within Ely or nearby towns.

### GATHERING INFORMATION

The PCs can gather information starting Saturday morning from the following locations: Boundary Waters Guide Service, First Lutheran Church, Northern Grounds Café, The Cabin, The Great Outdoors, International Wolf Center, and Winton Community Church (in Winton, Minnesota, just north of Ely; comes up later in the adventure).

The owners or any employees at the Silver Rapids Lodge point the PCs in the

right direction to obtain information. If they ask about any information concerning the Superior National Forest, they are directed to Boundary Waters Guide Service and The Great Outdoors. If they ask about any information concerning rumors, the city of Ely, or general information about the residents, they are directed to Northern Grounds Café and The Cabin.

The PCs will not be directed to First Lutheran Church, but it is a viable place to speak to residents about Ely and the surrounding area. The church is 120 years old and many of its patrons have lived in the area all their lives.

As this is an investigation heavy adventure, the PCs will have to do some work to gather the right clues. Instead of rolling Streetwise to gather information, provide them with a location they can go to get information. For example, if they succeed on a Streetwise roll, an employee of Silver Rapids Lodge points them in the direction of Boundary Waters Guide Service for information about the Superior National Forest.

If the PCs are able to decide exactly what type of information they want to gather and what questions to ask to gather it, no rolls are needed. Use the employees of Silver Rapids Lodge as a guide to the city, pointing the PCs in the right direction to gather information.

### **BOUNDARY WATERS GUIDE SERVICE**

Boundary Waters Guide Service is located in the center of town, just off State Highway 169/1. They provide guided canoe trips through the Boundary Waters area and hire knowledgeable, local guides. These guides have spent countless hours within the Boundary Waters and the surrounding Superior National Forest.

Upon arriving, the PCs are directed toward the currently available guide Mark Nielsen. Mark has lived in Ely since he was born and, at the age of 38, has been a canoeing guide for the past 14 years. He has taken several trips through the area in the past few weeks and has heard rumors about the very large wolf.

Mark informs the PCs that Ely is home to the International Wolf Center and no wolves have been reported as missing. The area is known to have wolf habitations, but

nothing that would house a wolf defined as very large.

Mark has never seen a wolf larger than the average grey wolf and only knows about the rumors running through the different campsites. The rumors state that campers have seen a very large wolf in the distance, but never approaching the campsite. He feels that many are mistaken by their identification and either saw something other than a wolf or were simply too far away to understand how big the wolf really is.

Mark can lead the PCs to any number of well-known camping areas within the Superior National Forest, if desired. The PCs may be able to gather additional rumors, but nothing pointing them in the right direction. Campers see things and hear things, but they do not know what is really happening.

If Mark is asked about anyone living in the woods, he informs them that many residents of Ely and the surrounding area live in the woods along with summer cabins for residents of greater Minnesota. He does not know of any suspicious residents, nor does he know of any additional activities.

### **INTERNATIONAL WOLF CENTER**

If the PCs travel to the International Wolf Center, they find that all of the wolves are accounted for and no suspicious activity has been reported.

### **THE GREAT OUTDOORS**

The Great Outdoors is located in the center of town, just off State Highway 169/1. They sell live bait and tackle along with décor for residents and cabin-goers. While seeming like a simple shop for part-time residents, they are frequented by fishers and campers looking for something to take home. This allows them to hear almost all of the rumors and speculations running throughout Ely and the surrounding area.

Upon arriving, the PCs are greeted by one of The Great Outdoors' employees, Barbara Kattan. Besides being an employee of The Great Outdoors, she frequently lends an ear to those who have something to say and is shoulder-deep in the local rumor mill.

Barbara has heard from at least a dozen people about sightings of this elusive wolf.

She, too, informs the PCs about the International Wolf Center and the fact that no wolves have been reported as missing. According to rumors, this wolf is estimated as being the size of a teenage human, although no one has been able to confirm this.

Everyone Barbara has spoken to claims to have seen the wolf from at least 50 yards away, making for fairly inaccurate retelling of the details of this wolf. At least one of the campers reported seeing the wolf carrying a large object in its mouth, about the size of a very young child. However, she has waved away that comment and assumed the wolf was carrying a beaver or muskrat.

In addition to rumors about the wolf, campers have reported seeing a strange glow coming from the woods where no campsites are assumed to be. Most claim this to be campfires for those that are canoeing, but the light doesn't seem quite like a campfire. Again, she has waved off these rumors as ridiculous and claims these people don't know what a real campfire looks like from a great distance.

If the PCs ask about the location of the wolf sightings, she reports that they seem to come from everywhere around Shagwa and Miners Lake. If asked about the location of the strange lights, she reports that they came from the northeast, but she isn't positive where; "Somewhere around Spaulding Bay" is the best she can give. (Spaulding Bay is on the northeastern shores of Shagwa Lake, north of Ely and west of Winton.)

### **NORTHERN GROUNDS CAFÉ**

Northern Grounds Café is a good place to gather information from the residents of Ely. It is a diverse café which serves breakfast and lunch, open from 7:00 AM to 4:00 PM. It is located on the western side of Ely along Pioneer Road, just off State Highway 169/1.

The employees of Northern Grounds Café are too busy to speak to the PCs, but the current patrons are more than willing to bend their ears. The PCs meet a married couple in their 60s, Eustis and Margie Leidl. The Leidls have lived in Ely since birth and know much about the city and the surrounding area. They hear a lot of rumors and interesting discussions while

drinking coffee at Northern Grounds Café, including the talks about the wolf and the strange lights.

The Leidls are members of First Lutheran Church and learn much about the people of Ely while at church and when sitting down with any of its many patrons after Sunday services. They have heard much of the same rumors regarding the wolf and the strange lights, but know a little more information about the Ely area.

The Leidls inform the PCs that there is a small, but very old, cult known to be living in the area. They do not refer to it as a cult but rather describe it as a “group of strange men who gather secretly.” Neither of them knows what the group is called or who is a member of the group, but they do know that the rumors about the group came from the nearby town of Winton (northeast of Ely).

Margie lets out that there is a nice church in Winton called Winton Community Church. The pair has visited the church at least once for a funeral and possibly a second time for a wedding. The couple bickers back-and-forth about this possibility and determine that they were definitely there twice.

The Leidls do not camp very often and have never seen the wolf or the strange lights. Instead, they are close to the people of Ely during their trips to Northern Grounds Café and simply serve as a conduit for rumors and information.

### THE CABIN

The Cabin is a fairly typical gift store providing a number of items one can purchase to remind them of their trip to Ely. It is located in the western part of Ely, on Highway 169/1 (also known as East Sheridan Street). While the store feels like an integral part of life in Ely, it is actually owned by a couple who are merchants first and residents second.

Paul and Lucy Muddleson moved to Ely from Duluth about 10 years ago. They love the outdoors and were frequent visitors of Ely in the early years of their marriage. After their children grew and moved out of the house, they retired from a life in the city and moved to the quiet town of Ely, where they opened The Cabin. While they enjoyed the rugged outdoors in their youth, they have grown to enjoy the

quietness of the town and the frequent smiles on their customers’ faces.

The Muddelsons used to know much about the Superior National Forest and spent many days within the Boundary Waters. Nowadays they spend their time attending to their store and speaking to the many tourists who frequent it. As such, The Cabin is a good place to gather rumors about the wolf and the strange lights.

Lucy spends more time with the customers and is a better source of information. Not only has she heard of the wolf sighting, she has also spoken to people who claim the wolf is the size of a bear. In addition, Lucy is one of the few people in town who has heard of multiple sightings on the same day in locations much too far away for a wolf to travel in such a short period of time. She believes there are two creatures scaring the campers and that they are actually bears, not wolves. Lucy claims a wolf could never be that big and most campers are assuming they know what they saw.

In addition, Lucy is one of the few people in town that knows the strange lights were seen east of Spaulding Bay off of County Highway 88.

### FIRST LUTHERAN CHURCH

First Lutheran Church is located in the central part of Ely, a couple blocks north of State Highway 169/1. Worship is held on Sunday at 11:00 AM, and many elderly patrons can be found there on Saturdays having a friendly get-together.

The PCs find Carter and Ethel Heart, a couple in their 80s, who regularly spend a couple hours on Saturdays at the church meeting with their friends. The two are very eager to speak to the PCs. They love to share in the wealth of gossip about Ely and the surrounding Superior National Forest.

The Hearts live in a small rambler outside of town, within the woods. They are two of the few residents of Ely that actually saw the wolf, although they know nothing about any strange lights. The Hearts are a lovely, old couple who have enjoyed each other’s company for over 60 years. They love to make small talk with anyone who will listen and banter back-and-forth like a couple who is used to each other’s personality.

Ethel tells the PCs about the huge wolf she saw in the woods and Carter follows up with the comment that it wasn’t a wolf. Ethel makes interesting remarks and asks Carter how he knows. Carter simply explains that it was too big to be a wolf, more like the size of a bear, with colorful remarks back to his wife. Ethel informs the PCs that the bear-sized wolf did not move like a bear, but more like a wolf or a dog. Their conversation can go back-and-forth for quite some time as the two bicker lightly, seeing through each other’s comments as simple banter.

Carter also informs the PCs about some strange gentlemen in Winton. He claims these gentlemen “don’t always seem quite right and have a shifty way about them.” The two will go on-and-on about the shifty gentlemen, if allowed, turning the scene into a repeat of the previous conversation.

### SPAULDING BAY

By following certain leads, the PCs may find themselves searching around the eastern shorelines of Spaulding Bay and lands toward Winton. There are a number of houses and cabins within this area and during the day, none of them stand out from the rest. If the PCs travel here at night, they get lost. There is a lack of light other than the moon and the occasional house lights. Combing this area without proper guidance or directions yields nothing.

### WINTON

The PCs travel to Winton to investigate the leads they received in Ely. They take Miners Drive East out of Ely to the northeast which turns into Amazon Drive leading into Winton.

Asking around Winton about the wolf sightings and strange lights leads to much of the same information gathered in Ely. Asking about “strange men” presents odd looks from everyone as they truly don’t understand the line of questioning. However, the more time spent in Winton, the more attraction the PCs gain from the “strange men” who work diligently to remain out of the PCs sight.

If the PCs arrive in Winton on Saturday, they do not find anything and have to return on Sunday. If they arrive on Sunday,



then the investigation may proceed after the following event.

### **SEARCHING HOUSES AND CAMPGROUNDS**

The PCs are free to search various houses and campgrounds and an around Ely. They find many of the same stories and information with nothing new coming to be found.

If the PCs decide to camp for the night or stay in someone's home, they find no disturbances as the "big wolves" are currently being held inside.

### **SEARCHING THE WOODS**

Searching the woods is primarily a fruitless effort. There is very little to be found, and the woods are filled with various footprints from humans and animals alike. With a good Tracking skill and roll, the PCs may come upon large wolf-like prints that seem out of place, but they are unable to follow them anywhere. There are simply too many tracks and these ones are not prominent enough to be followed.

### **MISSING PERSONS**

On Sunday morning, the city of Ely is filled with talk about a group of sheriffs and the local ranger asking questions around the campgrounds. The sheriffs are following up on reports that a family from the Twin Cities has not returned to their campsite after more than 48 hours.

The missing family of four includes a mother, father, and two children, one boy and one girl. The sheriffs know nothing about the Inquisition and only ask that the PCs join the search party. The sheriffs' assumption is that the family got lost in the woods and a search party will need to be formed.

### **SEARCH PARTY**

Around lunch time, the sheriffs and the ranger form a search party to look for the missing family. The PCs are welcome to join the search party if they do not pursue other means of investigation. See **Troubleshooting** for adjusting the story. If the PCs do not join the search party, the party independently spends the remaining sunlit hours searching for the family.

### **BACK TO WINTON**

These events at Winton happen on Sunday. If this is the first time the PCs have travelled to Winton, then they are simply there for the first time and ignore the previous notes.

When the PCs travel to Winton, they browse the town looking for anyone who can provide additional information. What the find is the same information found in Ely, but without any reference to strange men. If they mention the strange lights east of Spaulding Bay, they are met with confused looks and blank stares.

### **WINTON COMMUNITY CHURCH**

Winton Community Church, currently supporting the Community Faith Fellowship, is located in the center of Winton on Main Street. While having a relatively small congregation, the church is very lively on Sunday morning. Worship is held at 10:00 AM and patrons are generally in the mood to hang around and chat afterward.

The PCs follow the leads from Ely, or those in Winton, to the Winton Community Church, shortly after Sunday service has ended. Many of the patrons are standing around on the entrance sidewalk or just inside conversing with their friends and family.

The PCs easily find a couple willing to talk all about Winton and the surrounding area. Mike and Gertrude Remly, both in their 60s, have lived in the area for 40 years and attend service at the Winton Community Church regularly. They claim to know all who live in the town and especially those that worship there.

The Remlys know very little about the wolf sightings but are very familiar with strange glows from the woods and strange looking men. Mike informs the PCs that a group of six men, who he believes live nearby, look out-of-place when they come into town. All six of them have been seen worshipping at the Winton Community Church, but are not believed to be regular patrons. Mike does not know their names and assumes they must be cabin-goers who only spend the occasional weekend in the area. (This is his excuse for not knowing them; the truth is that Mike

thinks he knows everyone, but really doesn't.)

The PCs spend at least 20 minutes speaking to the Remlys, but do not find anyone else that knows more than what they've already discovered. Upon walking back to the Range Rovers, the PCs find all of their tires have been slashed. The Haunted Woods Cult has taken notice as the PCs clearly look out-of-place.

Seeing their predicament, Mike Remly approaches the PCs and looks down at their tires. He calls out to a friend, Robert Casey, the local tow-truck driver. Mike informs Robert of the PCs misfortune and asks Robert to take them back to the shop for new tires. Robert nods his head, and informs the PCs that due to it being Sunday, he won't be able to get new tires until Monday. However, he has a Suburban with plenty of room and can take them where they need to go.

### **ROBERT CASEY**

Robert Casey is a very down-to-earth man with an astonishing amount of knowledge about the area. He asks the PCs what brings them to Winton, and if anyone makes reference to the wolf sightings, strange glows from the woods, strange men, or even the reported kidnappings, Robert has a story to tell once they get to his auto shop.

Robert Casey is half Ojibwe and knows much about his tribe's history. He fears repercussions from the Haunted Woods Cult and thus keeps his knowledge secret. After meeting the PCs and understanding their purpose, he is ready to tell the story.

### **THE STORY**

The Ely area was established by Native Americans during the 18<sup>th</sup> century. The Ojibwe found refuge in the area due to the abundance of blueberries and stayed as trappers entered the area, providing a means of trading. Life within the area was very simple until the early 1880's when iron ore was discovered.

The discovery of iron ore brought many new residents to the area which angered the Ojibwe natives. They did not like the new inhabitants, especially their Christian views. The Ojibwe tribe that resided within

the Ely area was known for its powerful shamans and witch doctors.

The Ojibwe shamans were powerful humans able to tap into the strength of the ethereal world around them, of which only they could see. They regularly called upon spirits to keep them safe from hostile tribes. The Ojibwe witch doctors were able to create great medicines and herbal concoctions said to provide near immortality, similar to a fountain of youth.

With the encroaching iron ore mines, the Ojibwe lost much of their land and many of their people starved and died, refusing to trade with the "invaders" and relying on their witch doctors for herbs and medicines. When the witch doctors were unable to create their medicines and herbal remedies, the Ojibwe tribe died off slowly and only a remnant of their shaman's power remained.

Arnold Sentry, a man that few know about, stumbled upon this remaining power sometime in the 1950s while he and his brothers were hunting. They made camp in a forgotten Ojibwe burial ground where the shaman's power emanated, invisible to the world.

When Arnold awoke the next morning, he could hear the whispers of the trees and long-dead spirits of the original Ojibwe shamans. The spirits told Arnold how to make the herbal creations that allowed them to cheat death and survive for a number of years impossible to normal humans.

Arnold Sentry and his brothers, Craig, Daniel, Phillip, and Roger, found the herbs and ingested the mixture. This has become a regular ritual which the brothers perform once every year to sustain their ages of 45, 43, 40, 38, and 35 respectively.

The group of five men has become relatively self-sufficient and live upon the grounds of the old Ojibwe burial site where the spiritual power is the strongest. The Sentry house is located at the end of a rarely travelled fire road (a rudimentary service road) west of Winton connecting off from Tulla Road. The area is rarely visited by residents and never visited by outsiders. The house lies at the end of a long, winding dirt path within the thick of the forest.

## ARNOLD SENTRY

Arnold Sentry is a powerful shaman with 55 years of experience using his spiritual powers granted to him by the forgotten Ojibwe burial grounds. Due to the old witch doctor herbal remedy, he remains forever aged at 45 until the herbs run out (in which his real age will be revealed within five years).

While being a relatively isolated man, he has grown bored over the past several years. He convinced his brothers to formally establish the Haunted Woods Cult and begin tapping into potential powers which have mostly been ignored. With his new following of the occult combined with his spiritual abilities, he and his brothers have performed the ritual to call forth a pair of barghests from the depths of the abyss.

The cult sent the barghests to fetch food in which the demonic hounds returned with wild game. The cult then dismisses the barghests, allowing them to return to the abyss. The cult has been performing this ritual once per week to provide the brothers sustenance so they can concentrate on other matters, such as becoming more involved in cultic affairs. With the Memorial Day weekend bringing in a lot of campers, the barghests have returned with something new.

Instead of the regular wild game, the barghests kidnapped a family of four and brought them back to the Sentry home. The brothers found the act disturbing and exhilarating at the same time and have proceeded with stowing their new victims in the cellar. The barghests were not dismissed and instead made to guard the cellar to prevent the family from escaping.

The kidnapping occurred on Friday afternoon, and Arnold does not care if they are ever set free. However, during his recent trip to town, Arnold noticed the PCs and believes they are investigating the kidnapping. Not wishing to allow the PCs their enjoyment of capturing the Sentry brothers, Arnold slashed the tires of their vehicles (which stands out against the regular vehicles found in Winton). Deep inside, Arnold wishes the PCs to find his house to allow his demonic hounds the opportunity to again feast on the flesh of humans.

## THE SENTRY HOME

Robert Casey has a Suburban which is more than capable of carrying the PCs to the Sentry brothers' home. He knows the way, but will not leave the main road. If the PCs accept his offer to drive, they are taken to the end of the fire road, dropped off, and pointed in the right direction of the Sentry brothers' house.

If the PCs wish to travel alone, Robert Casey instead gives them a map and shows them how to reach the house.

When the PCs arrive at the driveway to the house, read or paraphrase the following:

*The woods are thicker in this area and an ominous fog hangs just above the ground. Cold air blows from nowhere the closer you get to the Sentry home. It is as if the spirits of the dead continue to haunt the woods.*

Any PC with Knowledge (Ethereal) knows that it is common for areas to exhibit cold temperatures and out-of-place fog when inhabited by spirits.

If the PCs arrive during the day, the Sentry brothers are out fishing for dinner. The kidnapped family is still in the basement and the barghests are guarding the entrances. A set of stairs inside the house leads to the basement along with a locked cellar door on the backside of the house.

The grounds surrounding the house are well-worn from decades of being walked across and the lack of sun protruding through the forest canopy. The Sentry brothers spend much of their days walking through the surrounding woods hunting for food or communicating with the Ojibwe spirits. The spirits are not active at this time and thus cannot be seen or heard. However, their presence can be felt with the cold temperature and ominous fog.

The house is an unremarkable home with two stories and a large cellar for storing wood and food. The front door leads into a small foyer with a set of stairs leading up. To the right is a dining room with a kitchen attached in the rear. To the left is a living room with a bathroom on the other side of the far wall. The foyer has a hallway in front that leads to the other end

of the kitchen and the bathroom along with the stairs leading down.

Sounds of muffled cries can faintly be heard from the basement with a successful Notice roll. Upstairs are four small bedrooms and a small bathroom. No one is upstairs during the day and the rooms look well-used.

One barghest is guarding the door leading to the stairs up to the foyer while the other is guarding the cellar door. Once the door is opened and the barghest sees it is not Arnold Sentry, it immediately leaps at the nearest PC to attack. The second barghest sees the attack and moves to the other entrance. Both demonic hounds are trained to kill unless told otherwise and thus fight to the death.

After the barghests are dispatched, the PCs run into the Sentry brothers as they are leaving unless they wait inside the house. If the PCs wait, they can attempt to gain The Drop on the Sentry brothers. If the PCs encounter the Sentry brothers outside, they must hide to gain The Drop but receive a (-2) penalty to Stealth due to the amount of light coming through the canopy and the lack of cover. The trees are tall with thick canopies, but their trunks are relatively narrow.

If the PCs arrive during the night, the Sentry brothers are inside the house and the barghests are patrolling the perimeter of the yard, inside the fog which is thicker than during the day. During the night, the barghests will attempt to gain The Drop on the PCs using their Stealth with a +2 bonus against the PCs' Notice.

The Sentry brothers hear the scuffle and wait five minutes for their barghests to return after the sounds cease. When the barghests fail to return, the Sentry brothers rush outside to find the PCs. The PCs can easily hide amongst the woods, due to the lack of light from the moon and the house, gaining a +2 bonus to Stealth checks.

## ALL CLEAR

When the PCs either kill the barghests during the day or eliminate the barghests and the Sentry brothers during the night, they recover the kidnapped family; however, only three of them remain. The mother, Stephanie Locke, informs the PCs that one of the black beasts took her husband Richard (one of the barghests killed and ate Richard). A successful Notice roll shows that blood is flowing down her leg.

Both of Stephanie's children, Michael and Rose, are unharmed but terrified. They scream profusely once the PCs free them of their ropes and gages. Both children have clearly soiled themselves multiple times and the stench of the room could become quite overwhelming.

Around dawn, Robert Casey returns to the house with the sheriffs searching for the missing family. It would be wise for the PCs to have disappeared by this time to

avoid having to deflect a number of questions from the sheriffs.

As the barghests are demonic in nature, their bodies turn to dust before the sheriffs arrive. In addition, because the Sentry brothers are no longer held youthful by their herbal remedies (due to being dead), their bodies quickly age 55 years before the sheriffs arrive. Few will understand what truly happened.

## TROUBLESHOOTING

The most important part of the adventure is for the PCs to locate the Sentry house, defeat the barghests, and save who is still left of the missing. If they do not follow the clue back to Winton, they can instead join the search party arranged by the sheriffs and the ranger. From here they are partnered with Robert Casey and learn of the story instead of when he brings their Land Rover to the shop. Robert Casey leads the PCs to the Sentry home, but refuses to approach until they have finished their investigation.

Additionally, Ely is a real place with real people and real businesses. Should one of the players know of Ely or are from Ely, any of the clues found herein can be located at any other business. Simply move the NPCs to a different location to allow the PCs to gather the clues they need.

Should the players decide not to fully immerse themselves in the investigation, substitute in a number of Streetwise, Investigation, and Persuasion rolls to gather the required clues.

If one or more of the PCs has connections with any government agency, the FBI has committed to joining the search party on Monday morning if the sheriffs and the ranger are unsuccessful.





**BARGHEST (WILD CARD)**

*Barghests are huge, black demonic dogs.*

**Attributes:** Agility d10, Smarts d4, Spirit d6, Strength d12+2, Vigor d8

**Pace:** 10; **Parry:** 7; **Toughness:** 8 (1)

**Skills:** Fighting d10, Intimidation d8, Notice d10, Stealth d8

**Armor:** Thick Skin (All 1)

**Weapons:** Teeth (Str+d8), Claws (Str+d6)

**Special Abilities**

- **Demon:** +2 to recover from being Shaken, immune to poison and disease, half-damage from non-magical weapons, except for palladium.
- **Fear -2:** Barghests are terrifying creatures to see.
- **Fearless:** Immune to Fear and intimidation.
- **Fleet-Footed:** Barghests roll a d8 when running instead of a d6.
- **Size +1:** Barghests are 6 ft. tall and twice the size of a human.

**ARNOLD SENTRY (WILD CARD)**

*Arnold Sentry is a shaman who gained his powers from a forgotten Ojibwe burial ground.*

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

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

**Skills:** Faith d10, Fighting d8, Intimidation d8, Knowledge (Ethereal) d10, Knowledge (Occult) d8, Notice d8, Taunt d8

**Armor:** None

**Weapons:** Ojibwe Staff (Str+d4)

**Special Abilities**

- **Arcane Resistance:** The Ojibwe spirits protect Arnold from supernatural attacks. He gains +2 Armor against magical attacks that cause damage and adds +2 to his Trait rolls when resisting opposed powers.
- **Shaman:** Arnold has learned his craft from ancient Ojibwe spirits. Each raise he gets on his Faith roll reduces the cost of the spell by 1 Power Point to a minimum of 1. Arnold must have the points available to cast the spell before rolling.
- **Spells:** Arnold has 40 power points and knows the following spells with a spiritual (ethereal) trapping: *armor, blast, bolt, confusion, damage field, divination, fear, puppet*

**SENTRY BROTHERS (WILD CARDS)**

*The Sentry brothers are not as powerful as their older brother, Arnold, and are treated as simple cultists by him.*

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

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

**Skills:** Fighting d8, Intimidation d6, Knowledge (Ethereal) d6, Knowledge (Occult) d8, Notice d8, Shooting d8, Taunt d6

**Armor:** None

**Weapons:** Consecrated Dagger (Str+d4+1 AP 1), Double-Barrel Shotgun (12/24/48, 1-3d6, RoF: 1-2, Shots: 2)

**Special Abilities**

- **Arcane Resistance:** The Ojibwe spirits protect the Sentry brothers from supernatural attacks. They gain +2 Armor against magical attacks that cause damage and add +2 to their Trait rolls when resisting opposed powers.
- **Berserk:** The sentry brothers are wild attackers. Upon taking a wound, they must make a Smarts roll or go Berserk. While Berserk, their Parry is reduced by 2, but add +2 to all Fighting, Strength, melee damage rolls, and Toughness. They ignore wound modifiers while Berserk but cannot use any skills that require concentration, including Shooting. They may end their rage by doing nothing for one full action and making a Smarts roll at -2.



## CANIS LUPUS PRE-GENERATED CHARACTERS

Rex Jericho is a charismatic 38-year-old from Detroit, Michigan. Law enforcement runs in his blood with his father being an agent in the FBI and his grandfather a police detective in Detroit. He has trained vigorously to identify spellcasters and rose quickly to the rank of Inquisitor.

**INQUISITOR REX JERICHO (SEASONED)**

Male witch hunter

**Attr:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

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

**Skills:** Fighting d6, Guts d6, Investigation d6, Knowledge (Spellcasters)\* d12, Notice d6, Shooting d6, Streetwise d6

**Armor:** Reinforced Leather (Arms, Legs, Torso +2)

**Weapons:** Palladium Short Sword (Str+d6), Desert Eagle (15/30/60, 2d8, RoF: 1, Shots: 7, AP 2, Semi-Auto [Palladium bullets])

**Edges:** Attractive, Command, Witch Hunter\*, Witch Inquisitor\*, Witch Scholar\*

**Hindrances:** Code of Honor (Major), Loyal (Minor), Phobia [Snakes](Minor)

**\*NEW MECHANICS**

- **Knowledge (Spellcasters):** Knowledge of spellcasters covers all humans and humanoid beings with supernatural powers. Psionics are not considered supernatural as they come from the mind and not the worship of a deity or from esoteric knowledge.
- **Witch Hunter:** Receive a +1 bonus to Shooting rolls against spellcasters.
- **Witch Inquisitor:** Receive a +1 bonus to Investigation rolls concerning spellcasters. This includes their residences and any followers they may have. In addition receive a +1 bonus to Parry against spellcasters.
- **Witch Scholar:** Receive a +1 bonus to Knowledge rolls to identify spellcasters and determine their strengths and weaknesses. This includes the type(s) of spells they are capable of.

Dell Sanderson is a somewhat crazy 30-year-old from Chicago, Illinois who loves shooting big guns. He spent eight years in the army and was recruited by Inquisitor Rex Jericho to add some much needed firepower to his retinue. Dell is extremely well-trained with assault-styled combat. He has fast reflexes and impeccable drive. He lost part of his hearing while deployed in Iraq, but has not damaged his vision. His eyes are sharp, and he can easily spot his quarry while on the move (albeit not from great distances).

**DELL SANDERSON (SEASONED)**

Male weapon specialist

**Attr:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d4

**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 4

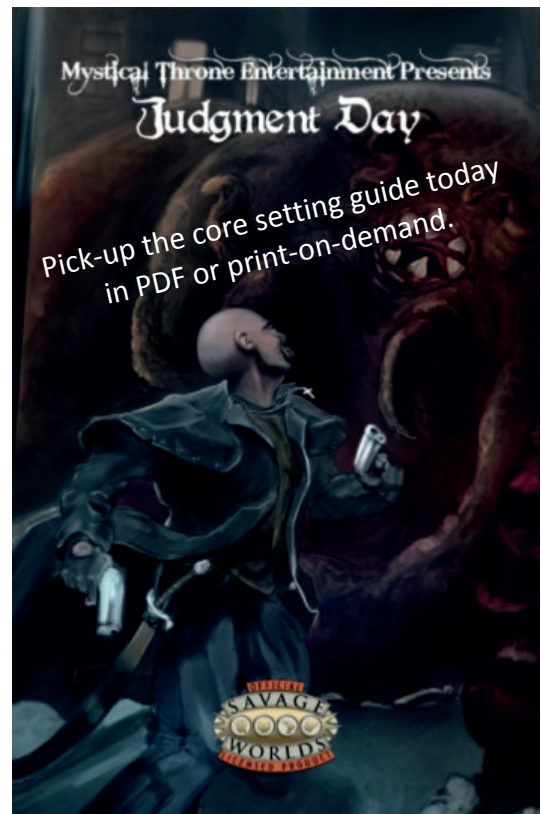
**Skills:** Climbing d6, Fighting d6, Guts d6, Notice d6, Repair d6, Shooting d8, Stealth d8, Tracking d6

**Armor:** Reinforced Leather (Arms, Legs, Torso +2)

**Weapons:** Switchblade (Str+d4), S&W (12/24/48, 2d6+1, RoF: 1, Shots: 6, AP 1, Revolver), M-16 (24/48/96, 2d8, RoF: 3, Shots: 20, AP 2, Auto, 3RB)

**Edges:** Brawler, Combat Reflexes, First Strike, Quick Draw, Steady Hands

**Hindrances:** Curious (Major), Hard of Hearing (Minor), Stubborn (Minor)



Roger Talkin, 32, is an exceptionally skilled hunter. He is accustomed to tracking wild game throughout the wilderness and has spent many months training with the Inquisition to hunt demons. He specializes in long-ranged attacks as they are often the safest method against demons.

### ROGER TALKIN (SEASONED)

Male sharpshooter

**Attr:** Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d4

**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 4

**Skills:** Fighting d6, Guts d6, Healing d4, Notice d6, Knowledge (Demons)<sup>^</sup> d8, Shooting d8, Tracking d8

**Armor:** Reinforced Leather (Arms, Legs, Torso +2)

**Weapons:** Switchblade (Str+d4), Desert Eagle (15/30/60, 2d8, RoF: 1, Shots: 7, AP 2, Semi-Auto [palladium bullets]), Sharps Big 50 (30/60/120, 2d10, RoF: 1, Shots: 1, AP 2, Snapfire [palladium bullets])

**Edges:** Alertness, Brave, Danger Sense, Demon Scholar<sup>^</sup>, Marksman

**Hindrances:** Arrogant (Major), Big Mouth (Minor), Pious (Minor)<sup>^</sup>

### <sup>^</sup>NEW MECHANICS

- **Demon Scholar:** Receive a +1 bonus to Knowledge rolls to identify creatures with the Demon trait and determine their strengths and weaknesses. In addition receive a +1 bonus to Fear checks against creatures with the Demon trait. This does not affect rolling a natural 1 or rolling against the Fright Table.
- **Knowledge (Demons):** Knowledge of demons involves the study of all demonic and chaotic beings. Demonic and chaotic creatures carry the Demon trait.
- **Pious (Minor):** Your character understands her place in society with regards to family, friends, and deities. She will not commit any act of violence against those in her family, considered to be friends or neighbors, or those who show a devotion to the same deity as she.

Bethany Faust was called a thief during her youth. She had an uncanny way of extracting items from people's pockets without them knowing. While she never carried malevolent intentions, many felt the act was wrong and found no humor in the situation. Now at the age of 28, she uses her stealthy skills to drop behind her quarry and extinguish them quickly.

### BETHANY FAUST (SEASONED)

Female infiltrator

**Attr:** Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d6

**Charisma:** 0; **Pace:** 8; **Parry:** 6; **Toughness:** 5

**Skills:** Climbing d6, Fighting d8, Guts d6, Knowledge (Ethereal)<sup>+</sup> d8, Lockpicking d6, Stealth d8, Streetwise d6, Throwing d6

**Armor:** Reinforced Leather (Arms, Legs, Torso +2)

**Weapons:** Palladium Dagger (3/6/12, Str+d4), Palladium Dagger (3/6/12, Str+d4)

**Edges:** Ambidextrous, Fleet-Footed, Ghost Scholar<sup>+</sup>, Two-Fisted

**Hindrances:** Habit [Uses body gestures to answer questions] (Minor), Overconfident (Major), Vengeful (Minor)

### <sup>+</sup>NEW MECHANICS

- **Ghost Scholar:** Receive a +1 bonus to Knowledge rolls to identify creatures with the Ethereal trait and determine their strengths and weaknesses. In addition, receive a +1 bonus to Fear checks against creatures with the Ethereal trait. This does not affect rolling a natural 1 or rolling against the Fright Table.
- **Knowledge (Ethereal):** Knowledge of the ethereal covers all types of ghosts and spirits that have the Ethereal trait.



Michael Landow is a 42-year-old, former FBI agent. After investigating leads of an alien nature, he was interviewed by the Inquisition to test his xenos knowledge. He was found to have nerves of steel against the cosmic unknown and was quickly recruited as a permanent investigator for the Inquisition.

#### MICHAEL LANDOW (SEASONED)

Male investigator

**Attr:** Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d4

**Charisma:** 0; **Pace:** 6; **Parry:** 4; **Toughness:** 4

**Skills:** Driving d6, Fighting d4, Guts d8, Investigation d8, Knowledge (Xenos)<sup>‡</sup> d10, Notice d6, Shooting d6, Streetwise d8, Tracking d6

**Armor:** Reinforced Leather (Arms, Legs, Torso +2)

**Weapons:** Switchblade (Str+d4), Desert Eagle (15/30/60, 2d8, RoF: 1, Shots: 7, AP 2, Semi-Auto)

**Edges:** Alien Inquisitor<sup>‡</sup>, Alien Scholar<sup>‡</sup>, Danger Sense, Linguist

**Hindrances:** Anemic (Minor), Curious (Major), Phobia [Bats] (Minor)

#### <sup>‡</sup>NEW MECHANICS

- **Alien Inquisitor:** Alien inquisitors are immune to Fear (not Terror) and Intimidation against creatures with an alien trait or characteristic.
- **Alien Scholar:** Receive a +1 bonus to Knowledge rolls to identify creatures with an alien trait or characteristic and determine their strengths and weaknesses. In addition, receive a +1 bonus to Fear checks against creatures with an alien trait or characteristic. This does not affect rolling a natural 1 or rolling against the Fright Table.
- **Knowledge (Xenos):** Knowledge of xenos includes all otherworldly creatures with alien traits or characteristics. These creatures may reside on the inquisitor's planet but are from a different planet.

Geoff Fredericks is a master at tracking vicious beasts throughout the world. Now at the age of 45, he has been hunting large creatures since he turned 30. Prior to being recruited by the Inquisition, Geoff hunted these shapeshifting beasts for sport.

#### GEOFF FREDERICKS (SEASONED)

Male beast hunter

**Attr:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

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

**Skills:** Fighting d6, Guts d8, Knowledge (Lycanthropes)<sup>‡</sup> d8, Notice d8, Shooting d6, Survival d6, Swimming d6, Tracking d8

**Armor:** Reinforced Leather (Arms, Legs, Torso +2)

**Weapons:** Switchblade (Str+d4), Desert Eagle (15/30/60, 2d8, RoF: 1, Shots: 7, AP 2, Semi-Auto), Winchester (24/48/96, 2d8, RoF: 1, Shots: 15, AP 2)

**Edges:** Alertness, Beast Inquisitor<sup>‡</sup>, Beast Scholar<sup>‡</sup>, Danger Sense

**Hindrances:** Arrogant (Major), Mean (Minor), Stubborn (Minor)

#### <sup>‡</sup>NEW MECHANICS

- **Beast Inquisitor:** Beast inquisitors are immune to Fear and Intimidation against shapeshifting creatures.
- **Beast Scholar:** Receive a +1 bonus to Knowledge rolls to identify shapeshifting creatures and determine their strengths and weaknesses. In addition receive a +1 bonus to Fear checks against shapeshifting creatures. This does not affect rolling a natural 1 or rolling against the Fright Table.
- **Knowledge (Lycanthropes):** Knowledge of lycanthropes covers all types of shapeshifting creatures and werebeasts.

## CONVENTION CALENDAR JULY - OCTOBER

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

### Covering July, August, September, and October At-A-Glance

Convention	Website	Dates	Location (States + UK)
DexCon	<a href="http://www.dexposure.com/dexcon15.html">http://www.dexposure.com/dexcon15.html</a>	07/4-8/12	NJ
CONvergence	<a href="http://www.convergence-con.org">www.convergence-con.org</a>	7/5-8/12	MN
PaizoCon	<a href="http://www.paizo.com">www.paizo.com</a>	7/6-8/12	WA
ConectiCon	<a href="http://www.connecticon.org">www.connecticon.org</a>	7/8-10/12	CT
KantCon	<a href="http://kantcon.com/v2/">kantcon.com/v2/</a>	7/6-8/12	KS
LibertyCon	<a href="http://www.libertycon.org/">www.libertycon.org/</a>	7/13-15/12	TN
Continuum	<a href="http://www.continuum.uk.net">www.continuum.uk.net</a>	7/20-23/12	UK
RoundCon	<a href="http://www.roundcon.com">www.roundcon.com</a>	8/3-5/12	SC
Chicago Comic Con	<a href="http://www.wizardworld.com/home-ch.html">www.wizardworld.com/home-ch.html</a>	8/9-12/12	IL
DragonFlight	<a href="http://www.dragonflight.org">www.dragonflight.org</a>	8/10-12/12	WA
Guns of August	<a href="http://www.odms-club.com/convention/">www.odms-club.com/convention/</a>	8/10-12/12	VA
GirlGeekCon	<a href="http://www.geekgirlcon.com">www.geekgirlcon.com</a>	8/11-12/12	WA
Gen Con	<a href="http://www.gencon.com">www.gencon.com</a>	8/16-19/12	IN
Tacticon*	<a href="http://denvergamers.org/">http://denvergamers.org/</a>	8/30-9/3/12	CO
DragonCon*	<a href="http://www.dragoncon.org">www.dragoncon.org</a>	8/31-9/2/12	GA
Gateway	<a href="http://www.strategicon.net/">www.strategicon.net/</a>	8/31-9/2/12	CA
MAGE Con South	<a href="http://www.mage-page.com">www.mage-page.com</a>	8/31-9/3/12	NE
PAX Prime	<a href="http://prime.paxsite.com">http://prime.paxsite.com</a>	8/31-9/2/12	WA
MechaCon	<a href="http://www.mechacon.com">www.mechacon.com</a>	9/7-9/12	LA
Geek.Kon	<a href="http://geekkon.net">geekkon.net</a>	9/7-9/12	WI
HurriCon	<a href="http://www.hmgs-south.com">www.hmgs-south.com</a>	9/27-30/12	FL
Icon	<a href="http://www.iconfestival.org.il/2011">www.iconfestival.org.il/2011</a>	10/2-4/12	Israel
Council of Five Nations*	<a href="http://www.swa-gaming.org/council">www.swa-gaming.org/council</a>	10/5-7/12	NY
Nuke Con	<a href="http://www.nuke-con.com">www.nuke-con.com</a>	10/5-7/12	NE
Con on the Cob*	<a href="http://www.cononthecob.com">www.cononthecob.com</a>	10/11-14/12	OH
New York Comic Con	<a href="http://www.newyorkcomiccon.com">www.newyorkcomiccon.com</a>	10/11-14/12	NY
Realms Con	<a href="http://realmscon.com/wordpress/">http://realmscon.com/wordpress/</a>	10/12-14/12	TX
Furnace	<a href="http://rpgfurnace.com/">http://rpgfurnace.com/</a>	10/13-14/12	UK
Albacon	<a href="http://www.albacon.org">www.albacon.org</a>	10/18-21/12	NY
CharCon	<a href="http://charcon.org">http://charcon.org</a>	10/19-21/12	WV
FlatCon	<a href="http://www.flatcon.com/default.shtml">www.flatcon.com/default.shtml</a>	10/26-28/12	IL
Necronomicon	<a href="http://www.stonehill.org/necmain.htm">www.stonehill.org/necmain.htm</a>	10/26-28/12	FL
GaelCon	<a href="http://www.gaelcon.com/gaelcon">www.gaelcon.com/gaelcon</a>	10/26-29/12	Ireland

\*Known to have Savage Worlds games or personalities.

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

### **Savage Saturday Nights**

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

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

### **Savage Presence at Gen Con**

These are the companies who sell Savage Worlds products that we know will be at Gen Con. Some companies may partner with others and not be listed by their own name in the Gen Con book. Some may be there without a booth.

Adamant Entertainment: See Cubicle 7 Booth

Arc Dream Publishing: **Booth 715**

Cubicle 7 (print partner to multiple Savages): **Booth 125**

Green Ronin Publishing: **Booth 1201**

Triple Ace Games: **Booth 945**

The Studio 2 booth always holds a whole bunch of Savage goodness. You'll find:

- Pinnacle Entertainment Group
- Reality Blurs
- Studio 2: **Booths 415 & 419**
- Super Genius Games
- Third Eye Games
- Visionary Comics

Several companies and Savage personalities are running ticketed games and may be available for pick-up games or in-booth demos.

Pinnacle is hosting Savage Saturday Night (SSN), which is sold out. Interested Savages can still go to a table just with generic tickets in case a spot opens up. You need two tickets for four-hour games. See the Gen Con events listing for game details.

Savage Insider will be there floating around. Look for Aaron Huss with his press badge and Vickey Beaver running games by Obatron Productions using Savage Worlds rules. She'll still sign copies of Caladon Falls if you pick any up at the Cubicle 7 booth. Just ping her on the SI Facebook page to meet-up!

**ROLEPLAYERS CHRONICLE**

When you're looking for the latest news on tabletop role-playing, turn to the Chronicle.

[roleplayerschronicle.com](http://roleplayerschronicle.com)

Design By: **ACACIA GAMES**  
[www.acaciagames.com](http://www.acaciagames.com)



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

<u>Title</u>	<u>Publisher</u>	<u>Setting</u>	<u>Type</u>	<u>Format</u>
<i>Red Blizzard</i>	Silver Gryphon Games		Adventure	PDF
<i>One Shots #1: Cats Eye</i>	Reality Blurs	Agents of Oblivion	Adventure	PDF
<i>Moonless Night Over Grimdell</i>	GRAmel	Beasts & Barbarians	Adventure	PDF
<i>Shadows Over Ekul</i>	GRAmel	Beasts & Barbarians	Adventure	PDF
<i>Player's Guide</i>	RedBrick	Earthdawn	Core Rulebook	PDF, Print
<i>Faith &amp; Demons: The Rising</i>	Mystical Throne Entertainment	Faith & Demons: The Rising	Core Rulebook	PDF, Print
<i>Player's Guide</i>	Mystical Throne Entertainment	Faith & Demons: The Rising	Core Rulebook	PDF
<i>Faction Pack #1</i>	Triple Ace Games	G-Men & Gangsters	Supplement	PDF
<i>Burning Bridges</i>	StoryWeaver	Hael	Adventure	PDF
<i>Eurellia, The Pirate Haven</i>	StoryWeaver	Hael	Adventure	PDF
<i>Hael</i>	StoryWeaver	Hael	Core Rulebook	PDF
<i>Night of the Long Fangs</i>	StoryWeaver	Hael	Adventure	PDF
<i>Region Guide #53: Supplemental</i>	Triple Ace Games	Hellfrost	Supplement	PDF
<i>Hostile Takeover</i>	Gun Metal Games	Interface Zero	Supplement	PDF
<i>Kesshi Tales #10: Slice of the Blade</i>	Reality Blurs	Iron Dynasty	Supplement	PDF
<i>Judgment Day (Expanded)</i>	Mystical Throne Entertainment	Judgment Day	Core Rulebook	PDF, Print
<i>Keister Island</i>	Mutha Oith Creations	Low Life	Supplement	PDF
<i>Korium</i>	Adamant Entertainment	MARS	Supplement	PDF
<i>Soul-Thieves of Mars</i>	Adamant Entertainment	MARS	Adventure	PDF
<i>Mercenary Breed (Expanded)</i>	Mystical Throne Entertainment	Mercenary Breed	Core Rulebook	PDF, Print
<i>Acthung! Cthulhu: Three Kings</i>	Modiphuis	Realms of Cthulhu	Campaign	PDF
<i>Savage Insider Premium #2</i>	Mystical Throne Entertainment	Savage Insider	Magazine	PDF, Print
<i>Shaking Things Up</i>	Mystical Throne Entertainment	Savage Insider	Magazine	PDF
<i>Deluxe Explorer's Edition</i>	Pinnacle Entertainment Group	Savage Worlds Core	Core Rulebook	PDF, Print
<i>Streets of Bedlam</i>	FunSizedGames	Streets of Bedlam	Core Rulebook	PDF, Print
<i>Quantum Sliders: Arabian Nights</i>	Savage Mojo	Suzerain	Adventure	PDF
<i>Quantum Sliders: Blessed Child</i>	Savage Mojo	Suzerain	Adventure	PDF
<i>The Yaurcoan Empire</i>	Gun Metal Games	Totems of the Dead	Supplement	PDF
<i>Chapter Four, Week 10</i>	Daring Entertainment	War of the Dead	Campaign	PDF
<i>Chapter Four, Week 11</i>	Daring Entertainment	War of the Dead	Campaign	PDF
<i>Chapter Four, Week 12</i>	Daring Entertainment	War of the Dead	Campaign	PDF
<i>Chapter Four, Week 13</i>	Daring Entertainment	War of the Dead	Campaign	PDF
<i>Chapter Four, Week 4</i>	Daring Entertainment	War of the Dead	Campaign	PDF
<i>Chapter Four, Week 5</i>	Daring Entertainment	War of the Dead	Campaign	PDF
<i>Chapter Four, Week 6</i>	Daring Entertainment	War of the Dead	Campaign	PDF
<i>Chapter Four, Week 7</i>	Daring Entertainment	War of the Dead	Campaign	PDF
<i>Chapter Four, Week 8</i>	Daring Entertainment	War of the Dead	Campaign	PDF
<i>Chapter Four, Week 9</i>	Daring Entertainment	War of the Dead	Campaign	PDF
<i>Welcome to Mortiston, USA!</i>	Scrying Eye Games	Welcome to Mortiston, USA!	Core Setting	PDF, Print



