

# Shairtar

IMMORTAL LEGENDS



-EPIC-HIGH-FANTASY-







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# Whisper Begun

*"We couldn't just stay here, could we?" The Druidess turned to him, waiting for his eyes to meet hers. The Ranger hesitated, staring across the landscape a moment longer. The vibrant colors, the pure scents, the pulsing of Life in the Eternal Forest still moved him at his very core. They sat upon the highest rise, looking out over the treetops, watching the breezes create waves among the leaves. He could hear a multitude of sounds made by the forest creatures for miles. He could see a Fae village in the distance through the trees, their homes in balanced harmony with the natural beauty of their environment.*

*This was the perfect place for them.*

*"You know better than I." He finally turned toward her, his face only just betraying his own disappointment. "We will abide a while longer, yes, but our brothers and sisters are moving quickly now. Everyone is maneuvering for a position of power and influence, and Jarek is the farthest along of them all."*

*"Jarek!" She spat his name, a foul taste on her tongue. The Druidess had more reason than any to hate her dear "brother." The Ranger knew this would be all the motivation he would need to apply, though he felt some small guilt at manipulating her feelings so easily. "He and I do, indeed, have unfinished business. Jarek, Thall, and Norvos must all face the consequences of their actions." Her tan skin darkened further as blood rushed to the surface, her hands trembling with the fury awakened at her memories.*

*"Yes, but do not let your long-simmering hatred overshadow what must be done. We play at games that require a subtlety we are not born to. We must trust the Raven's judgment in this."*

*The rage swelling in her features subsided as quickly as it had been summoned, such was the power of her inherently peaceful nature. Her eyes grew distant as she looked to the sky. A flock of dark-feathered birds floated on a high wind. "Indeed. Tiva's son has sacrificed so much for this. So many years..."*

*The Ranger put a gentle hand on her shoulder. Again her eyes found his. Even after so many centuries, still that magical thrill pulsed in their blood when they were so close. He kissed her, a heady mixture of passion and tenderness, and they held their embrace for some time.*

*The Ranger spoke gently into her platinum hair, stroking it tenderly. "He has done no less than he was born to, no less than his heart would command. His love for our daughter is not unlike our own – eternal, commanding, and total. For her, and for all that we sacrificed to create. We do not have sole claim to this task, my One. So many strive with us to protect the beauty that was born of such horror."*

*He broke their embrace and gestured around them, toward the intricate wonders of the land below. "Though its name be Eternal, this forest is but a reflection of what we struggled to leave in the shattering Spire's wake. We both know that, should Shaintar fall to the Mother and her minions, this place is doomed to decay and shadow. And fall it will if we act hastily, or if we act not at all."*

*The Druidess closed her eyes a moment, letting her thoughts calm into clarity. "You are, of course, correct, my One. As such, we must wait. And wait. And..." a heavy sigh escaped her, and a tear glistened in the corner of her emerald eye, "Wait."*

*"Perhaps," a new voice added to the stillness. The Ranger whirled, his reflexes undimmed for all the time that had passed. Even as he assessed the newcomer, he stood ready to draw weapons, ready for battle. The Soulfinder smiled, inwardly pleased that she had managed to sneak up on the master. Of course, she had cheated.*

*After all, this was her home. No place in the Forest was but a footstep away for her.*

*"But, my honored guests, you will not have to wait so terribly much longer, I think."*

*The Druidess spoke first. "You mean...?"*

*"Indeed, I do." The Soulfinder exchanged a glance with the Ranger. He bowed his head, eyes closing. It was he who spoke next, a mingling of relief and dread coloring his words.*

*"The Seeker... has been found."*





# FOREWARD

## INTENTS & PROCEEDINGS

This product is at the same time similar and different from any-thing you've seen before. It is similar in that it provides a great deal of information about a fantastic world for telling epic high fantasy adventures. This product is different in that it also attempts to address real issues for real Game Masters trying to use something they did not create to tell a story that still feels like their own.

Shaintar: Immortal Legends also breaks the mold of the typical Savage Worlds product. While the standard format for most Savage World books – innovative and effective as it is – suffices for many fans, there is a segment of the Savage Worlds fan base that has expressed a strong desire for a fully-realized and expressed setting. Shaintar is meant to be that setting.

However, I've not chosen to completely abandon the extraordinary innovations of the Savage Worlds model, either. Within the full setting is the gateway to an extensive Plot Point campaign. Granted, it spans a much larger period of time than most such campaigns, and is presented in multiple books as well. I am hopeful that this break for the norm will be seen as welcome variant, giving you a truly expansive, epic tale to tell and live.

You'll notice one new feature scattered throughout the book. Called "GM to GM," these off-set notes will be where I break from the standard text to, in plain language, explain ideas and thoughts from one Game Master to another. GMs (and players) can read these notes and end up with a much stronger grasp of what I am trying to communicate and how best to play with the ideas presented. Additionally, these "GM to GM" notes will present variant rules ideas, game mastering techniques, and other ideas that have worked well in my own games and may improve yours.

Very few settings and source-books are written, in my opinion, with a full emphasis on the knowledge that another person has to read the material and figure out how to make it work in their own game. Too often, GMs and players are left trying to interpret what the writer or designer meant. Rather than spin it their own way, these folks actually do want to "get it right," so to speak. (Alternately, they may be all about shifting from the paradigm the writer intended, but it is still easier to vary from what you understand than to deviate from an unknown.) The "GM to GM" sections are one of the ways I'm helping you make Shaintar your world as much as mine.

The most successful entertainment properties are the ones that combine innovative and creative ideas with recognizable concepts that the audience can relate to. I make no bones about the fact that I have chosen to use traditional ideas, yet I've also striven to reshape and combine them in new ways to present a unique gaming experience. I hope you enjoy it.





# Chapter





# SHAIN TAR OMNIBUS





# -CHAPTER ONE-

## SHAINSTAR OMNIBUS

*Every great tale has a beginning, and yours begins here, in the realm of Shaintar. At once familiar and alien, you will come to know it as a place you understand completely, while still being perplexed and dazzled by its mysteries. As you seek out the answers to those mysteries, all the while doing battle with villains and monsters both archetypal and alien, you will come to understand a primal truth – Shaintar, a world with thousands of years of history behind it, stands on the brink of dramatic, possibly catastrophic change. How this change ultimately manifests, what damage it will wreak, or what growth it will engender, will depend entirely upon... you.*

### Of The Land

Shaintar (pronounced “Shine-tar”). The very name speaks of the unique and powerful mythology that defines this world. It is a world of ancient mystery and contemporary intrigue. A world of endless possibilities, both wondrous and sinister. Magic abounds and is a powerful force; yet even magic knows limitations, and a lone hero with a strong blade and a stronger heart may prevail. Shaintar is a world of adventure, a world meant for heroes...

Shaintar is comprised of one primary continent, with around a dozen islands located mainly to the south. Anything beyond a few dozen miles off the coast in any direction is virtually unexplored, as is the land beyond the Everwall Mountains to the north. Scholars estimate the current population at around 22 million as of the year 3121. It is also generally accepted in scholarly circles that Shaintar is a spherical world, but no expeditions have successfully proven this fact.

The climate is generally temperate with four seasons; Spring, Summer, Fall, and Winter. The northern regions are cooler and prone to harsh winters. The south is warmer, tending towards high humidity.

The western regions tend to be more arid than the east.

There is one sun, and the days are approximately 25 hours long. The “Thirteenth Hour” of the night often has mystical or superstitious importance. Each year consists of sixteen months of 33 days each, except the first month of the calendar year, which has been given 34 days to maintain proper balance. That day is often treated as a “free day” in many cultures, meant only for festivals or rest. The most common calendars recognize six day weeks, with the sixth day normally being reserved for worship, contemplation, or rest.

The months are as follows: Falling Ice, First Hunt, Golden Eagle, Planting Moons (the spring months), Red Wolf, Eternal Sun, Thunder Hawk, Festival Moons (the summer months), Dancing Clouds, Forest Dance, Raining Leaves, Harvest Moons (the autumn months), White Stag, Gray Winds, White River, and Dark Moons (the winter months). These names are in common usage in the Kingdoms of Galea and Olara, the Prelacy of Camon, and the Elvish Nation. The days of the week have various names depending on where one lives. For example, the sixth day of the week is called Rest Day in Galea, Holy Day in Camon, and Jin'tola Hanais in the Elvish Nation (which means “Day of Reflection”). The extra day of the first month is not considered a day of the week. As such, any given date will always fall on the same day of the week each year.

There are three moons that rule the night sky of Shaintar: Unidar, Diadar, and Lianar. Unidar reaches fullness every month, Diadar every two months, and Lianar every four. The three moons share the same fullness cycle; thus they are all three full every four months, and this is often a time of mystical import. Unidar is brightly silver in the sky, Diadar is bluish in coloring, and Lianar is a very pale gray. As might be expected, the three moons can often cause the seas to be quite violent, which is part of the reason that exploration much farther beyond the main continent is almost impossible (though the Mists of the Veil have much more to do with it, by far...)





The main continent is over 1800 miles long north to south and an equal distance wide at its widest point; although this isn't that large compared to, say, North America, it is a tremendous distance to the Medieval-era traveler.

## Of The Gods

According to Elvish (Fae) legends, which are the basis for many other cultural belief systems, the world was created by the entities Shanais and Targon. Targon is often referred to as the Lord of the Land, and Shanais is called the Spirit Mother. It is held that they created the world and then brought forth the Ascended to watch over their creation as they moved on throughout the cosmos to create other worlds.

The Ascended are not actually gods, but spirit guides and guardians over Corelisia, the World Between Worlds that is the realm of spirits. In the cultures that acknowledge them, it is intrinsic in their beliefs that there are no "all-powerful" gods ruling over them, but spirit beings that can provide guidance and even some aid, and that these spirits protect them from the ravages of the Abyss and the Nether, the regions of Corelisia that are home to Demons and Necrolords, respectively.

There were originally five Ascended: Vainar, Ceynara, Dranak, Illiana, and Zavonis. Vainar was raised from the Fae people to be the leader of the Ascended, and his realm was that of Life. As the Soulfinder, he and those who served him were to oversee Corelisia as a whole and guide the spirits of those who died to their places. But Vainar was tempted by the Necrolords, offered power if he would but open the way for their access to Shaintar and the region of Corelisia that surrounds it. The Necrolords are mysterious and dark denizens of the Nether, a place of great evil. They draw their power from Darkness and corrupt the Spirit realm wherever they gain access to it.

## GM TO GM: DIFFERENT, BUT SIMILAR

*It's fun to make a land that is different than the real world, but it's important when you are creating a world that people are meant to inhabit and play in that it remain a place they can relate to in some way.*

*The basic climates of Shaintar are meant to be pretty recognizable, as are the land areas and the cultures. The cultures mostly evoke European types, while the climates are meant to combine North American and mainly Western European norms.*

*The actual land mass is approximately the size of Western Europe, with a little of the Eastern areas added to fill it out. This gives a lot of area to travel without becoming insane to manage.*

*As for the calendar, hours in a day, and the moons, this is probably the greatest departure. Frankly, I did it mainly out of pure inspiration at first, but have since built some fun mythology and other ideas out of it. The three moons do have some mystical importance, and their conjunctions are constant sources of "times of portent." Playing with their impact on sea travel has helped explain why distant shores are so much harder to reach, as well. The calendar was mostly just a fun conceit, but it has come to mean that everyone just lives a great deal longer.*

*As for the 25 hour days... I just love the idea of a "13th Hour." Another mystical time, set apart from everything else. For me, it was like the idea of midnight lasting for an entire hour, and it is a fun thing to mess around with when you have the gothic forces of Darkness in the mix.*

Vainar sought to control the Necrolords, believing that if he could accept their power and somehow control it, he could gain control of them and restrict their depredations. He soon discovered the folly of his actions as the power they gave him corrupted his very soul. He now rules over the Necrolords (as he sought to do), but he continues the very destruction and evil he sought to defeat. He is now known as Vainar the Fallen, the Shadowlord.

Ceynara was raised from the Humans and set to guard over the gate to the Abyss. Spirits of fallen warriors were often sent to her to aid her battle to fight off the Demons so that they could not ravage Corelisia and gain access to Shaintar. But Ceynara was seduced by Uldor, one of the great Demon Lords. He offered her the throne as Queen over all the Abyss, and she accepted. Ceynara is now known as the Demon Queen, and Uldor is her Prince Consort.







Dranak was raised from the Dwarves to become Stonewalker, and the earth and all its treasures became his realm. Illiana, raised from the Dregordians, became Waverider, mistress of the Seas and life-giving water. From the Aevakar, Zavonis was raised to become Windmaster, lord of the skies. The three of them worked to raise up Vainar's sister, Landra, to take on the mantle of Soulfinder. Unfortunately, the doing of this greatly drained their power, and combined with the corruption already present in Corelisia, they are now barely strong enough to withstand the combined might of the Demons and the Necrolords.

In more recent times, however (during what is now known as the "Betrayal War"), another higher being made its presence known. An entity calling itself Archanon (the same name as the false god of the Church of Archanon in Camon) began to grant powers to some priests and paladins. This same entity overtly denounced the Church of the Prelacy of Camon, and caused a new church to be formed – the Church of

Light. So far, Archanon has proven a strong and noble ally to the remaining Ascended.

There are many lesser spirit beings in Corelisia, most of which serve one of the Ascended. However, there are many who do not, and many mysteries of the realm of the spirits are yet to be discovered.

## Of Magic

Magic in Shaintar is created by the channeling and usage of Essence, the force of spirit energy that permeates all of Shaintar and Corelisia and binds all things together. Four primary Powers influence matters spiritual and arcane. Essence in its pure form is the Power referred to as Life. There is also corrupted Essence, often called Darkness; this is the Power associated with undeath and corruption. Essence also has an antithesis, known as Flame; this is the power of the Abyss, the raw destructive force of entropy that threatens the foundation of All That Is.

With the appearance of Archanon, a fourth Power made itself known – that of Light. Light is a representation of the "higher law" to which those of benevolent and judicious intent aspire, and it seems to be a manifestation of the desire for order, law, justice, and guardianship by most sentient beings. Light is Essence channeled through this idea and focused to such purposes.

Sorcerers manipulate Essence by means of what they call the Aether, which is best described as an astral layer between Shaintar and Corelisia. Through the Aether, they draw forth Essence through calculated filters, and then structure certain weavings of that Essence into specific spells. Their craft is very precise and difficult. Ultimately they may go on to hone their craft more efficiently, becoming full-fledged Mages.

Druids are living conduits for the power of the Ascended - they are the vessels of Life. They serve the Ascended, but not as worshipers; they are better viewed as loyal representatives, or even partners in a fashion. The Ascended provide access to Corelisia to wield power

### GM TO GM: THE MYSTERY OF ARCMANCY

*Although it has been mentioned in some materials found on the Web, you won't find much of anything about arcfire and arcmancy in this book. It's something that comes up in later material, down the road, as part of the grander storyline started here.*





and summon spirits, and in return the druids promote the tenets of the Ascended. Druids are chosen by the Ascended, and they often must go on special journeys to seek their final destiny. Once someone takes on the mantle of druid, they are said to walk the Paths.

Adepts are practitioners of the Way, and they specialize in manipulating the flows of Essence from their own spirits. Theirs are the powers of the mind and the body; telepathy, illusion, and physical enhancement are all within their grasp with the power of mind over matter they may exert. Adepts most often seek the ways of peace, for peace brings a unity of mind, body, and spirit, which is the desired state for an adept. However, there are those who are corrupted while following the Way, and they wield terrible power.

Necromancers are those who have opened themselves to the magic of the Necrolords, forever damning their souls but gaining them great power. Through the conduits provided by the Necrolords and opened into Shaintar by Vainar, they can tap into the raw, corrupted Essence of the Nether, wielding the powers of Darkness. Many necromancers will attempt to extend their unnaturally shortened lives by converting themselves into liches or mummies, or else they will seek out vampires to embrace them.

Acolytes are those vile and evil practitioners who serve the Demons of the Abyss. They have given themselves over to the Flame and thus represent destruction and chaos. Acolyte magic comes off as a strange and terrible mixing of sorcery and divine channeling, called Thaumaturgy. Fiery and destructive magics, as well as the summoning of Demons, are the stock-in-trade of acolytes.

Priests and Paladins of the Church of Light channel the Light, a force given unto them by the Lord of Light, Archanon. They must adhere to the codes and expectations of their faith, or they will find that their invocations will not work. The Light is a pure form of power, drawing on both the external forces that Archanon bestows and the inner strength of faith of the Invoker.

Finally, there are the alchemists, those who study the magics inherent in many things found in the world, and who know how to unlock these mystical properties through procedure and ritual. Their efforts manifest in potions, salves, and “bottles of explosive consequences,” and what they lack in pure eldritch power they more than make up for in the ability to share what they create with others.





## Of The People

The northwest and north-central portion of the main continent is dominated by the human-founded Kal-A-Nar Empire, a very violent and tyrannical land ruled by Warlords who worship Ceynara as their “Goddess of War.” In the Northeast, the pale and mysterious shayakar (“Shadow Fae”), along with vampire lords and other undead powers, rule over Shaya’Nor. Goblinessh Gathers (a fractured collection of goblin, orc, and ogre clans; their only common ground is mutual defense against the Empire and other threats) are scattered throughout the world, but they are prevalent mostly in the north. On the central west coast of Shaintar’s main continent lies Dregordia, an area ruled by the reptilian species known by the name of their homeland, dregordians. East of Dregordia lies what was once the southwestern portion of the Kal-A-Nar Empire, the Eternal Desert; it is now under contention as the original rulers of the desert, the humans known as the Youlin Aradi, struggle with each other over control. Continuing eastward across the central portion of Shaintar, there is the Prelacy of Camon, another human-based nation that is run by the Church of Archanon; the Prelacy practices genocide against the Fae and anyone who uses any form of actual magic, and they seek to make humans (mainly, their “faithful”) the only race in Shaintar. In the mountain ranges just west and south of the Prelacy lies the proud and warrior-led Kingdom of Olara, whose human and dwarven people have stood against the invasion forces of the Kal-A-Nar Empire and Shaya’Nor time and time again.

Spanning across most of the southern portion of Shaintar are the Southern Kingdoms, primary among them being the Kingdom of Galea. Within this area (also called The Wildlands) lies the center of the Fae Nation (in the forest lands of Landra’Feya), although the Fae people span across the world. The Wildlands are also home to the Malakar Dominion, a federation of petty tyrants, bandit kings, and criminal overlords that constantly war with their neighbors for control of





the Southern Kingdoms. Just south of Galea are the city-states of Mindoth's Tower (a druidic enclave) and Archanaya (the home of the "Reformed" Church of Archanon, now called the Church of Light, a branch that has broken with the Prelacy). The southernmost peninsula of Shaintar is the home of the Freelands, an area dedicated to ruling itself without nobility, feudalism or despotism. Scattered throughout the Southern Kingdoms are dozens of Dwarvish Clanhomes, mostly nestled in or around the various mountain and hill regions.

Off the southwest coast of the continent, there is the island nation of Korindia, populated by a mysterious people said to be descended from the mixed breed children of humans and Fae from a time when a terrible plague almost destroyed the latter race. Far to the southeast lie the Pirate Archipelagos, a collection of islands ruled by bandit kings and pirate princes. Even farther away, south and far west of Shaintar, lies the island nation of Nazatir, home to a sea-borne and sea-bred branch of humanity known for sailing skills and (sadly, since most Nazatirans are peaceful and friendly) piracy.

Scattered across the continent are tribes of Aevakar (winged folk, extremely rare) and Brinchie (a nomadic feline species).

## Of History

In the lands of Shaintar, myth and history are intertwined beyond separation. The great conflicts that have defined the eras of the realm have always been rooted in the primal disparities of the Powers that influence Shaintar – Life, Darkness, Flame and (eventually) Light. Politics and religion are melded into one force, as the Ascended and other greater beings either subtly suggest or overtly exert their will and wishes on their followers.

In ancient times, the influence of the Ascended and the other Greater Beings was so potent and destructive, their conflicts resulted in cataclysmic wars that set back entire civilizations. Only upon the raising

of Landra as Soulfinder to replace her fallen brother did this cycle of devastation end, for she used her power and position to enact the Covenants. These mystic seals greatly reduced the direct power and influence beings not native to physical realm could have on Shaintar, invoking a countering price for each transgression. As such, each Power's advocates had to engage in far more subtle efforts to enact their agendas in the realm of Shaintar, relying on those that honor and serve them to accomplish their goals.

The Kal-A-Nar Empire has striven, time and again, to expand its control farther south, all in the name of Ceynara. The powers that rule Shaya'Nor have always preferred more subtle machinations, orchestrating events and agendas in the shadows of cities and towns across Shaintar. The Prelacy of Camon, ruled solely by the offices of the Church of Archanon since 2835, seeks nothing less than the complete domination of their faith over all the lands of the realm (or so everyone is led to believe). The Malakar Dominion continues to press eastward, trying to reclaim territories lost when Vol Al'Daya founded the Kingdom of Galea in 2405, though most of their successes lie in their shadowy criminal efforts, mostly within the cities of the coasts.

On the front line of each Imperial incursion, goblins uprising, and foray from Shaya'Nor and Prelacy forces, the stalwart Kingdom of Olara has stood as the beaten, battered, but never broken wall. Landra'Feya, Galea, and the Freelands have always responded to the greater incursions by sending their own armies to stand with the Olarans.

In the times between wars, each nation (and the countless smaller kingdoms, duchies, and city states that lie within the realm known simply as the Wildlands) has provided troops and resources to the organization known as Grayson's Gray Rangers. The Rangers have always stood in the Southern Kingdoms to protect the common folk against monsters, bandits, and despots. In the last century, their mission has grown to include acting as a supporting force against incursions from the





northern aggressor states, shifting their focus away from acting as peace keepers and sheriffs and more towards military action.

The last century, however, has also been amazingly peaceful. This is mainly due to the unparalleled victory the forces of Light and Life experienced at the end of what is now known as the Betrayal War.

Powerful forces waged a terrible war in the physical realm of Shaintar, threatening to tear asunder the very Covenants that Landra had imposed. This was mainly due to a spiritual “loophole” involving Avatars that Vainar and Ceynara combined efforts to exploit. This historic unification of powers and intentions on the parts of Flame and Darkness nearly spelled the end for the forces of Life until the coming of the Light turned the tide. An actual being calling itself Archanon came forth, empowering new followers and those who rejected the hatred of the Church of the Prelacy with powers of Light and faith.

Even with this turn of events, the evil ones might well have won the day had their own treacherous natures not ultimately gotten the better of them. Key to their plan was a portal, located on the island called Og m’ Drakar (the Eye of the Dragon) at the center of the great lake in the north center of Shaintar. Making a play for ultimate power, Vainar betrayed Ceynara and attempted to gain the might of this Dragon Gate for himself. Ceynara’s rage was such that, in the final battle at the mouth of the Gate itself, she tore asunder the Veil and cast forth the very essence of her rage into Vainar’s avatar form.

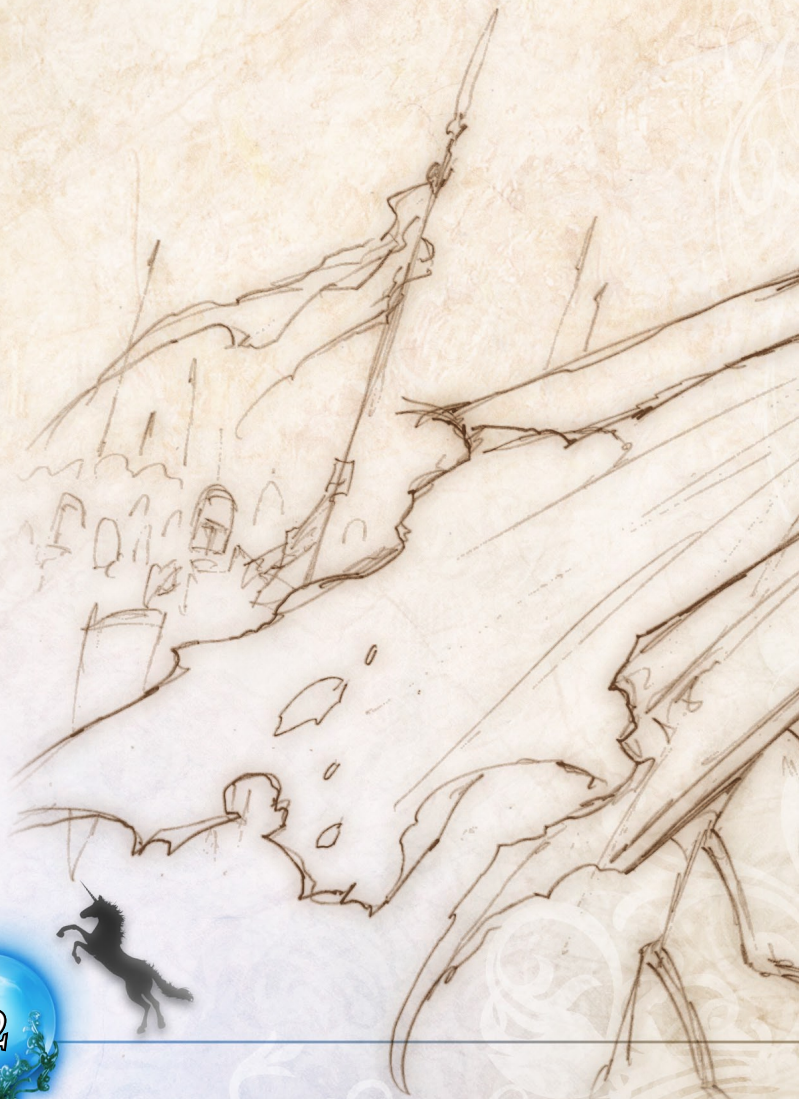
Shoving him through the Gate and into the same Void he sought to unleash upon Shaintar in his final madness, she then fell into a deep torpor as the very Gates of Hell slammed shut. Such was the price of the Covenants, resilient and unyielding in the aftermath of the battle.

All of this happened in the year 3021.

## Of Now

The Abyss has been closed off from Shaintar for a century, while the form of Vainar has been lost in the Void and the rest of the Necrolords have fallen in on themselves in disarray. The lands have known a peace and prosperity unlike any time in the last millennia.

Even so, the Druidic Council of Mindoth’s Tower has been highly active in recent years, gathering intelligence and forces in preparation for Ceynara’s return to power. Their people range throughout the continent and the islands, looking for any sign of activity from those who serve Darkness and Flame. They have already come across rumors indicating that Vainar has somehow been retrieved from the Void and resides deep in the heart of Shaya’Nor, healing in his avatar form.





Representatives from many lands of Shaintar – Galea, Olara, Landra’Feya, the Freelands, Korindia, Dregordia, and Nazatir, to name the majority – have been gathering in Mindoth’s Tower to meet with the druid’s newly-formed Centenium Council. The tone of these meetings has changed dramatically in the last year. No longer a gathering of information, ideas, and long-range plans, the Centenium Council has become a war council.

It is the year 3121. They have little choice.

The Gates of Hell are about to open again...





# Chapter





# HEROES OF SHAINSTAR







## -CHAPTER TWO-

### HEROES OF SHAIN TAR

*The Immortal Legends of Shaintar are its heroes, and this chapter gives you all you need to create just such a hero for yourself. What kind of legend you leave is another matter...*

#### The Paths of Heroes

Heroes in Shaintar come from all walks of life. What follows are some possible backgrounds, professions, or other starting places. They are meant to inspire ideas, and to give you a sense of where heroes might come from in the lands of Shaintar.

**Grayson's Gray Rangers.** They defend the wilder parts of the Southern Kingdoms, the lands surrounded by Galea, Olara, the Malakar Dominion, the Elvish Nation, and the Freelands. Hundreds of city-states,

independent duchies, and bandit kingdoms dot the lands, and the only source of law and protection many know is that administered by the brave and stalwart Rangers. Subsidized by the greater kingdoms (as a means of stabilizing the region), the Rangers are populated by all manners of servitors – folks of armed skill, those of mystical prowess, and some who simply have no place else to go and need a new start in life.

They make no bones about screening their ranks. Anyone can join who is willing to serve and has some capacity to do so, but those of dark impulses and intentions will not be taken. The Rangers make ample use of the magical talents of priests and druids to sense Darkness or Flame in the souls of those who seek to join, and on more than one occasion they've even employed the more direct powers of adepts to know a man's mind before letting him sign on.

Those who become Rangers will undergo training that enables them to function well in outdoor settings and on long patrols. Characters who have been Rangers for a time will have some ability in *Survival*, and will likely have training in areas like *Tracking*, *Healing*, and *Stealth*.

As an interesting note (and something many players might want to work with), at any given time about 15-20% of the ranks of the Rangers are populated by soldiers and others sent by the supporting nations.

**Knights.** In the Southern Kingdoms (where many characters will likely come from), there are two nations that support orders of knights – Galea and Olara. In Galea, it normally requires noble blood to ascend to knighthood, though truly heroic service to the kingdom can result in being knighted. In Olara, it is far more common to earn knighthood through service, though one must truly serve in many military encounters with great distinction to do so.

If one is a knight in Galea, he is a member of one of three orders – the **Order of the Silver Unicorn**, the **Knights of the Golden Torch**, or the **Gleaming Shields**. More about these orders can be found the Game Master's





material; what follows are distinctions in the simplest terms. The Silver Unicorn knights are the rarest and most respected, having earned the role through great service (and sacrifice) to all of the Southern Kingdoms. Naturally, no character is going to begin the game as one of these, though many may start with aspirations to become one. The Gleaming Shields are the king's personal guard; as such, it is incredibly rare for one to be found outside of the capitol of Galadrea unless he is escorting the king (and, thus, they do not make for good player characters). The Knights of the Golden Torch, however, are very much charged with going out into the world and serving it to the best of their ability, while at the same time learning as much about it as they can. They are the classic warrior-scholars, and can be found wherever there is trouble and a mystery to uncover.

In Olara, things are both more complex and simpler.

Knights owe their allegiance to the noble house that knighted them (though, of course, they owe fealty to the King first). There are military orders (described in the Game Master's material) to which an Olan knight may belong, but his first duty will always be to his house. Furthermore, there are no "born" knights in Olara; a warrior cannot be knighted until they have more than a few battles under their belt. As such, almost no starting character will be able to be a knight of Olara.

It is *possible* to be a knight of some tiny nation within the bounds of the Wildlands. However, how far such a title will get you is by no means clear or guaranteed. Such "hedge knights" tend to be largely ignored outside of their home territories.

The only remaining path to knighthood is through the Church of Light (described just a little later in this section). Paladins of Light are considered knights in any country that recognizes the Church.

Regardless of background, knights are defined by how they live in the world. As such, a knight will almost certainly have a Code of Honor. Most are Heroic, or at

## GM TO GM: AN EXCELLENT PLACE TO START

*This is an excellent "default" background for a character, because any other kind of background can be tied into it very easily. In fact, the campaign that is begun in this book is predicated on the fact that the characters are Rangers.*

*Grayson's Gray Rangers is a perfect tool for getting together diverse characters and giving them a reason to be together. That is, in fact, why I created them. The Rangers mix all types together, and they exist in an area that is fraught with danger and in need of heroes. The headquarters of the Rangers is in a location central to the Southern Kingdoms, and Rangers have a good reason to go just about anywhere.*

*Of course, players don't mind having characters that have some respect and authority right at the start, either. The charter of the Rangers is such that, in most towns and civilized areas of the Wildlands, they are recognized as legal authorities as well as armed protectors. In the wild, they are the only law that exists. Even outside of what is considered the Wildlands, the Rangers are treated with respect and acknowledgment of their role, usually as the equivalent of visiting soldiers of rank and distinction with high-ranking or experienced Rangers often treated as knights).*

*Rangers don't have to be woodsy-outdoorsy types; many aren't, in fact. However, the bulk of the rank-and-file are warriors skilled in survival, stealth, observation, and tracking. They tend to favor lighter armor, light weapons, and bows. This doesn't mean a heavily armored knight or city-bred sorcerer has no place in the Rangers, but they will stand out and tend to be used differently in some missions.*

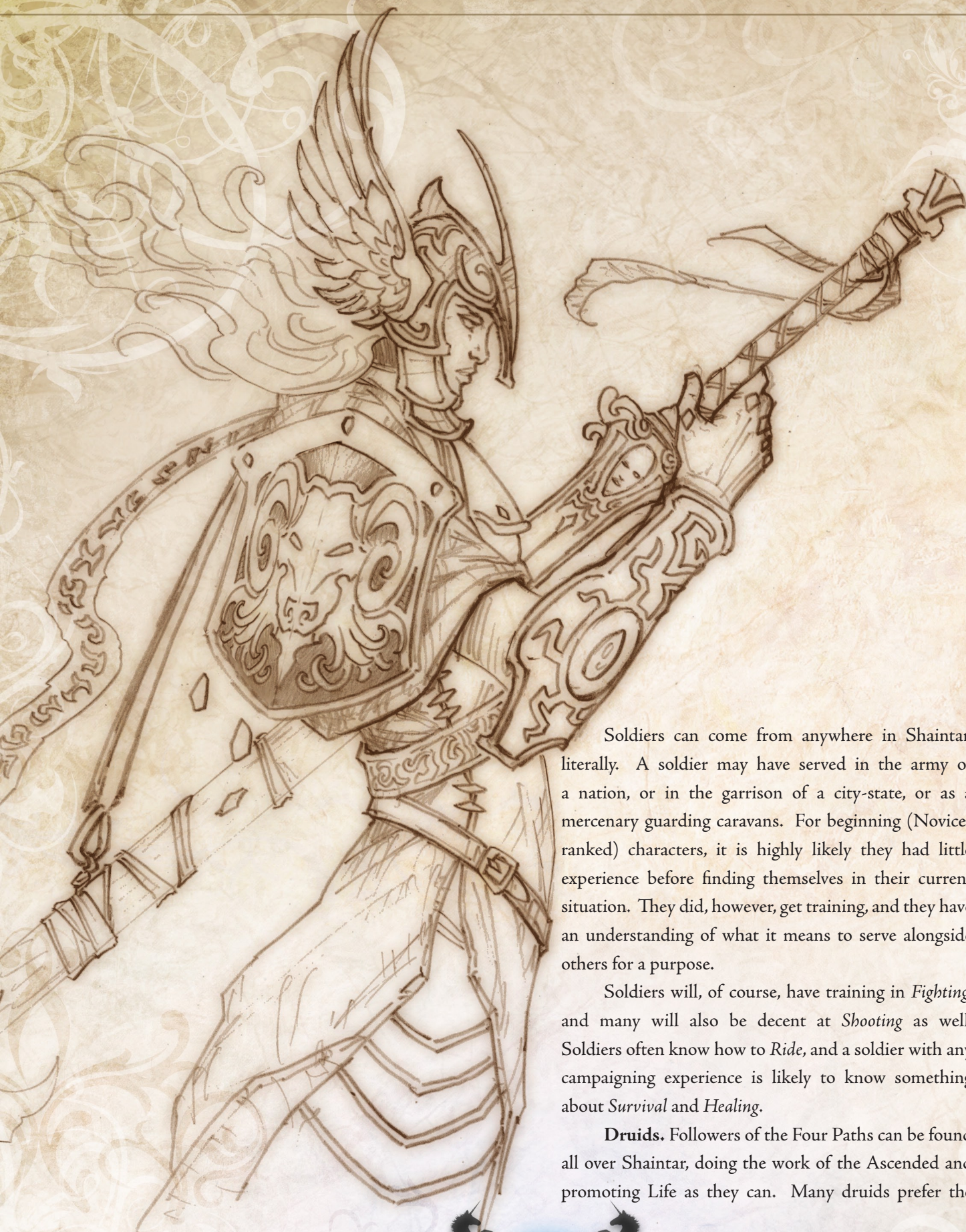
*For this reason, most player character groups will tend to represent the "oddball" squads that sometimes get put together for non-standard Ranger missions... which is absolutely perfect for a good Shaintar campaign!*

least Loyal, and many have sworn some form of Vow. Knights know how to Ride, or they are no real knight. Of course, *Fighting* skill is highly important, though many knights are also quite adept at *Persuasion*. Though most knights are of Noble blood, a good enough back story may negate the need for this Edge.

**Soldiers.** The man-at-arms. The ex-mercenary. The farm boy called to war. The former guard of nobles or merchants. All men and women trained at arms and combat, now looking for a way to parley their talents and experience to some means of living (and possibly a purpose).







Soldiers can come from anywhere in Shaintar, literally. A soldier may have served in the army of a nation, or in the garrison of a city-state, or as a mercenary guarding caravans. For beginning (Novice-ranked) characters, it is highly likely they had little experience before finding themselves in their current situation. They did, however, get training, and they have an understanding of what it means to serve alongside others for a purpose.

Soldiers will, of course, have training in *Fighting*, and many will also be decent at *Shooting* as well. Soldiers often know how to *Ride*, and a soldier with any campaigning experience is likely to know something about *Survival* and *Healing*.

**Druids.** Followers of the Four Paths can be found all over Shaintar, doing the work of the Ascended and promoting Life as they can. Many druids prefer the





peaceful approach of teachers, guides, and nurturers, serving communities and taking care of the natural world in their immediate surroundings. Some, however, have taken up the cause of opposing Darkness and Flame, considering themselves guardians of Shaintar and soldiers in service to the Ascended.

Not surprisingly, the vast majority of druids come from the Southern Kingdoms, where reverence for the Ascended is primary. More than half receive their training at Mindoth's Tower. Most others achieve a basic understanding of their connections to Life quite on their own. These folks usually find a druid somewhere along the way to receive further training.

In more primal cultures, where the formal teachings and rituals of the druids are unknown, such practitioners are considered shamans. Many of the northern goblinessh gathers that still honor the Ascended have shamans, as do the barbarian tribes of the very far north.

Anyone channeling the gifts of Life will have a Vow regarding their commitment to the Ascended, and most tend to be Heroic and Loyal as well. Not a few druids are Pacifists (though most, realizing the need to fight monsters of Flame and Darkness, take only the Minor level). Druids will have a strong focus on their Spirit and their *Channeling* skill, and many have the *Knowledge (Cosmology)* skill.

**Priests.** Though driven from the lands of Camon by the Prelacy's "Bloody Iron Hand" before they could establish themselves there, the followers of Archanon's new church, the Church of Light, have been growing in numbers and strength of purpose. Aided by the druids of Mindoth's Tower, they formed the city-state of Archanaya in the lands between the Kingdom of Galea and the Freelands. Many have flocked to their temples and schools over the last century.

Now shrines and even full-blown churches are starting to appear elsewhere throughout Shaintar, as the core leadership has begun sending out missionaries and evangelists throughout the Southern Kingdoms. The

followers of the Light are not out to change the beliefs of anyone or to replace existing structures (at least, not most of them; a few have admittedly fanatical goals that the Church is trying to curtail). Instead, they want to supplement the support systems of the communities they enter, as well as provide guidance, sanctuary, and protection where it otherwise does not exist. Granted, they want very much for people to embrace the Light as a way of living, though most preach the faith as being compatible with honoring the Ascended.

Many young priests and paladins find themselves a part of this effort, delving into new areas and communities to serve in the best way they can. In that the Church of Light promotes justice, guardianship, and opposition to Darkness and Flame, many paladins and militant priests are sent where such goals are best put to the test.

The differences between a priest and a paladin of Light are mainly in title and long-term goals; a priest seeks, ultimately, to serve somewhere in the hierarchy of the Church, while a paladin seeks no other service than to defend the Church and innocent people from the forces of Darkness, Flame, and the basic evils of Man. Some few servants of Light actually attain status as both priest *and* paladin, and these dedicated souls are greatly treasured by the Church.

Servants of Light will have a Vow regarding their commitment to Archanon and the Church, and most will be Heroic and Loyal. Paladins often have a Code of Honor. *Knowledge* skills in Cosmology, History, and even Politics are considered good choices for priests, while Paladins are obviously trained in *Fighting* and related skills (and most will know a lot about *Riding*). *Persuasion* is also highly valued for such followers.

**Adepts.** Uncommon and often misunderstood, adepts have a difficult road to travel in Shaintar. While their skills and powers are clearly valuable to the Southern Kingdoms, those same skills and powers are greatly feared and often kept at arm's length (or greater).



The talent to manipulate powers of the mind and body is inherent; one is either born with it or not. As such, most adepts manifest some strange ability over the course of simply living their lives, and then they are faced with the task of trying to figure out how to control it. In more civilized regions, the various orders and training citadels of adepts are known of, and such a person will usually seek them out. Otherwise, he will have to figure out how to use his new powers on his own, or hope that a traveling adept finds him and teaches him.

Adepts who are formally trained somewhere in the Southern Kingdoms are usually encourage to find ways to use their abilities for a greater purpose, in service to the kingdoms and people. The Warrior-Adepts of the Jade Flame are an excellent example of this approach, and their entire history has been about changing the perceptions of the populace at large towards adepts. The Order of the Azure Citadel is another such group.

Adepts will have a strong focus on their Spirit, and almost as strong towards their Smarts. Not surprisingly, many adepts are skilled in *Persuasion* and *Intimidation*, happy to accomplish their goals through force of personality without resorting to their powers. Of course, they will also have a strong emphasis on their skill with *The Way*. Many adepts, trained in the citadels, will have a Vow of some kind, or at least be Heroic in their mentality.

The nature of their powers, however, causes many adepts to develop strange behavioral Quirks and other psychological Hindrances.

**Sorcerers.** Shapers of destiny and architects of the future – this is what many think of the practitioners of the eldritch arts. Of course, this is not always thought of as a positive thing, for as many who practice sorcery for the common good as there may be, there have been plenty such masters who have done so for great woe over the course of history.

The ability to see the Aether and make it respond to thought and will is inherent, and many begin their path as a sorcerer quite on their own. True mastery,

however, comes only when one receives the formal training of a Mage, which almost all sorcerers seek out as soon as they are able.

Like adepts, formally-trained sorcerers are often encouraged to find a form of service that best aids the common good, though the eldritch academies are less doctrinal about such matters than the citadels. Most sorcerers (especially those who achieve the status of Mage) find gainful employment within large merchant houses or under the banner of a nation, often enjoying a life of relative luxury for moderate effort. Quite a few, however, seek out even greater knowledge and understanding by exploring the world around them. Most of these come to believe their gifts are best used against the forces that would destroy what they know.

Sorcerers will have a high Smarts score, and usually a very high Spirit as well. With a primary emphasis on their *Sorcery* skill and their Powers, most sorcerers have little left to put towards other pursuits beyond knowledge, but very often it is an emphasis on many *Knowledge* skills that proves the greatest worth of a sorcerer to companions. The Curious Hindrance is very common among sorcerers, as well.

**Alchemists.** Delvers of the secret places and students of the properties of all things, alchemists are those individuals driven to create wondrous concoctions and items from the gifts the world provides. The early days of any practicing alchemist are spent in deep study and practice, and most translate that to a business in one of the many towns or cities where their trade can net them a fine living.

Some, however, are called to the road, where their talents and skills can serve other purposes. With complex kits crammed into wooden satchels or backpacks, these hardy individuals go looking for the strange elements they need to make the most wondrous potions and potent items of their trade.

Alchemists pretty much always have a decent Smarts score, as well as a strong *Alchemy* rating and lots of *Knowledge* skills. Like sorcerers, they are often quite





Curious. Some, knowing the value of their efforts, can be a little Greedy at times, as well.

**Rogues.** Thieves. Burglars. Highwaymen. Spies. Pickpockets and néer-do-wells. More than a few such men and women have gone on to have grand careers as heroes, at some point in their lives choosing to use their talents and experience for a cause greater than that of filling their pockets or achieving personal power.

Nations are constantly at odds with other nations, even when there is no war declared. As such, someone with skills in stealth and subterfuge may well find himself in service to one king or another, or possibly a powerful merchant. Others coming from a rogue's background may well have simply had a ban run of luck, or been born in the worst part of town. What they do is done to survive, and becoming good at it was the only way to survive for any time at all.

A character with a roguish set of skills could be literally from anywhere, though the vast majority will be from more urbanized settings. One might even have been a pirate at some time, calling the sea his home and every port along the Southern Coasts his stomping grounds.

Rogues have high Agility ratings, and are skilled in Stealth, Lockpicking, Climbing, Notice, and Streetwise. Many are also good at Investigation and Persuasion (the latter primarily to deal with getting past guards or out of trouble). Most rogues will have a bit of a Greedy nature, and many are Wanted by someone.

**Ex-Slaves.** It is a sad truth that there are parts of Shaintar where slavery is very much a normal part of society. The Kal-A-Nar Empire uses slaves for all the usual reasons, as well as to fight in their Blood Pits. In Shaya'Nor, slaves are cattle as much as anything, feeding the appetites of vampires, werewolves, and others. Some of the Desert Princes still maintain slaves to work their mines and otherwise maintain their lavish lifestyles. While slaves in the Malakar Dominion probably enjoy the best life that any yoked into another's service might ask for, still are they are denied freedom and forced to work.



Escaping the bonds of servitude is a powerful motivation, and those who manage it are often strong beyond their years and experience. Very often, an ex-slave will simply look for a place to be free and at peace, happily working as a laborer or farmer in exchange for being allowed to live as they choose. Some, however, have too much vengeance in their hearts, or else a deep and abiding need to see that others like them are freed as well. Such men and women will seek out groups of warriors who can help them towards such goals.

Finally, some ex-slaves simply don't know what to do with themselves. These folks will gravitate towards anyone who shows them some kindness and respect, and often they will take up the cause of anyone who calls them friend.



## GM TO GM: DAMAGED CHARACTERS

*This is not a regular occurrence in my games, but every once in a while a player can convince me to let them play someone with a little more experience under their belt. However, rather than give them straight-up experience points, I will instead let them take another Hindrance. This lets them get some added skills or such, but at the same time it represents that the character is a bit more “damaged” than most at this stage. This option tends to make more sense with a character coming from an ex-slave (or similarly tragic) background.*

Former slaves will often have notable Strength and Vigor, and those who were forced to fight for a living will be skilled in those ways. Having very limited experiences with life, ex-slaves will often be Clueless, and may have such psychological issues as being Mean, Vengeful, or Stubborn.

## GM TO GM: STARTING AHEAD OF THE GAME

*I always start the heroes of my games with a few experience points. “Right off the farm” is hard to pull off well, and most characters in other media – films, television, comics, and novels – actually have either some skill or raw talent over and above the average person to get by early on in their careers.*

*Granted, in Savage Worlds, even brand new Novice characters have a distinct edge in that they are Wild Cards. There’s nothing wrong with starting a Shaintar-based campaign with zero Experience Point characters. I guess I just like giving new players a few more “toys” to play with. Starting character with 10 Experience Points, which is my standard, means they are still Novices, but they get a couple of added Edges, or a few more points in their skills, or an Attribute raise to play with.*

*Since it is likely you are showing the SW rules to at least some of your players for the first time, I think it’s valuable to get them a little more excited by saying “and now you have 10 Experience Points added to your character, which means you get two Level Ups to play with before we start.” I promise you, this really adds to their excitement level and jazzes them up even more for the campaign.*

*High energy at the start of a campaign is a really, really good thing.*

Those who were worked to hard or fought too many difficult battles may have physical Hindrances as well.

**Common Folk.** Often, the most compelling heroes are those that come from normal, everyday backgrounds and

somehow overcome impossible odds to save the day. The farmer, the laborer, the bookkeeper, the apprentice carpenter – each one of these might have some hidden spark that only needs one moment of destiny to fan into flames.

Such a character can come from literally anywhere, with only the imagination to limit your choices.

One trick to playing a character with a common (read: inexperienced and untrained) background is to hold over points from initial character creation. The Game Master can then permit such a character to spend them after an initial encounter or traumatic experience, showing a rapid adaptation and ability to learn under fire. In order to better help them survive such an experience, the GM might let them have a couple of extra Bennies to start with (once used, they are gone, though, and these Bennies can not be used to roll for Experience).

## THE MAKING OF A HERO

Let’s delve into the process of creating a character. You will need the core *Savage Worlds* book to accomplish this, as everything that follows is supplemental to that material. The flow is exactly the same – choose a Race, build up your base Traits (Attributes and Skills), choose some Hindrances and Edges, flesh out your Derived statistics, and work out your Gear.

You should also take the Background Details portion of the process very seriously. As a Game Master and as the designer of this setting, I encourage Shaintar GMs to rely on the Common Knowledge tool that was created for *Savage Worlds*.

Where your character is from, what kind of culture he grew up in, and what kind of work he did before the call of being a hero came along will go a long way towards determining what you get a +2 on, and what you get a -2 on.









## The Races of Shaintar

The fantasy genre is well known for having many different races that a player can choose from in creating their character. The following are the “standard” player character races that may be chosen in Shaintar. However, it is possible for a player to portray almost anything; the Game Master must simply decide what is fair and playable in the game to be run.

Some races have **Limited Attributes**.

This means they must expend extra effort in raising these Attributes. Such an Attribute costs 2 points to raise at character creation, and requires two Level Ups to raise during game play.

Some races have increased Attribute maximums. This means they can expend Level Ups to gain additional +1 ratings beyond d12, up to the listed maximum.

Linked skills can benefit from these maximums as well, but the Attribute must be increased before the skill can be taken to that level (unless the Legendary Edges, Professional, Expert, and Master are used; these Edges can also be used to push a skill even higher past the Attribute maximum, if the skill is raised through Level Ups first).

### Alakar

Alakar (“New Blooded” if translated to Glean) are members of the Fae (Elvish) race that are closely bound to the mortal realm of Shaintar. They are the result of massive breeding with Humans many thousands of years ago (after the Fae were almost wiped out by a necromantic plague meant to destroy them). In fact, Alakar are sometimes referred to as “half-bloods” by the more pure of the Fae (although this is rarely said to their face, and only by the haughtiest of their higher cousins). As all Fae, Alakar are highly sensitive to the negative properties of Black Iron and Blood Steel.

Alakar can be found throughout Shaintar in all walks of life, although they tend to prefer more natural settings over urban realms. They make up the bulk of the Fae in Shaintar (around 80%).

Alakar tend to be slightly shorter and of lighter builds than Humans. Their eye and hair colors, though most often of human ranges, can be almost any color imaginable. Alakar tend to live about twice as long as Humans (approximately 200 years), though they mature at the same rate (early adulthood at 16-20).

#### *Alakar:*

- **Heritage:** Alakar have primarily Fae blood and are able to start with a d6 in either Agility or Spirit.
- **Low-light vision:** The blood of the Fae gives the Alakar the gift of night vision.
- **Keen Fae Senses:** Alakar begin with a d6 Notice skill for free.
- **Fae Beauty:** The Fae are inherently beautiful and graceful, and Alakar start with a +1 Charisma.





- **Weakness:** All Alakar are Vulnerable to Black Iron and Blood Steel (they suffer +2 damage from these sources).
- **Enemy:** All Shayakar and Childer see the Alakar as a racial enemy.

## Aevakar

Aevakar are a very rare winged offshoot of the Fae. Their total population in Shaintar may number in the very few thousand (though no one actually knows for certain) and they tend to keep to themselves as a race. They were nearly wiped out by the Kal-A-Nar Empire.

As they are Fae, Aevakar share the vulnerability to Black Iron and Blood Steel. In addition, being built for flight also comes with a price; their hollow bones and light frame make Aevakar particularly susceptible to damage and comparatively fragile next to most other races.

The rare individual that ventures away from their aerie will create a stir wherever they go, which is not always a good thing, since the species has a number of inherent and historical enemies. Any group traveling with a known Aevakar will be remembered for certain.

Aevakar have pretty much the same physical traits, size-wise, as Alakar. Their hair and eye colors can also extend through the spectrum; though their feathers almost always match their hair in color scheme. Aevakar have the same life expectancy as Alakar (approximately 200 years), and also mature at the same rate as Humans (early adulthood at 16-20 years).

### *Aevakar:*

- **Graceful:** Aevakar begin with a d6 starting Agility.
- **Fragile:** Aevakar have the Limited Attribute – Vigor



- **Wings:** Aevakar have feathered wings that grant them a base Flight speed of 12" (with a "Run" speed of d10). Taking the *Quick Edge* (specified for Flight) increases this to 15" with a d12 "Run."
- **Fae Beauty:** The Fae are inherently beautiful and graceful, and Aevakar start with a +1 Charisma.
- **Low-light vision:** The blood of the Fae gives the Aevakar the gift of night vision.
- **Keen Fae Senses:** Aevakar begin with a d6 Notice skill for free.
- **Light Frame:** Aevakar suffer a -1 to their Toughness.





- **Weakness:** All Aevakar are very Vulnerable to Black Iron and Blood Steel (they suffer +3 damage from these sources).
- **Enemy:** All Shayakar and Childer (especially gargoyles) see the Aevakar as a racial enemy.

## Brinchie

The Brinchie are a bipedal race of sentient felinoids who are reputed to come from Norcan Darr (a dangerous realm of “demon children”). Highly adaptable, they fit in almost anywhere they find themselves. They are also highly prized as warriors and bodyguards, although their tempers and chaotic nature sometimes hinder their performance in such roles (when the action is slow, at least).

Though gifted in the realms of combat, Brinchie are capable of following any path. Though not as numerous in Shaintar as some other races, they are easily found almost anywhere, doing almost anything. At one time, there was a significant population of Brinchie living as nomadic tribes throughout the southern portion of Shaintar. Those times have faded into history however,

and there are very few Brinchie who follow the “old ways,” or even speak their own language.

Most Brinchie are fully adapted to whatever culture and environment they are found in.

Brinchie are very much analogous to cats in terms of builds and fur color. Those bearing more domestic cat traits tend to be small and of light builds, while those showing colorations like those of big cats (lions, panthers, and tigers) tend towards more powerful builds as well. Brinchie tend to have life spans of about 80 years, but they physically mature by the age of 11 or so. Emotionally, they don’t reach maturation much faster than Humans (unless they are of the rare nomadic upbringing, in which case they are rather mature by age 13 or 14).

### *Brinchie:*

- **Dexterous:** Brinchie are incredibly nimble and quick on their feet, beginning with a d6 Agility. Furthermore, their natural maximum Agility is d12+2, and they can reach this with normal Level Ups without applying the *Professional* or *Expert* Legendary Edges (which can bump their Agility to d12+3 and +4, respectively).
- **Flighty:** Brinchie are not deep thinkers and have the Limited Attribute – Smarts.
- **Fast:** Brinchie begin with a Pace of 8” and Run of d10. If they take the *Fleet-Footed* Edge, this is increased to a pace of 10” and a Run of d12.
- **Natural Acrobats:** Brinchie have the *Acrobat* Edge for free (no prerequisites required).
- **Natural Claws:** Brinchie can do lethal damage with their bare hands (Str+1).
- **Outsider:** Brinchie are still seen by many as still being tainted by their *Norcan Darr* origins, and the average person is quite put off by their appearance.
- **Needs Action:** When times are slow, the GM may require a Spirit check; failure means the Brinchie character will become irritable and unfocused (temporarily gaining the *Mean*





Hindrance, and suffering a -1 distraction penalty on all Trait Rolls until they get some kind of action.)

## Dregordian

The enigmatic and somewhat unnerving Dregordians have long mystified the other races of Shaintar. Physical powerhouses that rival Ogres in sheer strength and presence, these massive reptilian humanoids are nonetheless given to quiet introspection and cautious action.

This has much to do with the “Inner Beast” each of them must battle constantly – an inner blood rage that bespeaks of their violent, survival-of-the-fittest history. When they first began to move towards civilization, they strove to contain the beast within. To this end, they have developed a highly structured society and personal discipline to maintain what they have created – many Dregordians, in fact, have developed mental powers through their discipline. History supports the general belief that Dregordians were the first to develop The Way.

Dregordians have snout-like faces that look like a cross between a dinosaur and a crocodile, with rows of sharp teeth and small nostrils. They tend towards very large, very powerful builds, on average standing a foot-and-a-half taller than Humans. Their scale colors range from every shade of green to rich browns and earthen tones. Dregordians usually live to about 120 years of age, and are considered physically and emotionally mature by the age of 15.

### *Dregordian:*

- **Mighty:** Powerful and tough, Dregordians begin with a d6 starting Strength and Vigor. Furthermore, their natural maximum Strength is d12+3, and they can reach this with normal Level Ups without applying the *Professional* or *Expert* Legendary Edges (which can bump their Strength to d12+4 and +5, respectively).

- **Ponderous:** Dregordians have the Limited Attribute – Agility.

- **Aquatic:** Dregordians are naturally amphibious, able to breathe underwater. Their swimming pace equals their *Swim* skill die type in inches.

- **Natural Swimmers:** Dregordians gain a d6 *Swim* skill at the start for free.

- **Tail and Claws:** Dregordians have natural claws that can do lethal damage (Str+1). Their tail is flexible enough to be used as a weapon, as well, doing Str+1 in non-lethal damage.

- **Outsider:** Dregordians are pretty much alien to every other race, both in appearance and mentality.





- **Weakness:** In cold weather conditions (40 degrees Fahrenheit or lower), Dregordians must make *Fatigue-resisting Vigor* checks every **hour**; they are automatically *Fatigued* in temperatures below 0 degrees Fahrenheit.
- **Battle Rage:** Dregordians who are in battle must make a Spirit check every round. Failure means they have come under the sway of their bestial nature; they must make *Wild Attacks* for the rest of the battle, and temporarily gain the *Bloodthirsty Hindrance*. They can spend an action doing nothing else to make another Spirit check at -2 to get out of this state, but only if they are not directly threatened by an opponent.



## Dwarf

At once open and secretive, the Dwarves of Shaintar have played an enigmatic role in the development of the world, a role few outside of their Clanhomes can discern. Outwardly friendly and hospitable, they nonetheless keep everyone at arm's length when it comes to what they are up to deep in their caves.

Physically imposing despite their shorter stature, Dwarves give the impression of being immovable and unkillable. They have a fondness for all things mechanical, though they are at first warriors and defenders of their homes (having battled everyone for their place in the world at one point or another). Though given to grim dispositions, a Dwarf can be a wonderful companion to drink and sing with (if one doesn't mind horrid singing and the occasional friendly brawl).

Dwarves tend to stand about two thirds the height of humans, but have dense and powerful builds. Despite vicious rumors to the contrary, Dwarven women do not have beards, and can be quite attractive. Due to their penchant for underground dwelling, Dwarves run to the pale, unless they spend an inordinate amount of time outside. Dwarves live to an average age of 200 years, reaching emotional and physical maturity about the same time as Humans (early adulthood at 16-20).

### *Dwarves:*

- **Stalwart:** Powerful and tough, Dwarves begin with a d6 starting Strength and Vigor. Furthermore, their natural maximum Vigor is d12+3, and they can reach this with normal Level Ups without applying the *Professional* or *Expert* Legendary Edges (which can bump their Vigor to d12+4 and +5, respectively).
- **Stoic:** Dwarves have the Limited Attribute – Spirit
- **Slow:** Short and stocky, their Pace is 5".
- **Low-light Vision:** The darkness of the caves requires keen eyes.
- **The Old Ways:** Dwarves gain a +2 to all checks (such as *Repair*, *Notice*, and *Knowledge*)





## GM TO GM: DWARVES ARE COOL, THAT'S WHY

*Some might wonder why I leave Dwarves pretty much as the "standard" they are in any setting. The simple answer is – why mess up a good thing? There are certain things you expect when you think "dwarf" in a fantasy setting, and I don't care to screw that up.*

*Alternately, I embrace their traditions and stereotypes and then give them deeper meaning in Shaintar. Their very metaphysical nature roots them in the solidity of stone and earth, and they are the descendants of another race called the "Builders" that had a profound effect on the ancient world. There are, in fact, very deep and powerful mysteries about the nature of the world that the Dwarves are very connected to, mysteries that will be revealed over the course of tales and adventures to come...*

*Oh, and Dwarves of the far north have Nordic accents, Dwarves of Olara have Germanic accents, and southern Dwarves have Scottish accents. Just because.*

involving stone, earth, metals, and mechanical devices.

- **Intestinal Fortitude:** Though not particularly spiritual, Dwarves are nonetheless very courageous. They draw strength from their connection with the mountains and stone. As such, the *Guts* skill for them is linked to *Vigor* instead of *Spirit*.

- **Cannot Swim:** So dense, a Dwarf sinks like a stone in any water.

## Eldakar

The oldest and most influential of all the races of Shaintar, the magically-gifted Eldakar ("Old Blooded" as translated in Galean) are responsible for many of the social and political structures seen across the continent. They created language, laws, and customs that almost every other race use in some way. They are the greatest of the Fae (Elves), with the exception of the extremely rare Faelakar (beings of mostly spirit who are almost unseen in Shaintar).

For all their influence, the power of the Eldakar has faded in the most recent years as the Humans ascend to dominance over the world. They have had to

content themselves with advising and guiding the better of the human leaders where they can. To this end, many *Eldakar* venture into the world, looking for causes and quests they can undertake to better help it (although more than a few have washed their hands of such noble causes and, instead, use their gifts for personal gain or... worse).

*Eldakar* actually stand slightly taller than *Humans*, but tend to have much slighter builds. Their hair and eye colors range the gamut of hues, and their skin tones range from the palest white to deep and rich browns. *Eldakar* are truly immortal; though they can die from trauma, disease, and the like, old age will never take a toll on them. Those whose





## GM TO GM: MY VERSIONS OF “HIGH” AND “WOOD” ELVES

*Elves, yes, but I believe they are significantly different enough to be interesting in the context of the world. Once again, this is my effort to mix classic traditions and expectations with some new ideas.*

*In this case, the “wood” elves – the earthy, less ethereal ones – are actually a result of interbreeding with humans. The “half-elf” issue is addressed elsewhere (see Korindians), but in effect, most of the elvish population is made up of those of mixed heritage. This creates some very deep and interesting social concepts to play with.*

*To break it down in simplistic terms – the Faelakar are the first Fae to enter Shaintar. They are spirits made flesh, and can generally be either as they choose. There are hardly any left, so don’t be surprised if you never see one.*

*Eldakar are the first generations of children the Faelakar had. Though born of Shaintar, they are still very strongly linked to their Fae heritage and spiritual natures.*

*Alakar are those born not only of Shaintar, but with the endurance and diversity of Humans flowing in their veins. They are more pragmatically “of the world.”*

*Shayakar are those Eldakar (and, in some rarer cases, Alakar and Aevakar) who followed Vainar in his fall. **Note** – they are **not** dark skinned; rather, they are quite porcelain and pale.*

*And Korindians? Well, read on...*

ages reach into the thousands of years will start to show some strain in their features and some dulling of eye and hair colors, but only a trained eye can see it. They reach physical and emotional maturity around the age of 30.

### **Eldakar:**

- **Immortal Grace, Acumen, and Will:** Eldakar begin with d6 starting Agility, Smarts, and Spirit
- **Gossamer:** Eldakar have the Limited Attributes – Strength and Vigor
- **Low-light vision:** The blood of the Fae gives the Eldakar the gift of night vision.
- **Keen Fae Senses:** Eldakar begin with a d6 Notice skill for free.
- **Unearthly Fae Beauty:** So infused with the beauty of the Fae, Eldakar enjoy an inherent +2 Charisma.
- **Magically Sensitive:** Eldakar can use the *Detect Arcana* power at will (using their Spirit for their

rolls). Those that take up an Arcane Background that provides the ability gain a +2 to *Detect Arcana* attempts.

- **The Price of Immortality:** Living forever takes a toll, as does being part of a culture steeped in mystery and mysticism. All Eldakar must choose one additional Major or two Minor Hindrances for no added benefits (*Young* is not an option).

- **Weakness:** All Eldakar are deathly Vulnerable to Black Iron and Blood Steel (they suffer +4 damage from these sources!).

- **Enemies:** All creatures of Darkness and Flame will seek to kill an Eldakar given any chance.

## Goblin

The most numerous of the gobliness (which also counts the Orcs and Ogres among them), Goblins are the smallest and quickest of the species. Their natural gifts and incredible olfactory senses (enabling them to track by scent) make them ideal scouts, trackers, and thieves. However, Goblins are quite capable of being anything they wish, and it is only the oppression of their own society that restricts many of them.

On average, Goblins are cleverer than their larger cousins. However, their relatively frail nature in comparison to the Orcs and Ogres is such that only in the most enlightened gathers will a Goblin be found to be in a position of authority. This is why many of the most competent will wander into the world to seek their fortunes.

Although grotesque by Human standards, Goblins are not “hideous monsters.” They have greenish to grayish skin tones, wide-set features, and large ears. Like most of the gobliness, they have very little to no body hair. Their eyes do tend to glow slightly in the dark, enhancing their generally frightening appearance. Goblins tend to physically and mentally mature about age 14, and they tend to live to around 65 or 70.





### GM TO GM : NO HOBBITS, BUT...

*I am one of those people who believe the “wee, half-folk” should remain firmly within the lands of Tolkien’s Middle Earth. As such, you will find no such beings here. At the same time, I don’t much care for gnomes, seeing them as comical versions of dwarves in most settings, or alternate versions of halflings in others.*

*However, I do have a race of beings who are small, quick, and clever. Goblins fit the bill quite nicely, and can add a lot of depth to roleplay due to their outsider status amongst most people, and their diminished status among their own people.*

#### **Goblin:**

- **Dexterous:** Goblins begin with a d6 starting Agility.
- **Thin-limbed:** Goblins have the Limited Attribute – Strength
- **Keen Sense of Smell:** Goblins are naturally blessed with d6 Notice and Tracking skills at start for free.



- **Thermal Vision:** Goblins have the Monstrous Ability, *Infravision*.
- **Small and Nimble:** Goblins are inherently smaller than everyone else, and grow up learning how to avoid being struck by those larger than themselves as a survival mechanism. Attackers subtract 2 from all attacks against Goblins so long as they are active and aware of the attack.
- **Size -1:** Goblins must subtract 1 from their Toughness for their small stature.
- **Outsider:** All goblins face some social stigmas, no matter how progressive the society they are in.

## Human

Arguably the rising race of Shaintar, the balanced physical and mental traits of Humans, combined with their inherent diversity and adaptability, has helped them weather the worst apocalyptic storms and come out stronger in the long run. They have an average lifespan of 100 years.

Although ubiquitous and well-known by any standards, it is worth pointing out that there are many “variants” of Humans:

- The massive, powerful, and aggressive Kalinesh (resembling the Norse Vikings of old Earth history).
- The dark and beautiful sea-going Nazatirans (combining classic Spanish and Mediterranean qualities).
- The proud and stalwart Olarans (very Old World Germanic in appearance and bearing).
- The exotic and swarthy Youlin-Aradi (classic “Arabian Nights” appearances).
- The angular and lithe Camoners (Old World French and Gallic appearances)



- The sturdy, diverse “average” folk of the rest of the Southern Kingdoms (comparable to the various folks of the British Isles).

Even with these general tendencies, though, there is a great deal of diversity within each cultural group – frail, bookwormish Kal and massive, giant-esque Nazatirans, for example. It is also important to note that, especially within the Southern Kingdoms, it is highly possible to come across human bloodlines with noticeably Fae influences.

#### *Human:*

- **Adaptable:** Human heroes begin with one free starting Edge (though they must meet its prerequisites).
- **Diverse:** Humans begin with a free d6 in one skill.

## Korindian

One of the more unique races of Shaintar, the Korindians are the descendants of a veritable horde of “half-elves” that left the main continent of Shaintar and exiled themselves to a large island off of the southwest coast. They left the tyranny and intolerance of the mainland, led by one known simply as Kor, and founded a new society based on rejecting the ways of the their ancestors.

The Korindians, as a society, have developed codes of behavior and ways of life that seem almost alien to their mainland “cousins” – they reject the use of metal

for anything, rely heavily upon what nature provides, and seek harmony with their environment and each other. Among the many things they have developed to this end, the martial art known as Kor-In is most famous (a combination of karate and aikido).

Korindians are a race unto themselves now, expressing many similar traits to Alakar, but with their Fae traits much less pronounced. They tend to have rich, light-brown complexions, pale-hued eyes, and darker hair, though the more diverse hair and eye colors of their Fae lineage are not wholly uncommon. Korindians usually live half-again as long as a typical Human (around 150 years), though they come to mental and physical maturity at about the same time as Humans (early adulthood at 16-20 years).

**Korindian:** These traits apply **only** to *Korindians* who follow traditional ways; those wishing to play a non-traditional *Korindian* should choose *Human* or *Alakar* and take the *Outsider* Hindrance –

- **Lithe:** Korindians have a starting Agility of d6.
- **Low-light vision:** Like their Fae cousins, Korindians can see very well in the dark.
- **Trained from Birth:** Korindians train in martial arts as soon as they are able to walk. All Korindians start with the *Block* and *Dodge* Edges, regardless of prerequisites.
- **The Law of Kor:** Traditional Korindians will eschew the use of metal in any form, including for money.
- **Outsider:** Korindians are odd by all mainlander standards
- **Weakness:** As all Fae, Korindians are vulnerable to Black Iron and Blood Steel (+2 damage from these sources).





## Ogre

The least numerous of the gobliness, Ogres are the largest and slowest of the species. Their great strength and size, natural toughness, and ferocity make them the greatest of the gobliness warriors (although they normally need a great deal of guidance and command structure). Like Goblins (and Orcs, for that matter), Ogres are capable of being anything they want.

Ogres are not inherently very bright or willful, and are thus generally easy to manipulate and control if handled correctly. However, there are plenty of examples of Ogres who defy such expectations and stand quite well for themselves. More than a few, in fact, have used the preconceived notions others have of Ogres to turn the tables on opponents in any endeavor.

By Human standards, Ogres seem quite monstrous (they are, in fact, the strongest and mightiest of all the races native to Shaintar). They are not monsters, however, but an intelligent species quite capable of being a part of society. They have greenish to grayish skin tones (though they tend to be more brown than anything), wide-set features, and large ears. Like most of the gobliness, they have very little to no body hair. Their eyes do tend to glow slightly in the dark, enhancing their generally frightening appearance. Ogres are also the shortest-lived of the gobliness, typically reaching maturity in their early teens but only living to about 50 or so.

### Ogre:

- **Mighty and Resilient:** Ogres begin with an impressive starting Strength of d8 and a starting Vigor of d6. Furthermore, their natural

maximum Strength is d12+4, while their natural maximum Vigor is d12+1. They can reach these ratings with normal Level Ups without applying the *Professional* or *Expert* Legendary Edges (which can bump their Strength up to d12+5 and +6, and their Vigor to d12+2 and +3, respectively).

- **Slow and Pliable:** Ogres have the Limited Attributes – Smarts and Spirit.
- **Great Strides:** Ogres have a natural Pace of 7" instead of 6".
- **Size +3:** Ogres add 3 to their natural Toughness due to their great bulk.
- **Thermal Vision:** Ogres have the Monstrous Ability, *Infravision*.





- **Keen Sense of Smell:** Like other goblins, Ogres begin with d6 *Notice* skill at the start for free.
- **Monstrous Size and Appearance:** Even among other goblins, Ogres suffer a -3 Charisma due to their appearance and bearing.
- **Large:** Attackers gain +2 to Attack rolls made against Ogres.
- **Bad Eyes:** Ogres are mighty, except where their eyes are concerned; they suffer a -2 on all Trait rolls dealing with seeing anything more than 5" (30 feet) away.
- **Outsider:** All goblins face some social stigmas, no matter how progressive the society they are in.

## Orc

Commonly referred to as the "middle goblins," Orcs are quite large and tough by Human standards. They tend to be just smart enough to outwit the Ogres and get them to do what they want, and they are certainly strong enough to generally command respect and service from the Goblins. As such, Orcs tend to be the leaders of goblin society.

Due to this, Orcs actually have some rather stringent social customs that they observe when dealing with one another. Much as one might expect in a pack of wolves, Orcs determine dominance within their own ranks. When an Orc encounters others of his kind, there is a period of time during which the social hierarchy must be sorted out, even if the newcomer is only visiting for a short while. More on this can be found in the Game Master's material on cultures..

Like all goblins, Orcs are quite capable of almost any pursuit, and can be found with some regularity in most societies. In general, they tend towards more combative roles where they excel. Orcs have the same green-brown-gray colorations as all goblins, with the same wide-set features and large ears, as well as the lack of significant body hair. Likewise, their eyes also tend to glow somewhat in the dark. Orcs tend to live around 60-70 years, maturing a little more quickly than a Human of the same age (around ages 14-17).

### Orc:

- **Strong and Tough:** Orcs begin with a starting Strength and Vigor of d6. Furthermore, their natural maximum Strength is d12+2 and they can reach this rating with normal Level Ups without applying the *Professional* or *Expert* Legendary





Edges (which can bump their Strength up to d12+3 and +4, respectively).

- **Dim:** Orcs have the Limited Attribute – Smarts
- **Thermal Vision:** Orcs have the Monstrous Ability, *Infravision*.
- **Keen Sense of Smell:** Like other goblins, Orcs begin with d6 *Notice* skill at the start for free.
- **Bestial Appearance:** Even among other goblins, Orcs suffer a -2 Charisma due to their appearance and bearing.
- **Outsider:** All goblins face some social stigmas, no matter how progressive the society they are in.





## SKILLS IN SHAIN TAR

The skill system of Savage Worlds works just fine for Shaintar, but there are a few clarifications and suggestions that make the system sing a little more in tune with this setting.

### Boating

This skill covers pretty much all physical tasks with the operation of a ship, to include manning the rudder or wheel. Finding's one way on the ocean, however, will require Knowledge (Navigation).

### Driving

Don't bother having anyone waste points on this. If they have reason to be able to manage a cart, wagon, or coach, let it be a Common Knowledge default.

### Healing

In Shaintar, this deals with the binding of wounds in a low-tech setting. However, there are magical concoctions, salves, and special plants that those with the

right knowledge can make use of. As such, the base rules should work as written. Furthermore, others can make either Healing or Survival rolls to provide Cooperative rolls (possibly helping to find that special plant that will make the difference). Healing can also be used to treat Fatigue, Poison, and Disease in most cases.

### Knowledge

The following are some Knowledge focuses that are of regular use in Shaintar.

- **Knowledge (Cosmology):** This skill means the character has understanding of the Four Powers, the greater beings that serve those powers, the Aether, Corelisia, and other major metaphysical concepts.
- **Knowledge (Magic):** This skill deals with the specific processes, theories, and results of all forms of magic. It is used to identify specific properties of what might be sensed with *Detect Arcana*, and to be able to come up with what magical effect might have caused a result being observed.
- **Knowledge (Flame Creatures):** The specific study of the monstrous creatures from *Norcan Darr*, as well as knowledge of other demons and demonic creatures that may invade the lands of Shaintar.
- **Knowledge (Dark Creatures):** The specific study of creatures both undead and beings otherwise corrupted by Darkness.
- **Knowledge (Navigation):** The very specialized (and highly-prized) skill of navigating the seas surrounding Shaintar and the islands.
- **Knowledge (Legend Lore):** A variant of *Knowledge (History)* that deals primarily with tales of heroic adventure, magic artifacts, and mysteries of the ancient world.
- **Knowledge (History):** An incredibly useful skill that would effectively permit the player to recall just about anything on the Timeline when needed.

### GM TO GM: A COUPLE OF NOTES ABOUT COMMON KNOWLEDGE

*You should really push your players to come up with solid background stories and histories. Make sure they understand that their Common Knowledge benefits depend on the effort.*

*When I run Shaintar, I often allow "Common Knowledge" rolls that use something other than Smarts, if appropriate. If someone has a professional background in gem cutting, for example, I will let them use their Agility die for any attempt at cutting a gem. Someone with a background in heavy lifting (such as a dock worker) might gain a +2 "Common Knowledge" bonus to any Strength check that involves pure lifting.*

*One more thing – instead of adding a "Sleight of Hand" or "Pickpocketing" skill, I've chosen to leave that in the realm of Common Knowledge. If someone has a thief-like background, they are going to get a +1 or +2 to such attempts, using their base Agility (usually opposed by Notice). Furthermore, anyone with the Thief Professional Edge will enjoy an added +2 for such activities.*





- **Knowledge (Politics):** Another often-underestimated skill that indicates the character's knowledge of who is in charge, where, and what relations are like between nations and local authorities.

### Lockpicking

It bears noting that Lockpicking would also be the appropriate skill for disabling or bypassing a trap. Notice, however, would be the appropriate skill for finding a trap.

### Piloting

No character in the Shaintar setting would have reason to have this skill.

### Repair

At first glance, this seems to have little bearing in a low-tech setting. However, it would apply to pretty much any application of tools to a task. Any smith is going to have this skill, as would any character with an "engineering" bent.

## HINDRANCES IN SHAIN'TAR

Hindrances are an exceptional way to add depth to a character, especially for players who have a little less experience with "immersive roleplaying." In Shaintar, some Hindrances do an excellent job of representing certain specific elements and ideas, so some notes on the matter are warranted.

### All Thumbs

There aren't many "devices" in Shaintar as compared to a modern or science fiction setting. However, this Hindrance can still have an impact. Their foibles apply to the use of any crossbow (and they suffer a -2 to their Shooting roll with any crossbow-like device). Doors with intricate locks should be beyond such a character.



Most importantly, there is a class of Gear that will come up in later books that a character with this Hindrance will have certain difficulties with. That's pretty much all that can be said about it, for now...

### Bloodthirsty

See the "GM to GM – Bad Guy Hindrances" note about this one.

### Code of Honor

See the "GM to GM – Good Guy Hindrances" note about this one.

### Doubting Thomas

This Hindrance simply doesn't fit into a land like Shaintar, where magic and the supernatural are very much a part of every day life, or at least part of the common collective knowledge.





## GM TO GM: BAD GUY HINDRANCES

*Shaintar is very much designed to be a heroic fantasy setting, one where there are Good Guys and Bad Guys, and the players are meant to be the Good Guys. I make no bones about this; this is what I love, it's what the best stories in the world are based on, and it's what Shaintar is meant to be.*

*Does this mean it's impossible to set up and run a campaign based on Bad Guys in Shaintar? Not hardly. If that's what you as a GM want to do, there are certainly any number of approaches you can take to do it.*

*However, that's not what I do. It's not something I think I will ever do, and it's not how I designed the material.*

*Having said that, there are certain Hindrances that I identify as "Bad Guy" oriented. I do not permit them, or else I highly limit them in such a way that the player knows he's on a short leash with it. In many cases, players will take certain Hindrances and then use them as a license to create overwrought tension and discord in the gaming group. A certain level of internal conflict can lead to excellent roleplaying experiences. However, all too often, these conflicts are gratuitous and utterly destructive to the fun and sense of fellowship one wants to create at their gaming table.*

*Bloodthirsty is one of those borderline Hindrances. There are some character backgrounds for which this makes a certain amount of sense. If the player can be trusted to use the Hindrance as a touchstone for good roleplaying and non-destructive character-to-character conflict, you can probably let him take this Hindrance. If the player is likely to use it as an excuse to just be a blood-drenched killing machine, I recommend not allowing it.*

*The Major level of Greedy is another Hindrance I generally just don't allow; it is too primarily geared towards creating deadly character-to-character conflict over something that is not likely to be interesting or a lot of fun for most of the players.*

*The Mean Hindrance has the potential to be an interesting and defining aspect of a character. All too often, however, it can be abused as a "free pass" for the player to be a jerk and make the game not enjoyable for other players. I tend to not allow it unless the player impresses me with a good back story and I think I can trust them.*

*Vengeful is another borderline Hindrance. On the one hand, it can be an excellent defining element for a character's back story. On the other, it can be a license to be a vicious killing machine that goes counter to the goals of the rest of the group. Having a Major level of Vengeance against all undead is probably a pretty solid and allowable Hindrance. Having a Major sense of Vengeance against Dwarves, even if there aren't any in the party, is bound to create an untenable conflict.*

## Enemy

There are some "stock enemies" that a character can take that make sense in the Shaintar setting. All of the following would classify as a Major Enemy (Minor Enemies are almost always going to be a small gang or lone figure).

- The Prelacy of Camon
- The Malakar Dominion
- The Kal-A-Nar Empire
- The Az-agkar
- The Tor-mastak
- Shaya'Nor
- The Brotherhood of the Fallen
- The Clan of the Night
- The Lords of Fire
- The Dragon Cult

All of these are described in greater detail in the Game Master's material.

## Greedy

See the "GM to GM – Bad Guy Hindrances" note about this one.

## Heroic

See the "GM to GM – Good Guy Hindrances" note about this one.

## Illiterate

It may seem strange, but this Hindrance works just as written in the core Savage Worlds book. Most societies in Shaintar are very socially progressive, and as such, reading and writing is fairly common.

## Loyal

See the "GM to GM – Good Guy Hindrances" note about this one.

## Mean

See the "GM to GM – Bad Guy Hindrances" note about this one.



## Outsider

This Hindrance is already built into certain races. Anyone playing a Human of Nazatiran stock, or from one of the other islands, or from the far north lands that lie between the Kal-A-Nar Empire and Shaya'Nor could easily take this Hindrance as well. As well, a Human raised in one of the "Bad Guy" cultures (see the Enemy Hindrance) who is trying to be a hero could conceivably be an Outsider.

Other uses of the Outsider Hindrance will be entirely contextual, based on the story and where the campaign is set.

## Vengeful

See the "GM to GM – Bad Guy Hindrances" note about this one.

## Vow

Some of the Professional Edges have a type of Vow attached to them, called "Vow: Tenets of Faith." It's pretty simple, really – the character is expected to be a devout and faithful follower of the spiritual path associated with the Professional Edge. The character must stay true to this vow or receive some sort of punishment (which could range from temporary loss of Bennies to losing the ability to use any Arcane Background abilities).

Additionally, some may have another type of Vow common in Shaintar – "Vow: Organizational Obligations." This vow would indicate that the character is part of some kind of group (an order of knights, a guild of specialists, or a military group) which includes certain duties and obligations.

## EDGES IN SHAINSTAR

The Savage Worlds rules are necessarily geared towards simulating almost any possible genre, and they do a wonderful job of it without being too cluttered. However, to reflect some of the unique elements of

### GM TO GM: GOOD GUY HINDRANCES

*As said elsewhere, Shaintar is a heroic fantasy setting, and when I run campaigns in it, I urge my players to create characters that can fit into that thematic frame. This doesn't mean they all have to be white hat wearing goodie-two-shoes, not by a long shot. It just means they have to fit into the story in a way that puts them on the Good Guy side of things.*

*To that effort, I insist that each player choose at least one of the following three Hindrances as part of their Hindrance package – Code of Honor, Heroic, or Loyal. Each one of these Hindrances encourages the character to have some reasonable reason to "do the right thing" and pursue the storylines that come up.*

*There are plenty of sources of evil and plenty of wrong things to be righted. The sources are both supernatural and political in nature, and the characters can end up in some very deep, intricate plots. They don't have to be anti-heroes or secret villains (ready to backstab the rest of their party) to have interesting, in-depth experiences in Shaintar.*

*By requiring at least one of those Hindrances, I ensure that there is at least a significant reduction in unnecessary and destructive party conflict. Furthermore, I make it easier on myself in terms of motivating the characters to get involved in stories that are less about personal gain than they are about serving the cause of Good against very powerful Evil.*

Shaintar, I needed to do two things – make some notes about the existing Edges in the core Savage Worlds book, and add in some Edges that accomplish goals specific to expressing Shaintar.

So the first part of this section will deal with the Edges from the core Savage Worlds book, providing some notes and interpretations of how they are best used (or not used) in Shaintar: Immortal Legends. The second part will get into the new Edges created for Shaintar, as well as those Edges brought over from other Savaged sources that fit very well into Shaintar.

### Core Edge Notes

What follows are some notes about Edges in the core Savage Worlds book and how they apply – or do not apply – to the Shaintar setting.





## Arcane Background

Modeled after the Evernight setting, you cannot take a “raw” Arcane Background in Shaintar. Instead, you need to access it through a Professional Background (all of which are listed later in this section).

Additionally, it is entirely possible to learn a mystical or magical path after character creation, so those Professional Edges that have Arcane Backgrounds are not limited to being Background Edges.

## Berserk

In Shaintar, it's very likely the toughest of characters that end up with this Edge. As such, they are not often hurt and, therefore, don't get as many chances to enjoy the benefits of this Edge as they would like. I permit the expenditure of a Bennie to voluntarily go Berserk, and recommend it as a campaign option.

## Noble

Make certain both the Game Master and player are on the same wavelength where this Edge is concerned. A character cannot have this Edge without GM approval.

## Rich and Filthy Rich

Shaintar is not normally a setting that deals with money and the acquisition of stuff. In fact, when I run, I am hard pressed to deal with whatever funds the characters have at any time. These Edges are useful more in the abstract than in specific, because they can determine a general access to resources, rather than a specific income or bank balance.

As a general rule, I don't have anyone bother with Filthy Rich; if they want that kind of access, they need to have a Noble Background, instead. Rich is more than enough to justify a good set of armor, an expensive weapon, and a trained war horse (for example). Additionally, Rich characters can generally get what they want in a town or city, especially near their home territory.

## Steady Hands

Anyone wishing to make the most of the deadly combination of being an Aevakar and an archer should take this Edge. Using the Shooting skill while flying is otherwise considered an “unsteady platform.”

## Trademark Weapon

I am generally kind enough to those who use identical weapons (or naturally paired weapons, such as the Brinchie Rrka and Losska or the Cavalier Saber and Parrying Dirk) in either hand to count Trademark Weapon once for both weapons. On the flip-side, however, they do not get the benefit if they somehow drop or lose one of those weapons.

## Leadership Edges

In Shaintar, it is entirely acceptable to break the rules and allow a group of player characters to enjoy the benefits of these Edges if one of their own has one or more of them. I have discovered that allowing this encourages teamwork and gives the Leadership-oriented characters more of a chance to contribute something special to the game.

However, if Wild Cards are going to benefit from the Leadership Edges, the players must willingly submit their characters to the commands of the leader characters. Rather than deal with this overtly, it is best to abstract this idea with an interesting tactical concept. When initiative cards are handed out, the players hold them up for the chosen leader to see. That leader can then trade out the cards, giving higher cards to those most in need and lower cards to those in less trouble or who are better served by waiting.

In this fashion, you (a) extract a price for the player character gaining a benefit from Leadership Edges and (b) give the player of the leader character a sense of tactical influence without bogging the game too much in tediousness.





## Soul Drain

Only sorcerers, adepts, necromancers, and acolytes may take this Power Edge.

## Ace

Pointless for fairly obvious reasons. The Seafarer Edge (new, below) handles the ship-born portion of this nicely.

## Champion

You don't take this directly. Take a look at Paladin and Soulguard (below).

## Gadgeteer

Not available to the setting at this time. However, it will come into play in later books...

## Holy (and Unholy) Warrior

No player character is going to be an Unholy Warrior at any rate, but the Holy Warrior benefits are attained through the new Edge, Lightbringer, below.

## McGyver

Like Gadgeteer, this one comes into play in later books.

## Mentalist

Not taken directly; see Dreamdancer below.

## Mr. Fix It

No real place for it in Shaintar.

## Thief

The +2 bonus should also apply to any Common Knowledge checks that are of an appropriate nature (pickpocketing, forgery, etc.).

## Wizard

Not taken directly; see Mage below.

## Connections

There are *all kinds* of groups (and even nations) this could apply to, so the GM and the player need to work out the details of this Edge before it comes into play.

## New and Converted Edges

What follows are either brand new Edges developed for Shaintar, or Edges that have been brought in (and probably tinkered with) from other Savage Worlds books. The sources that have been borrowed from include Evernight, 50 Fathoms, Deadlands: Reloaded, Necessary Evil and the Savage Words Magic Items addendum.

## Background Edges

### Atypical

**Requirements:** Novice, WC, Special

For every race, there are exceptions to the norm. These individuals are born with variances in their blood that make them truly different from those around them. They are, essentially, the exceptions that prove the rule.

This Edge only has value to someone playing a Race that has one or more Limited Attributes. By taking this Edge at the start, the player may designate a *different* Attribute as being Limited. For example, a the player of a *Brinchie* could determine that his character's Strength falls under the Limited restrictions, instead of Spirit, as is normal for most *Brinchie*.

One restriction is that the player may *not* select an Attribute that starts with any bonuses. The player of an *Ogre*, for example, could determine that his Agility is Limited, instead of his Spirit. He could not, however, select his Strength or Vigor, since both of those start out enhanced for that Race.

Note that this Edge only allows *one* such trade-off. The player of the above-mentioned *Ogre* could only choose to trade-off for Spirit or Smarts, but not both. This Edge may only be taken once.





## Close Fighting

**Requirements:** Novice, Agility d8+, Fighting d8+, Short Sword or smaller blade

This Edge is for skilled knife fighters, such as might be found in the streets of Lanthor or Snake's Den, or on the deck of a Nazatiran ship. Those who master such blades are adept at turning the reach of their opponent's weapon against them.

Close fighters move inside most weapons' reach, adding a bonus to their Parry equal to the enemy weapon's Reach +1 for that adversary (against a longsword with a Reach of 0, the bonus would be +1 to Parry; against a kayakor, with a Reach of 1, the bonus becomes a +2 to Parry). No bonus is granted if the foe is unarmed or is using a knife or similarly-sized weapon.

## Brave

**Requirements:** Novice, Spirit d6+

This is a powerful Edge in any setting with monsters and great terrors, such as Shaintar can be. Unfortunately for most, it's one of those things a character is either born with or he's not (it is a Background Edge and must be taken at character creation). Brave characters adds +2 to their Guts checks.

## Combat Edges

### Charge

**Requirements:** Seasoned, Fighting d10+

The warrior is experienced at moving across a large distance and getting the most effect out of rushing his foe. He may ignore the standard penalty for Running when making a Fighting attack.





## Improved Close Fighting

**Requirements:** Seasoned, Close Fighting, Short Sword or smaller blade

Close fighters with experience learn how to go for vital areas and weak spots for quick and lethal kills. The character with this edge gets a bonus equal to his enemy's Reach +1 added to his *Fighting* roll.

## Combat Sense

**Requirements:** Heroic or Kor-In Student, Fighting d8+, Notice d8+

Truly experienced or properly trained warriors learn to keep track of all foes around them at once. Opponents fighting a character with this Edge gain no Gang Up bonuses against him.

## Dark Fighting

**Requirements:** Novice, Fighting d8+, Notice d6+

By using hearing and other senses, some people learn how to fight in even pitch black conditions with far greater skill than those around them. Conditions which would hinder the use of hearing or smell will reduce, or even negate this Edge's benefits.

Dark Fighting halves all Fighting, Shooting, and Throwing penalties for lighting conditions (round down). This is not cumulative with such abilities as Low-Light or Thermal Vision, but it will work in even utter darkness.

## Dirty Fighter

**Requirements:** Seasoned

Some fight with honor. Some fight in whatever way makes sure they walk away. This Edge is most likely known by thugs, pirates, and assassins.

A Dirty Fighter is particularly good at Trick Maneuvers, gaining a +2 bonus with them.

## Really Dirty Fighter

**Requirements:** Seasoned, Dirty Fighting

A master at capitalizing on every deadly opportunity,

the character can, with a successful Trick and the expenditure of a Benny, attain the Drop on his target.

## Double Shot

**Requirements:** Veteran, Archer, Shooting d8+

The archer is trained to knock and fire two arrows at once, increasing their chance to take down particularly tough targets.

The archer can fire two arrows at once, a single shot with a penalty of -2. They must be fired at the same target, and the shot must be within short range. If successful, both arrows hit for their normal damage.

This Edge only works with bows, not other ranged weapons.

## Improved Double Shot

**Requirements:** Heroic, Double Shot

The archer now suffers no penalty in making this shot.

## Hold Off

**Requirements:** Seasoned, Strength d8+, Fighting d10+

The character is skilled at using the reach and size of a larger weapon to enhance their defensive posture. The hero adds +1 to his Parry if using a weapon that requires 2 Hands to wield. This is in addition to any bonus already granted by such a weapon (though it does not apply if he doesn't have the minimum strength required to wield it).

## Improved Defend

**Requirements:** Heroic or Kor-In Student, Agility d8+, Fighting d10+

The character masters his defensive techniques. A character with this Edge who performs the Defend action gains a +4 to his Parry (instead of just +2). He also subtracts 2 from any ranged attacks against him this round, as well as adding +2 to any attempts to evade area effect attacks.





## Sunder

**Requirements:** Seasoned, Dwarf or Strength d10+

Dwarves (due to their extensive knowledge of metals and structures) and particularly strong warriors can learn how to strike weak points in Armor to great effectiveness.

Any hand attack (not ranged) made by someone with this Edge ignores 1 point of Armor (whether crafted or natural). This stacks with other AP bonuses.

## Improved Sunder

**Requirements:** Veteran, Sunder

As with Sunder, but the amount of Armor ignored is raised to 2 points.

## War Cry

**Requirements:** Seasoned; Orc, Ogre, or Northlander

The larger gobliness are able to learn how to let out great, blood-curdling screams that can cow lesser opponents. The Northlander barbarians are also able to master this, though their technique is a little different (and leans more on their spiritual beliefs in the presence of their ancestors on the battlefield).

When a War Cry is made, place a Large burst template adjacent to the character making the shout. The character makes an Intimidation check against all the targets within, and each target must make a Spirit check against the Intimidation total or suffer the appropriate consequences (see Test of Wills in the core rules).

## Whirlwind

**Requirements:** Veteran, Agility d8+, Fighting d8+, Two-Fisted, two weapons

Those who fight with two weapons can become deadly cyclones of carnage with enough practice and training.

The character must make a Running roll, and they must move the total distance indicated. Every individual (friend or foe) that is adjacent to the character on their path is attacked at a flat -4 (in this instance, ignore off-hand or Multiple Attack penalties). If two different weapons are used, simply alternate the damage ratings every other target.

## Improved Whirlwind

**Requirements:** Veteran, Whirlwind

As Whirlwind, but the penalty is reduced to -2.

## Power Edges

### Enchant

**Requirements:** Veteran, Arcane Artificer

*Enchant* allows an arcane user to craft “enchanted items.” These are devices which essentially allow the user (whether he’s a caster or not) to cast whatever power the item is imbued with.

Each time the caster takes this Edge, he may create an enchanted item with any one of his own existing powers. The item has the arcane skill of the caster at the time of its creation, and half his Power Points (round down). Items recharge at the standard rate (typically one Power Point per hour). Users can also use their own Power Points with the item if they happen to have the same Arcane Background as the one that created the device (*The Way* for adept items, *Channeling* for druidic items, and *Sorcery* for sorcerous items).

**Malfunction:** Items created in this way fail to activate if the arcane die roll is a 1, regardless of the Wild Die, but have no further ill effects.

**Multiple Enchantments:** An item with more than one power does not gain additional Power Points (though if the second *Enchant* Edge is cast by someone with more Power Points, the device gains the higher of the totals).





The user can decide which powers he's activating when he makes the arcane roll of the item, however. He may also make a single roll for all the powers the device has. A hero carries a ring enchanted with *invisibility* and *armor*, for example, both powers must share its pool of Power Points, but the wearer can decide whether to activate one of its powers, or both powers with a single roll.

**Soul Drain:** Characters with the *Soul Drain* Edge may use their Edge to power magical devices.

**Magical Substances:** See the Magical Substances section in Arcane Artificer.

## Improved Enchant

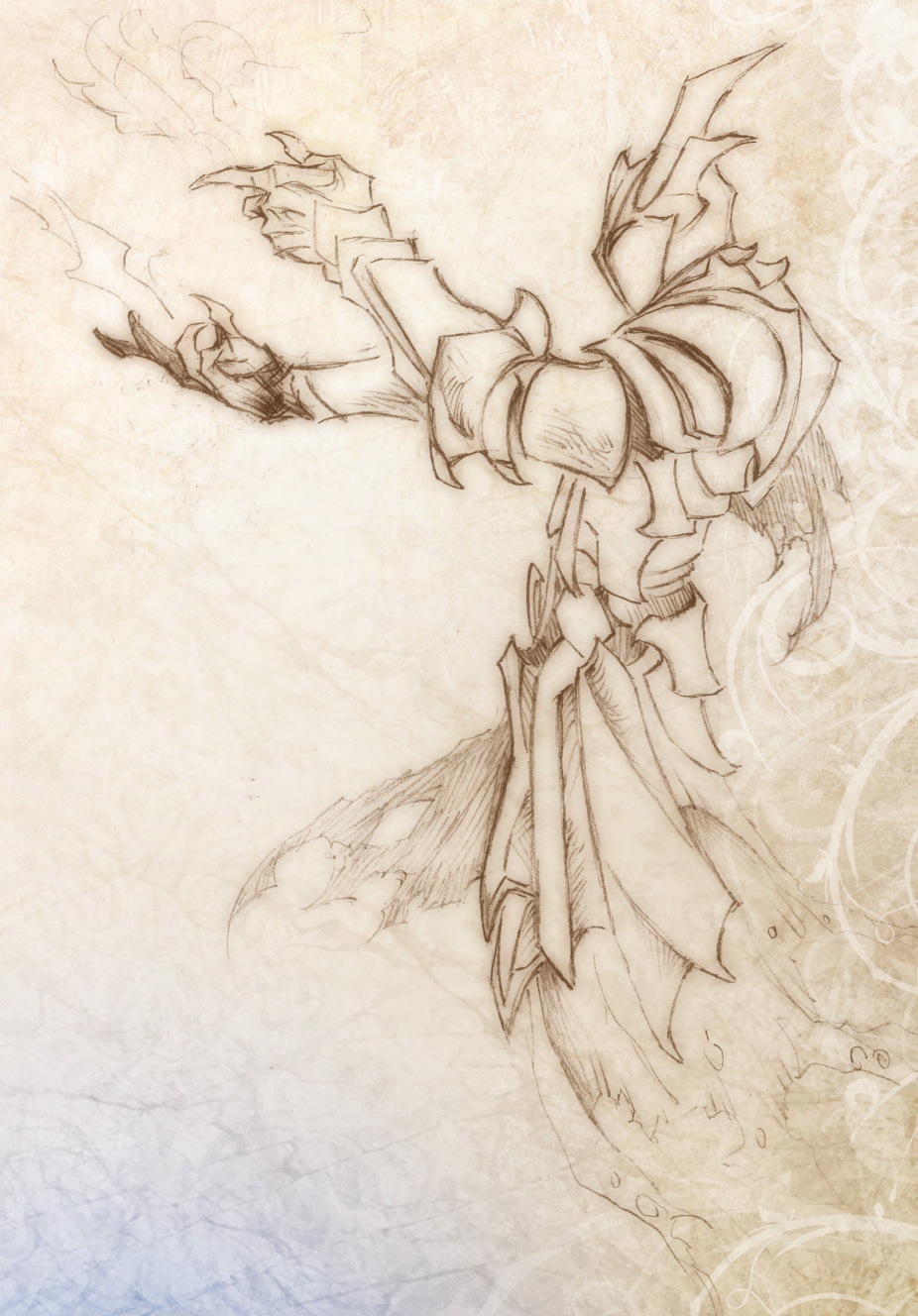
**Requirements:** Legendary, Enchant (at least once)

*Improved Enchant* works the same as *Enchant* with one important exception; the power is "always on" and no longer requires Power Points to use (it has infinite points). The cost, however, is the permanent expenditure of the creator's own Power Points.

The cost in Power Points is equal to two times the usual cost of casting the power. A wand of Eldritch Explosion (Blast), for example, could be created for 4 points. If the caster wanted the blasts to cause 3d6 damage, the cost would be 8. For 3d6 damage and a Large Burst Template, the cost is 12. Similarly, a suit of plate mail could be given additional Toughness with the expenditure of 4 permanent Power Points via the Armor Power. The device can always do "less" at the user's whim, such as 2d6 damage for a Blast or +1 Armor instead of +2.

When the device is created, the creator makes a arcane roll. Failure means the Power Points are lost (and at the GM's fiat, the device

is destroyed as well, or it could become cursed!). A success means the power is activated as usual. A raise means the power forever after activates with a raise (if desired). Relics which are always on (a ring of invisibility, a cloak of stealth, and so on), don't require an action to activate, but may require an action to "ready." (The ring must be put on the finger, the cloak pulled over the shoulder, etc.) Thus a ring of invisibility could always be worn and require no activation roll, but the wearer would always be invisible.







## Professional Edges

### Adept

**Requirements:** Novice, Vigor d6+, Spirit d8+, The Way d8+

Adepts are masters of the body and mind, tapping their own internal Essence reserves to maximum potential. They are the most feared of all the users of magic in Shaintar, for theirs is the power to know – and to change – thoughts.

On becoming an adept, the character immediately gains the Arcane Background (Psionics) Edge, although the adept's arcane skill is instead called The Way, and is based on Spirit, not Smarts. Their Powers are called Disciplines. Adepts begin with three Disciplines and a base pool of 10 Power Points.

Adepts also have "Aura Sense;" they are able to Detect Arcana at will, using their Spirit as a check. A Knowledge (Magic) check is required to identify what type of magic is at work, and a raise will tell what Power is in effect (if any). Adepts gain a +2 to identify psionic powers.

### Alchemist

**Requirements:** Novice, Smarts d8+, Alchemy d6+

Masters of bubbling cauldrons and strange experiments, the Alchemists are able to create potions, salves, and other concoctions imbued with amazing magical properties.

The Alchemist begins with the Arcane Background (Alchemy) Edge. The arcane skill is called Alchemy and is Smarts based. The begin knowing four Powers, called Formulae, and a base pool of 5 Power Points. In addition, a beginning Alchemist starts with 1d4+2 potions already prepared. See the Alchemy Arcane Background for more information (later in this book).

### Arcane Artificer

**Requirements:** Seasoned, Knowledge (Magic) d10+, Knowledge (Crafting of the relevant items) d8+, Professional Edge: Sorcerer, Adept, Druid, or Alchemist

True relics are outside the scope of an adventurer's life, but one trained in the creation of magical items might still manage a few devices during his travels. This is most often done by crafting an item by hand and then etching mystical runes and symbols upon it while imbuing it with their personal Essence. This takes great time and energy, however, and more often than not results in failure. Still, a diligent artificer can make some truly amazing devices.

On taking this Edge, the hero may craft (or modify) an item that adds +1 to the user's relevant trait roll, increases the damage of a weapon by +1, increases the bonus of armor by +1, or stores 5 Essence (Power Points) for the owner to use, if they are an arcane user of the same type as the Artificer. These Power Points recover at the usual rate (1 per hour).

Assuming the artificer is always "fiddling" with devices (not locked in a dungeon, for example), and has adequate tools (normally a box that weighs around 20lbs), he may make a Knowledge (Magic) roll at -4, and a relevant Knowledge (Crafting) roll at -2 at the end of any session in which he earns an Advance. If successful, the artificer adds another +1 to any item of his choice.





This could be his own blade, the cloak of another, or any other item of his choice. The item now adds that bonus to the user's relevant trait or damage roll, or armor rating. No item may have more than a +3 bonus. (Such devices are relics and outside the scope of this ability.)

**Magical Substances:** When working with inherently magical materials (such as White Silver and Everwood), all rolls involved in giving them magic have a +2 bonus. This bonus also counts when rolls are applied to Enchant or Improved Enchant.

**Stacking:** Bonuses from enchanted items don't stack, so a sword with +3 (Fighting) wielded by someone with gauntlets having +2 (Fighting) gets only the highest of the two.

## Archer

**Requirements:** Veteran, Agility d6+, Shooting d8+, Marksman; only works with bows

Archers are among the most prized soldiers in any military. Those who train in advanced techniques learn how to master the bow in all conditions, and they can compensate for any difficulties.

Archers reduce all Called Shot, Range, and Cover penalties by 1.

## Bard

**Requirements:** Novice, Spirit d6+, Smarts d6+, Persuasion d8+, At least 2 appropriate Knowledge skills (such as History, Legend Lore, or Politics)

The bringers of news and entertainment around the world, Bards are a respected (though sometimes mistrusted) lot. They are well-educated and well-traveled, taking every opportunity to learn a new tale or a new piece of news. Bards are skilled orators, jugglers, singers, and musicians. They are also capable negotiators, and in many smaller towns they are called upon to arbitrate disputes.

Bards may expect hospitality almost anywhere they go. They also gain a +2 on *any* Knowledge checks that have to do with the stories and lore of Shaintar. Bards all know how to play multiple instruments, sing, juggle, and tell good stories. They use their *Persuasion* skill in performing such feats.

## Combat Archer

**Requirements:** Heroic, Archer, Agility d8+, Fighting d8+, Shooting d10+, Trademark Weapon (bow)

The Azure Feathers. The Silver Arrows. The 3rd Freelord Archery Company. These are some of the distinguished units whose members specialize in combat archery techniques. Their members train with heavy-duty bows, made from either Ironwood or even Everwood, and they are capable of firing in the midst of a melee. They can also use their bows in hand-to-hand combat very effectively.







Combat Archers may fire their bows in Close Combat, using the target's Parry as the Target Number. They may also strike opponents with their stout bows in melee (doing Str+1 damage).

## Dreamdancers

**Requirements:** Seasoned, Adept, Spirit d8+, The Way d6+

The Dreamdancer Guild of Adepts trains its members to be masters of the mind. They focus primarily on the areas of telepathy and illusion. Upon completion of his or her training, a Dreamdancer gains the *Mentalist* Edge.

## Druid

**Requirements:** Novice, Spirit d8+, Channeling d6+

Druids are the living conduits of the power and will of the Ascended. They are no mere worshipers; instead, they are partners with the Ascended, working to keep the Four Paths (Nature, Earth, Sky, and Sea) strong and vital in the world. Druids automatically start with the *Vow (Tenets of Faith)* Hindrance (for no added

points), and failure to follow the will of the Ascended or committing acts against Life could result in very harsh consequences.

Once initiated as a druid, the character immediately gains the *Arcane Background (Miracles)* Edge, although the druid's arcane skill is called *Channeling* instead of *Faith*. Their Powers are called Gifts. Druids begin with 2 Gifts and a starting pool of 10 Power Points.

Druids also have "Aura Sense;" they are able to *Detect Arcana* at will, using their Spirit as a check. A *Knowledge (Magic)* check is required to identify what type of magic is at work, and a raise will tell what Power is in effect (if any). Druids gain a +2 to identify powers of Life.

## Fencer

**Requirements:** Novice, Agility d6+, Fighting d8+

In the Prelacy of Camon, they've developed the art of fencing to a fine, disciplined martial form. In the Freelands and the Pirate Archipelagos, the forms are much less structured and far more brazen. The essence is the same, though; masters of the rapier become exceptionally skilled at defending themselves, as well as exploiting opportunities to place a well-aimed thrust.

Fencers gain a +1 Parry while unencumbered, and they gain a +1 to offset any Called Shot penalties. Both of these bonuses require them to be armed with a rapier, saber, or (GM's option) similar light weapon.

## Kor-In Student

**Requirements:** Novice, Agility d8+, Spirit d6+, Fighting d8+

The character, either a *Korindian* or being trained by someone who knows the art, has begun the path of mastering Kor-In. He automatically gains the benefit of being considered "Armed" for purposes of avoiding penalties when fighting unarmed against armed opponents. Kor-In Students also learn how to roll with





attacks and stand quickly from being knocked down. If ever a Kor-In Student is knocked back or down, he may make an Agility check to immediately regain his feet, even if he is Shaken.

### Kor-In Practitioner

**Requirements:** Veteran, Kor-In Student, Spirit d8+, Fighting d10+

The advanced Kor-In Student learns how to throw opponents to the ground. By making an attack at -2, he may throw an opponent Prone with a successful strike. He still does damage as normal, and the opponent is unable to rise until his next Action. Additionally, the Kor-In Practitioner may do Lethal Damage with their bare hands at will.

### Lightbringer

**Requirements:** Veteran, Priest of Light, Spirit d10+, Faith d8+

Many are called to the Light, but some few are so driven, so committed that they become living icons of Archanon's Will. These beings are called Lightbringers, and they are Shaintar's greatest hope against the Darkness and Flame.

Lightbringers can invoke the Light Power at will, with no roll and no Power Point cost. They also gain the *Holy Warrior* Edge, usable against all creatures of Darkness or Flame, including their servants.

### Mage

**Requirements:** Seasoned, Sorcerer, Smarts d8+, Knowledge (Magic) d8+, Sorcery d6+

The path of Sorcery is a difficult one. Each practitioner struggles constantly to master the eldritch forces at their disposal. Some achieve a level of mastery that entitles them to be addressed as Mages.

This confers the *Wizard* Edge on the sorcerer (renamed Mage). In addition, he is no longer subject to the automatic wound effect for a "snake eyes" roll during casting (though he still suffers normal Backlash results).



### Order of the Azure Citadel

**Requirements:** Novice, Adept, Spirit d8+, The Way d8+

The Brothers and Sisters of the Azure Citadel strive for the perfect balance between body, mind, and soul. They seek internal perfection, that they may make the world more sublime by their efforts. They know the history of adepts in Shaintar, and they strive with great effort to improve the lot of adepts in society. To this end, they have a strong alliance with the Order of the Jade Flame.









Such is the unity of their being, a member of this order may spend a Benny to use his Spirit Attribute in place of the normal Trait die he would roll on any one roll he must make. The use of the Benny only applies to a single die roll.

## Paladin of Light

**Requirements:** Novice, Spirit d8+, Strength d6+, Vigor d8+, Fighting d8+

Paladins of Light are the warrior-champions of the new church. They defend the church, attack enemies of Light, bring law and justice wherever it is needed, and serve as examples to the people of Shaintar. All Paladins of Light are under the *Vow (Tenets of Faith)* Hindrance automatically, and they will likely lose their powers (and possibly worse) if they stray from their walk in the Light too far.

Paladins gain the ability to detect Flame and Darkness at will. They must make a Spirit check, and the ability works in a radius around them equal to their Spirit. In addition, they gain the *Champion Edge* (and do not require an Arcane Background to do so), usable against all creatures of Darkness or Flame, including their servants.

## Priest of Light

**Requirements:** Novice, Spirit d8+, Faith d6+

Those called to the Light may be blessed by the Lord of Light, Archanon, to channel his holy celestial power to do great deeds in the world. Such priests are not only spiritual leaders, but active agents for the Will of Archanon in Shaintar. All Priests of Light are under the *Vow (Tenets of Faith)* Hindrance automatically, and they will likely lose their powers (and possibly worse) if they stray from their walk in the Light too far.

On becoming a Priest of Light, the character immediately gains the *Arcane Background (Miracles)* Edge. They begin with 2 Powers, called Miracles, and a base pool of 10 Power Points.

Priests also have "Aura Sense;" they are able to *Detect Arcana* at will, using their Spirit as a check. A *Knowledge (Magic)* check is required to identify what type of magic is at work, and a raise will tell what Power is in effect (if any). Priests gain a +2 to identify powers of Light.

## Scrounger

**Requirements:** Novice, Streetwise d8+, Persuasion d6+

Some people are just very skilled at knowing how to find what they need in an urban setting. They know where to look, who to talk to, and how to get a good deal. They can even manage good barter in place of having enough cash.

A Scrounger can make a *Streetwise* check in any city (-2 in towns or large villages) to find a needed item or resource. With a raise, they can get an excellent deal on it, perhaps even getting it for "free" so long as some sort of trade is worked out (usually in the form of a special service). With two raises, they've managed to come up with what is needed with more or less no strings attached (GM's discretion).

## Seafarer

**Requirements:** Novice, Agility d6+, Boating d8+, Climbing d6+

The seas around Shaintar are treacherous indeed, and it takes a special kind of person to thrive on them. Those that do, however, are worth twice their weight in gold aboard a ship that plies those waters.

Seafarers enjoy a +2 to *Boating*, as well as any *Climbing*, *Survival*, or *Knowledge* checks made in relation to a ship. In addition, they get to use a d8 as their Wild Die for *physical actions only* when aboard a ship.

## Slayer

**Requirements:** Seasoned, Knowledge (Flame or Darkness) d6+, at least 2 battles with creatures of the type in question







Some sense a calling, others are driven by revenge, while still others just become very good at what they do. When this Edge is chosen, the character must declare themselves either a *Demon Slayer* or an *Undead Slayer*.

When fighting creatures of the type the Slayer specializes in, they do not gain +1d6 damage for a raise on their attack roll. Instead, the bonus damage die is a d12; this die can still open-end normally.

## Sorcerer

**Requirements:** Novice, Smarts d8+, Sorcery d6+

Sorcerers have an inherent understanding of the Patterns and develop the ability to tap into the Aether to alter reality in some specific way. Most strive to learn even more, achieving the titles of Mage, or even Archmage. However, even a raw, untrained sorcerer can be quite dangerous.

On becoming a sorcerer, the character immediately gains the *Arcane Background (Magic)* Edge, although the sorcerer's arcane skill is called *Sorcery*. Sorcerers begin with 3 Powers, called Principles, and a base pool of 10 Power Points.

Any sorcerer with a Smarts of d10 or greater gains the Cantrips Power for free.

Sorcerers also have "Aura Sense;" they are able to *Detect Arcana* at will, using their Spirit as a check. A *Knowledge (Magic)* check is required to identify what type of magic is at work, and a raise will tell what Power is in effect (if any). Sorcerers gain a +2 to identify powers of Sorcery.

**Backlash note:** Sorcerers tap a dangerous power when they touch the Aether. In addition to being Shaken on a Sorcery roll of 1, if they roll "Snake Eyes," they actually suffer a wound.

## Soulguard

**Requirements:** Seasoned, Druid, Spirit d8+, Channeling d8+, Fighting d10+

Some druids come to see Darkness and Flame as enemies not only to defend against, but to actively seek out and destroy. Such druids become much more martial in their approach, focusing more time and energy on direct combat than most of their brothers and sisters.





Soulguards gain the *Champion* Edge, usable against all creatures of Darkness or Flame, including their servants.

### Warrior-Adept of the Jade Flame

**Requirements:** Seasoned, Adept, Strength d6+, Vigor d6+, Spirit d8+, Fighting d8+, The Way d8+

One of the many special orders of adepts, this one focuses on developing the powers of psychokinesis and biokinesis. Through applications of force and physical adaptation, these adepts train to become warriors as much as users of psionic energy. They also dedicate themselves to acting in a manner that promotes positive images for adepts, often taking roles similar to that of Paladins and Soulguards. The Order of the Jade Flame is akin to that of a knighthood, though they avoid such titles. However, they are regarded in many places in the Southern Kingdoms with the same level of respect.

When Warrior-Adepts successfully use any of the following Disciplines, they *automatically* gain the benefit of a raise: Armor, Boost Trait, Deflection, Guiding Force, Smite and Speed. They must still generate a successful roll to gain any effect, though.

## Legendary Edges

### Archmage

**Requirements:** Legendary, Mage, Smarts d12+, Sorcery d12+

Some very few masters of eldritch forces achieve the coveted title of Archmage, and they are truly magical forces to be reckoned with. They no longer master the Patterns – they are integral parts of the Patterns.

Archmages have such mastery over Sorcery, they may cast two spells a round (though they still take a Multiple Action Penalty in doing so). Archmages also ignore 1 point of Maintenance Penalties.

### Archon

**Requirements:** Legendary, Lightbringer, Faith d12+, Spirit d12+, Special

The rarest of rare heroes in service to the Light experience a kind of ascension, becoming beings not quite of the world anymore. They attain a celestial quality, becoming a kind of “living angel” in Shaintar.

Archons cease aging, perhaps even losing a few years to return to a state of physical peak. They become immune to all forms of disease and poison, and they only breathe and eat as a matter of choice. Archons are immortals, and are only capable of dying from physical damage done to them. That may prove difficult, however, as they also have Slow Regeneration, gaining a natural Healing roll once per day.

You cannot simply choose to take this Edge when your character reaches Legendary status. The GM must determine at what point the character is worthy, if ever. You *may* set aside a Level Up, unused, that the GM may then use to reward your character with this Edge should circumstances in the story merit it.

### Kor-In Master

**Requirements:** Legendary, Kor-In Practitioner, Combat Sense, Improved Defend

The character is a true master of hand-to-hand combat. Upon attaining Master status, the character receives the following benefits:

- When performing a *Wild Attack*, he takes only a -1 Parry.
- When Grappling or being Grappled, he may use his *Fighting* skill in place of his Strength or Agility.
- When performing a *Disarm*, he takes no penalty on his attack.

### Pathwalker

**Requirements:** Legendary, Druid, Spirit d10+, Channeling d10+, Knowledge: Life d8+





Druids often choose one of the Four Paths to dedicate more of their effort and studies to. Those who choose Landra's Path, of Spirit and Nature, become Soulfinders – master healers, true beast friends, and conduits to the spirit world. Those who focus on the Path of Dranak become Stonewalkers – the earth and all within it are their domains. Those who focus on the Path of Illiana become Waveriders – the sea, and all above and below its surface, is their world. And those who focus on the Path of Zavis become Windmasters – they who see the sky as their realm.

Whenever a Pathwalker channels a Gift or uses a skill related to his specialty, he uses a d8 for his Wild Die. He also gains the following benefits, per the Path chosen, which can be used at will:



- **Soulfinder:** The druid can see and communicate with any spirits in his vicinity, and the spirits (unless consumed by Flame or Darkness) are generally well-disposed to him. The Soulfinder can also communicate, through telepathy and empathy, with any animal encountered. Finally, a Soulfinder casting Greater Healing may spend a Benny to completely heal all wounds on a target with a simple success, and remove even permanent injuries with a raise.

- **Stonewalker:** With a wave of the hand, the Stonewalker can open a one-foot square hole in soft earth (or half that in stone), or cause a spray of sand or mud that might blind an opponent (+1 to a Trick roll), as an Action. Stonewalkers can sense and identify all stone, gems, and metals within a Large Burst radius around them with a simple Spirit check. Finally, Stonewalkers gain a +1 to their Toughness.

- **Waverider:** The druid can conjure up to a pint of water somewhere within his sight (but not inside living beings) as an Action. A wave of his hand also purifies one gallon of water, whether it be poisoned or simply salt-water. Those who have been poisoned within the last minute also get a second chance to resist any remaining effects by a Waverider's touch. The Waverider also gains the *Aquatic Monstrous Ability* permanently.

- **Windmaster:** The caster can create lesser air currents to blow out a candle, fan a flame, lift a skirt, or cool his body in oppressive heat (+1 to any Fatigue roll caused by heat). The Windmaster may also blow up dust and debris to gain a +1 to any Trick roll. With great concentration (-2 Parry and Notice checks), the Windmaster can summon winds strong enough to convey a sailing ship at normal speeds, though he must make a Vigor check each hour of doing this or become Fatigued. The greatest gift of this Pathwalker focus is that the Windmaster need never fear falling; they will always float downwards at their Pace and land gently.

This Edge may be taken up to four times; once for each Path.





## GEAR IN SHAINSTAR

It is important to note, right up front, that Shaintar is not meant to be a world where asset management and resource hoarding is of primary concern. Heroes should start with what makes sense for their characters, in the context of the story being told. If they are young Gray Rangers, then they will be well equipped with at least basic equipment (and those who are Rich or Noble may have a few extra tidbits). If they are a group of ex-slaves escaping the Kal-A-Nar Empire, they'll likely have little more than sticks, rusted swords, and scraps of leather for armor.

Assuming the characters start in any kind of non-deprived situation, they will get armor and weapons that make sense for their back story, skill set, and attributes. In the accompanying side note, "GM to GM – Load Limits," there's a good thumbnail guide for assigning armor. Bear in mind that it would take someone of decent resources to start with plate-and-chain, and only a really extraordinary set of resources would allow a character to begin with plate armor.

Speaking of armor, it is important to note that Shaintar has a slightly different set of listings for armor. In addition, many other items have been slightly adjusted to fit more naturally with the development and economics of Shaintar. With the exception of the Mundane Items list, you should ignore the gear lists in the core Savage Worlds book and use the lists found later in this section instead.

In the typical Shaintar campaign, the heroes are assigned their armor, weapons, and any basic incidental equipment as makes sense for their situation. You should feel free to keep it very simple – "You have basic survival gear and a week's worth of rations, in addition to your clothes, armor, and weapons." If you have players who just want to be detail-mongers, tell them to come up with a list of specifics and you can then check or cross off what they present.

If you prefer the more traditional approach, that's fine. All costs listed are in copper pieces (the basic unit

### LOAD LIMITS

*Frankly, I don't pay a whole lot of attention to them. It's not that I don't consider the concept a reasonable one, but it's an extra bit of tedium that just seems to rely more on accounting and management than on cinematic fun. Instead, I pretty much "eyeball" it, mostly relying on the players to be reasonable.*

*If I catch someone with a d4 or d6 Strength trying to wear heavy armor and carry a maul, I will call them on it, whereas someone with a d10 Strength and Brawny will generally be able to carry most anything they want.*

*The biggest thing to consider on a fantasy-genre character is their armor. Since I pretty much assign initial gear, I give d4 Strength characters either no armor, or leather. Characters with a d6 Strength get leather, studded, or maybe scale, while d8 Strength characters get scale or chain. Those who start with d10 Strength or better may start with plate-and-chain, if the story and their background warrants it.*

*I am not saying you should ignore Load Limits, but I am saying that I mostly do, and I've not discovered a terrible lack in my games because of it.*

of currency in Shaintar which fulfill the role of a dollar in modern currency); a silver piece is worth ten coppers, while a gold is worth a hundred. The average Shaintar character will begin with 500 coppers, while a rich one will start with 1500 and a Filthy Rich one will have 2500.

Something with a "n/a" cost, however, must be found on a quest or granted as a gift. These are literally priceless items.

## Gear Notes

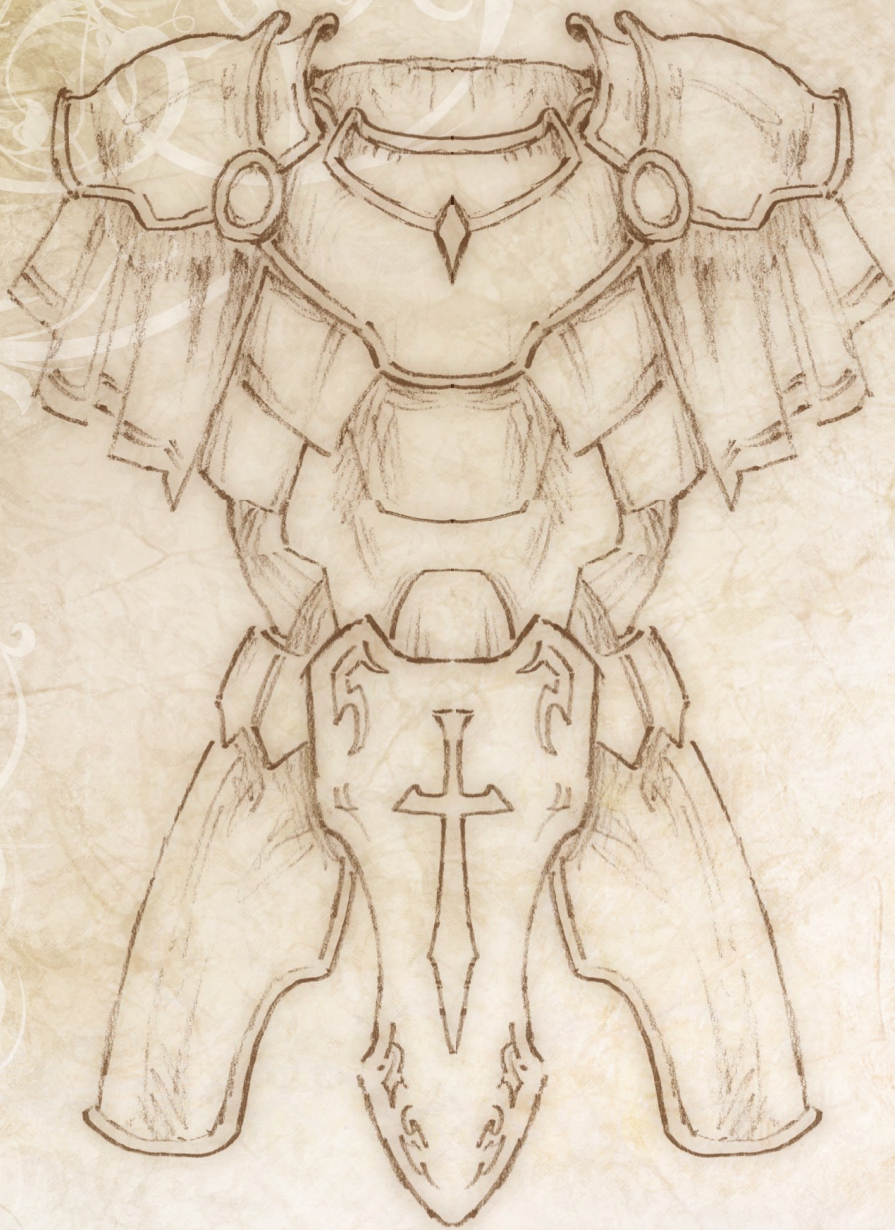
The following terms and gear notes have pertinence in terms of Shaintar equipment. Note that there are a few new concepts that follow.

**AP (Armor Piercing):** The weapon in question negates a number of points of armor equal to its AP rating. Note that AP has no effect against natural Toughness, but it will affect the Armor power.

**Armor:** The amount of additional Toughness granted the character by the item. Rather than deal specifically in locations, suits of armor have a Called Shot Penalty (explained below).







**Called Shot Penalty:** Suits of armor are rated as being Partial or Full. Most Partial armors provide a -2 Called Shot Penalty, while Full sets normally impose a -4. This indicates the penalty to the attack roll (*Fighting, Shooting, or Throwing*) of anyone who wants to try and bypass the armor and do damage directly to the wearer's Toughness. This is a nice, streamlined mechanic built into the armors to get away from the more tedious "hit

location" effects, and it also gets away from deciding if someone is wearing greaves or van braces or whatever.

If someone makes a successful attack after applying the Called Shot Penalty, they apply their damage directly to the target's Toughness, completely ignoring the protection of the Armor. They do *not*, however, do any additional damage.

The other Called Shot rules are still fully in effect in Shaintar, and combine nicely with these rules. A Partial suit of armor is considered to cover the Torso and not much else. If someone wants to do a called shot against a limb, they automatically bypass the armor and get the Limb Shot effect. A shot to the Vitals still goes against Partial armor (unless someone wants to take a -6 to their attack), but a Head shot requires a Helmet (described below) to defend against it.

Full suits of armor cover the torso and extremities, and thus require a Called Shot past their Penalty rating to bypass. If someone *really* wants to strike a vital spot and bypass Full armor doing so, the cumulative penalty will be -8!

**Everwood:** The weapon in question is made of Everwood, an exceedingly rare wood coaxed from the heart of ancient oak trees. It has ties to the power of Life, is easier to enchant, and triggers certain Weaknesses in many monsters.

**Helmets:** If a character wants to wear a helmet, one is assumed to come with the armor they wear. Like armor, helmets are rated as Partial or Full. A Partial helm applies an added -1 to Called Shots to the Head (for a total of -5) if the attacker wants to do a Head Shot that ignores armor.





A Full helm applies a -2 penalty (for a total of -6).

On the downside, Partial Helmets apply a -1 penalty to *Notice* rolls while worn, while Full Helms apply a -2.

**Ironwood:** The weapon in question is made of Ironwood, a somewhat rare and particularly dense wood.

**Minimum Strength:** Fighting with a weapon that has a high Strength requirement invokes penalties. Each die code below the minimum means a -1 penalty to the attack roll.

**Parry +X:** The weapon provides a Parry bonus when wielded. In some cases, this bonus is dependent on the weapon being used in defense instead of to attack (and this will be stated in the Notes).

**Range:** Ranged weapons have three numbers. Shots taken out to the first number (the weapon's Short range) in game inches suffer no penalty. Shots out to Medium range suffer a -2, while Long Range shots suffer a -4. Note that the *Archer Edge* applies to these penalties.

**Reach:** Weapons with a Reach rating can strike targets that many game inches away.

**2 Hands:** Normally, this weapon needs two hands to use. However, the GM may allow characters of sufficient size and strength to wield such weapons one-handed, if it makes any kind of sense.

**Shields:** In addition to providing Parry bonuses in close combat, all shields (except the Tower Shield) provide extra Armor against Ranged Attacks that come from the front. Trying to bypass a Shield's Armor protection with a ranged attack is done at a penalty equal to the Shield's Armor bonus. This penalty is cumulative with other Called Shot penalties.

So if a marksman archer wanted to make a Head Shot (-4) against a Full Helmet (-2) wearing knight with a Large Shield (-2), their total penalty would be -8. They'd best try to get the Drop on that man.

**White Silver:** The weapon in question is made of White Silver, a rare magical form of silver that gleams

like chrome. It is associated with the power of Light, is easier to enchant, and triggers certain Weaknesses in many monsters.





# GEAR LISTS

## Armor

Type	Armor	Called Shot Penalty	Weight	Cost
Partial Leather	+1	-2	10	35
Full Leather	+1	-4	15	50
Partial Scale	+2	-2	15	200
Full Scale	+2	-4	20	240
Partial Chain	+3	-2	20	350
Full Chain	+3	-4	25	500
Partial Plate & Chain	+4	-2	25	750
Full Plate & Chain	+4	-4	40	900
Partial Plate	+5	-2	40	1200
Full Plate	+5	-4	50	1600
White Silver Chain	+4	-4	10	n/a
Shay'Von Leather <sup>1</sup>	+2	-4	5	n/a
Cavalier Armor <sup>2</sup>	+2	-5	18	n/a
Korindian Studded <sup>3</sup>	+2	-2	12	n/a
Dregordian Scale <sup>4</sup>	+3	-4	15	800
Dwarvish Plate	+6	-5	75	3500

1. Designed, crafted, and mystically enhanced by the famed Shay'Von clan of the Fae. Its highly magical properties are such that, if a Benny is spent to soak damage, the wearer gains a +2 on their Vigor roll.

2. Designed by great craftsmen in service to the original noble houses of Camon. The unique design and craftsmanship causes some blows to slide off in unexpected ways, granting the wearer a +1 to their Parry. It should be noted, however, that anyone caught wearing this armor in the open in Camon risks imprisonment and execution as a traitor, since the Cavaliers are fully outlawed.

3. Rather than use metals studs, Korindian leather features sea shells, appropriately-shaped stones, and similar objects woven into the leather to provide extra protection. Each suit of Korindian Studded Leather is wholly unique in appearance and form.

4. Dregordian Scale literally uses scales from the monstrous drakes that still reside in their jungles.

## SWORDS VS HAMMERS AND AXES

*As a general rule, it seems most games slightly favor swords over axes and hammers. Truth is, the sword really was, and remains, a superior melee weapon in many ways. In Savage Worlds, as well, it is difficult to come up with too many "nifty bits" to differentiate weapons, mainly because you just don't want to bog down the game.*

*But always remember, and never, ever forget this – an axe or a hammer will always be better than a sword for bashing open doors and chests! Anyone using a sword for such work will always take a penalty in my game.*





## Shields

Type	Weight	Cost	Notes
Bracers	6	40	+1 Parry, Two must be worn, Min AGI d8
Small Shield (Buckler)	8	25	+1 Parry
Medium Shield	12	50	+1 Parry, +2 Armor versus ranged shots that hit
Large Shield (Kite, Pavise)	20	100	+2 Parry, +2 Armor versus ranged shots that hit
Tower Shield	30	200	+3 Parry, -1 Fighting, counts as Medium Cover versus ranged attacks (-2 to be hit)

## Hand Weapons

Name	Damage	Weight	Cost	Notes
Axe	STR+1d6	2	200	
Bastard Sword	STR+d8/ STR+d10	10	550	First stats, one handed; Second stats, two handed
Battle Axe	STR+d8	10	300	
Cavalier Parrying Dirk	STR+1d4	2	75	Parry +1 if used defensively





Name	Damage	Weight	Cost	Notes
Cavalier Saber <sup>1</sup>	STR+d6	3	400	
<i>Chuktar</i> (Goblinessh Blocking Blade) <sup>2</sup>	STR+d10	14	650	Parry +1, 2 hands
Club <sup>3</sup>	STR+d4	4	5	
Dagger	STR+d4	1	25	
Dwarven Axe	STR+d8+1	8	500	AP 1
Elvish Longsword	STR+d8	6	n/a	White Silver, Parry +1, AP 1
Flail	STR+d6	8	200	Ignores shield
Great Axe	STR+d10	15	500	AP 1, Parry -1, 2 hands
Great Sword	STR+d10	12	400	Parry -1, 2 hands
Halberd	STR+d8	15	250	Reach 1, 2 hands
Ironwood Club <sup>4</sup>	STR+d6	5	50	
Ironwood Staff <sup>4</sup>	STR+d6	10	100	Parry +1, Reach 1, 2 hands
Kal Flail <sup>5</sup>	STR+d10	15	550	Ignores Shield, -1 Parry, 2 hands
<i>Kayakor</i> (Dregordian polearm) <sup>6</sup>	STR+d10	20	1000	AP 1, Parry +1, Reach 1, 2 hands

1. The Cavalier Saber is light and balanced enough to be useful for fencing and light-weapon fighting.

2. A large, brutal blade with prongs and flanges, in many ways similar to a rather famous kind of weapon from a very popular science fiction series, wielded by a race not wholly unlike the goblinessh...

3. This is for a crafted weapon. Improvised clubs have no cost, but only do damage equal to Str, not Str+1.

4. This wood is heavier and more solid, and therefore much nastier to hit people in the head with.

5. Huge and frightening, the Kal Flail uses three chains, each with a flanged metal ball on the end. Idiots who try and use one without training (-4 penalty) usually end up maiming themselves (on a 1, take a Wound).

6. An elaborate and expertly-designed pole arm, similar to the halberd in form and function. However, each one is a work of art, hand-crafted by Dregordian families off deep and long lineages. It is unheard of for non-Dregordians to use one, and considered a terrible insult.





Name	Damage	Weight	Cost	Notes
Korindian Fighting Sticks	STR+d4	2	n/a	Parry +1 (only when using 2)
Lance	STR+d10	10	500	AP 1, Reach 2 (only when Riding)
Long Sword	STR+d8	8	300	
<i>Lo-sska</i> (Brin Longsword) <sup>7</sup>	STR+d10	6	500	
Mace	STR+d6	8	250	AP 1 vs Plate or Rigid Armor
Maul	STR+d6	20	400	AP 2 vs Plate or Rigid Armor, -1 Parry, 2 Hands
Minotaur Axe <sup>8</sup>	STR+d12	35	750	AP 1, Parry -1, 2 hands, must be Large
Olaran Two-handed Sword	STR+d10	15	750	Reach 1, 2 hands
Rapier	STR+d4	3	150	Parry +1
<i>Rrka</i> (Brin Short Sword) <sup>9</sup>	STR+d6	4	300	Parry +1 if used defensively
Saber	STR+d6	4	200	
Short Sword	STR+d6	4	200	
Spear	STR+d6	5	250	Parry +1, Reach 1, 2 hands
Staff	STR+d4	8	10	Parry +1, Reach 1, 2 hands
Warhammer	STR+d6	8	250	AP 1 vs Plate or Rigid Armor

7. It is unclear how or when the Brinchie came into the knowledge of these blades, for their nomadic culture of old could not have come up with such amazing works of metalsmithing. The length of a long sword, but slightly curved and having 3 sharp points at the end of the blade, *Lo-sskas* are lightweight and perfectly balanced.

8. Self-explanatory, but it bears noting that many Ogres have taken to pilfering these weapons from dead Minotaurs whenever possible.

9. Similar in all ways to the *Lo-sska*, except that it is the length of a short sword. By itself, it grants the wielder a +1 Parry if used in defense. However, the ultimate combination is a *Lo-sska* and *Rrka* together; the wielder enjoys a +1 Parry even when attacking with both.





## RANGED WEAPONS

Name	Range	Damage	Cost	Weight	Min Str	Notes
Axe, throwing	3/6/12	STR+d6	75	2	-	
Bow	12/24/48	2d6	250	3	d6	
Crossbow	15/30/60	2d6	500	10	d6	AP 2, 1 Action to reload
Dagger/Knife	3/6/12	STR+d4	25	1	-	
Dwarven Crossbow <sup>1</sup>	20/40/80	2d6	1000	20	d8	AP 2, 3 shots before reload
Elvish Longbow <sup>2</sup>	10/36/72	2d6+1	2000	4	d6	Everwood, Requires Shooting d8+
Handbow <sup>3</sup>	5/10/20	1d6+1	700	5	-	AP 1, 1 Action to reload
Sling	4/8/16	STR+d4	10	1	-	
Spear	3/6/12	STR+d6	250	5	d6	

<sup>1</sup> Damned clever Dwarves figured out how to have a cartridge of three bolts slotted in just so, and gears aligned just so, such that when you cock the mechanism back, there's enough power to fire one at a time before having to reload the whole thing.

<sup>2</sup> Carved in a very odd and powerful way (more or less, an exotic "recurve" approach), it takes an expert archer to use such a magnificent bow.

<sup>3</sup> Believed to have been invented in the Pirate Archipelagos, this is simply a miniature crossbow that can be fired with one hand easily.

## Other Special Gear

What follows are some specialized items that characters may come across, either in shops that cater to those involved in dangerous work, or in the stashes of folks they've had to do battle with. As well, a powerful patron might bestow one or more of these items on a group that is doing a perilous but important service for him.

As a general rule, the average general store should *not* have these items just "lying around." It should require some digging and exploring (an excellent time to make use of that *Streetwise* skill, or the Scrounger or

Connections Edges). Use the prices listed (in copper pieces) as starting points; need and supply will always change things, sometimes dramatically, and a character with a high Charisma bonus and good *Persuasion* skills might get a bargain, if they are crafty enough.

## Potions

Normally found only in the larger towns and cities, alchemists can occasionally be discovered tucked away in some backwater village or off the beaten path. They will normally have only a very few of the lesser potions, and may have none of the more powerful ones at all.





Where the potion might have a Raise effect, the GM can go one of two ways; either decide that the alchemist is simply good enough that the Raise effect will always happen, or have the player roll a d6 when they actually use it. On a 5 or 6, the Raise effect occurs; otherwise, only the base effect happens. Normal durations apply as per the Power used, with no extended effects.

**Bottled Shadows:** By unstopping this ebony bottle, which is very cold to the touch, the user causes shadows to flow forth and fill the surrounding area. *Obscure, Large Burst (2 PP)*. Cost: 750

**Concentrated Essence:** Some alchemists have discovered the secret of distilling the pure Essence of magical materials into a cordial that can be ingested, giving the imbiber additional energy to cast spells with. Unfortunately, this is not a “universal” potion; it must be made for a specific style of magic. Those that are useful to Priests and Paladins have no effect for Mages, and those potions brewed for Adepts will not avail Druids. A creative interpretation of *Power Tap (1 PP)*. Cost: 500

**Curative Cordial:** This bittersweet extract of hundreds of plants and fungi, if consumed within 10 minutes of infection or exposure, can cure any disease or poison affecting the victim. This potion is not useful against wounds, however. *Healing (3 PP)*. Cost: 1000

**Elixir of Might:** Warm and bubbly, this concoction burns a bit as it goes down. *Boost Trait, Strength (2 PP)*. Cost: 750

**Elixir of Nimbleness:** This liquid goes down so fast, it's almost like swallowing mercury. *Boost Trait, Agility (2 PP)*. Cost: 750

**Elixir of Stalwartness:** Thick, and sometimes a little crunchy. *Boost Trait, Vigor (2 PP)*. Cost: 750

**Healing Salve:** This thick paste can actually be acquired from some druidic enclaves, as well as alchemists. It is applied directly to wounds, and must be used shortly (within 1 hour) after the wound is suffered. This salve is not useful for poisons or diseases, however. *Healing (3 PP)*. Cost: 1000

**Potion of Greater Healing:** This potion can be used to treat wounds that are hours, or even days old. *Greater Healing (10 PP)*. Cost: 3000

**Potion of Restoration:** This rare and very valuable concoction has a chance of healing otherwise permanent crippling injuries. When used, the GM must roll the Alchemy skill of the creator, or a d6. In the former case, the roll is at -4; in the latter, the potion only works on a 5 or 6. Either way, a successful result requires 1d6 hours to take effect. *Greater Healing (20 PP)*. Cost: 7000

**The Little Bottle of Explosive Consequences:** Only a fool would dare carry too many of these small crystal vials around. To use it, you must shake the bottle rapidly, then throw it hard at the target. When it shatters, make sure you aren't too close... *Blast, Large Burst, 3d6 (6 PP)*. Cost: 2000

## Essence-Bonded Items

These are the kind of items masters bestow upon their best students. Spirits may also guide a chosen druid or priest to find. Faithful paladins and priests, sent out on a mission by the Church of Light, have been known to be granted such items as well. Typically, such a granted item starts with 5 (or, very rarely, 10) Essence contained within. These may be used by those with the same Arcane Background as an additional source of Essence, as per the Arcane Artificer Edge. Arcane Artificers skilled in the particular magical style the item is associated with may also add more Power Points to such items.

**Focus Crystals:** These crystal are crafted from raw crysarium, an oddly-malleable crystalline substance that has begun turning up in mines and digging sites all over Shaintar. This substance is important to Adepts, because it is very reactive to the mental energies they use. All Adepts have begin play with a focus crystal; otherwise, their powers are far too taxing to use. These basic crystals, however, begin with no Essence bonded into them. Those lucky enough to find an Arcane Artificer schooled in The Way will endeavor to have Essence bonded into their crystal, while others may be honored by their mentors with the gift of one when they begin their careers with one.







**Holy Symbols:** Lovingly and painstakingly forged by smiths loyal to the Church of Light, these White Silver pendants are particularly attuned to the flows of Light. These symbols are a great honor. They are given to the most promising Priests (and those Paladins who also draw from their Faith), and almost exclusively reserved for those carrying the message of the Church into dangerous areas. The symbols are shaped in the image of the Church – a stylized blue sword, blade down, on a white background.

**Everwood Staves:** Most artificers who are skilled at imbuing Essence into items will state unequivocally that Everwood is the easiest substance to work with. It seems to just “soak up” the mystical power when the time comes to imbue it into the final product. Though wooden rods, wands, or pretty much anything else made of Everwood, will hold Essence just fine, staves are by far the most popular form. This is mainly due to their overall utility, as a weapon, a walking sticks, and more. Everwood is also unique another way. It is equally

capable of holding the Essence of sorcery as that of druidic channeling. Alchemists and scholars are still puzzling out this peculiarity. A mage who is particularly pleased with his student may bestow such a staff on the apprentice as he sets out into the world, or on a quest for his teacher. Druids, on the other hand, often find Essence-bonded staves while on spirit quests during their meditations and training.

## ARCANE BACKGROUNDS AND MAGIC IN SHAINSTAR

The core Savage Worlds book gives an excellent foundation for easy, playable magic in a fantasy game. However, Shaintar is a setting that needs a little more depth and richness to best express the power and influence of magic on the lands and her people.

A key idea to convey up front is this – while the term Power Points is a perfectly reason-able phrase for game purposes, in Shaintar, the source of power that all arcane users make use of is called Essence. As such, to create the proper feel and sense of place, the GM is highly encouraged to get his players in the habit of calling their Power Points “Essence.”

It simply creates more of a sense of magic and drama to say “My essence is waning” than “I gotta rest, since I’m almost out of Power Points.”

There are seven known forms of Magic in Shaintar: Alchemy, Channeling, Faith, Necromancy, Sorcery, Thaumaturgy, and The Way. Two of them – Necromancy and Thaumaturgy – are not available to heroes (for reasons that will be obvious in their descriptions). Each form of magic has its own style and its own rules. All are described in the following sections.





## Powers

The core *Savage Worlds* book provides an excellent base of Powers to use as spells and mystical abilities in Shaintar. However, a few more are needed to really flesh out the possibilities that are meant to exist in this setting, and they are described in detail in the section that follows.

Just as in any other *Savage* setting, these Powers stand as the base frames on which the “trappings” of the various styles of magic are hung. General descriptions of trappings exist in each style of magic, but there’s not a lot of effort to come up with dozens of spell names. How a spell looks and feels, in Shaintar, is far more important than the name used to cast it.

### Some Notes about Core Powers

There are two core *Savage Worlds* powers that need slight alteration to better fit in the realm of Shaintar. They are modified as follows –

#### Boost/Lower Trait

This core power is now broken into two parts, and each one requires an Edge be expended to have access to it. *Boost Trait* is one Power, and *Lower Trait* is the other.

#### Detect/Conceal Arcana

In Shaintar, one must be able to see the magic in order to wield it. As such, most Professional Edges that grant Arcane Backgrounds also grant the ability to Detect Arcana at will (using the character’s Spirit attribute for any checks regarding it).

It takes an Action, but requires no Power Points to be activated. With a success, the user can sense the presence of magic. With a raise, they can determine what style of magic is at work. To identify a specific Power at work, a *Knowledge (Magic)* check must be made.

Conceal Arcana is a separate power, requiring an Edge be expended to attain it, just like any new Power.

## Elemental Manipulation

This Power is not available in the Shaintar setting. However, its effects (except for Fire) become available to player characters who achieve the Legendary *Pathwalker* Edge.

### Greater Healing

Greater Healing in Shaintar can be used to eliminate Permanent Crippling Injuries, but it is very difficult. If performed within the “Golden Hour,” the roll is at a –6; if performed after the Golden Hour, the roll is at a total penalty of –8. A healer may only ever attempt to heal a specific Permanent Crippling Injury **once**.

## New Powers

What follows are both new Powers and Powers adapted from other sources (to include *Evernight*, *Screamers*, *Necessary Evil*, *Deadlands: Reloaded*, *Beyond the Veil*, and *50 Fathoms*). I am extremely grateful to draw from the inspirational sources of fellow *Savages*.

### Animation

**Rank:** Seasoned

**Power Points:** 3

**Range:** Touch

**Duration:** 3 (1/round)

The caster is able to make some objects “come to life,” effectively turning them into servitor constructs for a time. Only items that have some conceivable means of movement (statues, tables, and suits of armor are good examples) can be animated to any reasonable effect. The caster can only animate items of up to roughly human size, though they may animate smaller objects if they wish. Such smaller objects would not have the same statistics as listed below and probably would not be as useful in combat.

Animated objects have no self-will and very limited capacity for interpreting orders. They obey the will of the caster, but only the most rudimentary commands may be given. Animated objects are mostly good for carrying items or fighting.





## Animated Stone Object

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

**Skills:** Fighting d6

**Pace:** 4; **Parry:** 5; **Toughness:** 11

**Gear:** Stone Skin (+4)

**Special Abilities**

- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; piercing attacks do half-damage; constructs do not suffer from disease or poison
- **Fearless:** Animated objects know no fear

## Animated Wood Object

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

**Skills:** Fighting d8

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

**Gear:** Wood Skin (+2)

**Special Abilities**

- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; piercing attacks do half-damage; constructs do not suffer from disease or poison
- **Fearless:** Animated objects know no fear

## Arcane Shield

**Rank:** Novice

**Power Points:** 1

**Range:** Touch

**Duration:** 3 (1/round)

The caster can invoke magical energies to protect someone from other eldritch or spiritual forces.

The caster can temporarily grant the Edge Arcane Resistance to a chosen target (including their own person, of course). For a raise, the target is protected by Improved Arcane Resistance.

## Cantrips

**Rank:** Novice

**Power Points:** 1

**Range:** Smarts

**Duration:** 1 minute (1/minute)

This spell allows for almost any innocuous effect to be created at the caster's whim as they summon mystic forces to perform minor tasks. These include (but are not limited to) - cleaning, lifting (10 pounds), flavoring foods, mending clothes, writing, ringing bells, causing someone to have an itch or sneeze, changing an object's colors, opening a door, etc.

## Clairvoyance

**Rank:** Seasoned

**Power Points:** 3

**Range:** Varies

**Duration:** 3 (1/round)

Clairvoyance allows the caster to see people, places, and things beyond their normal sight. The range varies depending on how well the arcane skill roll is made. A normal success gives the caster a range equal to their Spirit x2, with each raise doubling the distance. Walls, doors, and other barriers do not hamper Clairvoyance in any way, though the GM may decide that magical barriers can block it.





Clairvoyance is not quite as good as normal sight. All Notice and similar checks take a -2 penalty.

For an additional 3 Power Points, the caster can use their hearing through the Power (with the same penalties applied). The GM may allow other senses, as well, for the same added cost.

## Curse

**Rank:** Heroic

**Power Points:** 10

**Range:** Sight

**Duration:** Permanent

Some casters may call upon great magics or dire spirits to bring great, long-lasting harm to those that cross them.

To do so, the caster pits their relevant arcane skill against the victim's Spirit. If the caster is successful, the victim becomes sick and might even die. The character becomes Fatigued immediately, and each day thereafter he must make a Vigor check (with the appropriate penalties) to resist Exhausted. After becoming Exhausted, he must then pass a Vigor check once a day or become Incapacitated. Once he becomes Incapacitated, he makes a Vigor roll each day to avoid death.

Instead of sickness and death, the Curse may also be used to cause one of the following effects: *Blind*, *Deaf*, *Dumb* (as in unable to speak), *Horrid* (as the Hindrance, Ugly, except that the Charisma penalty is -4), *Clumsy* (Agility drops a die type, which cannot be raised until the curse is lifted, and all Agility-linked skills are at -2), or *Unlucky* (as the *Bad Luck* Hindrance, plus a -1 to all rolls).

The Curse can be lifted by the caster or use of the Dispel Power. Additionally, most Curses have some special task or set of circumstances that can be fulfilled to remove them. A caster who clearly states the task, circumstances, or conditions of the Curse's removal to the victim during casting receives a +2 to their arcane skill roll to effect the Curse.

## Dazzle

**Rank:** Novice

**Power Points:** 2

**Range:** Smarts

**Duration:** Instant

The caster is able to create a Medium Burst area of intense light energy, capable of blinding opponents within who do not avoid the attack with a successful Agility check at -2 (a raise forces them to make it at -4). Victims are blinded for 3 full rounds. For an additional 2 Power Points, the area can be increased to a Large Burst.

Blinded characters are at -6 to perform any action that requires vision. In addition, Attackers gain a +2 to target them.

## Etherealness

**Rank:** Heroic

**Power Points:** 10

**Range:** Self

**Duration:** 1 minute (1/minute)

The caster is able to become *Ethereal* (as per the Monstrous Ability in the *Savage Worlds* core rules). The caster can only manifest visibly if they make a raise on their arcane skill roll, and they cannot affect the real world in any way, though they can engage other ethereal beings.

## Guiding Force

**Rank:** Novice

**Power Points:** 1

**Range:** Touch

**Duration:** 3 (1/round)

Guiding Force increases a target's chance to hit with a ranged weapon. The bonus is +2 for a success, and +4 for a raise.







## Illusion

**Rank:** Novice

**Power Points:** 3

**Range:** Spirit

**Duration:** 3 (1/round)

Illusion makes a *single target* see something that isn't there, or else see things differently than they actually are. The caster's arcane skill is opposed by the target's Spirit; a success means the target perceives the illusion as real with one of their five senses. Once they examine the illusion with any of their others senses, the illusion is broken. A raise indicates that the target perceives the illusion as real with all of their other senses.

Illusory attacks can never actually wound a target, though they can cause a target to become Shaken (such attacks are made with the caster's arcane skill, but resolved like any *Fighting*, *Shooting*, *Throwing*, or similar roll). Passive Illusions, like a wall, take little effort to maintain. The Power Point cost must be met, but only normal maintenance penalties apply. Active Illusions, such as a black cat or phantom enemies, require constant concentration to maintain. The caster may move their normal Pace, but may take no other actions while maintaining such an Illusion.

This Power only works on sentient, living beings. It is useless against animals, spirits, or the undead.

## Mend

**Rank:** Veteran

**Power Points:** Special

**Range:** Touch

**Duration:** Instant

Casters with this Power can actually mend damage done to objects and structures





made of wood, metal, or stone. The caster must concentrate for one full action, then cast the spell on their next, subtracting a penalty equal to the structure's equivalent to wounds on their arcane skill roll.

The cost in Power Points is equal to half the structure's base Toughness (ignore Armor and magical bonuses), if applicable. In cases where such numbers are not known, the GM should simply assign a number (1-3 for most objects, 4-6 for wood buildings, 7-10 for stone buildings, 11-15 for castles).

A success repairs one wound, a raise mends two. For items or sites that do not have wounds measured, the GM can simply decide how many applications of the Power will be needed.

## Mind's Eye

**Rank:** Seasoned

**Power Points:** 2

**Range:** Self

**Duration:** 3 (1/round)

The caster gains the ability to link their mind into the Aether in such a fashion as to see beyond the normal world. This enables them to see through any form of darkness, and to see invisible entities as well. They can also peek into a room without anyone being the wiser.

Casting this spell allows the user to ignore the effects of Obscure and Invisibility, as well as any normal lighting penalties. In addition, with a raise, the user can see past doors and walls that are not somehow mystically shielded.

## Mind Reading

**Rank:** Novice

**Power Points:** 3

**Range:** Spirit

**Duration:** 3 (1/round)

Mind Reading allows the caster to read another's thoughts. The caster's arcane skill is opposed by the target's Spirit. On a success, the caster can read surface

thoughts and feelings. With a raise, they can probe deeper; they may make a standard arcane skill roll to find any information they are looking for, once per round.

With a second raise, they can detect deep-seated, hidden, and suppressed thoughts and memories (no added rolls are necessary).

At the GM's discretion, targets that are aware they are being read may use focusing techniques, singing out loud, or getting completely drunk to gain a +2 to their resistance roll.

Note that this is *one of the most feared Powers in all of Shaintar*. Practitioners affiliated with moral institutions (specifically the Church of Light) are considered disturbing, but grudgingly accepted. Others have sometimes been hunted down and killed, even when they were only suspected of possessing this ability.

## Phantasms

**Rank:** Novice

**Power Points:** 2

**Range:** Smarts

**Duration:** 3 (1/round)

The caster can create illusory images perceived by a single sense, affecting anyone able to perceive them. For each additional Power Point invested in the casting, an additional sense may be affected; by spending 6 total Power Points, the *Phantasm* will be perceived by all 5 senses (this does include touch, though the illusion has no real Strength and will be dispersed by any force applied in an attack manner). Unlike Illusion, Phantasms create holographic images visible to everyone in the area and cannot cause a target to become Shaken.

Phantasms are normally no larger than a human in size. For 2 added Power Points, the Phantasm covers an area equal to a Medium Burst template, or a Large Burst for 3 Power Points.

Anyone perceiving a Phantasm may make a *Notice* check opposed by the caster's arcane skill roll to "see it for what it is."





## Postcognition

**Rank:** Heroic

**Power Points:** 3

**Range:** 1 mile radius or less (see text)

**Duration:** Varies

By opening their mind to the flows of psychic energy, the caster can catch glimpses of past events in the area. The caster can try to shrink the area of effect to a 100 yard radius by taking a -2 penalty to their arcane skill roll. By taking a -4, they can focus their attention to the area of a Large Burst.

On a success, the caster witnesses a surge of memories, focused on emotionally charged events from within the last 10 years. Each raise allows the caster to see farther into the past (per the GM's discretion). Note that really major, dramatic, or emotion-filled events (such as a murder or a couple falling in love) are always treated as "fresher" memories and, thus, can be witnessed on a normal success regardless of how far in the past they occurred.

After getting a "reading," the caster can make a Smarts roll to try and pick out pertinent pieces of information (based on what they were trying to discover by using the Power). Each raise allows them to attain more information (like an added piece of data). By successfully shrinking the area of the reading, the caster gets a +2 or +4 to their Smarts roll (based on how focused the reading was).

## Power Tap

**Rank:** Seasoned

**Power Points:** 1

**Range:** Smarts x 3

**Duration:** Instant

A caster can use this power to steal Power Points from any other character or creature who has Power Points. To do so, the caster makes an opposed arcane skill roll versus the target's arcane skill. If successful, the user steals 1d6 Power Points with a success, 2d6 with a raise. Excess Power Points fade at a rate of 1 every 15 minutes.

## Precognition

**Rank:** Legendary

**Power Points:** 5

**Range:** Special

**Duration:** Varies

Precognition allows the caster to catch a glimpse of possible future events. The intensity of emotion, drama, and importance is a factor – events like disasters, murders, or fatal accidents are easier to pick up than who is likely to walk through the door next.

A normal arcane skill roll is made. Failure means no vision is had, or else the vision is so chaotic (or traumatic) that the caster cannot make any sense of it. On a success, they get a hunch about the future, with no images or anything concrete ("Wait! We shouldn't kill that one... we're going to need him later," or "We need to get out of this building NOW!").

With a raise, the caster receives an actual vision, though it may be couched in symbolism that the characters won't understand until later. Storm clouds with lots of lightning over a castle may represent a siege about to begin, or the vision of a younger sibling who died walking to near a cliff's edge might represent a local child about to fall off a nearby ledge.

If the caster is specifically trying to learn about a particular future (who will enter the tavern next, or what card will next turn up from the deck), they will take a -4 to their roll, and the GM should make this roll for them, in secret. Regardless of the result, they will get a hunch, but they will have no idea how accurate it is.

## Quake

**Rank:** Veteran

**Power Points:** 5

**Range:** Smarts x 3

**Duration:** Instant

Quake causes a tiny but powerful earthquake that can crush foes and level buildings. It works only upon solid earth; not sand, water, wood, floors, or any other substances. The area of effect is a Large Burst Template





centered within the caster's Range. Victims within the template must make an Agility roll or fall into the hole where they are crushed by earth and stone for 2d10 damage. Those who make the roll cling to the sides and may climb out on their next action. Those who succeed with a raise jump free and may act normally on their next action.

Walls crumble and are breached with this spell, opening a hole as wide across as the earthquake.

## Rending

**Rank:** Veteran

**Power Points:** 5

**Range:** Smarts

**Duration:** Instant

This grotesque power uses raw force to squeeze, pull, and tear internal organs, bones, and other vitals. A good attack can kill a foe in one quick blast, leaving nothing but a mangled pile of bleeding flesh and busted bones. Regardless of the specific effect and reaction, the attack is an opposed roll between the caster's arcane skill (at a -2 due to how difficult this Power is to use) and the victim's Vigor. It is more difficult to use against undead, constructs, or creatures without a beating heart; in these cases the roll is at -4. Success inflicts 1d10 damage, with an additional 1d10 damage per raise, up to a maximum of 5d10. (Two raises, for example, causes 3d10 damage.) Only magical armor protects from this attack on living targets; undead and constructs gain the benefit of their full Toughness.

## Sanctify/Despoil

**Rank:** Novice

**Power Points:** 10

**Range:** Special

**Duration:** Permanent

Sanctify allows the caster to consecrate areas of earth, causing great pain to supernaturally evil creatures that attempt to tread upon it. Alternately, casters of evil natures can Despoil an area, making it anathema to

creatures of Light and Life (including Fae). Naturally, a caster may only possess whichever of these Powers is appropriate for their Arcane Background.

Using either Power takes an entire week of prayer. The caster must remain within the bounds of the area for the entire duration. The area is determined by the GM, but is typically the grounds of a church, a battle, or some other place of importance. If no clear boundaries exist, the area is equal to five times the caster's Spirit in yards.





When the ritual is complete, the arcane skill roll may be attempted. If successful, the area is consecrated. If the roll is failed, the caster must start from scratch. Sanctified or Despoiled areas cannot touch or overlap, and attempting to do so will automatically fail. Unless the area was previously hallowed, it cannot be within 10 miles of any other Sanctified ground. (The same is true for Despoiled areas.) Any supernaturally evil (or good, if appropriate) creature that attempts to enter the sacred ground must make a Spirit roll at each round or suffer a wound.

## Silence

**Rank:** Novice

**Power Points:** 2

**Range:** Smarts

**Duration:** 3 (1/round)

Much like the Obscure Power, except this one creates an area of absolute quiet over a Large Burst area. No sound can be made or heard within the space while the Power is active. This will effectively shut down any use of Powers for all but Adepts (and in later material, those who use Arcmancy).

## Size Changing

**Rank:** Special

**Power Points:** Special

**Range:** Touch

**Duration:** 3 (1/round)

This power allows the caster to alter the size (up or down) of the target. All items carried or worn by a person changed by this spell are also changed accordingly. In the case of weapons, this may mean their damage ratings go up or down (the GM must decide the final effect). If the effect is unwanted, the target gains an opposed Spirit roll (against the caster's arcane skill) to resist the effect.

The effects of changing size are based on the *Size* and *Small/Large/Huge* entries in the *Savage Worlds* core rules. Both positive and negative effects apply when the new size is achieved.

The cost in Power Points is based on the size change desired. Also, the amount of change allowed is based on the Rank of the caster. The following table indicates what is possible, and the cost, based on the Rank of the caster.

Cost	Rank	Size Change
4	Seasoned	Small (-2 Tough and to be hit); Large (+4 Tough, +2 to be hit)
6	Veteran	Great (+6 Tough, +3 to be hit)
10	Heroic	Tiny (-4 Tough and to be hit); Huge (+8 Tough; +4 to be hit)

## Storm

**Rank:** Veteran

**Power Points:** 8

**Range:** 5 square miles

**Duration:** 2d6 hours

Storm summons up a small but powerful squall that can cause vessels to become lost (or perhaps even sink), deter pursuers over land, and even do great damage to a local area. It takes four full rounds of concentration to cast, during which time clouds begin to form overhead. If successful, rain falls, lightning crashes, and a sudden storm manifests over an area 15 miles square and centered on the caster.

The effects of the storm count as Hazards; every 10 minutes a character spends trapped in the full fury of a storm, they should make a Vigor check or suffer Fatigue conditions. In general, expect limited visibility and severe damage to wooden buildings, crops, and ships.

Those with this power can also cause an existing (non-supernatural) storm to become calm in a matter of minutes.





## Succor

**Rank:** Novice

**Power Points:** 1

**Range:** Touch

**Duration:** Permanent

Succor removes one Fatigue level, or two with a raise. It will also remove a character's Shaken status, if any.

Succor may be used to restore consciousness to those who have been Incapa-citated due to wounds as well, though the wounds remain. It does not stop bleeding or otherwise stop mortal wounds from worsening, however. The caster may never use Succor on themselves.

## Summon Entity

**Rank:** Special

**Power Points:** Varies

**Range:** Spirit

**Duration:** 3 (1/round)

This spell enables a caster to summon an entity appropriate to their style of magic. The being is inclined to aid the summoner and either serves in the name of their common cause or because the magics used to summon it force its service (though it may have a comment about being summoned for minor tasks). Communication is verbal for intelligent, sentient beings, or else through a mental link for less sophisticated beings (who still have their own ways of thinking, mind you).

The stats for such creatures are in the Shaintar Bestiary.

Cost	Rank	Examples
3	Seasoned	Honored Dead, Childer
5	Veteran	Celestial of the First Host, Greater Childer
10	Heroic	Celestial of the Second Host, Demon
20	Legendary	Celestial of the Third Host, Demon Lord

## Telepathy

**Rank:** Novice

**Power Points:** 2

**Range:** Any

**Duration:** 3 (1/round)

Telepathy is used to communicate mentally with other people. If the target is willing, a normal roll is all that is needed to succeed. Otherwise, the roll is opposed by the target's Spirit. Success allows communication with the target. Only those thoughts and images the participants wish to send can be sensed; anything more requires Mind Reading.

If the caster cannot see their target, they must know and be able to identify the intended recipient in some reasonable fashion. The roll to reach someone under these circumstances is -2 if they are within a mile. It is -4 if they are farther away than that. Reaching someone on another plane of existence (for example, contacting someone in The Eternal Forest from within Shaintar) is beyond all but Legendary casters. (Even then, it is still difficult and at the GM's discretion.)

Each conversation established via Telepathy counts as a separate spell for purposes of maintenance penalties.

Telepathy can be used to speak with entities with whom you do not share a language; communication is based on thoughts and images. However, this can be difficult and is limited to exchanging simple ideas. The stranger the being (spirits, monsters, or beings from entirely different realms), the more complicated even the most basic communication can be.

## Wallcrawler

**Rank:** Novice

**Power Points:** 2

**Range:** Touch

**Duration:** 1 minute (1/minute)

Wallcrawler temporarily grants the target the *Wall Walker* Monstrous Ability as per the *Savage Worlds* core rules. The character may move at his normal Pace over all such surfaces, and can Run normally.



## Wilderness Walk

**Rank:** Novice

**Power Points:** 1

**Range:** Touch

**Duration:** 1 hour (1/hour)

*Wilderness Walk* allows the target to move through the outdoors quietly and without leaving a trace. The magic quiets the sound of the target's footsteps, adding +2 to his Stealth rolls. It also disguises the target's passage, making them impossible to track.

*Wilderness Walk* cannot be used indoors or in urban settings.

## Magic Styles

The following are descriptions and added information about the seven known styles of magic in Shaintar. Each has subtle, yet important, differences that make for the diverse and rich magical culture in the realms.

You should take note of the Trappings, for these are important roleplaying elements for the style you are using (or experiencing, if you are on the receiving end). In addition, each style description may indicate special properties to be aware of (for example, Sorcery gives the character access to special variants of Powers called *Applications*). Finally, most styles of magic grant the user access to the Dispel Power; in the description, you will find how the use of this Power varies depending on the type of arcana being dispelled.

## Alchemy

The application of alchemical principles and ancient lore to create concoctions of enchanted and eldritch power. Alchemists rely primarily on the greatest sources of material power in Shaintar – *Everwood*, *White Silver*, and *Crysarium*, but there are many other potential sources of mystic power that can be used in alchemical concoctions (such as rare flora and fungi; the organs and blood of magical creatures; and holy water).

**Requirements:** Alchemist concoctions must normally be imbibed to work (which takes an Action), though in some cases, such as the more assault-oriented materials, simply shaking up and throwing the bottle will suffice (hopefully with a good Throwing roll). Still other applications involve applying the substance externally to the target. (For example, Conceal Arcana is usually an oil applied topically to magical items.) Naturally, alchemy items can be lost or broken. Should the GM feel particularly nasty, they might “go off” under really stressful situations, such as being caught in an acolyte's hell blast...

**Trappings:** Alchemy may be the most diverse of all the magic forms, and the effects of alchemical concoctions are unique to their creators. One alchemist's healing potion may smell of lilacs and have tiny phantom flowers float out of the bottle when opened, while another's may be a viscous, noxious goo that must be crammed down the throat of the victim.

In addition to Powers, the GM should consider allowing some Edges to be converted into potions, as well as entertaining any other creative ideas the Alchemist player may have for formulae.

## Arcane Background: Alchemy

**Arcane Skill:** Alchemy (Smarts)

**Starting Power Points:** 5

**Starting Powers:** 4

Alchemists are those intelligent, daring souls who study the more “scientific” principles of the Patterns and understand how to unlock the metaphysical properties of many strange and wondrous substances in Shaintar. Their Powers are called Formulae. They can concoct various potions and similar applications to be carried by themselves or their companions.

When an Alchemist creates a potion, he predetermines how many of his Power Points go into the potion at that time. Once allocated, and the potion is completed, the Alchemist recovers his Power Points at the normal rate.





## Powers Usable by Magic Style

Power	Alchemy	Channeling	Faith	Necromancy	Sorcery	Thaumaturgy	The Way
Animation		X		X	X		
Arcane Shield	X	X	X	X	X	X	X
Armor	X	X	X	X	X	X	X
Barrier		X	X	X	X	X	X
Beast Friend	X	X					X
Blast	X	X	X	X	X	X	
Bolt		X	X	X	X	X	X
Boost Trait	X	X	X	X	X	X	X
Burrow		X					
Burst						X	
Cantrips				X	X	X	
Clairvoyance			X	X	X	X	X
Conceal Arcana	X			X	X	X	
Curse				X		X	
Dazzle	X	X	X		X	X	
Detect Arcana		at will	at will	at will	at will	at will	at will
Deflection		X	X	X	X	X	X
Dispel		X	X	X	X	X	X
Entangle	X	X	X	X	X	X	X
Environment Protection	X	X	X	X	X	X	X
Etherealness	X	X		X	X		X
Fear			X	X		X	X
Fly	X	X	X	X	X	X	X
Greater Healing	X	X					
Guiding Force		X	X		X	X	X
Healing	X	X	X	X		X	X
Illusion				X			X
Invisibility	X			X	X		
Light	X	X	X		X	X	
Lower Trait			X	X	X	X	
Mend		X			X		
Mind's Eye	X		X	X	X		X
Mind Reading			X	X			X
Obscure	X	X		X	X	X	
Phantasms				X	X	X	X
Postcognition		X	X	X			X
Power Tap				X	X	X	
Precognition		X	X	X		X	X
Puppet				X		X	X
Quake		X				X	X





Power	Alchemy	Channeling	Faith	Necromancy	Sorcery	Thaumaturgy	The Way
Quickness	X	X	X		X	X	X
Rending				X		X	X
Sanctify/ Despoil		X	X	X		X	
Shape Change		X					
Silence		X	X	X	X		
Size Changing	X				X	X	
Smite		X	X	X	X	X	X
Speak Language	X		X		X		X
Speed	X	X	X		X	X	X
Storm		X				X	
Stun		X	X	X	X		X
Succor	X	X	X				
Summon Entity		X	X	X		X	
Telekinesis					X		X
Telepathy							X
Teleport					X	X	
Wallcrawler	X	X		X	X		X
Wave Runner	X	X			X		X
Wilderness Walk		X					X
Zombie				X			

For example, if an Alchemist were to create a Potion of Flying, he could put 3 Power Points into this potion (giving the user her Pace in flight). These 3 Power Points are unavailable for anything else until the potion is completed and the Alchemist has had a chance to recover them.

When the potion is created, the player of the Alchemist must roll his Alchemy check at that time. Any raise effects are determined then. As such, a good roll (such as a 10) on an Invisibility Potion will mean it is particularly “potent;” the user will enjoy the fully invisible effect.

It normally takes 1 hour and 250 copper pieces per Power Point that goes into a potion. This is assuming proper facilities and resources. Time and costs double under more rudimentary conditions, and can be as much as halved if a cheaper source of materials, or an excellent

**Mishap:** The danger to Alchemy is that it is a tricky, sometimes volatile process. If an Alchemist ever rolls a failure, he should roll his skill again. If he rolls a success on the second roll, he simply wastes the time and resources and must start over. If he rolls a second failure, he suffers a Mishap; **all** potions created that day are gone, the day is lost, and all currently available resources have been used up or destroyed in the chaos.

If the first roll comes up a 1 (regardless of what comes up on the Wild Die), the Mishap effect automatically occurs. However, the second roll is necessary, anyway.

If the second roll comes up a 1, the Alchemist is caught in a **Kaboom**. Reagents go flying everywhere, something is likely on fire, and the Alchemist (and anyone else directly present at the time) suffers a wound and must roll on the Injury Table.





## Channeling

The focusing of the granted powers from the Ascended, manifesting the Four Paths of Life (Nature, Earth, Sea, and Sky). Druids open themselves to channel the Gifts of the Ascended, which are the Powers they have the ability to choose. In many cases, these Powers have different Trappings based on which Path is being channeled. This is, in most cases, more of a matter of style and taste for the caster, since all druids have access to all Paths. However, when a druid chooses to become a Path Walker, the Path of the Gift they cast will have very much greater meaning (see the *Path Walker Professional Edge* for more details).

**Requirements:** Based on the Path they are channeling from, the druid must have access to the Path nearby in some fashion. This means stone or metal for Earth Gifts, some form of water for Sea Gifts, trees and plants for some Nature Gifts, and a decent amount of space for Sky Gifts. They must also be able to speak, invoking the names of the Ascended and other spirits to grant their desired Gifts.

**Trappings:** As per the Path, of course – Stone, earth, and metallic effects for Earth; Water and ice for Sea; Wind and breezes (and lightning!) for Sky; and plants, animals, or spiritual (shades of green) energy for Nature.

**Dispel:** The Dispel Power works normally against Channeling, Necromancy (the Powers of Darkness), and Thaumaturgy (the Powers of Flame); -2 vs all other types of Powers.

## Faith

The invocation of Archanon's mercy, justice, and will upon the realm of Shaintar. Priests and followers of the Light open themselves to the Lord of Light and his celestial host, channeling the miracles they bestow to better serve the goals and mandates of the Light. Those

## GM TO GM: THE COSTS OF ALCHEMY

*As I've said elsewhere, I don't spend a lot of time managing money in my campaigns. With that in mind, the cost structure of creating potions is designed to allow Alchemist characters to create a reasonable number of potions without making them an effortless money factory.*

*In Shaintar, a basic potion of Healing should run around 1000 copper pieces. That's 750 for the materials cost (3 Power Points) and 250 for the Alchemist. This makes potions rather expensive, as they should be. Other than an Alchemist, starting characters should not expect to have access to such wondrous concoctions.*

*While this may seem like a large sum, keep one thing in mind. As much of half of the cost of materials for an alchemical potion comes not from the rarity of the materials, but from the size of the market (the alchemists). There just aren't enough of them in Shaintar to drive prices down. Alchemist characters should look for the cheaper sources available in some larger cities, or try to find some or all of the materials themselves. Likewise, GM's are highly encouraged to reduce the materials cost as much as half for Alchemist characters who take these routes. The idea is that making a potion should be somewhat costly, but not so much that Alchemists can never replenish their supplies.*

*The other side of the coin is selling. Alchemists who have established shops in cities and make regular purchases can get better deals from suppliers as well. More importantly, a well known alchemist can charge full price for his potions because of his customers' trust. Traveling or otherwise unknown alchemists will have a hard time finding a seller, much less getting full price. Besides finding someone with that kind of money, it's a matter of trust. After all, anybody can bottle some swamp water and tell you it'll make you fly! The cost of making potions means demonstrations are too cost prohibitive except for the sale of large quantities, which rarely happens. The end result is that most sales happen from known sellers, and usually to known buyers as well.*

*Are potions valuable and rare? Yes. Can alchemist characters still make them? Yes, with a little money and effort. Can alchemist characters get filthy rich from selling their potions? If they are ready to give up the hero's life and set up shop in a city, perhaps (much like anyone else with Powers). Otherwise, they can make some decent money occasionally, but are far more likely to use their concoctions in the pursuit of more important goals – such as saving the lives of their friends.*

who are particularly faithful and most directly serve the Will of Archanon may even, on occasion, be able to invoke miracles to which they do not normally have access (strictly by the GM's grace and needs of the story).

**Requirements:** The faithful must be able to gesture and incant the words and songs of the Church to invoke their miracles. If they have only one hand free, they suffer a





-1 to their roll. While standing on a particularly blessed piece of ground, or at a sanctified altar, they may gain a +2 to their *Faith* rolls.

**Trappings:** Bright flashes and pulsing swirls of light, accompanied by celestial choruses of music and song, go with each invocation. The more powerful the miracle, the greater the display, but there is nothing subtle about Archanon or his miracles.

**Dispel:** The Dispel Power works normally against Thaumaturgy (the Powers of Flame) or Necromancy (the Powers of Darkness), -2 against all other types of Powers, including Faith.

## Necromancy

The Powers of Darkness and undeath are the necromancer's to command. They are not available to player characters, however.

**Trappings:** Darkness, naturally. Cold and frost, creeping shadows, and evil incantations are also the hallmarks of this wicked power.

## Sorcery

The manipulation of the Patterns to weave the energies of the Aether into reality-altering spells. Sorcerers master Principles, which are represented by the Powers list available to them. Once they have the grasp of a Principle, they are often able to learn numerous Applications related to those Principles. A sorcerer can learn and cast any Application (as long as they meet the Requirements for it) for the cost of improving a skill that is below its linked Attribute. This means when such a character earns an Advance, the player can choose to raise two skills that fall below their linked Attributes, learn two Applications, or a combination of one each.

**Note:** Players of sorcerers may well explore coming up with new Applications; the GM should use the Applications below as guidelines.

**Requirements:** Sorcerers must be able to gesture with at least one hand free (-1 to Sorcery rolls if not using

both hands), and they must be able to incant the verbal formulae that harness the Patterns to their will.

**Trappings:** Displays of pure eldritch energy, which is various shades of purple; floating mystic runes dancing around the head and hands of various colors; lots of noise and excitement. Sorcerous magic is not subtle in the casting.

**Dispel:** The Dispel Power works normally against Sorcery, Necromancy (the Powers of Darkness) and Thaumaturgy (the Powers of Flame); -2 vs all other types of Powers.

## Applications

### *Alain's Unerring Dart*

*Requirements:* Seasoned, Bolt

*For +2 Power Points, the range of the Bolt Power is extended to 96, and there is no Range Penalty applied.*

### *Auberik's Armor Enhancement*

*Requirements:* Seasoned, Armor, Barrier

*For +2 Power Points, the Armor Power is enhanced to negate any Armor Piercing bonus an attacker may have against the target.*

### *Bran's Expanded Awareness*

*Requirements:* Seasoned, Boost Trait, Conceal Arcana

*For +2 Power Points, Boost Trait can be cast to enhance Smarts and it will also enhance the target's Investigation, Notice, and Tracking skills by the same amount (one die type, or two with a raise).*

### *Gabriel's Clumsy Oaf*

*Requirements:* Seasoned, Lower Trait

*For +2 Power Points, Lower Trait can be cast to deplete Agility and it will also reduce the target's Fighting, Shooting, and Throwing skills by the same amount (one die type, or two with a raise). Note that a target's Parry is affected by default when Fighting is lowered.*

### *Gabriel's Doddering Fool*

*Requirements:* Seasoned, Lower Trait

*For +2 Power Points, Lower Trait can be cast to deplete Smarts and it will also reduce the target's Notice,*





Knowledge, and all Smarts based arcane skills by the same amount (one die type, or two with a raise).

#### **Gabriel's Weak Child**

*Requirements: Seasoned, Lower Trait*

For +1 Power Point, the target's Strength and Vigor are reduced by the same amount (one die type, or two with a raise). Note that a target's Toughness is affected by default when Vigor is lowered.

#### **Kaine's Piercing Spear**

*Requirements: Seasoned; Bolt*

For +1 Power Point, the Bolt Power gains an Armor Piercing value of +2. For +2 Power Points, the Armor Piercing value is raised to +4.

#### **Kaine's Tower Bane**

*Requirements: Seasoned, Bolt*

For double the total Power Point cost, the Bolt Power can be turned into a Heavy Weapon for purposes of dealing with structures and Gargantuan creatures.

#### **Lurien's Battle Enchantment**

*Requirements: Veteran, Boost Trait*

For double the Power Point cost in casting and maintenance (6, 2/round to maintain), Boost Trait can be cast to increase Strength, Vigor, and Fighting by the same amount (one die type, or two with a raise). Note that the target's Parry will, by default, be raised by an increase to Fighting.

#### **Ubrek's Inner Strength**

*Requirements: Seasoned, Boost Trait, Arcane Shield*

For +1 Power Point, Boost Trait can be cast to enhance Spirit and it will also enhance the target's Guts skill by the same amount (one die type, or two with a raise).

#### **Yoz's Siege Ender**

*Requirements: Veteran, Blast*

For double the final cost of the Blast, the attack is considered a Heavy Weapon for purposes of dealing with structures and Gargantuan creatures.

### **Thaumaturgy**

Thaumaturgy is the power of the acolyte to harness the chaos and destruction of the Flame, as well

as to summon demonic forces. These powers are not available to player characters.

**Trappings:** Never subtle, the Powers of Flame are the fires of the Abyss. Fire and flames, distorted air, waves of heat, and shouted damnations bring this nefarious art to bear.

### **The Way**

The focusing of internal strength, spirit, and sheer force of will to alter one's one state or the state of another sentient being, or else the application of one's will as a purely physical force. This practice is called "The Way" and it teaches adepts to look inward, instead of outside of themselves, to master their powers. At once subtle and frightening, adepts are more feared and misunderstood than any other wielder of power. Then again, perhaps they are feared because others understand all too well what they can do...

**Requirements:** The Way is a taxing form of mystical power, and as such, adepts are trained to use *Focus Crystals* (carved from the mineral substance, *Crysarium*) to offset the drain upon themselves. If an adept must use a Discipline without their Focus Crystal, the Power Point cost is *doubled*. If an adept loses their Focus Crystal and must find another, or decides they would like to bond with another, more powerful Crystal (such as one that has been imbued with Essence points via the *Arcane Artificer Edge*), it requires a Level Up to do so.

**Trappings:** Many Powers of The Way are invisible to the naked eye, requiring someone with Detect Arcana active to sense what is going on. When a physical manifestation occurs, swirls of blue energy coalesce around the adept and whatever target may be involved.

**Dispel:** The Dispel Power works normally against The Way; -2 vs all other types of Powers.





# Chapter





# A LAND FOR LEGENDS





# -CHAPTER THREE: A LAND FOR LEGENDS -

Your heroes will need a place to do heroic deeds. The Wildlands of the Southern Kingdoms are just such a place, in need of those ready to begin their legendary tales. Within the Wildlands are Grayson's Grey Rangers, an organization uniquely organized to make use of the many and varied talents an eclectic group of heroes might represent.

## THE WILDLANDS

### FACTS IN BRIEF

*Capital: None (Kythros, home to the Rangers, is often used as a central meeting place for region leaders)*

*Population: Over 420,000, with all races represented in good number*

*Dominant religion: The Ascended and Paths of Life are greatly revered here, though temples and shrines to the Light are springing up all over.*

*Government: Almost every form is represented somewhere in the Wildlands.*

*Even though there are a number of totalitarian domains to be found, the greater part of the Wildlands is given to a level of freedom and egalitarianism not found anywhere else.*

*The Wildlands are extremely diverse; agriculture and forestry are the primary sources of economic strength, but there's also plenty of mining, manufacture, and other pursuits.*

*Though humans are the most plentiful race, there is probably a greater racial diversity in the Wildlands than anywhere else in Shaintar.*

*This is the frontier in more ways than one, where both adventurers and dangerous men can find what they seek in abundance.*

by what was accomplished, there is no hard-and-fast historical record that tells the story of the area's beginnings. Scholars generally agree that the region first began to take shape in the aftermath of the war Vol Al'Daya waged in founding the Kingdom of Galea and shaping the Southern Kingdoms, around 2440. As those who would go on to found the Malakar Dominion retreated westward, and Al'Daya and Olar worked out with the Fae where everyone's boundaries would generally be, many who had risen up against the would-be conquerors simply went back to their farms and their towns and began building their lives back.

Some decided to unite under the banners of one hero or another. Others elected a mayor, a "First Speaker," or some other kind of leader. Still others just took care of their business and their neighbors and lived in relative peace. Over time, it became clear that Galea's westward boundaries only went so far, and Olara only claimed a certain portion of the lands south of their mountains. The Freelords stood firm on their original northern boundary, and the forest of Landra'Feya stood as a powerful barrier to the Malakar Dominion, preventing any significant eastward expansions.

This left a sizable region of land unclaimed by any of the major Southern Kingdoms. Mutual respect, established treaties, and effective negotiation diluted any expansionist thoughts, leaving the smaller communities and societies within these lands to determine their own paths. Some areas became smaller kingdoms. Others were ruled by less ambitious men, claiming only the titles of duke or baron. Still others followed the examples set by their neighbors to the south, developing more egalitarian and progressive societies where democracy and socialistic ideas rule.

Over time, these myriad cultures did come into contact. In many cases, this resulted in trade and shared resources. In other circumstances, however, conflict and war was the result. As well, the less cultivated or occupied areas became a favored residence for bandit lords, roving outlaws, escaped criminals, petty tyrants, and even

## HISTORICAL OVERVIEW

In that the region called the Wildlands happened more by what was not done, rather than





monstrous Childer who no longer had acolytes or warlords to serve. Citizens of the surrounding kingdoms came to know the region between the main Southern Kingdoms as the “wild lands,” and the term eventually came into common use. It was firmly established as the official name of the area when Galea’s Royal Cartographer formally labeled it as such on the map he presented to the court in 3000.

Making matters worse, the Dominion began a campaign of infiltration and subversion in the late 2900s, oriented towards expanding its power and influence through means of treachery and the establishment of puppet leaders over key cities and towns. Some tales of the time indicate that an opposing force of spies and operatives, serving the Southern Kingdoms, worked actively to oppose the Dominion’s agents in the region, engaged in a kind of quiet war.

When circumstances led to Jeremiah Grayson forming his band of Rangers (see Grayson’s Grey Rangers, below), some feared a new power was rising to claim rule over the region. However, the Rangers came to be known as a vital force, ensuring the autonomy of benevolent rulers and elected leaders wherever a town or city or state recognized their authority to defend the weak and see justice done. This led to a great stabilization of the Wildlands, staving off the anarchy that threatened to consume it. For this reason, the Rangers enjoy considerable respect and support throughout the Southern Kingdoms to this day.

## SOCIETY

Though much of the land is given over to anarchy and the untamed wild, there are plenty of civilized areas as well. Everything from tiny, standalone communes to sizeable cities and even kingdoms can be found in the Wildlands. Most of the larger areas rely upon feudal monarchies or other aristocratic structures,

### GM TO GM: THE WILDLANDS

*When I first developed the map for Shaintar, I had put in all these elaborate countries with detailed societies, defined borders, and extensive histories. It wasn’t until I first started running games in the world defined by that map that I realized a nearly fatal flaw.*

*No frontiers. No wild areas where outlaws and monsters could freely exist. Granted, the northern lands have monsters and bad guys a-plenty, but for the just-getting-started hero, heading off into the evil lands of the north is not always a good idea.*

*I gave the history of the Southern Kingdoms another hard look, and realized that the very nature of how things came together led me to a rather elegant solution. I started running the world as though the lands near the “center” of the region were less defined, more rugged and rough. This eventually evolved into a revised map and a rather large area called the Wildlands.*

*Think of it as an amalgamation of any frontier region in history, where the major nations have influence but no direct control. Small kingdoms, city-states, farming communities, and whatever else makes sense crop up wherever a group bands together for mutual survival and support. Would-be kings, tyrants, and other lords claim whatever title they can hold and defend, while others elect a mayor or a chief counselor and call it a day.*

*What makes it all work in the end is the presence of the Grey Rangers, who act as both a police force and generalized military presence. They make sure no one becomes powerful enough to exert control over too much of the region. They can’t be everywhere at once, though, which is why there’s plenty of opportunity for bandits, petty tyrants, and wandering bands of monsters to roam.*

but travelers will also discover meritocracies, democracies, matriarchies, magocracies, plutocracies... left to their own devices, the people of the Wildlands have experimented with many different forms of government.

The lands are generally hard and dangerous, making those that are strong enough to survive in them hearty and stalwart people. Most societies tend to respect one another, even when struggling over scarce resources. Conflicts do arise, though, and they tend to be quick and brutal affairs unless the Rangers get involved. Though not every group or faction in the Wildlands officially recognizes the authority of Grayson’s Grey Rangers, their acceptance is broad and far enough that few dare oppose their efforts to maintain order and punish villains and criminals.





## GM TO GM : THE SOUTHERN KINGDOMS

Numerous references are made to the Southern Kingdoms throughout this book, so it bears a bit of explanation beyond the obvious – the nations in the southern part of Shaintar.

Essentially, the Great Exodus that marks the journey of thousands of refugees fleeing the war-torn lands of what became the Kal-a-Nar Empire also marks the earliest days of what would become the Southern Kingdoms. In the broadest sense, any nation that exists south of the Empire and Shaya’Nor can be considered part of the Southern Kingdoms; to most Kalinesh and the citizens of Shaya’Nor, the Prelacy of Camon and the Malakar Dominion are considered “southern kingdoms.”

However, it is more correct to say that those kingdoms and factions with representatives on Galea’s Council of Rulers are the true Southern Kingdoms. This includes, in order of who joined the Council:

- The Kingdom of Galea
- The Elvish Nation
- The Druid’s Conclave (Mindoth’s Tower)
- The Kingdom of Olara
- The Freelands
- The League of Southern Clanhomes (the dwarves)
- The Holy City-State of Archanaya

Dregordia and Korindia also have representatives on the Council, but are not considered part of the Southern Kingdoms. As well, the Grey Rangers of the Wildlands also have representation on the Council; though they claim no unified leadership of that tumultuous region, they are the closest thing to an authoritative entity that can be found there.

The population centers of the Wildlands tend to be a reflection of the entire Southern Kingdoms, as well as lands beyond. Many people gravitate to these lands looking for a place to begin again, having fled their previous lives for any number of reasons. Others come here simply for the opportunities that abound in a truly frontier region. Rugged farmers, opportunistic traders, and those who seek their fortunes in any number of pursuits will find a way to succeed – or fail – in the Wildlands.

In general, people are free in the Wildlands. Slavery is not abided by the Rangers; slavers are hunted and imprisoned without fail (not surprisingly, put to work as criminal labor themselves). While there are

those who rule their domains rather strong-handedly, a truly cruel tyrant will undoubtedly find himself not only confronted by the Rangers, but also the combined might of Galea, Olara, the Elvish Nation, and others.

Women enjoy a fairly broad acceptance in positions of influence and authority in most cultures of the Wildlands, and racism is little more than a fool’s means to deny himself otherwise valuable trade. Even the Dominion’s caravans are welcome in these lands, though they are watched closely by Ranger escorts as they travel through. Actively practicing acolytes and necromancers will find themselves in terrible trouble here, as will any militant adherents to the Church of Archanon who act against “non-believers.”

All of the above reflect general trends in the Wildlands; any given location may divert significantly in some or all ways, so travelers should expect almost anything when entering an unknown area.

## COMMON POSITIONS OF AUTHORITY

As stated, most locations reflect government and social structures commonly found in the greater Southern Kingdoms. Very often, the title a man or woman holds reflects nothing more or less than the scope of their ambition (or the ambition of those who came before them). If a man holds the loyalty of a large enough area, he can call himself a Duke or a King as he sees fit, so long as he has the will and the resources to defend that claim.

### Elder

Any village, commune, or similar location will likely have an older man or woman who generally speaks for the residents. This person is most likely looked to for leadership and advice by all other residents due to his experience and wisdom, not because he was officially elected or chosen. Very often, the Elder will be the





patriarch or matriarch of the largest or most established family.

#### **Mayor**

More established towns will most often have someone chosen as an official leader. This selection may be made by the elders of the main families, or those who own land or have the most money. Some few communities actually borrow from the Freelands to the south and hold general elections among the citizens.

In those towns that fall under a larger entity's control, the Mayor is more likely selected by the noble who claims authority over the land the town resides in. Under such a feudal structure, the person is more properly called the Lord or Lady Mayor.

#### **Baron**

Larger towns and small cities in the Wildlands may have significant farmland and connected communities, qualifying them most often to be considered baronies. Very often in the Wildlands, the leader of such a region simply claims the title of Baron and remains happily in charge as such. Sometimes, an entity with greater resources may come along and, rather than oust the local leadership, simply recruits the Baron to serve under him. This is how kingdoms are built in the Wildlands...

#### **Duke**

Those with enough resources and ambition, or claiming enough land, may well take up the title of Duke or Duchess. With a very few exceptions, this is the highest title a noble is likely to get away with in the Wildlands; with neighbors like Galea and Olara, it is difficult to present one's self as a true King.

In fact, there is a general tendency among the other Dukes and Duchesses of the Wildlands to discourage anyone from claiming a higher title. Worse, when an ambitious would-be ruler does, it

### **GM TO GM: THE BLACK LANTERNS**

*It is true that an organization comprised mainly of rogues, spies, merchants, and assassins formed in the Southern Kingdoms some time ago. They formed not only for the purpose of opposing the Dominion in the Wildlands, but also to resist similar espionage and terrorist efforts on the part of the Kal-a-Nar Empire and Shaya'Nor.*

*Founded in the Freeland city of Lanthor, the Black Lanterns were originally in direct service to the Overlord of Lanthor. In time, as the relationship between Lanthor and Galea grew into one of intricate symbiosis, the Black Lanterns became a vital part of that relationship, working to protect both nations' interests. Eventually, most of the nations with strong allegiance to Galea and the Freelands came to have operatives and resources dedicated to the Black Lanterns, creating an intelligence and counter-insurgency network of considerable value and influence.*

tends to draw significant scrutiny and possibly plans for armed conflict. Anyone with an interest in being a King, after all, likely has designs on expanding his holdings...

#### **King**

As noted, it is a rare thing to find a person brave or foolhardy enough to claim and hold the title of King or Queen in the Wildlands. The few that do either enjoy the rank as a matter of tradition or are setting themselves up for potential conflict with any number of people.

The former case does exist, though, and there are even some cases where it is perfectly warranted. The Kingdom of Erimar is the most well-known example. Never particularly large, it has nonetheless endured centuries of conflict and remained unbowed to any greater force. The Kings of Erimar have long enjoyed a standing invitation to sit on the Galian Council of Rulers; they have always respectfully declined, citing their eternal tradition of remaining outside of "continental affairs."

## **TRAVELING THROUGH THE WILDLANDS**

Though there are thriving communities with active trade and industry all throughout the Wildlands, a traveler must never forget the name of the region. Locals will generally take pride in seeing to the safety





## GM TO GM : UNCHARTED TERRITORY

*For every town on the map, there are any number of smaller villages, farms, waypoints, communes, working camps, and other settlements. You can make a given journey as barren or as encounter-filled as you choose; that's the point behind the Wildlands. It is a malleable, adventure-filled place where a farmhouse with a missing daughter can easily be "just around the bend," and where a village just raided by Childer is burning "just up ahead."*

*This is actually true for the entire map of Shaintar, but Wildlands are set up to make you, the GM, feel comfortable with creating whatever you need, when and where you need it, without feeling like you are violating any content or continuity. Hidden bandit camps, abandoned castles, or a secret fortress for a small army are perfectly acceptable things to find in the Wildlands...*

*... as is a lonely road with nothing at all for miles around but ghostly sounds in the night.*

and well-being of their visitors, and the Rangers strive to make general travel a secure experience, but the roads and paths between settlements remain some of the most dangerous in all of Shaintar. It is never advisable to travel at night, or ever alone; the man who attempts both is considered the greatest of fools.

Hospitality is generally common in most civilized areas, but travelers should be prepared to either pay their way or earn their keep. The lands are, after all, very much a frontier, and everyone is expected to contribute to the day's labors and the night's keep.

Travelers must also contend with many dangers that may plague their journey; outlaws and criminals dot the landscape, having a much easier time of hiding and plying their trade in the wilds of the region. Even with the Rangers present, the Wildlands are a haven for those who wish to avoid the more stringent laws of the greater Southern Kingdoms. Worse are the creatures that have come to the region to reside and wreck their havoc; Childer – demonic beast men summoned from the hellish lands of *Norcan Darr* to fight in previous wars for the Empire, or else to serve nefarious acolyte plans – roam the Wildlands in packs, seeking prey for sport and worse.

## OF SPECIAL INTEREST

The Wildlands are a dynamic, varied place where you might find almost anything. There are more than a few notable elements to mention, of course...

### GRAYSON'S GREY RANGERS

Providing law and order as well as general military defense to most of the communities of the Wildlands, the Rangers are the main reason the region has not fallen into utter, bloody anarchy or, worse still, come under the rule of the Malakar Dominion.

The Rangers are covered in greater detail in a following section.

## THE KINGDOM OF ERIMAR

Most scholars maintain that Erimar is the oldest of the Southern Kingdoms, though it has never been particularly large. The ruling family has always been content with the rich farmlands surrounding the main holding on the Howling River. Drenmar to the southeast and Southgate, upriver, have long served as vassal baronies, though they operate quite independently in most things.

Erimar has a small, well-equipped standing army, though the kingdom also provides significant support for Grayson's Grey Rangers and hosts the largest Ranger garrison in the northern part of the Wildlands.

Though Erimar enjoys the respect of its Southern Kingdom neighbors, it bears also no small amount of controversy over its willingness to trade with the Prelacy of Camon and Shaya'Nor. More than a few "incidents" have occurred involving river trade with those nations, with troops from Southgate and Erimar engaging Olaran and Glean forces in order to defend Camoner and *Shayakar* river traders.





## THE TRELS

One of the greatest feuds in Shaintar's history began with the unexpected death of Artemus Trel, King of the Vailand. Some scholars believe he might have truly united the Wildlands under one crown, such was his power and influence. His kingdom spanned from the Northern Hills to the great inland lake known as the *Vas'Lok* in the south, and from the western edges of the *Vaiwood* in the east to the city of Serenity in the west.

Sadly, he and his people were cursed with twins as his firstborn sons. Worse, one was a headstrong warrior, the other a conniving politician, and both were hungry for power and easily advised by corrupt men. Their mother and the midwife who delivered them both refused to state which was actually born first, further exacerbating an already troublesome situation.

A situation made infinitely worse when Artemus was killed during a tragic hunting accident. Both twins accused the other of murdering the king, and a civil war broke out in earnest. The fighting lasted for decades, sundering the once-great kingdom into two warring duchies while other regions merely went their separate ways.

The Trel Feud (also known as the "War of the Twins") has been going on for almost a century and a half, now, perpetuated by the grandsons and granddaughters of each now-dead twin. The Montrels now hold only the lands surrounding their namesake city, as do the Nortrels, yet both families nurse their hatreds and their longing to regain the might of the once-great kingdom. Only their vastly depleted resources and the vigilance of the Rangers keeps the feud at a dull simmer, rather than the roiling kettle of violence it could be.

## SERENITY

Artemus Trel's greatest legacy is the commercial center of Serenity, now a fully independent and self-sustaining duchy in its own right. Sitting at the literal crossroads of the region, Serenity serves as a central trading center for all the Southern Kingdoms, and many lands beyond.







## Karst MacDourn

Most major trade consortiums have massive warehouses here, and anyone doing business beyond their own country's borders will likely have agents active in Serenity. Almost every nation of Shaintar has some kind of representation there as well, and the Duke of Serenity guarantees that all countries are welcome to post emissaries within his borders.

Naturally, this makes Serenity a hotbed of intrigue and information trade. This means both the Rangers and operatives in service to the Council of Rulers are highly active here.

## TRUESTONE

Though each gathering of dwarvish clans tends to its own affairs generally, there are times when a collective of effort is called for, mandating a speaker for dwarven interests. The League of Southern Clanhomes is the organization that handles that representation, and the High Chieftain of Truestone has been the traditional leader of that League for many generations now.

The current High Chieftain is Karst MacDourn, and the dwarves of Truestone and the Southern Hills are some of the most prosperous in all of Shaintar.

As well, Truestone is the primary source of one of the most potent drinks in the known world – *Alavaran Ale*.

## KORG HUMPS

The Gathers of the Korg Humps (Tolm, Prelg, Korg, and Holk) are considered the most successful and civilized in gobliness history. They are run according to highly principled socialist ideals, with a strong adherence to law and order. The welfare of all is seen to, but everyone contributes to the success of the culture in some way.

Some scholars maintain that the gobliness of the Korg Humps have created a utopian society, while others believe that only the specific psychology of the gobliness allows it to work. There is a highly militaristic influence on the society, strangely reminiscent of Kaliness culture to the north.

Travelers and traders are welcome, but anyone staying for more than a day or two will be expected to help in the day-to-day work of the Gather. Non-gobliness will also likely be surprised at how swift and brutal gobliness justice can be under certain circumstances.

## LAYLA'S MEET

If Serenity is the commercial center of the Wildlands, Layla's Meet is the great "flea market" of the land. Independent merchants, tinkers, wanderers, and acquirers of more exotic items gather in the "great, wild tent city" of Layla's Meet to do business.

At one time, Layla's Meet was more of an event than a location – a month-long festival featuring music and food as well as trading among nomadic clans and families. Roving Brinchie tribes, wandering elven bands, traveling bards and minstrels, acting troupes, tinker caravans, and many more would gather for the Feast of the Festival Moons, marking the end of summer.





### GM TO GM – ALAVARAN ALE

*OK, I admit it. I succumbed to the long-standing tradition of having an impossibly potent drink in my fantasy campaign, the thing that characters drink to either prove how immensely stout they are, or to get insanely drunk and have an excuse to act silly and pass out in game.*

*Those of us who usually fell to this whim, mind you, read Douglas Adams' Hitchhiker's Guide to the Galaxy, and thus patterned our drinks after the infamous Pan-Galactic Gargle Blaster.*

*If you want to adhere to the traditional treatment of Alavarán Ale, as translated in Savage Worlds terms, just follow these instructions. On the first mug, have the drinker make a Vigor check (Dwarves gain a +2 on these rolls, and Alchemists gain a +1). Failure results in a Fatigue level. A second mug imposes a -2 penalty to the Vigor roll, and each subsequent mug means a cumulative penalty (-4 for the third mug, -6 for the fourth, and so on).*

*While still conscious, the extremely minor mystical qualities of the ale will cause hallucinations, euphoria, and random exhortations of love for traveling mates and complete strangers.*

*Have fun...*

Over time, many merchants simply set up more permanent residence, as did the tavern and innkeepers who made vast coin catering to the ever-growing population. Now Layla's Meet is a fully-fledged city, albeit an eclectic one with patchwork appearance and demeanor.

A place of equal parts entertainment and danger, Layla's Meet will no doubt be a favorite for heroes who travel that way.

### "SNAKES DEN"

More properly known as Camden on the map, the free city of Snakes Den is probably the most corrupt and sinister such city in the entirety of the Southern Kingdoms. Run by a consortium of powerful criminal overlords, it is a trading port that generates considerable wealth from both legitimate and highly illegal trade.

A famous Shaintar saying goes like this – "You can find almost anything in in the great city of Lanthor. Lanthorians go to Snakes Den for what they can't find." This means drugs, stolen goods, and slaves pass through

the port warehouses of Snakes Den on a daily basis, something the Grey Rangers have a very great objection to.

Though acknowledged by most as being in the Wildlands, the officials of Camden have very adamantly declared themselves outside of the protection (and jurisdiction) of Grayson's Grey Rangers. To date, the Council of Rulers have advised the Rangers to let this stand, choosing to acknowledge the sovereignty of Camden.

This has been done, naturally, to allow for a kind of "no man's land" where spies and criminals can readily meet and espionage and skullduggery can be conducted freely. There is some value in having a place where one's own spies can find the people or information they need.

### FREEHOLD

The fortress city of Freehold is best known as the headquarters of many famous (and not-so-famous) mercenary companies. There are master trainers in almost all forms of combat to be found here, as well as merchants specializing in arms and armor.

Though nowhere near as bloody and vile as the Blood Pit combats held in the Empire, Freehold is well known for hosting many tournaments and physical competitions. The most famous one is the Circus of Steel, held during the week leading up to the last week of the year. Warriors and soldiers from all nations come to represent their people in a series of competitions to determine champions of virtually every manner of combat. The Grand Melee has become a kind of "measuring stick" for the preparedness and skill of each country's martial forces; more than a few bones get broken when the Empire's best meet up with Galean knights during this contest.



## GM TO GM: BAYOU FOLK

*If you can put an image of Louisiana Bayou culture in a heroic fantasy setting, you can imagine what this area is like. The elves might evoke more "Cajun" like images, while the human fisherman folk are simply salt-of-the-earth natives. The Dregordians are the dominant species here, native to the very swamp itself, which breaks the analogy somewhat.*

*Still, if you could imagine the gators of the bayou becoming sentient and, mostly, getting along with the other folk, you might have it.*

## SERPENT MARSH

Outside of Dregordia, there is only one place to find a significant population of the reptilian race, and that is in the Serpent Marsh region of the Wildlands. It is unclear how this branch of Dregordians came to reside so far away from their homeland, though some scholars speculate that they may represent a bloodline that was exiled centuries ago.

The Dregordians are firmly established in the Marsh now, and comfortably so. This works out well, as the land would be considered unsuitable for most other races (though there are quite a few fisherman and farmers of specialized skill who do well in the rich and warm environment).

Marsh Hold stands as the primary center for doing business with the Dregordian population here, and the Consul who speaks for the Dregordians of Serpent Marsh resides here. Swampside is a far more eclectic place, serving as a fisherman's port for Dregordians and other races alike; the combined cultures of the Dregordians, the human fisherman, and the woods-running elves get along surprisingly well here, but they still have a collectively distant view of outsiders.

## GRAYSON'S GREY RANGERS

Most people of either education or experience believe there is only one thing standing between continued growth and utter anarchy in the Wildlands - Grayson's Grey Rangers.

Part constable, part sheriff, part scout, and part soldier, a Ranger's life is filled with adventure and danger. They enjoy a great deal of respect from those they serve, and intense animosity from those they oppose.

## HISTORICAL OVERVIEW

In 2997, Lord General Jeremiah Grayson retired from his position as the leader of Galea's 3<sup>rd</sup> Legion, also known as the North Guard. Rather than take the lands granted him by the crown for his service, he accepted the extraordinarily generous offer of Kaylus Garr, the Duke of Kythros, to become the new Baron of Homestead, in the heart of the Wildlands. The Duke hoped that such an august person as the General would instill fear in his enemies and increase the security of the region.

Grayson did not even reach his new home before tragedy changed both his life and the future of the Wildlands forever. Agents of the Dominion attacked his family's caravan on the road, killing his wife and two youngest children among dozens of others. He and his eldest son, Robert, survived to avenge them, and they put together a private force comprised of mercenaries and men who had previously served the General to launch a raid deep into Dominion territory to strike back at the house that had organized the attack.

Rather than pack it in and return to Galea, as even his patron had expected, Grayson took up his post and settled in. However, instead of a more leisurely life of noble comfort and administration, he immediately began building a force of arms. He called for veterans who served under him before, but he also began recruiting those with experience in survival, woodcraft, scouting, and tracking. Any who signed on with him were required to undergo additional training to make them more comfortable with outdoor life and long-range patrols.





As well, Robert Grayson was tasked with traveling throughout the Southern Kingdoms in search of those with training and experience in dealing with criminals – sheriffs, constables, and magistrates who understood how to administer justice and bring order to developing communities.

News of Grayson’s “experiment” spread like wildfire, and soon others within the duchy of Kythros were providing support and resources in order to ensure they would benefit from his efforts. By the year 2999, Kythros was widely considered the most secure place within the Wildlands, and even those in the greater Southern Kingdoms were starting to hear about “Grayson’s Grey Rangers,” so named for the cloaks they wore to identify themselves.

When Kaylus died in late 3000, he named Jeremiah Grayson his successor. Even as the new Duke was moving into his home on the lake, a contingent of leaders and representatives from other Wildland

communities came calling with a proposal. With an offer of regular support and funding, these various Wildlands communities wanted Grayson to expand his force and extend its range and duties to include many more people and lands.

The old general was somewhat stunned by the idea; it was winter, so he put up his collective guests for a time while he mulled over their proposal. This is where the story enters the realm of legend; according to multiple sources, Jeremiah Grayson was visited by Saiderin, the Wanderer (also known as the “Raven,” a near-mythical figure believed to have influenced heroes and great leaders throughout Shaintar’s history). It’s not certain what they spoke of that night, though some stories say that Grayson, in his last days, revealed that Saiderin brought word from Cyria Eridor, the High Mage of Galea, and that the two of them agreed wholeheartedly on the course he was planning.





## GM TO GM: SAIDERIN, GUIDE TO HEROES

*The Wanderer. The Raven. The Eternal Walker. The Interloper. Saiderin is known by all of these names, and a few more besides.*

*Those who study History will come across his name a few times, here and there. Those who study Legend Lore, however, will encounter Saiderin quite a bit, for that is where the tales of his exploits and influence reside. No one is entirely certain just how much he has involved himself in the affairs of Shaintar over the millennia, but the average bard will insist that the Raven's wings have been seen in the sky at every key moment in history.*

*The truth is, Saiderin has been involved in most of the major turning points and crises. He knew what his sister, Landra, had planned for when she ascended, and he knew that it would take a lot of effort on his part to see that the agendas of the Ascended had a physical shepherd to see them through.*

*Saiderin is very much the guide and mentor, meant to help the heroes see the bigger picture and what they need to do when the stakes are high (or are about to be). He will often seek out groups that are making a name for themselves. If he likes what he observes, he will find ways to gently nudge them in directions that he thinks will better serve the cause of Life and Shaintar overall.*

*In many ways, he is the "Merlin" or "Gandalf" of this setting, albeit very different looking. Eternally youthful, with a great mop of shaggy, often unkempt black hair, only his eyes betray the fact that he's not a mischievous teen with more talent than sense. He rarely uses more of his powers than he absolutely has to, preferring to stay behind the scenes and unnoticed by his enemies. However, you might imagine a Faelakar with thousands of years of practice is a fairly competent individual.*

*Saiderin is also the bearer of gifts for those heroes who truly come into the service of the Ascended or the Silver Unicorn (an entity believed to be the very spirit of Shaintar itself). As such, when it comes time to reward a group for their service and/or prepare them for a terrible challenge, Saiderin is usually the one to bring the gifts and boons to be bestowed.*

Regardless of what actually happened that night, the next morning brought agreement from Grayson on the proposal. The rest of that winter was spent planning for and initiating the transformation of his personal army into a multinational force prepared to defend against enemies as well as find and prosecute criminals throughout the Wildlands. Word spread far and wide, and by that spring, even more countries and

communities had signed what came to be known as the Kythros Charter, acknowledging the rights and authority of Grayson's Grey Rangers to act as their defenders and their constables.

Spring also brought the first caravans from Eldara, the elven capital, full of supplies and money meant to support this new endeavor. Soon after, similar deliveries arrived from Olara, Galea, and the Freelands, as well as several dwarven clanhomes. The Southern Kingdoms were in full support of a force intended to bring stability to a region that so directly impacted all of them.

As spring began to shift into summer in 3001, the first long range patrols of Grayson's Grey Rangers set out from their headquarters in Kythros, forever changing the destiny of the region.

## SUPPORT

The main source of support for the Rangers comes from regular tributes paid by signatories to the Kythros Charter. Though this is most often in the form of actual money, supplies of food, raw materials, manufactured goods, and even laborers and craftsmen are all acceptable contributions. In this way, Kythros can focus less on sustaining itself as a country and more on the business of defending and protecting the rest of the Wildlands.

As well, each community is required to send a portion of its able-bodied men and women for training and service. The larger ratio of those sent will undergo basic weapons and survival training for a few weeks, to be returned home to their lives prepared to act as militia when called. A chosen few will be taken on as full-fledged Rangers.

A significant amount of monetary and material support for the Rangers now comes from the Southern





Kingdoms; each ruler sees this support as continuing insurance towards a more secure border with the Wildlands region. There is no specific charter governing this support, however, and during lean times this source of funding and resources can become fairly scarce.

There is one primary exception, however; the Kingdom of Galea and the Rangers have a very specific treaty in place, one that ensures a certain level of support in return for the Rangers keeping certain trade routes open as well as providing extensive training to Galian men and women sent to them. Seasoned troops are selected to come and serve with the Rangers for a year at a time, thus ensuring Galea of a steady source of effective woodland guerilla fighters and scouts.

Every community that relies on the Rangers for security tends to offer full hospitality to Rangers when they come through town. This includes room and board, as well as basic repair services. Rangers, however, are generally instructed to rely little on these offers, thus avoiding being too much a drain on local economies.

## STRUCTURE

Kythros was long ago restructured as a military holding, its ruler abandoning the title of Duke in favor of being addressed as the Lord Commander; the current Lord Commander is **Valinda Norwood Grayson**, a direct descendent of "the Old General." In the tradition of her family, she's taken her maiden name



as her last, preserving the line and its influence. The day-to-day business of running the region falls to the Lord Seneschal in direct service to the Commander. The current holder of that position is Lord Markus Reuter.

The Second-In-Command (usually referred to as "the Second") is Lord Great Colonel **Kesspar no Visstor**, a Dregordian who has served the Rangers with distinction for many years. The same can be said for the dwarven Grand Sergeant Major, **Kork Mindril**. Though he is technically only ranking above all non-officers, it is generally accepted that he is the *de facto*





## GM TO GM: RANGERS REALLY ARE COOL

Whenever I have run a Rangers-based game, I've taken the following shortcut in explaining the role of Grayson's Grey Rangers.

"Take 'Grayson's Grey' and replace it with 'Texas,' and you've pretty much got it."

The role of the Texas Rangers in the early days of their existence was a pretty open-ended one. They served as lawmen, peace keepers, militia, and commandos as needed. So "medieval fantasy Texas Rangers" is a perfectly acceptable way of explaining what they are to your players.

The nature of the Rangers is such that pretty much any character concept is perfectly acceptable to serve, at least for a time. Specialists are often needed for some of the stranger missions that come up. As well, it is a particularly lean time for the Rangers at the current time in the setting; the ranks are dramatically depleted, and those in authority know something bad is coming. Anyone with talent and a willingness to serve will be accepted to train and take patrols.

However, in creating characters to serve as Rangers, it really is appropriate to take at least a d4 in Survival, and another in either Stealth, Tracking, or Healing. It's unlikely someone could get past basic training without at least some ability in those areas.

At the same time, anyone with at least a modicum of Ranger training can easily claim some Common Knowledge bonuses when it comes to basic outdoor living and related topics.

"Third-In-Command," he is often left in charge of Kythros when the Lord Commander and the Second must both be away.

The rank structure under them is as follows: Lord Colonel, Lord Major, Lord Captain, Lord Lieutenant, Sergeant Major, Sergeant Minor, Sergeant, Corporal, Ranger First Class, Ranger, and Ranger-Trainee.

All Rangers receive full Room and Board, within the limits of what the Rangers can provide, wherever they are garrisoned. When in the field, Rangers are expected to fend and forage for themselves, or else purchase what they need in whatever towns they stop over in. Many towns will offer partial or full hospitality, which the Ranger is permitted to accept. However, Rangers are expected to **never** take advantage of this, and they should never accept such hospitality where they perceive it will cause a burden to their hosts.

Upon completion of First Stage Training, all Rangers are issued: one Melee Weapon (typically a one-handed weapon, although special cases are considered), one Bow or Crossbow, one Quiver (for 20 arrows/bolts), one suit of Armor (up to Full Ring mail), one Horse with Full Tackle and Saddle (to be kept and maintained by them), one Large Backpack, one Light Bedroll, and 2 Sets of Ranger Clothing (boots, pants, shirts, reversible green/grey cloaks, etc.), complete with Ranger insignia stitched in (black crossed bow and sword on a grey circle). Other gear may be assigned at the discretion of a commanding officer, either for specific missions or permanently.

Ranger Pay Scale is as follows:

Rank	Pay (per week)
Ranger-Trainee	None (Room and Board only)
Ranger	2 Silver
Ranger First Class	3 Silver
Corporal	3 Silver, 5 Copper
Sergeant (*)	4 Silver
Sergeant Minor	5 Silver
Sergeant Major	6 Silver
Lieutenant (#)	8 Silver
Captain	10 Silver
Colonel	15 Silver





\* - At this rank, they receive a Silver Signet Ring with the Ranger Seal.

# - At this rank, they receive a Gold Signet Ring with the Ranger Seal.

Rangers normally serve 3-year contracts, although special cases are often made during wartime circumstances.

## OATH, CODE, AND CAUSE

Upon joining the Rangers and passing initial training, a Ranger is expected to take the Oath, live by the Code, and never forget the Cause of the Rangers.

### Oath of the Ranger

*"I do hereby solemnly swear, in the sight of the Ascended, that I will uphold the Code and the Cause of the Rangers. I will take no action that would dishonor the Rangers, or bring unjust harm to those they protect and serve. I will follow all lawful and rightfully-given orders to the best of my ability, and I will never shirk my duty to my fellow Rangers, to the lands we serve, or to Life itself."*

### The Code of the Rangers

- Our First Mission is the protection of Innocents against those that would cause them harm, deprive them of that which is lawfully theirs, or infringe upon their natural rights as Living Beings.
- We abide by the Laws and Policies of all Charter Sovereignties. We will respect the laws of all lands, save where those laws directly and egregiously violate our First Mission.
- Our Second Mission is to strike against the Powers and Agents of Darkness and Flame. We will oppose them wherever they strike, and we will defend Shaintar

against them wherever they may reside.

- We will abide by the borders and sovereignty of any nation, state, province, or other political entity, save where such abidance directly and egregiously violates our First and Second Missions.
- We will respect and adhere to the Chain of Command, and we will follow all orders given to the best of our ability. Only when the First or Second Missions are egregiously obstructed can we issue a Question of Authority, and we must be prepared to defend such a Question with our Lives.

### The Cause of the Rangers

To provide protection and aid to those in need; to defend the good people of the land against enemies who would deprive them of Life, Possessions, and personal Freedom; and to uphold the Laws of the sovereign lands to which we are Chartered to defend and protect.





# Chapter





# ADVENTURES IN SHAINSTAR





# -CHAPTER FOUR: ADVENTURES IN SHAIN-TAR-

Like the “Savage Tales” of other Savage Worlds products, what follows are tools and means to run adventures in the Shaintar setting; specifically, in the area detailed before as the Wildlands. It is assumed in each of these Tales that the group of characters are members of Grayson’s Grey Rangers. If the Game Master wants to use a different conceit, that’s fine, but he will need to rework some of the information to fit whatever circumstance he ends up with.

Using the Rangers is highly recommended, though. After all, it’s pretty easy to motivate characters who are required to follow orders...

## MODULAR ADVENTURE CREATION SYSTEM (M.A.C.S.)

Expanding on the Adventure Generator concept found in other Savage products, the M.A.C.S. is designed to enable a Game Master to quickly generate an adventure that can be as loose or as detailed as he likes. It is engineered to take setting-specific elements and integrate them with personal character elements to create scenarios that are personalized for a given gaming group. Using the M.A.C.S. should help GMs create and run scenarios quickly, yet give their players experiences that are unique to their history with the Shaintar setting.

One key idea to understand about the M.A.C.S. is that, while what’s presented here is tailored for adventures in the Wildlands, the basic format and system can be used for adventures anywhere in Shaintar. Not only that, but the basic mechanics of the system could be easily adapted to any setting.

To use the Modular Adventure Creation System, you will need an Action Deck; in other words, a full deck of playing cards, including the two Jokers. You will be shuffling this deck and laying the cards out in a kind of “tarot” style, where the position of the card will have direct influence over how it is read and used. You should treat the use of M.A.C.S. as a kind of “toy/game” that can be used to create single adventures, or even entire campaign arcs, as you choose.

There are some basic terms to define before continuing, which will make things easier to explain after you know them:

- **Spread:** The Spread is the layout of the cards, the total set of cards used to create the adventure. There are three Spreads you can use with M.A.C.S. – Foundation, Full, and Epic Spreads.
- **Line:** A Line of cards represents a particular set of Elements that are tied together. Lines spread out from the central set of cards in what are described as the cardinal directions – North, South, East, and West.
- **Position:** The specific place a card has in the Spread is its Position. This is important, as it determines the information communicated by what is on the card.
- **Element:** A placed card determines an Element of the Adventure; a piece of the interactive story that defines something about what will happen or is in play. Elements include goals, tasks, opponents, and rewards.
- **Influence:** The suits of the cards (Spades, Hearts, Clubs, and Diamonds) represent the Influences on those cards. The Influences are independent of the Position, and they provide potentially important guidance to the GM in deciding how to use a given card.
- **Quality:** The actual value of a card (number or face) determines the Quality of an Element.





This may mean the type of opponents, the item to be recovered, the person to be escorted, the seriousness of the situation, or any number of other aspects in play.

If this is starting to sound a bit deep, don't panic yet. Think of this as an alternative to rolling dice and consulting charts. That is, actually, exactly what it is. It is meant to be a fun, visual way to generate random ideas and put them together quickly and logically to get a cohesive story your Heroes can play out.

**Important** – This system works best if you realize that it is meant to guide your imagination, rather than take the place of it. Each and every result should be considered entirely *optional*, or easily changed, as logic or your instincts demand.

## THE FOUNDATION SPREAD

The Foundation Spread is extremely simple, and it may be all some GMs need. You just lay out four cards in the following pattern:



These four cards answer four of the most basic questions any story must deal with in order to be complete – **Who** (North), **What** (West), **Where** (East), and **Why** (South). The cardinal directions are just for ease of reference when talking about where they

are placed, which makes things much easier as you deal with the more detailed Spreads.

The classic fifth question, **When**, is most easily answered by you, the Game Master, and doesn't require any kind of random element. "When" is whenever you are ready to run the adventure in question, or when you feel it most fits within your campaign timeline.

Now then, for all cards played in these Spreads, the Influences are the same. They are determined by the suit of the card, as follows:

- **Hearts: Personal.** A Personal Influence means someone involved has a very direct, personal stake in the Element. This can either be one or more of the Heroes, or an outside entity. GMs will have a much easier time integrating Personal Influences if they are very familiar with the back-stories and Hindrances of the Heroes in their campaigns. At the same time, players will get more directed results from this system if they have strong background stories to draw from.
  - **Who:** A Personal Enemy crops up; someone from a friend's family needs help; a love interest has a task for the Heroes.
  - **What:** Something of value to one of the Heroes has been stolen or gone missing; the task in question requires the specific talents of one or more of the Heroes; it's not a mission, but a favor for a merchant that has been generous to the Heroes.
  - **Where:** The mission requires travel to a Hero's home; the main setting for the adventure is on a small farm and affects the family living there; something about the destination ties into a moment in a Hero's history.
  - **Why:** A Hero's Code of Honor demands she see the mission through; the main Villain attacked the travelers in



question in order to draw the Heroes out; something about the mission is somehow tied to the destiny of one or more of the Heroes.

- **Clubs: Political.** A Political Influence means the item, person, or matter at hand has some sort of political connections or ramifications. It could be a matter of diplomatic importance between two countries, a military action on the part of a baron or merchant lord, or simply a mission of exploration as ordered by a king or general. Political doesn't have to mean intrigue, mind you; it could be as simple as a basic mission ordered by a military commander, dealing with fairly mundane issues (like delivering a message).
  - **Who:** A diplomat needs an escort; troops from an enemy country have been raiding a community; a lord's daughter has gone missing.
  - **What:** An official message must be delivered; the border of a hostile nation must be patrolled; the supply train for a unit in the field must be guarded along its path.
  - **Where:** A location of military importance must be defended; the Heroes must travel to the capital of a nation or kingdom; a murder has occurred in the town mayor's office.
  - **Why:** Mission failure could result in a war; an item is stolen in order to influence an election; workers have begun rioting in protest of harsh laws.
- **Diamonds: Economic.** An Economic Influence means money or material value is involved in some way. It may be that trade through the region could be affected, or it may simply be that someone lost a necklace of particularly high monetary worth. It could also mean there

is wealth to be earned in some way for the Heroes, or that they will need to arrange for money or resources to solve the issue.

- **Who:** A merchant needs the help of the Heroes; the person to be hunted is a known thief; the quartermaster of the Rangers is the one assigning the mission in question.
  - **What:** An item of great value has been stolen; the payroll for a garrison must be delivered; a very important merchant caravan must be escorted through dangerous lands.
  - **Where:** A vault has been attacked and robbed; a murder has occurred in a merchant guild hall; monsters are raiding the estate of a wealthy patron.
  - **Why:** The wife of a rich man has been kidnapped for ransom; success on a mission will mean greater resources contributed to the Rangers; the river must remain safe for the economic health of the towns that depend on it.
- **Spades: Mystical.** A Mystical Influence means magic or the spirit world is involved somehow. Often, which kind of influence will be clear. If, however, you need to generate this randomly, draw a second card. 2-9 of Spades = Darkness. 2-9 of Clubs = Flame. 2-9 of Hearts = Life. 2-9 of Diamonds = Light. 10-Jacks of any suit = Alchemy. Kings or Queens of any suit = Sorcery. Aces of any suit = The Way. Joker = Anything goes, but make it spectacular, whatever you do.
    - **Who:** A sorcerer has gone missing; an alchemist needs the Heroes to find a specific ingredient; a necromancer





has been raising the dead and launching attacks in a nearby duchy.

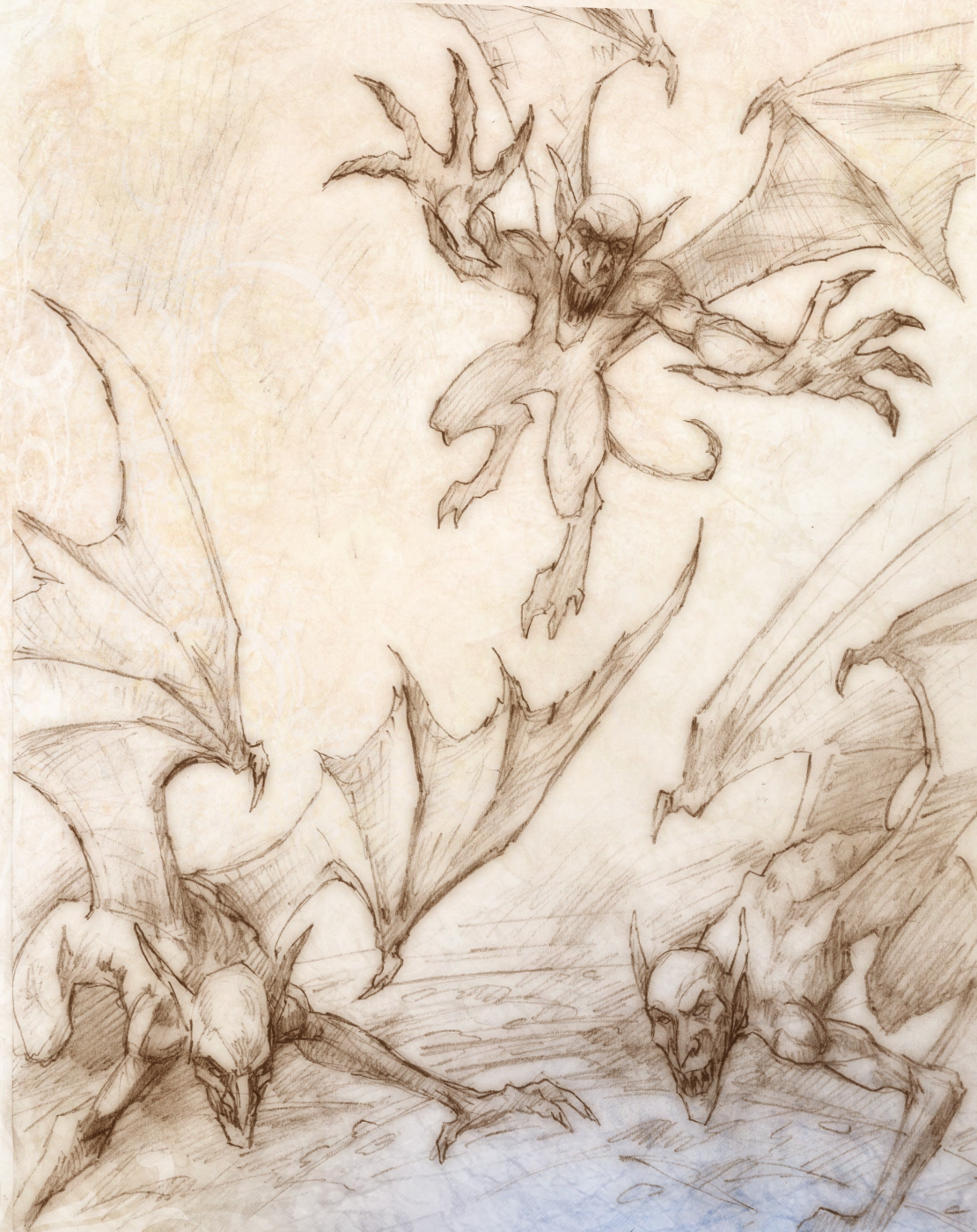
- **What:** Demonic creatures are raiding nearby farms; a mysterious artifact has been found by miners; one of the Heroes

has had a vision leading her on a spiritual quest.

- **Where:** The Heroes must journey into an ancient, cursed tomb; a sacred grove of spiritual importance has been attacked; the ruins of a legendary archmage contain some kind of important information or artifact.

- **Why:** If the demonic ritual is performed, the acolytes will attain terrible, unholy power; discovering a new vein of mystical ore will give the allies of the Southern Kingdoms a much-needed advantage in the war to come; the visions the adept is having won't make sense until the Heroes find their way to lost citadel.

Having a general idea of the Influences and how they might be interpreted, some GMs may choose to just use the Foundation Spread to engage their imaginations and will generate a scenario from that. However, to get more advantage from the system, it's best to go ahead and generate a Full Spread:







The way this all works is pretty simple. Just draw and lay out the cards, and compare the result to the information and charts that follow. GMs should feel free to ignore any and all draws, either redrawing or creating a result of their own. As well, there will be times where a specific Position on the Spread simply won't apply, either because it doesn't fit in with the other Elements or because the scenario simply doesn't require it in any way.

The default assumption for a scenario generated from this system is that it will have three "Acts;" three distinct parts, usually with some kind of conflict or battle as part of the resolution. You should feel free to shorten or extend that as much as desired, simply adding or subtracting Elements as needed.

And remember, the **Influences** as described above are vital to helping you determine the real details of the results below. It is the combination of Influences and Qualities that give you the strongest guidance towards the scenario Elements.

One more thing; if you draw a Joker for any Element, you have two choices. Treat it as a Wild Card and insert whatever you like for it, or treat it as a "trigger" for an Epic Arc. If you do the latter, be prepared to use the Epic Spread, below.

### Who (the Northern Line)

This line helps the Game Master determine who the key players in the scenario are (besides the Heroes, naturally).

**Instigator:** The Instigator is a person or group that has a reason for the Heroes to go through the scenario, or else has a need that will be fulfilled by the Heroes successfully negotiating the scenario. In most cases, the Game Master may simply state that the Rangers have ordered the mission be undertaken. However, even in those cases, the mission is usually the result of a need, request, or reported information on someone else's part.

The Instigator may or may not have something to gain from the success of the Heroes, but they are definitely supportive of the Heroes's efforts.

2-5: A low-born individual or family

6-8: A village elder or a sizeable commoner family

9-10: Working or merchant class folk, artisans





Jack: A wealthy merchant or guild leader

Queen: Local nobility or highborn family

King: A baron, duke, or similarly ranked high noble of the Wildlands

Ace: A representative of one of the greater Southern Kingdoms

**Foe:** The Foe represents the person or faction arrayed against the Heroes in the Scenario. There may be any number of different kinds of actual opponents in the fights that occur, but the Foe is the unifying factor that determines who most or all of them are. For each Act, you'll generally want to increase the quantity and/or quality of the opponents faced, representing further resistance from the Foe.

2-5: Thugs, criminals, bandits

6-8: Soldiers, mercenaries, military forces

9-10: Agents, spies, operatives

Jack: Someone of strong magical ability (draw again)

Queen: Someone of strong charisma and influence (draw again)

King: A powerful leader or commander (draw again)

Ace: A supernatural being (draw again)

**Victim:** In some situations (generally determined by the Task Element of the **What** Line), there is someone who has been victimized. A murder to be solved, a captive to be rescued, or the target of a theft. This is the **Victim**. If

this Element is not otherwise readily derived from other Elements, use this Position to determine the nature of the Victim.

The Victim may or may not have a direct connection to the Instigator; that is for you to decide.

2-5: A low-born individual or family

6-8: A villager or member of a sizeable commoner family

9-10: Working or merchant class folk, artisans

Jack: Someone from a wealthy, non-noble family

Queen: Local nobility or highborn family

King: A baron, duke, or similarly ranked high noble of the Wildlands

Ace: Someone of importance from beyond the Wildlands

### **What (the Western Line)**

This Line helps the Game Master determine the main plot elements of the scenario.

**Task:** The very spine of the scenario, really, this is the Element that establishes the key task and goal the Heroes are after. As with all draws, you should feel free to discard this one for another choice. It is especially important that you feel empowered to do so here, though, because the entire scenario depends on this being a good choice for you and your players.

2: Patrol/Scout (a road, region, border, etc.)

3: Search/Explore (looking for something lost, or exploring the unknown)



4: Hunt/Capture (criminals, or monsters)

5: Acquire (resources, ingredients, supplies, etc.)

6: Rescue (someone's in trouble, captured, or lost)

7: Defend (enemies are on their way; hold that ground!)

8: Research (history, legends, mystical knowledge, etc.)

9: Investigate (crimes and mysterious happenings)

10: Recruit (the Rangers are always looking)

Jack: Escort/Deliver (people, supplies, messages, etc.)

Queen: Mediate/Negotiate (disputes, treaties, arrangements, etc.)

King: Attack (enemies are at large; take them down!)

Ace: Draw Twice (combinations abound)

**Reward:** This Element will help you decide on what, if any, kind of reward or achievement is attained by the Heroes for successfully completing the scenario. Material treasures are always nice, but sometimes the best Reward is something that really fulfills a Hero, such as an answer to a long-sought-after mystery, or promotion in the ranks.

2-6: Resources (money, supplies, ingredients)

7-9: Treasure (valuable gems, magical items, lost tomes)

10: Power (awakened items, political access, mystical gifts)

Jack: Knowledge/Discovery (mystery revealed, secret uncovered, issue resolved)

Queen: Recognition/Status (promotions, honors, ascension)

King: Important Connections (leaders, rulers, masters)

Ace: "Wish List" (each Hero should get something of specific value to them)

**Hook:** This Element really is optional, but it can mean the difference between "just another adventure" and a highly-fulfilling experience for your players. The Hook is meant to guide you in creating one or more direct links between the Heroes and the Elements of the scenario. Judicious use of Hooks can mean the players will sense a great deal of personal stake in the outcome, over just beating some bad guys and getting some stuff.

Note that the Ace draw here has a particularly interesting effect; you can create a single Hook that ties two or more of them together. Say you draw a King next; you could have them discover they are related...

2: Draw again; the Hook should create a wedge between a Hero and one or more of the other Heroes.

3-4: Weakness (physical, mental, emotional; Hindrances are good here)

5-6: Strength (a gift, a talent, or an extraordinary skill is needed)

7-8: Past Mistake (something comes back to haunt a Hero)





9-10: Past Success (something comes back to help a Hero)

Jack: Enemy (rival, nemesis, or someone who hunts the hero)

Queen: Friend (ally, love interest, or "old running buddy")

King: Family (immediate, extended, or lost)

Ace: Draw again; link it to two or more Heroes at once

### Where (the Eastern Line)

This Line gives the Game Master guidance in establishing the scenes for the various Acts of the scenario. It is not designed to indicate specific locations on the map; that is best determined by the GM based on the overall needs of the campaign (or left open if it really doesn't matter much in the grand scheme of things).

Instead, the Where Elements help the Game Master imagine the nature of the setting for the part of the story in question.

**Act 1:** It may be that the scenario really only has one overall location. If so, this card determines it.

**Act 2:** If there is to be a Second Act, its location is determined by this Position.

**Act 3:** Likewise, the Third and (usually) Final Act's setting would be determined by this card.

2: Underground (tunnels, tombs, hidden fortresses)

3: On the Road/Path (draw again if you like to determine where the road is)

4: In the Woods (copse, deep forest, swamp, etc.)

5: Open Plains (rolling, flat, wild, cultivated, etc.)

6: Hills/Mountains (gently rolling, mighty and formidable, etc.)

7: Water (pond, lake, stream, river, or coastline)

8: Farm (small, estate, commune, etc.)

9: Camp (loggers, outlaws, wanderers, etc.)

10: Village (a few shops and houses, a tavern, *maybe* an inn...)

Jack: Town/City (urban trappings, urban blight)

Queen: Estate (the home of someone of wealth and means)

King: Castle/Keep (the home of a ruler, commander, or someone else of importance)

Ace: Point of Power (a mystical locus, a legendary ruin, an ancient mage tower, etc.)

### Why (the Southern Line)

Ironically, this is the most expendable of the four Lines; not because "Why" things happen is not important to the story, but because the Game Master can probably most easily determine that as a natural, logical result from the other three Lines.

However, sometimes it is good to have some guidance about why things *really* happened in the story. The three Positions in this Line deal with the immediate reasons; the goals that have tactical implications for





those involved; and, finally, the strategic matters at hand. Note that the Influences are much more important in this case, and the Qualities indicated below are meant to simply suggest possible refinements.

**Short Term:** The primal forces that determine goals and needs behind the scenario; normally, these apply to the Foe, but can just as easily refer to the Instigator, or even the Heroes.

2-4: Greed (the desire of things)

5-6: Need (beyond one's control)

7-8: Lust (the desires of the flesh)

9-10: Hate (fear, revenge, or worse)

Jack: Honor (driven by a personal code)

Queen: Love (driven by another)

King: Duty (driven by command)

Ace: Enigma (a mystery, something to uncover...)

**Mid-Term:** Outside of the immediate effects of the events in question, this Element helps the GM formulate larger goals that may have put things in motion. Alternately, it may not be that anything was intended other than the Short-Term Influence and Quality, but the consequences are still as developed here.

2-3: Reduction (there is an effort to lesson someone's power or position)

4-5: Elevation (there is an effort to increase someone's power or position)

6-7: Obfuscation (there is an effort to hide or obscure movements or actions)

8-9: Discovery (there is an effort to reveal or determine movements or actions)

10-Jack: Positioning (there is an effort to move forces or resources where needed)

Queen-King: Countering (there is an effort to prevent forces or resources from getting where they are needed)

Ace: Enigma (a mystery, something to research...)

**Long Term:** If the GM wants a "Big Picture" framework that the scenario fits into, possibly to develop more of the campaign around, this Element can help point the way. It represents the final, greater interests of the "prime mover" of the scenario, the faction or power that influences the key players on one side or the other and set things into motion.

2-4: Chaos (change, destruction, evolution)

5-7: Order (law, structure, dominance)

8-10: Balance (status quo, evenness, unchanged in the end)

Jack: Knowledge (power through profound revelation)

King-Queen: Might (power through exceptional force)

Ace: Enigma (a mystery, something to be revealed...)





As stated, the draw of a Joker can simply mean the Game Master picks whatever he wants for the Element in question (though certainly with the encouragement to make it something really extraordinary). However, GMs can also use Jokers as triggers to invoke the **Epic Spread**, shown below:





Though the Epic Spread looks way more complicated, it's really just "more of the same" in a lot of ways. With the Epic Spread, the main idea is that things within the scenario have simply gotten more complicated, normally because more "players" are involved, and/or more stakes have been raised.

### Who Else (the Northeast Line)

If you add this line, it means more people and groups are involved in the situation, with their own agendas and needs. Plan on doing a lot of creative thinking and planning once this happens. However, it can make for some truly memorable capers and tales.

**Instigator 2:** Use the same list as for Instigator, above. This second person or faction may or may not have complimentary goals or needs, but they will be just as insistent on the Heroes' aid.

**Foe 2:** Use the same list as for Foe, above. This Foe may be an ally of the first, or may have a completely separate (and probably competitive) agenda. Heroes who figure out such things might well have a chance to set two enemies against one another...

**"X" Factor:** Further spicing things up, someone *else* is wrapped up in this mess, too. They may have an entirely mysterious involvement, possibly friend *and* foe, depending on how things play out. Draw on any of the three Who Line lists you like, and work them in however most intrigues you.

### What Else (the Northwest Line)

More Tasks, more Rewards, and more Hooks are in play with a complicated Epic like this getting underway.

**Task 2:** Now the Heroes have two different missions, which may or may not be compatible. Do they have to choose between the two, sacrificing one goal for another? Or is there a way to pull it all together? Possibly, in some mysterious way, the tasks are related somehow...? Use the same Draw list as for the Task Element above.

**Reward 2:** With more risks usually comes more potential for Reward. Draw from the same list as detailed above for Reward.

**Hook 2:** This may actually be the most important Element to define here. Having a primary Task, the Heroes may feel they should abandon whatever this Line gives them. Coming up with the proper Hook (or Hooks) may be what's needed to draw them in. Use the same list as for Hook, above.

### Where Else (going "Farther East")

Simply put, if more Acts are needed for this complex tale, just draw more cards and lay them further along...

### Why Else (the Southwest Line)

Using the exact same draws as for the Southern "Why" Line, but use the results to further define the agendas of any additional players in the drama.





Example Full Spread:







Sean is preparing to run for his group in a few hours, and he's decided to use the M.A.C.S. to create an adventure. He draws out cards and creates the Spread shown above.

First he looks at his "Who" Line. The 8 of Clubs indicates a clan or village Elder or a sizeable Common Family as the Instigator, with a Political Influence. The 4 of Hearts gives him thugs or criminals as his Foe, with some kind of Personal connection. Finally, if he decides to use the Victim Element, the 9 of Spades suggests a worker or artisan with Mystical Influence.

As an idea formulates, he looks at his "What" Line. The Task Element, a 5 of Hearts, involves Acquiring something, and there's a Personal stake in it. The potential Reward (5 of Clubs) involves Resources with Political

implications. The 3 of Clubs indicates a Hook involving someone's Weakness (perhaps connecting to them in some Political way).

Sean goes ahead and looks at the Where Line. The first Act, a Queen of Diamonds, shows an Estate of some kind (with an Economic influence). Act 2, Jack of Hearts, speaks of a city or town that someone has a Personal connection to. The 5 of Diamonds says Act 3 occurs in the Open Plains, but Sean's leaning towards just having two Acts for this adventure.

At this point, Sean's jotted some notes down. The patriarch of a well-established family in a farming community has contacted the Rangers for help with a potentially delicate matter. His eldest son, talented in alchemy and metallurgy, was summoned by a nearby wealthy merchant's house (one of considerable political influence) to come work for them. The family hasn't heard from him in weeks, and messages sent to the noble family have gone unanswered.

Though the Heroes won't know it at first, the young man has been abducted – from the estate of the new employer - by a criminal gang and carted off to a nearby large town, along with a sizeable amount of white silver and other valuable materials. When the Rangers come to investigate, the embarrassing truth will out, and the merchant lord will ask them to please return his lost resources – and the poor young man, of course.

The trail leads to a large town well known to one of the Heroes – Sarah's character, the brinchie rogue, Sasha. She used to operate there, and ran with a very rough crowd led by one Zerrin Black. The same man, as it so happens, who engineered the kidnapping of our hapless magic sword maker!





With all of those Elements in play, Sean now has a very interesting adventure that hooks in one of the Heroes very specifically, while giving the Rangers a chance to earn valuable resources and support from a wealthy merchant house. Deciding he wants to get a sense of how this all plays in the larger scale, he looks at his Why Line for some ideas.

With the King of Clubs in play, he determines that Zerrin Black is acting out of Duty to some greater person, someone of influence he answers to. The 6 of Clubs in the Mid-Term Position indicates that whoever is pulling the strings seeks to Obfuscate what they are up to; perhaps the Heroes will uncover evidence of a greater conspiracy worth investigating. The Long-Term “Why” Card, the 2 of Diamonds, gives Sean the idea that whoever is behind this wants to create economic Chaos in the region.

(We’ll skip the diagram for the second example; you get the idea from above)

Sean uses the system again for a second adventure. For his Who Line, he draws a Jack of Spades, a 7 of Diamonds, and a 7 of Spades. This gives him a wealthy merchant (Mystical Influence) as an Instigator, soldiers or mercenaries (Economic Influence) as Foes, and a villager or member of a commoner family as a Victim. He likes the first two, but decides to toss the last, forgoing a specifically defined and detailed victim in this scenario (though there may well be victims evolving out of the story anyway).

Consulting his What Line, he sees 5 of Clubs, a 9 of Clubs, and an Ace of Clubs. His last adventure featured Acquire as the Task, so he tosses that one and redraws, getting an Ace of Hearts. This actually leads him to then draw two cards – an 8 of Spades and a 2 of Diamonds; the challenge, if he chooses it, is to combine them into the scenario (in this case, the suit of the Ace is ignored to keep things simple, though he could integrate it somehow if he wanted). The Ace of Clubs also calls for a second draw, this time giving a 7 of Hearts.

The net result of these draws is as follows: a research Task (with Mystical Influence) somehow attached

to a patrol or scouting mission (with Economic Influences). The potential Reward for the scenario is Treasure (possibly stemming from a Political source). The Hook, thanks to the Ace, is attached to more than one Hero – a past mistake that affects them or is connected to them Personally.

The Where Line draw is 2 of Hearts, Jack of Clubs, and Queen of Hearts. This puts Act 1 in an underground setting (potentially with a Personal connection to someone), while Act 2 happens in a city or town (of Political Influence). Act 3, which Sean decides to use this time, is an Estate draw; he decides to redraw, getting a 6 of Diamonds. This means the final Act is in the hills or mountains somewhere (someplace of Economic importance).

Before delving into any details, Sean decides to go ahead and evaluate the Why Line to see if he gets any more good ideas from it. A 10 of Hearts tells him the Short-Term goal is driven by Hate (on a very Personal level). The Mid-Term goal, defined by a 10 of Diamonds, is one of Economic Positioning, while the Long-Term results sought after are Mystical Might (a Queen of Spades).

The scenarios practically screams dwarves to Sean, so he starts there. The Rangers have been asked to run patrols through a series of mines and other dwarven holdings, most of which are (of course), underground. The mines are responsible for a great deal of material used for arms and armor by the Southern Kingdoms, making them very important. Unfortunately, the dwarf assigned as their liaison is from a clan who was nearly wiped out by the Maelstrom, an evil mercenary outfit that Thad’s ogre, Utgard, and Jacob’s orc, Kurrock, used to serve with. This will create very high tension...

To complicate matters, a mage has asked to accompany the Rangers. He is researching a mysterious mineral that is said to be found in the mines of this area, something believed to have strong magical properties. He’s not exactly a “wealthy merchant,” but that’s where creative interpretation steps in. The cards are, after all, merely a creative tool, not a set of restraints.

The first mine they come to will be the scene of a battle; Maelstrom mercenaries are there, killing dwarven





miners and trying to steal a batch of the mysterious ore the mage spoke of. The mercenaries will want to kill Kurrock and Utgard, naturally, but will be surprised to see the dwarven guide – because he's their contact, the one who told them how to get into the mines and what to steal!

This will get into a whole betrayal storyline (driven by the Hate result of the Short Term Why Element); the dwarf wants to set up Kurrock and Utgard, believing they will reveal their true colors in the presence of their Maelstrom "allies."

In truth, the mercenaries will have been sent by the Malakar Dominion in an attempt to secure portions of the mine and hopefully acquire a powerful magical ore...

Act 2 will lead to a battle with more Dominion/Maelstrom operative in a dwarven mining town, with a final battle (perhaps to rescue the mage, who the enemy wants for his knowledge of the mysterious ore) deep in the mines.

### GM TO GM: FORTUNE TELLING

Astute readers will see the "tarot/fortune telling" motif in the system. Imagine, however, actually using that aspect in the game! The players might well meet a fortune teller on the road or in a town. For a few coppers, she lays the cards and tells their fortune...

...which, of course, comes true, because the cards laid out tells you how to set up one of their next adventures!

## LEGENDARY TALES

Heroic adventures in Shaintar are called Legendary Tales, and what follows are quite a few of them for a GM to run for a group of players. They are primarily designed for use in the region known as the Wildlands, featuring a group of Heroes that are serving as a squad in Grayson's Grey Rangers; future products and online offerings will present adventures for other parts of the world. Combining the Raven's Quest Plot Points, the Other Tales, and adventures created using the M.A.C.S., a Game Master should have material to last for as long as he needs or wants.

If you are a player, rather than a Game Master, you really should not be reading this, or anything past it.

Go on. Shoo.

## THE RAVEN'S QUEST

The immediately following Legendary Tales, beginning with "Predators and Prey" and ending with "The Lost Citadel," represent the core Plot Point Campaign of this book, "The Raven's Quest." It is an epic adventure that begins humbly enough (with the capture of a bandit leader) and ends with the rescue of the land's most influential persona - the Raven, Saiderin.

As with Plot Point campaigns in other Savage products, you should run these in the order they are presented. As well, it's a good idea to split many of them up with other adventures; the ones found in the "Other Tales" section, ones created using M.A.C.S., and stories of your own devising are all great for this. Many of the Plot Points will have a note indicating what "trigger" they need for you to initiate them into play.

The "Raven's Quest" arc introduces a number of elements either unknown of or barely hinted at in the previous materials. It is these elements that ultimately make Shaintar so much more than "just another fantasy setting," so it's a good idea to play up the special, even alien nature of some of the things the Heroes will encounter when they do.

The greater epic story that will define the destiny of Shaintar begins here, and your Heroes will have their chance to become... Legends.

## PREDATORS AND PREY

Ideally, this adventure should be run after your group of Heroes have achieved a level-up performing missions as Rangers. You might want to run a couple of the scenarios in the "Other Tales" that follow, or use the M.A.C.S.. This scenario marks the beginning of the Heroes' service as "go to" Rangers who can handle special missions as needed.





Having proven themselves as competent and dedicated, the new Rangers are assigned a mission of increased importance. They are to hunt down Bloody Ballok, a notoriously violent bandit leader who has been terrorizing the lands surrounding Homestead, located on the Howling River south of Kythros. The mission is particularly delicate because Ballok has already escaped the grasp of the Rangers once, killing a number of people in the process; his capture is a matter of both pride and restoring the reputation of the Rangers.

On a given day while in Kythros, following the morning's exercises and chores, the Heroes are summoned to the cabin housing the working quarters of a number of important non-officers, including Sergeant Major Guz. Sergeant Guz is an elderly ogre who has served the Rangers for most of his adult life; currently, he serves as one of the main trainers of new recruits, though he also oversees local mission assignments and other duties as needed (treat Guz as an Elite Ogre Warrior, but give him the *Lame Hindrance*, as he has a permanent wound from a past battle).

Upon entering the administrative quarters, the Heroes will likely be surprised to see not only Sergeant Major Guz, but also Grand Sergeant Major Kork Mindril, the highest ranked non-officer in the Rangers. They are asked to close the door, and Guz moves in behind them to see that no one disturbs the meeting. Once they settle in, the dwarven veteran begins the conversation.

*"Sergeant Guz here tells me yer some o' the best we have of the current crop. I'm not of a mind to question his judgment, so I take it on faith that ye be right for what I have need of. I'm goin' to have ta ask each of ye to keep what I tell ya in the strictest o' confidence, aye?"*

*He looks around the room, seeking assent from each Ranger.*

*"Good. Ye may have picked up on the fact that we be hard pressed these days. Our numbers have dwindled o'er the last few decades, what with how peaceful things have*



**Sergeant Guz**

*been. Howe'er, there's those in place o' power and influence what know what's comin'. The very Gates o' Hell are goin' t' open soon, if you believe the druids an' the priests...an' believe me, I do."*

*He pulls out a map of the continent of Shaintar and begins to point out certain areas, north of the Wildlands.*

*"The Kal-a-Nar Empire is amassin' troops all along the northern borders with the Elves and Olara. O'er here," he points to the Malakar Dominion, "there's reports of the Maelstrom building fortified camps near Landra'Feya."*

*Guz interrupts, saying "The Maelstrom is a large mercenary army, founded in the Empire, made up mostly of those who worship Ceynara."*

*"Aye, that they do. For all intents and purposes, they be another force servin' the Empire's interests. The reason I be tellin' all this to ye is so that you'll be ready for what's likely to be asked o' ye. The Rangers are stretched t' the limits, and it's gonna get worse long before it gets better. It's hard to motivate people who've only known peace for a century, but that's gonna end soon, and we've got a lot o' work t' do."*







*Rangers were stayin' with, and word's spreadin' fast about how we lost him and got those folks killed."*

The old dwarf straightens up, and gives the Heroes a hard look. "The reputation o' the Rangers is at stake here, folks. We need t' be recruitin', and we can't have a stain like this hurtin' our efforts. That, an' the fact is this be a right bastard who needs t' be dealt with. If ye can capture him and his men, so be it. If not, justice at the end o' your blades, arrows, and magic will suffice well enough."

The Heroes are instructed to make their way to the area around Homestead and begin their hunt for Bloody Ballok and his men. There are any number of ways they might pursue the investigation and hunt, but the two most likely approaches will be the following:

### **Sergeant Major Mindril**

*He points out the area just south of Kythros, around Homestead. "Your work begins here. We've got a deadly bastard of a man, Bloody Ballok, raidin' and murderin' all around this area. We'd already caught him in Tarry, but his men jumped our people in a small village between Tarry and Homestead. They killed ev'ry one a' the poor folks the*

- Track him and his men from the scene of their last known attack.
- Head into the town of Homestead and seek any information.

If they go with the first approach, the last known attack was made on a small village just to the east of Homestead. They can find this out either in Homestead

### **GM TO GM – MAPS, OR THE LACK THEREOF**

*I'm really not a map guy, even though I adore using miniatures and laying out battles tactically. I'll be perfectly honest – my favorite invention in gaming accessories over the last few years has been the pre-painted plastic miniature. My second-favorite invention is the miniature-scale, pre-printed maps created for use with the pre-painted minis.*

*There are many choices out there, but for what it is worth, I tend to rely heavily on the maps provided by Talisman Studios' Gamescapes line, Wizards of the Coast® for their miniatures battle game, and I am especially fond of the Steel Squire maps published by Paizo. I don't care too much if most of my taverns and towns end up looking much the same, and my players appreciate having more game time and less "draw and design" time.*

*As such, you won't find a lot of maps or diagrams in the adventures that follow. If a scene calls for a tavern or an inn, go with what you have or want to draw. The same goes for bandit camps, jails, throne rooms, or anything else that comes up. Most GMs will have much better instincts for such things than I will, and you should probably go with a layout that suits your creative impulses.*

*I do apologize, because I know other Savage creators tend to include really neat layouts. However, rather than give you something I've elaborately designed and had someone else draw out in loving detail, I've chosen the "easy" way out in order to keep the page count down and get the book done sooner.*

*After all, even if I did draw you a map, it wouldn't be one I used. I just yanked out a map someone else created and adapted to it, myself.*





or pretty much any town or village in the region (remember, there are any number of villages, towns, steadings, and what-have-you that don't appear on the map). A farmhouse was raided, food taken, and two farmhands slain. Tracking (at -2; Ballok is skilled at such things himself) can follow the bandits' trail to their current camp in a copse of woods a few miles away. They will find a camp with 7 **Bandits**, plus one **Advanced Bandit** (named Terrence), but Ballok is not present.

Any amount of effective Persuasion or Intimidation on survivors will reveal that Ballok took his two other best men, Ford and an orc named Kurj, with him into Homestead "for some kind of meeting."

Only Terrence knows that the meeting is with an agent from the Malakar Dominion; Ballok is being recruited to do his raiding on the behalf of the Dominion, with specific targets in mind to serve Dominion interests. If Terrence survives the battle, he will resist giving this information up; you should make the players really roleplay to get it, or else beat him by 2 on an opposed roll.

If the Heroes go to Homestead in the first place, or else end up there after finding and raiding the bandit camp, they will be best served by using Streetwise (or Persuasion, if that's all they have to work with) to ask around and see if anyone has seen Ballok. If they have prisoners, they can turn them over to the local

constables, who hold the Rangers in very high regard and will offer what assistance they can. The constables may be a good place to start anyway, even if the players don't have prisoners; if they don't have any good "urban investigation" skills among them, the Chief Constable, Arvick Mailer, can help them out.

If all else fails and the Heroes are not able to come up with a means to find Ballok in Homestead, you should feel free to have someone Notice an orc fitting the description of one of Ballok's known associates (this would be Kurj) wandering out of a tavern. Following him will lead them to the final encounter.

Ultimately, Ballok will be tracked to the back room of an inn that his would-be employer has rented for their meeting. In addition to Ballok and his two men, the Dominion agent has three other men with him, one of whom is a skilled adept who makes sure potential recruits are not enemy spies or otherwise inclined to betray the Dominion.

## GM TO GM: THE SECRET HISTORY OF SHAINSTAR

*Throughout this product, you've seen notes just like this one, explaining various ideas and giving you my thinking about things I've created and why I've made certain choices. The previous release of the Player's Guide has confirmed that this concept has been a successful one, and I am glad.*

*I am going to use this same conceit to share with you, the Game Master, key pieces of Shaintar's "Secret History," the background story arcs that really elevate the setting. The entire intent of the Shaintar setting is to look like a classic heroic fantasy setting, and play as one, yet have much, much more going on behind the scenes.*

*The danger with other settings that have done something like this is to so completely fiddle with the fantasy elements as to muddle them up in the eyes of the audience or players. The trick with Shaintar is to present these alternate concepts in a way that integrates them without damaging what makes Shaintar such a successful heroic fantasy environment.*

*The entire point of the Raven's Quest (as well as the "Traveler Enigma" campaign I've been running at conventions and game gatherings around the country) is to introduce these new elements and ideas slowly, in a way that reveals them as shocking and intriguing without ruining the setting that so many enjoy. That is what I will be asking of you, the GM, as you bring in these elements as well.*

*Through the rest of the Raven's Quest section, you will see more of these GM to GM notes with "Secret History" tags, which will give you much more background in what's going on behind the scenes than will otherwise be revealed in the Plot Points. Much of what is set up here will take a while to be more fully revealed in materials and events to come.*

*Of course, for those of you GMs who do not wish to deal with Shaintar's Secret History, it would be a good idea to either skip the Raven's Quest campaign, or make sure you selectively edit it to remove any references that touch on those aspects.*



## GM TO GM: ROBERRE AND HIS FAMILY (SECRET HISTORY)

*This is where that “Secret History” stuff I wrote about really kicks in. Shaintar is but one continent on an entire planet, one called **Starfall**. Starfall, in turn, was once part of a great empire that spanned across many planets, an empire ruled by godlike entities, human in appearance but possessed of overwhelming power.*

*Chief among those beings was the bright and mighty **Starfather**; second only to him was the mysterious **Mother of Night**. His first generation of children (many of whom, though not all, were born of the Mother of Night) are known as the **Scions of the Starfather**. Some of the names Roberre mentions – the Seer, the Merchant – are among those once-powerful entities.*

*“Once-powerful,” mind you; they don’t have anywhere near the power they originally wielded, literally millennia ago. How they lost it – and what they aim to do to get it back, and how Shaintar will end up connected to the rest of Starfall again – is the very foundation of the greater story that will be told behind the scenes in the Shaintar setting.*

*Back to Roberre. The first few generations born to the Scions are called **Offspring**, and he is one of them (as is Julian, who he mentioned; more on him in a future offering...). They were also fairly powerful, but are now greatly less than they were, just like their parents. They are still impressive, though they tend to focus on only a few of the many potential gifts available to them. Immortality grants its own rewards in the guise of extensive experience and knowledge, as well.*

*Roberre is the Offspring of the Scion known as the **Alchemist**. As such, he has extraordinary knowledge of magical items, properties, potions, and the like. He can coax such properties out with great ease and speed, faster and more efficiently than any normal alchemist in Shaintar. This is why he is able, when necessary, to pull almost any Power out when called upon, so long as he has some kind of ingredient to do so. It’s up to you, the GM, to decide if he’s got what he needs; this places him squarely in the role of a “walking plot device” for you, able to occasionally pull out “miracles” when absolutely needed, but not someone the Heroes should just expect to solve every problem.*

*Roberre has been highly enchanted to conceal his true nature, even from himself. This is why his memories won’t reveal anything, even if read by an adept. Detect Arcana will, at best, reveal some low-level mystical properties in some of the ingredient pouches he carries. Consider him to have a Conceal Arcana effect with an effective Target Number of **30** attached! Occasionally, he has moments where the memory alteration effect “hiccups;” hence why he reacted to the Heroes the way he did. In his natural state, he has some ability in precognition; he has seen the Heroes, and he has seen the moment where he meets them and joins up with them, though he has since repressed that memory along with much else.*

*His goal really is to reach Saiderin. Once he actually finds the Raven, his mystical blocks will dissolve, and he will be able to reveal himself and deliver his message. Whatever that may be...*

Ballok is a Wild Card **Elite Bandit**, while Ford is an **Advanced Bandit** and Kurj an **Advanced Orc Warrior**. The Dominion agent is a Wild Card **Elite Spy**, and the adept is a Wild Card **Advanced Adept** (with Mind’s Eye and Mind Reading among his Disciplines). The other two Dominion men are **Advanced Thugs**.

If the Heroes request help from the constables, Arvick Mailer (a Wild Card **Advanced Constable**) will come, and bring two of his deputy **Constables** with him.

If Barrack survives the fight, he will be expected in Kythros for judgment, as will any key people with him. The Dominion operatives will avoid capture at all costs, seeking to escape but almost certainly fighting to the death if they have to. The adept is the exception; he’s not keen to die for the cause, and could be a valuable source of intelligence if returned to Kythros.

Regardless of how things turn out exactly, something else happens before the Heroes leave Homestead...

## THE MESSENGER

Assuming the Heroes spend the night, or at least take a meal somewhere in Homestead, the following happens as they are gathered to eat or drink. If not, it can just as easily happen when they set up camp somewhere on the way home to Kythros.





*A man walks into the room, disheveled and travel worn, yet clearly agitated. Dressed in blues and browns, with a cloak of an odd shade of tan that almost suggests pink, he looks around quickly, taking each member of the group in with his steady gaze.*

*He appears to be in his forties or early fifties, though robust for his years. Lean, with a black-grey, trimmed beard, and surprisingly blue eyes that hint vaguely at purple, it is when he drops his hood that you see the wild mane of unkempt hair that gives him a slightly mad appearance.*

*"Well, what in the Stellar Hells took you so long? The Merchant and the Seer know the Seeker has been found! It's only a matter of time before Julian is put into play..."*

*His voice trails off as he seems to realize none of you have any idea who he is or what he is talking about.*

*"I... am most sorry. I must... have the wrong... room." He then turns and leaves.*

If the Heroes simply let him leave, there will be the sound of shouting and violence outside as 4 **Thugs** and an **Advanced Thug** have jumped the strange man and are clearly trying to subdue him; he's fighting them off wildly (and not without some skill), using his staff. The Thugs aren't interested in dying and will run away as soon as they perceive they are outmatched. Capturing one or more of them will enable the Heroes to learn, through Intimidation or clever questioning, that they were simply hired by "a very pale elf" to find and capture this man.

(The "pale elf" is a *shayakar*, one of the Fallen of the Fae that serves Vainar, as anyone making a successful Knowledge: Darkness or Legend Lore roll will know.)

The Thugs were meant to take the man outside of town to a particular bend in the road, where the elf would meet them.

If the Heroes come to his rescue, or insist he stay and talk to them in the first place, he will smile warmly and say, "Of course, I knew I'd come to the right place. The name is Roberre, and I am very much in your debt." When questioned about the strange things he'd ranted

about previously, he will look startled and confused, and reply –

*"I am not at all sure what you are talking about, I am sorry to say. I've had a terrible fever, though, and was laid up for a time, unable to finish my journey. You see, I am bound for Eldara, the elven capital city. I must find Saiderin there, and deliver a vital message. I am so glad I found you Rangers here, for I know you can see me safely there. Please, this is a desperately important mission I have, and while I cannot reveal too much of it, nor pay you any grand sum, I have some small amount of skill in some areas that might be of service."*

Any attempt to get him to speak of what he said earlier will meet with amusement and confusion; he really doesn't seem to know what they are speaking of, and insists that if he spoke any such words, clearly they were remnants of his fever dreams. Any use of magic



Roberre



means to read him in any way will reveal no magical powers or influence, and his mind reveals no deception.

The “Rangerly” thing to do is to escort him at least as far as Kythros, and see what the commanders want done from there. If the fight with the Thugs has not happened yet, they will make an attempt as the Rangers attempt to leave town with Roberre. Going to the “bend in the road” will prove fruitless; as there is no sign of the *shayakar* and, even if he is watching, he’s not revealing himself to these people he didn’t hire. Extraordinary success with Tracking (and only if it’s daylight) will reveal tracks, but there’s no way they will be able to catch him.

## ROBERRE

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

**Skills:** Alchemy d12, Fighting d10, Guts d10, Healing d12, Investigation d10, Knowledge (Any) d8, Knowledge: Cosmology d10, Knowledge: Magic d12, Notice d10, Repair d6, Stealth d8, Throwing d6

**Charisma:** -2; **Pace:** 6; **Parry:** 6 (7); **Toughness:** 7 (9)

**Hindrances:** Vow (Major: Message for Saiderin), Outsider, “Delusional” (Minor: Memories occasionally kick in)

**Edges:** Arcane Artificer, Healer, Immortal (treat all unlisted skills as being at d4; all Common Knowledge is at +2), Improved Defend, “Instinctive Alchemist” (uses Powers like a Sorcerer, but requires ingredients)

**Gear:** Ironwood Staff (2d6, Reach +1, Parry +1), Improved Full Leather Armor (+2 Armor, -4 Coverage), Pouches full of eclectic and varied materials and “bits of stuff.”

**Powers:** (Any as needed and warranted, assuming Roberre can find the ingredients he needs)

**Essence:** n/a

### Special Abilities:

- ♦ **Slow Regeneration** (Natural Healing roll once per day)

Note – Assuming the Heroes treat him well, Roberre will regularly use his Arcane Artificer ability each time the majority of them Level Up. If you wish to be particularly kind (and rely on him as their primary source of enchanted items), you can assume he is skilled enough to enchant an item once per week.

## IN THE DEAD OF NIGHT

The journey home should entail at least one other adventure before this one. Within a day of reaching Kythros, however, the *shayakar* will make his move to capture Roberre or, failing that, kill him.

His name is Zentharis, and he is a hired killer of some skill (a Nightguard, one of the mystical warrior-assassins from Shaya’nor). He is aided by others of his kind. He has also hired another, a human woman named Katrina, who is a fairly skilled actress among other things. Her task is to present herself as a desperate young woman in danger, in need of the Rangers to protect her. If possible, she is to seduce one of them – all to position herself to aid Zentharis and his people in getting to Roberre. She is even under orders to kill Roberre if it looks like he will otherwise escape.

To accomplish this, she will run into the Rangers’ camp in the middle of the night, crying, bedraggled, scratched up, and begging for help (if the Rangers are staying indoors somewhere, she will burst in, looking for them, or beg their host to roust them to her aid). This has the effect of upsetting their sleep pattern, possibly throwing them off for later (have each Hero roll their Vigor or suffer a temporary Fatigue level that lasts through this scenario; anyone with the Woodsman Edge makes the roll at +2); the intrusion is expertly timed to do the most damage to the sleep cycle.

She will then keep them awake much of the rest of the night, describing that she is being hunted by “shadow beasts” in the darkness – creatures that look like elves, but are horrid monsters in disguise. The hope is that one or more Rangers will leave their area to investigate, thus splitting the group. Those who head





off, if any, will be attacked by the *shayakar* waiting for them.

Regardless of what happens during the night, before the dawn light begins to fully take the sky, Zentharis and his people attack. Zentharis is a Wild Card **Advanced Shayakar Nightguard**, while the five other *shayakar* with him are *shayakar* rangers (use **Elven Rangers** for their stats). This attack will happen earlier if it looks like the Heroes are on to Katrina. When the attack happens, her only job is to try and get Roberre away from the Heroes. Failing that, she is expected to try and kill him. She's not much of a combatant, however, and if it comes to an open fight, she will try to run away or surrender. Treat Katrina as a **Thug**, but she is a Wild Card. As well, she has Attractive and a Persuasion Skill of d8.

The *shayakar* will fight to the death, preferring even suicide to capture. Zentharis will attempt to kill Katrina if she tries to surrender, but he will actually make an attempt to escape if things go badly enough and he thinks he can get away (he must, after all, report to his masters). If he is somehow caught and prevented from killing himself, it will be pretty much impossible to get much information out of him. However, the most that can be gleaned even from extreme or mystical means is that his Nightguard guild master sent him specifically to capture Roberre, or to kill him if capture was not possible. That is all that is known, and Roberre doesn't seem to know why a *shayakar* assassins guild would seek his death.

## DUTY CALLS

This scenario (which is actually a series of events and scenarios under one heading) should follow pretty much right after "In the Dead of Night." The Rangers should reach their headquarters in Kythros with Roberre in tow, along with any prisoners they might be transporting. If they don't report to Sergeant Guz or Grand Sergeant Major Mindril right away, they will quickly be summoned once word gets around they've



**Zentharis**

made it home. They will be expected to make a report about what they've done, with special attention paid to how things transpired with Bloody Ballok. If they bring Roberre, he will be asked to remain outside the briefing room, and they will be asked to hold off on explaining him until the tale of Ballok is concluded.

Assuming that ended with his capture or death, the sergeants will be very pleased. "Guz was right," Kork will say. "Ye really are the best o' the lot. I'm of a mind t' keep ye as a special unit under me own command. What say ye?"

This is a high honor, indeed, one which the Heroes should be most amenable to. Based on their report, one of them will be promoted to Corporal while the rest receive Ranger First Class pins. Kork will explain that the ranks are stretched to the limit, but he needs a team for special missions as they come up, as well as folks he can trust in the days to come. He gives Guz a knowing look when that's said, but explains no further. He will further explain that Guz speaks for him where





## GM TO GM: WHAT'S GOING ON? (SECRET HISTORY)

By now you've probably figured out that there are forces working against Roberre in his quest to reach Saiderin. The truth is, he's been dispatched to warn Saiderin of a plot to capture the **Silver Unicorn**, a powerful entity believed to be the manifest spirit of Shaintar. The people arranging this are a cabal of Scions and Offspring who want to tap the very magical power of Shaintar for their own needs, because Shaintar remains one of the most mystically powerful realms left in what was once part of the Starfather's empire.

Roberre represents a separate faction that opposes the first, and these two factions are pulling strings all over Shaintar. Much about the coming war with the Kal-a-Nar Empire has to do with these secret manipulations as anything.

The antagonist faction that seeks to, among other things, capture the Silver Unicorn (a plot that will come into play in later materials, actually) is led by an entity known as the **Merchant**, who is the Scion who has been in Shaintar the longest. He's been conspiring to master the region for literally centuries, and now a threshold time has come and his machinations are rapidly coming to a head. Other powerful Scions are joining him, and he also has influence with many of the more malevolent forces in Shaintar, to include major political factions in the Empire, Shaya'Nor, the Prelacy of Camon, and the Malakar Dominion.

One of his many, many plots involves the infiltration of the Rangers; destabilizing the Wildlands fits very well into his long-range goals.

The Grand Sergeant Major and the Lord Commander have become aware of this, though they have no idea about the people behind it. Their investigations are in the earliest stages, but Kork is anxious to surround himself with people he believes he can trust. At this point, his evidence suggests that anyone in a leadership role may be suspect, with few exceptions, which is the reason for his behavior and actions.

This conspiracy storyline will play out some in the scenarios to follow, but will also continue in future materials as a very long-term story arc...

they are concerned, and he will likely be their main point of contact in Kythros from now on.

(Even if they failed to capture or kill Ballok for some reason, they will still be offered this opportunity, though it will be clear that Kork is disappointed and will want them to finish what they started at some point...)

The Heroes will then be asked to introduce

Roberre, and to explain the story involving him. Much of what happened will both confuse and worry the two sergeants. If he is pressed about his message for Saiderin, he will say only that "It is a very important, but very confidential matter. I can assure you that it has much to do with the days to come, but I can say no more than that."

After this, the Heroes will be instructed to return to their quarters, and to find a spot for Roberre in the main inn used for Ranger visitors, the Drunken Tree. The last bit of business before they are dismissed will probably be the most interesting – Kork will hand whoever the Corporal is a scroll and the following explanation.

*"This be a Letter of Orders, signed by me and counter-signed by the Lord Commander, Lady Grayson. If'n anyone else of rank questions ye about your orders, your mission, or your business, ye are t' show `em this, let `em see the seals, and respectfully be on yer way – **without** explainin' more'n ye have to about what ye be doin'. Don' be rude, an' respect the chain o' command, but ye be on Command business. That be no one else's place to interfere, officer or no. Do ye understand?"*

This should create some confusion and concern, since the Heroes have just been told to effectively (and respectfully) ignore sergeants and even officers who might otherwise order them about. If they attempt

to ask why this is, or what's going on, Sergeant Guz will tell them "Do not concern yourselves with these things for now. When you have a need to know... you will know. Be good Rangers, do your duty, and watch your backs."

Following their meeting, the Heroes will experience a mix of things - fellow Rangers who are glad





to see them and want to hear about what happened; sergeants and officers requesting to know their status, wondering why they aren't on any normal duty rosters; basic chores, guard duty, and other garrison tasks (where they *are* temporarily under various commands); and occasional short-range missions assigned by Sergeant Guz.

In the last case, you should either choose two or three "Other Tales," or else generate missions using the M.A.C.S. in the previous section. Just don't send the Heroes on any missions that take them too terribly far away, as Guz and Kork aim to keep them close by for the time being.

As they are coming and going, the Heroes will note that Roberre will be asked to meetings with the High Command, as well as some of the mystical experts that serve the leadership (there is a council of mages and druids, and even a priest and a couple of adepts, who form an Advisory Council for the Rangers). After they've completed their last mission (again, two or three as you choose), the Heroes will receive a summons. This time, it's to the Office of the Lord Commander herself!

Lady Valinda Grayson is an attractive, if somewhat older and hardened woman in her 40s, possessed of feminine grace while maintaining an air of dangerous competence. She scrutinizes the Heroes even as she welcomes them, taking the measure of each in turn. Kork is present, as is Guz and Roberre. She will explain that the Second, Colonel Kesspar, is on assignment. After asking them to take their seats, she will begin.

*"The Grand Sergeant Major and Sergeant Guz here tell me good things about you folks. My own observations are in concurrence – you are all excellent Rangers in your own way, bringing diversity and skill to our ranks. No doubt you've thought it strange to be assigned as you have, mostly away from the other Rangers and out of the normal chain of command. We've tried to offset that with garrison duties, but it can't have been easy for you to be considered "out of the norm" where so many of your comrades are concerned.*



**Lady Grayson**

*"I want you to know that I appreciate the aplomb you've shown, and the dedication to duty. I will be calling on that even more so now, and I hope you are prepared."*

*She will pause, walking around to the front of her desk and sitting casually on it to face them more directly.*

*"War is coming. A terrible, devastating war that I fear will be the greatest test these lands have ever faced. The Gates of Hell are destined to open this year, and we believe that will be happening very soon. The next convocation of the three full moons is just days away, and the sages and priests tell me this is the likely time that Ceynara's priests will awaken her and summon her demons out. The Empire has already begun skirmishing heavily with Olara, the Fae, and other forces in the north, and we've even seen an increase in Kal raids into the Wildlands."*

*(If the Heroes have played out any scenarios involving Kal soldiers, acolytes, or Childer, the*





## GM TO GM: PERSONAL HOOKS

For most of the pre-written scenarios, the GM can still use the “Hook” Element of the Modular Adventure Creation System to invoke personal connections for the Heroes. This is the way to make these adventures feel more integrated and personalized. By enacting one or more Hooks at least once in a while, you can ensure your players feel a personal and real connection to the events unfolding.

It could be something as easy as making one of the enemies faced in the write-ups someone that a Hero has faced before. Or it could be as complex as having a family member of one of the Heroes show up in the middle of an investigation with some terrible news from home. Really, it’s up to you to work it out, but the rewards can be immense as the players feel a genuine connection to the events they are playing out.

Commander will bring those up as further evidence.)

“We believe that Roberre here has a vital message to give to Saiderin, and if anyone knows how to reach the Raven, it will be the Quo Unias of the Fae – the leader of the Elvish Nation. We also believe there are powerful forces interested in stopping him from delivering his message. So, even though I am loathe to send away even one Ranger at such a dangerous time, I am assigning the lot of you to see Roberre safely to his destination.”

She stands, walks around the room towards one wall, and stands in front of a strategic map of Shaintar.

“Wherever that may ultimately be.” She turns to face Roberre, who gives her a pleasant smile, and then faces Guz and Kork, who nod solemnly.

“You should know that some of the forces you are facing... may have influence within the ranks of my Rangers. I am not at all happy about this, but we are doing everything we can to ferret out our traitors. However, until we can be certain we’ve cleaned out the ranks, you must proceed with a great deal of caution and discretion. No one can know of your ultimate mission, or who Roberre is. You can say only that you are delivering a message to the Fae leader, which is true enough in itself. I will, in fact, have a number of dispatches for you to carry to him.

“Your orders are more open-ended than that, though. You are to evaluate the situation as you proceed, and act according to what you believe will best serve the Rangers and the Wildlands, as well as Shaintar as a whole. If this means the mission takes you even further than Eldara, so be it. I am given to believe that you should follow this path wherever it ultimately leads.

“I ask simply that you act as Rangers, honoring your Oath, following the Code, and serving the Cause.”

The Heroes will be given ample supplies, and other requested gear within reason. They will also be given some funds; two months of advance pay, plus an additional 10 silvers per Ranger for expenses. They will also receive 3 Healing Potions. The Corporal of the team will be given another scroll, one to be presented to anyone of authority who might question them along the way. It explains that they are on the Commander’s direct business and are to be aided as Rangers on a mission of vital importance. If the team is particularly small (4 or less Rangers), Commander Grayson will also assign two **Advanced Rangers**, named Estlin and Baldric. Treat them as highly loyal Allies who get a change to Level Up (1d6, 5 or 6) at the end of any session they played a real part in. The Players can confer on what to give them (though they should tend to focus on “Rangerly” abilities, such as Fighting, Shooting, Survival, and Tracking).

## SHEEP’S CLOTHING

The Heroes should have a few experiences along the way to Eldara, which is roughly 450 miles away. That’s going to be somewhere between nine and twelve days by horse, assuming no distractions... and there will be distractions.

Within the first few days of their journey, the Heroes will be approached by another squad of





Rangers. They will even recognize a few of them, who will be congenial enough. This other team is out on patrol and headed northwards, where it is believed a band of Childer are running wild. They will ask about the Heroes' mission, and questions will be asked about Roberre.

The other Rangers will try to catch the Heroes off guard when they launch their attack; the way to make this work is for you to be very "throwaway" in your comments about them from the start. Something like the following -

*"The day after you find the mayor's daughter, you set out again for Eldara. The day passes uneventfully except for a group of fur trappers who stop to share news. The next day, you don't really run into anyone. Following that, you bump into another squad of Rangers bound for the north of the Wildlands. They will chat you up about your mission and share some wine they picked up in a town they helped out..."*

You should try to catch them off guard, but don't count on it if they've been paying any attention up to this point. If you feel you succeeded, though, you can give some of the traitor Rangers the Drop for their first attacks.

These Rangers have been turned – for a great deal of money – and are led by one Lieutenant Reager. Reager is a Wild Card **Advanced Warrior Mage** (he is armed with an enchanted long sword that has +1 to Hit and +1 Damage). His second is Sergeant Ssukko, a Wild Card **Advanced Dregordian Warrior**. There are 7 **Rangers** with them, which should make it a pretty tough fight. If things look too overwhelming, you might have some of the Rangers who know the Heroes show some hesitation, possibly allowing for some role-play and a change of heart. Money is one thing; actually killing comrades is something else.



If any of the traitors survive the encounter and are questioned at all, a necklace on their neck will erupt with electrical power and kill them instantly. Roberre will share the looks of horror the Heroes may exhibit, though his look will seem somewhat... knowing. If asked, however, he will say only that the necklaces seem somehow familiar to him, though he's not sure why.

## STALKED BY THE WOLF

This is less a scenario than it is a dramatic interlude. At some point on their journey to Eldara (following the events of "Sheep's Clothing" above), you should have the Heroes start making random Notice and Tracking checks. 7's or less will reveal nothing ("Never mind, don't worry about it"). This should create some concern in the ranks.

The first time someone gets at least an 8 on Notice, describe to them a fleeting glimpse of something large and black dashing behind a tree or small hill or into a gully. Attempts to follow this... whatever it is will fail.

Tracking rolls of at least 8 will discover wolf tracks, but the feet will be very large. On a 10 or greater, the Tracking roll will reveal that the stride seems to shift from that of a quadruped to bipedal at times. Anyone making a Legend Lore or Knowledge: Darkness roll (at -2) can determine this is likely a werewolf. With a raise,







Knowledge: Darkness will reveal the size of the prints indicates a full-blown Werewolf Lord – a very dangerous enemy indeed!

The Heroes are being stalked by Morg De'Lear, a member of the very powerful De'Lear clan of Shaya'Nor. With Zentharis' failure, he must now see to the capture or destruction of Roberre himself. He has decided to alter his plans, however, and is for now simply tracking and observing the Heroes. When they make any sign of having noted his presence, he will pull farther back and will show no more sign of himself for the rest of their travels to Eldara.

## THREE FULL MOONS

It is important that this happen before the party reaches Eldara, so you should put enough encounters in their way to keep them from reaching Eldara before the convocation of the three full moons. Looking at the calendar will reveal that all three of Shaintar's moons are full together in the sky only four times a year, so you should plan this campaign around one of those four dates, and this scenario should fall specifically on whichever date you choose.

(In my own campaign, I went with the 33<sup>rd</sup> of Harvest Moons, a time when most people are more concerned with harvesting their crops than with prophecies of doom. This feeds nicely into the struggle the leadership of the Southern Kingdoms has with preparing the people for what is coming.)

On this night of the Three Full Moons, a terrible open is in the sky. Normally each such moon has its own distinct color, but on this night, they are all three showing varying shades of red. "Bloody Moons" has always meant great danger ahead, and that is certainly true this night.

After all, the Queen of Hell is awakening, and her endless minions are ready to set the night on fire!

Wherever they are as evening sets in, the smell of smoke will carry on the wind. A nearby village is





ablaze, and its citizens are scrambling to put the fires out. Two children run straight into the Heroes, claiming they are being chased by monsters. They are.

All of the Childer who have been hiding and generally keeping to themselves in the Wildlands are, this night, going wild, as is anyone who worships Ceynara or otherwise is given to hate and violence. A gang of Childer have attacked the village, accompanied by some Ceynara-worshipping fanatics, and they are more than happy to slaughter any interfering Rangers.

Led by an **Advanced Acolyte** (Wild Card), there are 5 **Thugs** setting blazes (as they are **Fanatics**, give them Combat Reflexes, +2 Toughness, and +1d6 damage to any attack to reflect their fanaticism and their connection to the rising power of Flame this night; this goes for the Acolyte as well), while a Wild Card **Advanced Minotaur** and 9 **Ratzin** wreck havoc and slaughter the inhabitants. The Childer are in another part of the village and can be engaged separately if the Rangers are careful.

However, to complicate matters, there are a few cosmological factors at work. For one, anyone using the powers of Light or Life will be suffering pretty seriously; all spells cost *double* the Essence to cast, and all rolls are at -2. As well, any “negative feeling” Hindrances will be greatly exacerbated this night; any rolls to resist problems will be at -2, and anyone with the Berserk Hindrance will just lose it as soon as battle is engaged, regardless of Wounds or other factors, and Dregordians will be completely engulfed in their Battle Rage with no chance to roll out of it. Anyone with a Spirit less than d8 will Wild Attack if in melee every round. You should creatively engage other Hindrances and problems that apply as you see fit.

Possibly worst of all is the fact that fires simply don’t seem to want to go out, requiring both extended effort to extinguish and vigilance to keep them from erupting again. The closer to the Thirteenth Hour things get, the worse this effect becomes, to the point that in that dreaded hour, it is *impossible* to put any fire out.

Whether the Heroes remain at the village for the rest of the night or try to set out into the woods, they will be constantly set on by Flame-aligned enemies. Roll on the table below, or just toss in whatever comes to you:

<u>D20 Roll</u>	<u>Result</u>
1-2	1d6 Ratzin
3-4	2d6 Ratzin + 1 Advanced Ratzin
5	1d4 Minotaurs
6	1d6 Minotaurs + 1 Advanced Minotaur
7	1d4 Gargoyles
8	1d6 Gargoyles + 1 Advanced Gargoyle
9	1 Thratchen
10	1 Advanced Thratchen
11-13	1d6 Fanatic Thugs (use the bonuses above)
14-15	2d6 Fanatic Thugs + 1 Advanced Fanatic Acolyte
16	2d6 Fanatic Kal Soldiers + 1 Advanced Fanatic Acolyte
17-18	Roll twice more, combining the results (count this if you roll it again)
19-20	Roll again, elevating one enemy to Elite status and making him a Wild Card.

Whatever happens, it should be a rage-filled, fiery, violent night, full of horror and terror, screams and cries. The Heroes should be exhausted when the morning comes (give them a level of Fatigue, at least), and those around them should have a general sense of shock and dread as the reality of what has happened sets in.

Hell has come back to Shaintar...







## ELDARA UNDER SEIGE

You can either bring the Heroes to this point quickly, narrating the rest of the journey as “harrowing and tense,” or you can go ahead and have them battle their way through. If you choose the latter, have them encounter more groups from the chart in the previous scenario, *two or three a day*, before they finally reach the outskirts of Eldara.

The Empire launched its invasion the very night the Gates of Hell opened. The bulk of their army is still on its way, coming in through the borders of the treacherous Malakar Dominion, but there are plenty of units engaging Fae soldiers and rangers all around Eldara. As the Heroes close in on the elven capital, they will be set on by a large force of Kal and Childer; before they are engaged, however, a sizeable elven force will arrive and drive into the enemy, giving the Rangers a chance to escape behind elven lines.

(If any of the Heroes want to participate in the battle, you can either remind them that it's their duty to get Roberre to Eldara first, or else set up a Mass Battle and play it out. There are 50 elves against 30 Kalinesh and Childer, and the elves have significant tactical advantage. The Kal leader has a Knowledge: Battle skill of d8, while the Fae commander has a d10).

The Rangers and Roberre will be conveyed as quickly as possible to Cyradis Eridor, the *Quo Unias* of the Fae. They will be asked about Ranger support for the siege, and there are messages from Valinda Grayson addressing that point in the dispatches the Heroes carry. Cyradis will read this before anything, and show a grim visage when he is done, saying only “We may be on our own for longer than anticipated, my people. Worms eat at the apple’s insides, it would seem.”





Cyradis will insist that his guests be shown quarters and given a chance to bathe, rest, and heal, if needed. Roberre seems content to wait, strangely enough, but if one of the Heroes attempts to push the matter, the *Quo Unias* will admonish him. "You've only just arrived, so you may not fully grasp what we face here, my friend. I am attempting to stem the tide of total annihilation that my people face. I promise to see to your needs or requests in a few hours."

Despite the chaos of war all around them, the Heroes and Roberre are treated with great courtesy and grace, given fine quarters to refresh and relax in, and treated with care worthy of a dignitary. Nonetheless, the frenzied energy of a kingdom at war cannot be avoided, and shouts and sounds of horses galloping below will punctuate the atmosphere. Occasionally, in the distance, a loud booming noise will be heard, and the leaves in the trees will tremble.

If an attendant is asked, they will reply, "Terrible magics of war are at work, now."

When at last the Heroes are able to meet with Cyradis, it will be over a small meal on a balcony, rather than anything more formal in a hall. Advisors and military people will be coming and going throughout their conversation. Assuming Roberre or someone else has brought up their need to find Saiderin, Cyradis will have this to say,

*"I am afraid that your journey may have been for naught. The Eternal Wanderer has been missing from these lands for some time now. I have done all I know to do to bring him to us, to no avail. At such a devastating time for all of Shaintar, I must admit to being greatly concerned about what this means for us all."*

Nothing else can be learned about Saiderin in the home of the *Quo Unias*. He will have some

#### GM TO GM – ELDARA

*I've always wondered how I might describe the elven capital when the time came to put it into words, because I really wanted to do justice to the magic and majesty of the place. Dwellings and structures in the trees as well as on the ground, lights and music...*

*Quite frankly, when I saw Lothlorien in the movie, "Fellowship of the Ring," I both cheered and cursed Peter Jackson. I mean, what can I do when he takes what is in my head and makes it appear on screen?*

*So, Eldara? Yeah, it's a lot like cinematic Lothlorien. That's easier than trying to re-describe what you've probably already seen or at least read about.*

*And if you haven't – well, you should fix that.*

dispatches for the Rangers to take back to Kythros, if it's their intention to return immediately; if not, he will detail some of his own people to carry them. He will tell them they are welcome to remain as long as they like (or at least until things become untenable, should the enemy break through), but that he will be unable to provide much more in the way of aid or attention in the days to come.

Assuming one or more of the Heroes make their way to the ground level after the meeting with Cyradis, a goblin messenger will approach them with a parchment. He will say only that he was paid handsomely to hand it over, sealed, and then he will depart. The message, written in Galean, reads –

*I know what you seek, and I know how you will find it. If you would stay the course, meet me on the western outskirts, near the violet fenwirick tree with the three pronounced branches tonight at the Late Ten bells. – an ally*

The Heroes should be more than a little surprised to be met by a heavily cloaked *shayakar* in the Fae lands; if she is discovered, it is almost certain death. She introduces herself as Trevanya, a "watcher of the stars." If they give her a chance, she will share the following,

*"There are those of Shaya'Nor, those you've encountered already, who have strayed from Vainar as their*







**Trevanya**

*master. Instead, they dance to the tunes played by intruders from other lands.” She gives Roberre an enigmatic look at that. “Those of us loyal to our god and our true masters would see Shaya’Nor rid of such influences, and so we seek to undo their machinations where we can.*

*“I know you are unlikely to trust me, but you must if you wish to save the Younger Brother. The Raven has been caged, you see, and I know something about where to find him.”*

*“Younger Brother” is one of the shayakar names for Saiderin, for he is literally Vainar the Fallen’s younger sibling (as is the Soulfinder, Landra). Trevanya will wait to see if the Heroes are going to take her seriously and follow her advice. If they indicate that they are willing to trust her, she will continue.*

*“There are ancient underground citadels all over Shaintar, places where a race now lost to these lands once resided and practiced their strange arts of magic and engineering. They were called Builders, and we believe they are strongly related to the dwarves.”*

If there are any dwarves in the group, they should make a Common Knowledge roll (with a +1 for each die code they have in Knowledge: Legend Lore). Success means they have heard the term “Builder” before, but know little about them. A raise indicates they’ve come across some ancient legends or texts referring to the Builders as “ancestors” and masters of engineering and mechanical things. It is highly unlikely anyone else in the group will know anything about what she is talking about, unless they are a Scholar and Legend Lore is one of their chosen specialties.

*“We do not know what happened to them, only that they no longer can be found in Shaintar. Their strongholds have long been hidden as well, and we believe those places have even been cloaked by strong and unknown magics. However, those magics seem to be failing now, perhaps in some way connected to the events at hand involving the Betrayer (the shayakar name for Ceynara, whose treachery against Vainar during the “Betrayal War” makes her one of the most hated figures in Shaya’Nor culture). My sources tell me that the Raven is being held in one of these ancient places, somewhere in this very forest.*

*“The best place to find more information is in a Ranger-garrisoned fort south and west of Layla’s Meet, a place called Black Eagle. Records my associates have seen indicate a dwarven miner once filed a claim there. This claim made mention of an ancient ruin of his people, though he described things that I do not believe would be commonly seen in a dwarven clanhome. Your connections are such that you should be able to look into the records kept in the archives of the fort commander, which should point you to where this citadel may be.”*

If she is asked how she knows such things, she will respond simply “We are of the Darkness. We live in the Shadows. Surely you are not surprised by the idea that we have spies everywhere?” If she is pressed how she knows this is where Saiderin is, she will actually reveal that a chance eavesdropping revealed the intention of one called the Merchant to use a “hidden citadel near Layla’s Meet” to hold Saiderin unseen until the war is over.





This is where things get very complicated for the Heroes. A band of elves closes in on the party, one of their members having sensed the presence of a *shayakar*. The Heroes must decide whether to let her go or, if the elves close too quickly (no one among the Heroes makes a Notice check before they arrive), defend her against them. The elves will insist on capturing her and taking all of them to Cyradis for questioning.

Fighting them will, of course, be a terrible idea, but it may happen. If so, there is one **Elite Elven Soulguard** (Wild Card) and seven **Elven Rangers** to contend with. They will actually try to avoid killing the Heroes at first, but the moment any of the elves die, all bets will be off.

With few exceptions, the penalty for a *shayakar* being in Landra'Feya is death. This should prove a hard dilemma for the Heroes to deal with. If they admit to dealing with her on any level, this will, at the least, cast great suspicion on them. Even if they manage to convince Cyradis of the truth (which won't actually be that hard), their reputation in this region will be damaged significantly once word gets out. Particularly excellent negotiation and roleplaying, however, may result in Cyradis allowing them to escort Trevanya out of the region.

## TREVANYA

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

**Skills:** Climbing d6+2, Fighting d8, Guts d6, Investigation d8, Knowledge: History d6, Knowledge: Legend Lore d8, Knowledge: Politics d6, Lockpicking d8+2, Notice d10, Stealth d8(+2), Streetwise d6, Throwing d8

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

**Hindrances:** Weakness: Daylight (Fatigue Level, Bad Eyes), Outsider, Loyal, Code of Honor (the Starwatchers)

**Edges:** Attractive, Necromancer, Thief

**Gear:** Short Sword (2d6), Full *Shayakar* Night Chain Armor (+4 Armor, -4 Coverage; +2 on Stealth rolls at night), Bracers (+1 Parry).

**Powers:** Boost Trait, Conceal Arcana, Invisibility

**Essence:** 15

**Special Abilities:**

- ♦ **Low Light Vision** (See normally in darkness)
- ♦ **Shayakar Night Gifts** (*Level Headed* and *Combat Reflexes* at night)

Note – The Starwatchers are a group of insurgents within Shaya'nor that oppose what they believe are corrupting influences guiding their government. This makes them de facto allies of anyone opposed to the Merchant and related entities. If the Heroes escort her out of Eldara, she will travel with them for a short time and help in any battles they fight against the Empire or Childer. She will leave them before they reach Black Eagle Fort, however, insisting that she can go no further and must return to her people.

## THROUGH ENEMY LINES

Once the Heroes begin their journey south to Black Eagle Fort, things will be quite dangerous. Landra'Feya is now full of enemies bent on laying siege to Eldara and destroying the very spirit of Life in the great forest. The Rangers are attempting to pass through the Empire's lines as they form around the elven capital.

On the first day, roll a d6 once *every hour*; on a 1 or 2, the Heroes encounter something from the chart in the "Three Full Moons" scenario, above. On the second day, use the same schedule, but an encounter only happens on a 1. Every day after that, until they reach Black Eagle Fort (which is 5-6 days away, assuming no other major hindrances or distractions), roll a d6 once every four hours, with an encounter on a 1.

You should, of course, feel free to put any other scenario that makes sense in front of them along the way. Making the Heroes choose between the immediate need of those they are sworn to protect and their greater







**Sergeant Minor Gurn**

mission will make for some excellent roleplaying and challenging decision-making.

## MURDER AT BLACK EAGLE FORT

This one is a real investigative scenario, and will likely take longer than many of the others as the players have to switch gears and get into the role of solving a crime (albeit one proving to be of supernatural origins).

When the Heroes arrive at Black Eagle Fort, they will discover the Rangers there in barely-controlled chaos. Once they establish their credentials, they will be hurriedly escorted to the command building, and it will be explained on the way that advance scouts have determined a sizeable force of Maelstrom mercenaries and Childer are apparently on their way to take the fort. Nothing else will be explained, though – “That’s for the Sergeant to explain.” That may be their first clue, since it’s clear an officer should be running a fort of this size.

A harried orc Ranger greets them as they are brought in; he is poring over maps of the area, scratching his head, and issuing uncertain commands to corporals who are standing by, waiting for his instructions. It seems he is calling for all the farmers and loggers in the area to be pulled within the walls immediately, and anyone skilled with a bow will be put on the wall. They estimate the enemy will close on the fort withing two to three days.

Sergeant Minor Gurn finally faces the Heroes, welcoming them and wondering right off if they are all the reinforcements he is going to get. Once they get around to explaining to him what they need, he will be clearly disappointed, but he will welcome them to search the library one floor below to their hearts’ content – just so long as they realize the place will likely be impossible to leave in a couple of days.

If the Heroes ask about what has happened, besides the obvious, Gurn will tell them that Captain James Renault was found murdered the night before. With the lieutenant that was second-in-command dead from skirmishes with the advancing force, Gurn is now the ranking Ranger on site. When questioned about the murder, he will explain, with obvious frustration, that he hasn’t been able to conduct any kind of investigation with the impending battle to plan for.

If the Heroes don’t already offer, he will show a moment’s thought, and then ask them if they can help him by taking over the investigation. He realizes that Renault’s death could mean something even worse for the garrison with the battle coming, and the Heroes strike him as the kind of people who might be able to figure such things out quickly. “I am not as quick of mind for such things as I am quick of blade for battle,” he explains.

At this point, the easiest way to run this mystery is to arm you with all the “data points” that apply, and let you put them into play based on the actions of the players.





### The Location

- A small fort with four high, wooden walls, a single main gate, and a smaller back gate. Both gates are constantly guarded and, currently, constantly closed. There are watch towers at each corner, and a higher central watch tower near the center of the compound.
- There are barracks for the Rangers along the inside walls, as well as storage, a small smithy, and a small stable.
- A small stream flows in front of the fort, with a cart bridge spanning it. The stream is fairly swift and deep here, and an eddy pools into a small pond just outside the fort.
- The command building is an old stone structure that clearly predates the fort. It has two upstairs floors and an extensive basement that is clean, dry, and ideal for records and book storage. One might guess it was once the residence of a mage or scholar.
- There is a small marketplace, mostly empty at this time. Business is off until further notice.
- There is also the Black Eagle Inn, established to serve both the Rangers and travelers. It remains open, though the proprietor (a retired Ranger) is preparing it as a hospital to handle the injured.

### The People

- **Captain James Renault** – the victim, late commander of Black Eagle Fort. Known to be competent, loyal, and a good man.
- **Sergeant Minor Gurn** – the orc now in charge of Black Eagle Fort. A reputation as an excellent combatant and tactical leader, but clearly in way over his head for a battle like the one that's coming. Gurn was known to be fiercely loyal to Captain Renault.

- **Arden** – a retired Ranger who owns and runs the Black Eagle Inn. Skilled in basic Ranger training and a fair Healer, but not one to offer any real command assistance (in case the Heroes think of that). He got along very well with Captain Renault.
- **Corporal Felicity Bairs** – a human Ranger working very closely with Gurn to prepare the fort. She is probably one of the most competent people he has to rely on, and she seems fairly aware of the happenings within the fort.
- **Gretta and Tania** – two serving wenches at the Black Eagle Inn, frightened but determined to help the Rangers however they can.
- **Shayna** – another serving woman at the inn, she has been crying in her room all day and is apparently inconsolable over the death of Captain James Renault.
- **Lyle Renault** – James' younger brother, an ex-Ranger who got into trouble over gambling debts and apparently disappeared into the Malakar Dominion. His name comes up a few times in this tale, however.





- **“Beck” and “Simms”** – two mysterious and dangerous-looking strangers who arrived a few days ago, looking for James. They have rooms at the Inn still, though they’ve not been seen since early yesterday.
- **Olag** – a burly trader who was staying at the Inn the last couple of days; he took off first thing this morning as soon as word got out about Captain Renault and the approaching force. *In truth, he is Morg De’Lear, the werewolf who has been trailing the Heroes for some time now. He beat them to Black Eagle Fort and has involved himself in affairs here.*
- **Master Fayne** – a specter who has long resided in what was originally his home. He has been engaged by Shaya’Nor forces to aid their efforts to disrupt Ranger efforts in this region;

in return, he will be set free from his anchors within the old stone residence.

### Things to Discover

Through judicious use of Investigation, Persuasion, Intimidation, Notice, and other techniques, here are the things the Rangers can discover towards helping them solve the mystery of Captain Renault’s death.

- Captain Renault’s body was found in Shayna’s room. This is unusual because he has constantly spurned her advances and never goes past the common room when he visits the Inn.
- The room was unusually cold when he was discovered, as noted by Shayna, Arden, and others present at the time. Knowledge: Cosmology or Knowledge: Darkness will reveal that this is sometimes a sign that evil spirits have been present.
  - The body was stabbed and strangled; it was unclear to Arden (skilled at healing, he was asked to look at the body) which caused James’ death.
  - The body is being stored in Arden’s meat cellar, as preserved as he can manage. A Healing or Investigation check with a raise will reveal that the stab wound was expertly placed to cause great pain and difficulty, but not death. Knowledge: Politics or Common Knowledge about assassins and criminal gangs will reveal this is a classic “message wound,” meant to leave a lingering reminder of an enemy’s displeasure or intentions. This is a favored tactic of Dominion agents.
  - The strangle marks were made by abnormally strong hands with strangely elongated fingers. There is (Healing or Investigation) evidence of could be considered... frostbite?





- Shayna was known to be increasingly frustrated over James' refusal of her. She even vowed revenge on him one night, not long ago, while deep in her cups. Gretta and Tania, however, will insist that she is desperately in love with the captain and is devastated at his loss.
- Lyle Renault, James' younger brother, actually visited him here at the fort a few weeks ago. He stayed a few days, primarily keeping to himself and James' company. He left again after an apparently heated argument. James refused to discuss it with anyone, but he grew increasingly upset and distant.
- In his melancholy, Captain Renault took increasingly longer patrol missions, leaving more and more day-to-day tasks to his capable men and women. It was he who discovered the approaching army of Maelstrom mercenaries from the Dominion area.
- Corporal Bairs discovered a pile of deer and boar carcasses not far from the fort, all of them showing signs of having been torn limb-from-limb and devoured messily. If anyone goes out to where she found these bodies, a Tracking roll at -2 will reveal tracks similar to those found in "Stalked by the Wolf." A raise will show those tracks lead back to the fort, and were made very recently.
- Arden is fairly certain the two "nefarious characters" had something to do with all this; they've not been seen since right after the murder was discovered, even though they still have their room at the Inn.
- If the Heroes investigate the room of "Beck" and "Simms," they will be suddenly confronted by these two men (who have been in hiding and watching the proceedings subtly). Beck and Simms want no fight, however; they are Black Lanterns, and will reveal themselves as such in order to clear their names and help with the

investigation. They will explain that Lyle was also a Black Lantern, working for them in the Dominion. They had come to the fort to find out what James might know, and to warn him that Lyle may have been discovered as a spy. If it hasn't already been discovered, they will point out that they were the third and fourth people on the scene when James was found – Shayna and a trader named Olag were the first two there.

- Shayna refuses to talk to anyone unless forced or very effectively Persuaded. Once she's broken, however, she will spill everything – a man approached her last night, claiming to know a great deal about Lyle, and he wanted her help in getting a private message to Captain Renault. She lured the captain to her room with this offer of knowledge, and let the man go up with her key to speak with Renault. After a long while, she couldn't wait any longer and went up... where she discovered Renault murdered and no sign of the stranger. She let out a scream, which Olag the Trader responded first to. He went into the room and made certain there was no added danger, then comforted her until others arrived. She meant James no harm; she really does love him, and is crushed at his death.
- Investigating Shayna's room will reveal strange frost burns in the wall behind where Renault was leaning when he was killed. A Knowledge: Darkness or Legend Lore roll will indicate that this could mean an ethereal being passed through there. Anyone using Detect Arcana will need a raise to sense the after-image of Darkness in the room.

This is all the Heroes can discover at this point before entering the basement repository of the command building. There may be any number of conclusions they





have about what happened by now, based on what they've uncovered by the time they get to this point. If some of them have been investigating while one or more have been searching the repository and archives, those doing the research will have had no real luck finding any records about a mine claim. With an Investigation check made at -2, they will eventually determine that there seems to be a set of documents missing, possibly from the time in question.

If there is any attempt at finding and following the werewolf tracks, they can be found within the compound with Tracking at -2; they will lead into the command building and down into the basement. At -4, the tracks will lead the Heroes right up to a wall, which is actually hiding a secret passage.

Whether they follow the tracks or otherwise conclude a search is in order, they will eventually find the secret door (highest Notice check that beats at least a 6). Opening the passage, they will find a tomb – the last resting place of Master Jarvis Fayne, a sage of some renown who was known to have an unhealthy fascination with the Darkness. His ghost will appear and confront the Heroes, wailing in rage and frustration.

*"Damn him! Damn that lying werewolf! He promised meeee!" The ghost looks around the room, his hollow eyes containing white flames, and the temperature drops to freezing all around. "All I had to do, he said, was murder the good captain, but make it look like someone else did it. Sow the seeds of chaos, he said, that Shaya'Nor would have an easier time taking these lands. If I did as he asked, he would free me, he said, and release me from the bonds of this eternal prison I mistakenly crafted for myself!"*

*The ghost flies up to the ceiling, shrieking (Guts checks at -2). "I even helped him enter this place, so that he could take those stupid papers he wanted. Not that it mattered – he lied, and I remain a prisoner of this damned hole!"*

With that, he attacks. Master Fayne is a Wild Card **Elite Specter**. It should be a tough fight, but he is enraged and out of control, so he may not fight particularly well or smartly. If you wish, have the Heroes joined by Beck and Simms (**Advanced Spies**), Corporal Bairs (**Advanced Ranger**) and/or Sergeant Gurn (**Advanced Orc Warrior**), all Wild Cards.

Though the documents they seek are not present, there are a few items of value in the tomb; they are locked in a stone chest with a -4 lock in place. In addition to 200 Gold in gems and jewels, they will find: an enchanted elvish longsword (add +2 to hit to its stats, and it has the *Light Power* at will); an enchanted ironwood staff (an additional +1 Parry and the ability to store 10 Essence); an enchanted elven longbow (made of everwood, granting +1 to Hit and Damage and reducing all Range Penalties by 1); and an enchanted medium shield (with a permanent -2 *Deflection* effect). Yes, this is quite a haul, and is meant to make up for the lack of items in most of the other scenarios. This is how Heroes tend to come by special items in Shaintar stories, really.

It should be clear that "Olag" was the werewolf, and that he has the papers they need. If they choose to head out after him, no one will think less of them for doing so before the battle closes off the fort. Beck and Simms are leaving, heading back to Galea to report what is happening here (the tale of Lyle Renault is for another time...).

If they decide to stay and fight out the Battle of Black Eagle Fort, see the sidebar...

## HUNTERS AND HUNTED

The Heroes should be at least Veteran Rank before facing Morg De'Lear, and you might want to wait until they reach Heroic. They cannot find the "Lost Citadel" without defeating him and retrieving the documents he stole from the fort, but it may be that they can run into a few other situations and scenarios before they finally catch up with him.





## GM TO GM: THE BATTLE OF BLACK EAGLE FORT

*It almost never fails, at least for me. I'll set up a huge, impossible-odds battle as the backdrop for a scenario, using it as a means to create tension and a time limit. I fully expect the Heroes to hurry up, do what they have to do, and move on before they get caught up in the no-win struggle.*

*I really should know better.*

*Thankfully, Savage Worlds handles this very nicely with the Mass Battle rules. So if your players do like mine, here's the information you will need to run the battle.*

*The Maelstrom mercenaries and their Childer allies are the much larger force, so they get 10 tokens. They are attacking with 400 troops in total, so each of their tokens represents 40 men.*

*The Rangers and their farmer/logger conscripts represent 160 men total. This is, sadly, only 4 tokens for the good guys!*

*The good news for the Rangers is that they have the superior positioning, with the fortress walls, the intervening stream, and other preparations. This inflicts a -5 penalty on the bad guys each round! Conversely, the Maelstrom commander has a contingent of acolytes he can call on (effectively Light Artillery), giving him a +1.*

*The Maelstrom commander is a skilled tactician, with a Knowledge: Battle roll of d8 (and he is a Wild Card). Not surprisingly, it's Corporal Bairs who is the strategy expert for the Rangers, though even she only has a d6 in Knowledge: Battle. If the players can come up with some "cool ideas" for extra surprises and tactical maneuvers, these can be positive Battle Plan modifiers for the Rangers each round (assume a +2 if they come up with enough "A-Team" or "Seven Samurai" type plans overall). If they come up with a specific plan to attack and take out the Maelstrom spellcasters, and have a better Battle Roll that round, that will eliminate the "Artillery" advantage for the enemy.*

*Of course, the big mitigating factor here is the involvement of the Heroes in the fight. They can have a tremendous impact on the results, turning a hopeless battle into an epic last stand that turns the tide. If, however, the enemy wins (which is still very possible, given their numerical superiority), the Heroes will need to escape in the chaos of it all. Gurn and Bails will insist on covering their actions, getting them out any way possible to finish their mission (possibly having them swim downstream away from the battle, using reeds to breathe, or something similar).*

Morg has not yet attacked the Heroes and Roberre because he is a shrewd man who sees more opportunity in manipulating matters as they are than in just killing the stranger. The De'Lear clan is run by vampires, so a werewolf (even one who is a lord, like Morg) has to work extra hard to maintain his position and strength within the family. He hopes that by preventing Roberre from reaching Saiderin, rather than just killing the man, he can manufacture an advantage to gain leverage in dealing with the new outsiders that are so strongly influencing his clan.

Currently, he is making his way westward, to a point where the great forest of Landra'Feya meets the coast between Anasia and Valora. He has a ship anchored off that coast, and a camp set up just inside the tree line. His people are waiting for him there, and he intends to get the documents he stole secured aboard his craft to reduce the chance of them being found. From his quarters on the ship, as well, he can contact his sister

(the Lady Jeannette De'Lear, a vampire of considerable power who shares Morg's thinking about their new "allies"), using dark spirits to confer with her about what their next move should be.

If the Heroes do **not** stay for the Battle of Black Eagle Fort, they need only make a Tracking roll to follow and eventually catch Morg, where they can confront him alone. On a success, they will catch him in two days (just before he reaches his destination); with a raise, they get to him in just a day.

If they do fight in the battle (or fail their Tracking), they will have a very hard situation to deal with. First they will need to deal with his men on the beach, and then use one of the longboats to get out to the ship. Then, somehow, they will have to deal with the sailors and Morg.

Lord Morg De'Lear is a Wild Card Elite **Werewolf**; he wears a special amulet that grants him *Conceal Arcana* and *Detect Arcana* at will (both with a





## GM TO GM: INTRODUCING ARCFIRE (SECRET HISTORY)

*The Builders, mentioned earlier, are in fact an ancient race of “proto dwarves” who once lived in Shaintar and had great power. Long before any of the current forms of magic existed (with the possible exception of the Way), they wielded a raw kind of power unlocked from a mineral called Crysarium – the same substance the adepts rely on for their focus crystals.*

*This power is called **arcfire**, and it manifests visually as a kind of combination of fire and lightning. Refining Crysarium into crystalline gems called crysalites, the Builders created strange, wonderful, and terrible devices that gave them great power and the rule of an empire. Think “steampunk” and clockworks, but with mystically charged crystals and bursts of fiery lightning instead of steam.*

*As the four Powers came into prominence in Shaintar, many came to see the destructive nature of arcfire as being too closely related to the Flame. In fact, it is closer to that Power than the others, though it also has some connections to the Way and sorcery. This perceived connection to Flame led to the ultimate downfall of the Builders in Shaintar, and they departed the lands for a place where they could practice their magics and perfect their technology in peace... a place called Norcan Darr.*

*So, among the Childer and demonic beings that reside in the Flame-touched realm of war and chaos, the Builders have been engineering a new culture and existence. When they left behind their places of power in Shaintar, they secured them with powerful magics that kept the citadels both closed and hidden.*

*Those magics are failing now, though, and whether by accident or design, it signals a time of great change for Shaintar.*

*As well, it signals the return of the Builders...*

d12 roll; the Conceal Arcana only works to conceal magic on himself, including his inherent supernatural nature). Once confronted, he will laugh at the Heroes, and tell them, “You should have stayed away, little Rangers. I was content to confound you. Now I will feast upon you!”

The landing party consists of 4 **Advanced Soldiers** and 1 Wild Card **Werewolf** (who is concealing his nature by dressing as the other Soldiers; he will reveal himself when he realizes the Heroes are a real threat). The trick is preventing one of the Soldiers from blowing a warning horn, or the Werewolf from howling towards the ship. If a warning is made, Morg and his people will be waiting, or may even come ashore.

On board the ship, there is the Captain (a Wild Card; use the stats for an **Elite Soldier**, but he is armed with an enchanted saber that is +1 to hit and damage, and you can assume he has significant Boating and some Swimming skill), 4 **Advanced Soldiers** (his marines), 2 **Advanced Bandits** and 6 **Bandits** (the sailors; assume they have Boating and Swimming). If the Heroes actually manage to take the ship, the treasury has 120 Gold in gems, jewels, and assorted items. There is one Greater Healing potion, two Healing Salves, and an Elixir of Might.

## THE LOST CITADEL

Once the Heroes have the documents Morg stole, they can find the mine in question with relative ease. It is located on the forest side of the Korg Humps, not far from Tolm. It should take them 3 or 4 days to get there from the beach, and along the way they are very likely to run into Maelstrom raiding parties or bands of Childer. You will probably want the Heroes to be Heroic Rank by the time they get to this stage, so feel free to set other adventures in the way as you see fit.

About half a day of delving into this old, abandoned mine will bring the Heroes to a dead end. A Notice roll at –4 is required to find the secret door here, though any use of *Detect Arcana* will reveal the presence of magic in a spot along the wall (reducing the penalty to –2). Remember that dwarves will gain an inherent +2 on this Notice check.

A Lockpick check at –2 is needed to open the way, though any dwarf touching his hand to the key area (once it is found) will cause the door to open automatically. He won’t know why, either, and the magics involved are unlike anything ever seen by any of the Heroes.





Once they pass through the portal, the Heroes will be faced with structures and architecture like nothing they've ever seen. Some elements will be somewhat dwarven-like, though the pipes and other more mechanical conduits will be similar to things dwarves know no one else in Shaintar is supposed to ever know about. The place is a maze of tunnels in a steampunk fantasy/nightmare, with puffs of steam, trickles of electrified energy, and strange groans and clanks of gears and cables, winches and widgets echoing through the corridors.

You should feel free to have them wander dungeon-style corridors for as long as you like, creating a sense of suspended time. The citadel is mostly abandoned, with the bulk of those present keeping to the Central Core area. However, there are Builder Warrior Golems guarding the place, some in stationary posts while others march the corridors. The Heroes should meet a couple at least, though one at a time, before they reach the Central Core.

## WARRIOR GOLEMS

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d10

**Skills:** Fighting d6(+2), Notice d6(+2), Shooting d6(+2)

**Pace:** 5; **Parry:** 5; **Toughness:** 8 (14)

**Hindrances:** Weakness: Lightning (Acts as *Entangle*, freezing systems), Ponderous (Pace 5, cannot Run)

**Edges:** Ambidexterity, Awareness, Brawny, Improved Arcane Resistance, Two-Fisted

**Gear:** None (see Special Abilities below)

**Powers:** (use *Shooting*) Bolt, Stun

**Essence:** 10

**Special Abilities:**

- ♦ **Armor** (+6; -6 to Bypass)
- ♦ **Construct** (+2 to recover from Shaken, no Called Shot bonus damage, immune to disease and poison)

- ♦ **Enchanted** (Arcfire enhancements give them +2 on Fighting and Shooting)
- ♦ **Fearless**
- ♦ **Hardy** (no effect from 2<sup>nd</sup> Shakens)
- ♦ **Infravision** (see heat patterns even in darkness)
- ♦ **Weapons** (sparking blades, rotating saws, drills, etc.; 1d12+1d10 Damage, AP 3)

Eventually, the Heroes will make it to the Core, if for no other reason than because Roberre begins to sense his goal is near and feels a pull to that area. The Central Core is a large chamber with a huge bank of steampunk-esque machines, pipes and conduits leading off in all directions, dominating the center. There are short, squat figures, built much like dwarves, but hairless and with orange-tinted skin. These are Builders, not seen in Shaintar since before most of recorded history. They are wearing what seem to be armor-plated coveralls. Some of them carry rod-like devices with flanged blades and strange crystals embedded in housings vaguely similar to a crossbow stock. Others have broad-bladed swords, with copper-colored wiring embedded in the blades and those same crystals in the hilt.

On the other end of the room from where they enter, a gaunt elven figure is suspended in a crystalline tube filled with arcfire energy, also with strange tubes and such extending out of it. Roberre will gasp "By the Starfather, they're *draining* him!"

At that moment, stepping out from around one of the machines will be a tall, commanding figure dressed in strange clothes (think elaborate Jules Verne-era style, piping and such). Smiling warmly, he will address Roberre, seeming to all but ignore the Heroes.

*"Ah, Roberre. I see your father made his choice, and he sent you die for his sins. The Seer and the Merchant are much farther along that you could imagine, old friend, and the Great Plan is very much a foregone conclusion. I offer you amnesty, though, out of respect for our history. Our time has come again, and you can be a part of it."*







**Mordrin**

*Roberre seems to grow taller as he straightens, and his features smooth and show the visage of what would be a younger man by normal standards. The grey all but drains from his hair, and his eyes alight with a pure, blinding light.*

*"This was the Starfather's chosen sanctuary, Mordrin. He left the Ranger and the Druidess to shape it, and their Offspring to guard and to guide it. This is the place the new birth will come from, yes, but it is not to be perverted to yours or anyone else's aims. We are here to free the Dreamer's Child, and you will not stop us."*

With that, Mordrin's eyes will also erupt with blinding light, and he will shout as he takes a step forward... and stops. The two of them are now locked in some kind of psychic battle, leaving the Heroes to deal with the onrushing Builders who seem inclined to do them harm.

There are 6 Builder Soldiers and 4 Arclancers here. The Arclancers will stay at range while the Soldiers engage in melee. As well, Warrior Golems will be on the way, increasing the pressure on the Heroes to get to Saiderin and free him as soon as possible. After the

second round of combat, a Warrior Golem arrives; another one arrives every other round after that.

## BUILDER SOLDIERS

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

**Skills:** Fighting d10, Guts d6, Knowledge: Arcfire d6, Notice d6, Repair d6, Shooting d8

**Pace:** 5; **Parry:** 7 (9); **Toughness:** 7 (11)

**Hindrances:** Slow (Pace 5), Cannot Swim

**Edges:** Arcfire Trained\*, Frenzy, Improved Arcane Resistance

**Gear:** Arcfire Blade (2d8, AP 3), Arcfire Handcaster (Bolt, 15 Essence; use Shooting), Builder Armor (+4, -4 Coverage, Ignores all AP effects), Arcfire Bracers (+2 Parry)

The Arcfire Handcaster looks like a pistol crossbow with a tuning fork-like projection instead of the bow aspect. Instead of refreshing Essence, it has to have new *crysalites* put into it to keep firing.

### Special Abilities:

- ♦ **Low Light Vision** (see in all but pitch darkness)

\* - **Arcfire Trained:** This Edge requires a Smarts of d6, and you cannot have the "All Thumbs" Hindrance. Those who are Arcfire Trained can use Arcfire weapons and armor without making a Smarts roll, and without taking any Unfamiliarity penalties. For those items requiring an Arcmancy roll to activate, they may use their Smarts (but they can never get a Raise effect unless they use the Arcmancy Skill).

**Note** that anyone attempting to use an Arcfire weapon without the *Arcfire Trained* Edge will have to make a Smarts check each round just to make its properties active, and will be dealing with a -2 penalty for being unfamiliar with the weapon. Those with the All Thumbs Hindrance will be at a -4 on any roll involving the item.





As well, anyone attempting to wear Arcfire enhanced armor without training will suffer a -2 to their Pace and a -2 to any Agility-based Skills (including Fighting and Shooting).

## BUILDER ARCLANCERS

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

**Skills:** Fighting d8, Guts d6, Knowledge: Arcfire d8, Notice d6, Repair d8, Shooting d10

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

**Hindrances:** Slow (Pace 5), Cannot Swim

**Edges:** Arcfire Trained\*, Improved Arcane Resistance, Marksman

**Gear:** Arclance (*Bolt, Burst, Dispel, Telekinesis*; 25 Essence; use Shooting; d8+d6 Melee Damage), Builder Armor (+4, -4 Coverage, Ignores all AP effects), Arcfire Bracers (+2 Parry)

The Arclance looks like a strange spear or staff with a crossbow-like stock on one end and various flanges and protrusions on the “firing” end. Like the Handcaster, it has to have new *crystalites* put into it to keep firing.

### Special Abilities:

- ♦ **Low Light Vision** (see in all but pitch darkness)

Saiderin can be freed one of three ways:

- Messing and fiddling with the machines attached to his containment chamber for a Full Round, a **Repair** roll can be made at -4. Dwarves will gain a +2 on this roll. A successful Knowledge: Magic roll (taking an extra Round) will reduce the penalty to -2. If the roll fails, it can be tried again, taking another Round to do so.
- Using **Dispel** on the containment field, a caster must match a Target Number of 13. Users of the Way will gain a +2 on this roll.

- Smashing the machinery might work. It has a Toughness of 9; Cutting weapons do -2 Damage, and Piercing weapons can't do enough significant damage (and remember, no bonus damage for raises, and no Acing). Smashing enough of the machinery takes a Full Round. Every round the machinery is attacked, roll a d6; on a 1 or 2, there's a 3d6 blast of arcfire energy that affects a Small Burst Template around the point of impact.

One thing the Heroes may or may not think of is this – while engaged in psychic combat, Mordrin is more or less helpless in the physical world. This means someone *could* perform a Finishing Move on him. As shocking as that might be, it would free up Roberre to handle the machine that's containing Saiderin and end things more quickly.

Once Saiderin is free, he will immediately reach out to one of the conduits that connected to his prison and, in a sudden and violent surge, draw back into himself a tremendous amount of power. He will then let loose a burst that will stun any remaining foes in the room, including Mordrin, if he is still alive. The place will then begin shaking terribly, with chunks of ceiling beginning to fall.

“Come, my friends,” he will say, “It is time to see the sun again.” With that, he will close his eyes, and the very stone will seem to surge up around each Hero...

... and deposit them out into the open air, just outside the entrance to the mine. As they regain their bearings, Saiderin will seem to nearly collapse as he sits heavily down on the ground. Roberre will approach him, bowing low. The Raven will watch him carefully, with a bemused smile creasing his worn features.

“Honored Cousin,” Roberre will say, “I am most glad to see you have survived your ordeal. My father sends his greetings, and hopes you will convey his regards to the Ranger and the Druidess when you next see them.”





Saiderin will look around, taking in each of the Heroes with a warm and genuine smile. "You can tell them yourself, Roberre, as I am probably going to need your help to get home. My friends, thank you. Those of great power and treachery are among us, and they would take away the very soul of our home. This is, sadly, only the beginning, and I hope I will be able to call upon you again in the near future. For now, however, know that the Wanderer is forever in your debt."

He will stand, and place a hand on each Hero's shoulder, bestowing a free Level Up (in addition to any that might come from actual Experience). This Level Up has no restrictions; Rank requirements may be ignored, even for Legendary Edges (though pre-requisites must still be met). Background Edges can be taken (within reason; not Noble or Rich, for example), and Ability increases and Power Points can be taken even if they've been raised this Rank.

With that, Roberre will warmly thank each of the Heroes as well, and instantly bestow an Arcane Artificer bonus on an item for each person. Then the two of them will walk back into the shadows of the mine... and disappear.

The heroes have saved Saiderin, the Wanderer, and discovered much about the Secret History of Shaintar. Of course, there's still a war on...

### GM TO GM: BUT WHAT ABOUT...?

*If the players are quick enough to ask questions at the right time, Roberre and/or Saiderin will try to explain some of what they've encountered or learned (the Scions, the Offspring, the Builders, etc.). They have to ask, though, because neither Roberre nor the Wanderer really want too much known about "the big picture." They respect the Heroes enough to tell them truth if they ask, but they aren't going to volunteer it freely.*

*As far as they are concerned, at least for now, too much knowledge can be a dangerous thing. You might imagine, though, that there is a lot more of this story to tell. Stay tuned...*

## OTHER TALES

These are some other Legendary Tales you can run for your Heroes, either as events happening in between the Plot Points of the "Raven's Quest" Campaign, or simply as adventures to run as you put together your own campaign arcs. Remember that you can use the M.A.C.S. to not only create adventures, but to modify scenarios with added plot elements, personal hooks, and the like.

## RATS

This one should be one of the first scenarios you run, as it is meant for Rangers in the early part of their career. If you decide to run it after they have some experience, you might want to increase the number of enemies found.

The Heroes are dispatched to a nearby farmstead, a fairly large spread shared by three families with a communal barn and silo. They are told that the farmers are complaining of a severe rat problem that has exceeded their ability to control, and it is their job to deal with the rats.

As demeaning as this seems, it will soon be discovered that the situation is a little more dire than anticipated. A Tracking roll will reveal rat tracks, all right, but the feet are entirely too large for a normal rat, and a raise will show that the stride is bipedal, not that of a creature on all fours. As well, one of the children of the farmers will insist that she saw one of the rats carrying a sword.

A Common Knowledge roll (or a Knowledge: Flame at +2) will tell the Heroes that they are dealing with ratzin.

The Childer are raiding the farm and carrying food back to a lair not too far away, a small den in the side of a short hill. The problem is that they are not alone; they are working for a minotaur who has them fetching him food and tending to his needs.

There are 5 **Ratzin** and 1 **Minotaur** to deal with. The Minotaur has grown so lazy, though, that





he should be treated as having a level of Fatigue. The Ratzin will very likely try to run away, especially if the Minotaur falls.

## FIRE

This scenario makes the most sense if it happens somewhere near the northeast portions of the Wildlands, the part closest to the Prelacy of Camon. The setting is a small town, not on the map, called Arbor. The Rangers are passing through on patrol of the region when the smell of smoke reaches their nostrils. Moments later, a shout goes out, and someone cries the always-terrifying word.

"FIRE!"

If the Heroes rush to the scene, they will see that what was a newly-built Church of Light is now burning terribly. Townspeople are rushing about, trying to get water to stop the blaze. Not only do they want to save the church, but a fire like this could take out the whole town if not stopped.

There is a nearby stream; a clever Hero might think to form a bucket line. Any druids with appropriate Powers might be able to call upon the Water Path to dump water on the blaze, as well. The worst part, however, is the fact that there are priests shouting about a couple of younger monks still trapped inside. They were last seen near the altar as part of the roof

collapsed.

This is where the Fire rules in the core Savage Worlds book come into play. Anyone going into the church runs a risk of catching fire on a 5 or 6 (due to how much fire there is, and the lack of room to avoid it); soaking in water reduces the catch-chance to a 6 only. The flames will do 2d10 damage to anyone who catches. As well, use the smoke inhalation rules as presented.

It will take a minimum of 2 rounds to reach the area where the monks are supposed to be; each round after that, each character must make a Notice roll at -4 to find them (-2 for darkness, -2 for cover, due to all the debris). If a Hero shouts, he must make an immediate extra Vigor roll at -2 against smoke inhalation; however,





this will provoke a shout back from one of the monks, who is still barely conscious, reducing the next rolls to see them to only a -2 penalty.

Once found, one of the monks will have to be freed from under the heavy wooden altar, which fell on him and broke his legs. He is unconscious, and his companion is too weak to help him. It will take a Strength roll of 10 to lift it (use the Cooperative Rolls rule here). The monks will both have to be carried out, which will require at least 2 more rounds.

Assuming they are rescued, the monk who is still conscious (Brother Timson) will explain that Brother Berett said he saw someone carrying a torch into the church. Timson was knocked unconscious from behind shortly after they went to investigate, and when he woke up, the church was ablaze and Berett lay where the Rangers found him, still out. Both monks have knots on the backs of their heads.

If someone heals Berett, or they wait until he comes around, the first word out of his mouth will be "Mercenaries!" As he comes to and realizes what is happening, he will be anxious to explain that he saw one of the mercenaries that had recently come into town sneaking into the church with a torch...

The "mercenaries" are staying in the Old Pig Inn on the other end of town, where they can be found drinking merrily and laughing somewhat raucously. The place is empty of other patrons, and the keeper and his staff look as though they wish they could get rid of these men. If confronted, they will play dumb, but it will be fairly clear they find the idea of the church burning quite amusing. They will try to hide their surprise if anyone says the monks survived, but once that fact is known, the pretense won't last much longer.

They are paladins of the Church of Archanon, not mercenaries, and they're out to terrorize anyone who follows the "false church." Casting off their cloaks and drawing weapons, they will charge the Rangers and anyone who stands with them. They will shout out praises for Archanon, and things like "Death to the heretics!"

There are 5 **Prelacy Paladins** and 1 **Advanced Prelacy Paladin**, who is a Wild Card. If the Rangers do not turn them away, a priest and a couple of townspeople (treat them all as **Commoners**) will try to join in the fight.

## THE TREE FOX

"Damn that Tree Fox!" Sergeant Major Mindril curses after he's summoned the Heroes to his office. "He's like a ghost! I want him found and caught, y'hear? Now!"

The Tree Fox has been plaguing merchants and travelers for weeks. He seems to be working alone and he has a talent for evading pursuit. But the Rangers know where he prefers to strike, right near Layla's Meet, so they head there to look for him.

Sure enough, the Tree Fox strikes again just as the Heroes arrive in the area. They hear the cries of his victim, who isn't hurt but is outraged at being robbed so boldly. When the merchant—stripped of even his fancy robes—sees the Rangers he starts cursing them as well, demanding to know why they didn't prevent this from happening to him.

If the Rangers moved quickly enough, they may actually get a glimpse of the mysterious Tree Fox. He's average height and slight of build, with wiry russet hair and a short beard and bright green eyes. He seems surprised to see them, but sketches a quick bow, grins impishly, and then turns and slips between the trees.

The Rangers can pursue him, of course, but the Tree Fox is a Wild Card **Elite Bandit** (give him Stealth at d12 and the Woodsman Edge) with exceptional skill at Stealth and a great deal of knowledge about the surrounding area. Unless one or more Heroes can match him, he disappears into the forest.

They know which direction he's heading, however—straight for Layla's Meet. Which is a problem in and of itself. The tent city is enormous and chaotic, a perfect place for one man to hide. How can the Rangers find him in that mess?





The best method may actually be to draw him out again. Setting up a “rich merchant” in the nearby forest will certainly pique the Tree Fox’s interest, and if he thinks the victim is legitimate he will emerge from his hideout and go after the hapless merchant.

Barring that, the Rangers will have to search Layla’s Meet top to bottom. This should be entertaining, as the residents are happy to help but so varied and eccentric they’re more in the way than not.

The Tree Fox is actually a young man named Randal. He works a small booth in the bazaar—the part of Layla’s Meet that is still tents and booths rather than more permanent buildings—and is known as having some talent at woodworking. Describing him to enough people will direct the Rangers toward Randal, though if he sees them coming he’ll make a break for it—with enough of a lead he can disappear into the city and they’ll never find him. Randal’s sister Adriana also works in the bazaar, however—she is a seamstress—and if she’s taken captive he will surrender himself to free her.

## BORDER PATROL

This scenario should definitely be run during the period described under “Duty Calls” above if you are running the Raven’s Quest Campaign.

Sergeant Major Mindril has been hearing some unpleasant rumors, and he dispatches the Heroes toward Olara just to be safe. “Dominion’s stirring up trouble again,” he warns them before they go. “Tryin’ to slip agents through Olara and into here. Might be Maelstrom comin’ through, as well. Keep yer eyes open, and don’t let nothin’ pass that’ll come back ta bite us later.”

The Olara-Wildlands border is vague but seems to fall between Kator and Farwatch. That’s a wide expanse of land, of course, and the forests of the Elvish Nation are just to the west, while the Howling River runs not far east. If the Malakar Dominion is trying to sneak anyone into the Wildlands, though, this would be the quickest route.



**Tree Fox**

This adventure can go several different ways. Perhaps the Heroes run across Dominion agents or Maelstrom mercenaries, in which case it becomes a sharp battle against wily foes. Or perhaps they don’t see anyone from the Dominion, but do encounter other rogues and bandits. Or there might be no threats here at all, in which case the Heroes have to battle their own boredom and follow orders that are apparently pointless.

If you’re not sure which you’d prefer to have happen, you can roll on the chart above, once every three days.

If the Rangers stay out here for a full week, Guz sends another Sergeant to check up on them. They can make a case for staying or going, as they see fit, and try to convince the Sergeant in either direction. Unless they’ve definitively dealt with a Dominion threat, however, he tells them to stay put and stay vigilant. He may also issue a mild reprimand if they whine too much about wanting to go home or go on more active missions. “Half of being a Ranger is standing guard,” he warns them. “If you can’t do that, maybe you should reconsider being a Ranger at all.”





**d20 Roll****Result**

1	1d6 Bandits
2	1d6 Bandits + 1 Advanced Bandit
3-6	Nothing
7	1d4 Spies (Dominion)
8	1d4 Spies + 1 Advanced Spy (Dominion)
9-12	Nothing
13	2d4 Soldiers + 1 Advanced Soldier (Maelstrom)
14	2d4 Kal Warriors + 1 Advanced Kal Warrior
15	1d6 Ratzin
16	1d6 Ratzin + 1 Minotaur
17-19	Nothing
20	Something major (use the M.A.C.S)

The same Sergeant comes back out after another week. If they haven't encountered anything by then, he sends them back to Kythros, saying obviously their information was faulty. If they did stop some threat he congratulates them and sends them back anyway, saying they've done an excellent job.

## DEADLY ASPIRATIONS

*"Know where Sarsden is?" Grand Sergeant Major Kork Mindril asks. You do, actually—it's a duchy between Telok and Tarry, one of several duchies and baronies in that region. "That's right," he says with a nod. "But not for long. S'about to become the Kingdom of Sarsden, at least if the Ruling Council approves his petition." Kork frowns. "Seems someone's not pleased with the Duke's ambitions, though. He's been getting death threats. Wants us to protect him." He favors you with a short grin. "That's your job."*

The Heroes make their way across the Telok River and into Sarsden. It's not very far from Kythros and the countryside here is pleasant enough, which makes for an easy journey. Kork promised to send a messenger bird on ahead, warning the Duke of the Heroes' arrival, and when they reach the first village in Sarsden they find a member of the Baron's household waiting for them.

"I am Peter, the King's aide," the tall, whip-thin, silver-haired gentleman introduces himself, executing a smooth bow. "Ah, I am sorry – that is how we have taken

to addressing him among ourselves. The... Duke asked me to escort you back to his home and to appraise you of the situation along the way."

The first message, Peter says, was a dead messenger pigeon left on the Duke's doorstep, an arrow through its breast. A note pinned to it said "No Kings Here." The second was a hunting dog, one of the Duke's favorites—its note said "Be satisfied with what you have, or you may lose everything you desire." Several of the Duke's men have gone missing, and he's afraid he'll find their note-pinned corpses next.

Sarsden is one of five principalities between the Telok River, Middleton, Four Corners, and Homestead, Peter explains. It's also the largest and most prosperous, which is why Duke Jonas Harrington has decided it merits promotion to kingdom status. Not all the neighboring dukes and barons agree, of course, though at least one has pledged to swear fealty when the Duke becomes King. Despite its prosperity, Sarsden also has its share of hotheaded rebels, mostly young men who feel they deserve higher wages and more autonomy but don't want to work harder for such favors.

It may occur to the Heroes that, if whoever's behind these threats could find and kill messenger pigeons and hunting dogs, they may also be able to intercept messages—including the one stating when and where they would arrive. This is a valid concern, and borne out by the ambush that strikes just past the second village. A dozen men, half of them **Thugs** and half of them **Commoners**, rise up from the shadows of a small forest and attack. They shout things like "No Kings Here!" and "Don't rise above your place!" Peter is their actual target. If the fight turns against the ambushers—and it probably will, given their lack of skill—they will flee, dragging any wounded or dead with them. These men know their surroundings very well, and only an expert tracker will be able to follow them into the forest.





The Duke of Sarsden is waiting for the Heroes when they finally reach his home—if Peter is dead he breaks down crying, but otherwise he is clearly worried but still composed. Jonas, Duke of Sarsden (a Wild Card **Elite Warrior**, with plenty of Leadership and Social Edges and skills, but die less in Vigor and more active skills) is a tall and solidly built man with grizzled hair and beard and sharp black eyes. He looks like an old soldier and did serve in his youth but most of his skill lies in his perceptiveness, his decisive leadership, and his charm. He is also very protective of his subjects and genuinely cares for them. The Heroes get the impression that he is petitioning to be king less for personal ambition than because he really does feel it would be the best move for his people and for the region in general.

The Duke's home is a small castle, solidly built and well-maintained, and the Heroes can see at once that it would withstand any attack less than a full-scale army. Of course, a lone assassin could infiltrate it, but thus far the threats seem less professional than that, and not as close-range. Thus the Duke may be safe enough for now, at least when he is at home. The dangers lie when he travels and to his close staff.

Jonas admits that he's scared. These strange warnings have put him on edge, and he feels their author is showing that nothing is safe from him, or sacred. Jonas' biggest fear is for the safety of his wife and their three children, all of whom are under guard within their home. He wants the Heroes to find out who sent these messages and deal with them however necessary. It has to be soon, however—the Ruling Council has summoned him to appear before them in Galea in two weeks' time, along with his entire family. They will approve or reject his petition at that time. But he and his family will be vulnerable along their journey.

The Heroes will probably want to see the notes, which Peter has saved for them. Anyone with sharp eyes will immediately notice two things: the notes are written by different people, and they are written by someone genuinely literate (rather than someone who has simply

copied down the marks). That limits the number of suspects—most farmers can figure and tally and sign their name or even write down basic lists but little more. In general, only scribes, scholars, priests, and nobles have the level of literacy necessary for these notes. Of course, farmers could pay scribes or scholars to write the notes for them, but then why not have the same person write all the notes? And most scribes, scholars, and priests would have no reason to object to the Duke's plans.

The other nobles are another story, however. The other Dukes and Barons may well object to Sarsden's becoming a true realm, since if it does the King will have cause to seek fealty from them. That gives them a clear motive for trying to scare him off, and each prince would certainly have men capable of killing dogs and pigeons and even valued retainers.

As it stands, two other dukes, Hanaran and Evor, are the culprits. Neither wants to submit to Sarsden's rule, but neither is big enough to resist the economic and political pressure he will be able to bring once he is a recognized king within the Southern Kingdoms. They hoped to scare him into withdrawing his petition, and will get increasingly more violent as they get more desperate.

As the Rangers step up their investigations, they will eventually turn up agents (**Thugs** and **Spies**) in the town that serves Duke Jonas' castle. A Wild Card **Advanced Spy**, a Wild Card **Advanced Warrior Mage**, and 4 **Soldiers** will confront them in the town, with the intention of making a strike against the castle once their efforts are uncovered.

Assuming the Rangers successfully take out that contingent, the last-ditch attempt by Hanaran and Evor will be to send an intercepting force of 30 **Soldiers** and 10 **Knights** (use **Prelacy Paladins** stats), led by a Wild Card **Elite Warrior** when Sarsden heads toward Galea. They will be intent upon killing him, his family, and anyone else who resists.

Sarsden will not back down, however. With the Rangers, he will lead 12 **Knights** of his own on his







**Larona**

journey to Galea. You can run this either as a big skirmish or use the Mass Battle rules, as you see fit. If you go the Mass Battle route, the leader of the enemy force has a Knowledge: Battle skill of d8, while Jonas actually has a d10.

If the Heroes can keep him alive, he will go before the Ruling Council. Needing strong leaders to help fight in the war against the Empire, they will approve his petition. He then returns as King of Sarsden, wins the fealty of one other principality immediately, negotiates for the other two, and then turns his attention to Hanaran and Evor. Of course he will be grateful to the Heroes for their aid, and promises to be a good friend to the Rangers forever after.

## OPPORTUNISTS

With war coming to the lands soon, there are plenty of people more than willing to take advantage of the

impending chaos, possibly by sowing a little of their own or, worse yet, preying on the fears of others.

While on patrol, the Rangers will come across a decent-sized village known to be fairly prosperous. However, the streets will be far less traveled than expected, and a third of the shops will be closed in the daytime. Those people they do see will seem nervous, even distant, even though they have been known to be very friendly to Rangers in the past.

If anyone is asked, the typical response will be to “put on a happy face,” insist nothing is wrong, and ask how they may be of service. If pressed, most villagers will claim that all is well now that the new constables are looking after things. A successful Streetwise check will immediately trigger an awareness that it’s the constables that are the problem. Even without Streetwise, however, you should be able to roleplay such that the Heroes catch on; something is rotten with the new protectors.

Investigation will reveal that the new “constables” are a bunch of cutthroats, bandits, and thugs. They have convinced the villagers that a war is coming, and that evil monsters will be sweeping through the region. For a hefty share of whatever the villagers own or produce, these men have offered to “protect” the people. Naturally, once they settled in, they began bullying the residents and taking full advantage of them. Anyone who resists gets a severe beating... or worse. What few among the villagers that might offer a challenge are kept in line with threats to their loved ones.

The Rangers will need to handle the situation carefully; if they intend to confront these men, and tip their hat too soon, hostages will be taken by men who are more than willing to kill to make a point. The leader, an ogre named Krig, will insist that the people hired them, fair and square. “You Rangers can’t be everywhere, yeah? When the monsters come, somebody gotta defend these folk. We said we would, and we will!”

The people really **are** afraid of what will happen when the Empire marches against the Southern Kingdoms, and they are even more afraid of Childer





and demons running loose through their lands. Though cruel and a drain on the community, they see the bandits as the lesser of two evils, literally.

This will be both a roleplaying and a combat challenge. In the end, the Rangers have to figure out how to deal with a band of 12 **Bandits** and one Wild Card **Advanced Ogre Warrior**. If they take out Krig quickly enough, the morale of the others will fade quickly.

The people will, of course, be grateful to be out from under the tyranny of Krig and his men. However, they will still question the Rangers about how they are to be protected when war does finally come...

## SLAVER CROSSING

The Rangers have always been dead set against slavery, so it's no surprise when Sergeant Major Kork summons the Heroes to his office and says, "We've gotten reports of some slime planning to move slaves out of Snakes Den and into the Wildlands proper. I want 'im stopped, and caught so he can be tried—or removed so's he can't ever think of trying it again. Clear?"

The problem is, slavery is legal in Snakes Den (AKA Camden) itself, and that place does not recognize the Rangers' authority anyway. So the Heroes will have to make their way to Snake Den, identify the slaver, and then catch him once he's beyond the city's limits.

The Heroes have two choices here. They can try to sneak into Snakes Den unnoticed and then scout around looking for this slaver. Or they can simply set up camp beyond the city and watch for him to emerge. Bringing more than a handful of slaves any distance requires a caravan, and those are easy enough to spot. Once a caravan is clear of Snakes Den, the Rangers have the authority to stop it and search it.

Of course, Snakes Den is a very busy trade center, which means it sees a lot of caravans every day. The Rangers don't have enough time or manpower to stop each and every one looking for some slaver they don't know by name or description.

Entering Snakes Den themselves would be more effective, since the Heroes can hopefully locate the slaver and then follow him out of the city when he leaves. The problem is that Rangers have no authority in this city, and the locals know it. That means they can be beaten up, robbed, and even killed with impunity. The only safe way to enter Snakes Den is in disguise, and most Rangers aren't very experienced at hiding their allegiance.

The slaver is actually a woman, which will make her considerably harder to catch if the Rangers didn't go into the city to investigate. Larona was born and raised in Galea but fled to Snakes Den after killing her horrible stepfather. She is a tall, imposing woman, with a powerful build, sharp grey eyes, and thick black hair pulled back out of the way, and might have been pretty if not for the old scars crisscrossing her face. Larona is a Wild Card **Elite Spy** and carries a pair of knives and a whip. She has six assistants, all **Advanced Thugs** and armed with whips and heavy clubs—they help keep the slaves in line, and deal with any other threats.

Larona is delivering thirty slaves to an unpleasant baron in Olara and plans on leaving the following morning. The Rangers can find her by asking about slavers or asking about anyone moving a large number of people very soon (with effective use of Persuasion and Streetwise, or even Intimidation). She has three wagons ready by the south gate, with two assistants standing guard. The slaves are in a nearby warehouse, with three assistants keeping watch. The sixth assistant is with Larona herself as she dines at a local tavern and goes over her plans one last time.

The best time for the Rangers to catch her would be right after she leaves Snakes Den. It may be possible to capture Larona before she leaves, but then they have to make it out of the city safely. Their horses are faster than her wagons, but still if she gets enough of a lead she can disappear, especially if she realizes she's being pursued. Another option is for the Rangers to take out the assistants and take their places, which would put several of them in the caravan and able to jump Larona once she's back in Ranger territory.





## GALEAN GUESTS

Every year the Kingdom of Galea sends a unit of its finest troops to Kythros for training by the Rangers. Some of these soldiers are friendly and eager to learn, and a few of the more talented ones are even offered a place with the Rangers themselves. Others are surly, arrogant and unwilling to believe anyone could teach them anything. The Rangers have learned to take the various attitudes in stride, but it's always a trying time for everyone. And the new batch is due to arrive any day.

The Heroes should be back in Kythros and between missions at this time. They're not officially doing anything, and have no responsibility in the Galeans' training, but it's always interesting to see the soldiers arrive and usually worth a laugh or two to listen to Kork Mindril, Guz, and the other Sergeants haranguing these veteran Galeans like they were raw recruits.

When the Galeans finally arrive, everyone sits up and takes notice. First off, they're sharp—very sharp. They move like born warriors and work together smoothly, as if they've been fighting as a unit for years. Second, they're insolent and look down on the Ranger who steps forward to greet them and tell them where they can stow their gear. It's more than just insolence, too—many of the Galeans who show up with that attitude are surly and uncommunicative but these seem actively hostile and just shy of openly belligerent.

Grand Sergeant Major Kork Mindril steps forward and introduces himself. There's a pause, then one of the Galeans steps forward as well. "Lieutenant Rasul," he snaps, executing a quick salute that seems aimed less at Kork than at the Ranger headquarters behind him. "When can we expect the Lord Commander?" His tone makes it clear he does not intend to acknowledge anyone less.

All around the compound there are gasps. Grand Sergeant Major Mindril is the one of the most honored Gray Rangers in all of Shaintar. Dukes have been known to bow to him in respectful deference! And here is a

Galean Lieutenant treating him with barely-concealed contempt!

Kork manages to restrain his temper, though it's clearly an effort. He explains that the Lord Commander is otherwise occupied and that he'll be getting the unit settled and explaining their training routine and other necessary details. The Galeans follow him reluctantly, but this first encounter definitely sets the tone for their entire stay. It's only a week later that Kork calls the Heroes into his office.

"I've never seen them like this before," he admits once the door has shut. "We've gotten some rude ones before, but this lot is beyond anything else." He scratches his jaw thoughtfully. "And the hell of it is, they're good. Real good. Better than any we've seen before. I'm not even sure why they need training—oh, we've got a few tricks they don't, but in a fair fight it'd be a toss-up as to who'd win." He seems lost in thought for a second, then remembers that you're there. "Something's wrong," he says softly. "I don't know what, but I can feel it. I need you to nose around and figure it out for me. Unofficial, though—we can't piss them off without risking the entire treaty, and we don't want an angry Galean king on our hands. Got me? Good." He gestures toward the door, clearly a sign that your interview is over.

What now? The Heroes are free to roam anywhere within Kythros, of course, and that includes hanging out near the Galeans while they train. They can offer to spar with them, offer to serve as guides, try to strike up conversations, etc. The only thing they can't do is get involved officially—the Rangers already have assigned trainers, and the Heroes can't take their place without official orders, which Sergeant Mindril isn't about to give.

Watching the Galeans closely over a period of days, certain things become apparent. First is that Kork was absolutely right—these soldiers are very, very good. There are 24 **Advanced Warriors**, in fact, and Rasul and the other 2 officers are **Elite Warriors** (and Wild Cards). Second, these men are actively antagonistic





toward the Rangers. They seem to be doing everything in their power to show up “Grayson’s Finest,” not just privately but in front of anyone else around, and to bully the Rangers whenever possible. They suggest new ways of doing things, offer alternatives to every suggestion, countermand every order, and do it all with an air of “oh, well, we could do that, yes, but this would be a thousand times better, of course.” The problem is, it’s working—the Rangers are feeling less confident, less in control, and any civilians who see them leave thinking the Galeans are the ones really in charge.

For anyone who’s had a lot of experience dealing with Galeans (or, better yet, are Galean themselves), there’s something even more telling. These soldiers speak the language fluently enough but their inflections seem odd and so do their mannerisms. There are little details that only a native would notice, little in-jokes and cultural traits and regionalisms, and these soldiers lack those.

Which means—these men aren’t Galeans!

So who are they? And what happened to the Galeans who were supposed to be training with the Rangers?

A careful ride from Kythros, tracing their path from Galea with sharp eyes and a mind for treachery, reveals the answer to at least the latter question: a Tracking roll (or Notice at -2) will discover twenty corpses, completely stripped, have been dumped in a ravine not far to the south of Silverthorn Forest. Several of them bear Galean military tattoos.

More tracking and traveling will reveal that the attackers actually ambushed the Galeans from the southern edge of the forest, and that the ambushers had a camp hidden in that forest. Snooping around, the Hero with the highest Notice check will find the mound where the attackers buried their own clothes – uniforms of the Prelacy of Camon!

Rasul is actually a Captain in the Army of the Church. His mission is to foment discord between the Rangers and the Galean military. Ultimately, he is to

engineer a fight that results in the death of one or more high-ranking Ranger officers (or even Kork Mindril), and then have his men flee Kythros. Afterwards, other Camon agents are to arrange for the bodies of the real Galean troops, with planted evidence that the Rangers hunted them down and murdered them.

All of this can be revealed if any of the imposters are captured. Obviously, the next step is to confront them and end the threat. Whether this results in a knock-down fight or a quiet surrender depends entirely on how the Heroes play it.

## BODYGUARDS

An Olan noble, Duke Fenistein, has been summoned back from Serenity to Olara. The Rangers have offered to provide him with a guard, and the Heroes are selected for the task.

This should be a straightforward mission: meet up with Fenistein in Serenity and escort him to Olara. But life is rarely that simple.



Lebere



Fenistein, a highly regarded diplomat (use **Elite Soldier** stats, make him a Wild Card, and give him Charismatic, Persuasion d10, and assume he's got good Knowledge skills), has been instrumental in maintaining peace between Olara and various Wildlands nations—for that matter, among all the Southern Kingdoms in general. He is a tall, handsome man with silvered black hair and a surprisingly blunt manner. Only his calm grace keeps him from seeming rude; instead he comes across as honest, direct and trustworthy.

The problem is that not everyone wants peace. A powerful faction of young Olanar hotheads thinks the Wildlands should belong to them, and they're willing to manipulate events to get what they want. They know that Fenistein is the key—kill him, especially in a way that implicates a Wildlands nation or another Southern Kingdom—and there will be war.

The hotheads have disguised themselves as common bandits. They attack Fenistein and the Rangers with a band of 10 between Serenity and Montrel, hoping to kill the ambassador and blame it on Wildlands assassins. If that attack fails they will try again (using a force of 15) between Montrel and Kator and again (raising the number to 20) between Kator and Harken, getting more desperate as Fenistein nears the safety of Olara's capital.

Fortunately, the hotheads are not very clever. They are **Thugs** and **Bandits** and **Spies** (none of them advanced) and their idea of a clever disguise is to change into local clothing and use weapons bought locally as well. Unfortunately, they have numbers, enthusiasm, and recklessness on their side. The hotheads total *almost one hundred* in all, and they will mass a concerted attack of all those that remain of their numbers between Harken and Olara if necessary. They are not very skilled and can be frightened off, but will keep trying until either they are all dead or captured, Fenistein is dead, or Fenistein is back in Olara safely.

At any point after the first attack, the Heroes can request additional Ranger support from one of the towns they stop at. 2d4 **Rangers** and one **Advanced Ranger** will join them.

Of course the Olanar King knows nothing about all this, and will be shocked to discover his own subjects were trying to kill one of his favorite nobles. Fenistein is less surprised, since he had heard of the faction, though he had not expected them to attempt anything so direct or so bloodthirsty. Both will thank the Rangers for their aid once Fenistein is in the capital once more, and will assure them that the hotheads will be suitably punished—any surviving faction members are sent to the northern borders to fight there, putting their aggression and anger to good use.

## A RESPECTABLE MAN

"Someone's burning farms," Sergeant Major Mindril's message says when it reaches you. "Up near Southgate and Crystal Forest. Stop them." That's the entire message, but it's enough.

The Heroes could be anywhere in the Wildlands at this point, either finishing or even in the middle of some other mission. But the message makes it clear that this takes priority over any other tasks, and they should head immediately toward the northeast corner of the Wildlands. Depending upon where they are, it may be fastest to take a boat up the Howling River.

The area in question is lush and fertile, and filled with thriving farms big and small. Several of those have been burned out, however, billows of black smoke still filling the sky, and the Heroes pass blackened ruins that were once homes and barns and granaries. Fresh graves dot the land before such sites, clear proof that whoever did this was not concerned about human life.

Many of the farmers are delighted to see the Heroes, and offer them every possible assistance. Others are more hesitant and are clearly afraid that they could be the next target, them and their lands and their homes. The farms that have been attacked are all within the same area, and those locals who do talk explain that those farmers were some of the most independent and outspoken in the region. There is a local Farmers' Council, much like the City Council of a city, and the three farmers killed so far





were all counted among its leaders. Only two leaders are left: Oleson and Garner.

Oleson is taciturn by nature, and says that he's glad to see the Heroes and hopes they fix the problem but he's got nothing else to say to them. Garner seems both more frightened and more talkative. And he blurts out a name: LeBere.

If the Heroes have worked in this area before, it's a name they'll recognize at once. Anton LeBere is a thief and a killer. He's been arrested for banditry before, and the Rangers are fairly certain he's guilty of many more counts but lacked the evidence to prove it. But why would a man like LeBere be burning down farms?

"Cause they wouldn't bow to 'im," Garner answers shortly. Which still doesn't make much sense until the Heroes speak to a few other farmers, or see LeBere themselves. Then they understand.

Apparently LeBere has cleaned up his act. At least outwardly. He's now presenting himself as a respectable landowner, and owns an impressive farm and several other properties outright and—apparently—legally. He even has established ties with Southgate and the Kingdom of Erimar, who are benefiting greatly from his farming and lumber holdings.

If the Heroes approach him LeBere greets them politely and asks what brings them here and what he can do to help them. He knows about the burned-out farms, of course, and expresses horror and grief at what's happened but claims he doesn't know anything about who might be responsible.

It's obvious he's lying, of course. Anyone speaking to him can see that

LeBere feels nothing at all for the dead men and their families, and that he knows far more than he's saying. And since he's now a landowner himself, it makes sense that he would be bullying the farmers into bowing to him and giving him a portion of their profits, or even selling their land to him outright. It's easy to believe LeBere would put the torch to any farm that dared refuse him.





The Heroes have to stop him, though that may not be easy. LeBere recognizes the might—and the authority—of the Rangers, but that doesn't mean he's willing to surrender himself to them. He's openly proclaimed his innocence, and they'll need some sort of proof to go after him now that he's respectable. And LeBere has enough men to defend himself from direct physical assault, plus he could claim bias and unwarranted aggression toward him due to his sordid past.

Then the Heroes hear a new and nasty rumor. LeBere has plans to announce himself Baron of this region, once he has enough land and enough landowners willing to swear fealty to him. If he does so, he'll immediately become a nobleman, and all his past sins will be beyond punishment. He'll be nearly untouchable, at least by the Rangers. Which means all those farmers and peasants and laborers and merchants he's hurt will go unavenged, and he'll have free reign to treat the remaining people pretty much however he sees fit. He'll be able to legally take a portion of their earnings, only now he can call it taxes.

Can the Heroes allow this to happen? If not, what can they do now that LeBere has become a "respectable man?"

This scenario should feel a lot like one of those "Old West Cattle Baron" stories. LeBere is very careful to keep his hands clean in all things, keeping up a very respectable public appearance. His men work hard to make sure they are not easily identified when they act on his behalf, committing their acts of arson, extortion, assault, and murder. They even maintain a separate hideout, in the Crystal Forest, from where they launch their actions.

(And he's got quite a few men, which is a problem all its own. At any time, he can call on 20 **Bandits**, led by two **Advanced Bandits** (Terrence and Malick) and a Wild Card **Elite Bandit** (Caile). As well, he has 6 **Advanced Soldiers** and an **Elite Warrior Adept** (Wild Card, named Stone) as his personal guard. LeBere is himself a Wild Card **Elite Soldier**. If he has to suit up

for battle, he will, and he has a Black Iron Longsword that's +2 to hit and damage.)

People are genuinely afraid to speak out against LeBere, for fear that they will at the very least be unable to do any business in the area as he buys up more and more land, and more and more businesses. Most realize that they could well end up dead to yet another "terrible bandit attack that the Rangers failed to prevent." Of course, LeBere's men can protect them, if they will let him...

This should present a real conundrum for the Heroes. They're probably used to handling matters physically and now they have to approach a problem that's far more political in nature. If they act too hastily or without sufficient evidence, the nearby Kingdom of Erimar may well take steps to protect its interests. After all, the nobles of Erimar really don't care what happens out here in the farmlands as long as food still reaches their markets. Rulers often use harsh methods to attain their positions, and the end does justify the means to them.

The Heroes can go after LeBere physically, but he can claim harassment and may even get support from the local nobles, many of whom don't want to give the Rangers any more authority than necessary. And if no one intervenes, LeBere's ascension to Baron will become fact—and the Rangers will have no virtual authority over him.

The Heroes can go to Southgate and Erimar and attempt to sway them to block LeBere's ascension by publicly denouncing him and his claim. What the players use to influence these other rulers is entirely up to them, and can range from direct physical threats to bribes to insinuations to philosophical debates.

The Heroes can also act more directly to sabotage LeBere's plans. They might even try to get some help from the elves of Crystara; after all, it's their home forest that LeBere is defiling. The *unias* of Crystara, if contacted, will reveal that she knows of many dealings LeBere has had with both the Kal Empire and the Prelacy.





The longer the Heroes remain in the area, involving themselves in LeBere's business, the more impatient he will become with them. Just as in the classic Westerns, they can eventually goad him into acting against them, or otherwise taking an action that they can directly oppose.

There are any number of ways this scenario can play out. If you channel the movie "Silverado" while running it, you're probably on the right track...

## PREEMPTIVE STRIKE

A war is coming, and the enemy is very much in preparation for it. Though the Maelstrom is technically a mercenary army, they have a long tradition of service to the Kal-a-Nar Empire. By not being "officially" tied to the Empire, though, they have the ability to position themselves in places where it would be politically problematic for actual Kal soldiers to be.

Nowhere is this more true than in the Malakar Dominion, enabling them to be at the "back door" of the Southern Kingdoms. From their garrisons in the Dominion (where they ostensibly are providing military and security services for the various Houses), Maelstrom units frequently cross into Landra'Feya and the Wildlands to engage in missions commissioned by the Empire as well as their Dominion hosts.

### GM TO GM: THE MAELSTROM

*The most infamous mercenary outfit in the Kal-a-Nar Empire is the Maelstrom. It is, in fact, a small army, with headquarters in the Empire (Kal'Rogar), the Malakar Dominion (Trinigar), and the coastal city of Paradise. The leadership of the Maelstrom is comprised of devout acolytes and warriors who are sworn to Ceynara; in fact, they have all enacted a ritual that bonds their soul to her service, which gives them some power in this life and the chance for exalted service (or eternal torture, should they fail) in the next. Ironically, most Kal warlords and military leaders see the Maelstrom as a bunch of religious zealots, barbaric and vicious beyond even their standards. The Maelstrom, in turn, sees the average Kal soldier as weak and uncommitted to the greater glory of Ceynara and the Empire (in that order).*

As the time of Ceynara's rising draws near, Maelstrom units are becoming more and more common in the Wildlands and elsewhere in the Southern Kingdoms. Just such a unit, posing as a small merchant caravan and its guards, is headed towards the vital trade city of Serenity. In two of the five carts, there are all the needed components to craft *barrels* of "Explosive Consequence" formula. The plan is to get the carts into Serenity, mix the compounds, and set the barrels off in the middle of the Central Market. This one act of terrorism could cripple trade in the region for the foreseeable future!

The Rangers have received warning of this plot from a reliable source - Black Lanterns, who received word from one of their agents working undercover in the Dominion - a man named Lyle Renault (see "Murder at Black Eagle Fort"). The Heroes are one of many teams who have been dispatched to try and find this caravan and stop the Maelstrom agents from carrying out their plan - by any means necessary.

Naturally, your Heroes will be the team to find the caravan, along a minor road running along the southern edge of the Korg Humps. They'll have to try and inspect the caravan to be sure this is their target, which should provide some interesting roleplaying and skullduggery action. The Maelstrom folks are trying to keep their cool, but the slightest hint they are made will set them into fanatic fury.

They are commanded by a Wild Card **Elite Kalinesh Soldier** named Jorzan, with 8 other **Advanced Kalinesh Soldiers** and an **Advanced Acolyte** named Brother Ornag (the acolyte is also a Wild Card). All of them have the **Fanatic** effect going (Combat Reflexes, +2 Toughness, +1d6 all melee damage); they are, after all, prepared to die to destroy Serenity in a suicide mission. There is also an **Advanced Alchemist** with two assistants (treat as **Commoners**); they have no interest in fighting and will surrender if the situation calls for it.

The real trick to this fight is that, even unmixed, the chemicals and compounds being transported are



dangerous and somewhat unstable. If Brother Ornag believes the fight has turned against the Maelstrom, he will set off a Blast effect in the middle of the wagons, which will ignite an even greater explosion (assume everyone in the vicinity is in it) that does 3d10 damage. Heroes that see it coming *can* Dive for Cover... and pray.

## A HOUSE DIVIDED

Before running this scenario, make sure you are familiar with the Trel Feud (described under the Trels section in the “Of Special Interest” part of the Wildlands write-up). As well, be advised that this one is pretty open-ended and meant to be more of a roleplaying challenge than most of these scenarios. It will mean a lot more to players who have some interest in the political climate of the setting than those who really just like hitting things.

Like many of her family, Jessica Nortrel has long lamented the downfall of her once-great family, wishing they had remained a strong guiding force in the Wildlands. Unlike most of her kin, though, she has also long cursed the sheer *stupidity* of everyone involved, on *both* sides. Eschewing the propaganda she was subjected to in the name of “learning proper history,” Jessica set out on a mission of scholarship to try and learn what really happened to the Trels.

She was far more successful than any imagined she might be. After years of tracking down all kinds of false and partial leads, dead ends, and half-truths (and spending most of her endowment as a member of the Nortrel family), Jessica was finally able to uncover the one piece of information that would solve the matter of the Trel Feud once and for all.

She knows which twin was born first!

Apparently, the midwife who brought Norrin and Monall into the world kept a diary, which included the truth about that which she and her mistress swore they would take to their graves. After the War of the Twins began, the midwife departed for warmer lands. She died in the coastal down of Dule, and her diary was buried with her.

Obviously, that wasn’t enough to stop Jessica, who paid to have the grave opened and the diary retrieved. And now she is armed with knowledge that could change the face of the Wildlands forever. Of course, the good people of Dule do not take kindly to the desecration of graves, and when the grave robbers gave up who had hired them after being caught, Jessica was tracked down and put in jail. The strange nature of what she has done means the Rangers have been asked to step in and deal with the matter.

To complicate matters even more, word has gotten back to the families that she may have been successful in her quest. There is now a kind of panic in both camps, as each duke and his followers are terrified at what the diary she has uncovered might reveal.

The Heroes have been asked to retrieve Jessica and bring her to Kythros, along with the diary she has found. They are under orders to investigate what has transpired, and why. They are also under orders to turn her over to no one before they reach Kythros, and to see that she and her diary reach the Ranger stronghold safely, no matter what. The Lord Commander of the Rangers has a pretty good idea what is going on, and has thus sent word to the Montrels and the Nortrels to have each Duke or his representative come to Kythros to meet on the matter. She has also asked the leaders of the region to send representatives for a council on the matter.

Along the way, agents of both families are going to try and gain the upper hand. Knights serving Nortrel will meet the Rangers along the way, insisting they should be allowed to escort their kin from that point forward. Should the Rangers refuse (and Jessica has *no* desire to go with them, even if the Rangers didn’t have orders to the contrary), there’s going to be violence. There are 4 knights (use **Prelacy Paladin** stats), led by a Wild Card knight (use an **Advanced Prelacy Paladin**) named Sir Dennir. The knights will fight to kill, so the Rangers are well within their rights to do the same. If, however, they manage to avoid killing any of the knights,





this will go well towards reconciliation later. Should any of the players think to ask about this, feel free to bring that to their attention.

Keeping with the House tradition, Montrel's efforts will be more subtle. In the first town or village the Rangers stop in (at least for supplies, if not to stay the night), a wealthy-looking woman with two dangerous-looking companions will approach the Rangers openly. She will introduce herself as Allicity Montrel, a cousin to the Duke. She is Very Attractive and Charismatic, with a total +6 Charisma and a d10 Persuasion. She will offer Jessica an estate and a Baroness title, and each of the Rangers will be offered **100 Gold** - spent frugally, enough to live on for their rest of their lives! All she wants is the diary.

Jessica will not be able to help but consider the offer, especially since she is coming to realize she may not survive the discovery she has made. This should be quite the roleplaying challenge for the group. You should feel free to use some dice to increase the tension, having the Heroes make Spirit Checks against Allicity's Persuasion roll. She can't "control" them this way, but the more they fail by, the more you should push each player to consider what they could do with that kind of money and a connection with a friend like Allicity. If they do fairly well, or even succeed, congratulate them on their strength of character (and encourage them to get onto any teammates who are showing weakness, as well as Jessica).

Allicity will encourage the team to sleep on the matter if necessary; she will use that evening to try and seduce whoever she sees as the leader. If she fails, Markus and Rollins (her two "assistants") will go to work, attempting to snatch Jessica from her room and escape into the night. If she succeeds in sleeping with him (or her; she doesn't mind either way), she will let things ride until the morning and see what they say over breakfast.

If, in the end, the Rangers succumb to her charms and offers, their careers as Rangers are pretty

much over. Assuming they don't, she will sigh deeply and say, "I am so sorry you feel that way." Markus and Rollins will then spring into action, attempting to take Jessica hostage and escape with her. They are cold-blooded killers with no compunction about murdering everyone in the building to serve their mistress.

Markus is Wild Card **Elite Spy**, while Rollins is a Wild Card **Elite Warrior-Adept** (though of a different order than that of the Jade Flame, he uses the same stats). Allicity is a strict non-combatant who will extricate herself as quickly as possible, going for the horses in the stables. If confronted directly, she can use Persuasion to initiate a Test of Wills (against Spirit; she has a special Edge called *Bard's Tongue*, described in the Appendices), and will try to use that to get away. Otherwise, she will simply surrender.

The rest of the trip should go relatively uneventfully, except for what should be some inevitable roleplaying. Jessica seems to be struggling with the impending implications of what she has discovered, and the players should feel free to get involved in discussions with her about it. Up to now, she has not revealed what she knows about the diary, and won't willingly tell anyone before the meeting in Kythros. The discussion should cover matters like what happens with a united Trel family, and what kind of rule each house will likely represent. Will it really mean unity, or a bloody civil war right on the eve of (or during, if the "Three Full Moons" scenario has come to pass) a much larger war?

There is no "right answer" to the end of this one. The Rangers have a powerful ability to influence the situation, because Jessica is feeling very overwhelmed and needs guidance.

Should the diary be destroyed and Jessica allowed to simply "disappear?" Officially, this would put them in very hot water; unofficially, Valinda Grayson would thank them personally for saving the Wildlands from a terrible internal war.

Should Jessica lose the diary and lie about what was in it? That is another option, allowing her to spin





things whichever way she deems right or necessary. The Nortrels represent military strength and more forthright dealings, though they tend towards brutal solutions to problems. The Montrels, conniving and treacherous as they are, at least understand negotiation and subtle tactics when needed.

Or should Jessica's quest for the truth be ultimately fulfilled, damn the consequences? If so, she will appear before the Dukes of Nortrel and Montrel and all other assembled nobles and dignitaries in Kythros, and declare in the sight of the Ascended and Archanon, with the diary to prove her words, that...

... **neither** of the twins was born first! They were two of a set of **triplets**, and the eldest son, Connar, was actually born a full minute and twenty earlier than the other two. He was hidden away and raised in a humble fashion to both make him a better king and protect him against the many enemies who might seek to end him. Artemus died before his plans could be made known, and the Queen decided that she'd rather Connar grow up bereft of his legacy than inherit a kingdom collapsing from such terrible corruption.

The bloodline still exists in the city of Shale, known by the name of Condral (a variant on the naming conventions taken up by the "twins"). The patriarch is a gentleman farmer who is also the aristocratically elected Lord Mayor of Shale, considered a good and just man. He will make a fine king, if that's the way things go, but he probably won't be able to take the Trel throne without a fight.

Such is the power of politics in even the Wildlands...

## A DIPLOMATIC MATTER

"Damn those Erimarans!" Sergeant Major Mindril is cursing as your unit steps into his office. "If they'd just wake up and listen to the rest of us, and stop— ah, there you are! Good. No, don't sit down—there isn't time. Just listen."

He plunks himself down on the end of his desk, his brow furrowed. "There's been a fight just below Southgate. Nothing too major—some Camoner traders and some Galean sailors." Already you can see where this is going—Erimar is the only Southern Kingdom willing to trade openly with both the Prelacy of Camon and Shaya'Nor. That's upset many of its fellow kingdoms, especially Olara and Galea, and there are often skirmishes about such traders. Clearly it's happened again.

Kork can apparently see what you're thinking, and he's nodding. "Ye guessed it," he confirms gruffly. "Right now it's just some split heads and some ruffled feathers. That may not last, though. I need you lot to get down there and smooth things over. Be tough of you have to, but don't let Olara and Erimar jump into this fight. Got it?" He stands up. "Then get going!"

Ironically, Southgate is the northeast corner of Erimar, and sits right along the Howling River, as does Erimar City itself. The Heroes have been to Southgate before, of course, and know it to be a decent-sized walled town. The Baron of Southgate answers directly to the King of Erimar, and only occasionally at that—in most matters he acts independently. That may be something the Rangers can use to their advantage here.

The fastest way to reach Southgate is to take the Howling River itself—even sailing and rowing upstream will be faster than riding, and the Heroes can take a fast barge for both them and their horses. Doing so takes the Heroes right past Erimar City, and they can't help but notice soldiers gathered along the docks, and pallets of what look suspiciously like war provisions.

Erimar has the largest Ranger contingent in the northern Wildlands, so it might seem odd that Sergeant Major Mindril would send the Heroes up here instead of contacting them to handle the matter. Then again, they're a special unit with far more autonomy than most, and they answer directly to him and through him to Lady Grayson, which means they're not beholden to the Baron or even the King.





The Heroes sense the tension in Southgate the minute they arrive. Soldiers are everywhere, some in Southgate's colors (with the Erimar crest on their helms and shields) and some in Camoner or Galean uniforms. The Baron seems relieved to see the Rangers, no doubt hoping they will solve this problem for him.

"I've been delaying sending a messenger to the king," he admits once he leads the Heroes back to his home—less a palace than a stately manor house—where they can speak privately. "It's my duty to report the incident, of course, but I have some discretion as to how quickly I do so." He grins a bit sheepishly. "I've also been holding the Galeans here—as long as they cannot get word out, they cannot send for reinforcements either." That one act may be the only thing that has stopped this skirmish from escalating.

The Heroes will probably want to see those directly involved in the fight. The Camoner traders are a surly, arrogant lot, and it's easy to see how they would offend someone. The Galeans are all young and brash and very proud of their own heritage. Just putting these two groups in the same vicinity was asking for trouble.

The problem now is keeping matters from getting worse. The Galeans are insisting they be allowed to speak with their own people in the city, no doubt to claim they've been wronged and urge their countrymen to retaliate. The Camoners just want to leave before they're attacked again—they're offended and insulted but realize they'd be on the losing end if there was a fight, though they have been making noises about speaking to the King of Erimar about the incident.

The trick for the Heroes is to get both groups out of Southgate quickly and without letting either of them speak with anyone sympathetic; there are plenty of both Camon and Galean groups doing business here. Once both groups are gone the Baron is prepared to tell anyone who asks that it was merely a momentary dispute and not worth any more consideration. If either the Camoners or the Galeans do get a sympathetic ear, however, they'll draw more attention. Enough attention

and someone will get word out beyond the city limits. If that happens Galea will send warriors, and Olara will send forces to back them up—Camon will feel obligated to respond, and so will Erimar. This could easily lead to a pitched battle in and around Southgate, something for the Heroes to prevent at any cost.

## RUNAWAYS

(**Fair Warning** – there is some mature content in this scenario, in that there is an abused woman who endured much in the role of a courtesan. If this makes you uncomfortable, simply edit that character out and the rest should be fine. It is this tale to point out just how dark a place the Empire can be, hopefully motivating the Heroes to do what they can to resist this enemy to all).

It is a sad truth that slavery is very much alive and well in the Kal-a-Nar Empire, where anyone not of the Kalinesh people is either a visitor or property. Laborers, servants, even artisans are of the slave castes there, to say nothing of the warriors forced to fight for their lives in the Blood Pits. With so many slaves and such a large country, it should come as no surprise that there are many who try to escape to the Southern Kingdoms in search of life and freedom.

Enter the *Tor Mastak*, the Emperor's "secret police," charged with tracking down and slaying any who would escape their divinely-ordained service to Kal. These ruthless agents make frequent forays across the borders to hunt down their quarry, and have even been known to come after someone years later, acting on a tip from some merchant seeking a lucrative bounty.

Brand new escapees will often make their way to the Wildlands, seeking to hide in the wilderness to escape pursuit. Sadly, most of them are intensely ignorant of the way things really are in the south; they fear authority of any kind, assuming they will be caught and sent back, or re-enslaved by another party. Naturally, the *Tor Mastak* prefer things this way; the Wildlands are a much easier realm for them to navigate without being detected and confronted by Southern Kingdom forces.





It is just such a party of escaped slaves that have gained the attention of the Rangers. Near a town or city of your choosing, farmers have discovered an abundance of missing food, and even a couple of pigs that have simply disappeared. Human tracks have been found, and with the assumption that common thieves are at large, the Heroes have been called in to track them down and bring them to justice.

What they will discover, however, is a small party of ex-slaves holed up in a small cave in the side of a wooded hill. There are four women and two men. One of women (Fenlia) was a particularly abused elven “courtesan,” while two others (Deena and Andea) were human house servants who rescued her and escaped their household. They met up with the other three in the outskirts of the Empire – an enslaved dwarven blacksmith (Bourk) who had helped a male dregordian (Kesskol) and female human (Lorra) Vos-ulin (High

Slaves) escape the *Andak-cros*, the gladiatorial Blood Pits. The six of them overcame all odds to make it this far south, and they will do anything to avoid going back.

The problem from the start will be one of communication and understanding. The Rangers will be able to tell early on that these are beaten and bedraggled people, wearing tatters for clothes. The dwarf has managed to get rid of most of the chains and collars, but the one around the neck of the dregordian has proven too hard to manage so far. Having grown up in the Empire, the only common language any of them have is Kalinesh; outside of that, the dregordian knows the tongue of his own people, and the dwarf knows a smattering of dwarvish. If none of the Rangers have any of these languages, this will be a mighty roleplaying challenge to overcome.

Any attempt at exerting authority will be met with determined resistance. The warriors and the

## GM TO GM: THE TOR MASTAK

*An empire as large as that of the Kal is difficult to control, and one of the more useful tools to effect that control is fear. No organization causes more daily fear in the lives of the Kalinesh than the Tor Mastak, the “Sword of Truth” that serves as the law and security service for the Emperor. Their agents answer to no one save the Emperor himself, and by their charter, even he is subject to their scrutiny (though for obvious political reasons, they avoid doing this to any degree that he is aware of).*

*The leader of the organization is considered equal in rank to the Vos-Dair-Az (Grand Warlord), even though the entire agency is no larger than a kantor (division). Though they use the same rank structure as the rest of the Imperial military, no one outside of the Tor Mastak dares to assume authority over one of its agents. A typical unit encountered will be the size of a squad, with Andak-Gols (Battle Leaders) as the “rank and file,” led by a Dair-Kron (War Captain). The Tor Mastak does this so that even their lowest operatives can assume command of a regular army unit with little trouble.*

*Tor Mastak officers are trained to be ruthlessly efficient, and only the most loyal servants of the Empire can hope to be accepted into the ranks. They are the elite of the Empire, trained in all manners of combat, stealth, subterfuge, survival, and counter-insurgency. Equally gifted in urban and wilderness settings, some believe Tor Mastak officers are the most elite and capable soldiers in all of Shaintar.*

*Not surprisingly, adepts are actively recruited into the ranks of the Tor Mastak. Their abilities to read minds and uncover secrets serve the goals of the organization perfectly. There are many high-ranking officials within the Tor Mastak who are also accomplished in the Way.*

*Their mandate is at once simple and intensely complex. They are charged with seeking out and destroying all enemies of the Empire. It is their job to minimize the influence of unwanted outside sources; a Tor Mastak officer is expected to slay any druid or priest he encounters in Imperial lands, without hesitation. One of their most infamous tasks is that of tracking down and slaying any escaped slaves or prisoners. The Tor Mastak acknowledges no boundaries where this mandate is concerned, willing to send agents into any nation of Shaintar to execute those who seek to flee the authority of the Emperor.*





blacksmith will take up what few arms they've managed to acquire to defend the others, and even the two servant women will bare knives to defend the elven woman (who, honestly, drifts between panic and catatonia if there is any stress at all).

A much better approach will be calm and reassurance. Common Knowledge (with bonuses or penalties based on what a particular Hero might know about the Kal-a-Nar Empire) will reveal these folks are clearly escaped slaves from the Empire, and a raise should make it easy to figure out the dregordian and warrior woman fought in the Blood Pits (with the scars and muscles to prove it). A Knowledge: Politics roll will enable someone to figure out that the *Tor Mastak* may not be far behind. Of course, if the language issue is resolved, all of this can be shared and figured out.

Otherwise, the Heroes will not necessarily know to expect pursuers, though the former slaves most definitely will. As a matter of fact, the elven woman (who, despite her roughshod condition, is intensely beautiful) is to be captured and returned to her lord, a remarkable exception to the usual "kill on sight and bring back the heads" orders in such matters.

Regardless of what the Heroes decide to do (and manage to convince the ex-slaves to go along with), the Empire's agents will arrive on the following day. They will track the party to pretty much wherever they go, hoping to strike when they can meet the least resistance. They will strike to kill everyone, though, determined to leave no witnesses behind.

There is one **Elite *Tor Mastak* Agent** and one **Advanced Warrior Adept** (both Wild Cards). They are accompanied by four ***Tor Mastak* Agents**. If allowed to fight (and they will unless somehow specifically stopped), Kesskol is an **Advanced Dregordian Warrior** (subtract his armor and replace his weapons with an axe), Lorra is an **Advanced Soldier** (subtract her armor and shield and give her a quarterstaff), and Bourk is a **Commoner** (increase his STR and VIG by one die code each and give him a d4 damage working hammer).

Despite the fight with the Kal agents, the real point behind this scenario is to deal with the ex-slaves and help them make their way in the world. There is tragedy in the tale, but there is also hope, and some powerful roleplaying opportunities exist here.

## THE EMMISARY

**Note** – this scenario features **Lyle Renault**, who is mentioned extensively in the Raven's Quest scenario entitled "Murder at Black Eagle Fort." If you run this scenario *before* that one, you might want to make note of it and remind the Heroes they've heard the name of Lyle Renault before when it comes up later. If you run this scenario *after* that one, the Heroes will have a difficult message to pass on to Lyle...

Despite the messy history and open antagonism between the Malakar Dominion and most of the Southern Kingdoms, there is still a fair amount of trade between the two regions. With only a few exceptions,







**Lyle Renault**

most caravans coming out of the Dominion are escorted by Rangers to and from their destinations. The Heroes have been called on for just such a duty; they are to meet up with a six-wagon caravan at Farwatch and escort it to Southgate. There, another Ranger team is scheduled to meet them and escort the caravan back, as they move on to other duties.

There are four merchants, a handful of assistants, drivers, and porters, and a team of 12 guards (**Soldiers**) hired by Gareth Morre, the lead merchant and organizer of the trip. At the speed the caravan travels, it will reach Kator in 5 days, and Southgate another 5 days after that. The goal will be to stop in a town or village along the way each day, handling some minor trade and message exchanges. The Rangers are expected to keep an eye out for any obvious nefarious dealings or activities, but otherwise their role is primarily to deter the Dominion folks from stepping out of line. Well, that, and to help protect them from any criminal activities or attempts at sabotage from overly exuberant patriots who might object to Dominion presence of any kind.

In fact, a band of 3 **Thugs** will try to stir up some other **Commoners** to drive the caravan out of the second village they stop at. This will be the first real test of the Rangers' diplomatic abilities, as they will be expected to diffuse the situation before anyone gets hurt. After all, the Dominion-native guards will have little compunction about laying out locals to protect their charges.

One of those guards, one who has been watching the Heroes since they joined the caravan, is Lyle Renault. He happens to be an undercover agent for the Black Lantern (described earlier in this section). He got himself hired onto this caravan because he knows one of the merchants is actually an emissary for the Chamber of Dominion; Fulton Cronerg, the oils merchant, intends to abandon the caravan when it reaches Southgate and make for a rendezvous just north of the town, where he is to meet representatives of the Prelacy of Camon.

Lyle believes the Dominion is seeking to arrange an alliance with Prelacy factions, with plans to side with the Empire in the war and take large tracts of land and resources in the aftermath. He is acting on this information, with the intention of preventing the meeting. He would like the Rangers' help, and will take the first opportunity he gets to approach one or more of them to reveal himself and his mission.

So the Heroes will have an interesting decision to make. Technically, the meeting will take place outside of their jurisdiction. As well, there's not anything legally wrong with someone from one nation meeting with another, especially when no state of war exists with either country. Lyle will make the argument for the greater good, though he will admit that any operation they engage in will have to be undertaken as a covert one. You will be within your bounds to point out that getting caught interfering with Dominion "business" could create a serious diplomatic incident.

If the war has started before you run this scenario, Renault's argument will likely carry more weight; after all, the Rangers will not be able to help but understand





how dangerous it would be for the Dominion and the Prelacy to come in against the Southern Kingdoms now. If the death of Lyle's brother is known, he won't hesitate to point out that his brother died for the lands he seeks to protect.

Regardless of what the Rangers decide to do, Lyle will act. If on his own, he will assassinate Fulton Cronerg before they reach Southgate, then make a run for it into the night. The Rangers will be expected to help track him down and bring him to justice, of course. If they refuse, the Dominion people will charge them with collusion and attack them.

If the Rangers decide to help Lyle, he will lead them to the site of the rendezvous; he'd really like to see who Fulton is meeting with, and deal with all of them at once. It is his intention to send a message back to the Prelacy by leaving one alive to escape and return to Camon with knowledge of what happened.

The meeting is to take place at a small roadside inn just north of Southgate, overlooking the river. The Prelacy folks have reserved it for their meeting, meaning there are no other guests or visitors within. Fulton is a Wild Card **Advanced Spy**, and the "lovely assistant" that goes with him to the meeting is a Wild Card **Advanced Adept**. The Prelacy contingent is made up of a bishop (who is also a Wild Card **Advanced Spy**) and four **Advanced Prelacy Paladins**.

Left to their own devices, the two spies will exchange dispatches and discuss the potential schedule of entering into the conflict. The conversation will go for quite some time, covering many logistical concerns, as well as potential treaty goals each nation will seek in the aftermath. The next morning, Fulton and his assistant will return to Southgate and resume their regular business, while the Prelacy folks will head northwards again.

Assuming the scenario is resolved to Lyle's satisfaction, he will name the Heroes friends of the Lantern forever more, and insist he "owes them one." You should feel free to have Lyle Renault pop up from time

to time in the future, whenever it's time to drag your Heroes into another "skullduggery" adventure...

## LYLE RENAULT

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

**Skills:** Climbing d8 (+2), Fighting d10, Guts d6, Healing d6, Investigation d10 (+2), Knowledge: History d6, Knowledge: Politics d8, Lockpicking d8 (+2), Notice d10, Persuasion d10, Shooting d10, Stealth d10 (+2), Streetwise d8 (+2), Throwing d6

**Pace:** 6; **Parry:** 10 (11); **Toughness:** 6 (7)

**Edges:** Acrobat, Ambidextrous, Bard, Block, Improved Block, Charismatic, Combat Sense, Connections, Dark Fighting, Dirty Fighter, Really Dirty Fighter, Investigator, Thief, Two-Fisted

**Gear:** Two Short Swords (1d8+1d6), Handbow (1d6+1, AP 1), Partial Leather Armor (+1, -2 Coverage), Bracers (+1 Parry), Lockpicks, Falsified Papers, Rope, other gear as needed

## FIELD RESEARCH

There are many old, unexplored places in the Wildlands, ancient tombs and shrines, lost cities, and other ruins worthy of exploration. Scholars frequently request the assistance of the Rangers in safely journeying to these sites and investigating their mysteries.

In the upper reaches of the Orcshields, somewhere in the southern half of the range, legends tell of the Lost Keep of Jorr the Axebreaker. A warlord of great might and prowess, he drew followers from all races and ruled the lands in the ancient days. Some legends tell that his wise men kept extensive records, and even performed great alchemical experiments that revealed powerful mysteries, some believed lost to this day.

Master Albert Schrabber of the Lanthorian Academy of Arcanology has attained permission to search for the ruins with Ranger assistance. Arrangements have been made regarding the sharing of treasures, artifacts,





and knowledge, both with Kythros and with the ogre chieftan, Droggar Stonehand, who rules in Telok. The Heroes are going along to ensure Master Schraber doesn't get into too much trouble, and that he and his team are protected from bandits and other dangers.

They meet Schraber in Telok, where Droggar will feast the lot of them in

celebration. As well, he is assigning 2 **Advanced Orc Warriors** and 2 **Advanced Goblin Scouts** to help escort and protect the party. He will be greatly insulted if the Rangers refuse.

Master Albert Schraber is a middle-aged man, balding, with a scraggly beard and a slightly stooped posture. He is fit, though, and clearly enjoys what he calls "field research." The Heroes will likely be surprised to discover his affinity for the outdoors, and his knowledge of basic survival. His research team is less enthusiastic; it turns out he's brought along students that would much rather be back in Lanthor, conducting experiments or practicing their arcane arts. There are five of them altogether; treat three of them as **Townfolk** (Gerrard, Allison, and Coswell), one as an **Alchemist** (Bartholomew), and one as a **Sorcerer** (Yorrick). As well, Master Schraber has an assistant, Miss Delvney (treat her as a Wild Card **Advanced Spy**, though she has additional Knowledge skills).

Naturally, Master Schraber's grand quest is fraught with a little danger. The terrain gets very rough near the higher parts of the Orcshields. If any of the Heroes have Climbing, they will have to help others navigate certain passages. If not, assume the orcs and goblins can help get everyone through, as can Master Schraber.

The first night on the higher plateaus will pass uneventfully. Master Schraber will regale the party with tales of his previous "field research" expeditions, featuring terrible monsters, angry warlords, and wondrous lost treasures. He's very much the "intrepid British explorer" archetype, if that helps.

The second night, following a day of searching (and not finding anything), a band of goblins will attack without warning. They hope to capture Schraber, or at least get a hold of his maps, as they've heard about the treasures he seeks and hope to acquire whatever is to be found for themselves. There are 5 **Orc**





**Warriors**, 2 **Ogre Warriors**, and 3 **Goblin Scouts**, all led by a Wild Card **Advanced Orc Warrior** named Tuj. Droggar's people will fight ardently and mercilessly to destroy the other goblins; it is a matter of honor for them, and for their leader.

On the third day, Schraber will finally locate the a hidden entrance to the catacombs that lay beneath what used to be the Axebreaker's stronghold. Use whatever underground dungeon layout you like, as there will be quite a few corridors, dead ends, and the like. Most rooms will be empty, full of dust and broken bits of boxes and structures. Ancient stone statues, mostly crumbled beyond recognition, litter the place; the few that are intact reveal demonic looking figures, as well as strange, gaunt entities even Schraber can't identify.

After two days of exploring the ruins, a concealed door will be found, one that is locked with a strangely cunning lock (-4 to Lockpick). The door is surprisingly cold to the touch, being made of iron and blackened wood that is remarkably untouched by the ravages of ages. Any use of *Detect Arcana* will reveal that there is magic on the portal, ancient and powerful. A raise will reveal Darkness at work.

The door is *Cursed*, as per the Power; with a caster roll of d12+2 (and a d10 Wild Die!), anyone within a Large Burst template of the door (including the opener) will be potentially affected, and it is the "get sick and die" version of *Curse* at work. If Schraber is allowed to study the runes on the door before anyone does anything, he will find the words of the curse, written in an ancient language only someone like him would know.

*"Too far did we go, too deep did we delve. No hope for our souls, no hope for yourselves. If you open this door, death comes for you. Turn ye back now, seek not what we knew."*

Decision time, of course. Schraber will insist on trying to open the door ("We've learned so much

more about magic since these days; whatever effects it speaks of, I am certain we can overcome it. We dare not turn back now, so close to such amazing discoveries!"). The goblins are under orders to see it through; their chieftan wants his share of whatever is discovered, and he hopes to also find evidence that Jorr was an ogre, and possibly his ancestor.

Rationally, the door should be left alone. The Heroes would be right to act as voices of reason and counsel against opening it. In the interest of protecting the Wildlands, they'd want to avoid releasing anything truly dangerous into the world. Miss Delvney will side with anyone against opening the door, as will Yorrick, Gerrard, and Allison. Coswell and Bartholomew will side with Master Schraber.

If the door is opened (into a great and grand death chamber, full of sarcophagi, columns, and a huge throne upon which Jorr has sat for eternity), it's going to be ugly. In addition to the *Curse* (which can only be cured through *Dispel* or by slaying **all** the undead within and shattering the dark crystal matrix), there are twenty (yes, *twenty!*) **Zombies**, three **Advanced Specters** (these were Jorr's wise men), and the risen form of Jorr himself, a Wild Card **Elite Troll**. Worse, as soon as the door is opened, everyone must make a Guts check at -2.

No lie, this one could be the death of the Heroes if they don't run away. Make it horrible as the students die messily, screaming. Schraber will want to go down fighting, but may lose his stomach for it after the first casualty. Those goblins who don't lose their nerve will stay as long as the Rangers do, but gladly pull back once that order is given. If no one else thinks to, Miss Delvney will knock Schraber unconscious and start screaming "Run away!" as she carries him over her shoulder and heads out.

None of the creatures within will be able to stand sunlight, so if the party can make it to the outside of the catacombs and there is any daylight left, they will be saved. Figuring out how to collapse the entrance and bury the creatures within would be the next thing to do,





as the specters are actually tied to the tomb and can't leave it.

If, by some miracle, the Heroes and their allies manage to defeat the monsters, there is a strange table-like structure within the large chamber housing Jorr and his minions, featuring a bizarre arrangement of strange black crystals. It crackles with obscene power, speaking of Darkness, but something beyond anyone's best knowledge of magic. It has a Toughness of 12, and will explode over a Large Burst Template for 4d6 damage if it is beaten into destruction (but anyone *Cursed* will then be cured). A *Dispel* against it will have to go against a d12+2 (d10 Wild Die); success means it is inert, and the *Curse* is lifted.

There is fabulous wealth in here, as well – thousands in gold value, as a matter of fact. You should see fit to let each Hero walk out with an item of decent power, along the lines of a +2 bonus with some other kind of special ability. Most of the wealth, however, will be distributed between the goblins of Telok, the Rangers, and the Lanthorian Academy.

## MASTER ALBERT SCHRABER

**Attributes:** Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d10

**Skills:** Climbing d6, Fighting d8, Guts d8 (+2), Investigation d10 (+2), Knowledge: Cosmology d8, Knowledge: History d12 (+2), Knowledge: Legends Lore d12 (+2), Knowledge: Magic d6, Knowledge: Politics d6, Lockpicking d6, Notice d10, Persuasion d6, Shooting d10, Stealth d6, Survival d8, Tracking d6

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

**Hindrances:** Curious, Big Mouth, Stubborn

**Edges:** Connections, Investigator, Jack of all Trades, Scholar, Wealthy

**Gear:** Quarterstaff (2d6, Reach +1, Parry +1), Crossbow (2d6, AP 2), Partial Leather Armor (+1, -2 Coverage), Lockpicks, Parchment & Ink, Rope, Climbing Gear, Digging Tools, other gear as needed

## STEALING THE DUCHESS

This adventure should begin either during or immediately after another one, while the Heroes are still out in the Wildlands proper. It would be best if they were in the southern Wildlands, somewhere near Tarry and Homestead.

A man bursts into whatever inn or tavern the Heroes are currently using, catching them mid-meal. He is well-dressed and wearing the livery of a ducal house, but his hair is crazed and he is sweat-soaked.

"You are here, praise the gods!" he gasps out, collapsing onto the nearest chair or, failing an available one, half-falling against the table. "They said you would be, but I didn't dare hope it would be true! You must help me! Please!"

The man's name is Mercher, he explains after he catches his breath (and drains any wine or ale or water he's offered). He is a member of the Duke Orlic's house. You've heard of Orlic—he controls the city of Tarry and its surroundings. Mercher explains that someone broke into the Duke's manor house last night, intent upon stealing jewels and other valuables. Whoever it was clearly had inside information, because Orlic was at a local harvest festival. Unfortunately his young wife, the Duchess Larissa, had been feeling under the weather and so had stayed behind. When they had returned home after the festival, Orlic and his servants were shocked to find the house ransacked—and Larissa gone.

"My master is beside himself!" Mercher admits. "You must help us save her! Please!"

Of course, the Heroes agree to help. This is exactly the sort of thing the Rangers are supposed to help with, and the fact that it's a Duchess in peril only makes the matter more pressing.

The problem is, what can they do? The smart thing would be to go back to Tarry and investigate the Duke's manor house, in the hopes of finding some clue to the thief-turned-kidnapper's identity and destination. But that means giving the thief more time to make good his escape with Larissa captive. Going after him immediately





might shorten the gap, provided the Heroes can figure out where he's going or at least which way he went.

If pressed, Mercher tells them he has no idea who it was or where he went. Apparently no one saw anything. The Rangers have a better network of watchers and informants, however, and putting the word out gets a quick reply—a man from a nearby village saw a dark horse galloping past last night, carrying both a man and a woman. The woman was sitting behind the man, her arms wrapped around his waist. She had pale skin and long dark hair, but that's the best description the man can provide. Still, it could have been Larissa and her captor. If so, they went southeast, toward Dragon Wood.

Going back to Tarry brings the Heroes face-to-face with Duke Orlic, who is panicking about the fate of his wife and who rages at the Heroes for wasting time coming here when they should be combing the land for the villain who did this. Nor is he wrong. All examining the house reveals is that the thief took the Duchess's jewels and the gold serving set from the dining room. Incredibly sharp eyes (Tracking at -4), however, will find strange hoofprints behind the manor house—they belong to a horse but the shoes have an unusual pattern to them, one the Heroes may recognize as the crisscross of woven reeds. Anyone with Common Knowledge about blacksmithing or a high Riding skill will realize that these horseshoes must have been cooled on woven reeds, and those are most often found in swampy areas—like the Serpent Marsh, just below Dragon Wood.

If the Heroes realize this quickly enough—or simply trust the sketchy eyewitness report and head straight toward Dragon Wood without going up to Tarry first—and ride fast enough, they can actually overtake the thief-kidnapper. Manito is a Wild Card **Elite Spy**; while he is not quite young anymore, he's still agile and quick-witted and arrogant. Manito is a thief and a good one, but when Larissa surprised him and shouted for the servants before he could silence her, he knew he was in trouble. He took the Duchess hostage to make good his escape, but stepped outside just as several soldiers were

going past—they comprehended the situation at once and Manito was forced to keep Larissa with him while he made his escape. He considered drowning her since then, but despite being a bit cold and certainly ruthless Manito cannot bring himself to maim or kill a helpless young woman—a fact Larissa has been using to her advantage.

If the Heroes do not catch Manito before he reaches Dragon Wood, you can segue immediately into “Life (and Death) in the Marsh,” below.

## LIFE (AND DEATH) IN THE MARSH

This adventure takes place after “Stealing the Duchess,” above, or as the second half of any mission where the Rangers are pursuing a villain through the Wildlands (in which case you can simply exchange Marito and Larissa for the villain and hostage—if one exists—in question).

The Heroes find themselves in Marsh Hold, on the edge of Serpent Marsh. It is a bustling port town, and they see creatures of many different races, all interacting freely and without prejudice.

They can feel the tension in the air, however, and every local glares at the Heroes or simply watches them closely. Clearly strangers are not made to feel welcome here.

The Heroes quickly discover why everyone around them is so on edge. A man, a local fisherman named (appropriately enough) Pike, turned up dead that morning. Pike was a garrulous fool but he had never hurt anyone (beyond the usual drunken brawl to pass the time), nor did he owe anyone anything. The locals are in an uproar, and are demanding swift justice. They're also goading all the foreigners mercilessly, making them all look like utter idiots and daring them to start something.

Under normal circumstances the people of Marsh Hold and of the swamps in general show respect for the Rangers and do as they're told, happily relinquishing









responsibility. Not this time, however. The locals want to go after Pike's killer themselves, and teach him a lesson about pain, and about killing one of theirs. They're not very happy about anyone who might interfere with their plans, including the Rangers, and a result they're polite but cold. It's obvious the locals just want the Rangers to do what they can and then leave.

Pike had a small shack out in the swamp. He lived alone and didn't have much company, but several of the locals offer to show you the path that will lead to it.

The Heroes are still pursuing Marito and Larissa at this point, so much as they want to help, the Heroes may decide rescuing a kidnapped Duchess is more important than avenging a slain fisherman. This won't sit well with the other locals, of course. And all signs point to Marito coming this way, or close to it. From there it's a short mental leap to realize that Marito may be responsible for Pike's death, particularly if Pike happened across Marito and was going to either disarm him or tell the authorities in Marsh Hold about the stranger and his attractive young captive.

The Heroes trek out to Pike's cottage, only to find clear traces that it's been visited and searched recently—very recently. All of Pike's belongings are still there but it does look like someone has slept here since the fisherman's death. Several locals are waiting there when the Heroes finally arrive, and it's obvious they've been investigating as well. If approached using either charm or intimidation, one of the locals admits that they're actually shadowing the Heroes, hoping to be led straight to Manito. They're also combing the swamp, however, searching for the killer before they even know for sure what he looks like or where he's going.

### GM TO GM: SERPENT MARSH

*Serpent Marsh is an interesting place for two reasons. One, it's all swampland, and any Hero inexperienced in such a setting is in for an unpleasant surprise. The mosquitoes alone are enough to make most people miserable, and add to that the humidity, the treacherous footing, the poor visibility, and the water-noises and staying more than a few minutes can drive a person mad. Anyone who doesn't have at least a d4 in Survival must check against Fatigue once a day. Fatigue levels can't be gotten rid of until they get out of the marsh.*

*The other reason Serpent Marsh is interesting is because it has three local races: humans, elves, and Dregordians. It's rare to see all three co-existing so well—it's unusual to see Dregordians living outside Dregordia—but they definitely have a tight-knit community out in the swamps proper. You should play up the almost alien nature of the Dregordians, and the growing unease as the Heroes realize that the local humans trust their lizard-man neighbors far more than they trust the Rangers in general or the Heroes in particular.*

Fortunately, Manito has very little swamp experience. He was born and raised in Midway and knows firsthand how easily one can get lost in the nearby woods or the swamp. He bullied Pike into revealing his shack's location (and where he'd tied up his skiff last), then killed Pike, took his skiff, and rowed out to the shack. If the Heroes go there early on and use stealth, they can get the jump on the villain, who is holed up in Pike's shack with a bound and gagged Larissa. If the Heroes are too slow deciding what to do, the locals will go after Manito themselves—they're all adept at swamp life, and can easily sneak up on the rogue and capture him without much effort. Larissa is still alive and well, and as long as someone catches Manito off guard, everything will be fine.

If at any point the locals do manage to get to Manito first, they will cripple him and then drag him away to another small shack in the swamp. If the Heroes attempt to intervene they will be forced to defend themselves against the locals, most of who have no military training but plenty of rage to sustain their attacks. If it comes to a battle, the Heroes will be up against 8 **Commoners** and 3 **Thugs** (though they all have a little better Stealth and Survival)





## RIVER PIRATES

The Howling River runs out of the Southern Fangs and right through the heart of the Wildlands, north to south, acting as a vital artery for all of the Southern Kingdoms. It pours into the *Vas'Lok*, a giant lake that Kythros and Ey'Vas both reside on, and continues on into the Freelands, where it splits off to Durrell Port and the great free city of Lanthor.

Wide and deep, the Howling River is much like the Mississippi, and sizable river craft and sailing ships ply up and down it to carry vital trade. Naturally, with all this wealth flowing along, there are bound to be predators keen to take what they want – river pirates.

The Rangers are actually part of a larger group called the River Trade Coalition, established by a large number of traders and noble houses dependent on the safe and secure flow of trade along the riverways. There are RTC Marines who handle much of the escort and security needs along the Howling and other waterways, but the Rangers are often called in when a particularly difficult matter is at hand. This is especially true when pirates and bandits base themselves well off the river and out of easy reach of the Marines.

The Heroes are called in when a series of raids are reported on the stretch of the Howling River that runs between Erimar and the dwarven stronghold of Barak. Some of the raids happen between the cliffs and steep hillsides that bound the river as it flows through the Northern Hills, while others happen outside of that valley. The raiders are using atypical tactics; they jump into many small craft near the narrower parts of the river and move to intercept their prey. They tend to choose only smaller craft, grabbing what they can, and retreating back to shore. Coalition Marines have attempted to pursue, but such efforts have proven either fruitless or deadly.

The Rangers have been asked to try and track down where this band of river pirates is headquartered. The intention is to discover their base, then put together a good-sized force to finally deal with them.

The pirates are led, strangely enough, by a female dwarf named Gael Redhammer. Her clan is sponsoring the raids for the simple reason of accumulating resources and money for war. Her mate was killed in a mining accident, and her family lost status because he was blamed for the cave-in that took many other lives as well. She has been gathering more and more followers, due to increasing dissatisfaction with the chieftain of Barak, and now she is trying to build an army.

Naturally, the dwarves don't actually participate in the raids, as none of them can swim and would sink as stones. They do, however, cover the escapes of the men they've partnered with, and give them a fantastic hideout under the western portion of the Northern Hills, with tunnels that lead into the valley directly, as well as out along the northern edges of the range.

How the Heroes choose to investigate will determine what happens next. If they wait for another raid, they can follow the pirates when they come back ashore. They will, with Notice checks against the Stealth of the Dwarven Warriors, see the covering dwarves, ready to attack any who

### GM TO GM – SHOWDOWN IN REDHAMMER HALL

*If you and your players are keen for a Showdown-style battle, this is a pretty good one. It has simple parameters and is low-magic, which should make it a lot easier to manage.*

*There will be ten RTC Marines (**Soldiers**), plus one **Advanced Soldier** as the leader. The Rangers will send along a squad of five **Rangers** as well as the Heroes. The chieftain of Barak will insist on sending twelve **Dwarven Warriors**, plus a Wild Card **Advanced Dwarven Warrior** (who has Sorcery at d10, 20 Essence, and the Bolt, Boost Trait, Deflection, and Entangle Powers) to lead them.*

*The bandits and rebel dwarves will have lots of cover with all the tents, lean-tos, and what-not, but the assaulting force will have the high ground to start. It bears noting that in addition to all the warriors and such, there are around 18 non-combatants here as well – wives and children of some of the antagonists.*



follow too far. So long as they stay back and hidden, however, the Rangers should be able to follow the entire raiding party back to one of the tunnel entrances they use to get to their hideout.

The raiding party, by the way, is made of up of four teams of four pirates each (16 **Bandits** with Boating d6 and Swim d4 added in; one of them is an **Advanced Bandit** who is a Wild Card), with each team carrying a cleverly-engineered lightweight boat. Ten **Dwarven Warriors** cover their escape route, and the place at which they meet up with the dwarves is where a well-crafted stowage point has been prepared. The pirates stack and stash their boats quickly, then pack up the booty and move out with the dwarves. Without observing it being opened directly, it would take a Notice check at -4 to see this place. Both the boats and the stowage point are dwarven-engineered, naturally.

There are guards on the entrance, of course – three **Dwarven Warriors** and one **Advanced Dwarven Warrior**. Confrontation of one type or another is going to likely be required to get past them. Assuming the Rangers can manage it without raising the alarm, they can sneak in to get a lay of the land.

The dwarves and pirates have a village-sized set up about a half-mile away from the entrance; there are branching tunnels, but any dwarf or anyone making a Tracking or Survival roll should be able to find and keep to the main path. The tunnel comes out onto a landing that looks down into a roughly bowl-shaped area with a high ceiling, complete with an underground stream and semi-permanent dwellings all over.

There are a *lot* of opponents here! At any given time, there are 10 + 2d6 **Dwarven Warriors**, 1d8 **Advanced Dwarven Warriors**, and Gael Redhammer, a Wild Card **Elite Dwarven Warrior** (equipped with an enchanted Dwarven Axe, +2 to Hit and Damage, and Medium Shield with +1 Parry). As well, there are 20 + 2d4 **Bandits**, 1d8 **Advanced Bandits**, and Rory Kur, a Wild Card **Elite Bandit** (with a +1 to hit Longsword).



Honestly, the Heroes are **not** meant to attack this bunch on their own. They really are supposed to go back, report what they find, and let the Rangers and RTC Marines launch a larger assault (with aid from the dwarves of Barak, once it's discovered that dwarven insurgents are involved). If you're of a mind to run a large, epic battle, you could let them accompany the attacking force and have them run the various allies in a Showdown-style battle!

Then again, if you wait until late in the career of the Heroes, who knows... maybe they will decide they can take these guys!

## FOREST FOR THE TREES

The Heroes are passing through Vaiwood Forest on their way from Five Cross back to Kythros. Suddenly they're attacked!

*The first hint you have is a sudden burst of pain to your temple, as something slams into your head. Another impact follows, and the air is filled with small missiles emerging*







Fortunately, the missiles prove to be nuts, acorns, and small hard fruits. They sting but aren't a serious danger unless a Hero takes one in the eye. The attack lasts a minute or two and then suddenly stops, as do the strange sounds.

A short while later, the Heroes are attacked again. They may catch brief glimpses of shadows moving among the upper branches—far higher than any of them could climb, at least easily—but other than that and the sounds, they gain no hint of their attackers. Feel free to play up these attacks as sudden and violent and mystifying, but ultimately harmless.

The goblinish gather of Notz is nearby, and the Heroes may want to stop there to ask about this bizarre almost-danger. "The forest spirits, you mean?" the orc chieftain, Rokan, asks. "Yes, they've been plaguing us as well, these past few months. No one's ever gotten a good look at one, they come and go so fast, but they live among the trees and attack when they're bored or neglected. We set out offerings to appease them, and it helps." He assures them that the spirits have not posed a major threat—yet—but agrees it's a good idea to stay wary.

The "tree-spirits" are in fact children, specifically the goblinish children of Notz. Growing up in and around trees, these boys and girls have learned how to swing and crawl and climb better than most forest creatures. They spend

*from the leaves high above. You can hear strange noises as well now, chirps and whistles and squawks like you've never heard before. What strange new threat is this?*





more time aloft than on the ground, and love spying on and tormenting clueless adults. The Rangers were simply too good a target to pass up. None of the children are over ten years old.

How the Heroes discover this depends upon what they do. The children are mischievous but not malicious, and they're curious and bored and playful. It may be possible to lure them out with sweets, or with the offer to play a game, or even with something as simple as a childish dare ("I bet you can't make it from all the way up there to down here faster than I can drop this apple!"). Once caught the children are both proud and contrite, and promise not to attack the Rangers any more.

Solving that mystery should make the Heroes feel all proud of themselves, which means they may be cocky—and sloppy. The next night, if they have someone on guard, he or she hears something rustling through the leaves and vines nearby. It sound like an animal but a big one and it's not making any other noise. Going off into the woods alone after it will get the character attacked. Waking up the others will make the sounds disappear. The next morning there are strange tracks, human and yet not. More like something in between. There is also a dead deer not far away, its neck torn open and its sides ripped apart and devoured, evidently raw.

Something is here in the forest, and it is most assuredly neither a spirit nor a pack of playful kids.

This is where the children could actually be useful. They can scout the forest far more easily than the Rangers can, and report back. They're eager to help if asked, and quickly report back that a strange man is stalking through the forest, big and bulky and shaggy, his movements as smooth as a wolf's lope, his eyes amber.

This is a Wild Card **Advanced Werewolf** from Shaya'Nor, hear to scout out the area. He has only been ordered to look around but he is enjoying his freedom here and will indulge his bloodlust whenever possible. Killing him will bring the Rangers some local renown, plus the hero worship of the children, and will keep the area safe from Shaya'Nor influence.

## DREAD SUMMONS

This scenario needs to be run shortly before the time described in the "Three Full Moons" scenario (found in the Raven's Quest Campaign, above). In preparation for the great war the Empire plans to launch upon the opening of the Gates of Hell, teams of acolytes and their followers have been stealing their way into various parts of the Southern Kingdoms. Seeking out places of power and carrying the accouterments of terrible, bloody rituals, they plan to summon forth Childer and what minor demons they can manage prior to Ceynara's awakening. This will place terrifying and deadly enemies in the midst of the very people the knights and warriors of the Southern Kingdoms seek to protect.

Three children have gone missing from the village of Meyer's Mill. The Heroes are sent to investigate and, hopefully, find them. Along the way to Meyer's Mill, they will come across a very distraught traveling merchant and his wife; their young daughter and baby boy were taken from them by armed men wearing horrible masks just the night before. They barely escaped with their lives, thanks primarily to him having a potion of Bottled Shadows.

Starting from either the scene where the merchant and his wife were jumped (a straight Tracking roll), or else the village (Tracking at -2), the Rangers should be able to find the trail. Unfortunately, time is not on their side. By the time they reach the site of the ritual, it will have already begun, leaving them in a very dangerous hostage situation as well as facing a fairly nasty battle.

In all, there are 13 hostages, the oldest one no older than 14 (innocence generates the greatest power in sacrificial magic). Each victim is bound to a rune-covered pole that has been hammered into the ground, surrounding an oddly-shaped stone jutting out of the ground to a height of over 12 feet. There is a great bonfire burning right next to the stone. If anyone uses *Detect Arcana* on it, the stone definitely reads as having great power, tied to the Flame. There is one lead acolyte (an





**Elite Acolyte**, Wild Card), a Kalinesh male in armor and robes, leading the ritual; he is chanting at the base of the stone. 4 other acolytes (all scantily clad females, **Advanced Acolytes**, sans armor; the long knives are effectively short swords) are dancing around the circle, waving wickedly curved long knives. Surrounding the entire tableau are 8 armored and armed warriors (**Advanced Kalinesh Soldiers**).

All of the Kal are under the spell of the moment, making them **Fanatic** (Combat Reflexes if they don't already have it, +2 Toughness). They will all fight to the death, no exceptions.

From the moment the Heroes come upon the scene, deal them and the villains cards even if nothing has started. Put them in rounds, and start asking them what they do as if combat had begun. This will hopefully clue them in that there is a time limit. On the **Elite Acolyte's third round**, he will give a great shout, and each of the four assistants will slash the throat of the nearest victim. At the same time, a shimmer will appear in the widest face of the stone, indicating that a portal is being opened. Every round after, this will be repeated, until the fourth round, when all four assistants will plunge their knives into the heart of the youngest (the infant son of the merchant).





At least, that's the plan. Hopefully, the Heroes will act to stop this. Fortunately for them, the acolytes are pretty intent on finishing the ritual properly, so they are not inclined to kill anyone early if they can help it. However, once it looks like their guards may not be able to hold off the interlopers, the leader will call for the other acolytes to begin slaying the sacrifices quickly, in hopes of summoning *something* through.

If any of the victims are killed, the leader will pull through a **Greater Horde Fiend** (Wild Card). If more than half of the victims are killed, he will pull through a **Reaver** (Wild Card). His original goal was to pull through a **Horde Champion** (Wild Card); if he pulls that off, the Heroes are probably dead as well.

## SERENITY IN STRIFE

This scenario should be put into play sometime after the Heroes have established they are good with more than just combat missions. It definitely requires some investigation and dealing with Wildland politics.

*"Somethin's goin' on in Serenity," Sergeant Major Mindril told you in his office. "Check it out."*

*That was all he said. Not that you should mind much. Serenity is the largest, most active city in the entire Wildlands. It's constantly bustling, and there are always things to see and do there. It makes even Kythros look small and provincial. And you have basically been told to go there and wander around freely, just to see if you can find anything troublesome. Hardly a rough assignment!*

Do what you can to subtly encourage this "Hey, a paid vacation!" attitude in the Heroes. Serenity has quite a few Rangers already, of course, plus its own city guards, so they hardly need a few extra fighters for protection. And this is the big city, the biggest one around. The Heroes should feel like this is an unexpected treat—they can go to Serenity, wander around, have some fun, buy a few things, and then report back that nothing's wrong.

Except that life never quite works out that way, does it? Because the first thing the Heroes should do upon arrival is report in at the local Ranger headquarters. And the local Ranger leader, Sergeant Talbon, is suspiciously happy to see them.

"Do me a favor," he asks, in that tone that indicates it's not really a request. "Pay your respects to the Lord Mayor. And let me know what you think of him."

That seems an innocuous enough request, which is never a good sign. But you can hardly refuse, so you make haste to the Baronial Mansion, which sits just back of the center of Serenity, off the City Plaza.

Lord Mayor Citren, the Baron of Serenity receives the Heroes almost at once. They've all seen him before, though never up close—he's a short, sturdy man with a shock of salt-and-pepper hair and a bushy black beard. Citren always dresses well, not ostentatiously but in the finest materials and beautifully cut, and according to rumors he is the same in his other appetites, preferring quality over quantity.

Citren is the perfect host, expressing his pleasure at meeting the Heroes and expressing his hope that they have an excellent time in his fair city. But something feels off about the meeting. The Heroes have all been to Serenity before, and have all seen Citren giving speeches or enacting some citywide initiative, and he's always seemed smooth and in control. Now he's sweating and fidgeting and not meeting their eyes. He's clearly nervous, but why?

If asked directly, Citren doesn't reply, but he does turn pale and look away quickly. Shortly after that he apologizes but says he has a pressing matter he really must handle. Obviously the question spooked him. If not asked, the meeting continues a short while, with no one saying anything of real import and with Citren definitely acting suspicious.

Speaking with Talbon later confirms it. He had noticed the same odd behavior in Citren, and had wanted a second opinion. Clearly something is bothering the Lord Mayor, and that isn't good. The question is what?







The Heroes can ask around or they can keep a close eye on Citren—or both. Asking around reveals that he has been acting strangely for the past few weeks. No one particularly unusual has appeared during that time, though of course Citren meets with diplomats and ambassadors and nobles and merchants and others all day long.

Watching Citren reveals that he is extremely busy, has many meetings—and rarely touches his food. Which is strange because he's always been one to enjoy his food very much.

If the Heroes inquire about that with the mayor's staff, they learn that his loss of appetite dates back a few weeks as well. Before that everything seemed fine. Asking

in the kitchen itself reveals another fact: the change occurred right after they had a new cook, though he didn't last more than a few days. The cook in question was a man named LeTrom, who had only filled in because one of the regular cooks had taken ill suddenly. The rest of the kitchen staff describes LeTrom as tall and thin, with receding blond curls and a weak chin covered by a wispy blond beard.

Asking Talbon about LeTrom yields even more information, as the Ranger leader's eyes go wide. "That's not his name," Talbon insists sharply. "I know who he is, and his name is Trey Montrel! He's a scoundrel, a liar, and I'm pretty sure a murderer, though we haven't been catch him at it yet."

(This would be a good time to bring the players up to speed on the Trel Feud, if they have not had reason to learn about it up to now.)

So what was a man like that doing posing as a chef? The only reason would be to get close to Citren—or at least close to his food!

Of course the Montrels have wanted to reclaim Serenity ever since Artemus Trel gave the city its independence in his will. Reversing that decision is perhaps the only thing the Montrels and the Nortrels have ever agreed upon.

At the same time, observations and questioning will *also* reveal another piece of the puzzle. One of his frequent visitors is Ariana Nortrel. But since when has a Nortrel spoken with the Lord Mayor of Serenity so often? And why now, at just the same time a Montrel is poisoning and extorting him? And why does she always seem so cheerful when she leaves? Something is wrong there as well.





If confronted about his diet, Citren breaks down and confesses. "I've been poisoned!" he declares, sobbing. Apparently LeTrom poisoned the butter-basted broiled flounder he had for lunch that day, and then informed Citren of the truth when he came to collect the empty dishes later. There is an antidote but it must be taken once a day or the poison would kill Citren within minutes. Ever since then he's been forced to do whatever LeTrom wants, which so far has only meant drafting new trade concessions to Montrel.

Further investigation, or pressing Citren *hard*, reveals that the Nortrels have kidnapped Citren's youngest daughter, and are holding her against his good behavior. Poor Citren! He's being extorted by both families, one using poison, the other kidnapping! And of course the two families hate each other, so it's only a matter of time before he finds himself in a situation where they are fighting over something in Serenity and each instructs him to act in their favor. What will he do then?

Obviously, the Heroes need to rescue Citren's daughter and wrest the antidote from LeTrom. But they have to be very careful – both Citren and Talbon will warn them that the Montrels and Nortrels have *extensive* spy networks all over Serenity, and tipping either family off about what's going on could have disastrous results for Citren, his family, and the entire city. Talbon sadly admits that he can't be sure if any of his Rangers are on one or the other family's payrolls.

Worse, Talbon and Citren both believe that the situation, if poorly handled, could lead the families to go to open war over the city! Stealth and subtlety will serve the Heroes best here.

LeTrom/Trey is a Wild Card **Elite Spy**, as is Ariana. They both have **Spies**, **Thugs**, and **Soldiers** in their service. LeTrom also has an **Advanced Warrior Mage** in his employ, and Ariana has two **Warrior Adepts** at her beck-and-call.

## GRAY FADES TO BLACK

*You've gotten used to Sergeant Major Mindril's succinct instructions, so it's no surprise when he summons you to his office and says, "Bandits in upper Lonewood Forest. Fix it." But then, surprisingly, he pauses. "Be careful," he warns. "Something about this feels . . . familiar." It's an odd warning, and you take it to heart. The Sergeant Major usually doesn't bother to act cryptic.*

The Heroes travel down to Lonewood Forest, at the south end of the Wildlands just above the Freelands. The Howling River cuts right through the forest, so that's the fastest route down there, but the Heroes may want to disembark at Alewond and ride the rest of the way down so they can get a better idea of the problem.

If not, they may encounter the problem firsthand, as their barge is attacked by the very bandits they've been sent to capture!

The locals call them the Black Bandits, because apparently they all wear heavy hooded cloaks of some black material that blends easily into the shadows. They hit hard and fast, appearing from the trees, stripping away all valuables, and then vanishing again. The good news is that the Black Bandits don't seem to use any more force than necessary, and they're clearly focused on theft rather than murder. The bad news is they're fast, efficient, and quiet. No one knows who they really are, where they hole up, and how to stop them.

If the Heroes are unlucky enough to remain on the barge as it passes into Lonewood Forest, they are as surprised as anyone when the Black Bandits appear. The barge slows to navigate a tight turn and suddenly there are 10 black-clad men on the deck, each carrying a naked sword and an empty sack. It should become immediately clear that to act may endanger any number of innocents; that many blades flashing on such a crowded deck will be impossible to control, and there are plenty of hostages to be taken.





"Valuables, please," one of them announces, and they move quickly from person to person, taking any jewelry, money, and other small items of worth. Upon seeing the Heroes the Black Bandits pause, and then the one who spoke executes a slight, mocking bow. He does not exclude them from the theft, however.

Though the Black Bandits all wear their hoods down low, and have black kerchiefs tied over their noses and mouths, if any of the Heroes has served the Rangers for a long time (at least four years) there is something oddly familiar about the bandit leader.

After collecting the valuables the Bandits leap back off the barge, grabbing vines and branches to swing back to the nearby bank. They do so in an orderly, disciplined fashion, covering each other so that no one can attack them while they're vulnerable. The leader is the last to go, and he turns to the Heroes again before he swings away. "Tell Kork and Valinda their men are getting soft," he says with a sharp laugh. Then he's gone.

The Heroes can pursue the Black Bandits, of course. But they are all **Advanced Rangers** (the leader is a Wild Card **Elite Ranger**; give him Knowledge: Battle d12, Improved Level Headed, and all of the Leadership Edges); unless the Heroes have equally high skills at tracking and high movement they'll quickly lose the bandits in the trees.

If the Heroes did disembark at Alewond they'll later hear that their barge was robbed. And upon arriving in Lone Keep (where the Freelords are more than happy to host them as they conduct their search), they'll receive a cryptic message that says only "Gray Fades to Black."

Lone Keep is the obvious base for seeking the Black Bandits—it is the largest town in the forest and sits roughly central, plus the Howling River runs right through it. Thus far the Black Bandits have concentrated their attacks to the north, so the Heroes can stay in Lone Keep and venture up each day seeking their quarry. There are many small settlements within the forest as well, however, and the Heroes could choose to stay in one of those to make their presence less obvious.

Make sure the Heroes tell you what they're planning to do and how. Then counter it every time. They should get frustrated quickly, and for good reason—it seems the Black Bandits can anticipate their every move. The trick, of course, is not to be smug or dismissive; you'll have to describe how they are thwarted in a manner that establishes that they are up against a very masterful foe. It's probably best to limit this to three "frustrations."

The masterful countering of their plans, plus the bandit leader's cryptic comment or note, should help the Heroes figure out what's really going on here. The Black Bandits were once Gray Rangers.

In fact, the bandit leader is none other than former Sergeant Major Hencival Mayl. Mayl was considered one of the finest tacticians and military thinkers the Gray Rangers had to offer, and many expected him to eventually be commissioned and become Lord Colonel, possibly even Lord Great Colonel once Kesspar no Visstor eventually retired. Yes, he was somewhat arrogant, but he was thorough and competent, and possessed of a very keen mind.

Then Kork Mindril was promoted to Grand Sergeant Major over Mayl—Kork had served longer but Mayl objected, claiming the dwarf was weaker and dumber than him. He accused the Lord Commander and Lord Great Colonel of promoting Kork because they knew he'd obey blindly, whereas they feared Mayl's own brilliance. When Lady Grayson reprimanded Mayl for his attitude, he quit in disgust. Several of the men he'd personally trained quit with him, and they all disappeared. Rumors surfaced that they were serving as mercenaries, but no one knew for certain. Clearly they have recently decided to settle into the life of bandits, and have taken up roost in the Lonewood Forest.

This is a more strategy-oriented adventure than most; the idea is to make the players come up with a truly "cunning plan." Mayl is brilliant, and he knows the Rangers' tactics backward and forward. That's why he can anticipate almost anything the Heroes do, unless they deliberately ignore their own training and do something





counter-intuitive. He has twenty men at his command, each of them **Advanced Rangers** except for his second, Org Hardjaw, who is an **Elite Orc Warrior** and also a Wild Card. Mayl loves the idea of showing up the Gray Rangers and will deliberately taunt the Heroes, which may ultimately make him careless. Despite his bitterness and his recent turn to banditry he is still a man of honor, and will not kill except in a fair fight.

The Heroes can get additional **Rangers** to help them—several are based in Alewond. As well, the Freelords can assign up to four **Advanced Soldiers** to assist them. The key, however, is not strength in numbers but superior cunning. If they can outsmart Mayl, he'll admit defeat and walk away, though he won't willingly submit for punishment. Instead he and his men will disappear from Lonewood Forest, only to have rumors of the Black Bandits surface somewhere else. They could easily become an ongoing adversary, until the Heroes are powerful enough to challenge Mayl and defeat him in combat and thus capture him once and for all.

## ENCOUNTERS

What follows are the various folks and creatures Heroes may encounter and deal with in their adventures in Shaintar. In most cases, there are three “versions” presented – the basic version, an **Advanced** version, and an **Elite** version. This is switched up with some things, but that's the basic format for most entries.

There's no mathematic balancing going on here, though. It is true that you might want to select Advanced characters to challenge Seasoned to Heroic PCs, while Elites are probably better geared for the Veteran-to-Legendary range. However, these designations are more intended to help you structure encounters involving complex groups of antagonists, rather than “balanced” battles.

In other words, it is entirely possible a story involving Novice Heroes might call for them to face





## GM TO GM: A NOTE ABOUT MAGIC USE

*In the Appendices, you will find a discussion about **Extended Casting**, which enables casters to take extra time and thus gain extra duration on non-Instant spells. I highly recommend this in Shaintar, and use it extensively for my bad guy casters whenever they have any reason to expect combat.*

*As such, some casters listed below forego wearing much, if any, armor, with the assumption they will enter battle with an Armor and/or Deflection Power going. Many will also Boost Trait on themselves and their closest allies.*

an Elite Soldier. What they do, and how they deal with him, will be an important part of the story. The Elite Soldier simply represents a “level” of training and expertise beyond a typical combatant.

In many cases, the default race of an encounter group will be human; some specific racial encounter groups are also presented, representing the skills and talents they are more prone to. Creative GMs are encouraged to modify basic templates with racial abilities as they wish; a band of Thugs may well have a goblin and a dwarf in their ranks, for example. Honestly, you can probably get away with just *saying* one’s a goblin and one’s a dwarf without actually changing anything mechanically. After all, there can be fast dwarves and tough goblins...

In the entries below, the Parry and Toughness ratings may have two numbers. The one in parentheses is based on typical gear used, while the base number is without the use of any gear.

Speaking of gear – no attempt has been made to tie “loot” to any of the following folks. Only a very few of them have magic items listed. It is up to you to decide what, if any, treasure can be attained from an encounter. As stated elsewhere, Shaintar is not really a campaign based on the premise of acquisition, and special items should be *special*, attained because something important happened in the story to warrant it. You should make a conscious effort to decide of a particular bad guy has one or more items, and make that decision knowing that such items will likely end up in the hands of the Heroes.

There are exceptions, of course, and mighty

handy ones at that. Many of the items used by Flame devotees will be made from Blood Steel, which is inherently vile and evil. The same can be said for Black Iron, the substance most closely associated with Darkness. In this

way, you can arm villains with powerful magic weapons and armor, knowing the Heroes can’t really use them.

## ACOLYTES

Demon priests and warlocks, practitioners of the evil and dangerous art of Thaumaturgy, these men and women consort with the most vile forces in the universe to wield terrible power. Most are in service to the Kal-a-Nar Empire, but there are plenty who simply follow the road to damnation for their own ends.

### ACOLYTE

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

**Skills:** Fighting d6, Guts d6, Knowledge: Cosmology d6, Knowledge: Flame d8, Knowledge: Magic d6, Notice d6, Stealth d6, Thaumaturgy d8

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

**Edges:** Acolyte, New Power, Power Points

**Gear:** Ceremonial Bloodsteel Long Knife (2d6), Partial Scale Armor (+2, -2 Coverage)

**Powers:** Armor, Bolt, Burst

**Essence:** 15

### ADVANCED ACOLYTE

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

**Skills:** Fighting d8, Guts d6, Knowledge: Cosmology d6, Knowledge: Flame d8, Knowledge: Magic d6, Notice d6, Stealth d6, Thaumaturgy d10

**Pace:** 6; **Parry:** 6; **Toughness:** 6 (9)





## GM TO GM : SUMMONER

*Really, it's a plot device. You don't need to sweat any mechanics where this one is concerned, as it is an "excuse" for an Acolyte or Necromancer to have lots of servitor beasts on hand for a battle, or to bring in some during a fight.*

*If you want it more defined, however, here are the stats for the Edge –*

**Summoner** (Prerequisites: Spirit d10, Thaumaturgy or Necromancy d8, Veteran+, Zombie or Summon Entity as a Power). The Summoner can spend extra Essence to draw in more servitors, but only when summoning entities of lesser rank than his max potential. For every 3 additional Essence spent summoning a lower rank entity, the number of summoned creatures is doubled.

For example, if a Heroic-ranked Acolyte wants to summon a Greater Abyssal Brute or a Reaver, he can only get one at a time. However, he can spend 8 Essence and get two regular Abyssal Brutes, or spend 11 Essence and get four of them. If he wanted to summon regular Minotaurs instead, he could spend 3 Essence for one, 6 for two, 9 for four, 12 for eight, and so on.

Combine this with **Extended Casting**, found in the Appendices, and you have Summoners who can create a significant fighting force all their own.

**Edges:** Acolyte, New Power (x3), Power Points (x2), Summoner

**Gear:** Ceremonial Bloodsteel Long Knife (2d6), Partial Chain Armor (+3, -2 Coverage)

**Powers:** Armor, Bolt, Burst, Fly, Summon Entity

**Essence:** 20

## ELITE ACOLYTE

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

**Skills:** Fighting d10, Guts d8, Knowledge: Cosmology d8, Knowledge: Flame d8, Knowledge: Magic d8, Notice d6, Stealth d6, Thaumaturgy d12

**Pace:** 6; **Parry:** 7 (8); **Toughness:** 7 (12)

**Edges:** Acolyte, New Power (x6), Power Points (x4), Summoner

**Gear:** Bloodsteel Long Sword or Mace (2d8), Enchanted Bloodsteel Plate & Chain Armor (+5, -5 Coverage), Medium Shield (+1 Parry, +2 Armor vs Ranged Damage)

**Powers:** Armor, Bolt, Burst, Deflection, Fly, Puppet, Rending, Summon Entity

**Essence:** 30

## ADEPTS

Greatly feared, and for good reason, adepts are often employed by various factions for the unique talents they can employ in any mission or operation. Heroes don't always know they are up against an adept... until it's too late.

### ADEPT

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

**Skills:** Fighting d6, Guts d4, Intimidation d4, Knowledge: Magic d4, Notice d6, Stealth d6, The Way d8

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

(6)

**Edges:** Adept

**Gear:** Short Sword (2d6), Small Shield (+1 Parry), Partial Leather Armor (+1, -2 Coverage), Focus Crystal

**Powers:** Deflection, Mind Reading, Stun

**Essence:** 10

### ADVANCED ADEPT

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

**Skills:** Fighting d6, Guts d6, Intimidation d6, Knowledge: Magic d6, Notice d6, Stealth d6, The Way d10

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

**Edges:** Adept, Dreamdancer, New Power (x2), Power Points

**Gear:** Short Sword (2d6), Small Shield (+1 Parry), Partial Leather Armor (+1, -2 Coverage), Focus Crystal

**Powers:** Deflection, Mind Reading, Puppet, Stun, Telekinesis

**Essence:** 15







## ELITE ADEPT

**Attributes:** Agility d6, Smarts d6, Spirit d12, Strength d6, Vigor d8

**Skills:** Fighting d8, Guts d6, Intimidation d8, Knowledge: Magic d6, Notice d8, Stealth d6, The Way d12

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

**Edges:** Adept, Dreamdancer, New Power (x6), Power Points (x3)

**Gear:** Short Sword (2d6), Small Shield (+1 Parry), Partial Scale Armor (+1, -2 Coverage), Focus Crystal

**Powers:** Armor, Bolt, Deflection, Illusion, Mind Reading, Puppet, Stun, Telekinesis, Telepathy

**Essence:** 25

## ALCHEMISTS

Imminently useful and inherently dangerous, alchemists tend to be found in larger towns and cities. Occasionally, one may be met out in the wilds; fortunately for all, "field alchemists" tend to develop good throwing skills...

### ALCHEMIST

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

**Skills:** Alchemy d10, Fighting d6, Guts d6, Knowledge: Cosmology d6, Knowledge: Magic d10, Knowledge: Metalcraft d6, Notice d6, Persuasion d6, Stealth d4, Throwing d6

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

**Edges:** Alchemist

**Gear:** Dagger (2d4), Partial Leather Armor (+1, -2 Coverage), 1 Armor potion, 1 Boost Strength potion, 1 Entangle potion (4-point version), 2 Healing potions

**Powers:** Armor, Boost Trait, Entangle, Healing

**Essence:** 5



## ADVANCED ALCHEMIST

**Attributes:** Agility d8, Smarts d12, Spirit d6, Strength d6, Vigor d6

**Skills:** Alchemy d12, Fighting d8, Guts d6, Knowledge: Cosmology d6, Knowledge: Magic d10, Knowledge: Metalcraft d8, Notice d8, Persuasion d6, Stealth d4, Throwing d8

**Pace:** 6; **Parry:** 6; **Toughness:** 5 (8)

**Edges:** Alchemist, Arcane Artificer, New Power (x2), Power Points

**Gear:** Enchanted Short Sword (2d6+1, +1 to Hit), Enchanted Partial Scale Armor (+3, -2 Coverage), 1 Armor potion, 2 Blast Potions (6-point versions), 1 Boost Strength potion, 2 Boost Fighting potions, 1 Entangle Potion (4-point version), 3 Healing potions, 1 Invisibility potion

**Powers:** Armor, Blast, Boost Trait, Entangle, Healing, Invisibility

**Essence:** 10

## ELITE ALCHEMIST

**Attributes:** Agility d8, Smarts d12, Spirit d6, Strength d6, Vigor d8

**Skills:** Alchemy d12+2 (d10 Wild Die), Fighting d10, Guts d6, Knowledge: Cosmology d6, Knowledge: Magic d10, Knowledge: Metalcraft d12, Notice d8, Persuasion d6, Stealth d6, Throwing d12

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

**Edges:** Alchemist, Arcane Artificer, New Power (x5), Power Points

**Gear:** Enchanted Short Sword (2d6+2, AP 2, +2 to Hit), Enchanted Partial Chain Armor (+5, -2 Coverage), 1 Armor potion, 2 Blast Potions (6-point versions), 1 Boost Strength potion, 2 Boost Fighting potions, 1 Entangle Potion (4-point version), 1 Etherealness potion, 1 Fly potion, 3 Healing potions, 1 Invisibility potion, 1 Quickness potion

**Powers:** Armor, Blast, Boost Trait, Entangle, Etherealness, Fly, Healing, Invisibility, Quickness

**Essence:** 10

## BANDITS

These are the rough men and woman who roam the wilds, preying on travelers, holding up merchant caravans, and carving out an outlaw's life. Some may well be romantic, rebellious figures, but most are just ugly and vicious cutthroats, predators who need to be hunted down and dealt with.

### BANDIT

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

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

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

**Gear:** Short Sword (2d6), Bow (2d6), Partial Leather Armor (+1, -2 Coverage)

### ADVANCED BANDIT

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

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

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

**Gear:** Short Sword (2d6) or Mace (2d6, AP 1 vs Rigid Armor), Bow (2d6), Partial Scale Armor (+2, -2 Coverage), Small Shield (+1 Parry)

### ELITE BANDIT

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

**Skills:** Climbing d6, Fighting d10, Guts d6, Intimidation d6, Notice d6, Shooting d8, Stealth d8, Survival d6, Taunt d6, Tracking d6

**Pace:** 8 (d10 Run); **Parry:** 8 (9); **Toughness:** 6 (9)

**Edges:** Block, Combat Reflexes, Fleet-Footed, Frenzy

**Gear:** Long Sword (2d8) or Battle Axe (2d8), Bow (2d6), Partial Chain Armor (+3, -2 Coverage), Medium Shield (+1 Parry, +2 Armor vs Ranged Damage)





## CELESTIALS

With the advent of Archanon's presence in Corelisia, his most powerful priests became aware of the Celestial Halls and the denizens they could call upon to aid in the fight against Flame and Darkness. When brought forth, these beings are more than happy to serve, though they are not "suicidal" puppets.

Discorporation, after all, is very difficult to recover from, even if it's not technically the same as dying again...

### HONORED DEAD

*Summon Rank: Seasoned.* The lowest ranks of the Celestial Halls, these rank-and-file servants are nonetheless impressive in their gleaming armor and luminescent presence.

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

**Skills:** Fighting d10, Healing d6, Notice d6

**Pace:** 6; **Parry:** 7 (9); **Toughness:** 7 (11)

**Edges:** Paladin of Light (Champion, Detect Flame & Darkness)

**Gear:** White Silver Longsword (2d8), White Silver Chain Armor (+4, -4 Coverage), Large Shield (+2 Parry, +2 Armor vs Ranged Damage)

**Special Abilities:**

- ♦ **Celestial** (+1 Toughness, ½ Damage from non-magical attacks, +2 to recover from Shaken, Immune to disease and poison)
- ♦ **Fearless**
- ♦ **Weakness** (+2 Damage from Black Iron and Bloodsteel)

### AETHERIAL WARDER OF THE FIRST HOST

*Summon Rank: Veteran.* Aetherial Warders guard the Celestial Halls from the forces of the Abyss and the Nether, as well as carry out missions of justice for the Lord of Light.

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

**Skills:** Fighting d10, Healing d6, Intimidation d8, Invocation d8, Knowledge: Cosmology d6, Notice d8 (+2)

**Pace:** 6; **Parry:** 7 (9); **Toughness:** 7 (11)

**Edges:** Alertness, Arcane Resistance, Champion, Combat Sense, First Strike, Holy Warrior

**Gear:** White Silver Longsword (2d8), White Silver Chain Armor (+4, -4 Coverage), Large Shield (+2 Parry, +2 Armor vs Ranged Damage)

**Powers:** Dazzle, Smite

**Essence:** 10

**Special Abilities:**

- ♦ **Celestial** (+1 Toughness, ½ Damage from non-magical attacks, +2 to recover from Shaken, Immune to disease and poison)
- ♦ **Fearless**
- ♦ **Light** (as Power, at will)
- ♦ **Regeneration** (Slow)
- ♦ **Sense Darkness/Flame** (Use Spirit)
- ♦ **Weakness** (+3 Damage from Black Iron and Bloodsteel)

### AETHERIAL WARDER OF THE SECOND HOST

*Summon Rank: Heroic.*

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

**Skills:** Fighting d12, Healing d6, Intimidation d10, Invocation d10, Knowledge: Cosmology d6, Notice d8 (+2)

**Pace:** 6; **Parry:** 9 (11); **Toughness:** 8 (13)

**Edges:** Alertness, Arcane Resistance, Block, Champion, Combat Sense, First Strike, Frenzy, Holy Warrior

**Gear:** White Silver Longsword (2d8), White Silver Plate & Chain Armor (+5, -4 Coverage), Large Shield (+2 Parry, +2 Armor vs Ranged Damage)

**Powers:** Bolt, Dazzle, Smite

**Essence:** 15









### Special Abilities:

- ♦ **Celestial** (+1 Toughness, ½ Damage from non-magical attacks, +2 to recover from Shaken, Immune to disease and poison)
- ♦ **Fearless**
- ♦ **Light** (as Power, at will)
- ♦ **Regeneration** (Slow)
- ♦ **Sense Darkness/Flame** (Use Spirit)
- ♦ **Weakness** (+3 Damage from Black Iron and Bloodsteel)

## AETHERIAL WARDER OF THE THIRD HOST

*Summon Rank: Legendary.*

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

**Skills:** Fighting d12, Healing d8, Intimidation d12, Invocation d12, Knowledge: Cosmology d8, Notice d10 (+2)

**Pace:** 6; **Parry:** 10 (12); **Toughness:** 9 (15)

**Edges:** Alertness, Improved Arcane Resistance, Improved Block, Champion, Combat Sense, Danger Sense, Improved First Strike, Improved Frenzy, Holy Warrior

**Gear:** White Silver Longsword (2d8), White Silver Plate Armor (+6, -4 Coverage), Large Shield (+2 Parry, +2 Armor vs Ranged Damage)

**Powers:** Barrier, Bolt, Blast, Dazzle, Smite

**Essence:** 25

### Special Abilities:

- ♦ **Celestial** (+1 Toughness, ½ Damage from non-magical attacks, +2 to recover from Shaken, Immune to disease and poison)
- ♦ **Fearless**
- ♦ **Light** (as Power, at will)
- ♦ **Regeneration** (Fast; +2 to recover from being Shaken)
- ♦ **Sense Darkness/Flame** (Use Spirit)
- ♦ **Weakness** (+4 Damage from Black Iron and Bloodsteel)

## GUARDIAN ANGEL OF THE FIRST HOST

*Summon Rank: Veteran.* Guardian Angels are capable of doing battle with the forces of evil, but they also serve very well to support others who are engaged.

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

**Skills:** Fighting d8, Healing d8, Invocation d8, Knowledge: Cosmology d6, Notice d8 (+2), Persuasion d8

**Pace:** 6 (15 Flight, d10 "Running"); **Parry:** 6 (7);

**Toughness:** 7 (11)

**Edges:** Alertness, Arcane Resistance, Champion, Dodge, Healer, Holy Warrior

**Gear:** White Silver Spear (2d6, +1 Parry, +1 Reach, 2-handed), White Silver Chain Armor (+4, -4 Coverage)

**Powers:** Barrier, Dazzle, Healing

**Essence:** 15

### Special Abilities:

- ♦ **Celestial** (+1 Toughness, ½ Damage from non-magical attacks, +2 to recover from Shaken, Immune to disease and poison)
- ♦ **Fearless**
- ♦ **Heavenly Presence** (+4 Charisma)
- ♦ **Light** (as Power, at will)
- ♦ **Regeneration** (Slow)
- ♦ **Sense Darkness/Flame** (Use Spirit)
- ♦ **Weakness** (+3 Damage from Black Iron and Bloodsteel)
- ♦ **Wings** (Flight 15, d10 "Running")

## GUARDIAN ANGEL OF THE SECOND HOST

*Summon Rank: Heroic.*

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

**Skills:** Fighting d10, Healing d10, Invocation d10, Knowledge: Cosmology d6, Notice d8 (+2), Persuasion d8





**Pace:** 6 (15 Flight, d10 “Running”); **Parry:** 8 (9);  
**Toughness:** 8 (12)

**Edges:** Alertness, Arcane Resistance, Block, Champion,  
Improved Dodge, Healer, Holy Warrior

**Gear:** White Silver Spear (1d8+1d6, +1 Parry, +1  
Reach, 2-handed), White Silver Chain Armor (+4, -4  
Coverage)

**Powers:** Barrier, Boost Trait, Dazzle, Greater Healing,  
Healing, Succor

**Essence:** 20

**Special Abilities:**

- ♦ **Celestial** (+1 Toughness, ½ Damage from non-magical attacks, +2 to recover from Shaken, Immune to disease and poison)
- ♦ **Fearless**
- ♦ **Heavenly Presence** (+4 Charisma)
- ♦ **Light** (as Power, at will)
- ♦ **Regeneration** (Slow)
- ♦ **Sense Darkness/Flame** (Use Spirit)
- ♦ **Weakness** (+3 Damage from Black Iron and Bloodsteel)
- ♦ **Wings** (Flight 15, d10 “Running”)

## GUARDIAN ANGEL OF THE THIRD HOST

*Summon Rank: Legendary.*

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

**Skills:** Fighting d12, Healing d12, Invocation d12,  
Knowledge: Cosmology d6, Notice d8 (+2), Persuasion  
d10

**Pace:** 6 (18 Flight, d12 “Running”); **Parry:** 10 (11);  
**Toughness:** 9 (13)

**Edges:** Alertness, Improved Arcane Resistance,  
Improved Block, Champion, Improved Dodge, Healer,  
Holy Warrior

**Gear:** White Silver Spear (1d8+1d6, +1 Parry, +1  
Reach, 2-handed), White Silver Chain Armor (+4, -4  
Coverage)

**Powers:** Barrier, Boost Trait\*, Dazzle, Greater Healing,  
Healing\*, Succor\*

\* - For 2x Essence, these can be cast over a Medium  
Burst area. For 3x Essence, they can be cast over a Large  
Burst area.

**Essence:** 30

**Special Abilities:**

- ♦ **Celestial** (+1 Toughness, ½ Damage from non-magical attacks, +2 to recover from Shaken, Immune to disease and poison)
- ♦ **Fearless**
- ♦ **Heavenly Presence** (+4 Charisma)
- ♦ **Light** (as Power, at will)
- ♦ **Regeneration** (Slow)
- ♦ **Sense Darkness/Flame** (Use Spirit)
- ♦ **Weakness** (+3 Damage from Black Iron and Bloodsteel)
- ♦ **Wings** (Flight 15, d10 “Running”)

## CHILDER

Beast men. Monsters. Strange creatures from beyond the Veil. They are the “Demon Children,” now most commonly known simply as Childer. It is believed that they were spawned or created by the Infernals of the Abyss many centuries ago, though it is unclear why they reside in a different realm – a hot, desolate landscape known as *Norcan Darr*, the “Hard Lands.”

What is known is that they are universally vicious, tainted by Flame, and the monsters that are often found in the wilds of Shaintar, where they’ve been summoned to create chaos and do murder and harm wherever they go.

Oh, and they prefer the flesh of sentient beings whenever they can get it...

## GARGOYLE

*Summon Rank: Seasoned.* Though first to be listed (due to the alphabetical order), gargoyles are the exception to the rule when it comes to Childer. They are not “beast-men” in the way the other three main types are, instead looking more like stone devil-like, bat-winged monstrosities. Ranging from deep red to coal





black, with glowing gold embers for eyes and having a lava-like substance for blood, gargoyles truly stand apart from other demonlings. In fact, most scholars speculate that they have an entirely different origin, and may not be Childer at all.

It hardly matters, though, as they are often found wherever other Childer are, serving the same ends with ruthless efficiency and great might.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d10

**Skills:** Fighting d8, Notice d8 (+2), Stealth d6

**Pace:** 4 (d4 Running); **Parry:** 6; **Toughness:** 12

**Edges:** Ambidextrous, Awareness

**Special Abilities:**

- ✦ **Claws/Spines** (1d12+1d6, AP 1)
- ✦ **Fearless**
- ✦ **Hardy** (Not Wounded/Incapacitated from a Second Shaken result)
- ✦ **Infravision**
- ✦ **"Lame"** (Very slow on their feet, though they fly just fine)
- ✦ **Living Stone** (+5 Armor, +2 to Recover from Shaken, Immune to disease, poison, Fatigue effects, and fire; +2 Stealth when motionless)
- ✦ **Weakness** (+2 damage from White Silver and Everwood)
- ✦ **Wings** (Fly 12, "Run" d6)

## ADVANCED GARGOYLE

*Summon Rank: Veteran*

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

**Skills:** Fighting d10, Notice d8 (+2), Stealth d6

**Pace:** 4 (d4 Running); **Parry:** 7; **Toughness:** 13

**Edges:** Ambidextrous, Awareness, Two-Fisted

**Special Abilities:**

- ✦ **Claws/Spines** (1d12+1d8+2, AP 1)
- ✦ **Fearless**
- ✦ **Hardy** (Not Wounded/Incapacitated from a Second Shaken result)

- ✦ **Infravision**
- ✦ **"Lame"** (Very slow on their feet, though they fly just fine)
- ✦ **Living Stone** (+5 Armor, +2 to Recover from Shaken, Immune to disease, poison, Fatigue effects, and fire; +2 Stealth when motionless)
- ✦ **Weakness** (+2 damage from White Silver and Everwood)
- ✦ **Wings** (Fly 15, "Run" d8)

## ELITE GARGOYLE

*Summon Rank: Heroic*

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d12+4, Vigor d12+2

**Skills:** Fighting d12, Notice d8 (+2), Stealth d8

**Pace:** 4 (d4 Running); **Parry:** 8; **Toughness:** 14

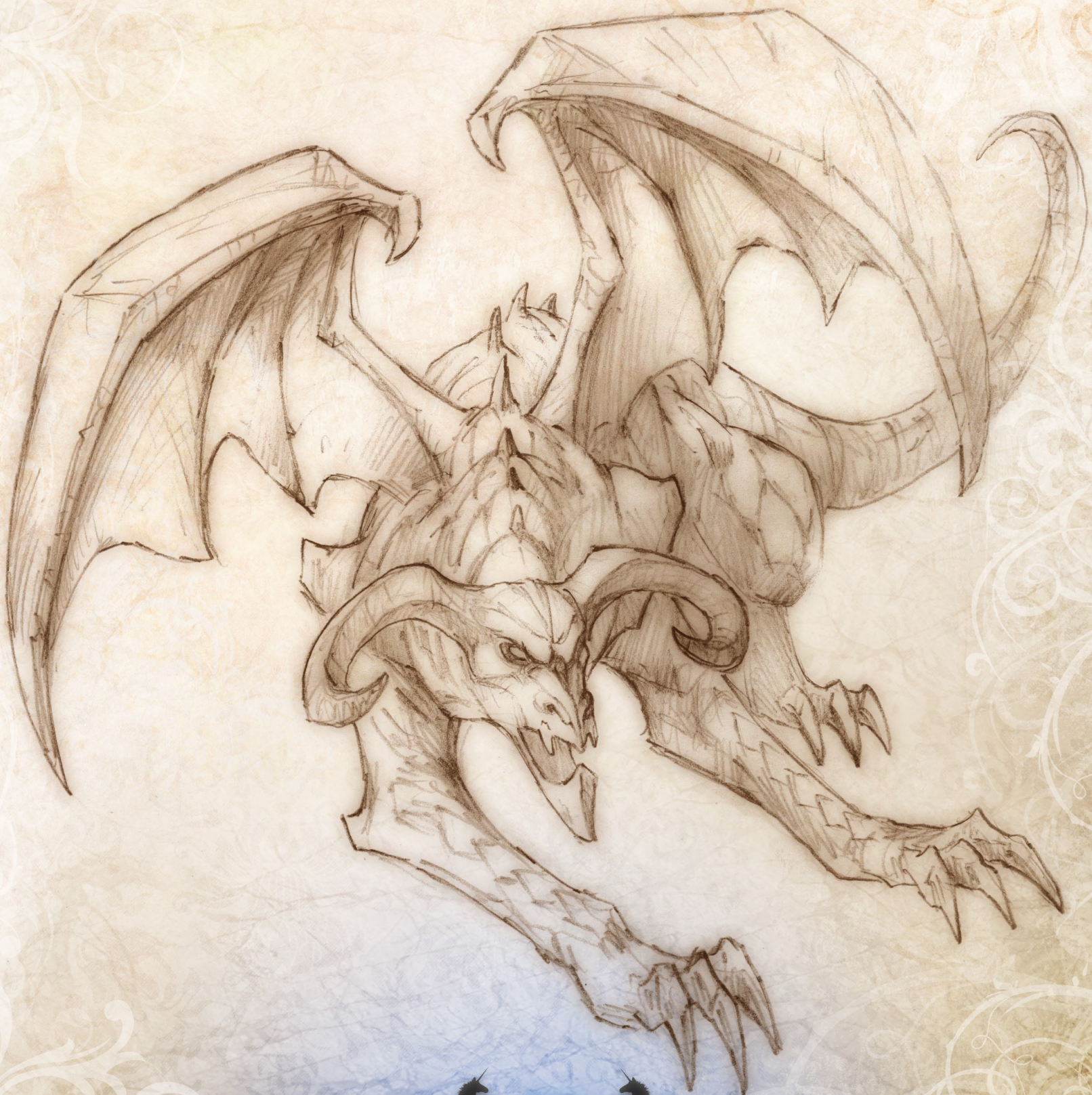
**Edges:** Ambidextrous, Awareness, First Strike, Frenzy, Two-Fisted

**Special Abilities:**

- ✦ **Claws/Spines** (1d12+1d10, AP 2)
- ✦ **Fear**
- ✦ **Fearless**
- ✦ **Hardy** (Not Wounded/Incapacitated from a Second Shaken result)
- ✦ **Infravision**
- ✦ **"Lame"** (Very slow on their feet, though they fly just fine)
- ✦ **Living Stone** (+5 Armor, +2 to Recover from Shaken, Immune to disease, poison, Fatigue effects, and fire; +2 Stealth when motionless)
- ✦ **Weakness** (+2 damage from White Silver and Everwood)
- ✦ **Wings** (Fly 18, "Run" d10)









## MINOTAUR

*Summon Rank: Seasoned.* Massive, enduring, icons of strength and rage, the Minotaurs are the shock troops of the Childer. Often called "Bullheads" by those who've encountered them one too many times, the Minotaurs are usually in charge of Childer raiding parties, with small swarms of Ratzin at their beck-and-call.

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

**Skills:** Fighting d10, Notice d6 (+2), Guts d8, Intimidation d8, Throwing d6

**Pace:** 8 (d10 Running); **Parry:** 7; **Toughness:** 12

**Edges:** Awareness, Berserk, Charge, Sweep

**Gear:** Minotaur Axe (2d12+2, AP 1, Parry -1)

**Special Abilities:**

- ♦ **Hide** (+2 to Toughness)
- ♦ **Horns** (STR+1d6 Damage; +2 Damage after a Charge)
- ♦ **Infravision**
- ♦ **Large** (+2 to be hit)
- ♦ **Size** (+2 to Toughness)
- ♦ **Weakness** (+2 damage from White Silver and Everwood)

## ADVANCED MINOTAUR

*Summon Rank: Veteran*

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d12+3, Vigor d12+1

**Skills:** Fighting d12, Notice d6 (+2), Guts d8, Intimidation d8, Throwing d6

**Pace:** 8 (d10 Running); **Parry:** 8; **Toughness:** 12 (14)

**Edges:** Awareness, Berserk, Charge, Frenzy, Improved Sweep

**Gear:** Minotaur Axe (2d12+3, AP 1, Parry -1), Partial Bloodsteel Scale Armor (+2, -2 Coverage)

**Special Abilities:**

- ♦ **Hide** (+2 to Toughness)
- ♦ **Horns** (STR+1d6 Damage; +2 Damage after a Charge)

- ♦ **Infravision**
- ♦ **Large** (+2 to be hit)
- ♦ **Size** (+2 to Toughness)
- ♦ **Weakness** (+2 damage from White Silver and Everwood)

## ELITE MINOTAUR

*Summon Rank: Heroic*

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d12+4, Vigor d12+2

**Skills:** Fighting d12, Notice d8 (+2), Guts d10, Intimidation d10, Throwing d6

**Pace:** 8 (d10 Running); **Parry:** 8 (9); **Toughness:** 14 (18)

**Edges:** Awareness, Berserk, Charge, Improved Frenzy, Improved Sweep, Sunder

**Gear:** Minotaur Axe (2d12+4, AP 1 (2), Parry -1), Partial Bloodsteel Plate & Chain Armor (+4, -2 Coverage)

**Special Abilities:**

- ♦ **Hide** (+2 to Toughness)
- ♦ **Horns** (STR+1d8 Damage; +2 Damage after a Charge)
- ♦ **Infravision**
- ♦ **Large** (+2 to be hit)
- ♦ **Size** (+3 to Toughness)
- ♦ **Weakness** (+2 damage from White Silver and Everwood)

## RATZIN

*Summon Rank: Seasoned (get 4+1d4).* The lowest of the low, really, ratzin are something of a joke to friend and foe alike. Individually, they are cowardly, weak, and not much of a threat.

Individually.

The greatest threat the ratzin pose is their enormous numbers. There are thousands of them for every one minotaur or thratchen. Even worse is that they know exactly how to use those numbers to their advantage; when there's at least two ratzin against one









target, they get a +1 on their Gang Up bonus (+1 per ratzin, in other words). As well, they can get a maximum +6 total from Gang Up!

Ratzin are also highly useful as scouts, thieves, and saboteurs. In addition, they can literally *smell* magic; they have *Detect Arcana* at will (using their Notice skill).

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

**Skills:** Climbing d6, Fighting d6, Lockpicking d4, Notice d6 (+2), Stealth d8, Survival d4, Tracking d6 (+2)

**Pace:** 9 (d10 Running); **Parry:** 5; **Toughness:** 4 (5)

**Gear:** Dagger (2d4), Partial Leather Armor (+1, -2 Coverage)

#### Special Abilities:

- ♦ **Bite/Claws** (STR+1; Infection [Vigor Check every two days or suffer a Fatigue Level; Vigor check with Raise to get rid of it])
- ♦ **Infravision**
- ♦ **Pack Mentality** (-2 Spirit and Spirit-related checks if no other Ratzin within 5")
- ♦ **Pack Tactics** (+1 to Gang Up Bonus; max Gang Up +6)
- ♦ **Size** (-1 to Toughness)
- ♦ **"That Ratzin Nose!"** (+2 Notice, Tracking; *Detect Arcana* with Notice at will)
- ♦ **Weakness** (+2 damage from White Silver and Everwood)

## ADVANCED RATZIN

*Summon Rank: Veteran (get 4+1d4).*

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

**Skills:** Climbing d6 (+2), Fighting d8, Lockpicking d6 (+2), Notice d6 (+2), Stealth d8 (+2), Survival d4, Tracking d8 (+2)

**Pace:** 9 (d10 Running); **Parry:** 6 (7); **Toughness:** 5 (6)

**Edges:** Thief

**Gear:** Short Sword (2d6), Partial Leather Armor (+1, -2 Coverage), Bracers (+1 Parry)

#### Special Abilities:

- ♦ **Bite/Claws** (STR+1; Infection [Vigor Check every two days or suffer a Fatigue Level; Vigor check with Raise to get rid of it])
- ♦ **Infravision**
- ♦ **Pack Mentality** (-2 Spirit and Spirit-related checks if no other Ratzin within 5")
- ♦ **Pack Tactics** (+1 to Gang Up Bonus; max Gang Up +6)
- ♦ **Size** (-1 to Toughness)
- ♦ **"That Ratzin Nose!"** (+2 Notice, Tracking; *Detect Arcana* with Notice at will)
- ♦ **Weakness** (+2 damage from White Silver and Everwood)

## ELITE RATZIN

*Summon Rank: Heroic (get 4+1d4).*

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

**Skills:** Climbing d8 (+2), Fighting d10, Lockpicking d8 (+2), Notice d6 (+2), Stealth d10 (+2), Survival d4, Tracking d8 (+2)

**Pace:** 9 (d10 Running); **Parry:** 9 (10); **Toughness:** 5 (7)

**Edges:** Acrobat, Block, Frenzy, Thief

**Gear:** Short Sword (2d6), Partial Studded Leather Armor (+2, -2 Coverage), Bracers (+1 Parry)

#### Special Abilities:

- ♦ **Bite/Claws** (STR+1; Infection [Vigor Check every two days or suffer a Fatigue Level; Vigor check with Raise to get rid of it])
- ♦ **Infravision**
- ♦ **Pack Mentality** (-2 Spirit and Spirit-related checks if no other Ratzin within 5")
- ♦ **Pack Tactics** (+1 to Gang Up Bonus; max Gang Up +6)
- ♦ **Size** (-1 to Toughness)
- ♦ **"That Ratzin Nose!"** (+2 Notice, Tracking; *Detect Arcana* with Notice at will)
- ♦ **Weakness** (+2 damage from White Silver and Everwood)









## THRATCHEN

*Summon Rank: Veteran.* Built like the satyrs of Earth mythology, but with more bestial, goat-ish heads, the thratchen are the most alien and dangerous of the Childer. They are natural teleporters, phasing in and out rapidly and moving instantly through space as easily and naturally as normal people walk. A thratchen can begin a swing of a sword 20 yards away from its intended target, shift through space in an instant, and land the blow perfectly.

They are insanely fast, devotees to the martial arts, and unnerving in every way. Even other Childer are disturbed by them; thratchen are never used as leaders, instead deployed as independent strikers, intended for combat against leaders and heroes.

**Attributes:** Agility d12, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d12, Notice d6 (+2), Stealth d8

**Pace:** 15" Teleport (d10 "Running"); **Parry:** 10 (11);

**Toughness:** 6 (9)

**Edges:** Acrobat, Awareness, Block, Dirty Fighter, First Strike, Improved Frenzy, Level Headed, Quick

**Gear:** Enchanted Bloodsteel Long Sword (2d8+1; +1 to hit), Full Bloodsteel Chain Armor (+3, -4 Coverage), Bracers or Small Shield (+1 Parry)

**Special Abilities:**

- ♦ **Fearless**
- ♦ **Infravision**
- ♦ **Phasing** (Permanent -2 Deflection effect)
- ♦ **Weakness** (+2 damage from White Silver and Everwood)

## ADVANCED THRATCHEN

*Summon Rank: Heroic.*

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

**Skills:** Fighting d12+2, Notice d8 (+2), Stealth d10

**Pace:** 20" Teleport (d10 "Running"); **Parry:** 12 (14);

**Toughness:** 7 (11)

**Edges:** Acrobat, Ambidextrous, Awareness, Expert:

Fighting, Improved Block, Dirty Fighter, First Strike, Improved Frenzy, Improved Level Headed, Quick, Really Dirty Fighter, Two-Fisted

**Gear:** 2 Enchanted Bloodsteel Long Swords (1d10+1d8+2; +2 to hit; AP 1), Full Bloodsteel Plate & Chain Armor (+4, -4 Coverage), Enchanted Bloodsteel Bracers (+2 Parry)

**Special Abilities:**

- ♦ **Fearless**
- ♦ **Infravision**
- ♦ **Phasing** (Permanent -2 Deflection effect)
- ♦ **Weakness** (+2 damage from White Silver and Everwood)

## ELITE THRATCHEN

*Summon Rank: Legendary.*

**Attributes:** Agility d12+4, Smarts d8, Spirit d10, Strength d10, Vigor d10

**Skills:** Fighting d12+2 (d10 Wild Die), Notice d8 (+2), Stealth d10

**Pace:** 30" Teleport (d12 "Running"); **Parry:** 14 (16);

**Toughness:** 7 (13)

**Edges:** Acrobat, Ambidextrous, Awareness, Improved Block, Combat Sense, Danger Sense, Dirty Fighter, Improved First Strike, Improved Frenzy, Improved Level Headed, Master: Fighting, Master of Arms, Quick, Really Dirty Fighter, Two-Fisted, Weapons Master, Whirlwind

**Gear:** 2 Enchanted Bloodsteel Long Swords (1d10+1d8+3; +3 to hit; AP 2), Enchanted Full Bloodsteel Plate Armor (+6, -6 Coverage), Enchanted Bloodsteel Bracers (+2 Parry)

**Special Abilities:**

- ♦ **Fearless**
- ♦ **Infravision**
- ♦ **Improved Phasing** (Permanent -4 Deflection effect)
- ♦ **Preternatural Quickness** (Any non-face card drawn is treated as a Jack of the same suit)
- ♦ **Weakness** (+2 damage from White Silver and Everwood)





## COMMONERS

Sometimes good, honest folk get caught up in things. At other times, you need someone who knows how to do something you don't. These stats are useful for laborers, merchants, craftsmen, and farmers – pretty much anyone living on a farm, in a village, or the big city.

You'll note that *Streetwise* and *Survival* are listed on either side of a slash; this is because a Commoner will have one or the other, based on where they live.

### COMMONER

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

**Skills:** Fighting d4, Notice d4, Knowledge: (Trade Skill) d6, Stealth d4, Streetwise/ Survival d4; any one other Skill at d6 (or more, if needed)

**Pace:** 6; **Parry:** 4; **Toughness:** 5

**Gear:** Dagger (2d4)

## CONSTABLES

Though the Rangers do a great job patrolling the roads and responding to calls for help, they can't be everywhere at once. Most urban areas require day-to-day peacekeeping, and that's where constables come in. They may be the local noble's assigned town guards, sheriffs that make their way between a small collection of towns and villages, or a trusty officer of the law chosen by the people to protect them.

### CONSTABLE

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

**Skills:** Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d4, Streetwise d4

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

**Gear:** Short Sword (2d6), Spear (2d6, Reach

+1, Parry +1, 2-handed), Crossbow (2d6, AP 2), Partial Leather Armor (+1, -2 Coverage), Small Shield (+1 Parry)

### ADVANCED CONSTABLE

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

**Skills:** Fighting d8, Guts d4, Healing d4, Intimidation d6, Investigation d4, Notice d6, Persuasion d4, Shooting d6, Stealth d6, Streetwise d6

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

**Edges:** Hold Off









**Gear:** Long Sword (2d8), Halberd (2d8, Reach +1, 2-handed), Crossbow (2d6, AP) Full Chain Armor (+3, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs Ranged Damage)

## ELITE CONSTABLE

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

**Skills:** Fighting d10, Guts d6, Healing d6, Intimidation d6, Investigation d8 (+2), Knowledge: Politics d6, Notice d8 (+2), Persuasion d6, Shooting d8, Stealth d6, Streetwise d8 (+2)

**Pace:** 6; **Parry:** 8 (9); **Toughness:** 6 (10)

**Edges:** Block, Connections, Hold Off, Investigator

**Gear:** Long Sword (2d8), Halberd (2d8, Reach +1, 2-handed), Crossbow (2d6, AP 2), Full Plate & Chain Armor (+4, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs Ranged Damage)

## CORRUPTED

Not all creature given to Darkness become pure undead. Many exist in a “twilight” state between Darkness and Life; living, yes, but corrupted by the Darkness within their souls. Such an existence can be both a blessing and a curse, as the Corrupted enjoy certain advantages over the undead, but also suffer from weaknesses due to the mixed influences within them.

The *shayakar* (detailed under their own heading) are a special example of Corrupted, different in many ways due to being the “newest” of them. They tend to enjoy a special status as “Vainar’s Chosen.”

## GHOUL

*Summon Rank: Seasoned (1+1d4).* More animal than anything, a single ghoul is not particularly powerful when faced with capable Heroes. However, a pack of ghouls can be a terrifying and deadly encounter. Necromancers tend to avoid summoning ghouls for

much more than setting them loose on a village or enemy force, as they are difficult to control.

Ghouls are considered the lowest of the Corrupted, the result of Darkness destroying the mind. The more developed ghouls (the Flesh Renders) find this amusing, for they see the embrasure of their bestial nature a great evolution in their being.

Note that ghouls normally eat what they kill, meaning their victims won’t turn. Only Flesh Renders are cognizant enough to intentionally infect people to create more ghouls, which they do from time to time to boost the ranks.

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

**Skills:** Climbing d6, Fighting d8, Notice d6, Stealth d8

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

**Edges:** Ambidextrous

**Special Abilities:**

- **Bite/Claws** (STR+1; Infection [Vigor Check every day or suffer a Fatigue Level; Vigor check with Raise to get rid of it])
- **Corrupted** (+1 Toughness, Immune to disease and poison)
- **Infra-vision**
- **Pack Mentality** (-2 Spirit and Spirit-related checks if no other ghouls within 5’)
- **Pack Tactics** (+1 to Gang Up Bonus; max Gang Up +6)
- **Ravenous** (Must make a Spirit check when faced with a helpless victim; failure means the ghoul will stop to feed regardless of anything else, even being attacked)
- **Regeneration** (slow)
- **Spawn** (Anyone killed by a ghoul’s infection will rise as one within a week)
- **Weakness** (+2 damage from White Silver and Everwood)
- **Weakness** (Daylight - Fatigue Level, Bad Eyes)



## ADVANCED GHOUL

*Summon Rank: Veteran (1+1d4)*

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

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

**Pace:** 7; **Parry:** 7; **Toughness:** 7

**Edges:** Ambidextrous, Two-Fisted

**Special Abilities:**

- ♦ **Bite/Claws** (STR+1d4; Infection [Vigor Check every hour or suffer a Fatigue Level; Vigor check with Raise to get rid of it])
- ♦ **Corrupted** (+1 Toughness, Immune to disease and poison)
- ♦ **Infravision**
- ♦ **Pack Mentality** (-2 Spirit and Spirit-related checks if no other ghouls within 5")
- ♦ **Pack Tactics** (+1 to Gang Up Bonus; max Gang Up +6)
- ♦ **Ravenous** (Must make a Spirit check when faced with a helpless victim; failure means the ghouls will stop to feed regardless of anything else, even being attacked)
- ♦ **Regeneration** (slow)
- ♦ **Spawn** (Anyone killed by a ghouls infection will rise as one within a week)
- ♦ **Weakness** (+2 damage from White Silver and Everwood)
- ♦ **Weakness** (Daylight - Fatigue Level, Bad Eyes)

## ELITE GHOUL (FLESH RENDER)

*Summon Rank: Heroic*

**Attributes:** Agility d12, Smarts d6, Spirit d10, Strength d10, Vigor d10

**Skills:** Climbing d8, Fighting d12, Notice d8 (+2), Stealth d10, Tracking d6

**Pace:** 8 (d10 Running); **Parry:** 9; **Toughness:** 8

**Edges:** Ambidextrous, Block, Frenzy, Two-Fisted

**Special Abilities:**

- ♦ **Bite/Claws** (STR+1d6, AP 1; Infection [Vigor Check every minute or suffer a Fatigue Level; Vigor check with Raise to get rid of it])
- ♦ **Corrupted** (+1 Toughness, Immune to disease and poison)
- ♦ **Infravision**
- ♦ **Pack Tactics** (+1 to Gang Up Bonus; max Gang Up +6)
- ♦ **Ravenous** (Must make a Spirit check when faced with a helpless victim; failure means the ghouls will stop to feed regardless of anything else, even being attacked)
- ♦ **Regeneration** (Fast; +2 to recover from being Shaken)
- ♦ **Spawn** (Anyone killed by a ghouls infection will rise as one within a week)
- ♦ **Weakness** (+2 damage from White Silver and Everwood)
- ♦ **Weakness** (Daylight - Fatigue Level, Bad Eyes)

## VAMPIRE

Some believe the vampires are the true masters of Shaya'Nor, and none believe this more fervently than the vampires themselves. Truly straddling the line between the Darkness and the living world, vampires seek to manipulate everyone and everything to their ends. Still, some of them are more than happy to get their hands dirty, and they live long enough to become deadly combatants, indeed.

Vampires are beyond the summoning of mere necromancers; in fact, many of them take up the practice themselves (simply pick a template below and add the Necromancy skill and some Powers and Essence to it). The templates presented have a warrior background, but can easily be modified to suit other "types."

There's one interesting thing to note about vampire skin color. When first embraced, vampires are very pale. Over time, the Darkness within them changes





their skin to a deep obsidian color, making them quite unmistakable. As they become Masters, however, they have the ability to shift their coloration at will, looking nearly human (though their native state is still very much obsidian).

**Attributes:** Agility d10, Smarts d8, Spirit d8, Strength d12+1, Vigor d12

**Skills:** Climbing d6, Fighting d10, Guts d8, Intimidation d8, Knowledge: Battle d6, Notice d8 (+2), Persuasion d8, Riding d6, Shooting d6, Stealth d8

**Pace:** 8 (d10 Running); **Parry:** 7 (8);

**Toughness:** 9 (13)

**Edges:** Alertness, Fleet-Footed, Frenzy, Level-Headed, Quick

**Gear:** Black Iron Longsword (d12+d8+1), Black Iron Chain Armor (+4, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs Ranged Damage)

**Special Abilities:**

- ✦ **Bite** (STR+1, must follow Grapple; Bypasses any Armor, victim suffers a Fatigue level each round after the first; Vampire is a TN 4 to hit in melee while engaged in a Bite)
- ✦ **Claws** (STR+1d4)
- ✦ **Corrupted** (+1 Toughness, Immune to disease and poison)
- ✦ **Infravision**
- ✦ **Invulnerability** (Can only be damaged by Weaknesses; other attacks only cause Shaken)
- ✦ **Regeneration** (Slow; Drinking blood doubles the rate)
- ✦ **Spawn** (Anyone killed by a Vampire's natural weapons has a 50% of rising in 1d4 days. Roll 1d6 if they do; 1-4, they rise as Advanced Ghouls, 5-6, they come back as another Vampire)
- ✦ **Weakness** (+4 damage from White Silver and Everwood; if plunged into the heart [-6], the vampire must make a Vigor check or be turned to dust)
- ✦ **Weakness** (Daylight - Fatigue Level, Bad Eyes; 2d10 burning damage from direct sunlight, no Armor protection)
- ✦ **Weakness** (Cannot swim; sinks like a stone and, not being Undead, can drown)





## ADVANCED VAMPIRE

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

**Skills:** Climbing d6, Fighting d12, Guts d10, Intimidation d10, Knowledge: Battle d10, Notice d10 (+2), Persuasion d10, Riding d6, Shooting d8, Stealth d10

**Pace:** 8 (d10 Running); **Parry:** 9 (11); **Toughness:** 9 (14)

**Edges:** Alertness, Block, First Strike, Fleet-Footed, Improved Frenzy, Level-Headed, Quick

**Gear:** Enchanted Black Iron Longsword (d12+d8+3, +1 to Hit), Black Iron Plate & Chain Armor (+5, -4 Coverage), Enchanted Medium Shield (+2 Parry, +2 Armor vs Ranged Damage)

### Special Abilities:

- ♦ **Bite** (STR+2, must follow Grapple; Bypasses any Armor, victim suffers a Fatigue level each round after the first; Vampire is a TN 4 to hit in melee while engaged in a Bite)
- ♦ **Claws** (STR+1d4)
- ♦ **Corrupted** (+1 Toughness, Immune to disease and poison)
- ♦ **Infravision**
- ♦ **Invulnerability** (Can only be damaged by Weaknesses; other attacks only cause Shaken)
- ♦ **Regeneration** (Slow; Drinking blood doubles the rate)
- ♦ **Spawn** (Anyone killed by an Advanced Vampire's natural weapons has a 75% of rising in 1d4 days. If they do, they come back as Vampire)
- ♦ **Weakness** (+4 damage from White Silver and Everwood; if plunged into the heart [-6], the vampire must make a Vigor check or be turned to dust)
- ♦ **Weakness** (Daylight - Fatigue Level, Bad Eyes; 2d10 burning damage from direct sunlight, no Armor protection)

- ♦ **Weakness** (Cannot swim; sinks like a stone and, not being Undead, can drown)

## ELITE VAMPIRE (MASTER)

Master Vampires have actually progressed to being fully Undead, but are listed here for consistency's sake.

**Attributes:** Agility d12+2, Smarts d10, Spirit d12, Strength d12+4, Vigor d12+2

**Skills:** Climbing d6, Fighting d12+2 (d10 Wild Die), Intimidation d12, Knowledge: Battle d10, Knowledge: Cosmology d8, Knowledge: History d8, Knowledge: Politics d10, Notice d12 (+2), Persuasion d12, Riding d8, Shooting d10, Stealth d12, Tracking d8

**Pace:** 8 (d10 Running); **Parry:** 13 (15); **Toughness:** 13 (20)

**Edges:** Alertness, Improved Block, Improved First Strike, Fleet-Footed, Improved Frenzy, Improved Level-Headed, Master: Fighting, Master of Arms, Quick, Improved Tough as Nails, Weapon Master

**Gear:** Enchanted Black Iron Great Sword (d12+d10+6, +2 to Hit), Enchanted Black Iron Plate Armor (+7, -6 Coverage), Enchanted Black Iron Bracers (+2 Parry)

### Special Abilities:

- ♦ **Bite** (STR+2, must follow Grapple; Bypasses any Armor, victim suffers a Fatigue level each round after the first; Vampire is a TN 4 to hit in melee while engaged in a Bite)
- ♦ **Claws** (STR+1d6, AP 2)
- ♦ **Ethereal** (At will; cannot affect real world)
- ♦ **Fearless**
- ♦ **Infravision**
- ♦ **Invulnerability** (Can only be damaged by Weaknesses; other attacks only cause Shaken)
- ♦ **Regeneration** (Fast; +2 to recover from being Shaken)
- ♦ **Spawn** (Anyone killed by a Master Vampire's natural weapons *will* rise in 1d4 days as an Advanced Vampire, but only if he wishes it.











- ♦ **Undead** (+2 to recover from being Shaken; Immune to poison and disease; no Wound Penalties; No additional damage from Called Shots, except for Everwood or White Silver in the heart)
- ♦ **Weakness** (+4 damage from White Silver and Everwood; if plunged into the heart [-6], the vampire must make a Vigor check or be turned to dust)
- ♦ **Weakness** (Daylight - Fatigue Level, Bad Eyes; Masters do not burn from the sun, though.)
- ♦ **Weakness** (Cannot swim; sinks like a stone. Being Undead, they can just walk across the bottom.)

## WEREWOLF

The prevailing theory about where werewolves come from assumes they were once a breed of Childer who gave themselves over to Darkness. Regardless of

their origins, the werewolves are a powerful force to be reckoned with. This is especially true in light of the long-standing tendency of werewolves and vampires to form alliances.

Note that werewolves, like vampires, can **not** be Summoned. As well, werewolves *can* aspire to other pursuits; feel free to add other skills, or even a mystical profession (Necromancy, Sorcery, or the Way).

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

**Skills:** Climb d6, Fighting d10, Guts d8, Notice d8+2, Stealth d6, Intimidation d8, Tracking d8

**Pace:** 8 (d10 Running); **Parry:** 7; **Toughness:** 9

**Edges:** Alertness, Ambidextrous, Berserk, Combat Reflexes, Fleet-Footed, Frenzy, Two-Fisted

### Special Abilities:

- ♦ **Bite/Claws** (STR+1d4; Infection [Vigor Check every day or suffer a Fatigue Level; Vigor check with Raise to get rid of it])
- ♦ **Corrupted** (+1 Toughness, Immune to disease and poison)
- ♦ **Howl** (Intimidation check over Medium Burst radius, centered on werewolf; once per battle)
- ♦ **Human Form** (use Ranger stats; cannot be assumed during a full moon)
- ♦ **Infravision**
- ♦ **Regeneration** (Fast; +2 to recover from being Shaken)
- ♦ **Size** (+1)
- ♦ **Spawn** (Anyone taking a Wound from a werewolf's natural weapons has a 50% of becoming a Werewolf in 1d4 days. If they succumb to the Infection, they *will* turn.)
- ♦ **Weakness** (+2 damage from Everwood)
- ♦ **Weakness** (+4 damage from White Silver; being struck forces a Spirit check to prevent reversion to human form, even during a full moon)





## ADVANCED WEREWOLF

**Attributes:** Agility d12, Smarts d6, Spirit d8, Strength d12, Vigor d12

**Skills:** Climb d8, Fighting d12, Guts d10, Notice d8+2, Stealth d8, Intimidation d10, Tracking d8

**Pace:** 8 (d10 Running); **Parry:** 8; **Toughness:** 11

**Edges:** Alertness, Ambidextrous, Berserk, Charge, Combat Reflexes, Fleet-Footed, Improved Frenzy, Two-Fisted

### Special Abilities:

- ♦ **Bite/Claws** (STR+1d4, AP 1; Infection [Vigor Check every hour or suffer a Fatigue Level; Vigor check with Raise to get rid of it])
- ♦ **Corrupted** (+1 Toughness, Immune to disease and poison)
- ♦ **Howl** (Intimidation check over Large Burst radius, centered on werewolf; once per battle)
- ♦ **Human Form** (use Advanced Ranger stats; cannot be assumed during a full moon)
- ♦ **Infravision**
- ♦ **Regeneration** (Fast; +2 to recover from being Shaken)
- ♦ **Size** (+2)
- ♦ **Spawn** (Anyone taking a Wound from an Advanced Werewolf's natural weapons has a 2-in-6 chance of becoming a Werewolf in 1d4 days. If they succumb to the Infection, they *will* turn.)
- ♦ **Weakness** (+2 damage from Everwood)
- ♦ **Weakness** (+4 damage from White Silver; being struck forces a Spirit check to prevent reversion to human form, even during a full moon)

## ELITE WEREWOLF (WEREWOLF LORD)

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

**Skills:** Climb d8, Fighting d12+2, Knowledge: Battle d6, Notice d8+2, Stealth d10, Intimidation d10, Tracking d8

**Pace:** 10 (d12 Running); **Parry:** 11; **Toughness:** 13

**Edges:** Alertness, Ambidextrous, Berserk, Improved Block, Charge, Combat Reflexes, Improved Dodge, Expert: Fighting, Fleet-Footed, Improved Frenzy, Two-Fisted

### Special Abilities:

- ♦ **Bite/Claws** (STR+1d8, AP 2; Infection [Vigor Check at -2 every minute or suffer a Fatigue Level; Vigor check with Raise to get rid of it])
- ♦ **Corrupted** (+1 Toughness, Immune to disease and poison)
- ♦ **Fearless**
- ♦ **Howl** (Intimidation check against anyone who can hear the Werewolf Lord; once per battle)
- ♦ **Human Form** (use Elite Ranger stats; cannot be assumed during a full moon)
- ♦ **Infravision**
- ♦ **Large** (+2 to be hit)
- ♦ **Regeneration** (Fast; +2 to recover from being Shaken)
- ♦ **Size** (+4)
- ♦ **Spawn** (Anyone taking a Wound from an Elite Werewolf's natural weapons has a 3-in-4 chance of becoming a Werewolf in 1d4 days. If they succumb to the Infection, they *will* turn, and become an Advanced Werewolf.)
- ♦ **Weakness** (+2 damage from Everwood)
- ♦ **Weakness** (+4 damage from White Silver; being struck forces a Spirit check to prevent reversion to human form, even during a full moon)





## GM TO GM : THE OTHER CORRUPTED

*There are two other major types of Corrupted. Spriggans are grotesquely ugly dwarves who have given themselves over to Darkness. Also called "Redcaps" (especially in the folklore that is shared about them), they are brash, obnoxious, and delight in debauchery and cannibalism. Their caps are red, mind you, because they dye them with the blood of their victims.*

*When one of the goblinessh give over to Darkness, they become twisted versions of what they once were, gnarled and covered in boils and warts. These Trolls, naturally, come in a large variety of sizes, dependent on which of the goblinessh they came from in the first place.*

*Official write-ups of these beings will appear in future offerings. In the mean time, however, you can simply add the Corrupted and Slow Regeneration Abilities to a dwarf, goblin, ogre, or orc to represent their Darkness-tainted counterparts. You should also add Weakness (+2 damage from White Silver and Everwood).*

## DEMONS

These are the real deal, denizens of the Halls of Hell that are ruled by Ceynara and Uldor. Of course, there are far more powerful entities that reside there than the ones listed here; these simply represent what might actually be found in the lands of Shaintar, especially following the opening of the Gates. These beings are also referred to as **Infernals**, especially to differentiate them from **Childer**, which are also technically "demons."

Note that all Infernals are immune to normal fire damage.

### HORDE FIEND

*Summon Rank: Veteran.* Spindly, wiry, long-clawed horrors that are the rank-and-file of most demon armies.

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d8 (+2), Vigor d8

**Skills:** Fighting d8 (+2), Guts d6, Intimidation d6, Notice d4

**Pace:** 6; **Parry:** 6 (4); **Toughness:** 8 (10)

**Edges:** Ambidextrous, Arcane Resistance, Berserk\*, Two-Fisted

**Special Abilities:**

- ♦ **Claws** (d8+d4+2)
- ♦ **Infernal** (+2 Toughness, +2 to recover from Shaken, Immune to disease and poison)

- ♦ **Infravision**
- ♦ **Regeneration** (Slow)
- ♦ **\* Infernal Fury** (Can go Berserk at will, always Berserk in combat; stats in parentheses reflect Berserk modifications)
- ♦ **Weakness** (+4 Damage from White Silver and Everwood)

### GREATER HORDE FIEND

*Summon Rank: Heroic.*

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

**Skills:** Fighting d10 (+2), Guts d6, Intimidation d8, Notice d4

**Pace:** 6; **Parry:** 7 (5); **Toughness:** 9 (11)

**Edges:** Ambidextrous, Improved Arcane Resistance, Berserk\*, Two-Fisted

**Special Abilities:**

- ♦ **Claws** (d10+d4+2; AP 2)
- ♦ **Infernal** (+2 Toughness, +2 to recover from Shaken, Immune to disease and poison)
- ♦ **Infravision**
- ♦ **Regeneration** (Slow)
- ♦ **\* Infernal Fury** (Can go Berserk at will, always Berserk in combat; stats in parentheses reflect Berserk modifications)
- ♦ **Weakness** (+4 damage from White Silver and Everwood)













## ABYSSAL BRUTE

*Summon Rank: Veteran.* These hulking, plodding brutes are the other mainstay of demonic armies. They are, at least, capable of learning how to wield weapons and wear armor.

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

**Skills:** Fighting d6, Guts d6, Intimidation d6, Notice d4

**Pace:** 6; **Parry:** 5 (6); **Toughness:** 10 (13)

**Edges:** Arcane Resistance, Brawny, Frenzy

**Gear:** Bloodsteel Weapon (d10+d8), Bloodsteel Armor (+3, -4 Coverage), Small Shield (+1 Parry)

**Special Abilities:**

- ♦ **Infernal** (+2 Toughness, +2 to recover from Shaken, Immune to disease and poison)
- ♦ **Infravision**
- ♦ **Regeneration** (Slow)
- ♦ **Weakness** (+4 Damage from White Silver and Everwood)

## GREATER ABYSSAL BRUTE

*Summon Rank: Heroic.*

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

**Skills:** Fighting d8, Guts d6, Intimidation d8, Notice d4

**Pace:** 6; **Parry:** 6 (7); **Toughness:** 11 (14)

**Edges:** Improved Arcane Resistance, Brawny, Improved Frenzy

**Gear:** Bloodsteel Weapon (d12+d8), Bloodsteel Armor (+3, -4 Coverage), Small Shield (+1 Parry)

**Special Abilities:**

- ♦ **Infernal** (+2 Toughness, +2 to recover from Shaken, Immune to disease and poison)
- ♦ **Infravision**
- ♦ **Regeneration** (Slow)
- ♦ **Weakness** (+4 Damage from White Silver and Everwood)

## REAYER

*Summon Rank: Heroic.* Among the strangest of the Infernals, Reayers come in all manner of shapes and configurations. They tend towards very fluid forms, eschewing the bipedal, humanoid shapes most demons conform to. They are chaos incarnate, right down to the Powers they have access to.

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

**Skills:** Fighting d10, Knowledge: Magic d8, Notice d8, Thaumaturgy d10

**Pace:** 10 (d10); **Parry:** 7; **Toughness:** 9

**Edges:** Ambidextrous, Improved Arcane Resistance, Fleet-Footed, Two-Fisted

**Powers:** Curse, Fear, Power Tap (*at will, but only when a Face Card is drawn for initiative*)

**Essence:** n/a

**Special Abilities:**

- ♦ **Claws** (d8+d4)
- ♦ **Ethereal** (At will; Cannot affect real world when in this state)
- ♦ **Fear**
- ♦ **Fearless**
- ♦ **Infernal** (+2 Toughness, +2 to recover from Shaken, Immune to disease and poison)
- ♦ **Infravision**
- ♦ **Regeneration** (Slow)
- ♦ **Wall Walker**
- ♦ **Weakness** (+4 Damage from White Silver and Everwood)

## HORDE CHAMPION

*Summon Rank: Legendary.* Huge, frightening monsters, belching fire and wielding great flaming weapons, the Horde Champions are the masters of the battlefields, and the bane of paladins and soulguards.

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

**Skills:** Fighting d12+2 (d10 Wild Die), Intimidation d10, Notice d6









**Pace:** 6; **Parry:** 9 (11); **Toughness:** 15 (20)

**Edges:** Improved Arcane Resistance, Brawny, Charge, Improved Frenzy, Champion (+2 Damage against Supernaturally Good Foes, +2 Toughness vs Damage from same), Hold Off, Master (Fighting), Improved Sweep

**Gear:** Flaming Bloodsteel Great Weapon (2d12+4; +2 to hit, AP 3), Greater Bloodsteel Armor (+5, -4 Coverage), Bracers (+1 Parry)

**Special Abilities:**

- ♦ **Fear** (-2)
- ♦ **Fearless**
- ♦ **Fire Breath** (*Burst*, only once per battle; use Fighting)
- ♦ **Infernal** (+2 Toughness, +2 to recover from Shaken, Immune to disease and poison)
- ♦ **Infravision**
- ♦ **Large** (Attackers gain +2 to hit)
- ♦ **Regeneration** (Fast; +2 to recover from being Shaken)
- ♦ **Size** (+4 Toughness)
- ♦ **Weakness** (+2 Damage from White Silver and Everwood)

## DRAGONS

Um... no. At least, not yet, and not for a while. Trust me on this one...

## DREGORDIANS

Few sights are more frightening than a group of battle-ready dregordians striding forth, *kayakors* ready. Worse still if they have any practitioners of the Way in their ranks.

To make one an adept, simply add the Way skill at the Spirit rating of whichever version you choose. Give him 10 Essence and 3 Disciplines (*Boost Trait*, *Deflection*, and *Telepathy* by default).

### DREGORDIAN WARRIOR

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

**Skills:** Fighting d8, Guts d6, Notice d6, Stealth d6, Survival d4, Swim d6, Throwing d4

**Pace:** 6; **Parry:** 6 (7); **Toughness:** 7 (11)

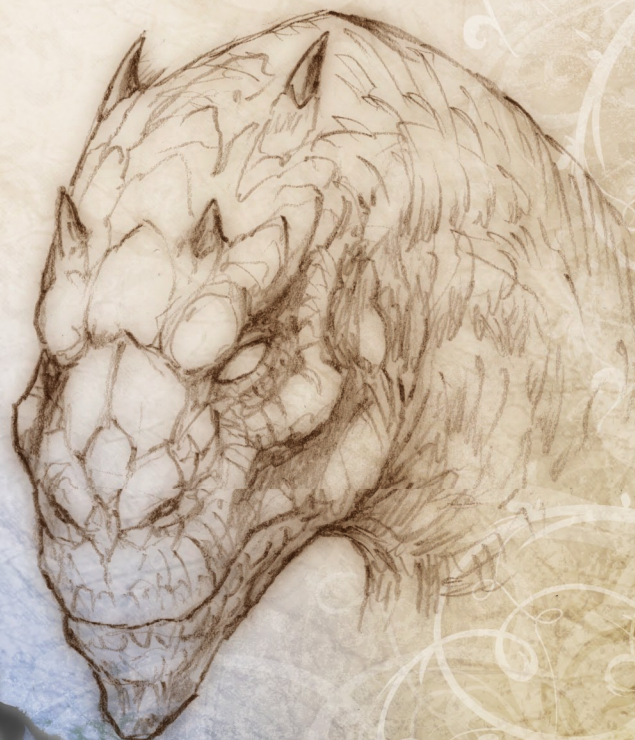
**Gear:** *Kayakor* (2d10, AP 1, Parry +1, Reach +1, 2-handed), Throwing Spears (1d10+1d6), Dregordian Scale Armor (+4, -4 Coverage)

### GM TO GM: CHAMPION VS CHAMPION

*I discovered very quickly that battles between paladins (especially those that inevitably pick up Demon Slayer and Undead Slayer) and evil champions tended to end within one or two exchanges, due to the amount of damage dealt out. This just didn't feel right.*

*The solution was a simple one. When champions of opposing Powers meet, their special damage gifts cancel each other out. In this way, their battles turn into epic clashes, where true grit, talent, and skill become the deciding factors.*

*This manifests as any bonuses from Champion Edges (including derived from being a Paladin or Soulguard), as well as any Slayer benefits, are neutralized whenever such characters or beings go head-to-head.*





### Special Abilities:

- ♦ **Aquatic** (can breathe underwater; Swim Pace equals Swim Skill)
- ♦ **Battle Rage** (See *Dregordian* description)
- ♦ **Tail and Claws** (STR+1d4; not considered Unarmed)
- ♦ **Weakness** (Fatigue checks in cold conditions; see description)

## ADVANCED DREGORDIAN WARRIOR

**Attributes:** Agility d4, Smarts d6, Spirit d8, Strength d12+1, Vigor d12

**Skills:** Fighting d10, Guts d6, Notice d6, Stealth d6, Survival d4, Swim d8, Throwing d6

**Pace:** 6; **Parry:** 7 (9); **Toughness:** 8 (12)

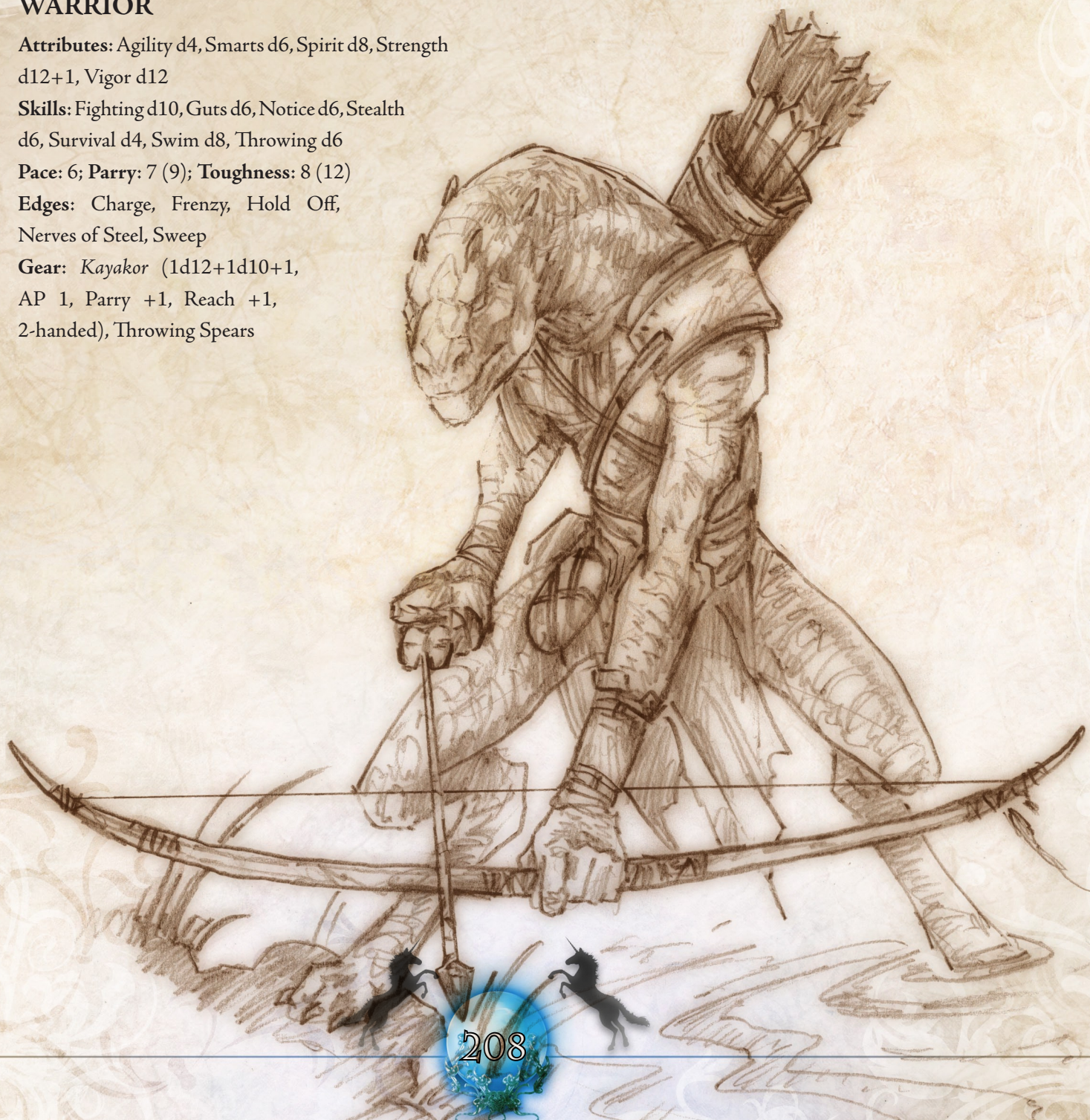
**Edges:** Charge, Frenzy, Hold Off, Nerves of Steel, Sweep

**Gear:** *Kayakor* (1d12+1d10+1, AP 1, Parry +1, Reach +1, 2-handed), Throwing Spears

(1d12+1d6+1), *Dregordian Scale Armor* (+4, -4 Coverage)

### Special Abilities:

- ♦ **Aquatic** (can breathe underwater; Swim Pace equals Swim Skill)
- ♦ **Battle Rage** (See *Dregordian* description)
- ♦ **Tail and Claws** (STR+1d4; not considered Unarmed)
- ♦ **Weakness** (Fatigue checks in cold conditions; see description)





## ELITE DREGORDIAN WARRIOR

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

**Skills:** Fighting d12 (+2), Guts d8, Knowledge: Battle d6, Notice d6, Stealth d6, Survival d4, Swim d10, Throwing d8

**Pace:** 6; **Parry:** 9 (11); **Toughness:** 8 (13)

**Edges:** Improved Block, Charge, Improved Frenzy, Hold Off, Improved Nerves of Steel, Improved Sweep, Trademark Weapon

**Gear:** Enchanted *Kayakor* (1d12+1d10+4, +1 to Hit, AP 1, Parry +1, Reach +1, 2-handed), Throwing Spears (1d12+1d6+1), Enchanted Dregordian Scale Armor (+5, -4 Coverage)

### Special Abilities:

- ♦ **Aquatic** (can breathe underwater; Swim Pace equals Swim Skill)
- ♦ **Battle Rage** (See *Dregordian* description)
- ♦ **Tail and Claws** (STR+1d4; not considered Unarmed)
- ♦ **Weakness** (Fatigue checks in cold conditions; see description)

## DWARVES

Generally, Heroes will encounter dwarves as allies in any given conflict. However, there are more than a few who answer the call of money, or even worse causes. This can make them unrelenting and intractable opponents.

## DWARF WARRIOR

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

**Skills:** Climbing d6, Fighting d8, Guts d6, Notice d6, Repair d4, Shooting d6, Survival d4

**Pace:** 5; **Parry:** 6 (7); **Toughness:** 7 (10)

**Gear:** Dwarven Axe (2d8, AP 1), Crossbow (2d6, AP 2), Full Chain Armor (+3, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs Ranged Damage)

### Special Abilities:

- ♦ **Low Light Vision**
- ♦ **"The Old Ways"** (+2 doing "dwarvish" things in "dwarvish" situations)
- ♦ **Weakness** (Cannot swim; sinks like a stone)

## ADVANCED DWARF WARRIOR

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

**Skills:** Climbing d6, Fighting d10, Guts d6, Notice d6, Repair d6, Shooting d8, Survival d4

**Pace:** 6; **Parry:** 8 (9); **Toughness:** 8 (12)

**Edges:** Block, First Strike, Frenzy

**Gear:** Dwarven Axe (1d10+1d8, AP 1), Dwarven Crossbow (2d6, AP 2, 3 shots before reload), Full Plate & Chain Armor (+4, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs Ranged Damage)

### Special Abilities:

- ♦ **Low Light Vision**
- ♦ **"The Old Ways"** (+2 doing "dwarvish" things in "dwarvish" situations)
- ♦ **Weakness** (Cannot swim; sinks like a stone)

## ELITE DWARF WARRIOR

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

**Skills:** Climbing d8, Fighting d12, Guts d8, Intimidate d6, Notice d6, Repair d6, Shooting d10, Survival d6

**Pace:** 6; **Parry:** 10 (12); **Toughness:** 11 (17)

**Edges:** Improved Block, Improved First Strike, Improved Frenzy, Sweep, Improved Tough as Nails

**Gear:** Enchanted Dwarven Axe (1d10+1d8+2, AP 1; +2 to Hit), Dwarven Crossbow (2d6, AP 2, 3 shots before reload), Full Dwarven Plate Armor (+6, -5 Coverage), Large Shield (+2 Parry, +2 Armor vs Ranged Damage)

### Special Abilities:

- ♦ **Low Light Vision**
- ♦ **"The Old Ways"** (+2 doing "dwarvish" things in "dwarvish" situations)
- ♦ **Weakness** (Cannot swim; sinks like a stone)









## ELVES

The standard elven warrior tends towards a ranger role, and that's what is presented here. As well, there are the Soulguards of *Landra'Feya*, druid-ranger specialists who make for excellent allies against the Darkness and the Flame.

The elves presented below are all Alakar; adjust accordingly if you want to have Eldakar instead.

### ELVEN RANGER

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

**Skills:** Climbing d4, Fighting d8, Guts d4, Healing d4, Notice d6, Shooting d8, Stealth d6, Survival d6, Tracking d6

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

**Gear:** Short Sword (2d6), Bow (2d6), Partial Leather Armor (+1, -2 Coverage), Bracers (+1 Parry)

**Special Abilities:**

- ♦ **Fae Beauty** (+1 Charisma)
- ♦ **Low Light Vision**
- ♦ **Weakness** (+2 damage from Black Iron and Blood Steel)

### ADVANCED ELVEN RANGER

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

**Skills:** Climbing d4, Fighting d8, Guts d6, Healing d6, Notice d6, Shooting d8, Stealth d6 (+2), Survival d8 (+2), Tracking d8 (+2)

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

**Edges:** Marksman, Two-Fisted, Woodsman

**Gear:** 2 Short Swords (2d6), Elvish Longbow (2d6+1), Partial Scale Armor (+2, -2 Coverage), Bracers (+1 Parry)

**Special Abilities:**

- ♦ **Fae Beauty** (+1 Charisma)
- ♦ **Low Light Vision**
- ♦ **Weakness** (+2 damage from Black Iron and Blood Steel)

### ELITE ELVEN RANGER

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

**Skills:** Climbing d6, Fighting d10, Guts d8, Healing d8, Notice d8, Shooting d12, Stealth d8 (+2), Survival d8 (+2), Tracking d10 (+2)

**Pace:** 8 (d10 Run); **Parry:** 7 (8); **Toughness:** 6 (10)

**Edges:** Archer, Fleet-Footed, Marksman, Two-Fisted, Woodsman

**Gear:** 2 Long Swords (2d8), Elvish Longbow (2d6+1), White Silver Chain Armor (+4, -4 Coverage), Bracers (+1 Parry)

**Special Abilities:**

- ♦ **Fae Beauty** (+1 Charisma)
- ♦ **Low Light Vision**
- ♦ **Weakness** (+2 damage from Black Iron and Blood Steel)

### ELVEN SOULGUARD

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

**Skills:** Channeling d8, Fighting d8, Guts d4, Healing d6, Knowledge: Cosmology d6, Knowledge: Magic d4, Notice d4, Shooting d6, Stealth d6, Survival d4, Tracking d4

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

**Edges:** Druid, New Power

**Gear:** Ironwood Staff (2d6, +1 Parry, +1 Reach, 2-handed), Bow (2d6), Partial Leather Armor (+1, -2 Coverage)

**Powers:** Armor, Bolt, Healing

**Essence:** 10

**Special Abilities:**

- ♦ **Fae Beauty** (+1 Charisma)
- ♦ **Low Light Vision**
- ♦ **Weakness** (+2 damage from Black Iron and Blood Steel)

### ADVANCED ELVEN SOULGUARD

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

**Skills:** Channeling d10, Fighting d10, Guts d6, Healing



d8, Knowledge: Cosmology d6, Knowledge: Magic d4, Notice d4, Shooting d6, Stealth d6, Survival d4, Tracking d4

**Pace:** 6; **Parry:** 7 (9); **Toughness:** 5 (7)

**Edges:** Druid, New Power (x2), Power Points, Soulguard

**Gear:** Everwood Staff (2d6, +1 Parry, +1 Reach, 2-handed; +5 Essence), Bow (2d6), Partial Scale Armor (+2, -2 Coverage), Bracers (+1 Parry)

**Powers:** Armor, Bolt, Boost Trait, Healing

**Essence:** 15 (20)

#### Special Abilities:

- **Fae Beauty** (+1 Charisma)
- **Low Light Vision**
- **Weakness** (+2 damage from Black Iron and Blood Steel)

### ELITE ELVEN SOULGUARD

**Attributes:** Agility d8, Smarts d6, Spirit d12, Strength d8, Vigor d8

**Skills:** Channeling d12, Fighting d10, Guts d6, Healing

d6, Knowledge: Cosmology

d6, Knowledge: Flame d6,

Knowledge: Magic d6, Notice

d6, Shooting d6, Stealth d8,

Survival d4, Tracking d6

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

**Toughness:** 6 (10)

**Edges:** Demon Slayer, Druid,

New Power (x4), Power

Points (x2), Soulguard

**Gear:** Enchanted Everwood

Staff (1d8+1d6+1, +1 to

Hit, +1 Parry, +1 Reach,

2-handed; +5 Essence), Bow

(2d6), White Silver Chain

Armor (+4, -4 Coverage),

Enchanted Bracers (+2

Parry)

**Powers:** Armor, Bolt, Boost

Trait, Dispel, Entangle,

Healing

**Essence:** 15 (20)

#### Special Abilities:

• **Fae Beauty** (+1 Charisma)

• **Low Light Vision**

• **Weakness** (+2 damage from Black Iron and Blood Steel)





## GOBLINESH

While there are many goblins, orcs, and ogres of benevolent disposition, there are still entire societies of them who grow up hating the Southern Kingdoms and worshipping Ceynara. As well, there may come a time when the Heroes will have Goblinessh allies, in which case the following stats are also useful.

### GOBLIN SCOUT

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

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

**Pace:** 6; **Parry:** 5; **Toughness:** 4 (5)

**Gear:** Dagger (2d4), Sling (2d4), Partial Leather Armor (+1, -2 Coverage)

**Special Abilities:**

**Infravision**

**Size -1**

**Small and Nimble** (-2 to be hit)

### ADVANCED GOBLIN SCOUT

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

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

**Pace:** 6; **Parry:** 6 (7); **Toughness:** 4 (5)

**Gear:** Short Sword (2d6), Bow (2d6), Partial Leather Armor (+1, -2 Coverage), Bracers (+1 Parry)

**Special Abilities:**

- ♦ **Infravision**
- ♦ **Size -1**
- ♦ **Small and Nimble** (-2 to be hit)

### ELITE GOBLIN SCOUT

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

**Skills:** Fighting d10, Guts d6, Healing d6, Notice d8, Shooting d10, Stealth d8 (+2), Survival d8 (+2), Tracking d8 (+2)

**Pace:** 6; **Parry:** 8 (9); **Toughness:** 5 (6)

**Edges:** Block, Woodsman

**Gear:** Short Sword (2d6), Bow (2d6), Full Leather Armor (+1, -4 Coverage), Bracers (+1 Parry)

**Special Abilities:**

- ♦ **Infravision**
- ♦ **Size -1**
- ♦ **Small and Nimble** (-2 to be hit)

### OGRE WARRIOR

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

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

**Pace:** 7; **Parry:** 5; **Toughness:** 9 (11)

**ear:** Great Axe (2d10, AP 1) or Great Club (1d10+1d8, +1 Reach), Throwing Stones (1d10+1d6), Partial Scale Armor (+2, -2 Coverage)

**Special Abilities:**

- ♦ **Bad Eyes** (-2 to Notice, Shoot, or Throw past 5")
- ♦ **Infravision**
- ♦ **Large** (+2 to be hit)
- ♦ **Size +3**

### ADVANCED OGRE WARRIOR

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

**Skills:** Fighting d8, Guts d6, Notice d4, Survival d4, Throwing d6

**Pace:** 7; **Parry:** 6 (7); **Toughness:** 10 (12)

**Edges:** Hold Off, Sweep

**Gear:** Great Axe (d12+d10, AP 1) or Great Club (1d12+1d8, +1 Reach), Throwing Stones (1d10+1d6), Partial Scale Armor (+2, -2 Coverage)

**Special Abilities:**

- ♦ **Bad Eyes** (-2 to Notice, Shoot, or Throw past 5")
- ♦ **Infravision**
- ♦ **Large** (+2 to be hit)
- ♦ **Size +3**





## ELITE OGRE WARRIOR

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

**Skills:** Fighting d10, Guts d8, Notice d6, Survival d6, Throwing d8

**Pace:** 7; **Parry:** 7 (9); **Toughness:** 11 (15)

**Edges:** Frenzy, Hold Off, Improved Sweep

**Gear:** Great Axe (d12+d10+2, AP 1) or Great Club (1d12+1d8+2, +1 Reach), Throwing Stones (1d10+1d6+2), Full Plate & Chain Armor (+4, -4 Coverage), Bracers (+1 Parry)

**Special Abilities:**

- ♦ **Bad Eyes** (-2 to Notice, Shoot, or Throw past 5")
- ♦ **Infravision**
- ♦ **Large** (+2 to be hit)
- ♦ **Size** +3

## ORC WARRIOR

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

**Skills:** Fighting d8, Guts d6, Notice d6, Shooting d6, Stealth d6, Survival d4

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

**Gear:** Long Sword (2d8) or Battle Axe (2d8), Bow (2d6), Partial Scale Armor (+2, -2 Coverage), Medium Shield (+1 Parry, +2 Armor vs Ranged Damage)

**Special Abilities:**

- ♦ **Infravision**

## ADVANCED ORC WARRIOR

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

**Skills:** Fighting d10, Guts d6, Notice d6, Shooting d8, Stealth d6, Survival d4, Tracking d4

**Pace:** 6; **Parry:** 7 (8); **Toughness:** 7 (9)

**Edges:** Frenzy

**Gear:** Long Sword (1d10+1d8) or Battle Axe (1d10+1d8), Bow (2d6), Full Scale Armor (+2, -2 Coverage), Medium Shield (+1 Parry, +2 Armor vs Ranged Damage)

**Special Abilities:**

- ♦ **Infravision**

## ELITE ORC WARRIOR

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d12+1, Vigor d12

**Skills:** Fighting d12, Guts d8, Notice d6, Shooting d8, Stealth d6, Survival d6, Tracking d6

**Pace:** 8 (d10 Run); **Parry:** 9 (10); **Toughness:** 8 (12)

**Edges:** Block, Fleet-Footed, Improved Frenzy

**Gear:** *Chuktar* (1d12+1d10+1, +1 Parry), Bow (2d6), Full Plate & Chain Armor (+4, -4 Coverage)

**Special Abilities:**

- ♦ **Infravision**

## KALINESH (KAL-A-NAR EMPIRE)

The Empire is the greatest current threat to the Southern Kingdoms, launching a war for total destruction of their lands and ultimate domination of Shaintar. Kal soldiers are driven by their personal honor, their yearning for glory, or their worship of Ceynara... or a combination of all three.

Also detailed are *Tor Mastak* agents and the most frightening Imperial threats of all, Flame-Blooded Warlords. For those who have not undergone the demonic bonding process, use Elite Kal Warrior stats. Those who embrace the Flame so completely are part man, part demon, and all bad.

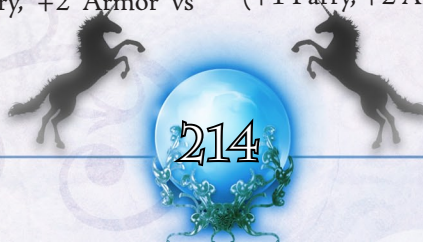
## KAL WARRIOR

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

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

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

**Gear:** Long Sword/Battle Axe (2d8), or Mace/Warhammer (2d6, AP 1 vs Rigid Armor), Bow (2d6), Full Scale Armor (+2, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs Ranged Damage)









## ADVANCED KAL WARRIOR

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

**Skills:** Fighting d10, Guts d6, Intimidation d6, Healing d4, Knowledge: Battle d6, Notice d4, Shooting d6, Stealth d6, Survival d4

**Pace:** 6; **Parry:** 7 (9); **Toughness:** 8 (12)

**Edges:** Brawny, Charge, Frenzy

**Gear:** Long Sword/Battle Axe (1d10+1d8), or Mace/Warhammer (1d10+1d6, AP 1 vs Rigid Armor), Bow (2d6), Full Plate & Chain Armor (+4, -4 Coverage), Large Shield (+2 Parry, +2 Armor vs Ranged Damage)

## ELITE KAL WARRIOR

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d12

**Skills:** Fighting d12+2, Guts d8, Intimidation d6, Healing d6, Knowledge: Battle d8, Notice d4, Shooting d6, Stealth d6, Survival d4

**Pace:** 6; **Parry:** 10 (12); **Toughness:** 9 (15)

**Edges:** Block, Brawny, Charge, Expert: Fighting, Improved Frenzy, Level Headed

**Gear:** Bloodsteel Long Sword/Battle Axe (1d12+1d8), or Bloodsteel Kal Flail (1d12+1d10, Ignores Shields, -1 Parry), Bow (2d6), Enchanted Bloodsteel Plate Armor (+6, -5 Coverage), Large Shield (+2 Parry, +2 Armor vs Ranged Damage; remove if using Kal Flail [total Parry 9])

## FLAME-BLOODED KAL WARLORD

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

**Skills:** Fighting d12+2 (d10 Wild Die), Intimidation d10, Knowledge: Battle d10, Notice d6, Shooting d6, Stealth d6, Survival d4

**Pace:** 8 (d10 Running); **Parry:** 11 (12); **Toughness:** 11 (18)

**Edges:** Improved Block, Brawny, Charge, Fleet-Footed, Hold Off, Improved Frenzy, Improved Level Headed, Master: Fighting, Improved Sweep

**Gear:** Enchanted Bloodsteel Great Sword or Great Axe, Flaming (2d12+6, +2 to Hit), Enchanted Bloodsteel Plate Armor (+7, -6 Coverage)

**Special Abilities:**

- **Fear**
- **Fearless**
- **Infernal** (+2 Toughness, +2 to recover from Shaken, Immune to disease and poison)
- **Infravision**
- **Regeneration** (Slow)
- **Weakness** (+2 Damage from White Silver and Everwood)

## TOR MASTAK AGENT

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

**Skills:** Climbing d4, Fighting d8, Guts d4, Intimidation d6, Investigation d6, Knowledge: Politics d4, Lockpicking d6, Notice d6, Shooting d6, Stealth d8, Streetwise d6, Survival d4, Tracking d6

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

**Gear:** Longsword (2d8), Crossbow (2d6, AP 2), Partial Scale Armor (+2, -2 Coverage), Bracers (+1 Parry), Lockpicks, Rope, other gear as needed

## ADVANCED TOR MASTAK AGENT

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

**Skills:** Climbing d4, Fighting d8, Guts d4, Intimidation d6, Investigation d6, Knowledge: Politics d4, Lockpicking d6, Notice d6, Shooting d6, Stealth d8, Streetwise d6, Survival d4, Tracking d6

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

**Edges:** Connections, Dirty Fighter, First Strike

**Gear:** Longsword (2d8), Crossbow (2d6, AP 2), Partial Scale Armor (+2, -2 Coverage), Bracers (+1 Parry), Lockpicks, Rope, other gear as needed





## ELITE TOR MASTAK AGENT

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

**Skills:** Climbing d6 (+2), Fighting d12, Guts d6, Intimidation d6, Investigation d8 (+2), Knowledge: Politics d4, Lockpicking d6 (+2), Notice d6 (+2), Shooting d10, Stealth d8 (+2), Streetwise d8 (+2), Survival d4, Tracking d6

**Pace:** 8 (d10 Running); **Parry:** 9 (10); **Toughness:** 7 (10)

**Edges:** Block, Dodge, Connections, Dirty Fighter, First Strike, Fleet-Footed, Investigator, Level Headed, Really Dirty Fighter, Thief

**Gear:** Enchanted Bloodsteel Longsword (2d8+1, +1 to Hit), Crossbow (2d6, AP 2), Full Chain Armor (+3, -4 Coverage), Bracers (+1 Parry), Lockpicks, Rope, other gear as needed

**Powers:** Dazzle, Telekinesis

**Essence:** 10

**Special Abilities:**

- **Deflection** (Permanent, -4 level)
- **Elemental** (Immune to disease, poison, and called shots; Fearless)
- **Ethereal** (Can affect real world with Powers; can be affected by magic)
- **Flight** (10, d8 "Running")
- **Size** (-2)
- **Small** (-2 to be hit)

## ZEPHYR (AIR)

*Summon Rank: Veteran.*

**Attributes:** Agility d12, Smarts d6, Spirit d10, Strength d6, Vigor d6

**Skills:** Channeling d10, Fighting d8, Notice d6, Stealth d8

**Pace:** 6 (Fly 15, d10 "Running"); **Parry:** 6; **Toughness:** 5

**Edges:** Improved Dodge, Quick

**Powers:** Bolt, Dazzle, Silence, Telekinesis

**Essence:** 15

**Special Abilities:**

- **Deflection** (Permanent, -4 level)
- **Elemental** (Immune to disease, poison, and called shots; Fearless)
- **Ethereal** (Can affect real world with Powers; can be affected by magic)
- **Flight** (15, d10 "Running")

## KNIGHTS

See PRELACY PALADINS

## LIFE SPIRITS

The living world is full of spirits that tap into the various aspects of Life, representing all four Paths. Druids are able to call forth these beings to aid in their causes. Occasionally, one might be motivated to come out on its own, which could be a very interesting encounter, indeed...

## WIND SPRITE (AIR)

*Summon Rank: Seasoned.* The spirits of Air are mercurial, mischievous, and hard to even keep track of. They do enjoy striking against the enemies of Life, though.

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

**Skills:** Channeling d8, Notice d4, Stealth d8, Taunt d8, Tracking d6

**Pace:** 3 (Fly 10, d8 "Running"); **Parry:** 2; **Toughness:** 2

**Edges:** Improved Dodge

## STORMCHILD (AIR)

*Summon Rank: Heroic.*

**Attributes:** Agility d12, Smarts d6, Spirit d12, Strength d8, Vigor d8

**Skills:** Channeling d12, Fighting d10, Notice d6, Stealth d8

**Pace:** 6 (Fly 25, d12 "Running"); **Parry:** 2; **Toughness:** 2

**Edges:** Improved Dodge



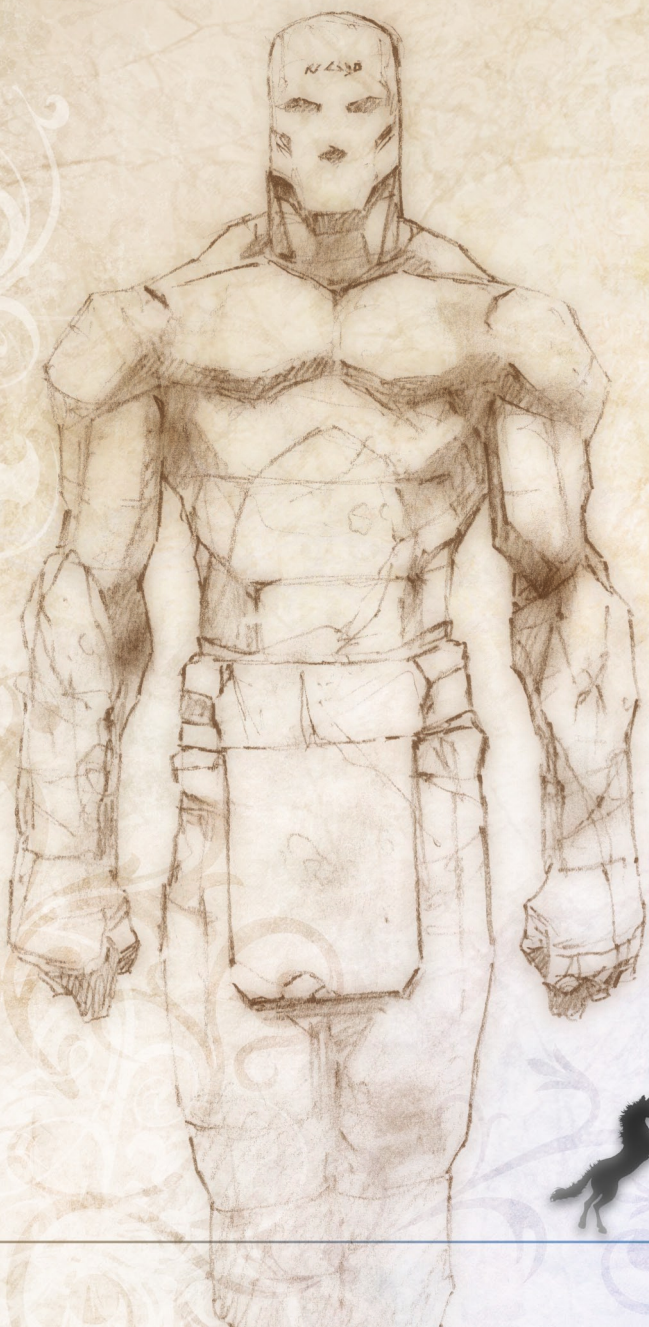


**Powers:** Blast, Bolt, Dazzle, Silence, Telekinesis

**Essence:** 30

**Special Abilities:**

- ♦ **Deflection** (Permanent, -4 level)
- ♦ **Elemental** (Immune to disease, poison, and called shots; Fearless)
- ♦ **Ethereal** (Can affect real world with Powers; can be affected by magic)
- ♦ **Flight** (25, d12 "Running")
- ♦ **Gifted Channeler** (Can channel two Powers a Round)
- ♦ **Quickness** (Permanent, Raise level)



## CLAY GOLEM (EARTH)

*Summon Rank: Veteran.* The spirits of Earth are plodding, stubborn, and hard to motivate. They are relentless when put into motion, though.

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

**Skills:** Channeling d8, Fighting d6, Notice d4

**Pace:** 4 (Cannot "Run"); **Parry:** 5; **Toughness:** 10

**Edges:** Arcane Resistance, Brawny

**Powers:** Entangle

**Essence:** 10

**Special Abilities:**

- ♦ **Burrow** (8")
- ♦ **Clay Fists** (STR+1d6)
- ♦ **Clay Form** (+3 Toughness)
- ♦ **Elemental** (Immune to disease, poison, and called shots; Fearless)
- ♦ **Hardy**
- ♦ **Regeneration** (Slow)

## STONE GOLEM (EARTH)

*Summon Rank: Heroic.*

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

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

**Pace:** 5 (Cannot "Run"); **Parry:** 6; **Toughness:** 13

**Edges:** Arcane Resistance, Brawny

**Powers:** Bolt, Entangle

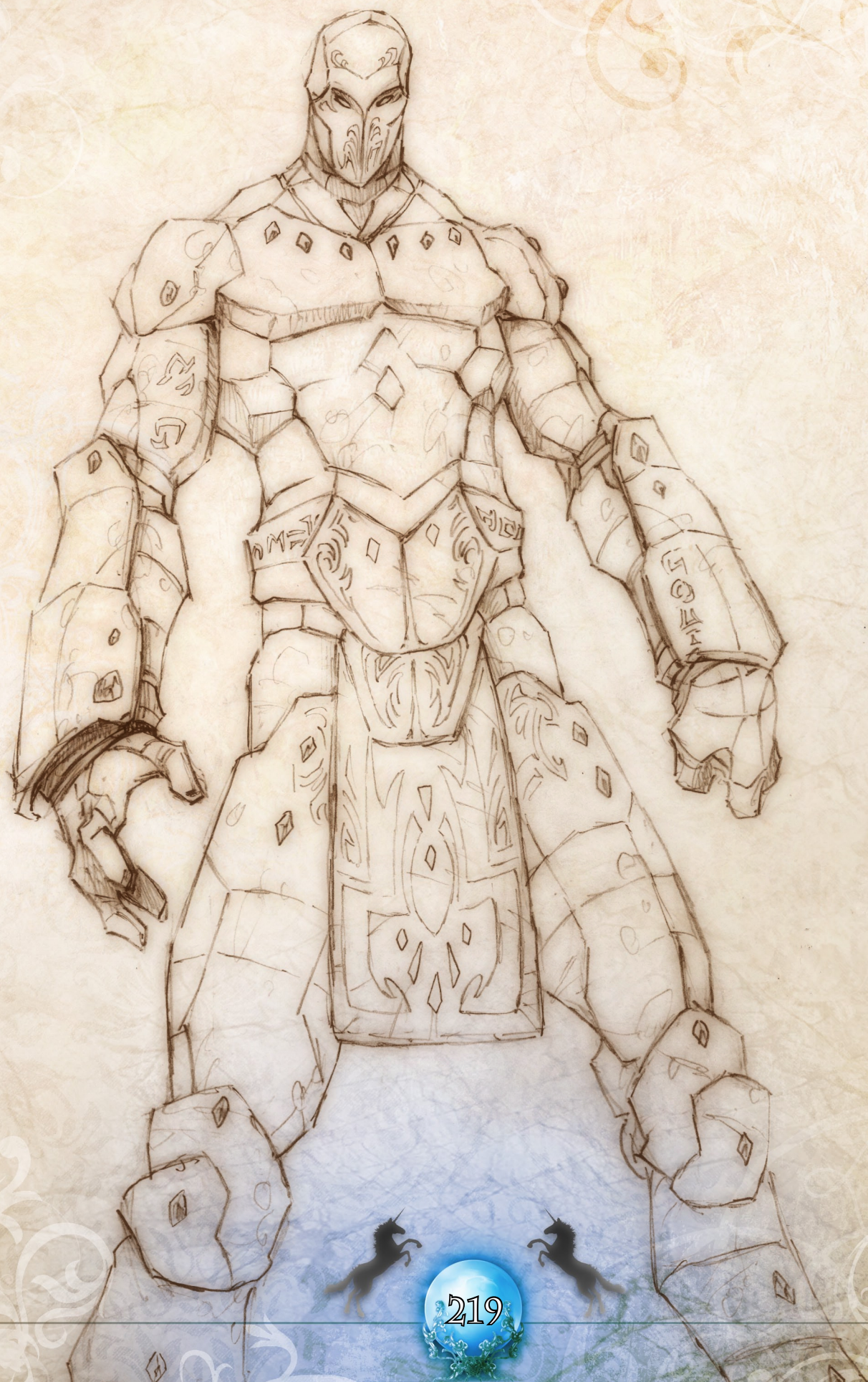
**Essence:** 15

**Special Abilities:**

- ♦ **Burrow** (6")
- ♦ **Elemental** (Immune to disease, poison, and called shots; Fearless)
- ♦ **Hardy**
- ♦ **Regeneration** (Slow)
- ♦ **Size** (+1)
- ♦ **Stone Fists** (STR+1d8)
- ♦ **Stone Form** (+4 Toughness)









## IRON GOLEM (EARTH)

*Summon Rank: Legendary.*

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

**Skills:** Channeling d10, Fighting d10, Notice d4

**Pace:** 6 (Cannot "Run"); **Parry:** 7; **Toughness:** 17

**Edges:** Arcane Resistance, Brawny

**Powers:** Bolt, Entangle, Smite

**Essence:** 20

**Special Abilities:**

- ♦ **Elemental** (Immune to disease, poison, and called shots; Fearless)
- ♦ **Hardy**
- ♦ **Iron Spikes** (STR+1d10+2, AP 2)
- ♦ **Iron Form** (+6 Toughness)
- ♦ **Large** (+2 to be hit)
- ♦ **Regeneration** (Slow)
- ♦ **Size** (+2)

## NYMPH (WATER)

*Summon Rank: Seasoned.* The spirits of Water are fluid, subtle, and difficult to fathom. In their element, however, they are truly indomitable.

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

**Skills:** Channeling d8, Fighting d6, Notice d4

**Pace:** 6 (Swim 10, d8 "Running"); **Parry:** 5; **Toughness:** 5

**Edges:** Arcane Resistance

**Powers:** Healing

**Essence:** 10

**Special Abilities:**

- ♦ **Elemental** (Immune to disease, poison, and called shots; Fearless)
- ♦ **Fluid** (Can pass through even tiny cracks as Difficult Ground)
- ♦ **Hard Water** (STR+1d4)
- ♦ **Invulnerable** (Can only be hurt by magic)
- ♦ **Regeneration** (Slow)

## NEREID (WATER)

*Summon Rank: Veteran.*

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

**Skills:** Channeling d10, Fighting d8, Notice d6

**Pace:** 6 (Swim 15, d10 "Running"); **Parry:** 5; **Toughness:** 5

**Edges:** Arcane Resistance

**Powers:** Burst (as water; only 2d8 damage, but forces a Vigor Check vs Fatigue), Entangle (Ice), Healing, Succor

**Essence:** 15

**Special Abilities:**

- ♦ **Elemental** (Immune to disease, poison, and called shots; Fearless)
- ♦ **Fluid** (Can pass through even tiny cracks as Difficult Ground)
- ♦ **Hard Water** (STR+1d6)
- ♦ **Hardy**
- ♦ **Invulnerable** (Can only be hurt by magic)
- ♦ **Regeneration** (Slow)

## LEVIATHAN (WATER)

*Summon Rank: Legendary.*

**Attributes:** Agility d8, Smarts d6, Spirit d12, Strength d12+4, Vigor d12

**Skills:** Fighting d10, Notice d6

**Pace:** 8 (Swim 20, d12 "Running"); **Parry:** 7; **Toughness:** 17

**Edges:** Improved Arcane Resistance

**Special Abilities:**

- ♦ **Elemental** (Immune to disease, poison, and called shots; Fearless)
- ♦ **Hard Water** (STR+1d10; Small Burst Template slam)
- ♦ **Hardy**
- ♦ **Huge** (+4 to be hit)
- ♦ **Invulnerable** (Can only be hurt by magic)
- ♦ **Regeneration** (Slow)
- ♦ **Size** (+9)
- ♦ **Water Spray** (Burst Template; puts out fires, does 2d10 Damage)







#### GM TO GM : WHAT ABOUT NATURE?

*For those druids wanting to summon traditionally nature-oriented entities, there are two choices. For a plant or tree spirit, use the Animation Power's Wood Construct (Summon Rank: Seasoned). Otherwise, the druid can summon animals. As a generally guideline, small animals will fall under the Seasoned Rank, while medium animals require Veteran Rank to summon, and large (or particularly powerful) animals need a Heroic Rank to summon them. Near-mythical beasts (like the "Drake" in the core Savage Worlds rules) would require a Legendary effort to summon.*









## NECROMANCERS

True practitioners of the Dark arts, necromancers tend towards subtlety and behind-the-scenes work. However, they are more than capable of bringing their powers to bear to defend themselves or take what they want.

### NECROMANCER

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

**Skills:** Fighting d4, Guts d8, Knowledge: Cosmology d6, Knowledge: Darkness d8, Knowledge: Magic d8, Necromancy d8, Notice d6, Stealth d6

**Pace:** 6; **Parry:** 4 (5); **Toughness:** 5 (6)

**Edges:** Necromancer, New Power (x2), Power Points

**Gear:** Staff (2d4, +1 Parry, +1 Reach, 2-handed), Partial Leather Armor (+1, -2 Coverage)

**Powers:** Bolt, Deflection, Lower Trait, Obscure

**Essence:** 15

### ADVANCED NECROMANCER

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

**Skills:** Fighting d6, Guts d10, Knowledge: Cosmology d8, Knowledge: Darkness d8, Knowledge: Magic d10, Necromancy d10, Notice d8, Stealth d6

**Pace:** 6; **Parry:** 5 (7); **Toughness:** 6 (8)

**Edges:** Necromancer, New Power (x4), Power Points (x2), Summoner

**Gear:** Enchanted Staff (2d4, +2 Parry, +1 Reach, 2-header, 5 ESS), Partial Scale Armor (+2, -2 Coverage)

**Powers:** Bolt, Deflection, Lower Trait, Obscure, Power Tap, Summon Entity

**Essence:** 20 (25)

### ELITE NECROMANCER

**Attributes:** Agility d6, Smarts d12, Spirit d12, Strength d6, Vigor d8

**Skills:** Fighting d8, Guts d12, Knowledge: Cosmology d10, Knowledge: Darkness d12, Knowledge: Magic d12, Necromancer d12+2, Notice d10, Stealth d8

**Pace:** 6; **Parry:** 6 (9); **Toughness:** 6 (10)

**Edges:** Acolyte, Expert: Necromancy, New Power (x7), Power Points (x4), Summoner

**Gear:** Enchanted Black-Iron Bound Staff (2d6+1, +1 to Hit; +3 Parry, +1 Reach, 2-handed; 10 ESS), Enchanted Black Iron Chain Armor (+4, -3 Coverage)

**Powers:** Armor, Bolt, Deflection, Etherealness, Lower Trait, Mind's Eye, Obscure, Power Tap, Rending, Summon Entity

**Essence:** 30 (40)

## PRELACY PALADINS

The knights of the oppressive Church of Archanon are often sent on missions to do "Archanon's Will" in the Southern Kingdoms. Very often, this means terror and murder for the "non-believers" who reside there.

These stats are also useful for any knights and cavalry soldiers you might need.

### PRELACY PALADIN

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

**Skills:** Fighting d8, Notice d4, Riding d6, Shooting d6

**Pace:** 6; **Parry:** 6 (7); **Toughness:** 6 (9)

**Gear:** Longsword (2d8), Lance (2d8), Crossbow (2d6, AP 2), Full Chain Armor (+3, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs Ranged Damage), War Horse

### ADVANCED PRELACY PALADIN (CRUSADER)

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

**Skills:** Fighting d10, Guts d6, Intimidation d8, Notice d6, Riding d10, Shooting d8, Survival d4

**Pace:** 6; **Parry:** 8 (9); **Toughness:** 7 (11)







**Edges:** Block, Charge, Frenzy, Sweep

**Gear:** Longsword (2d8), Lance (2d10, AP 1, Reach +2; Only on horse), Crossbow (2d6, AP 2), Full Plate & Chain Armor (+4, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs Ranged Damage), War Horse

## ELITE PRELACY PALADIN (PURIFIER)

**Attributes:** Agility d10, Smarts d6, Spirit d10, Strength d12, Vigor d12

**Skills:** Fighting d12+2 (d10 Wild Die), Guts d10, Intimidation d10, Notice d6, Riding d12, Shooting d12, Survival d6

**Pace:** 8 (d10 Run); **Parry:** 12 (14); **Toughness:** 9 (14)

**Edges:** Improved Block, Brawny, Charge, Combat Reflexes, Combat Sense, Fleet-Footed, Improved Frenzy, Master: Fighting, Improved Sweep, Improved Sunder, Weapon Master

**Gear:** Long Sword (1d12+1d8), Crossbow (2d6, AP 2), Full Plate Armor (+5, -5 Coverage), Large Shield (+2 Parry, +2 Armor vs Ranged Damage), War Horse

## RANGERS

Whether its members of Grayson's Grey Rangers or woodcrafty scout-warriors from another region, these stats should be useful for any needed allies (or enemies, as appropriate).

### RANGER

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

**Skills:** Climbing d4, Fighting d6, Healing d4, Notice d6, Shooting d6, Stealth d6, Survival d6, Tracking d6

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

**Gear:** Short Sword (2d6), Bow (2d6), Partial Leather Armor (+1, -2 Coverage), Small Shield (+1 Parry)

### ADVANCED RANGER

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

**Skills:** Climbing d4, Fighting d8, Guts d6, Healing d6, Notice d6, Shooting d8, Stealth d6 (+2), Survival d8 (+2), Tracking d8 (+2)

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

**Edges:** Marksman, Woodsman

**Gear:** Short Sword (2d6) or Mace (2d6, AP 1 vs Rigid Armor), Bow (2d6), Partial Scale Armor (+2, -2 Coverage), Medium Shield (+1 Parry, +2 Armor vs Ranged Damage)

### ELITE RANGER

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

**Skills:** Climbing d6, Fighting d10, Guts d8, Healing d8, Notice d8, Shooting d12, Stealth d8 (+2), Survival d8 (+2), Tracking d10 (+2)

**Pace:** 8 (d10 Run); **Parry:** 7 (8); **Toughness:** 6 (9)

**Edges:** Archer, Combat Reflexes, Double Shot, Fleet-Footed, Marksman, Woodsman

**Gear:** Long Sword (2d8) or Battle Axe (2d8), Bow (2d6), Partial Chain Armor (+3, -2 Coverage), Medium Shield (+1 Parry, +2 Armor vs Ranged Damage)

## SHAYAKAR

The "Fallen" elves are disturbing on quite a few levels. Being Fae, they remind the Heroes of the beauty and grace that comes from being elven. Most *shayakar* display a certain level of honor and civility, which makes them harder to hate than a raving Ceynara-worshipping barbarian.

Nonetheless, they are unnervingly dangerous and committed to their goals, which include spreading Darkness and its corruption throughout the world.

*Shayakar* are pale and "gothy" in appearance, both in their features and in their dress. The Nightguard are, for all intents and purposes, best described as "pale, gothy ninjas."





## SHAYAKAR NIGHTGUARD

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

**Skills:** Climbing d6, Fighting d8, Guts d6, Lockpicking d6, Nightguard d8, Notice d6, Stealth d8 (+2), Shooting d8, Survival d4, Tracking d6

**Pace:** 6; **Parry:** 6 (7); **Toughness:** 5 (9)

**Edges:** Nightguard (+2 Stealth, access to a limited number of Powers and Essence)

**Gear:** Black Iron Shortsword (2d6), Full *Shayakar* Night Chain Armor (+4 Armor, -4 Coverage; +2 on Stealth rolls at night), Bracers (+1 Parry)

**Powers:** Invisibility

**Essence:** 5

### Special Abilities:

- ♦ **Low Light Vision** (See normally in darkness)
- ♦ **Shayakar Night Gifts** (*Level Headed* and *Combat Reflexes* at night)
- ♦ **Deathwhisper** (When killed, the Nightguard can whisper a last sentence to any one person they choose).
- ♦ **Weakness** (Daylight - Fatigue Level, Bad Eyes)

## ADVANCED SHAYAKAR NIGHTGUARD

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

**Skills:** Climbing d6 (+2), Fighting d10, Guts d6, Lockpicking d8 (+2), Nightguard d10, Notice d8, Stealth d10 (+4), Shooting d8, Survival d4, Tracking d6

**Pace:** 8 (d10); **Parry:** 8 (9); **Toughness:** 6 (10)

**Edges:** Acrobat, Fleet-Footed, Nightguard (+2 Stealth, access to a limited number of Powers and Essence), Thief

**Gear:** Black Iron Longsword (2d8), Full *Shayakar* Night Chain Armor (+4 Armor, -4 Coverage; +2 on Stealth rolls at night), Bracers (+1 Parry)

**Powers:** Invisibility, Obscure

**Essence:** 5

### Special Abilities:

- ♦ **Low Light Vision** (See normally in darkness)
- ♦ **Shayakar Night Gifts** (*Level Headed* and *Combat Reflexes* at night)
- ♦ **Deathwhisper** (When killed, the Nightguard can whisper a last sentence to any one person they choose).
- ♦ **Weakness** (Daylight - Fatigue Level, Bad Eyes)

## ELITE SHAYAKAR NIGHTGUARD

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

**Skills:** Climbing d6 (+2), Fighting d12+2 (d10), Guts d8, Lockpicking d8 (+2), Nightguard d12, Notice d8, Stealth d10 (+4), Shooting d8, Survival d4, Tracking d6

**Pace:** 8 (d10); **Parry:** 11 (12); **Toughness:** 7 (12)

**Edges:** Acrobat, Ambidexterity, Block, Dodge, Fleet-Footed, Master: Fighting, Nightguard (+2 Stealth, access to a limited number of Powers and Essence), Power Points, Thief, Two-Fisted

**Gear:** Two Enchanted Black Iron Longswords (+1 to Hit, 2d8+1), Enchanted Full *Shayakar* Night Chain Armor (+5 Armor, -4 Coverage; +2 on Stealth rolls at night), Bracers (+1 Parry)

**Powers:** Boost Trait, Conceal Arcana, Invisibility, Obscure

**Essence:** 10

### Special Abilities:

- ♦ **Low Light Vision** (See normally in darkness)
- ♦ **Shayakar Night Gifts** (*Level Headed* and *Combat Reflexes* at night)
- ♦ **Deathwhisper** (When killed, the Nightguard can whisper a last sentence to any one person they choose).
- ♦ **Weakness** (Daylight - Fatigue Level, Bad Eyes)













## SOLDIERS

Men at arms. Guardsmen. Mercenaries. Military forces off to war. The professionally-trained soldier is a potent ally and a difficult enemy.

### SOLDIER

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

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

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

**Gear:** Short Sword (2d6), Bow (2d6), Partial Scale Armor (+2, -2 Coverage), Small Shield (+1 Parry)

### ADVANCED SOLDIER

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

**Skills:** Fighting d10, Guts d6, Healing d4, Intimidation d6, Notice d6, Shooting d8, Stealth d6, Survival d4

**Pace:** 6; **Parry:** 8 (9); **Toughness:** 6 (9)

**Edges:** Block, Frenzy

**Gear:** Longsword (2d8), Bow (2d6), Full Chain Armor (+3, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs Ranged Damage)

### ELITE SOLDIER

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

**Skills:** Climbing d6, Fighting d12+1, Guts d8, Healing d6, Intimidation d8, Notice d6, Shooting d12, Stealth d8, Survival d6

**Pace:** 8 (d10 Run); **Parry:** 10 (12); **Toughness:** 8 (12)

**Edges:** Improved Block, Brawny, Charge, Combat Reflexes, Expert: Fighting, Fleet-Footed, Improved Frenzy

**Gear:** Long Sword (1d10+1d8), Bow (2d6), Full Plate & Chain Armor (+4, -4 Coverage), Large Shield (+2 Parry, +2 Armor vs Ranged Damage)

## SORCERERS

Whether hired to aid with a mission, encountered during a time of need, or faced off against during a conflict, a sorcerer always makes things “interesting.”

### SORCERER

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

**Skills:** Fighting d4, Guts d6, Knowledge: Cosmology d6, Knowledge: Magic d8, Notice d6, Sorcery d10

**Pace:** 6; **Parry:** 4 (5); **Toughness:** 5 (6)

**Edges:** New Power (x2), Power Points, Sorcerer

**Gear:** Staff (2d4, +1 Parry, +1 Reach, 2-handed), Partial Leather Armor (+1, -2 Coverage)

**Powers:** Bolt, Boost Trait, Cantrips, Deflection, Entangle; *Alain's Unerring Dart*, *Kaine's Piercing Spear*

**Essence:** 15

### ADVANCED SORCERER (MAGE)

**Attributes:** Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d8

**Skills:** Fighting d6, Guts d8, Knowledge: Cosmology d8, Knowledge: Legend Lore d8, Knowledge: Magic d10, Notice d8, Sorcery d12

**Pace:** 6; **Parry:** 5 (7); **Toughness:** 6 (8)

**Edges:** Mage, New Power (x4), Power Points (x2)

**Gear:** Enchanted Staff (2d4, +2 Parry, +1 Reach, 2-header, 5 ESS), Partial Scale Armor (+2, -2 Coverage)

**Powers:** Bolt, Boost Trait, Cantrips, Deflection, Dispel, Entangle, Invisibility; *Alain's Unerring Dart*, *Kaine's Piercing Spear*

**Essence:** 20 (25)

### ELITE SORCERER (ARCHMAGE)

**Attributes:** Agility d6, Smarts d12, Spirit d12, Strength d6, Vigor d8

**Skills:** Fighting d8, Guts d12, Knowledge: Cosmology







d10, Knowledge: Legends Lore d12, Knowledge: Magic d12, Notice d10, Sorcery d12+2 (d10 Wild Die)

**Pace:** 6; **Parry:** 6 (9); **Toughness:** 6 (10)

**Edges:** Archmage, Mage, Master: Sorcery, New Power (x7), Power Points (x4)

**Gear:** Enchanted Ironwood Staff (2d6+2, +2 to Hit;

+2 Parry, +1 Reach, 2-handed; 10 ESS), Enchanted *Shay'Von* Leather Armor (+4, -3 Coverage, +2 to Soak w/ a Bennie)

**Powers:** Armor, Bolt, Boost Trait, Cantrips, Deflection, Dispel, Entangle, Fly, Invisibility, Mind's Eye; *Alain's Unerring Dart*, *Kaine's Piercing Spear*

**Essence:** 30 (40)

## SPIES

In Shaintar, political intrigue is a major part of the big stories. Every government, large and small, has a stake in what happens in the lands, and sometimes it takes a skilled act of espionage, assassination, or simple information-gathering to accomplish the greater goal (instead of an overt military action). Skilled operatives, agents, and spies are likely opponents (and sometimes allies) in many situations.

Note that these stats are also excellent for specialized thieves and rogues.

### SPY

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

**Skills:** Climbing d6 (+2), Fighting d6, Guts d4,

Investigation d6, Knowledge: Politics d6, Lockpicking d6 (+2), Notice d6, Persuasion d6, Stealth d8 (+2), Streetwise d6, Throwing d6

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

**Edges:** Thief

**Gear:** Saber (2d6), Throwing Knives (1d6+1d4), Partial Leather Armor (+1, -2 Coverage), Lockpicks, Falsified Papers, Rope, other gear as needed

### ADVANCED SPY

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

**Skills:** Climbing d6 (+2), Fighting d8, Guts d4, Investigation d8 (+2), Knowledge: Politics d6, Lockpicking d6 (+2), Notice d8, Persuasion d8, Stealth d8 (+2), Streetwise d8 (+2), Throwing d8

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

**Edges:** Connections, Dark Fighting, Dirty Fighter, Investigator, Thief

**Gear:** Saber (2d6), Parrying Dirk (1d6+1d4, +1 Parry if used defensively), Throwing Knives (1d6+1d4), Partial Leather Armor (+1, -2 Coverage), Lockpicks, Falsified Papers, Rope, other gear as needed

### ELITE SPY

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

**Skills:** Climbing d8 (+2), Fighting d10, Guts d6, Investigation d10 (+2), Knowledge: Politics d6, Lockpicking d8 (+2), Notice d10, Persuasion d10, Stealth d10 (+2), Streetwise d8 (+2), Throwing d10

**Pace:** 6; **Parry:** 9 (11); **Toughness:** 6 (7)

**Edges:** Acrobat, Block, Charismatic, Combat Sense, Connections, Dark Fighting, Dirty Fighter, Investigator, Thief

**Gear:** Saber (2d6), Parrying Dirk (1d6+1d4, +1 Parry if used defensively), Throwing Knives (1d6+1d4), Partial Leather Armor (+1, -2 Coverage), Bracers (+1 Parry), Lockpicks, Falsified Papers, Rope, other gear as needed





## THUGS

Similar to Bandits, Thugs are the criminal element found in most towns and cities, where they are far more comfortable. These aren't thieves so much as strongarms and bone-breakers, more prone to mugging than burgling.

### THUG

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

**Skills:** Fighting d6, Gambling d4, Intimidation d4, Lockpicking d4, Notice d4, Shooting d6, Stealth d6, Streetwise d4

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

**Gear:** Short Sword (2d6), Crossbow (2d6, AP 2), Partial Leather Armor (+1, -2 Coverage)

### ADVANCED THUG

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

**Skills:** Fighting d8, Gambling d4, Intimidation d6, Lockpicking d4, Notice d6, Shooting d6, Stealth d8, Streetwise d6

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

**Gear:** Short Sword (2d6) or Mace (2d6, AP 1 vs Rigid Armor), Crossbow (2d6, AP 2), Partial Scale Armor (+2, -2 Coverage), Small Shield (+1 Parry)

### ELITE THUG

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

**Skills:** Fighting d10, Gambling d6, Intimidation d6, Lockpicking d6, Notice d6, Shooting d8, Stealth d8, Streetwise d6, Taunt d6

**Pace:** 8 (d10 Run); **Parry:** 8 (9); **Toughness:** 6 (9)

**Edges:** Block, Combat Reflexes, Fleet-Footed, Frenzy

**Gear:** Long Sword (2d8) or Battle Axe (2d8), Crossbow (2d6, AP 2), Partial Chain Armor (+3, -2 Coverage), Medium Shield (+1 Parry, +2 Armor vs Ranged Damage)

## UNDEAD

Many beings of Darkness no longer have any spark of Life in them, subsisting entirely on Darkness. In many cases, this makes the lesser of such beings completely mindless. As they grow (or are infused with more power), there is enough of the corrupted Essence within them to simulate Life in a manner to give them will and wit.

Many undead are summoned by Necromancers to one task or another. Others simply reside where they are, waiting to perform some ages-old task or to defend their haunts from the living. The very Darkness within them drives them to hate Life, making discussions difficult most of the time.









## SHADES

It's rare to meet a shade in its natural form, for shades really spend the vast majority of their time being someone else. They accomplish this by killing their intended targets, draining the knowledge and spiritual "imprint" of the victims into themselves. They then *become* that person in all ways that matter, disposing of the dried husk of a body that remains and taking over that person's life – memories, relationships, magical gifts, and all.

When it's time for a shade to take on a new role, it will stalk that next target, pick its moment, and strike like an assassin. If in its natural form, it will use *Telekinesis* to bind the target in place while using "The Becoming" to drain away his life force and absorb his persona. Otherwise, the shade will attack in the physical form of whoever it is at the time, using the combined abilities to overtake the next victim.

In many legends, shades are alternately referred to as **doppelgangers**. Note that they *cannot* become anyone who channels Life or invokes Light.

### Natural Form

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

**Skills:** Fighting d8, Guts d6, Notice d8, Stealth d10, Tracking d8

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

### Special Abilities:

- ♦ **"The Becoming"** (Touch attack, *Lower Trait* vs STR and VIG at the same time; either can be lowered to 0, at which time the victim dies and the shade becomes him)
- ♦ **Ethereal** (Permanent; can only be affected by magic, can affect real world with Powers and "The Becoming")
- ♦ **Fly** (As the Power, at will; Pace 12)
- ♦ **Infravision**
- ♦ **Obscure** (As the Power, at will; Use Spirit for skill checks)

- ♦ **Telekinesis** (As the Power, at will; Use Spirit for skill checks)
- ♦ **Undead** (+2 to recover from being Shaken; Immune to poison and disease; no Wound Penalties; No additional damage from Called Shots)

### Doppelganger Form

Shades so completely become their victims, you can take any character stats exactly as is (including magical abilities, with a couple of exceptions), and add the following to them:

### Special Abilities:

- ♦ **"The Becoming"** (Touch attack, *Lower Trait* vs STR and VIG at the same time; either can be lowered to 0, at which time the victim dies and the shade becomes him)
- ♦ **Conceal Arcana** (Self only, at will; Use Spirit for skill checks, add +2)
- ♦ **Fly** (As the Power, at will; Pace 12)
- ♦ **Infravision**
- ♦ **Obscure** (As the Power, at will; Use Spirit for skill checks)
- ♦ **Telekinesis** (As the Power, at will; Use Spirit for skill checks)
- ♦ **Undead** (+2 to recover from being Shaken; Immune to poison and disease; no Wound Penalties; No additional damage from Called Shots)
- ♦ **Weakness** (+4 damage from White Silver and Everwood)





## SKELETONS

*Summon Rank: Seasoned (1+1d4).* The basest form of necromantic animation involves the raising of corpses by infusing them with Dark spirits. In some cases, the most negative memories and instincts of a departed soul remain behind, and the spirit uses this to mock the life that was. Normally, however, skeletons and zombies simply do as they are told – no less, no more.

Skeletons are the result of either long-decayed bodies being raised or the flesh and other detritus being intentionally sloughed off by the necromancer and his assistants.

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

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

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

**Gear:** Melee Weapon (2d6), Small Shield (+1 Parry)

**Special Abilities:**

- ♦ **Bony Hide** (+1 Armor)
- ♦ **Claws** (STR+1)
- ♦ **Fearless**
- ♦ **Undead** (+2 to recover from being Shaken; Immune to poison and disease; No additional damage from Called Shots)
- ♦ **Weakness** (+4 damage from hammers, maces, and similar weapons)
- ♦ **Weakness** (+2 damage from White Silver and Everwood)

## ADVANCED SKELETONS

*Summon Rank: Veteran (1+1d4)*

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

**Skills:** Fighting d10, Notice d4, Shooting d8, Stealth d6

**Pace:** 8; **Parry:** 6 (7); **Toughness:** 10

**Edges:** Frenzy

**Gear:** Melee Weapon (2d8), Bow (2d6), Small Shield (+1 Parry)

**Special Abilities:**

- ♦ **Bony Hide** (+2 Armor)
- ♦ **Claws** (STR+1d4)
- ♦ **Fearless**
- ♦ **Undead** (+2 to recover from being Shaken; Immune to poison and disease; No additional damage from Called Shots)
- ♦ **Weakness** (+4 damage from hammers, maces, and similar weapons)
- ♦ **Weakness** (+2 damage from White Silver and Everwood)

## BONE LORD

*Summon Rank: Heroic.* Far more than mere skeletons, the Bone Lords are sentient, cunning, and terrifying creatures. Within their ribcages are writhing tendrils of bone, which they can use to create far-reaching limbs and entangling coils.

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

**Skills:** Fighting d12, Intimidation d8, Notice d6, Stealth d8

**Pace:** 9 (d10 Running); **Parry:** 8; **Toughness:** 12

**Edges:** Improved First Strike, Fleet-Footed, Improved Frenzy, Improved Sweep

**Special Abilities:**

- ♦ **Bone Weapons** (2d10)
- ♦ **Bony Hide** (+3 Armor)
- ♦ **Deflection** (As Power, -4 permanently)
- ♦ **Entangle** (As Power, 3x per battle; Use Fighting)
- ♦ **Fear**
- ♦ **Fearless**
- ♦ **Many-Limbed** (May make up to 4 attacks a round; Multiple Action Penalties apply, but Improved Frenzy offsets the first -2)
- ♦ **Reach** (+4)
- ♦ **Regeneration** (Fast; +2 to recover from Shaken)
- ♦ **Undead** (+2 to recover from being Shaken; Immune to poison and disease; No additional









- ♦ damage from Called Shots)
- ♦ **Weakness** (+4 damage from hammers, maces, and similar weapons)
- ♦ **Weakness** (+2 damage from White Silver and Everwood)

### GM TO GM : THE OTHER UNDEAD

*There are some Undead missing here. The Wights and Banshee (different, but related; both represent the Darkness-consumed spirits of fallen Fae), the Liches (masters of Sorcery and Necromancy combined), and the Mummies (would-be gods and masters of the infinite Void). They will figure in future products and stories, and don't play much of a role in the areas dealt with in this book.*

## SPECTER

The spirits of those who have fallen to Darkness, yet for some reason cannot or will not move on their place in the Nether. Some are tied to a place important to them in life, while others are placed in an area for some purpose determined by the Necrolords.

Heroes should be careful when scoffing at tales of a place being haunted. It very well could be, and a specter is what they might find.

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

**Skills:** Fighting d6, Guts d8, Intimidation d10, Notice d10, Stealth d6, Taunt d10

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

**Special Abilities:**

- ♦ **“Cold Hand of Death”** (Touch attack, Spirit vs Vigor to cause a Fatigue level; 2 Fatigue levels with a Raise)
- ♦ **Ethereal** (Permanent; can only be affected by magic, can affect real world with Powers and “Cold Hand”)
- ♦ **Fear**

- ♦ **Fly** (As the Power, at will; Pace 12)
- ♦ **Infravision**
- ♦ **Telekinesis** (As the Power, at will; Use Spirit for skill checks)
- ♦ **Undead** (+2 to recover from being Shaken; Immune to poison and disease; no Wound Penalties; No additional damage from Called Shots)
- ♦ **Weakness** (+4 damage from White Silver and Everwood)

## ADVANCED SPECTER

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

**Skills:** Fighting d8, Guts d10, Intimidation d12, Notice d10, Stealth d8, Taunt d12

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

**Special Abilities:**

- ♦ **“Cold Hand of Death”** (Touch attack, Spirit vs Vigor to cause a Fatigue level; 2 Fatigue levels with a Raise)
- ♦ **Ethereal** (Permanent; can only be affected by magic, can affect real world with Powers and “Cold Hand”)
- ♦ **Fear** (-2)
- ♦ **Fly** (As the Power, at will; Pace 12)
- ♦ **Infravision**
- ♦ **Obscure** (As the Power, at will; Use Spirit for skill checks)
- ♦ **Telekinesis** (As the Power, at will; Use Spirit for skill checks)
- ♦ **Undead** (+2 to recover from being Shaken; Immune to poison and disease; no Wound Penalties; No additional damage from Called Shots)
- ♦ **Weakness** (+4 damage from White Silver and Everwood)





## ELITE SPECTER

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

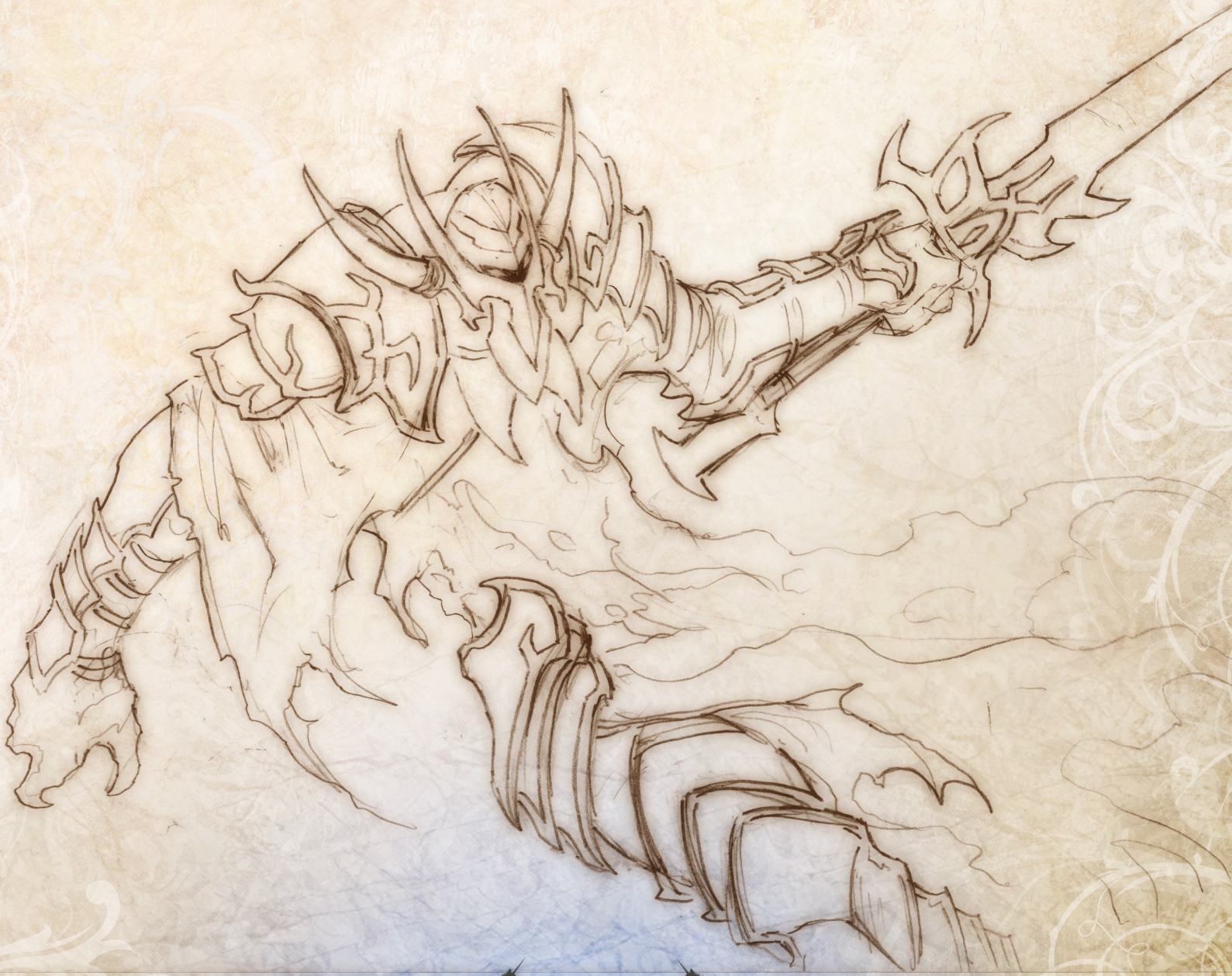
**Skills:** Fighting d10, Guts d10, Intimidation d12, Notice d10, Stealth d10, Taunt d12

**Pace:** 6; **Parry:** 7; **Toughness:** 8

**Special Abilities:**

- ♦ **"Icy Hand of Death"** (Touch attack, Spirit vs Vigor -2 to cause a Fatigue level; 2 Fatigue levels with a Raise)

- ♦ **Ethereal** (Permanent; can only be affected by magic, can affect real world with Powers and "Icy Hand")
- ♦ **Fear** (-2)
- ♦ **Fly** (As the Power, at will; Pace 12)
- ♦ **Infravision**
- ♦ **Obscure** (As the Power, at will; Use Spirit for skill checks)
- ♦ **Telekinesis** (As the Power, at will; Use Spirit for skill checks)





- ♦ **Undead** (+2 to recover from being Shaken; Immune to poison and disease; no Wound Penalties; No additional damage from Called Shots)
- ♦ **Weakness** (+4 damage from White Silver and Everwood).

## WRAITH

*Summon Rank: Veteran.* Walking between the living world and the spirit realm, wraiths remain apart from everything. They are often used as both guardians and avenging spirits by the lords of Darkness. They are particularly gifted at hunting down those wanted by their masters – dead or alive.

Note that the *Lower Trait* effect on their swords happens only on a successful melee strike; it can't be used at range.

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

**Skills:** Fighting d10, Intimidation d10, Notice d8 (+2), Riding d8, Stealth d8, Tracking d8

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

**Edges:** Alertness

**Gear:** Cold Black Iron Longsword (2d8; *Lower Trait* Vigor, SPI vs SPI), Medium Shield (+1 Parry, +2 Armor vs Ranged Damage), Nightmare (Use War Horse, add Undead and d6 Smarts)

### Special Abilities:

- ♦ **“Cold Hand of Death”** (Touch attack, Spirit vs Vigor to cause a Fatigue level; 2 Fatigue levels with a Raise)
- ♦ **Fear**
- ♦ **Fearless**
- ♦ **Infravision**
- ♦ **Invulnerable** (Can only be harmed by magic and Weakness; all other attacks cause Shaken only).
- ♦ **Undead** (+2 to recover from being Shaken; Immune to poison and disease; no Wound Penalties; No additional damage from Called Shots)

- ♦ **Weakness** (+4 damage from White Silver and Everwood)

## ADVANCED WRAITH

*Summon Rank: Heroic.*

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

**Skills:** Fighting d12, Intimidation d12, Notice d8 (+2), Riding d8, Stealth d8, Tracking d8

**Pace:** 6; **Parry:** 9 (10); **Toughness:** 9

**Edges:** Alertness, Block, Frenzy

**Gear:** Enchanted Cold Black Iron Longsword (1d10+1d8+1; +1 to Hit; *Lower Trait* Vigor, SPI vs SPI), Medium Shield (+1 Parry, +2 Armor vs Ranged Damage), Nightmare (Use War Horse, add Undead and d6 Smarts)

### Special Abilities:

- ♦ **“Cold Hand of Death”** (Touch attack, Spirit vs Vigor to cause a Fatigue level; 2 Fatigue levels with a Raise)
- ♦ **Fear**
- ♦ **Fearless**
- ♦ **Infravision**
- ♦ **Invulnerable** (Can only be harmed by magic and Weakness; all other attacks cause Shaken only).
- ♦ **Undead** (+2 to recover from being Shaken; Immune to poison and disease; no Wound Penalties; No additional damage from Called Shots)
- ♦ **Weakness** (+4 damage from White Silver and Everwood)

## ELITE WRAITH (WRAITH LORD)

*Summon Rank: Legendary.*

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

**Skills:** Fighting d12+2 (d10 Wild Die), Intimidation d12, Notice d10 (+2), Riding d10, Stealth d10, Tracking d10









**Pace:** 6; **Parry:** 12 (14); **Toughness:** 9

**Edges:** Alertness, Improved Block, Improved Frenzy, Master: Fighting, Weapons Master

**Gear:** Enchanted Cold Black Iron Longsword (1d10+1d8+3; +3 to Hit; *Lower Trait* Vigor, SPI vs SPI), Enchanted Black Iron Medium Shield (+2 Parry, +2 Armor vs Ranged Damage), Nightmare (Use War Horse, add Undead, Fly 15 w/ d10 "Running," and d8 Smarts)

**Special Abilities:**

- ♦ **"Cold Hand of Death"** (Touch attack, Spirit vs Vigor to cause a Fatigue level; 2 Fatigue levels with a Raise)
- ♦ **Fear** (-2)
- ♦ **Fearless**
- ♦ **Infravision**
- ♦ **Invulnerable** (Can only be harmed by magic and Weakness; all other attacks cause Shaken only).
- ♦ **Obscure** (As the Power, at will; Use Spirit for skill checks)
- ♦ **Silence** (As the Power, at will; Use Spirit for skill checks)
- ♦ **Undead** (+2 to recover from being Shaken; Immune to poison and disease; no Wound Penalties; No additional damage from Called Shots)
- ♦ **Weakness** (+4 damage from White Silver and Everwood)

## ZOMBIE

*Summon Rank: Seasoned (1+1d6).* The most common undead of all, zombies have the efficient utility of being readily created from the byproducts of any battle. See the write-up on Skeletons for more about the nature of animated undead.

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

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

**Pace:** 4; **Parry:** 5; **Toughness:** 7

**Special Abilities:**

- ♦ **Fearless**
- ♦ **Relentless Fists** (STR+1)
- ♦ **Slow** (d4 Running)
- ♦ **Undead** (+2 to recover from being Shaken; Immune to poison and disease; No additional damage from Called Shots, except the head)
- ♦ **Weakness** (+2 damage from Called Shots to the head)
- ♦ **Weakness** (+2 damage from White Silver and Everwood)

## ADVANCED ZOMBIE

*Summon Rank: Veteran (1+1d6)*

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

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

**Pace:** 5; **Parry:** 6; **Toughness:** 8

**Edges:** Two-Fisted

**Special Abilities:**

- ♦ **Fearless**
- ♦ **Relentless Fists** (STR+1)
- ♦ **Slow** (d4 Running)
- ♦ **Undead** (+2 to recover from being Shaken; Immune to poison and disease; No additional damage from Called Shots, except the head)
- ♦ **Weakness** (+2 damage from Called Shots to the head)
- ♦ **Weakness** (+2 damage from White Silver and Everwood)

## FLESH GOLEM

*Summon Rank: Heroic.* Like the Bone Lords, these monstrosities are sentient and cunning. Massive hulks of muscle and flesh, it takes some real effort to put one of these down.

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

**Skills:** Fighting d10, Intimidation d8, Notice d6, Stealth d6, Throwing d8





**Pace:** 6; **Parry:** 7; **Toughness:** 12

**Edges:** Berserk, Frenzy, Two-Fisted

**Special Abilities:**

- ♦ **Fear**
- ♦ **Fearless**
- ♦ **Massive Fists** (STR+1d6)
- ♦ **Regeneration** (Fast; +2 to recover from Shaken)
- ♦ **Size +2**
- ♦ **Undead** (+2 to recover from being Shaken; Immune to poison and disease; No additional damage from Called Shots, except the head)
- ♦ **Weakness** (+2 damage from Called Shots to the head)
- ♦ **Weakness** (+2 damage from White Silver and Everwood)

## WARRIOR ADEPTS

Though there are many frightening powers of the mind found among adepts, those who harness the Way to enhance their physical and combat prowess can be truly dangerous opponents.

Note that “bad guy” adepts who have the “Warrior Adept of the Jade Flame” Edge probably received their training from a more nefarious citadel; they simply learned the same general effects.

### WARRIOR ADEPT

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

**Skills:** Fighting d8, Guts d4, Intimidation d4, Notice d6, Stealth d6, The Way d8

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

**Edges:** Adept

**Gear:** Longsword (2d8), Small Shield (+1 Parry), Full Scale Armor (+2, -4 Coverage), Focus Crystal

**Powers:** Boost Trait, Deflection, Speed

**Essence:** 10

### ADVANCED WARRIOR ADEPT

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

**Skills:** Fighting d10, Guts d6, Intimidation d6, Notice d6, Stealth d6, The Way d10

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

**Edges:** Adept, New Power (x2), Power Points, Warrior Adept of the Jade Flame

**Gear:** Longsword (2d8), Medium Shield (+1 Parry, +2 Armor vs Ranged Damage), Full Chain Armor (+3, -4 Coverage), Focus Crystal

**Powers:** Boost Trait, Deflection, Smite, Speed, Telekinesis

**Essence:** 15

### ELITE WARRIOR ADEPT

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

**Skills:** Fighting d12, Guts d6, Intimidation d6, Knowledge: Battle d6, Notice d8, Stealth d6, The Way d10

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

**Edges:** Adept, New Power (x4), Power Points (x3)

**Gear:** Longsword (2d8), Medium Shield (+1 Parry, +2 Armor vs Ranged Damage), Full Plate & Chain Armor (+4, -4 Coverage), Focus Crystal

**Powers:** Bolt, Boost Trait, Deflection, Mind's Eye, Smite, Speed, Telekinesis

**Essence:** 25

## WARRIOR MAGES

Combining martial prowess with arcane talent, warrior mages are greatly respected and desired in almost any military outfit. For this reason, most act as mercenaries or advisors, operating alongside, but independent of, the units they serve.

Typically, someone of this training and education won't throw his life away easily; he'll surrender rather than die, hoping to eventually trade his talents for work





elsewhere if possible. That's just one way to go, though; any given warrior mage may be fanatically loyal to his cause, or utterly disinterested, or anything you like.

## WARRIOR MAGE

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

**Skills:** Fighting d8, Guts d4, Knowledge: Battle d4, Knowledge: Magic d6, Notice d6, Sorcery d8, Stealth d6



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

**Edges:** Sorcerer

**Gear:** Short Sword (2d6), Small Shield (+1 Parry), Partial Scale Armor (+2, -2 Coverage)

**Powers:** Armor, Boost Trait, Bolt

**Essence:** 10

## ADVANCED WARRIOR MAGE

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

**Skills:** Fighting d10, Guts d6, Knowledge: Battle d6, Knowledge: Magic d8, Notice d6, Sorcery d10, Stealth d6

**Pace:** 6; **Parry:** 8 (9); **Toughness:** 5 (8)

**Edges:** Block, Mage, New Power (x2), Power Points (x2), Sorcerer

**Gear:** Long Sword (2d8), Medium Shield (+1 Parry, +2 Armor vs Ranged Damage), Full Chain Armor (+3, -4 Coverage)

**Powers:** Armor, Barrier, Blast, Bolt, Deflection; *Alain's Unerring Dart*, *Lurien's Battle Enchantment*

**Essence:** 20

## ELITE WARRIOR MAGE

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

**Skills:** Fighting d12, Guts d8, Knowledge: Battle d8, Knowledge: Magic d8, Notice d6, Sorcery d12, Stealth d6

**Pace:** 6; **Parry:** 8 (9); **Toughness:** 5 (8)

**Edges:** Improved Block, Dodge, Frenzy, Mage, New Power (x4), Power Points (x3), Sorcerer

**Gear:** Long Sword (2d8), Medium Shield (+1 Parry, +2 Armor vs Ranged Damage), Full Chain Armor (+3, -4 Coverage)

**Powers:** Armor, Barrier, Blast, Bolt, Deflection, Telekinesis, Teleport; *Alain's Unerring Dart*, *Kaine's Piercing Spear*, *Kaine's Tower Bane*, *Lurien's Battle Enchantment*

**Essence:** 25









# APPENDIX I: EXTENDED CASTING

*Much thanks to Savage Rules Guru, Clint Black, for this excellent option.*

Players of heroic fantasy are accustomed to being able to “pre-cast” a few spells before an encounter (often called “buffing” in both tabletop and online parlance). As well, fantasy magic can be pretty entertaining when there are multiple options for casting and durations.

To support these ideas in Shaintar, there are three approaches to casting spells (channeling gifts, activating disciplines, etc.) that pretty much all casters (except alchemists) have access to. These are **Combat Casting**, **Meditative Casting**, and **Ritual Casting**.

Combat Casting is what all Savage Worlds players are used to. It takes an action, and most spells with any duration last in terms of Rounds. They can usually be extended at the cost of 1 additional Essence (Power Point) per additional Round.

Meditative Casting allows spellcasters to take a minute to cast a spell instead of doing it as an Action. Doing this extends the duration of the spell by a factor of 10, while still costing the same amount of base Essence. In other words, a spell that normally lasts 3 Rounds would last for 3 minutes instead. As well, any Essence spent to extend it would add another minute instead of a Round.

Ritual Casting takes this idea and goes exponentially further. Rituals take an hour, and normally require other factors. This includes having a location conducive to the kind of magic being invoked, as well as special materials costing 10 Gold (1000 Copper) per Essence needed to cast the spell. Success means the duration of the spell is 100x greater. Thus, a 3 Round spell would last 30 minutes instead.

Note that anyone performing a Ritual is subject to Disruption if they are damaged or Shaken

while casting. The time and the Essence are both lost if this happens, and they must start over again.

While performing a ritual, the caster is subject to Disruption if damaged or Shaken as for maintaining a spell. A disrupted Ritual fails, and the caster loses the Power Points for the spell. At the same time, if a caster gets assistance while casting a Ritual, the Essence cost of such a spell can be shared among the participants in the Ritual. Naturally, each participating caster must be of the same style and the lead caster. Use the rules for Cooperative Rolls when this happens, thus increasing the chance that this expensive spell casting will be successful.

Of course, some Powers have different durations than the standard 3 Rounds/+1 Round per extra Essence. Use the following chart to determine the extended duration of a Power when cast in the Meditative or Ritual fashion.

Base Duration	Meditative	Ritual
Rounds	Minutes	10 Minutes
Minutes	10 Minutes	100 Minutes
10 Minutes	100 Minutes	16 Hours
Hours	10 Hours	4 Days

*Example: The Clairvoyance Power has a normal duration of 3 Rounds (+1/rnd.). Using Meditative Casting, it would last 3 minutes (+1/minute). Using Ritual Casting, it would last 30 minutes (+1/10 minutes). Using the Ritual, it would also cost 30 gold in materials to cast (60 gold if the caster wished to add hearing).*

In practical terms, pre-combat “buffing” is still fairly limited. You can only Meditative Cast two “3/1” spells beforehand; waiting to cast a third one means you are already paying Maintenance to get a third one off. Some may choose to do this, anyway, but the point of diminishing returns arrive pretty quickly.

Still, this system really enhances the role of magic in the setting, and strengthens the utility of spellcasting in a way that works for fantasy. As well, it will make the Game Master’s job easier, in that he can go ahead and pre-figure some spells as active on bad guy casters before a battle.





## APPENDIX II: LANGUAGES

I generally agree that creating language barriers in a game is more trouble than it's worth. However, there are certain character concepts that are enhanced by the idea of being able to speak languages most other people don't know, and it can be interesting when there is something happening and being able to speak the language is part of the solution to the problem.

Plus, languages simply add a lot of depth and believability to the fantasy gaming experience. They are expressions of culture, and a sign that not everyone comes from the same place.

For your own campaign, you should feel free to ignore the language issues and just assume everyone can talk to each other that needs to. For my campaigns, however, I prefer a little structure.

First off, everyone can speak the language of whatever race or culture they are from (if that race has its own language). In addition, they can speak the prevalent language of whatever region the campaign is based in. For most campaigns, this will be in the Southern Kingdoms, and Galean is the "common tongue."

In addition to whatever regional language and cultural language the character should be able to speak, they may select one additional language for every die code of Smarts they have above d4. Thus, a character with a Smarts of d10 can speak their native tongue, the regional language (which, admittedly, may be the same thing in many cases), and three additional languages.

On top of that, a character may choose one additional language for every Knowledge skill they start with. Choosing a new Knowledge skill as a Level Up does not confer a new Language for the character. Thus, the above d10 Smarts character, having 2 Knowledge skills at the end of character creation, will have a total of 5 additional languages on top of their native tongue and regional language.

If a player wants their character to learn a new language over the course of game play, and the character has reasonable access to a means of learning this language, they can spend a Level Up acquiring the new language. That's all they can do with that Level Up, though.

### Languages of Shaintar

Galean. Human, "common" language of the Southern Kingdoms, the Freelands, and the Wildlands.

Olaran. Human, the language of the Kingdom of Olara and the surrounding areas. Strong linguistic links to Kalinesh.

Camonere. Human, the language of the Prelacy of Camon. Also spoken in many parts of Shaya'Nor by the Humans there.

Kalinesh. Human, language of the Kal-A-Nar Empire, also spoken by the barbarian tribes east of the Empire.

Aradish. Human, the language of the Youlin Aradi (the desert people). Rarely spoken outside of that area.

Nazatir. Human, language of the island of the seafaring Nazatirans. Also very common in most of the southern waters.

Malakaran. Human, language of the Dominion. Linguistically a combination of Galean, Kalinesh, and Aradish, but anyone speaking just one of those will have a hard time following a native speaker.

Fae. The ancient language of the Elves and all faerie of Shaintar. The Aevakar speak a dialect so closely similar that there is little distinction, save in some pronunciations.

Shayae. Very close to Fae, but distinctly different thanks to influences of so many beings of Darkness. This is the main tongue of the lands of Shaya'Nor.

Korindian. Similar to Fae, but with many Galean, Kal, and unique words mixed in such a fashion to make it stand out.

Dwarvish. There are as many dialects as there are Clanhomes, but the distinctions are small enough to make common communication not a problem.





Dregordian. The odd language of the Dregordian people, difficult to master as an outsider (costs two Level Ups or counts as two languages during character creation).

Goblinessh. The language of Goblins, Orcs, and Ogres.

Brin. The ancient language of the Brinchie, not even commonly spoken by most of them anymore (unless the background story suggests otherwise, a Brinchie character's "native" language will be determined by whatever region they are from). There is no written component to the tongue.

"Childer". The "common" tongue spoken by most Childer (demonic humanoids, including Ratzin, Minotaurs, Thratchen, and Gargoyles) who come into Shaintar. Difficult to learn, and each species of Childer has its own distinct dialect.





## APPENDIX III: MAGIC ITEMS AND LOOT

I tend to really wing it when it comes to magic items and loot in Shaintar. The presence of Arcane Artificer means the players have the option of getting some enhancements on items on their own, and Enchant/Improved Enchant greatly improves what can be done (albeit late in the campaign). Shaintar is not meant to be a magic item driven setting; there are no “magic item shops,” and precious few vast treasure troves beneath the earth filled with random items to be plundered.

Still, magic items are neat, and players like getting them. Some guidelines are in order.

The “best practice” here is to go with your instinct, awarding what you think is appropriate, when you think the time is right. At any time, you should feel free to ignore the process described here and just decide what to give. However, those who like charts and such should find the following helpful.

The first thing to do is determine if and when any personal items might Awaken. In a fantasy setting where spirits abide and items of legend are tied to the tales of their wielders, it is often a family heirloom or a uniquely crafted suit of armor that somehow bonds with the user and gains mystical qualities. This is one of my preferred occurrences, as it makes the acquisition of magic gear more personalized and, well, legendary.

Whenever a Hero levels up, or otherwise experiences a “spiritually significant moment” (which is entirely your call), you should choose an appropriate item owned by that Hero and roll a d20, applying the following modifiers –

Circumstance	Modifier
Already Enchanted	+1
Trademark Weapon	+2
Improved Trademark Weapon (stacks)	+2

White Silver or Everwood	+2
Hero has a Spirit of d4	-2
Hero has a Spirit of d8	+1
Hero has a Spirit of d10	+2
Hero has a Spirit of d12	+3
Hero is a Novice	-2
Hero is a Veteran	+1
Hero is Heroic	+2
Hero is Legendary	+3
Other Circumstances	+/- 1-3

If the final result of the roll is 21 or better, the item is Awakened and gains a magical property. Draw/roll on the appropriate following tables to determine what is attained. Now then, on to the matter of “Loot...”

At any time that you consider it an “appropriate circumstance,” you should choose a Potential Loot Die and roll. A d4 is the default die to roll; it can be shifted up to a d6 or higher by allowing for various Circumstances that may shift the Potential Loot upwards. Those Circumstances include:

- Defeating a Major Villain
- Defeating a significant enemy force
- Discovering an armory or similar facility
- Discovering a treasury
- The defeated enemies had access to artificers and alchemists
- The defeated enemies were rich
- Others as you see fit

For each applicable Circumstance, shift the Potential Loot Die up one level. So if the Heroes defeat a Major Villain, find his armory, and he had a bunch of artificers in his employ, that’s three shifts you could apply, making the Potential Loot Die go up from a d4 to a d10. Naturally, d12 is the highest level.

Once you determine the Potential Loot Die, roll it. That becomes the number of cards you will draw from the Loot Deck. The Loot Deck, by









the way, looks suspiciously like the Action Deck... because it is the Action Deck (including the Jokers). So, using the above example, we roll the d10 and come up with a 7. That's seven cards drawn and compared to the following chart:

### Card Drawn

2-9 (Any Suit)  
10 of Clubs  
Jack of Clubs  
Queen of Clubs  
King of Clubs  
Ace of Clubs  
10 of Diamonds  
Jack of Diamonds  
Queen of Diamonds  
King of Diamonds  
Ace of Diamonds  
10 of Hearts  
Jack of Hearts  
Queen of Hearts  
King of Hearts  
Ace of Hearts  
10 of Spades  
Jack of Spades  
Queen of Spades  
King of Spades  
Ace of Spades  
Joker

### Loot Deck Result

No Loot  
A high quality, non-magic weapon (Money Draw)  
Weapon: One Minor Quality  
Weapon: Two Minor Qualities  
Weapon: One Major Quality  
Weapon: One Major, Two Minor Qualities  
High quality armor, non magic (Money Draw)  
Armor: One Minor Quality  
Armor: Two Minor Qualities  
Armor: One Major Quality  
Armor: One Major, Two Minor Qualities  
Jewels, antiques, art pieces, etc. (Money Draw x3)  
Misc. Item: One Minor Quality  
Misc. Item: Two Minor Qualities  
Misc. Item: One Major Quality  
Misc. Item: One Major, Two Minor Qualities  
Expensive magical/alchemical supplies (Money Draw)  
Caster Item: One Minor Quality  
Caster Item: Two Minor Qualities  
Caster Item: One Major Quality  
Caster Item: One Major, Two Minor Qualities  
Artifact!

Once you've determined what general Loot you are dealing with, you need to determine the details about each thing found. That's where the next tables come into play. By the way, each time you finish drawing on a given table, you should re-shuffle the deck...

## WEAPONS

First, you need to determine what the weapon is:

d20 Roll	Category
1-3	Axes
4-6	Bows
7	Crossbows
8-9	Hammers
10	Poles
11	Sticks
12-20	Swords





Axes (d10): [1-2] Axe, [3-5] Battle Axe, [6-7] Dwarven Axe, [8-9] Great Axe, [10] Minotaur Axe

Bows (d10): [1-3] 4d6 Arrows, [4-8] Bow, [9-10] Elvish Longbow

Crossbows (d10): [1-3] 4d6 Bolts, [4-7] Crossbow, [8-9] Dwarven Crossbow, [10] Handbow

Hammers (d10): [1-2] Flail, [3] Kal Flail, [4-6] Mace, [6] Maul, [8-10] Warhammer

Poles (d10): [1-3] Halberd, [4-5] Kayakor, [6] Lance, [7-10] Spear

Sticks (d10): [1] Club, [2] Ironwood Club, [3-5] Ironwood Staff, [6] Korindian Fighting Sticks, [7-10] Staff

Swords (d20): [1] Bastard Sword, [2] Cavalier Parrying Dirk, [3] Cavalier Saber, [4] Chuktar, [5-6] Dagger, [7] Elvish Longsword, [8-9] Great Sword, [10-13] Long Sword, [14] Lo-sska, [15] Olaran Two-Handed Sword, [16] Rapier, [17] Rrka, [18] Saber, [19-20] Short Sword

For Major Qualities, roll a d6. On a 1-4, use the Major Quality – Powers chart. On a 5-6, use the Major Qualities – Edges chart.

d20 Roll	Major Quality – Powers*
1	Blast
2	Bolt
3	Boost Trait (#)
4	Curse
5	Dazzle
6	Detect Arcana
7	Dispel
8	Entangle
9	Fear
10	Guiding Force
11	Light
12	Lower Trait (#)
13	Mind's Eye
14	Power Tap
15	Quake
16	Quickness
17	Silence
18	Smite
19	Speed
20	Storm

Once you've determined the Weapon, you need to determine what Qualities it has, based on Loot Deck Results. If by using the charts below you end up with a Quality that doesn't make sense, just ignore it and generate (or choose) a new one.

By the way, as a general rule, bonuses should really never exceed +3 in any one Trait or other area.

\* - When applying Powers as Major Qualities, you need to determine a few things. First off, you need to figure out if they have to be activated, or if they are permanently enacted. Secondly, if they have to be activated, you need to figure out what roll is built in, and how much Essence the item has to empower the Quality. Finally, if the effect is permanent, you need to determine if it has a normal or raise effect active.

d20 Roll	Minor Quality
1-6	+1 to Hit
7-12	+1 Damage
13	AP 1
14	Parry +1
15-16	+5 ESS (d4: [1] Druid, [2] Priest, [3] Sorcerer, [4] Adept)
17-18	Everwood
19-20	White Silver

- Permanent? 1d6: [1-4] Must be activated, [5-6] Permanent
- Skill? 1d6: [1-2] d8, [3-4] d10, [5-6] d12
- Essence? 1d6: [1-3] 5 ESS, [4-5] 10 ESS, [6] 15 ESS
- Raise Effect? 1d6: [1-4] Normal Effect, [5-6] Raise Effect





Use this same system for other items with these kinds of Qualities.

(#) – 1d6: [1] Agility, [2] Smarts, [3] Spirit, [4] Strength, [5] Vigor, [6] Skill (select an appropriate one, such as Fighting, Shooting, or Throwing)

d20 Roll	Major Quality – Edges
1	Arcane Resistance
2	Improved Arcane Resistance
3	Berserk
4	Brave
5	Champion
6	Combat Reflexes
7	Combat Sense
8	Common Bond
9	Danger Sense
10	Dead Shot
11	Double Shot
12	Improved Double Shot
13	Giant Killer
14	Level Headed
15	Improved Level Headed
16	Luck
17	Great Luck
18	Marksman
19	Mighty Blow
20	No Mercy

## ARMOR

First, roll a d6. On a 1-2, it is a Partial suit. On a 3-6, it's a full suit (artificers are far more likely to invest magic in a full suit).

Next, roll on the following chart to determine what type it is:

d20 Roll	Armor Type
1	Leather Armor
2	Scale Armor
3	Chain Armor
4	Plate & Chain Armor
5-6	Plate Armor
7-8	Bracers

9	Small Shield
10-11	Medium Shield
12	Large Shield
13	Tower Shield
14-15	White Silver Chain
16	Shay'Von Leather
17	Cavalier Armor
18	Korindian Studded
19	Dregordian Scale
20	Dwarvish Plate

Next, it's time to determine Minor and Major Qualities, just like with Weapons.

d20 Roll	Minor Quality
1-10	+1 Armor
11-13	Cut weight by 1/2
14-15	-1 Coverage (-6 Max)
16-17	Parry +1
18	+5 ESS (d4: [1] Druid, [2] Priest, [3] Sorcerer, [4] Adept)
19-20	Ignore AP

As with Weapons, for Major Qualities, roll a d6. On a 1-4, use the Major Quality – Powers chart. On a 5-6, use the Major Qualities – Edges chart.

d20 Roll	Major Quality – Powers*
1	Armor
2-3	Boost Trait (#)
4	Burrow
5-6	Deflection
7-8	Environmental Protection
9	Etherealness
10	Fear
11	Fly
12	Guiding Force
13	Invisibility
14	Light
15	Mind's Eye
16	Quickness
17	Speed
18	Teleport





19	Wall Crawler
20	Wilderness Walk

\* - Use the Weapons information, above, to determine the various factors involved with having a Power as a Major Quality.

(#) – Use the same system detailed above for Weapons to determine what is Boosted.

d20 Roll	Major Quality – Edges
1	Alertness
2	Arcane Resistance
3	Improved Arcane Resistance
4	Brave
5	Champion
6	Charge
7	Charismatic
8	Combat Reflexes
9	Combat Sense
10	Common Bond
11	Danger Sense
12	Hard to Kill
13	Harder to Kill
14	Level Headed
15	Improved Level Headed
16	Luck
17	Great Luck
18	Nerves of Steel
19	Improved Nerves of Steel
20	Strong Willed

## MISCELLANEOUS ITEMS

Really, these could be almost anything. However, some ideas are given below. As always, just ignore any results that don't make sense and choose or roll again.

d20 Roll	Item
1-4	Amulet
5	Belt
5-7	Boots
8-10	Cloak
11	Coin

12	Flask
13	Goggles/Glasses
14	Lantern
15	Pendant/Brooch
16	Prism
17-19	Ring
20	Tools (Lockpicks, Hammer, etc.)

Next, it's time to determine Minor and Major Qualities, just like before

d20 Roll	Minor Quality
1-2	+1 Armor
3-4	+1 To Hit (Odd = Melee, Even = Ranged)
5-6	+1 Damage (Odd = Melee, Even = Ranged)
7-8	Parry +1
9-10	+5 ESS (d4: [1] Druid, [2] Priest, [3] Sorcerer, [4] Adept)
11-20	+1 Skill Roll (Choose according to item)

As with Weapons, for Major Qualities, roll a d6. On a 1-4, use the Major Quality – Powers chart. On a 5-6, use the Major Qualities – Edges chart.

d20 Roll	Major Quality – Powers*
1	Armor
2	Beast Friend
3	Boost Trait (#)
4	Conceal Arcana
5	Deflection
6	Conceal Arcana
7	Environmental Protection
8	Etherealness
9	Fly
10	Healing
11	Invisibility
12	Light
13	Mind's Eye
14	Quickness
15	Shape Change









16	Speak Language
17	Speed
18	Teleport
19	Wall Crawler
20	Wilderness Walk

\* - Use the Weapons information, above, to determine the various factors involved with having a Power as a Major Quality.

(#) – Use the same system detailed above for Weapons to determine what is Boosted.

d20 Roll	Major Quality – Edges
1	Acrobat
2	Alertness
3	Arcane Resistance
4	Improved Arcane Resistance
5	Brave
6	Brawny
7	Charismatic
8	Combat Sense
9	Common Bond
10	Danger Sense
11	Hard to Kill
12	Harder to Kill
13	Healer
14	Investigator
15	Luck
16	Great Luck
17	Marksman
18	Scholar
19	Strong Willed
20	Thief

## CASTER ITEMS

Items specifically for users of magic. First, draw a card; you're looking only for a suit in this case, or else a Joker –

- ♦ Clubs: Druid item.
- ♦ Diamonds: Adept item.
- ♦ Hearts: Priest item
- ♦ Spades: Sorcerer item

♦ Joker: Universal item (an ancient relic that is not linked to one of the Four Powers or a particular style).

After you've done that, the rest of the process is pretty much the same as for the other three categories. The exception here is that all Major Qualities are non-Powers, meaning there's just one such chart.

d20 Roll	Item
1-4	Amulet (w/ Focus Crystal, if for Adepts)
5	Armor (determine from charts above)
6-8	Gem (Focus Crystal, if for an Adept)
9	Misc. Item (determine from charts above)
10-11	Ring
12	Rod
13-18	Staff (Everwood)
19-20	Weapon (determine from charts above)

d20 Roll	Minor Quality
1-8	+1 Casting Roll
9-13	+5 ESS
14-16	One Less Maintenance Penalty
17-19	+1 to Resist Disruption
20	Can Learn One Power from non-Style list per Rank

d20 Roll	Major Quality
1-2	Arcane Resistance
3-4	Improved Arcane Resistance
5	Easy Magic (Raise effects on successes)
6	Efficient Magic ("Archmage" effect)
7	Hard to Resist (+2 on any Opposed Rolls)
8-10	Power Surge
11-13	Rapid Recharge
14-15	Improved Rapid Recharge





16	Exceptional Rapid Recharge (every 5 Minutes)
17-18	Soul Drain
19-20	Wizard (will stack with Mage)

Artifacts should have somewhere around 3-5 Minor Qualities and at least 2 Major ones, and they can certainly have more. Beware of arming one of your players with the Ultimate Item, however, as they really can dominate the game with such a thing.

## MONEY AND WEALTH

To determine how much a haul is attained when treasure is achieved, just make one or more draws on the Money Draw charts below. What is actually obtained is up to you – diamonds, piles of cash, valuable antiques or relics, or just very sellable resources. This system simply helps you determine the final value (plus or minus trade results later).

When making a Money Draw, the suit is very important –

- + Clubs or Spades: Values are expressed in terms of Copper pieces
- + Hearts: Values are expressed in terms of Silver pieces
- + Diamonds: Values are expressed in terms of Gold pieces

Now look at the value of the card and follow the instructions below to determine the final amount –

- + 2-10: Card Value x d12 x 10
- + Jack: d12 x 120
- + Queen: d12 x 150
- + King: d12 x 300
- + Ace: d12 x 500
- + Joker: "Priceless." Trying to sell this stuff for what it's actually worth will be next to impossible, and should be an adventure all its own.

## ARTIFACTS

This is all you, my friend. These need to be special, to be sure. While they should be powerful, they should also be designed with a real purpose in mind. The sword created to defeat the Demon Lord Yarzz. The Armor of King Mendor the Magnificent. You get the picture.







DESCRIPTION: \_\_\_\_\_

DERIVED STATS	Normal	Modified
Mean	10.00	10.00
Standard Error	1.00	1.00
Standard Deviation	1.58	1.58
Skewness	0.00	0.00
Kurtosis	3.00	3.00
Minimum	7.00	7.00
Maximum	13.00	13.00

<i>normally 6"</i>	—	<b>Pace</b>	—
2 + half Fighting	—	<b>Parry</b>	—
2 + half Vigor	—	<b>Toughness</b>	—
usually 0	—	<b>Charisma</b>	—
Power Points	—	<b>Essence</b>	—

HINDRANCES

EDGES

MONEY: \_\_\_\_\_

[illegible]

POWERS	Essence	Range	Duration	Effect
1. <i>Power of the Holy Spirit</i>	Love, joy, peace, kindness, gentleness, patience, self-control, faith, hope, charity	Universal	Forever	Sanctification, glorification
2. <i>Power of the Word</i>	Truth, wisdom, knowledge, understanding, insight, discernment, revelation, enlightenment	Universal	Forever	Revelation, illumination, transformation
3. <i>Power of the Church</i>	Unity, fellowship, communion, service, sacrifice, obedience, submission, humility, meekness, peace, reconciliation, forgiveness, mercy, grace, love, kindness, gentleness, patience, self-control, faith, hope, charity	Universal	Forever	Sanctification, glorification
4. <i>Power of the Cross</i>	Love, joy, peace, kindness, gentleness, patience, self-control, faith, hope, charity	Universal	Forever	Sanctification, glorification
5. <i>Power of the Resurrection</i>	Life, power, glory, honor, majesty, dominion, sovereignty, authority, rule, reign, kingdom, empire, throne, throne of glory, throne of judgment, throne of mercy, throne of grace, throne of love, throne of kindness, throne of gentleness, throne of patience, throne of self-control, throne of faith, throne of hope, throne of charity	Universal	Forever	Sanctification, glorification
6. <i>Power of the Holy Spirit</i>	Love, joy, peace, kindness, gentleness, patience, self-control, faith, hope, charity	Universal	Forever	Sanctification, glorification
7. <i>Power of the Word</i>	Truth, wisdom, knowledge, understanding, insight, discernment, revelation, enlightenment	Universal	Forever	Revelation, illumination, transformation
8. <i>Power of the Church</i>	Unity, fellowship, communion, service, sacrifice, obedience, submission, humility, meekness, peace, reconciliation, forgiveness, mercy, grace, love, kindness, gentleness, patience, self-control, faith, hope, charity	Universal	Forever	Sanctification, glorification
9. <i>Power of the Cross</i>	Love, joy, peace, kindness, gentleness, patience, self-control, faith, hope, charity	Universal	Forever	Sanctification, glorification
10. <i>Power of the Resurrection</i>	Life, power, glory, honor, majesty, dominion, sovereignty, authority, rule, reign, kingdom, empire, throne, throne of glory, throne of judgment, throne of mercy, throne of grace, throne of love, throne of kindness, throne of gentleness, throne of patience, throne of self-control, throne of faith, throne of hope, throne of charity	Universal	Forever	Sanctification, glorification

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WOUNDS	-1	-2	-3	INC	-2	-1	FATIGUE
INJURIES:	_____						







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