

SHARK BYTES

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Naked Savagery

Lately my players' characters have been getting their butts kicked in *Savage Worlds*, repeatedly and viciously. They come to *Savage Worlds* from a long history of *Dungeons & Dragons* games, so I kept thinking of the problem in terms of a "D&D mentality." Not that a D&D mentality is a bad thing; it can be incredibly useful—when playing D&D. It wasn't until recently, though, that I was able to conceptualize what I meant by the term.

In D&D, you're free to pick a fight with pretty much anything. There are only a few foes (dragons, for one) that can kill you outright with one shot, and even then it's unlikely. You bash each other, back and forth, ticking off hit points until one side gains an advantage. And if it's the enemies who are gaining, you probably have a few more rounds to decide whether the party needs to retreat.

The beauty and danger of *Savage Worlds* is that it models so well the unpredictability of "real" combat. You and your enemy might hack away at each other for 20 rounds with no clear advantage gained by either side. You might take down the Big Bad with your first shot! By the same token, the Big Bad might take *you* out with his first shot. The moral is that you shouldn't enter combat—ever—unless you have a clear advantage, or literally no other choice. Combat in *Savage Worlds*, as in life, is lethal business.

In *Savage Worlds*, you have to maximize your advantages if you want to win. If you choose to do a Berserk, five-person Gang-Up, Wild Attack with your improved Trademark Weapon, there's no rules stipulating what stacks with what. You just get +10 to your Fighting roll...which likely gets you a bonus damage die when you hit with a raise...which nets you a better chance of cutting down your foe before he can hurt you.

Now take that same principle and apply it globally—maximize every advantage. If you have access to gear, ask yourself how you could put it to work in a clever plan. If your enemy, Billy Badass, is a master fighter but low on Smarts, ask yourself how you might take advantage of that weakness. Most of all, don't ever rush yourself into a place of disadvantage for any reason; choose your battles, and manipulate the situation so that it favors your side. None of this is a guarantee of victory, but it can't hurt.

Embrace the naked savage within, and let the chips fall where they may!

We Built This City

This is a very special issue of *Shark Bytes*—you'll find the first installment of the **City of the Shark** published herein. Special thanks to Dave "grubman" Bezio for initiating the Savage City Project, to Stuart "essenbee" Bonham for pulling together everything that's been created so far, and to Stephen Peto for providing some fantastic maps (and making last-minute additions with aplomb). Keep a sharp eye on the Pinnacle Forums: with only 12 locations (and a few organizations) fleshed out, part two of the project will look to fill in much, much more, as well as giving you Loyal Savages a truly collaborative venue for your creations.

M. A. Cutter

Editor

September 13, 2006

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Only Fools Trust the Weather

Environmental effects in *Savage Worlds*

by Marc Gacy

When was the last time the weather played a role in your *Savage Worlds* game? Here's a fast and furious method for making Mother Nature a factor characters can't ignore. For a random environmental effect, the GM and one player should each draw a card. If the GM's card is higher, draw another card and consult the following table, cross-referencing the card with the season. The effect lasts 1d4 days.

Card	Spring/Fall	Summer	Winter
2	Just plain miserable: All characters make Fatigue rolls at –2, and draw again for Summer (if card is Heart or Diamond) or Winter (if Spade or Club); no effect from drawing another 2.	Just plain miserable: All characters make Fatigue rolls at –2, and draw again; no effect from drawing another 2.	Just plain miserable: All characters make Fatigue rolls at –2, and draw again; no effect from drawing another 2.
3	Heavy precipitation: Considered heavy rain for black powder weapons. All Fatigue effects from thirst are removed.		
4	Unbelievable wind: –2 to Boating & Piloting, –1 to Shooting & Throwing.	Brutally hot: Check for Fatigue as Heat hazard (100 degrees).	Unbearably cold: Check for Fatigue as Cold hazard (–20 degrees).
5	Blinding sun: Agility-based skills and Notice have a –1 to the roll if performed in the direction of the sun.		
6	Too cold for this time of year: Draw another card and consult Winter results.	Unrelenting heat: Check for Fatigue as Heat hazard (90 degrees).	Unending cold: Check for Fatigue as Cold hazard (30 degrees).
7	Too hot for this time of year: Draw another card and consult Summer results.		
8	A typical rainy day: Considered drizzling rain for black powder weapons. All Fatigue effects from thirst are removed. +1 Tracking.		
9	Will this rain never end? See 8, above, but effect lasts 2d4 days.	Thunderstorm: Heavy rain for black powder weapons. Chance of lightning strike (20 on 1d20) if in open too long. All Fatigue effects from thirst are removed.	Significant snow cover: Outdoor movement reduced by 1”; Tracking +2.
10	Hustle & bustle: People and animals making more noise than usual; +1 to Stealth rolls.		
Jack	Windy: –1 to Boating & Piloting rolls.	Hot & humid: Use only 3x Strength for Load limit (5x for Brawny).	Biting cold: Use only 3x Strength for Load limit (5x for Brawny).
Queen	The wildlife are out & about: +1 to Survival rolls.		
King	Still & beautiful darkness: Only four hours of sleep needed to be considered fully rested.	Quiet & beautiful night: At night, Notice rolls involving listening are made at +1.	Still & beautiful snowfall: Darkness penalties are reduced by 1 (dark becomes dim, dim becomes normal).
Ace	A day that makes you glad to be alive! +1 to Spirit rolls to remove the Shaken condition. If this card was a second card drawn after drawing a 2, ignore the effects of the 2.		
Joker	It’s almost as if you asked for this kind of weather. Draw two more cards and let the players pick one.		

FLEXIBLE MAGIC

IN THE ARS MAGICA TRADITION

by Emiricol

One thing I've noticed about *Savage Worlds* is that the magic system, like everything else, is *Fast! Furious! Fun!* However, I am a fan of more detailed magic systems, such as that of the new *GURPS 4th edition*, and *Ars Magica 4th edition*.

That being the case, when a challenge was posted on the *Savage Worlds* forums to develop a "free-form" magic system, I took the opportunity. This is what resulted—a flexible magic system that, I hope, preserves the flavor of the *Ars Magica* system while maintaining the fast, fun and furious nature of *Savage Worlds*.

Rank Total	Spell Power Die Type
1	d4-2
2	d4
3	d6
4	d8
5	d10
6	d12
* More: +X (e.g. 8 would be d12+2)	

1. SUMMARY

Every magic spell consists of two parts, the Form (verb) and Technique (noun). When casting a spell you decide what the spell should do, guided by the Forms and Techniques your character has learned. Your ability scores in the chosen Form and Technique are added together and then compared to a small chart to determine the die type for casting that particular spell.

After the spell is cast, you must attempt to avoid being Shaken by the exertion of the spell.

Some spells may be memorized, giving the caster certain benefits over the usual spur-of-the-moment spells.

Power Points no longer power spells, but can enhance spells or help resist the fatigue (Vigor roll to remove Shaken) that results from casting.

2. CASTING SPELLS

To cast a spell, first choose a Form and Technique that best fit the spell (see #3 below). For example, if you want to cast a lightning bolt, it should probably be a *Creo Aruam* spell. Sometimes more than one Technique might apply, in which case the strongest is used for purposes of the spell. However, you may choose to use a weaker Technique for any reason (such as target immunities or other factors).

Add together the ranks of Form and Technique used for the spell in order to determine the die type used. Note that with a successful Knowledge (Occult) skill check you can cast a Form or Technique you have no ranks in, at Rank 0, but you must have at least 1 rank total to cast a spell (you cannot cast a spell if you know neither the Form nor the Technique involved).

You can spend a Power Point to raise the Rank Total of any spell you could normally cast by 2 when determining spell die type.

Then, select the Effects you desire the spell to have (see #4 below). Add the numbers for each Effect used to determine the difficulty number of the spell. This is also the target number used for a Vigor check to resist being Shaken by the exertion of casting the spell. (Some GMs may opt to have the PC Shaken for a number of turns equal to the amount by which the check is failed.)

Thus, if the Effects were to give the caster only (Range 0) steel claws doing 2d6 damage (Power 2) for one hour (Damage 3), the target number would be 0+2+3=5 for determining if you succeed in casting the spell, and the same for the Vigor roll to avoid being Shaken from the exertion.

You can spend one Power Point to remove any Shaken condition resulting from the exertion.

3. FORMS/TECHNIQUES

FORMS (Edges)

- *Creo* (create)
- *Intellego* (perceive)
- *Muto* (transform)
- *Perdo* (destroy)
- *Rego* (control)

TECHNIQUES (Skills)

- *Anim* (Animal)
- *Aquam* (Water)
- *Auram* (Air)
- *Corpus* (Body)
- *Herbam* (Plant)

- *Ignem* (Fire)
- *Imaginem* (Image)
- *Mentem* (Mind)
- *Terram* (Earth)
- *Vim* (Power)

4. EFFECTS

These effects are guidelines. The GM can adjust these numbers or the total as needed to affect the tone of the game, or to accommodate a particular spell in order to avoid a “high power/low usefulness” situation.

Range

- 0 - Self/Touch
- 1 - Bowshot
- 2 - Line of Sight
- 3 - Anywhere

Targets

(use either Targets or Area)

- 0 - Self
- 1 - 1
- 2 - 2-5
- 3 - 6-10

Extend as needed by multiples of 5

Area

(use either Targets or Area)

- 0 - One person
- 1 - 1”
- 2 - 5” or more
- 3 - 10” or more

Extend as needed by multiples of 5”

Duration

- 0 - Instantaneous
- 1 - 1 round
- 2 - 1 minute
- 3 - 1 hour

Additional duration in days, weeks, months, etc.

Power

- 0 - Trivial (cantrip)
- 1 - Light (1-3rd level *D&D* spells, up to 1d6 damage)
- 2 - Moderate (4-6th level *D&D* spells, up to 2d6 damage)
- 3 - Heavy (7-9th level *D&D* spells, up to 3d6 damage)

Additional damage as a positive modifier per rank

5. IMPROVING

Forms and Techniques are advanced as Edges and Skills, but are ranked numerically rather than as a die type. Spending two Edges on Form *Creo* would give you rank 2 in that Form. Forms may not rise above Rank 3.

Some GMs may require formal training by another mage with a Rank as high or higher than the one you wish to achieve, or some amount of study or experimentation, but this is left to GM discretion and will vary by campaign world.

6. FORMALIZING SPELLS

A PC is capable of learning a number of “Formalized” spells equal to half his Smarts. A Mage with d8 Smarts could learn $8/2=4$ formalized spells. To formalize a spell, write out the spell’s Form, Technique, and Effects. This can never change after formalizing! Most mages therefore choose to formalize only their most potent “field use” spells.

Formalized spells raise the caster die type for the spell by 1 point. Thus, a formalized “*Muto Corpus*” spell with 4 combined Form/Technique ranks would shift from d8 (for 4 ranks) to d10.

7. RITUALIZED SPELLS

Some powerful spells can be cast as Rituals, with great benefit. The downside, however, is that it requires a number of hours equal to the final spell die type. Thus if the Ritual ends up being cast with a d10, the ritual itself requires 10 hours. Interruptions ruin any progress made.

Benefits:

- Use the highest Form and Rank from the group of casters conducting the Ritual.
- Each caster may spend one Power Point per hour of the ritual to add 1 to the spell casting die type at the end of the ritual. If the ritual runs longer than the power points available, a fraction is applied (divide total Power Points spent by number of hours). Thus, if a 12 hour spell had 6 casters with 10 Power Points each, the total bonus to the spell die type at the end would be $6 \times 10 = 60 / 12 = 5$. Round down.
- Though all casters must roll to see if they are Shaken by the spell, the highest Vigor of the group is used to determine each caster’s status. If 5 casters have Vigor of d4, d6, d6, d8 and d10, all five use d10.
- The GM may allow non-standard spells or unique spells, depending on the setting, that are simply impossible by the normal rules for individual casters. Special factors may need to be in place such as a unique crystal, a particular solstice, an eclipse, etc., potentially making the casting of such spells plot points in and of themselves.

I hope you enjoy these rules. Further playtesting may result in revisions. Please send your actual play experiences with these rules, good or bad, to emiricol@emiricol.com.

The City of the Shark

A collaborative project of the Great White Games/Pinnacle Entertainment Group Savage Worlds forums

Encounters

by Clint Black, Stuart N. Bonham, Bob Bretz, and Bill Reger

While the characters are moving about the city, roll 1d8 on the Encounter Type table; a result other than an 8 indicates that 2d6 should be rolled on the appropriate sub-table. The GM can use the result as inspiration for an encounter or ignore it as she deems fit.

Savage Tales

The GM can use these tables as a starting point for generating his own Savage Tales, or devise his own. When a Savage Tale result is rolled, the GM may either run a Savage Tale (see pp. 29 and 34) or simply re-roll.

Encounter Type

d8	Event Type
1	Citizen (events involving "normal" folks).
2	Political (events involving nobles, politics, ambassadors).
3	Merchant (events involving merchants or trade).
4	Legal (events involving the guard or thieves).
5	Religious (events involving churches or cults).
6	Visitor (events involving visiting nobles, farmers, gypsies and wanderers).
7	Unusual (strange events that don't fit other categories or fit more than one).
8	Savage Tale.

Citizenry

2d6	Encounter
2	A building is on fire and a bucket chain is forming.
3	A chamber pot is emptied onto a character from an upper-story window.
4	An overturned wagon is blocking traffic and causing a commotion.
5	The character with the highest Notice roll finds something of significance lying in the street (map, clue, item, etc.).
6	A drunk tries to pick a fight with a character.
7	A citizen recognizes one of the characters (possibly mistaken).
8	The town crier is announcing an event, public trial or public execution.
9	A general brawl erupts in the street or inside a building.
10	A mongrel dog saunters up and wets a character's leg, causing much mirth among onlookers.
11	A group of bravos are throwing their weight around.
12	A citizen bumps into one of the characters and slips her a note, a cryptic message, a map, or a strange item.

Political

2d6	Encounter
2	A local person of importance (mayor, magistrate, etc.) is looking for help in dealing with some vicious rumors that are undermining his/her authority.
3	A character finds a piece of very incriminating evidence against someone in local power.
4	A rabble-rouser is denouncing Sir Hensley.
5	An unusual creature stops the characters and asks them for help in gaining admission to see the person in charge of the town.
6	A local "lady of the evening" confides that she is pregnant with a married personage of importance's child, and wants the characters' help to get some support.
7	A proposed law is announced (actual passage is rare but everyone has an opinion on what should be taxed, made legal or illegal).
8	A local personage of importance is supporting a tax, the proceeds of which will go to a specific local temple, and someone wants the characters to find out why.
9	Sir Hensley and his entourage pass by.
10	A cloaked personage with an upper class accent asks the characters to investigate someone of importance and report on his/her shady dealings.
11	An important personage of political influence is being targeted for a kidnapping, and the characters just heard about it!
12	The characters overhear snatches of conversation from a hooded group concerning an attempt on Sir Hensley's life!

Merchant

2d6	Encounter
2	A merchant is selling odd trade goods, such as furs, shrunken heads, trinkets, old maps, etc.
3	A merchant claims a character is a thief.
4	A merchant is trying to buy a valuable item he sees a character carrying.
5	A merchant points at a person running past and cries "Thief!"
6	While a merchant stops the characters and extols the virtues of his goods, an accomplice attempts to relieve the party of something they have.
7	Two merchants argue loudly as a small crowd gathers.
8	The characters spot a merchant being shaken down by a small group.
9	A merchant is hiring caravan guards.
10	A merchant is hiring muscle to deal with a rival.
11	The characters notice a merchant stall that is closed at the busiest time of day, yet hear movement from inside.
12	A creature of power suddenly appears and attacks a merchant's stall!

Legal

2d6	Encounter
2	Dangerous prisoners have escaped from gaol and are on the loose.
3	The city guard passes, escorting prisoners to gaol.
4	The characters overhear a shady character bribing a city guard.
5	The characters witness a robbery or mugging.
6	The characters witness the city guard conducting a raid.
7	A character is beset by street urchins.
8	A beggar or thief attempts to pick a character's pocket.
9	A mob pursues a fleeing thief.
10	The city guard has erected a roadblock and is questioning citizens.
11	The characters witness an abduction attempt.
12	A thief in trouble with the guild asks the characters for help.

Religious

2d6	Encounter
2	A priest publicly denounces the party for attacking his temple!
3	A local begs the characters for help against the religious fanatics who are after him.
4	A religious procession or celebration is in progress.
5	Doomsayer announces a horrific event coming soon!
6	A priest preaching on a street corner asks for donations.
7	Church crier announces a temple's upcoming event or holiday.
8	Pilgrims approach the characters looking for directions or protection.
9	A loud religious argument breaks out between two different groups.
10	The characters see a funeral procession on its way to the graveyard.
11	A priest asks the characters to investigate something odd happening at his temple or to his flock.
12	A priest publicly announces that the party has been chosen by his temple to lead a crusade against some perceived threat.

Visitors

2d6	Encounter
2	The characters encounter a noble and his party, from a kingdom normally at odds with Sir Hensley, in town.
3	A druid, with his animal companion(s), demands that the characters take him to someone in charge of this "abomination against nature."
4	A travelling circus arrives in the city.
5	A gypsy band is entertaining, and possibly robbing, the locals.
6	The characters encounter a purveyor of exotic foreign goods, or so he claims.
7	Another group of adventurers demand information/ money/ the characters' participation in their quest or something else.
8	A group of visiting farmers are being ridiculed/robbed/ abused by a gang of young thugs.
9	A ranger/trapper/woodsman asks the characters if "everyone in town smells as bad as the town does," and where the nearest merchant's store is.
10	A gypsy stops the characters and requests their help or asks for a donation.
11	A foreign sorcerer, with his non-human pet, requests information on where a certain local of import lives
12	A cloaked man with a foreign accent is willing to pay for information concerning the activities of the town guard and local defenses.

Unusual

2d6	Encounter
2	Savage Tale.
3	A small group of men come out from behind a building, screaming, with daggers in their hands.
4	One character stumbles over a small wooden box, about the size of a fist.
5	The characters meet another band of adventurers, just back from the dungeons beneath the city.
6	A rumormonger offers to buy or sell information.
7	Re-roll twice on the Encounter Type table (ignoring results of 7), and combine the two encounter types.
8	The party is offered a map or other item of interest by an obvious drunk, in exchange for a bottle of wine.
9	A hooded non-human asks the party for help.
10	The characters hear that someone is standing at the edge of the chasm, looking like they are going to jump.
11	A lunatic seems to recognize one character, and gives him or her vague warnings of some impending doom.
12	Savage Tale.



10. The Overlook Inn

by William Reger

As its name implies, the Overlook Inn sits overlooking the main road leading to the castle, and the road from the bridge. It has an excellent view of the town and the cascading waterfall. Since the main road toward Sir Hensley's castle winds past the low, wood-railed front porch and stylized cliff face on the sign, the Overlook Inn is a great place for guests to watch citizens' and visitors' comings and goings in town. The inn's lower floor is made of stone, and the upper two stories are wood and brick. A game of checkers is almost always going on. A part-time stable and used item store is snuggled behind the Inn.

Ground Floor: The bottom level houses the main room, with a bar and many tables. The tables and chairs are moved at night and cots are brought out for those who want to crash in this "common room." Figure a very cheap price for this, with the sleepers awakened at dawn and given a simple bucket of tepid water with which to wash up, shave, and brush their teeth. Those in the common room can exit by the front door, but sleepers are expected to keep the door barred at night. Stairs to the upper floor are here too. All other doors are locked and no food or drink is stored behind the bar at night. There is an outhouse in the back by the stables. There is a kitchen with a trap door leading to a storeroom underneath. The GM may put a hidden dungeon entrance here. (*Perhaps one that leads to the sewers, and then to the Lair of the Rat Men; see p. 29 –Ed.*) Next to the kitchen is small room where the cook sleeps.

2nd Floor: The second floor has more stairs up, and a shared bathroom (with cast-iron tub, heating pan, and commode). The bathroom may be barred from the inside, and at other times automatically locks so only a room key can open it. There are eight single rooms and three double rooms on the floor (stairs and bathroom filling the space where the other double room would be.) The single rooms have bunks so they can sleep two, with a closet and trunk (no lock, but can take a padlock). The double rooms have two bunks (four sleepers) that can be hooked together to make two doubles. They each have four closets, four trunks, room for a table and four stools/chairs for quiet talks. There are also corner rooms in three of the four corners. A single hallway goes down the center of the floor.

3rd Floor: The third floor is a copy of the second, except it is primarily for the innkeeper Jonas Morgan and his live-in staff. The innkeeper and his wife have a double, their children share a double, and the singles are for the serving/cleaning girls and barkeep. There is a door blocking the hall into the living quarters of these people, and the remaining double is a paying guest room for guests whom the family knows pretty well.

Why this Inn? While the beverages are fair, they are not noble wines. The beer is good and the ale sturdy. The real draw is the halfling cook (and attractive barmaids) who can make anything that is the least bit palatable taste like the finest dish known. Elves have been known to go out of their way for a taste of the Birchbark Soup, and orc clan chiefs

have pronounced the Inn "protected by the clan" after tasting the Stuffed Boarshead Pie. Even dwarves have grudgingly acknowledged that the cook seems to know how to make Stone & Shroom Soup. Bets are made that there is not a recipe known that this cook can't make!

The Inn is a great place to rest. If characters get on the owner's good side, they'll find his wife to be a fine healer! The store will have used items for sale at a 20% discount if the owner is well-disposed to the buyer.

Attached Stables: This building has a main level with four usable stalls and four stalls as makeshift storage, with piles of adventuring gear from those who had to hawk their stuff to pay their bill, left it in keeping and never returned, or just couldn't bear to keep a fallen comrade's equipment. There is a loft where the stable boy sleeps and keeps guard at night. The stable can be locked from the inside.

The "Store": Any common item may be had here if the store is searched long enough. The sons have gotten to know these piles well, and make a Notice roll to find something in 10 minutes on a success, half that time (or an additional item of the same kind) for each raise! On a failure they didn't find it, and on a 1 they don't have that item right now (check again in a week). At the GM's discretion there may be an "exceptional" item in the pile, but only if magic items glow in your game would the owner know and charge accordingly. He will charge full price for items that look very well made (he knows weapons and armor), but is not a magic user. There is even a full actor's make-up kit that was abandoned when the troupe decided to go treasure hunting and never returned.

Savage Tale: Patrons of the Overlook Inn often attempt to get to know the help. In one case, characters may find out more than they bargained for. The elven maid Smileshine is an orphan, a poor wretch found by the innkeeper before he lost his leg. She had fallen and hit her head. His wife fixed her up after he carried her some 30 miles to the inn. When she came around she had no memory of who or what she had been, so the two gave her the name Smileshine and a place to stay. She still remembers nothing of the time before she was given shelter by the innkeeper.

What no one knows is that she is the daughter of an ambitious elven noble who has already married her (as an infant) to a more powerful elven noble's son. In a few years her father has to produce her or forfeit the marriage contract, thus losing face and status. He has reward posters out for her, but the likeness is poor (the only pictures have her in full elven regalia by an artist who likes to stylize his subjects) and does not come close to the simple smock she wears, with her hair cut short and free. Who knows if she will remember, ever be recognized, or what her betrothed is like? A childhood marriage contract between newborns doesn't leave the newlyweds with many memories of each other, since they never met.

The Stable Boy: This young man seems to know much for his age. That is partly because he is a young shadow-caster. He has a natural power to separate his shadow from himself and send it, like an Extra, anywhere a shadow could go.

Once split, the shadow can hear and see, but not interact. The boy stays in the barn, and his shadow haunts the night observing everything and then returning before the dawn light might dissipate it. The boy can normally attempt this on a successful Spirit roll, with a natural 1 causing him to become Fatigued (-1).

People

Jonas “One Leg” Morgan (WC)

Inn owner and ex-adventurer, Jonas will help adventurers and hold equipment for them for a set time. If he likes characters he will talk about what he saw in the dungeons during his younger days.

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

Skills: Fighting d8, Guts d8, Knowledge (Business) d6, Notice d6, Shooting d6

Charisma: +0; **Pace:** 4 (run d4); **Parry:** 6; **Toughness:** 6 (8)

Hindrances: One Leg

Edges: Sweep

Gear: Battleaxe, crossbow, chain hauberk, \$35

Henrietta Morgan (WC)

Wife of Jonas, she helped him overcome his lost leg by supplying a good peg.

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

Skills: Healing d8, Knowledge (Animals) d8, Knowledge (Medicine) d8, Notice d6, Persuasion d6, Shooting d8

Charisma: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Loyal (to inn family)

Edges: Marksman

Gear: Crossbow, \$15

Alferdo & Deangelo Morgan (Extras)

Sons of Jonas, they help find anything needed that Jonas may have for sale in the stable.

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

Skills: Fighting d6, Guts d6, Notice d6, Shooting d6, Scrounging d8 (find a needed item for sale)

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

Hindrances: None

Edges: None

Gear: Daggers, short swords in room, leather armor

Poppin Hairyfoot (Extra)

Halfing cook and a terror in the kitchen, Poppin loves his work!

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

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Skills: Fighting d4, Knowledge (Cooking) d12, Throwing d6

Hindrances: Small

Edges: None

Gear: Butcher knife (Str+1)

Ellis (stable boy) (Extra)

An orphan, Ellis is rarely seen but often sees much that goes on around town.

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

Skills: Knowledge (Animals) d8, Knowledge (Local) d8, Notice d8, Riding d8, Stealth d8, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: None

Edges: None

Gear: Knife (Str+1)

Hugh Vaughan (barkeep) (Extra)

Hugh pours a mean drink and is said to know them all. He is normally a quiet man.

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

Skills: Fighting d4, Guts d6, Knowledge (Bar-keeping) d8, Knowledge (Drugs) d8, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: None

Edges: None

Gear: Club, pouch of knockout drugs (Vigor roll at -2 or Incapacitated.)

Veronica, Kristi, and Smilesine the Elf-maid (barmaids) (Extras)

These single ladies keep the bar hopping and the drinks flowing! They have heard every pickup line in the book. They are actually pretty down-to-earth and aren't likely to fool around. Jonas and his wife treat them like daughters.

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

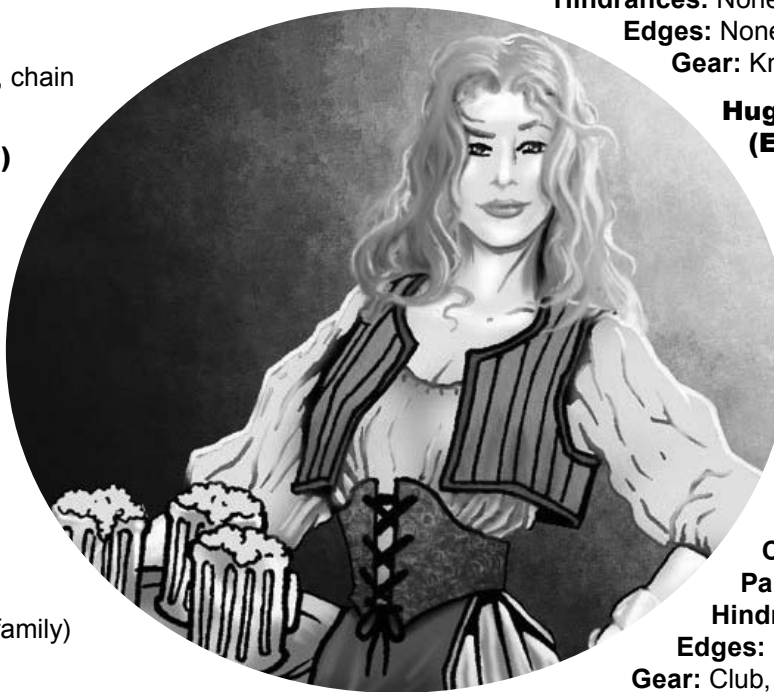
Skills: Notice d6, Persuasion d8, Stealth d6, Taunt d8

Charisma: +2; **Pace:** 6; **Parry:** 3; **Toughness:** 5

Hindrances: None

Edges: Attractive, Block

Gear: Mugs and bottles.



20. Collegium Arcanum

by Stuart N. Bonham

The Collegium Arcanum is a guild of magicians that welcomes members of any race or background. The benefits of guild membership include reduced training costs, superb research facilities, a well-stocked library, and the increased prestige that membership in such an organization brings.

Surrounded by a high wall that encloses pleasant gardens, the Collegium building is a four-story round tower built in a grand, if somewhat eccentric, style. Spires, minarets and gargoyles adorn the outside of the tower, which is faced with alternating bands of black and white marble blocks. The tower is guarded by two stone golems (see *Pinnacle's Fantasy Bestiary Toolkit*, page 29) that stand on either side of the grand entrance hall. On the top floor is a library containing over a hundred tomes covering almost every aspect of magical study. The other floors include alchemical laboratories, study rooms, meeting rooms and bedchambers. All of these facilities are available to members only.

A small complex of underground rooms lies beneath the tower, including the council chamber and strong-rooms that contain the Collegium's treasures, both monetary and magical. The senior members of the guild also have private laboratories in this part of the building.

Potentially a very powerful force within the City of the Shark, the wizards of the Collegium are usually too busy with their own esoteric pursuits to get involved in politics. However, the Guildmaster, Gazekhar Grimsarken, does on occasion act as an advisor to Sir Hensley on arcane matters, and the Collegium has rallied to the defense of the city in the past.

The Collegium is always on the look out for magical curiosities and relics, and any adventurers donating such items are likely to find favor with its leader. Commissions are also accepted to manufacture small magic items, a sideline that provides valuable income. The guild has access to any arcane items or lore required by the plot, as the GM sees fit. However, anyone planning on raiding the tower for magical treasure will be in for a shock. Beside the stone golems, the Collegium is guarded by other, less obvious, means. These include sentry orbs, mechanical and magical traps, and summoned elementals.

People

The current Guildmaster is the Archmage Gazekhar Grimsarken, a vigorous, fierce-looking man in his mid-fifties. His long beard and wild mane of hair give him a somewhat forbidding appearance. Gazekhar does not suffer fools lightly, and he can be quite abrupt and curt in his speech, but his intellect is razor sharp. His one weakness is his curiosity, which has gotten him into several scrapes over the years. Anyone with a mystery to recount can quite easily capture his attention—if they can ever get to see him at the Collegium. Gazekhar has very little free time to devote to strangers who call unannounced.



Gazekhar Grimsarken (WC)

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

Skills: Fighting d6, Guts d10, Intimidation d10, Knowledge (Arcana) d12, Notice d8, Shooting d10, Spellcasting d12+2, Stealth d6

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

Hindrances: Curious

Edges: Arcane Background (Magic), Alchemy, Arcane Artificer, Connections, Improved Rapid Recharge, Wizard

Gear: Blade Wand, Charm of the Warrior, Ring of Shielding

Power Points: 40

Spells: *armor, blast, bolt, detect/conceal arcana, dispel, fly, light, puppet, teleport*

In addition to the Guildmaster, the Collegium is currently home to seven novice and four veteran mages. At any time there are also 1–6 visiting wizards staying in the tower, either conducting research there or travelling through the region on their way elsewhere. The wizards hire cooks, cleaners and servants from the local populace as needed.

Behind the Scenes

It is traditional among the younger members of the Collegium that new members go through an initiation, usually consisting of completing some daring act. Popular at the moment is the challenge of entering the abandoned (and supposedly haunted) Ragmire Sawmill (97; see page 17) alone at night and bringing back some object from inside.

Varian Drask is a visiting mage who has been at the tower for several months now and shows no signs of leaving. He has a brash manner and is rather evasive about the exact nature of his research. He spends many hours each day in the library or locked in the laboratory that has been assigned to him. Other than that, however, he appears to be a very accomplished wizard with some knowledge of demonology that he freely shares with the other mages at the Collegium. Unknown to all, however, Varian's interest in demons extends well beyond the theoretical. He is in fact experimenting with summoning various minor beings of Hell. At some point in the very near future, he will successfully summon a demon that, due to a minor error in the drawing of the protective circle, will attack and kill him. This demon will be a changeling; it will immediately assume the appearance, mannerisms and memories of the unfortunate mage, including many of the secrets of the Collegium. One of Hell's own spies will be at large in the City of the Shark...

Varian Drask (WC)

Attributes: Agility d6, Smarts d10, Spirit d18, Strength d6, Vigor d6

Skills: Fighting d6, Guts d8, Knowledge (Arcana) d10, Notice d8, Spellcasting d10, Stealth d6, Taunt d8

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

Hindrances: Overconfident

Edges: Arcane Background (Magic), Rapid Recharge, Wizard

Gear: Chalk of Demon Warding, Wand of Vines

Power Points: 25

Spells: *armor, bolt, detect/conceal arcana, dispel, light*

24. Sir John Pennington's Scribe Shop

by Barry Green

The sign in front of the shop shows an inkwell and quill. Sir John is a wiry little monk with a hunched back. Sir John's shop consists of shelves along the walls and a large writing desk in the back corner of the room. The shelves contain scroll cases, paper, ink, maps, wax, quills, documents, and anything else that is likely to find its way into a scribe's hands. Sir John does not like to be disturbed when writing, but is otherwise a pleasant fellow. Sir John is also not above forging documents, although it will take a successful Streetwise roll to determine that fact. Sir John can produce many different maps of the area or even the world although some may be a bit suspect.

Savage Tale: As the characters are speaking to Sir John, two short hooded men enter the shop. After several minutes Sir John starts yelling, "They're stealing my merchandise! Stop them! Stop them!" The characters then see the two short men rush out the doorway. A Notice roll will tell them that those aren't men, they're goblins! The goblins rush out of the shop and try to make it to the safety of their woods. They've stolen a scroll case that contains information about the goblin encampments in the woods. The information may be dated, but the goblin chief wants that map. The chief was tipped off by a local spy named Asa. Let the chase begin!

48. Asa's House

by Barry Green

No one knows a lot about Asa other than he just seems to hang around town. He likes to chat, especially with any newcomers in town. He's a pleasant sort if a bit unkempt in appearance, and may even buy you a drink if you catch him on a good day. Truth is that Asa is lazy and a rat. Asa worked out a deal with the goblins—he keeps them informed on what goes on in town and they give him money. He's good at what he does whether through eavesdropping or just plain asking. He can be a font of information...if the price is right. He rarely gives out more than the bare necessities unless he thinks it may lead to something he can take to the goblins for a big score.

Savage Tale: Asa has drawn the interest of a concerned citizen who wants to know more about this odd fellow. The concerned citizen hires the party to spy on Asa and follow him. Asa realizes the party is following him and arranges with the goblins to have the party ambushed when they follow him out of town and into the forest.

Asa (WC)

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

Skills: Fighting d4, Gambling d4, Guts d4, Investigation d10+2, Lockpicking d4, Notice d8+2, Persuasion d8, Riding d6, Stealth d6, Streetwise d10+2, Throwing d4, Tracking d8

Charisma: +2; **Pace:** 6 (d10 Run); **Parry:** 4; **Toughness:** 4

Hindrances: Quirk (Lazy)

Edges: Alertness, Charismatic, Fleet-Footed, Investigator

Gear: Short sword, two throwing knives

57. Elton's house

by Barry Green

Elton was a carefree adventurer many years ago who found himself in the city investigating rumors of gold purported to be in the dungeons below. One day he met Carrissa, who was in the marketplace selling produce from her father's farm. It was love at first sight, and soon thereafter they were wed. Elton continued exploring the sewers and dungeons below the city with other adventurers until one day when only he returned severely injured. As his wife nursed him back to health, he learned he would soon be a father. Faced with his own mortality and a newfound sense of loyalty to his wife and child, Elton gave up adventuring and never looked back. He lives comfortably (if somewhat frugally) from his years of adventuring and enjoys the simple pleasures of raising his son and taking care of his wife. Five years later Elton has a son and is carrying about 80 extra pounds on his frame.

Savage Tale: Rumour has it that Elton has maps of the sewers and dungeons below the city. He does indeed have partial maps of several underground locations. Some are in good shape, but many have been ruined or faded over time. Additionally a lot can change in five years. Elton doesn't need money and the maps can't be bought (or rather copied—he always keeps the originals). However, he lost his ancestral sword the last time he came crawling out of the dungeons, and a promise by a "trustworthy" (in his opinion) group to return it will result in getting copies of the maps.

Elton (WC)

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

Skills: Climbing d6, Fighting d8, Gambling d4, Guts d8, Healing d4, Notice d6, Riding d8, Shooting d8, Stealth d6, Survival d6, Throwing d8

Charisma: +0; **Pace:** 5 (d4 running die); **Parry:** 7;

Toughness: 7

Hindrances: Obese, Loyal

Edges: Block, Brawny, Dodge, Harder to Kill, Trademark Weapon (see above)

Gear: typically just a knife

Carrissa (wife) (Extra)

(d6 stats)

James (5-year-old son) (Extra)

(d4 stats)

65. The Bridge Inn

by Stuart N. Bonham

Situated near to Hensley's Bridge, the Bridge Inn is an imposing structure. It consists a large three-story building—the ground floor being stone-built, while the upper stories are timber-framed—with two wings and a stable block enclosing a central courtyard. The main building houses the common room, which has two fireplaces and a large kitchen. On the first floor are the inn's best guest bedrooms, while the apartments of the innkeeper and his family are situated on the second floor. The inn boasts a well-stocked beer and wine cellar. The north wing is a later addition and consists of two floors with a total of 18 reasonably-priced but basic

guest rooms. The south wing is the most recent addition; it is similar to the north wing, but the quality of building is quite poor compared to the rest of the inn. An archway through the principal building leads from the main road into the central courtyard, from which the stable block may be accessed. The stables can house up to 20 horses or mules.

The Bridge Inn is a popular meeting place for local artisans, merchants, off-duty town guardsmen, travellers, and other folk. It has a friendly, relaxed atmosphere and is a great place to catch up on news and gossip. Singers and musicians entertain the patrons on most nights.

Prices are reasonable, the food is plain but wholesome and the beer is dark, warming and, some say, a meal in itself. The best rooms (on the first floor of the main inn) are pricey but very comfortably appointed, with feather-stuffed mattresses on the beds, and their own privies. The cheaper rooms, which are located in the wings, are drab but functional, with beds that can sleep three in a pinch. Each wing has a communal privy.

The inn's specialty beverage is Old Grommit's. This "meal-in-a-mug" beer is well known throughout town and is favored by hard-up adventurers as an alternative to eating. It is thick, dark, warming—and somewhat "chewy" towards the bottom of the glass. Although it is quite filling, the brew is prone to give some imbibers "the runs," so it is hardly a genuine replacement for food.

People

Derrik Torgran, Jovial Innkeeper and Master Thief (WC)

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Guts d8, Lockpicking d12, Notice d10, Stealth d12, Streetwise d8, Taunt d8, Throwing d8

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5 (7)

Hindrances: Cautious, Vengeful (Major)

Edges: Acrobat, Dodge, Level Headed, Thief

Gear: Dagger (+2 damage), concealed. He also owns a short sword and back-scabbard, and a chain mail shirt of very fine make that he can conceal beneath ordinary clothing. These latter items are normally kept in his apartments at the inn. Naturally, Derrik also has access to the not inconsiderable resources of the Thieves' Guild, which includes poisons, potions and other arcane items, at the GM's discretion.

Derrik cuts a somewhat comical figure to those who take him at face value. His ruddy complexion, shiny bald pate, deep belly-laughs and rather bumbling manner are the very picture of the keeper of a homely inn. They are also a front, for beneath this veneer lies a calculating and ruthless character, who has his finger in nearly every scam, burglary and street crime that occurs in the city.

He is a meticulous planner, cold and calculating, and runs the guild in the same efficient manner. He also has a ruthless streak and will not hesitate to have those who cross him or interfere with his plans prevented from ever doing so again...

Behind the Scenes

Derrik Torgran is the head of the Thieves' Guild in the City of the Shark. His cover as the amiable barkeep of the Bridge Inn gives him good reasons to be loading heavy barrels into his cellar at night, and removing supposedly empty ones. The draymen who delivery the beer barrels are in the guild's employ, and provide a excellent means to smuggling goods in and out of the city. The inn's cellars link into the sewers via a hidden entrance, and provide an ideal location for guild meetings.

A backroom at the Bridge Inn runs regular high-stakes gambling sessions and Carlo, one of the Guards at Hensley's Bridge (100, *see p. 18*), is a regular. He once lost big time in a dice game against Wolfram Pertl, the town's wealthiest merchant, and could not cover the bet. Faced with 24 hours to come up with the cash, Carlo became desperate. Luckily "Good Ol' Derrik" offered to pay the debt for him in return for certain "services;" now Carlo acts as an insider source of information for the guild. He is in no way disloyal to the City Guard or to Sir Hensley, but he does pass information on to Derrik regarding those entering and leaving the city.

The Thieves' Guild

by Stuart N. Bonham

The Thieves' Guild in the City of the Shark is a small but highly effective criminal organization. Discrete inquiries will lead independent thieves to the guild, which currently has its base in the Bridge Inn, a homely hostelry situated near Hensley's Bridge.

The guild is involved in many varied activities throughout the city. Some of these are legitimate or semi-legitimate concerns, such as their operation of a number of gambling joints and drinking dens. However, the main source of income is thieving, coupled with acting as a black market for stolen and illegal goods. The guild does not engage in assassinations as a rule, but woe betide anyone who crosses the Guildmaster...

A network of safe houses is maintained throughout the city. These can be recognized by a secret mark known only to guild members. Many are seemingly normal shops or dwellings that have hidden entrances or secret rooms built into them.

With its blackmail connections and insider sources, the guild makes for a highly effective intelligence-gathering network. If he so wishes, the Guildmaster can be of tremendous help or hindrance to an individual or group. Several times in the past, vital information has been anonymously passed to the authorities when the city has been threatened. The guild has no desire for major changes in the City of the Shark, as the status quo suits it very well indeed.

Guild Organization

The Guildmaster of Thieves is currently Derrik Torgran, owner of the Bridge Inn. A meticulous planner, he oversees the activities of thieves engaged in street crime, surveillance and blackmail. Beneath him are several master thieves, known as the "Gaffers." They are consulted before any

job is undertaken, and they manage small gangs of “Lads” on a day to day basis. Torgran’s right-hand man is Revlan Harmister, the most senior of the Gaffers.

Revlan Harmister, Master Thief (WC) “The Landlord”

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

Skills: Climbing d8, Fighting d6, Guts d8, Lockpicking d10, Notice d10, Stealth d12, Streetwise d10, Taunt d8, Throwing d8

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (7)

Hindrances: One Arm

Edges: Brawny, Common Bond, Thief

Gear: Hook, leather armor, short sword

Revlan is very well respected by all guild members and is a close confidant of Derrik Torgran, the Guildmaster. He pulled off some notable jobs in his time, until a particularly nasty trap cost him his left hand. This has been replaced by a steel hook, which he can use as a weapon (Str damage). Now retired from active thieving, he is Torgran’s lieutenant and organizes the safe houses that the guild maintains throughout the city. He is known to all in the guild simply as “The Landlord.”

The “Lads” are the thieves who work the streets. They have some degree of independence in terms of work, but are required to undertake a number of guild-organized jobs each year or to take on “special missions” at the guild’s behest. There are currently approximately 25 Lads in the guild.

The benefits of guild membership include job opportunities and mutual protection. The guild also maintains a network of useful contacts and fences throughout the City of the Shark. In return for these benefits, members must hand over a cut of their ill-gotten gains to the guild—usually a third. Holding out on this cut is unwise...

78. The Order of Hospitallars of Alycia the White

by Stuart N. Bonham

Known simply as the Hospitallars to most, this order of monks and nuns is dedicated to caring for the sick and needy, wherever they may be found. They follow the path of humility, poverty, pacifism and service laid out by the goddess Alycia, in her aspect as the White Maiden. Members of the Order arrived at the ruins that eventually became the City of the Shark with Sir Hensley many years ago. He built the abbey hospital for the Order, and continues to sponsor them to this day. Donations towards the upkeep of the Order are made by prominent citizens, as well as the grateful families of those who have been healed, and the congregations who attend services at the abbey.

The abbey building itself is a large square pile with towers at each corner, and is dominated by a brilliant white dome that encloses the central sacred space. The Order’s simple services are held beneath this dome; they consist of prayers and readings from the Holy Book, the *Alycion*; hymns of praise; and exaltations to service and a simple life. They are

held at dawn, noon and dusk each day and are reasonably popular with the common folk of the city.

Much of the rest of the building is given over to the hospital, which has 30 beds in two communal wards (one for men, one for women). The ground floor also houses a number of small rooms used as offices, private wards or meeting rooms, as need requires, and a small library of medical tomes. The monks and nuns live in tiny austere cells in the corner towers; the cells are reached by narrow spiral staircases that wind their way to open cupolas atop each tower. In these cupolas are set wind chimes of wood and metal that constantly fill the air with sweet sounds. Pleasant gardens surround the abbey, tended by the monks and nuns. Many potent herbs and other medicinal plants are grown in these gardens.

Beneath the abbey lie two large cellars; one is used for storage, while the other is a crypt where the bodies of monks and nuns are interred when they pass on.

The iconography of Alycia as the White Maiden always depicts the goddess with a cat. For this reason, the abbey is home to numerous strays and semi-feral felines. Visitors will find that there is a cat watching them from almost every ledge or windowsill, and that every sunny spot has a resident dozing in the warmth. These animals are always very friendly if they are encountered within the abbey precincts, and seem to adore the monks and nuns who live there.

Hospitallars always wear plain white robes. When outside the abbey, they don broad-brimmed hats and carry staves. A constant feature of their attire is a large leather pouch hung on the belt, in which they carry herbs, potions, bandages and other items required by the healing arts.

People

Hospitallars gain +2 on Faith rolls within the grounds of one of the Order’s abbey hospitals.

Abbot Theron (WC)

Abbot Theron is a old man now and his eyesight is failing him. He rarely leaves the abbey these days.

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

Skills: Faith d10, Guts d6, Healing d10, Knowledge (religion) d10, Notice d8, Persuasion d10

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

Hindrances: Bad Eyes, Elderly, Pacifist (major), Vow (Poverty, care for sick and needy)

Edges: Arcane Background (Miracles), Healer

Gear: Simple robes, floppy hat, pouch with healing herbs etc.

Power Points: 25

Powers: *greater healing, healing, peace, purify, slumber, succor*



The abbey currently has 6 monks and 4 nuns resident, who may be represented by the following statistics.

Hospitaller Monk or Nun (Extra)

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

Skills: Faith d8, Guts d6, Healing d8, Knowledge (religion) d10, Notice d6, Persuasion d6

Charisma: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Pacifist (Major), Vow (poverty, care for sick and needy)

Edges: Arcane Background (Miracles), Healer

Gear: Simple robes, floppy hat, staff, pouch with healing herbs etc., bowl for collecting alms

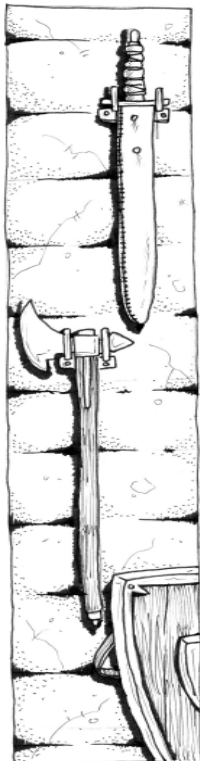
Power Points: 10

Powers: *healing* and either (roll d6) 1–2: *purify*, 3–4: *deflection*, or 5–6: *succor*

83. Zed's Smithy

by William Reger

Zed's greets those entering Teller Lane with the odor of burning coal and the sound of almost constant hammering. Zed Steelhammer is a dwarven blacksmith from the Steelhammer clan. His family came to town shortly after construction of the fortress was begun, and he built his home under the stone-walled, slate-roofed, blacksmith shop and into the escarpment to keep the feeling of home. The four rooms (two bedrooms, kitchen, and storage) underground are roomy and well constructed, with a heavy wood door that can be barred from inside. Cleverly hidden air shafts keep the place well ventilated and the buried location keeps things an even temperature. His family is with him and together they cater to the many adventurers that frequent the area as well as the local militia. Zed has nothing but contempt for his competition at Ploughshares to Swords (88, see p. 17).



People

Zed Steelhammer, Dwarf (WC)

Happiest when hammering over a new piece of metalwork, Zed will stop long enough to conduct business, greet a fellow dwarf or stare at an elf. Zed has a strongbox hidden in his bedroom.

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

Skills: Fighting d8, Guts d8, Knowledge (Metalworking) d8, Knowledge (Legendary Weapons & Armor) d8, Notice d6

Charisma: +0; **Pace:** 5; **Parry:** 6; **Toughness:** 6 (7)

Hindrances: Slow, Vow (minor, make elves pay), Vengeful (minor)

Edges: Brawny, Low-Light vision, Tough

Gear: Battleaxe, crossbow, leather armor, \$140

Derde Steelhammer, Dwarf (Extra)

Wife and companion of Zed, she misses her family and other dwarves but doesn't let Zed know. She will tend to invite any dwarves that stop by for dinner and conversation. She is not a great cook but can make most dwarven dishes passably.

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

Skills: Fighting d4, Guts d6, Healing d4, Knowledge: (Metalworking) d8, Notice d8, Persuasion d8, Shooting d4

Charisma: +0; **Pace:** 5; **Parry:** 4; **Toughness:** 5 (6)

Hindrances: Loyal (to family), Slow

Edges: Low-Light Vision, Tough

Gear: Short sword, crossbow, leather armor, healers kit, \$45

Hor & Harba Steelhammer (Extras)

Son and daughter of Zed, they help by tending the forge and running errands.

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

Skills: Fighting d6, Guts d6, Knowledge (Local) d6, Notice d6, Shooting d6

Charisma: +0; **Pace:** 5; **Parry:** 5; **Toughness:** 6 (7)

Hindrances: Slow

Edges: Low-Light Vision, Tough

Gear: Daggers, short swords in room, leather armor

Notes

While Zed will occasionally shoe an animal, he thinks this is beneath him and charges 50% more than normal. The work is always top notch, though. He charges one tenth the purchase price to repair items (one-twentieth for other dwarves, one-fifth for elves—until the descendants pay back what the original elves “stole” from his clan some 2,000 years ago, with interest). He knows some weapon and armor lore and can, for a small price, often identify unusual weapons and armor. He also sells used items for half price (which he will happily repair for standard prices) and will buy used items for twenty percent of purchase price. Zed sells his repaired items to the stores in town but usually has one piece of any used weapon or armor a player is looking for (the player rolls a Spirit check, on a success Zed has one such item, plus one more per raise). Zed is skilled enough to aid in creating magic items but knows no magic himself, or so he claims. In his strongbox Zed has a dwarven *amulet of arcane detection* (Detect Arcana, 5 Power Points, activated by Spirit roll by a dwarf only. A result of 1 leaves the user Fatigued at –1.)

Specials

Zed has a few special items for sale to non-elves.

Wolf-dagger: This dagger has the handle in the shape of a wolf's tail, a sharp-edged blade with a wicked looking tip shaped like the mouth of a wolf. It is magical and seeks (and hits) the weakest point of armor when it hits with a raise.

Sharpedge: This great sword has a magical edge that can cut through almost any armor! It has an AP of 4 and never

needs sharpening!

Light-Chain: this armor is made with a secret process that takes thrice as long to make as normal chain but delivers an armor half the weight of a normal chain hauberk.

Iron-Staff: A quarterstaff that seems to be made of metal. Weight: 15, Damage Str+2, Parry +1, Reach 1, two handed, and a rune of striking (upon command grants *smite* power 1/day).

86. Lightfingers' House of Games

by Erin Mills

Lightfingers' House of Games is a haven of games of chance and skill of all kinds, with a twist. The opulently furnished front rooms of the House are dedicated to traditional games of chance: dice games, card games, gambling, etc. This, along with living quarters and stockrooms, comprise about ten percent of the large building the House occupies. However the real draw is what exists beyond the gambling suites and the well-stocked bar.

Lia Lightfingers, or the Gamesmistress as she is known, is a retired thief gone legit. She is also an accomplished trap-smith. The remaining 90% of the House is a mock dungeon comprised of ingenious devices, secret passages, and quite a bit of treasure from Lia's own stash for those who manage to get through her maze of rooms.

The passages and rooms of the dungeon are movable, so Lia and her staff can alter the configuration for repeat customers or just to mess with the heads of those who decide to take a chance at Lia's prizes, which occasionally include some rare relics she acquired during her adventuring days.

The House is popular with adventuring groups who want to hone their skills without the risk of dying in the process. Lia doesn't use real monsters in her dungeon, and the traps are designed more to hurt a player's pride and ego than their being. After all, killing the customers is bad for business. All are welcome at the house, rich or poor, noble or common, and the Gamesmistress has been known to extend credit to a soul who is down on his luck.

Once every two months, Lia shuts down the dungeon for a week to set new traps and surprises in order to keep things interesting. The gambling suites and the bar are still open for business though.

Needless to say, while an agreement with Lia prevents them from using the House as their headquarters, the Thieves' Guild has been known to use the dungeon after hours for training, and Lia herself runs the occasional trap-building and disarming seminar for them.

People

Naturally, an operation as large as the House requires a large staff. The House of Games is one of the city's largest employers. Lia pays her employees well, from the attractive barmaids to the unseen mechanics who keep the Dungeon operational. However, several staff members bear closer attention.



Hans Kesselring

Hans Kesselring is a very skilled magician who has turned his knowledge into a profitable partnership with Lia. Hans is the person responsible for populating the dungeon with magical recreations and facsimiles of various monsters found throughout the world.

These are not illusions, per se, as they can be felt and leave very real collateral damage when fighting those who challenge the dungeon. These creatures can hit hard, but are created with just enough power that a fighter may get bruised and possibly suffer a broken bone or two.

Hans is very protective of his magic, and his knowledge, as he is the only one who has discovered how to practice it. He recognizes that there are many evil magic users out there who would love to be able to generate their own monster army on command. Hans takes great pains to keep a low profile on those rare occasions when he has to venture into the common areas of the House.

Hans Kesselring (WC)

Projectionist Mage and Monster Master of the House of Games.

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

Skills: Spellcasting (Projectionism) d12, Fighting d6, Knowledge: Occult d12 +2, Notice d10

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

Edges: Arcane Background (Magic), Rapid Recharge, Wizard

Hindrances: Cautious, Yellow

Power Points: 30

Powers: Hans has only one spell in his arsenal: *projection*. *Projection* allows him to create solid illusions of any creature he has encountered and been able to study. For game purposes, use the standard stats for any given creature, but all attacks do only nonlethal damage. When the projection is defeated, it dissolves into nothing. Hans can also command these projections to do his bidding, and can, if necessary, remove the inhibitors he has built into the spells so the creatures can attack with lethal force.

Projection costs the same amount of Power Points as *shape change*.

Lia Lightfingers

It is unusual for a thief to announce her profession in her own name. It's even more unusual for a thief to go from teenage cutpurse to well-respected businessperson in a scant ten years. But then, Lia Lightfingers has always prided herself on doing what people say can't be done.

Lia Lightfingers began her career as a preteen apprentice to

the Thieves' Guild of the city of Callow's Keep. She was very good at it, being a full head shorter than any other apprentice her age, and quieter than a mouse wearing slippers.

And then puberty hit.

The next thing the Guildmasters knew, Lia had grown to a staggering 6'4", yet remained as lank as ever. Naturally, the held opinion was that Lia was now useless as a thief and was far too tall to be able to do any of the more risky jobs outside of picking pockets. Frustrated, Lia left the guild and turned to the open road, determined to prove that she still had what it took to be one of the best thieves in the world.

Word soon spread about Lia. She had managed to adapt to her gangly form and gotten around it by learning the arts of contortionism. Many were the adventuring companions who goggled at the sight of Lia folding herself into a box a third of her size. For the next six years, Lia would amass a fortune from dungeon crawls and treasure hunts, and living a very frugal lifestyle, while keeping the bulk of her funds hidden in a secret stash in the City of the Shark.

Which is not to say that all was sunshine and roses in Lia's career. Near the end of said career, she fell victim to a diabolical magical trap in an evil wizard's tower and nearly died as a result. One of the wizard's apprentices took pity on her and rescued her from the tower, after aiding her fellow adventurers in dispatching the wizard. The apprentice was Hans Kesselring.

Hans managed to nurse Lia back to health, but the magical backlash generated by the trap had left her with a shocking head of blue hair with silver streaks, and oddly glowing gold eyes. It was shortly after her recovery that Lia decided to retire, took stock of her stash and discovered she had enough to open a small inn.

She did so, and, after asking permission from Sir Hensley, was allowed to run games of chance in her common room. This added to her business and she kept expanding until she discovered she had saved enough to begin construction of the House of Games. It took an additional two years to build the House, but since opening it has become one of the major destinations for visitors to the City of the Shark.

The revenue generated by the House employees for other local merchants, plus the generous donations that Lia makes to Sir Hensley for defense of the city and public works, as well as to several of the temples in the city, on top of her regular taxes, is enough to make the Gamesmistress a force to be reckoned with. She rarely has need to use the clout she has, but none of the movers and shakers in the City of the Shark ever forgets to send her an invitation to social gatherings.

Lia doesn't take herself, or indeed anyone too seriously. She's quick with a laugh and a joke for anyone who comes through the doors of the House. She mingles nightly with her customers, meeting new people, sharing anecdotes with the regulars, occasionally running one of the card or dice games in the gaming parlors.

She brooks no nonsense, however, and anyone who takes advantage of her hospitality is shown to the door by Lars

and Krutch, her two extremely burly half-orc bouncers. Lia is running a permanent party at her House, and only wants friends there.

Lia is considered an eccentric by the denizens of the city, but a harmless one. "Every town needs an entertaining crazy" is the prevailing attitude. Her irrational fear of gnomes is well known ("Good gods...GNOMES!"), but she manages to keep it under control for the sake of making sure the House is open to everyone.

Lia Lightfingers (WC)

Retired Master Thief and Gamesmistress of the House of Games

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

Skills: Climb d10, Fighting d10, Gambling d12, Guts d8, Knowledge (House of Games layout) d12, Lockpicking d10, Notice d8, Stealth d10, Streetwise d8, Taunt d10

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Overconfident, Quirk (Minor fear of Gnomes), Quirk (Unusual appearance), Small (Underweight for her height)

Edges: Attractive, Quick, Filthy Rich, Thief

Gear: Lockpicks, leather armor worn under her working clothes, five daggers (Str+1, one in each boot, two in her belt, one up her left sleeve)

Note: Lia is left-handed.

Lars and Krutch (Extras)

Half-Orc House of Games Bouncers

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

Skills: Fighting d12, Guts d6, Notice d6

Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 7

Hindrances: Outsider

Edges: None

Behind the Scenes

Lia Lightfingers is a very straightforward person. She acts exactly as she believes, demanding the same of everyone who works for her. However, Hans is very concerned that his notes on projectionism will get out to someone who could use them for evil purposes. He has become more paranoid and fearful about this lately, drawing more and more into the deeper recesses of the in-between spaces of the dungeon. Lia is trying to placate Hans by beefing up security when the House is closed, but she is also getting very annoyed at Hans's ongoing paranoia, justified or not.

The layout of the dungeon is left open, so that the GM can tailor it to his needs. The modular design of the dungeon, plus Lia's bimonthly renovations, ensure that it is never the same trek twice whenever a party decides to take on the dungeon.

Lia is also gearing up for her second annual "Run for the Reaver" contest. This is an annual event wherein a select group of contestants are sent into the dungeon to face a variety of Hans' most challenging monsters and Lia's most devious traps. At the end of the Run is a legendary magic

sword: *The Crystal Reaver*. Lia acquired the Reaver some years ago after her adventuring party slew the great dragon Nightclaw. So far, the Reaver remains unclaimed.

The Crystal Reaver grants anyone who wields it an automatic +2 on all Fighting rolls in combat. Additionally, the Reaver generates a field of protection that grants +2 armor to the wielder.

Savage Tale: Something is rotten at the House of Games. Every other night for a week, a dead body has been found in one of the rooms of the dungeon. Lia isn't happy about this, and neither is the Sheriff. He has informed Lia that if this continues, Sir Hensley will order the House shut down for good.

Lia decides to hire some outside help to explore the dungeon and find out just what the hell is going on in there. Is someone trying to drive Lia out of business? Is there a secret entrance to the dungeon that's been undiscovered so far? Or has Hans lost control of his paranoia and begun attacking anyone who gets too close to him with lethal projections?

88. Ploughshares to Swords

by Paul

In a small logging town it's hard to imagine why a weaponsmith would set up his business, but Saevel Clearwater did just that. Son of a rich merchant and his beautiful elven consort, Saevel might have never taken up this profession if his father hadn't been killed while passing through the Goblin Woods. When Saevel came of age, with his mother's blessing, he took a portion of his father's fortune and invested it into an armory in the town nearest to the forest in which his father was killed. If it weren't for his quest for vengeance on the goblins (which he only half-heartedly pursues), Saevel would likely leave the city.

Now Saevel turns out quality weapons to all that ask and does his best to instruct them in their use. In addition he helps maintain the equipment for the logging camp to supplement his shop's income. Though he could afford to keep the shop running from his family's fortune, he prefers not to ask.

Saevel Clearwater (WC)

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

Skills: Fighting d8, Guts d6, Knowledge (Weaponsmithing) d10, Notice d6, Repair d10, Shooting d6, Streetwise d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5 (6)

Hindrances: Outsider, Quirk (minor, Pride), Vengeful (minor)

Edges: Filthy Rich, McGyver

Gear: Fully equipped smithy, leather armor, forge hammer (treat as maul but does only Str+1), any weapon or armor in the shop (GM's choice).

Special Abilities:

- **Agile:** Taking after his mother's elven heritage, Saevel has a base d6 Agility.
- **Low-Light Vision:** Saevel can see in poor light more efficiently than a human, and thus ignores attack penalties for Dim and Dark lighting.

97. Ragmire Sawmill

by Bob Bretz

As the City of the Shark grew, the need for lumber increased. In order to meet this demand, ambitious businessmen constructed a sawmill on the Wiggy River, near the northern end of Shark Lake. The mill was powered by paddle wheels placed in the river; but as the water level rose and fell due to the amount of local rainfall the mill lost efficiency. To counter this problem a giant windmill was constructed to supplement the paddle wheels. For many months the mill produced tons of lumber, and as a result the townspeople were able to build dozens of houses and businesses.

This all changed when the mill workers experienced several unexplained mishaps resulting in death. In time rumors began to spread that the facility was cursed. To make matters worse people began to see what they described as ghosts. People passing by the building claimed to hear wailing cries coming from the woods near the mill. When the workers refused to return the mill had to be shut down.

The mill owners tried to reopen for business, but could secure no willing employees. Other means were found to attain lumber. Stripped of its equipment, the mill now lies abandoned. The curious occasionally visit, but when reports of people disappearing started to spread, the townsfolk stayed away.

Even though the building is abandoned, it remains in good condition. It is a two-story, rectangular structure with the center section hollowed out so large trees could be brought in to be cut into lumber. Various smaller rooms line the perimeter of the center section on both floors, for storage and other uses. The windmill, which is on the side opposite of the paddle wheels, is some thirty feet tall and always seems to be moving, regardless of the wind conditions.

People

The site is usually shunned, as people are scared away by the various ghost stories. A few brave individuals, though, do use the mill from time to time for various reasons.

The most common visitors are members of the Thieves' Guild. They occasionally use the site as a temporary hideout or as a staging ground for criminal activities. The fact that the mill is haunted doesn't seem to bother them; they hope that fear of the place will help keep the curious away. As yet, the thieves haven't reported any problems with the building; or they simply aren't telling anyone.

The most well-known person to be associated with the site is "Lunatic" Larin. A tall, older human man, he dresses scraggly and has wild, white hair. Visitors to the site occasionally meet him. Brandishing a sword, he claims to be battling the forces of evil in the area. Exactly why he does this is unknown, but many believe that he was a knight who came to Ragmire to clear it of its' evil, only to be driven insane by the curse placed on it. The nickname "Lunatic" was given to him by local law enforcement, who generally leave him alone, figuring he's just crazy and no real harm.

Behind the Scenes

The secret of Ragmire Sawmill is that it is not haunted, but it may very well be cursed. For some reason, the area of the mill is a hotbed for interdimensional activity. The “ghosts” people claim to see are, in fact, doorways to other dimensions; they have no fixed point and wander the building at random. Although no one has made the connection, the frequency of the doorways’ appearances coincides with the position of the planets in the sky. The reason most visitors haven’t noticed the “ghosts” is because they weren’t present when the planets were in the proper alignment.

People who have disappeared have fallen into, or been overtaken, by these wandering phenomena. This is what happened to Larin. As a child, he fell into one of these portals and reappeared some five years later as the fully grown man people have encountered. Presumably, the rate that time passes wherever he went was much different than his home dimension. If one were to spend some time with him they would learn what happened to him—that he fought in a war against some kind of evil in this alien dimension. The sword he carries, which he calls Vengeance, is magical in nature; no doubt he came by it in his war against evil. Given Larin’s mental state, his full story may never be known.

The “wailing” that emanates from the forest is simply a side-effect of the clear cutting of the local woods to fill the lumber demand. Wind is channeled through the gaps left by downed trees, trapped and whipped through various gaps in the forest, to cause a whistling sound that resembles soft moaning. A natural phenomenon, albeit a ironic one.

“Lunatic” Larin (WC)

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

Skills: Climbing d6, Fighting d10, Guts d6, Notice d6, Persuasion d6, Stealth d6, Streetwise d4, Survival d8

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Delusional (Major, forces of evil are attempting to invade the world), Heroic

Edges: Danger Sense, Hard to Kill, Trademark Weapon (“Vengeance,” Greatsword)

Gear: “Vengeance,” Greatsword (Str+6, due to +2 magic damage).

100. Lord Hensley’s Bridge

by David Bezio

The Bridge

Lord Hensley’s Bridge is just south of the town proper, and provides the only easy access to the City of the Shark. It is 20 feet wide, and spans the bottomless Chasm of Darkness. The bridge is very stout, and can hold the weight of at least 10 elebeasts, 30 men, and a monkey (it’s a long story!). At first merely a fallen tree, then stout wooden planking, Lord Hensley’s Bridge is now an impressive, dwarf-built, stone construction.

On the south side of the chasm, two towers guard the bridge’s entrance, as well as entrance into the city. A portcullis stands between the towers, each of which boasts small battlements

and a ballista. In front of the towers stand the Golem-Knights. These impressive pieces of magical workmanship are 12-foot-tall suits of armor. The armor enhances the fighting ability and strength of the guard within (see below). At night, the Golem-Knights move behind the portcullis.

During the day, everyone attempting to enter the city is challenged, and logged into the bridge records. No one is allowed to enter at night.

The Chasm of Darkness

The Chasm of Darkness isn’t just a fanciful name made up on the spur of the moment. The chasm is truly possessed of an unnatural darkness and an oppressive mist. Lanterns lowered into the chasm seem to be gradually swallowed by the darkness, and no one has yet dared to scale down more than 50 feet. Still, there is something down there, as flashes of light, rumbling noises, and distant screams can sometimes be heard. Bridge guards have told tales of hearing evil whispers and catching glimpses of glowing eyes, or shadowy figures that scuttle back into the depths of the chasm when spotted.

The Guards

There are a total of seven gate guards, led by Captain Von Groobster. The guards live and work at the gate, but rotate out two at a time for two days, except for the Captain, who seems to always be at the tower. During the day two guards man the ballistas, two man the Golem-Knights, and Captain Groobster stands at the gate entrance to challenge those seeking to enter the city. At night one guard patrols the battlement of the western tower, sounding the alarm if there is trouble.

Captain Von Groobster (WC)

Captain Groobster is a short bald man with a oversized handlebar mustache. He is not only the Captain of the gate guard because he is a competent leader and trusted servant of Lord Hensley, but because he is also a skilled battle mage. Should the gate ever come under attack (though it hasn’t yet), the attackers will be very surprised to find themselves fighting not only the mighty Golem-Knights, but also dodging the spells of the good Captain.

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

Skills: Fighting d8, Guts d8, Knowledge (Tactics) d8, Notice d6, Riding d8, Shooting d10, Spellcasting d10

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (9)

Edges: Arcane Background (Magic)

Gear: Chain hauberk (+2), sword (Str+3), staff (Str+1, Parry +1, Reach 1, two-handed)

Power Points: 25

Powers: *blast, bolt, burst, entangle*



Bridge Guards, 6 (Extras)

The bridge guards are a strange mix. There is Carlio, a gambling playboy; Frito, a young country boy who has a way with a sword; Franco, a burly grumpy old man who doesn't waste words; Esparelle, a bookworm who is constantly peering into the chasm out of paranoia (and probably rightfully so!); Micmont, the captain's second in command who is a most competent career soldier who has seen many wars; and last, the half-folk Griddle, who is obsessed with wearing the Golem-Knight armor (because it's so tall!).

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

Skills: Fighting d10, Guts d8, Knowledge (Siege Warfare) d8, Notice d6, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 8

Gear: Chain Hauberk (+2), Sword (Str+3), Battlement archers also have a Bow (2d6, 12/24/48)

Special Abilities: Battle Hardened (+1 to Vigor rolls to recover from Shaken)

The Golem-Knights

The Golem-Knights were imported from across the sea. They came to the City of the Shark as a gift from the Great Wizards of the furthest coast of Forniactal. They are an ancient magic from a forgotten time. While the power of the Golem-Knights is impressive, Lord Hensley still has his doubts of the intentions of the Great Wizards, as it is their way to conquer or destroy smaller holdings. The following stats reflect the abilities of the Golem-Knight armor. The wearer of the armor retains all other abilities, but is treated as a Wild Card while in the armor. When the armor falls, the wearer can emerge from it, Shaken, but otherwise unharmed.

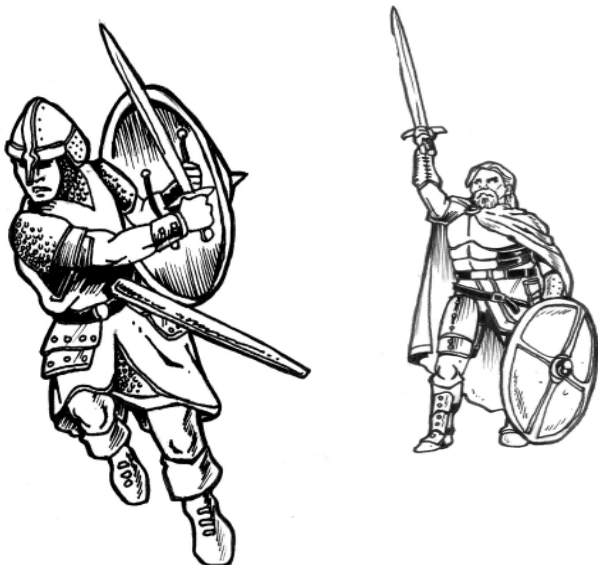
Attributes: Agility d8, Strength d12+2

Skills: Fighting d12

Pace: 10; **Parry:** 8; **Toughness:** 15

Gear: 2 huge Swords (Str+5)

Special Abilities: Ambidextrous, Arcane Resistance, Combat Reflexes, Improved Frenzy, Large, Thick Armor (Toughness 15)



The Market Square

by Tartex

The market square is surrounded by some of the biggest buildings in town. The farmers and fishermen of the region sell their goods here twice a week. But even on other days a few kids and elders are sent to make some coins.

It is not unusual to have the occasional stranger from faraway lands at the market either. These people are normally guests of Wolfram Pertl, the richest merchant in town. Even if there are no strangers, who the street kids point at, one can find all the goods not locally produced at the stands of Pertl's agents: spices, as well as rare weapons and sometimes even a potion or two.

Except for the wooden stands the paved square has two further attractions to offer: the guardian statue and the stocks.

The statue is called "The Armless Guardian," as it is that of a warrior. It seems to be quite old and even the scholars have no idea who could have built it. Only the features of the warrior's face seem beaten by centuries of weather as the rest of the statue is in perfect condition—except for the missing arms. The townspeople regularly try to fix this flaw, but no matter how inventive or costly the restorations, after a few days the new arms simply fall off.

Still the statue serves its function as a symbol for the city's rights because the guardian of stone carries a sword. The sword is not held in the missing hands, but is fixed to the back of its head, by the handle. The blade rises far above the guardian's features. The very same scholars that cannot tell you about its origin will tell you that the shadow of the sword has to point somewhere when the sun is at a certain level.

By contrast the stocks are not mysterious at all. They are regularly filled with petty criminals and attract a crowd of mainly poor kids and nosy women. Only in rare cases, when the city guard exhibits a goblin or another unusual creature, do the stocks get more attention.

Wolfram Pertl, The City's Richest Merchant (WC)

Wolfram Pertl looks like an emaciated, humble old man in a modest tunic. A stranger could even think he was a beggar, but everyone in town knows he is the richest merchant of the region. Wolfram makes his home at Location 11.

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

Skills: Fighting d10, Guts d10, Intimidation d8, Knowledge (Trade) d10, Notice d10, Persuasion d10, Steetwise d6, Taunt d6

Charisma: +2; **Pace:** 4 (+d4); **Parry:** 7; **Toughness:** 6

Hindrance: Lame, Wanted (minor)

Edge: Charismatic, Alertness, First Strike, Command

As a young man Wolfram Pertl was one of the Spider Knights. This order ruled the east with an iron fist and the power of an ancient evil. In the last days of its reign, Wolfram realized what he was doing. He ran off days before the Union of Freedom was founded.

He could have redeemed himself by joining the Union, but he had promised his pregnant wife that her protection would have priority over saving his very soul. So they settled in the ruins that would become this very town, with riches stolen from the Spider Knights. Nobody asked questions here, and later their son was born. This happened before Sir Hensley II appeared.

When the Spider Slayers started to roam the lands for the escaped knights a decade later, Wolfram had already built a fortune by trading. He even gave one-third of his earnings to the poor and one-third to the gods, by way of the temples. Around this time the 35-year-old merchant decided to risk a desperate move to get rid of his Knight Aura: an alchemist from afar offered him help. In a ritual the alchemist ripped out the aura—literally.

The once mighty warrior was crippled, but he hurled the source of the aura, the Spider Gem, into Shark Lake, hoping to leave behind the evil ways of his youth forever.

Another decade has passed since then, and Wolfram spends most of his days walking around the marketplace, leaned over his stick, or instructing his agents. He looks much older than he really is. Still, most of his scars are hidden under his modest tunic. He loves to talk to strangers and ask them about their travels. He does not need to spend a lot of time with his business anymore, as everything is set up and most of the money comes from the long-distance trade of spices and other ingredients. Sometimes, though, he likes to choose the caravan escorts personally.

Wolfram Pertl is harmless nowadays and loathes everything evil or chaotic. He is a conservative and religious man. He would never, for example, lend money to anyone because he regards this as a sin.

Elin Pertl, Wolfram's Son (WC)

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

Skills: Climbing d6, Driving d10, Fighting d8, Gambling d6, Persuasion d8, Shooting d8, Stealth d6, Streetwise d10, Taunt d6

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

Hindrances: Yellow (Guts d4–4)

Edges: Attractive

Some call him the best catch in town, others a spoiled brat. Whatever side you belong to, everyone has an opinion on Elin Pertl, the only son of the richest merchant. Elin is a handsome and athletic man and turned 20 recently. He is a skilled fencer and even better horseman, driving a two-wheeled curricule. Still, he would be a coward in a real fight. People with experience notice that within a minute. Nevertheless he has achieved everything he ever wanted to. He just did not need to put much effort into anything. People say he exploits his father, using the old man's money for the yearly spring, summer, autumn and winter festivals that have turned from religious ceremonies into carnivals.

But Elin feels no guilt for wasting his father's money, since he knows how dirty the basis of all this wealth is. When he was still a boy, he became secret witness to the ceremony that crippled his father. Watching would not have been enough

for Elin to hate Wolfram though. But that fateful night the curious kid secretly exchanged the magic Spider Gem for a similar-looking, but harmless, shard of colored glass, while the alchemist tried to revive his father. Elin hid the Spider Gem in the deep well in the cellar of his father's house. Whenever he would climb down there and press the magic stone against his forehead, he could see and feel the past crimes of his father.

While Elin confronted Wolfram with his dark past, the former Spider Knight does not know that Elin exchanged the gems. Elin would prefer to die than to tell a stranger about his father's crimes though. On this subject he is not cowardly at all. It is quite possible that his personality will change drastically if his father is openly accused. Elin does not believe his father changed into a good man, but believes that you have to stick to your family. He is unable to understand the the paradox of his own behavior.

Elin spends most of the time chasing girls or racing the countryside. He sees other young and talented people as rivals, or uses them as a means to play tricks on his father.

The Streeters' Guild

by DATI

The Streeters' Guild has been around for centuries. The guild is in the business of street entertainment and is a marginally respected part of the community. If you see someone singing, dancing, juggling, etc. in the streets for the tossed coins of passers-by, then they're members of the Streeters' Guild—or they had better be.

Like the Beggars' Guild and Whores' Guild, the Streeters' Guild was born out of the need of a small, specialized group of poor folks to provide for communal security and status. The Streeters' Guild honestly and fairly provides its services and jealously guards its turf—thus reducing the need for the city guards to keep an eye on a part of the population that could easily become a problem. Thus the authorities get what they want (peace and quiet, at least a little tax income) and the streeters get what they want (a lock on their little slice of the economic pie, just enough legal status to warrant some kind of respect and protection).

Like other lower-class working guilds, the streeters have an awkward relationship with the Thieves' Guild. Traditionally, some protection money is paid to the Thieves' Guild, and in return the thieves are expected to keep street gangs and individual thugs off the backs of the streeters. Amongst themselves, the thieves acknowledge that it wouldn't be a good idea to push the streeters (or the beggars and whores for that matter) too hard. For one thing, the "street-level" guilds know a lot of people and can informally gather a lot of information; if they were to start dropping some of that information into the ears of the authorities...

It's best for all sides if things never come to that level of disagreement. So they usually don't.

The Streeters' Guild recognizes the same set of ranks as all guilds. A guild member is either a Master, a Journeyman, or an Apprentice. An Apprentice is very much a trainee in the service of a Master or senior Journeyman. An Apprentice

becomes a Journeyman after years of apprenticeship and upon the approval of their master. At that point, the guild member is considered to be a competent professional and is expected to behave as such.

Most Journeymen never make the jump to Master. In the Streeters' Guild, a Journeyman becomes a Master when three other Masters judge him or her to have conducted a 'Master Performance.' At least one of the judging Masters must have the same specialty (acrobatics, dance, juggling, etc.) as the Journeyman in question. Approval by all three Masters is required in order for the Journeyman to be declared a Master.

The vast majority of streeters inherited their guild membership. They're streeters because their father or mother (or both) were streeters. However, Masters have the right to pick anyone they wish as Apprentices. That's how new blood is brought into the guild.

Usually, the eldest Master in the town is also that town's Guildmaster. He or she has the authority to speak for the guild to any interested parties.

Streeters don't get rich. Even the Guildmasters usually only own a very modest home—or perhaps simply rent a room in a local inn. Historically, many streeters have lived up to their name by literally sleeping in the city streets.

The typical Streeters' Guild doesn't have a Hall. Meetings of the guild are usually in a corner of the town square or in the back room of one of the poorer taverns. Day-to-day decisions within the guild are made by the Guildmaster. Other Masters have the right to challenge a Guildmaster's decisions, but that's a rare event. The guild is not a democracy and only the Masters really have a voice in how things work. However, the function of the guild is so bounded by a tradition of "do your own thing as long as you don't make waves" that the political organization of the guild almost never becomes an issue.

Masters and Journeymen are expected to pay a small monthly contribution to the guild. The Guild Fund is normally used for any necessary political payoffs and to help down-on-their-luck guild members and their families. Claims of mismanagement of the Guild Fund are often a source of tension between a Guildmaster and the other Masters in a city or town.

Guildmaster Norbert Clay

The Master is a gray-haired, slightly paunchy man in his late 50s who has a rather grumpy demeanor. Master Clay is a gamerster—his Guild specialty is playing the game of "Castle" (the equivalent of chess in this world). For a few coppers, or perhaps a cup of ale, anyone can lose to the Master in a friendly game of Castle. Losing is often a breathtakingly fast experience, but it usually demonstrates a fine point of the game that the typical Castle player would be well-advised to observe and learn. Every few years, a serious Castle player comes to town and challenges Master Clay to a match. This is usually an event of some notice, attracting both local and out-of-town Castle players to observe the game.

Master Clay is relatively well off for a streeter. He is

considered to be a reasonable and responsible Guildmaster and is generally well-respected (but not necessarily well-liked) by both the locals and members of the guild. However, there is some tension between him and Mistress Lila Grace (the only other Master in town). Mistress Grace feels that Master Clay should be freer in using the Guild Fund for charitable purposes. The Master's first instinct whenever a guild member is having financial problems is to encourage the guild member to work their way through it, rather than simply giving them some money. While Mistress Lila agrees with the basic principle, she thinks Master Clay sometimes takes it to an extreme.

The Master prefers to live in an inexpensive room in one of the local inns. He frequently changes the inn at which he stays.

Norbert Clay, Grumpy Guildmaster (Extra)

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

Skills: Fighting d4, Guts d6, Intimidation d6, Knowledge (Castle) d12+2, Notice d10, Persuasion d8, Stealth d4, Streetwise d10, Taunt d6

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Elderly, Mean, Vow (to the Streeters' Guild).

Edges: Charismatic, Professional and Expert (Knowledge: Castle), Strong-Willed.

Gear: Cherry-wood Castle board and pieces, pair of cunningly-crafted folding chairs.

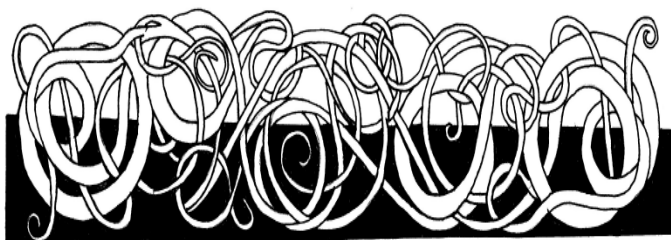
Note: Players make opposed Knowledge (Castle) rolls whenever they play a game. Wild Cards who don't have the Knowledge (Castle) skill roll a d4-2.

Journeyman Hiram Waters

An elderly man (rumored to be in his 80s) who is always carrying, juggling, or manipulating the traditional red, yellow, and blue wooden balls of a juggler. Journeyman Waters was an excellent juggler—and still well above average in skill—but age is taking its toll. As his health fails, Journeyman Waters appears less and less often in his usual spot in the Market Square. Instead, his young friend and fellow juggler, Smitty Johns, is regularly filling in for him.

Journeyman Waters is a widower, his wife having died in a plague a decade earlier. He had two sons and a daughter, but he outlived them as well. The end is coming for Journeyman Waters, and if it wasn't for the guild, it would be a lonely and very uncomfortable one.

The city has been the Journeyman's home for decades. He has an encyclopedic knowledge of all of the best alleyways in which to pass the night.



Hiram Waters, Elderly Juggler (Extra)

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

Skills: Fighting d4, Guts d4, Notice d6, Persuasion d8, Stealth d4, Streetwise d8, Swimming d6, Throwing d10

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Hindrances: Elderly, Poverty, Hard of Hearing (minor).

Edges: Ambidextrous.

Gear: Bedroll, various juggling items—especially the three wooden balls (painted red, yellow, and blue) of a Journeyman juggler.

Note: Due to his long experience as a juggler, Hiram rolls his Agility +2 whenever he's required to perform some particularly difficult feat of juggling.

Journeyman Smitty Johns

A young, slender man of otherwise very average appearance, the Journeyman appeared two years ago, claiming to have recently been demobilized from the Imperial Army after having been pressed into service to fight in a distant war.

Journeyman Johns requested and received permission from Master Clay to begin working in the city. Johns became friends with Journeyman Waters (the other juggler in town) and for a year or so they often performed together. As Journeyman Waters' health continues to decline, Journeyman Johns has been taking care of his older friend.

Smitty Johns, Juggler...with a Secret (WC)

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

Skills: Climbing d6, Fighting d12, Guts d8, Intimidation d8, Lockpicking d6, Notice d8, Persuasion d6, Stealth d10, Streetwise d6, Swimming d6, Throwing d12

Charisma: +0; **Pace:** 8; **Parry:** 8; **Toughness:** 7

Hindrances: Enemy (major, Assassins' Guild), Pacifist (minor), Poverty.

Edges: Alertness, Ambidextrous, Danger Sense, Fast Healer, Fleet-Footed, Quick, Thief, Two-Fisted.

Gear: Bedroll, various juggling items—including some superbly balanced 'juggling knives.'

Note: Smitty is a Wild Card. He rolls his Agility (with a Wild Die) whenever he's required to perform some particularly difficult juggling action.

As you might guess from looking at Smitty's stats, he isn't really a streeter. Smitty was born and raised in the Imperial Capital as a member of the Assassins' Guild. One day, Smitty decided that he'd had his fill of killing. So he walked away from it all.

Unfortunately for Smitty, you just don't walk away from the Assassins Guild. They don't like that.

(**Note:** Most people believe that there is, of course, no such thing as an Assassins Guild—that's just a rumor. And besides, it's best not to speak of such things.)

Mistress Lila Grace

A dark-haired, athletic woman whose age is somewhere between 30 and 50, Mistress Grace is a talented dancer and an avid trainer of younger dancers. She arrived in

town about ten years ago. It is rumored that in her younger days Mistress Grace had a torrid romance with a powerful nobleman that ended when the nobleman was forced to enter into an arranged marriage. Sharp eyed observers note that Mistress Grace has several old, linear scars on the back of her right calf. It has been commented that it looks like someone once amateurishly attempted to hamstring Mistress Grace.

Lila Grace, Big-Hearted Dance Mistress (WC)

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

Skills: Climbing d8, Fighting d8, Guts d6, Healing d6, Notice d6, Persuasion d6, Stealth d6, Streetwise d6, Swimming d4

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

Hindrances: Enemy (Imperial Noblewoman, minor), Loyal, Vow (to the members of the Streeters' Guild)

Edges: Attractive, Charismatic, Connections (Imperial Nobleman).

Gear: Bedroll, carpetbag, tasteful costume jewelry, various dancing outfits.

Note: Due to her long experience as a dancer, Mistress Grace rolls her Agility +2 whenever she's required to perform a particularly difficult dance performance.

Apprentice Chian and Apprentice Miya

A pair of orphaned, quarter-elf girls that Mistress Grace found turning tricks just outside of the city several years back. She took the girls in and made them into her apprentices. Both girls have red hair and green eyes. The most visible sign of their elvish heritage is their lithe builds and slightly pointed ears. Both are turning into excellent dancers. The shyer Chian is the more serious of the two about her studies—Miya prefers to party with the local boys instead.

Chian, Studios Apprentice Dancer (Extra)

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

Skills: Climbing d6, Fighting d6, Guts d4, Healing d4, Notice d6, Stealth d6, Streetwise d6

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

Hindrances: Poverty, Cautious, Loyal.

Edges: Attractive.

Gear: Bedroll, carpetbag, various light dancing outfits.

Miya, Party Girl and Apprentice Dancer (Extra)

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

Skills: Climbing d6, Fighting d6, Guts d6, Notice d6, Stealth d6, Streetwise d6, Taunt d4

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

Hindrances: Poverty, Greedy (minor), Quirk (Party Animal).

Edges: Attractive.

Gear: Bedroll, backpack, simple cosmetics, tawdry costume jewelry, various light dancing outfits.

Note: The girls roll their Agility whenever they are required to perform a particularly difficult dance performance.

Mistress Lila and her apprentices usually spend the night on a rooftop. They know the roofs of the city very well—with special attention to those on which it is easy to stay concealed while getting some kind of shelter. Consequently, the Mistress and her apprentices are pretty accomplished free-climbers.

You might have noticed that Mistress Grace and her apprentices have non-trivial Fighting skills. Among the Dancers of the Streeters' Guild a kick-oriented martial art is slowly and steadily being developed. It's an ability that Mistress Grace doesn't like to be well-known.

Journeywoman Anna “Goldy” Lace and Journeyman Michael “Ox” Lace

Goldy is a somewhat plain and slender woman in her late twenties who is an accomplished acrobat. She has a wild shock of blonde hair that is her most recognizable feature and the source of her nickname. Her husband, Ox, is a brutish-looking, but actually quite good-natured, strongman. The two first started working together when they were teenagers. After a long friendship, they eventually married.

Goldy and Ox live in a small stall in the marketplace. They have two children: Little Mike (a boy) and Dandelion (a girl). Both of the children are too young to be apprenticed. Amusingly, Little Mike is taking after his mother (small and graceful), while yellow-haired Dandelion is big for her age and quite strong.

Anna “Goldy” Lace, Journeywoman Acrobat and Devoted Mother (Extra)

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

Skills: Climbing d10, Fighting d4, Guts d4, Notice d4, Persuasion d4, Stealth d6, Streetwise d6

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

Hindrances: Poverty, Loyal.

Edges: Acrobat, Dodge, Luck.

Gear: Acrobat's tights.

Goldy rolls her Agility +2 to do acrobatic maneuvers.

Michael “Ox” Lace, Journeyman Strongman (Extra)

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d4, Streetwise d6, Swimming d4, Throwing d4

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 8

Hindrances: Poverty, Quirk (Speaks Very Little), Ugly.

Edges: Brawny.

Gear: Leather vest that displays his arm and chest muscles.

“Little” Mike Lace, skinny kid (WC)

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

Skills: Climbing d4, Fighting d4, Notice d4, Stealth d4, Streetwise d4, Swimming d4, Throwing d4

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Poverty, Young

Edges: Luck

Gear: Sticks and string.

“Dandelion” Lace, big-for-her-age kid (Extra)

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

Skills: Fighting d4, Notice d4, Streetwise d4, Swimming d4, Taunt d4, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Hindrances: Poverty, Young

Edges: Brawny

Gear: A tattered rag doll named Missy.

Journeyman “Wolf” Lander

Wolf is a small, fierce-looking man in his early thirties who is an accomplished dog-trainer. He has three well-trained canines who perform various tricks for the amusement of the crowd. Journeyman Lander isn't much of a people-person. When performing, he tends to stand off to the side and give quiet commands to his dogs as they faithfully go through their paces.

“Wolf” Lander, Journeyman Dog-trainer (Extra)

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

Skills: Climbing d6, Fighting d6, Guts d6, Intimidation d6, Knowledge (Animal Training) d8, Notice d6, Stealth d6, Streetwise d4, Survival d6, Swimming d6, Throwing d6, Tracking d6.

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

Hindrances: Poverty, Outsider, Quirk (Always Unwashed).

Edges: Alertness.

Gear: Fur and leather clothing, hunting knife.

Journeyman Lander and his dogs live in a tiny log cabin on the eastern edge of the Goblin Woods.

The Dogs (Extras)

Rascal is a medium-sized, mixed-breed, white-furred sheep dog who lost his right front leg in a long-ago fight with a black bear. He has a tendency to try to herd women and children away from any situation that he considers to be dangerous.

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

Skills: Fighting d6 (Bite Str+2), Guts d8, Notice d10

Pace: 6; **Parry:** 5; **Toughness:** 4

Hindrances: Lameness, Size -1.

Earl is a huge bull mastiff. Normally gentle and patient, Earl can become hostile in a hurry if Wolf is ever threatened. He will also respond to an attack command from Wolf.

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

Skills: Fighting d8 (Bite Str+2), Guts d6, Notice d10

Pace: 10 (Run d8); **Parry:** 6; **Toughness:** 7

Edges: Brawny, Fleet-Footed.

Go for the Throat: Earl instinctively goes for an opponent's soft spots. With a raise on his Fighting roll, Earl hits the target location that has the least armor.

Wash is a small, unusually intelligent, terrier.

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

Skills: Fighting d4 (Bite Str+2), Guts d6, Notice d12

Pace: 10 (Run d8); **Parry:** 4; **Toughness:** 3

Edges: Fleet-Footed; **Hindrances:** Size -2.

Earl and Wash have a particularly crowd-pleasing act where Wash rides on Earl's back. While Earl and Wash perform, Rascal circulates through the crowd, carrying a small wooden bucket in his mouth, begging for coins.

In addition to the three performing dogs above, Wolf also owns two other partly-trained younger dogs. Use Rascal's stats for those dogs, but without the *Lame Hindrance* (presume a *Pace* of 8).

The Church of the Deadwatch

by Theron "SlasherEpoch" Seckington

The Deadwatch is an organization that seeks out undead whose souls are still trapped in their bodies and helps them to move on to the afterlife. Though trained in fighting the undead, this is not their primary responsibility in the secular world. Rather, they serve as cleaners, moving through dungeons once getting an "all clear" from adventurers and finding out which zombies, skeletons, and worse things are "free," and which are simply too damaged to move.

Regardless, the Deadwatch's members bury the undead, using their abilities to speak with the hapless haunt's soul first, if they can, to discern its religious denomination, or simply burying the thing with a general blanket ceremony that covers most religions dating back a few hundred years.

The Deadwatch occasionally employs adventurers to seek out rare religious texts from defunct cults to discover their burial rites, in order that they may serve their "clients" better.

Knowing that their mission is somewhat odd, the Deadwatch has picked up some mundane skills. They are employed in murder cases to use their ability to speak to the dead, and often serve as a town's undertaker (a service they perform for virtually nothing). Deadwatch priests are skilled in the making of potions, poultices, and other such things, and the closest to their god (the elderly, or those with terminal diseases—the closest to death) are able to heal wounds with a touch.

Deadwatch followers are encouraged by their faith to keep trim and fit and abstain from drinking or drugs, although members of the faith are allowed to marry and even take lovers.

There is a common misconception that the Deadwatch worship death, although that is not true. They celebrate life, often sponsoring feast days and games, and simply believe that judgment should come immediately. Members are never resurrected (if such a thing exists in your game), nor do they take any sort of life-extending potions or drugs.

A church usually consists of about 10 acolyte-undertakers, 2 chemists, and a chapter priest. The acolytes take turns caring for the chapter head.

Acolytes

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

Skills: Faith d6, Fighting d6, Healing d6, Knowledge (Religion) d10, Persuasion d6, Shooting d6, Throwing d4

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

When encountered in a dungeon, Acolytes are usually found in groups of 4–6, and the following skills, gear and powers will be distributed among the group:

Skills: Climbing d6, Fighting d8, Intimidation d6, Lockpicking d8, Shooting d8, Stealth d6, Tracking d6

Gear: Shovel (Str+2, Parry+1, Reach 1)

Power: *bolt* (a crackling, jagged beam of light)

When dungeon-diving, Acolytes are equipped with leather armor and a saw launcher (as crossbow, but deals cutting instead of piercing damage) and 15 saws. Acolytes may receive other gear based on a particular mission.

Abilities

Speak with Dead: With a touch, a Deadwatch Acolyte may ascertain which corpses contain souls and which do not. By making a successful Faith roll, Acolytes may communicate with corpses that still contain souls, which they do to ask which religion the corpse followed in life in order to lay it to rest. A soul may attempt to resist this questioning, in which case an opposed Spirit roll is made, the Acolyte receiving a +2 bonus if he succeeded with a raise on the casting roll. For each additional Acolyte present and concentrating on the ritual, the one asking questions receives a +1 bonus to the Faith roll and opposed Spirit roll. Finally, a soul is bound to give an answer but may still attempt to lie. Most souls, however, are more than happy to depart to judgment after the Acolytes explain the benefits of doing so.

Arcane Background: Miracles. Acolytes know *smite* (against Undead only), *elemental manipulation: earth* (which they use mostly to make grave-digging easier), and *detect/conceal arcana* (which lets them find souls at range). They have 15 Power Points.

Chemists

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

Skills: Faith d6, Fighting d4, Healing d6, Knowledge (Chemistry) d10, Knowledge (Religion) d10, Shooting d6, Throwing d4

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

Edges: Healer

Abilities

Chemists make potions and patch wounds. Don't worry overmuch about the actual process by which potions are made. Just assume that, at any given time, each temple has 1d8 doses of the following things:

Healing Potion (one dose, cures one wound, cost 200)

Healing Bandages (each bandage grants a one-time +4 bonus to the Healing skill for removing wounds, cost 100)

Energy Drink (removes a level of fatigue from any source, cost 350)

Universal Antidote (cures most non-magical poisons, cost 500)

Healing Ointment (a five-day treatment; applied daily to wounds, it grants a +2 bonus to natural healing rolls; cost 100)

Temple Priest (WC)

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

Skills: Faith d10, Fighting d6, Healing d10, Knowledge (Religion) d12, Persuasion d8, Shooting d6

Edges: Arcane Background (Miracles).

Pace: 6; **Parry:** 5; **Toughness:** 4

Power Points: 25

Powers: *armor, smite* (against undead only), *elemental manipulation: earth and fire, healing, bolt*.

Speak with Dead: As the Acolyte ability.

Terminal illness: Each time the players enter the temple in a manner not connected with the plot (such as seeking healing or potions), draw a card. On a Joker, the priest has died from disease or old age, and the temple is in mourning. However, the priest will not die while the players are returning to collect a reward from him—that's just mean.

Other Services

The church offers some additional services to adventurers or troubleshooters that it does not offer to others:

For a donation (use discretion here, GM), the church allows researchers to use its library, which is mainly full of obscure religious texts. Bonuses should be granted to that end.

The church can enchant non-magical weapons for 48 hours to deal +2 damage to Undead creatures. Cost is 100x the weapon's damage. Arrows, bolts and such cost (damage die types added together / 2 x 20) for 20 shots.

Once per month, by the light of the moon (melodramatic, yes?) the Church is able to prepare a draught that may cure any poison, most curable diseases, lift curses, or remove a permanent crippling injury. The "Living Miracle" isn't handled lightly, and is a well-kept secret. It has no cost; instead, it is given as a reward to adventurers who have helped the church perform its duty, or shipped to another location for a "good cause." Churches have been known to allow their entire clergy to fall rather than allow the Living Miracle to fall into the wrong hands.

The Deadwatch can be a source of adventures, usually sending characters into the sewers to scout ahead for its members, asking them to retrieve religious texts, or asking the heroes to escort new and old members to and from other cities.

Final Notes

The church asks that anyone it repeatedly benefits call upon them after they've cleared out dungeons to make sure that all the souls have passed on.

The Deadwatch changes acolytes between towns regularly to keep skill sets rotating and adjusting for particular

environments. Only the temple priests and the chemists are long-term investments, but even then, changes have been known to occur in the lineup.

The City Sewers

by Stuart N. Bonham

An extensive network of ancient sewer tunnels runs beneath the city. They are prone to flooding and fast currents during and following rainstorms. Main sewer tunnels are 10' wide and 6' high, with 2' wide ledges against the walls, between which runs a river of sewage. Secondary sewers are 3' wide and 5' high. These are damp and dirty with areas of standing water. Many have shallow streams of filthy water flowing in them. Numerous small pipes and passages have not been detailed on the map (see p. 26).

The drains and pipes gush filthy, foul-smelling water into the central channel of the main sewer. The sewers channel water and waste to the south, where they empty into the Chasm of Darkness through barred slots. These slots are 3' wide and 1' high, and have stout iron bars spaced every six inches across their width. Main sewers that empty into the chasm have two such slots; secondary sewers have a single slot.

Getting Into the Sewers

Characters can gain entrance to the sewers in a number of ways. The most obvious of these is via the drains and gratings that channel rainwater into the system. All major streets in the city have these features. Most of the gratings are fixed in place; others can be opened for cleaning but are normally padlocked. Still others have been converted into secret doors by thieves or others. Each grating leads to a vertical shaft about 25 feet deep. For those gratings that can be opened, an iron rung ladder is set into the side of the shaft.

Some buildings have ancient cellars that feature stone trapdoors leading into the sewer system. Others have secret entrances used for a variety of nefarious purposes (e.g., the Bridge Inn, see p. 11).

The Rat Men

The sewers have recently become home to a number of Rat Men (see *Fantasy Bestiary Toolkit*, p. 47) who have been driven nearer the surface by a gruesome predator known only as "The Crawler." This monstrosity has caused them to abandon their deeper nests and build a new lair in the ancient sewer system of the city. Now they scavenge for food in the city at night, avoiding contact with the inhabitants where possible. They have kidnapped several people in recent months, however, carrying them back to their lair, where they have been sacrificed to the Rat God and then eaten. As these abductees have so far been drunks or low lifes, to date little action has been taken by the city authorities in response to the disappearances.

The Rat Men are a malign race of half-human, half-rat creatures whose nightmarish origins can only be guessed at. Like all rodents, they can flatten and squash their bodies, enabling them to squeeze through narrow sewer pipes and



under low gaps. They also have a superb sense of direction, and never get lost in the maze of sewers and tunnels beneath the city. All Rat Men are carriers of disease and can infect anyone they bite. They are often found in the company of rats. They can speak the language of rats, and often use them to spy on intruders in the sewers. Their leader is a particularly evil old shaman of the Rat God.

Sewer Encounters

The chance of a random encounter is 1 in 6. If an encounter is indicated, roll 2d6 on the chart below:

2d6	Encounter
2	Event
3–4	Thieves (1d6)
5–6	Rat Men (2d6)
7	Lights in the distance
8	Swarm of rats
9–10	Slithering sounds in the distance
11	Rat Men (3d6)
12	Dissolver

Thieves: Thieves regularly use the sewers to move about the city unseen. Roll d6 to determine the number of thieves encountered. Under most circumstances, the thieves will avoid contact with adventurers in the sewers, and will flee. However, they may attempt to assault and rob lone wanderers or small groups of explorers.

Rat Men: If the party is together and alert, the Rat Men will simply hide and observe them, reporting their position back to their colony when possible. However, if the party is distracted or resting, or there is an opportunity for an ambush, then the Rat Men will attack. Lone characters moving about the sewers may be snared with nets and carried back to the lair as gifts for the Rat God.

The Rat Men have access to all parts of the sewers via their own tunnels. These tunnels are 1' high and the entrances are cunningly hidden by pivoting stones or slates that are very hard to find. The Rat Men are armed with short swords; half of those in any encountered group are also equipped with short bows and quivers of 20 arrows.

Lights in the Distance: The party sees lights bobbing about in the distance. These may be the lanterns of others who are moving about in the sewers. Alternatively, they may be one or more Will-o'-the-Wisps (*Fantasy Bestiary Toolkit*, p. 58) floating along in a sewer pipe. These latter may attempt to lure the explorers into the deep water of a catch-basin—possibly the lair of a Dissolver...

Swarm of Rats: Hundreds of rats are fleeing from something as yet unseen and attack anything in their path.

Slithering Sounds in the Distance: Sickening slithering noises are heard echoing down the sewer pipe, as if something large and flabby is squirming through the tunnels. This is the Crawler, a terrifying chthonic monster that sometimes hunts in the tunnels (see *Lair of the Crawler*, p. 33, for details of this creature).

Dissolver: (See *Fantasy Bestiary Toolkit*, p. 17). This creature lurks in a pool of fetid water, waiting to envelop unwary passers-by.

Event: Roll on the following chart for an event:

1d6	Event
1	Characters find a dead body floating in the sewer channel; the cause of death is determined by the GM.
2	Far-off clanking noises are heard.
3	A message or warning of some kind is found scrawled upon the sewer wall.
4	A party of Rat Men is carrying an unconscious prisoner back to their lair for sacrifice.
5	The Crawler appears (see p. 33).
6	GM's choice.

Key to the Sewer Map

The following areas are shown on the main Sewer Map (see p. 26). Of course, GMs are free to add their own locations to the map and expand the sewers to fit in with their version of the City.

C Collapsed tunnel: The way ahead is completely blocked by debris.

B Catch basin: This high-ceilinged, 30' square space is where the main sewer channels from higher levels connect with the lower levels of the system. Twenty-five feet up the north wall, a main sewer pipe enters the chamber. A waterfall of rainwater and sewage gushes from the tunnel and plunges into a 6-foot-deep pool in the middle of the catch basin, from which it flows south into the lower main pipe. Secondary sewers and minor drains also join the catch basin from the east and west, pouring their contents into the pool. A 2' wide ledge skirts each wall of the basin. Iron-rung ladders on the wall, on either side of the upper sewer opening, provide access to the north.

W Weir: At this point, the sewer pipe opens out into a long, low-ceilinged tunnel that slopes upward from south to north at an angle of about 25 degrees. The 4-foot-high tunnel is built as a series of "steps;" each step is 2½' high, 6' wide, and 6' long. The weir rises some 25' in elevation to join with the upper sewer system. A constant stream of effluent flows down the steps. The noise of the falling water makes it necessary to shout in order to communicate with fellow explorers.

U Underground stream: This subterranean watercourse used to flow into the Wiggy River to the east, but its course was altered in antiquity. First, a deep pool was constructed, from which the well in Hensley Castle now derives its clean water supply. Then the stream was channelled southwards into a main sewer feeder pipe, providing a constant flow of water with which to flush the system. Secondary sewers and drains serving the castle empty into the stream south of the pool.

The stream tunnel averages 4' in diameter and the water is knee-deep. It continues for some 150' to the north of the well pool, where it seemingly ends at a 6' deep pool. This is in fact a sump that can be passed by bold adventurers. Beyond

the sump, the tunnel resumes and penetrates deep into the mountain.

The original course of the stream is marked on the map. This tunnel still exists, although entry into it was barred by a locked iron grating hundreds of years ago. Beyond this wall, the stream heads east towards the Wiggy River. It opens into the river about 10 feet below the surface of the water. This opening is also barred by an iron grate.

1. Lair of the Rat Men: This ruined temple and its associated crypts were cleared of their undead inhabitants by adventurers and Deadwatch priests a few years ago. It has now become the Rat Men's lair (*see p. 29*).

2. The Thieves' Guild: The Thieves' Guild has taken over what used to be a small gaol complex attached to the original fortifications of the city. This location will be detailed in a future issue of *Shark Bytes*.

3. Lair of the Crawler: A 40' deep vertical shaft leads down to the lair of the Crawler (*see p. 33*).

4. Tombs of the Old City: Undead guardians yet lurk in these forgotten crypts, which will be detailed in a future issue.

5. Ruins of the Watch Tower: This underground complex lies beneath the ruins of an ancient watch tower. The stone from the ruin was robbed out by Sir Hensley's stone-masons years ago when the City of the Shark was built, so there is now little sign that the tower stood here at all. However, the underground levels of the building have survived, although there is no longer any access to the surface. This location will be detailed in a future issue.

Story Hooks

There are many reasons for characters to begin exploring the sewer system beneath the city streets. Here are a few examples:

1. The characters are hired to delve into the sewers in order to locate a lost or stolen item.
2. The adventurers hear tales of shadowy figures staring out from behind sewer gratings. They may be thieves casing a joint, or Rat Men waiting for an opportunity to emerge unseen into the city. Perhaps a character spots such a figure (Notice roll at -2)?
3. A swarm of rats erupts from a sewer grating, causing havoc in the street as people are attacked by the rampaging rodents. The creatures are mad with fear—what has caused them to flee from the tunnels below?



The Lair of the Rat Men

A tale of the Savage City

by Stuart N. Bonham

The Rat Men have set up their lair in the ruins of an ancient temple that dates from the time of the Old City. A secret passage leading from the sewers to the ruins was discovered by adventurers a few years ago. The area was cleared of its undead inhabitants during several forays by the explorers and a party of acolytes from the Church of the Deadwatch. Maps showing the location of the secret passage are lodged in the archives of the Deadwatch church.

About six months ago, a tribe of Rat Men, driven up from the lower dungeon levels by the predations of the Crawler, discovered the ruined temple and set up home there. At any one time there are 40 Rat Men in the lair, not counting the shaman and his acolytes. The rest of the colony will be out foraging in the sewer tunnels or skulking about in the city above. The Rat Men move about their lair, so the room descriptions below do not generally list them as inhabitants of the various locations. Instead, for every room that the characters enter and each turn of a corridor they move around, there is a 1 in 6 cumulative chance of encountering d6+2 Rat Men. The first confrontation with Rat Men will result in the creatures attempting to alert the rest of the lair as to the presence of the intruders. Once the alarm has been raised, the remainder of the Rat Men in the lair will begin hunting down the characters in order to capture or kill them. Cornered Rat Men fight with vicious abandon, but generally the creatures are cautious combatants. They are organized and know the area very well. They use hit-and-run tactics to wear the invaders down and lead them into ambushes and traps. The Rat Men will utilize the features of the ruined temple to give themselves the best tactical advantage in all situations.

Basic statistics for the Rat Men may be found in the *Fantasy Bestiary Toolkit* on page 47. They are equipped with short swords; 50% of Rat Men encountered are also armed with short bows (20 arrows each). Details of the leader of the colony, and his three acolytes, are provided below.

Shaman of the Rat God (WC)

The evil old shaman is a cunning leader who will organize the defense of the lair from the relative safety of the Rat God's shrine. He will assign his acolytes to bolster the defenders, sending out orders and receiving progress reports via ordinary rats that act as his messengers. If the tide turns against the Rat Men, he will order his troops back to the shrine to defend his person.

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

Skills: Climbing d8, Fighting d6, Guts d4, Notice d8, Stealth d10, Spellcasting d10, Survival d8, Tracking d6

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

Edges: Arcane Background (Magic), Command, Fervor

Hindrances: Elderly

Gear: Staff topped with Rat Man skull (Str+1, Parry +1)

Power Points: 20

Powers: *armor* (living armor of rats), *bolt*, *fear* (terrifying visage), *healing*, *telekinesis*.

Special Abilities

- **Avatar of the Rat God:** Can summon and control a swarm of rats if 3 PP are expended.
- **Bite:** Str+1.
- **Direction Sense.**
- **Immunity.**
- **Infection.**

Acolytes of the Rat God (3) (Extras)

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

Skills: Climbing d8, Fighting d6, Guts d4, Notice d8, Stealth d10, Survival d8, Tracking d6

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

Edges: Arcane Background (Magic)

Gear: Staff topped with Rat Man skull (Str+1, Parry +1)

Power Points: 10

Powers: *barrier* (a wall of darkness), *bolt*.

Special Abilities

- **Bite:** Str+1.
- **Direction Sense.**
- **Immunity.**
- **Infection.**

Map Key for the Lair of the Rat Men

The layout of the temple adheres to the following rough plan (see map on p. 31). Storerooms are positioned to the north, while living areas, such as the kitchens, refectory and library are sited in the central portion of the complex. The main ceremonial areas lie to the west, and the rooms to the east tend to be dormitories and private quarters. The southern portion of the plan is reserved for the dead, for it is here that the crypts were built.

The corridors in the ruined temple are between 6' and 10' in width and they have arched ceilings that peak at around 10' high. Most doors are made of hardwood unless otherwise noted; they were smashed open in the assault of several years ago, and are either hanging off their hinges or open very easily. The doors leading into the Great Hall are in relatively good condition, however, having been repaired by the Rat Men. There is a pungent smell of rodents in all rooms except the crypts, which are musty and thick with dust.

The map key below does not provide details of every area the characters may explore. For such rooms, the following table may be consulted to provide the GM with some typical

contents with which to dress up each location.

d10	Result
1	Bones from several disarticulated skeletons.
2	Rusty circular saw blades, as used by Deadwatch priests.
3	Several smashed storage jars.
4	Rotting barrels with unknown contents.
5	Iron spikes driven into the wall or door.
6	A broken weapon, rusted and useless.
7	Rats! They may scamper off to warn the Rat Men of intruders, at the GM's option.
8	Lengths of rusty iron chain.
9	Thick cobwebs on the ceiling (no resident spiders).
10	Harmless mold or slime on the floor or walls.

1. Storeroom

Unknown to the Rat Men, a secret passageway from the sewers terminates in a door that opens into this storeroom. The floor is piled high with heaps of rotten and partially burnt wood. Growing on this wood is a thick green mold from which several large, bell-like toadstools sprout. If the fungus is disturbed by moving the wood, then the toadstools release clouds of choking spores. Unfortunately, the wood must be shifted to gain access to the room from the secret door. The fungus is easily destroyed by fire.

Fungal Spores: these spread out to fill the room and 4" down the hall; anyone caught in the cloud must make a Vigor roll each round or suffer a level of Fatigue. Anyone reduced below Incapacitated level has choked to death.

2. Rat Men Tunnels

This maze of narrow tunnels leads to several exits into the sewer system. The tunnels can be traversed by humans with difficulty (pace is halved; characters cannot run), but only if they are wearing non-rigid armor. The various small chambers shown are guard posts that are continually manned under normal circumstances.

3. Great Hall

This ancient hall is now the main dwelling place for the Rat Men. The huge room is lit by burning torches in wall sconces, and by a great fire that burns in a pit in the center of the space. Four great columns, carved in the shape of trees, support the arching roof. The walls are covered in paintings, most of which have been damaged. However, many robed human figures can be discerned in the frescoes. Interestingly, the figures appear to have no faces—just strange slit-like eyes (they are in fact wearing masks).

There are many straw nests scattered along the walls of the room—enough to sleep eighty or more Rat Men. In one corner stand three iron cages. These are where abductees from the City are held prior to being offered to the Rat God. If the adventurers are raiding the lair to rescue a captive, they will be found locked inside one of these cages.

Heavy curtains cover the ceremonial passageway that leads south to the Shrine of the Rat God.

4. Shrine of the Rat God

This vaulted chamber is lit by two great braziers that burn to either side of a bloodstained stone altar. Behind this gruesome block stands a crude bronze statue of the Rat God. The original stone statue that once stood in this position lies smashed to pieces at the feet of the usurper god.

Stone statues stand in alcoves to either side of the room; they have been defaced and it is hard to make out their features. They are in fact the robed effigies of high priests who once presided over the rituals performed in the temple centuries ago.

5. Refectory

This area was once a refectory where the priests of the temple sat down to eat together. It is now almost unrecognizable as such. The floor has partially collapsed, leaving a huge crack in the middle of the area that runs from wall to wall. The crack is 3–5 feet wide. In addition, the ceiling is highly unstable. The Rat Men have erected several wooden struts to prevent the roof caving in. In defending the Lair, the Rat Men may knock these struts aside in order to try and precipitate a collapse.

6. Library

This was once the library of the temple. Now the room is piled high with debris. The roots of some great tree penetrate the ceiling, and fallen masonry, soil and broken bookcases lie in heaps around the room. The piles of debris provide good hard cover against missile fire for those who hide behind them.

7. Scriptorium

This room is where the temple priests once copied out their holy books and scrolls. Now it is strewn with broken and rotten furniture—chairs, desks and bookcases. A partially-collapsed wooden platform stands at the east end of the room. An iron spiral staircase leads up to the platform, which is still strong enough to bear the weight of several people.

8. Dormitory

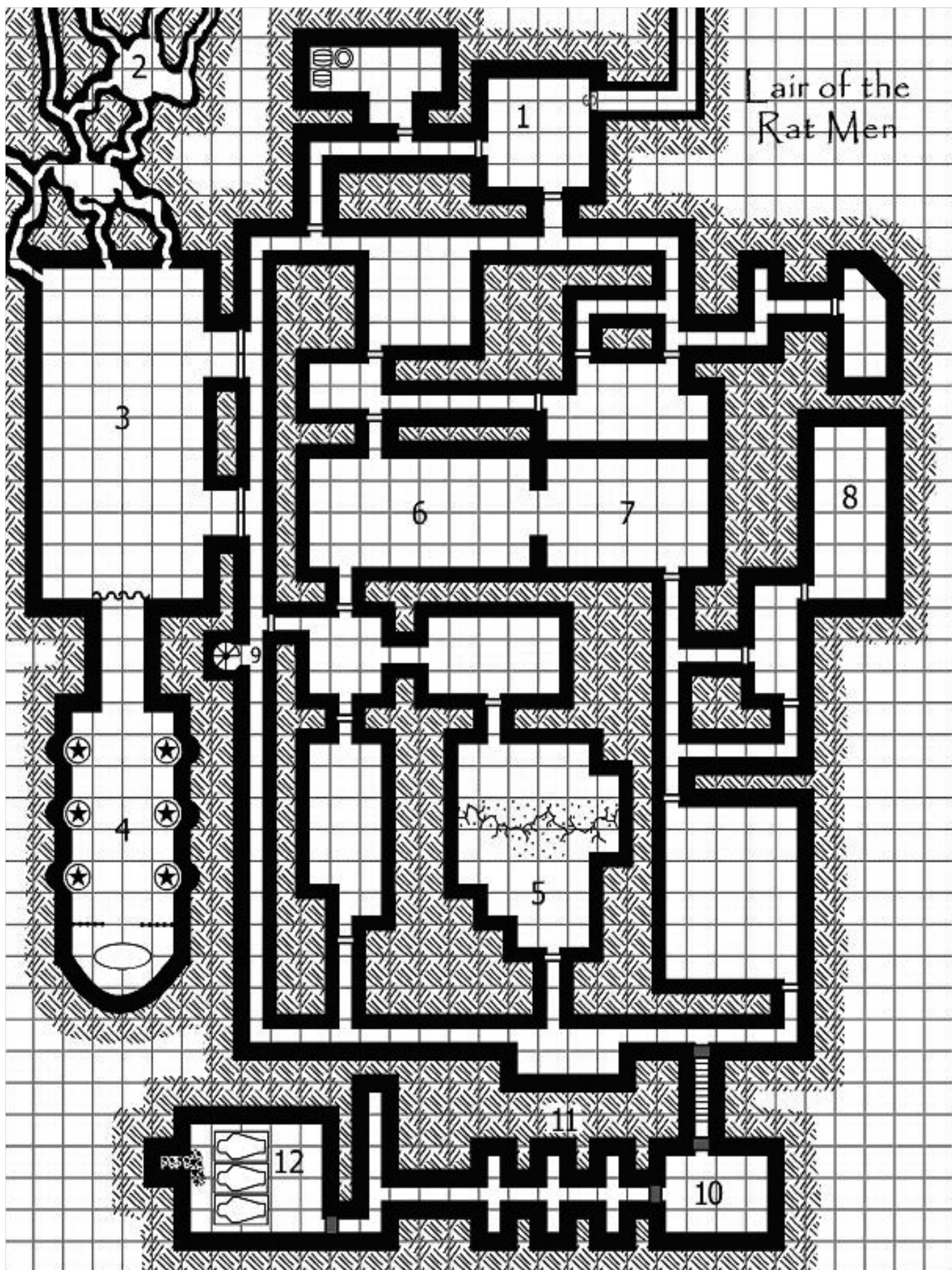
The door to this dark room is smashed almost beyond recognition. The room is festooned with sticky webs. The Rat Men avoid the area due to the pair of giant spiders that lair here (see *Savage Worlds* rulebook). The spiders sometimes emerge from their webs to hunt, but mostly they lurk over the doorway ready to ensnare any unwary visitors. In their defense of the Lair, the Rat Men may attempt to force the characters into the room, where they will be at the mercy of the oversize arachnids.

9. Spiral Staircase

This stone spiral staircase leads up, but is blocked by hundreds of tons of rubble after only a few turns.

10. Antechamber

All the doors in the crypt area are made of stone. They have been forced open from the outside. The antechamber itself



the past. There are burn marks on the floor and walls, and the flagstones are strewn with smashed bones. Once fine tapestries depicting scenes of temple life lie in tatters on the ground.

11. Burial Chambers

Each of the niches contains an open coffin. Examination of the coffins shows that they were smashed open from the inside. A large number of bones crunch underfoot as the characters explore this area.

12. Crypt

The main crypt contains three sarcophagi, their lids smashed and lying scattered around the open tombs. Strangely, the floor is covered with crisp, dry leaves, like those that fall from autumn trees. There is no obvious way these leaves could have gotten into the crypt, and since they have not rotted, they cannot have been here that long. If the leaves are cleared away, it will be seen that the tombs stand upon a large pentagram carved into the flagstone floor.

There is a niche in the west wall that appears to have partially collapsed. The niche, and the area immediately in front of it, is strewn with fallen masonry and soil. If the niche is cleared, a valuable golden brooch may be found—treasure missed by those who fought the occupants of the tombs.

The middle sarcophagus has become the lair of a giant centipede that enters and leaves the crypt via the collapsed niche (it can tunnel through the packed earth quite effectively). Anyone examining the sarcophagus will be attacked as the creature emerges to defend its nest. The statistics for this creature may be found on page 12 of the *Fantasy Bestiary Toolkit*.

There is evidence of a major battle having taken place here in the past. The walls bear scorch marks, and there are two piles of burnt bones and ash lying near the sarcophagi. Close examination of the burnt areas reveals the remnants of ancient bandages mixed in with the cremated bone. These

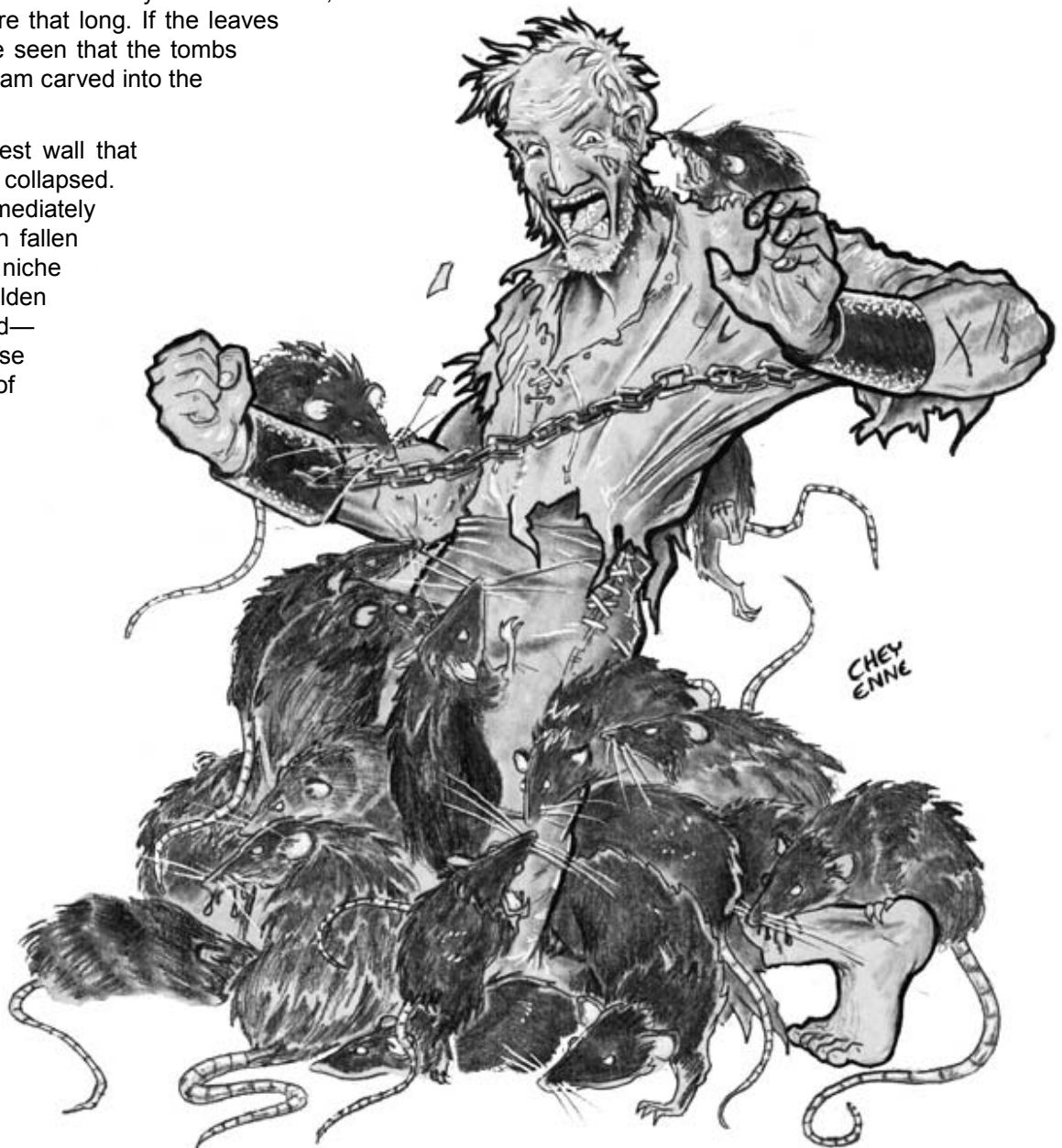
are the remains of a pair of guardian mummies.

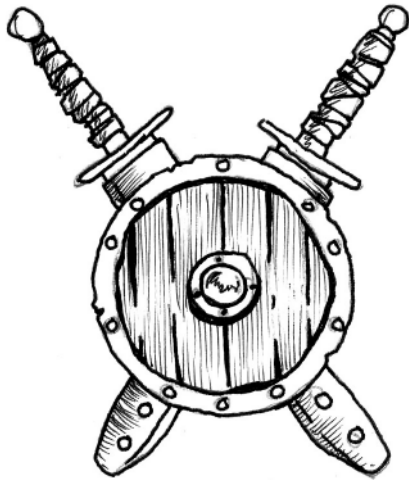
Three open chests, their locking mechanisms smashed, stand against the north wall of the crypt. The chests are empty, their contents long since looted.

Story Hooks

Here are a few ideas to get the characters involved with the Rat Men and their lair:

1. A strange illness is spreading through the city and the Hospitallers of Alycia the White are having difficulty curing it. However, they believe that the disease-carrying Rat Men may be responsible, as some of the creatures have been spotted recently in the alleys of the city after dark. If the Rat Men's lair could be located, the threat to public health





The Crawler (WC)

Thanks to Dave Blewer for help with the design of this creature.

This loathsome creature is best described as a kind of subterranean squid. Its glistening, boneless body is some 25' in length and has a gelatinous appearance. The head is a mass of long, pallid tentacles that squirm and flop in front of it as it flows through even the tightest of tunnels. The Crawler can exude a noisome slime that enables it to move surprisingly quickly. When doing so, the creature makes a sickening slithering sound. However, the thing can move very quietly when it is stalking prey; under such conditions, no slime trail is produced.

Although the monster has no eyes, it is a supreme hunter. Its tentacles are extremely sensitive to changes in air pressure; it can even detect the breathing of its prey at a distance. Effectively, this means that the Crawler can "see" even in total darkness.

Attributes: Agility d6, Smarts d6(A), Spirit d10, Strength d10, Vigor d12

Skills: Fighting d8, Notice d10, Stealth d8, Tracking d10

Face: 6; **Parry:** 6; **Toughness:** 13

Treasure: Scattered coins, weapons, and possessions of the Crawler's many victims are found within its lair (exact contents and amounts according to GM's discretion).

Special Abilities

- **Bite:** The Crawler's bite inflicts Str damage, and its powerful jaws give its bite attack AP 2.
- **Darkvision:** the Crawler's sensory system is unaffected by darkness.
- **Flow:** The Crawler can deform its boneless body, enabling it to move through gaps as narrow as 2 feet wide.
- **Large:** Attackers add +2 to their attack rolls.
- **Paralysis:** Any creature Shaken or Wounded by the Crawler's tentacles must make a Vigor roll or be paralyzed for 2d6 minutes.
- **Protozoan:** The Crawler is a primeval creature with a simplistic, if effective, physiology. Since there are fewer critical parts to its internal organs, it suffers only half damage from piercing attacks. Additionally, the Crawler gains +2 on rolls to recover from the Shaken condition.
- **Size +5:** The Crawler is some 25 feet in length.
- **Slime:** When exuding slime the Crawler is Fleet-Footed, but it cannot use Stealth because of the horrible slithering noises the slime makes as the creature moves. Those who know about the effects of the Crawler's slime must make a Guts check on hearing the sudden, horrible splurting noises, as they realize the thing may be slithering toward them in a rush! Of course those not in the know may be more curious as to what is making such awful sounds...
- **Tentacular Mass:** Inflict Str damage, the Crawler can attack all opponents within 3" of its head at no penalty.
- **Weakness (Fire):** The slime produced by the Crawler is somewhat flammable, so fire-based attacks inflict +4 damage to the creature.

might be eliminated once and for all. Additionally, the contents of the lair may provide the Hospitallers with the materials they need to create a serum against the disease.

2. A thief from the Bridge Inn has disappeared while delivering a coded message on a journey through the sewers. The Thieves' Guild suspects rivals, but in reality the Rat Men snared him and carried him off to their lair. The adventurers are hired to find out what happened and to retrieve the message, if possible. If the message is reclaimed, the characters have the option of returning it, decoding it themselves, or passing it on to rivals of the Thieves' Guild for a tidy sum of money.

3. The authorities have turned a blind eye to the occasional disappearance of a drunkard or a streetwalker over the past few months. But now the daughter of a more respectable citizen has gone missing and the City Watch has had to take notice. The adventurers are hired for the disagreeable job of searching the sewers for clues to the abduction.

4. Tales of the original assault on the ruined temple are still told in some taverns, where they often earn the storyteller a pint of ale or two. A king's ransom was hauled out of the dungeon back then – perhaps some overlooked treasure yet remains in the ruined halls of that ancient fane?

Lair of the Crawler

The sewer tunnel opens into a chamber some 40 feet square at this point (3 on Sewers Map, see p. 26). A number of water channels and small drains converge here; the drains are covered by rusty grates. Lengths of iron chain hang from the vaulted roof, as do milky stalagmites, some of which are several inches in length. There is a constant drip-drip-drip of water seeping in from above.

The exact purpose of the chamber is unclear, but one feature immediately captures the attention—a circular shaft near the northeast corner that drops vertically down into inky blackness. A steady trickle of water flows into the shaft, which has perfectly smooth sides. An examination of the shaft reveals traces of foul-smelling, pus-like slime adhering to the walls. The shaft drops 40' before it opens into a partially-flooded series of natural caverns; these form the lair of the Crawler.

LAST GOBLIN STANDING

A tale of the Savage City

by M. A. Cutter

Introduction

Answering a broadsheet call for brave and ruthless mercenaries, the heroes set out on a mission of revenge. But they are soon drawn into a byzantine web of intrigue, backstabbing, double-crosses and dirty dealing, with the lives of a poor and pitiful people hanging in the balance. What secrets lurk in the shadowy depths of the Goblin Woods?

GM's Overview

Long ago, the first local woodsmen settled beside the Chasm of Darkness and began carving into the brush-choked periphery of the Goblin Wood. Even then the forests were known to be infested with nasty, filthy goblins. Led by the first of the Hensleys, and allied with dwarves and elves (and sometimes even orcs), war after bloody war was fought to drive the fiendish devils back into the depths of the Goblin Woods. Today all manner of nonhuman creatures can be encountered traveling openly through the streets of the City of the Shark—except goblins. But that doesn't mean they play no part in local affairs...

Characters will need to exercise some restraint and craftiness if they wish to exit the Goblin Woods alive. All is not as it seems, and the impetuous will likely find themselves torn to shreds by an angry grizzly, or skewered for a goblin meal. On the other hand, heroes who use make use of stealth, cunning and trickery will likely find success. There is always a way to turn a complex situation to one's advantage. Still, "Last Goblin Standing" is best undertaken by a party of Seasoned heroes with their Extras in tow. Veterans are unlikely to find much of a challenge, and Novices are unlikely to find anything but a swift demise.

Scene One: A Call to Vengeance!

Summer, with its oppressive heat, has come to the City of the Shark. Characters looking for work—or simply an afternoon's diversion—find a colorful broadsheet posted on a wooden kiosk in the Market Square:

MERCENARIES WANTED!

Only the pitiless need apply. Quality weapons supplied, generous pay awaits your return. See Saevel Clearwater at Ploughshares to Swords, located where Flory's End meets Teller Lane.

At Ploughshares to Swords (88, see p. 17) interested parties see black smoke pouring from a forge's chimney and hear the keening ring of a heavy hammer on red-hot steel. Sinewy strong and drenched in sweat, the half-elf Saevel Clearwater is found working through the hottest part of the day. Characters observing him find that he takes no notice of spectators, nor does he bother to hide his heritage from any who might take issue with it. Rather, a grim determination seems to drive him on.

If approached and asked about the broadsheet, Saevel drops his hammer and looks the characters up and down. (If the GM wishes he may roll on the Reaction Table, but remember that this may force characters to use Persuasion before Saevel will hire them. Characters may add +2 to the roll, as Saevel is likely to be well-disposed toward any who answer his advertisement.) Once he is satisfied that they are up to the task, Saevel says,

"It's a simple job—as simple as revenge. The fierce and warlike goblins who infest the nearby wood killed my father, many years ago. For years I've crafted weapons to be wielded against them, and done my part to support the loggers who work at the fringes of the woods. But it's not enough. Still the goblins thrive, and still they creep about and plot to slay us all. It must come to an end, today."

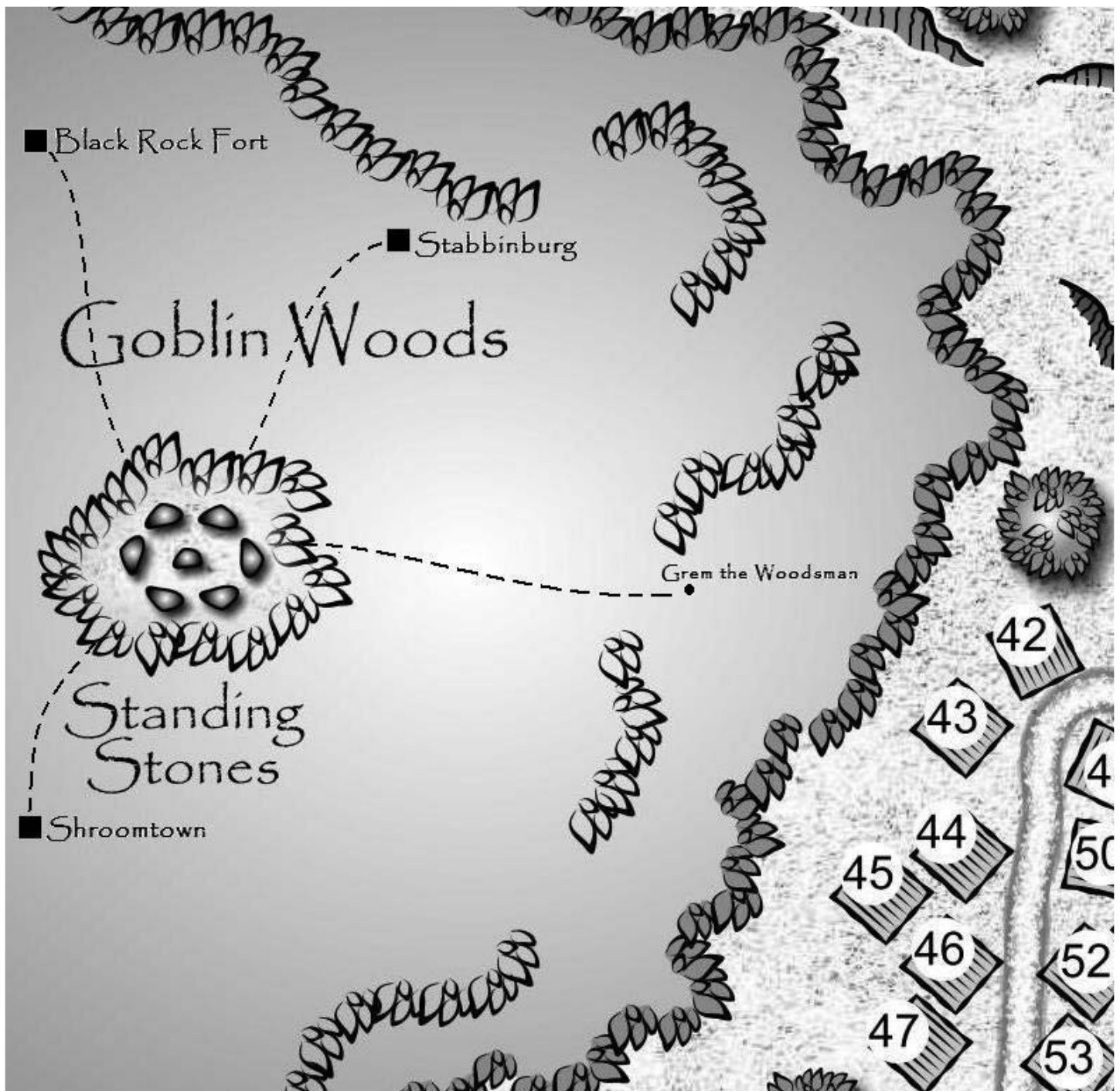
Saevel wants the characters to travel into the Goblin Woods, discover the location of their village (Saevel has heard rumors of such a place, but does not know how to find it), and burn it to the ground. To aid them in their task, Saevel will grant each character their choice of a high-quality dagger, short sword or battleaxe (+1 on Fighting rolls with these non-magical but keen-edged weapons). If they return with the head of the goblins' Chief, and there is a visible haze of smoke rising from the woods, Saevel promises to pay them handsomely—\$500 in gold for each survivor.

Characters who ask around town for information on the goblins' location (and succeed with a raise on a Streetwise roll) are told of a certain ne'er-do-well named Asa (see 48 on p. 11) who may be in possession of the information they need. They will, of course, need to use Intimidation, Persuasion, or some similar means to get Asa to talk. Otherwise, the characters may simply set off into the woods and trust their own skills to lead them to the goblin village.

Scene Two: The Flying Head

At the verges of the Goblin Woods, characters find well-tended paths frequented by wood-cutters and their hirelings. Large stumps are a common sight. After hundreds of years working this area, the loggers have learned ways to increase their chances of survival; the underbrush is frequently hacked and burned to increase visibility. Although goblin ambushes have mysteriously decreased in the past few years, the Goblin Woods tend to grow back with preternatural quickness—which keeps the loggers busy but also makes them nervous. As any logger will tell the characters, "Somethin' ain't right about them woods...never has been."

A mile or more into the woods, the paths vanish. Thick growths of creepers and brambles choke the forest floor, towering over the heads of even the tallest characters. The trees here are very old and mossy, and most are too large



for a man to get his arms around. Characters must succeed at a Tracking or Survival roll to find even a deer track through the heavy growth.

It is here, where the Goblin Woods reveal themselves as twisted and spooky, that the characters are hailed by a rustic traveler: Grem the Woodsman. Grem stands tall at six feet, wearing rough clothes made of deerskin. Over one shoulder is slung a cloak of elk-hide, and over the other is a large bow seemingly made from an elk's horns. He scratches at his bushy black beard and grumbles, "You a little far from home, ain't'cha?" He gestures casually toward the woods. "T'ain't for city folk out here."

Grem the Woodsman (WC)

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

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

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

Edges: Woodsman.

Gear: Bow (12/24/48, 2d6), 10 arrows, dagger (Str+1)

If the characters tell Grem about their search for the goblin village, he is helpful ("Just keep goin' on that path till you find the Standing Stones, and turn a little left of the setting sun. You'll find it where the evergreens is thick.") but also curious why they would want to visit such a place. He agrees that vengeance is as good a goal as any, but his account of the

goblins differs markedly from Saevel's. He uses words like "pitiful," "wretched" and "cowardly" to describe them, but if pressed on what he means he just shrugs, saying he "ain't too good with words."

"Besides," Grem goes on, "you'd do better to worry yourselves about the Flying Head than them goblins. I hear tell it's been abroad of late." Grem is more than willing to share the whole story if the characters share a bit of food, or even better, a bit of strong drink.

"Evil spirits is part an' parcel o' these woods. Some say they crawled up out of that Black Chasm when the world was young. Who knows? Do it really matter? One of 'em was a Flying Head. This beast, when it rested on the ground, was taller than the tallest man, and covered with thick fur to turn away the strokes of arrows. The face was all dark and angry-like, filled with wrinkles and horrid furrows. Long black wings came out its sides, and when it flew through the air it cut loose with a mournful wailing to terrify all the people. And on its underside? Two hooked claws for attacking its prey, which more often than not was men."

"Many years ago, the story goes, when the Head was out seeking victims it flew to the City of the Shark. Back in those days it was called Hensleytown, a little logging burg. There was an old woman who lived alone at the edge of town, and she would sit in her hut eating roasted chestnuts out of the stove on cool autumn nights, as was her custom."

"The Head landed on the ground and crept closer, curious as to what the old lady was doing. She being old and wise didn't pay the thing no mind, but she felt afraid. Finally the Head couldn't stand it no more, the food sounded so crunchy and tasty. So it stretched out one claw to the stove and grabbed a few hot coals—that's what the old lady was eating, it believed—and tossed 'em into its mouth."

"The old lady was startled by a scream like you ain't never heard. That Head flew off into the night and ain't been seen again...till now. You folks had better watch yourselves."

With that, Grem smiles and bids the characters good luck. He sets off alone and doesn't look back.

Grem's directions are accurate; the track wends its way for miles through the worst of the brambles and emerges near the Standing Stones. The ring of monoliths is silent but for the chirping of birds and cries of far-off forest animals. But soon characters hear another sound—a warbling, mournful wail from above. Characters have only seconds to hide (if they wish) before the terrible Flying Head swoops into view. Having scented the characters a mile back, the Head will attempt to find them if they are hiding; otherwise, it lets out a screech and dives to attack.



The Flying Head (WC)

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

Skills: Fighting d10, Guts d8, Notice d8

Pace: 2 (12 Flying); **Parry:** 7; **Toughness:** 11

Special Abilities

- **Claws (Str+2).**

- **Thick fur:** A thick coating of hair acts as armor (+2).

- **Size +2:** The Flying Head stands 7' tall on the ground.

Weakness: Characters who think back to Grem the Woodsman's story may attempt to get a flame into the Flying Head's gaping mouth, by means of a flaming arrow, bolt, etc. This is a Called Shot with a -4 penalty, but if successful the Flying Head will emit a shriek of agony and fly away as fast as it can, never to be seen again.

Scene Three: Shroomtown

The goblin village lies about a mile southwest of the Standing Stones, nestled in a valley hidden by dense growths of pine and spruce. Characters who observe the village and its inhabitants may be surprised at what they discover.

Far from the warlike picture painted by Saevel, the village appears dedicated to the cultivation of mushrooms in all shapes, colors and sizes. Despite the richness of the mushroom fields and apparent plentiful food, the goblins live in appalling poverty. Wearing little more than rags, they tend dim, shady fields of fungus. They carry no weapons and wear no armor, nor are any sentries posted near the town.

If characters approach openly, most of the goblins screech in terror and flee for the shelter of their tiny huts. About a half-dozen goblin males and females, appearing quite nervous and fidgety, muster their courage to greet the newcomers. Their spokesman calls himself Milksop.

Milksop welcomes the characters to Shroomtown in a quavering voice, and answers their questions plainly and honestly. If informed of the characters' purpose in coming here, he falls to his knees and begs for mercy on behalf of his family and friends. Asked about the mushroom fields, Milksop replies that they are for trade with the City of the Shark. He seems quite proud of how well this season's crop is doing.

Characters will likely sense the disconnect between the richness of the mushroom fields and the poverty of Shroomtown's inhabitants. "We no trade shrooms," Milksop says in a matter-of-fact tone, "only Big Bosses trade. We work." Eventually, by Persuasion or Intimidation (Milksop's initial attitude is Uncooperative), characters should be able to get to the bottom of the situation. Each week a powerful, well-armed group of goblins comes for their "tribute": a large haul of mushrooms that they trade with various concerns in the City of the Shark. Sometimes a band calling themselves the Blacktongue Obliterati arrive for the mushrooms, and at other times the dreaded Pierced Piercers make an appearance. On the few occasions both bands have arrived at one time, the result was battle and bloodshed. "They no like each other," Milksop whistles, "but what we to do? We farmers."

Milksop explains that the Blacktongue Obliterati are expected any day. They must have the tribute ready or lives will be lost.

(Unbeknownst to Milksop, the Pierced Piercers have a spy among the villagers. Once the characters have departed to make camp or otherwise, the spy—named Traff—sets off toward Stabbinburg. Traff receives a +5 to Stealth rolls in the woods, due to dim light and heavy cover.)

Milksop (WC)

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

Skills: Climb d6, Guts d4, Notice d8, Taunt d6, Stealth d10, Throwing d6, Swimming d6

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

Gear: Hoe (Str+1).

Special Abilities

- **Infravision:** Goblins halve penalties for dark lighting against living targets (round down).
- **Size -1:** Goblins stand 3–4' tall.

Use the following stats for the goblin villagers (and spy):

Goblin Villagers (Extras)

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

Skills: Notice d6, Stealth d10, Throwing d4, Swimming d4

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

Gear: Farming implements.

Special Abilities

- **Infravision:** Goblins halve penalties for dark lighting against living targets (round down).
- **Size -1:** Goblins stand 3–4' tall.

Scene Four: Return of the Blacktongue Obliterati

The next day a large band of goblins approaches from the north. They are not expecting trouble; apply a –2 modifier to their Notice rolls. Led by a vanguard of 20 goblin warriors, the company's leaders soon come into view. At the center strides an armored warrior, tall for a goblin at 5' and powerfully built, with a short sword riding on each hip. His long black tongue lolls from one side of his misshapen jaw, giving the impression of a big, ill-tempered dog. He is flanked by a keen-eyed goblin archer on one side, and a cloaked goblin on the other whose face openly displays a superior smirk.

Assuming they are not attacked, the Blacktongue Obliterati enter the town to collect the many sacks of mushrooms awaiting them. They shout rough orders at the poor villagers, cuffing them out of the way, and speak only to Milksop. Milksop, coward that he is, will fall to his knees instantly and reveal the presence of "mercenaries" in the area (no matter what arrangements may have been made with the characters earlier). The warrior, Boss Blacktongue, smiles at the news, eager to meet these mercenaries. He calls out to the woods, approaches their camp or hiding spot, etc., saying in a rather cultured voice, "Please, chaps! We only wish to speak with you!" If by some turn of events a battle breaks out between the characters and the Blacktongues,

the Boss will attempt to parley as soon as he sees what carnage the characters are capable of dealing out. In short, he doesn't want to fight—he wants to make a deal.

"You see," Boss Blacktongue says past his wagging tongue, "we've a problem with these rather *beastly* fellows calling themselves the Pierced Piercers. Everyone knows Shroomtown belongs to me and mine, but they're of the opinion that it belongs to them. The deluded bounders are as fond of bodily decoration as they are of spears, if you hadn't guessed. Look—we need them wiped out without a fuss, but it just wouldn't be right for goblins to raise weapons against our kin. We need to be civilized about this. I'd like *you* to slaughter them." Despite the protests of his lieutenants, Bull's-Eye Bill and Kamarashi the Dark, Boss Blacktongue relates the location of Stabbinburg and offers the characters \$400 worth of mushrooms, payable once the Piercers are wiped out. "Give it some thought, chaps. You may contact us through our man, Milksop." With that the Blacktongues depart, mushroom tribute in tow.

Boss Blacktongue (WC)

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

Skills: Climb d6, Fighting d10, Guts d8, Notice d6, Persuasion d8, Stealth d8, Throwing d6, Swimming d6

Charisma: +2; **Pace:** 6; **Parry:** 8; **Toughness:** 7 (9)

Edges: Block, Charismatic, Two-Weapon Fighting.

Gear: Short spear (Str+2), 2 short swords (Str+2), chain hauberk (+2), pot helm

Special Abilities

- **Infravision:** Goblins halve penalties for dark lighting against living targets (round down).

Bull's-Eye Bill (WC)

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

Skills: Climb d6, Fighting d4, Guts d6, Notice d10, Shooting d10, Stealth d10, Swimming d6

Pace: 5; **Parry:** 4; **Toughness:** 5 (6)

Edges: Marksman.

Gear: Bow (12/24/48, 2d6), 20 arrows, leather armor (+1)

Special Abilities

- **Infravision:** Goblins halve penalties for dark lighting against living targets (round down).
- **Size -1:** Goblins stand 3–4' tall.

Kamarashi the Dark (WC)

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

Skills: Climb d6, Fighting d6, Guts d4, Notice d6, Taunt d6, Spellcasting d8, Stealth d10, Swimming d6

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

Edges: Arcane Background (Magic)

Gear: Short spear (Str+2), dagger (Str+1)

Power Points: 15

Powers: *armor, bolt, entangle, fear, obscure*

Special Abilities

- **Infravision:** Goblins halve penalties for dark lighting against living targets (round down).
- **Size -1:** Goblins stand 3–4' tall.

Goblins (20) (Extras)

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

Skills: Climb d6, Fighting d6, Guts d4, Notice d6, Taunt d6, Shooting d8, Stealth d10, Throwing d6, Swimming d6

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

Gear: Short spears (Str+2)

Special Abilities

- **Infravision:** Goblins halve penalties for dark lighting against living targets (round down).
- **Size -1:** Goblins stand 3–4' tall.

Scene Five: Fury of the Pierced Piercers

The next day, the Pierced Piercers arrive on the scene to investigate the tale of “brave heroes” told to them by their spy, Traff. The Piercers are led by a massively obese goblin calling himself Tad the Impaler, who is festooned with scores of earrings, nose rings, eyebrow rings, nipple rings (and other rings left to the GM's imagination) fashioned of every imaginable material from bone to silver to wood. He carries a brace of throwing spears and is accompanied by his three lieutenants, a company of troops sporting numerous piercings of their own, and his beloved pet, “Cuddles,” a grizzly bear with a brass nose ring.

Like the Blacktongues before him, Tad also wishes to parley with the characters. As his troops begin knocking the villagers about and demanding mushrooms, he grins widely. “We’s the ones who have Shroomtown’s *best interests* in mind, don’t’cha know. All those Blacktongues know how to do is exploit their poor kith and kin. We’re providing a valuable service to these farmers—protection from all the evil things that walk the wood. All the same, it wouldn’t be right to wage war on our cousins, even if they’s a bunch of blowhards. On t’other hand...if *you* could wage the war, I’d certainly be appreciatin’ it more than you know. And I’d show that appreciation to the tune of, say, \$400 worth of these fine mushrooms you see growin’ all about’cha. Shrewd bargaining might even get you more than that in the Market Square.”

Tad the Impaler (WC)

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

Skills: Fighting d10, Guts d8, Notice d6, Taunt d8, Stealth d4, Throwing d10

Pace: 4 (Run d4); **Parry:** 7; **Toughness:** 9 (10)

Edges: Block, Tough as Nails.

Hindrances: Obese.

Gear: Short spears, 8 (Str+2), leather armor (+1)

Special Abilities

- **Infravision:** Goblins halve penalties for dark lighting against living targets (round down).
- **Size -1:** Goblins stand 3–4' tall.

Lieutenants (3) (Extras)

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

Skills: Climb d6, Fighting d8, Guts d6, Notice d6, Taunt d6,

Shooting d8, Stealth d10, Throwing d6, Swimming d6

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

Gear: Short spears (Str+2), leather armor (+1).

Special Abilities

- **Infravision:** Goblins halve penalties for dark lighting against living targets (round down).
- **Size -1:** Goblins stand 3–4' tall.

Cuddles, Large Bear (WC)

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d8, Guts d10, Notice d8, Swim d6

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

Special Abilities

- **Bear Hug:** see Bear in *Savage Worlds* rulebook.
- **Claws:** Str+2.
- **Size +2.**

Goblins (20) (Extras)

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

Skills: Climb d6, Fighting d6, Guts d4, Notice d6, Taunt d6, Shooting d8, Stealth d10, Throwing d6, Swimming d6

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

Gear: Short spears (Str+2)

Special Abilities

- **Infravision:** Goblins halve penalties for dark lighting against living targets (round down).
- **Size -1:** Goblins stand 3–4' tall.

Resolution

Once all the major players have been introduced, resolution depends on how the characters choose to handle the situation. Depending on their particular disposition, they might choose to defend the downtrodden villagers, ally with either the Blacktongues or the Piercers, or even wage war on every goblin in the woods! Whatever they choose, the characters would do well to use cunning; tricking both sides into fighting each other—and mopping up the remnants—is a far better plan than openly attacking either side.

If the characters take the fight to Black Rock Fort (home of the Blacktongue Obliterati) or Stabbinburg (refuge of the Pierced Piercers), they will face the forces listed above, along with 40 additional goblin troops. The GM may detail these locations or improvise them as he sees fit.

Rewards

If the characters choose to enter the employ of the Blacktongues or the Piercers, the goblins will gladly hire them, and will even pay them the promised mushrooms if the characters succeed in eliminating their rivals. It could be that the characters return to the City of the Shark allied with a powerful clan of goblin warriors.

As for Saevel Clearwater, as long as the characters bring him the head of a goblin (and the half-elf can plainly see copious smoke rising from the Goblin Wood) he will in good faith pay them their promised reward. Crafty characters can, of course, think of ways to outwit the weaponsmith. But if he ever catches wind of their duplicitous acts (or, worse, learns that they are allied with a goblin clan), the characters will earn the enmity of a very rich foe...with a long memory.

All Monsters Great and Small

A bestiary of fiendish beasts

by William Reger

Death Shades

Canines that have been tortured to death may come back, or be raised, as Death Shades. These grey, emaciated creatures may look like a wolf at first glance, but the blood-red glowing eyes, overly large jaw and large, clawed paws soon reveal their true nature.

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

Skills: Fighting d8, Notice d10, Stealth d8

Pace: 8 (Run d10); **Parry:** 6; **Toughness:** 7

Special Abilities

- **Undead**
- **Fleet-Footed**
- **Bite (Str+2)**
- **Go for the Throat**
- **Size -1**
- **Infection:** Wounds caused by Death Shades are hard to treat. -2 to Healing rolls.

Devil Bear (WC)

These massive bears have been twisted by mutation or magic, growing horns from various parts of their bodies and developing a decidedly vicious outlook.

Attributes: Agility d6, Smarts d8 (A), Spirit d8, Strength d12+5, Vigor d12

Skills: Fighting d8, Guts d12, Notice d8, Stealth d6 and Swim d6

Pace: 8; **Parry:** 6; **Toughness:** 13

Special Abilities

- **Size +3:** Up to 12' tall and 1500 pounds of bone and gristle.
- **Bear Hug:** See Bear in *Savage Worlds* rules.
- **Claws:** Str+3
- **Natural Armor:** +2 Bony armor protrudes from several parts of the mutated body.
- **Berserk:** the mutation causes an emotional instability granting the Berserk edge.

Geared Horror

Created by mad scientists or wizards who have gone off the deep end, these constructs are a mass of gears and blades, usually just slightly bigger than a man. Simple-minded, these creatures follow the last commands their "programming" remembers, usually just before they carve their creators up into little pieces.

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

Skills: Fighting d8, Notice d6

Pace: 5 (Run d4); **Parry:** 6; **Toughness:** 9

Gear: None of use. Destroyed Geared Horrors have parts that any inventor would love and worth \$100 to a collector. A captured Geared Horror is worth \$1000 to a collector! A

destroyed Geared Horror weighs around 500 pounds.

Special Abilities

- **Armor:** +2
- **Slow**
- **Construct**
- **Blades (Str+3)**
- **Size:** +1 (larger than man-size and built more massively)
- **Improved Sweep:** the arms can easily attack all creatures around the construct.

Metal Eater

A created species, these large-dog-sized creatures have been made to be a bane of metal anywhere. A pair of one-meter-long antennae are affixed to the creature's forehead, while a tapered mouth and two tiny eyes make up the rest of the face. The creature can dig much like a dog and is fairly strong. The power of its antennae is that they can sweep across metal and deposit a thin film of microbes that cause deterioration in seconds—steel rusts away to a pile of reddish flakes. The creature then sucks up the remains, thus providing nourishment for its twisted nature.

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

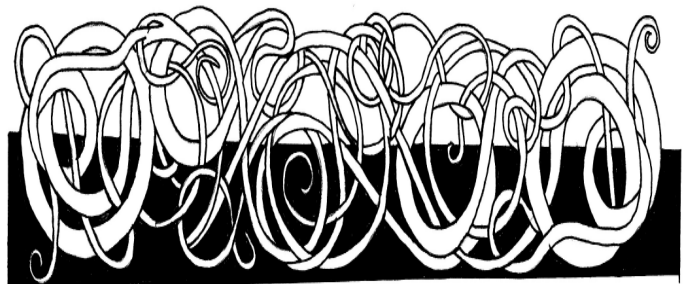
Skills: Climb d6, Fighting d8, Guts d6, Notice d8, Stealth d8, Swimming d8

Pace: 8; **Parry:** 6; **Toughness:** 9

Gear: None, but a cured hide is worth twice the value of leather armor, as it can make a tunic equal to the protection of chain but with the weight of a leather tunic.

Special Abilities

- **Antennae:** Reach 1, Damage 4d6 to metal only in SBR area
- **Claws:** Str+1
- **Natural Armor:** (+2) The beast's hide is such, due to the metabolizing of the iron oxide, it is the equal to fine chain at half the weight!
- **Berserk:** Metal within 60 feet (10") causes an emotional instability granting the Berserk edge.



Madness Moth (WC)

Nature gone mad or the leavings of an alien species, these human-sized moths have mouths with razor sharp teeth and wings which, when unfolded, have a hypnotic pattern that can ensnare any reasoning creature. They have two clawed hands and four legs. When the mouth is open, hundreds of filaments can be seen twisting with seeming minds of their own. This is usually the last sight a victim has before the mouth ratchets open large enough to swallow the head. The moths attack by appearing suddenly (gliding in) and spreading their wings—causing all who look upon them to stand stupidly. As the victims have their brains removed, the husks usually die in minutes.

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

Skills: Fighting d6, Notice d8, Stealth d10

Pace: 6 (Fly); **Parry:** 5; **Toughness:** 5

Gear: None. Wings from a Madness Moth may be placed on display as art and, while they lose their mesmerizing ability, are considered a work of art in any culture (value as a work of art 3d10 times \$100). The weight of each wing is around 5 lbs.

Special Abilities

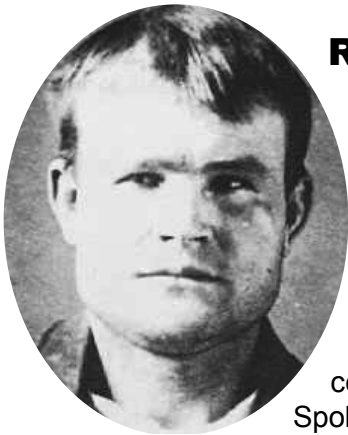
- **Flight:** The wings allow flight at normal pace and gliding at twice normal pace (losing one inch of height for every 2 inches traveled).
- **Hypnotic Attack:** With the wings spread, all creatures in sight (180 degrees to the creature's face) must make a Smarts check at -2 or be ensnared until the creature leaves or they are physically blocked from viewing.
- **Bite:** The moth can open it's mouth wide enough to engulf an ensnared human head, where the filaments slip into every orifice on the head and begin to eat the brain tissue. Targets suffer 3d6 damage per round until dead.
- **Claws:** (Str+2)
- **Wall Walker:** The legs have a sticky substance that adheres to anything, allowing the creature to cling to any surface.



Butch & Sundance

A pair of iconic outlaws for *Deadlands: Reloaded*

by *Sitting Duck*



Robert Leroy Parker, aka “Butch Cassidy” (WC)

Born April 13, 1866, the eldest of a family of 13 children. Was rustling cattle by 1884 and took the name Butch Cassidy, possibly in honor of a shady local rancher named Mike Cassidy. First major crime was the robbing of the San Miguel Valley Bank, along with three other cowboys, in Telluride on June 24, 1889, of \$20,000 in cash. He formed the Wild Bunch, including Dick Maxwell, Elzy Lay and Harry Longbaugh, who robbed their first bank on August 13, 1896, in Montpelier, Idaho. While he supposedly died in San Vicente, Bolivia, in 1909 after a string of train and bank robberies, there is solid evidence he faked that death, fled to Europe, had some cosmetic surgery done and returned to the U.S. to marry and grow old, dying in 1937 in Spokane, Washington.

Rank: Veteran

Experience Points: 65

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

Skills: Climbing d6, Fighting d4, Gambling d4, Guts d6, Intimidation d6, Knowledge (Demolitions) d4, Notice d8, Persuasion d10, Riding d8, Shooting d4, Stealth d6, Streetwise d8, Survival d6, Swimming d6, Taunt d8

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Charismatic, Dodge, Nerves of Steel, Strong-Willed.

Hindrances: Greedy (minor), Pacifist (minor), Poverty, Wanted (major).

Gear and Equipment: \$25, cowboy boots, shirt, bandana, hat, jeans, chaps, horse, saddle and saddle bags, outdoor gear, Colt pistols and holster.



Harry Longbaugh, aka “The Sundance Kid” (WC)

Born in Colorado in 1870. Met Butch Cassidy in 1900 and joined the Wild Bunch. On August 29, 1900, the Sundance Kid and Butch Cassidy robbed a Union Pacific train at Tipton, Wyoming. This was followed by a raid on the First National Bank of Winnemucca, Nevada (September 19, 1900) that netted \$32,640. The following year the gang obtained \$65,000 from the Great Northern train near Wagner, Montana. Fled to Argentina in 1902, robbed banks with Butch Cassidy in Bolivia in 1906, and supposedly died in 1909 (and again in 1911) although the bodies were never positively identified.

Rank: Legendary

Experience Points: 110

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

Skills: Climbing d6, Fighting d8, Gambling d10, Guts d8, Intimidation d10, Notice d8, Riding d8, Shooting d12, Stealth d6, Streetwise d6, Survival d6, Taunt d8, Tracking d6

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Edges: Block, Dodge, Nerves of Steel, Quick, Strong-Willed.

Hindrances: Greedy (minor), Loyal, Mean, Wanted (major).

Gear and Equipment: \$250, cowboy boots, shirt, bandana, hat, jeans, chaps, horse, saddle and saddle bags, outdoor gear, Colt pistols and holster.

The Grave

The chilling legend of Nathaniel Cooper

by Michael Schau

The abandoned graveyard lay before me in the blistering heat, windswept, unkempt and covered in dust and sand. From afar, the wooden headstones looked like the splintered teeth of a giant. Some had fallen over, some were cracked and broken, others were bleached out by the unforgiving sun, their epitaphs faded away almost into nothingness.

It had been almost a year since I'd come here the last time. Not that it mattered. Time no longer held sway over this place.

The grave I came to see bore no distinguishing features. It was just another small patch of barren, dry earth with a cheap, wooden headstone rammed into the dust. A long time ago, there had been some flowers here. lilies. White ones. They were all dead now, crumbled to dust.

The wood of the headstone was weathered, old. The inscription upon it was fading, barely readable. It didn't matter, either. I knew the inscription by heart. I saw it floating in the darkness, with letters written in burning blood, every time I closed my eyes.

Nathaniel Cooper
March 15, 1841 – May 5, 1867

May the Lord have Mercy

Yeah, right. Nobody who knew Cooper would have felt anything but relief at the news of his death. Nathaniel "Cold-Blooded" Cooper, that's what they used to call him. He was an outlaw, a thief and a killer. He was trouble personified, just looking for a place to happen. Pain and sorrow followed in his wake, for he killed people without a second thought. And he was *damn* good at killing people.

I had been there, at the funeral. I don't remember much of it, the memories only a blur. Black and white images, like visions. The rain hammering on the lid of the coffin. The muffled voice of the priest, speaking the eulogy. The sound of the wet earth hitting the coffin lid as they filled up the hole.

Nine years had passed since the funeral, and yet...sometimes I felt a strong urge to come here, to walk amongst these graves. To stand in silence over the grave of Nathaniel Cooper, thinking.

Wondering...

Every time I came here, the same questions ran through my head, but Nathaniel Cooper wouldn't answer them. He couldn't, because he was dead. But his grave lay before me, abandoned, the coffin empty, for I am Nathaniel Cooper.

Nathaniel "Cold-Blooded" Cooper (WC)

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

Skills: Fighting d6, Gambling d6, Guts d8, Intimidation d8, Notice d8, Riding d6, Shooting d10, Streetwise d6, Taunt d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Grit: 4; **Dominion:** +3

Hindrances: Death Wish, Mean, Wanted (minor).

Edges: Dead Shot, Dodge, Duelist, Hip-Shooting, No Mercy (Shooting), Quick, Quick-Draw, Strong-Willed, Two-Fisted.

Harrowed Edges: Implacable, Stitchin'.

Gear: 2 Lemat grapeshot pistols (12/24/48, 2d6, AP 1), 2 shotguns (5/10/20, 1-3d6).

A Mysterious Man in the Corner...

A plethora of NPCs for use in any setting

by William Reger

Imyugysa Sacamora (WC)

Race: Human (Samoan decent); **Sex:** Female; **Profession:** Perfumer (Fence)

Description: Imyugysa is an unattractive old woman of large build. She has unkempt black/brown hair. She is poorly dressed in out-of-date clothing. Her shop is nearby and is well known for inexpensive perfumes.

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

Skills: Guts d6, Knowledge (Chemistry) d8, Knowledge (Perfume Industry) d8, Notice d8, Persuasion d4, Stealth d6, Streetwise d8, Throwing d4.

Charisma: -4; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Edges: Berserk, Connections (Underworld), Connections (Wealthy).

Hindrances: Ugly, Mean, Greedy (major).

Special Abilities: Imyugysa can mix up poisons that can kill or just knock out someone who inhales the scent or imbibes a liquid dose. Skill is Chemistry with a Vigor roll save to avoid an effect (-2 to the roll if she got a raise on the mixture). She needs to know the target to make a batch and the herbs are hard to get outside her native land.

Gear: Cheap clothes, well stocked healers kit with 2d4 portions of special herbs, \$50 and a small weapon or two (dagger with poison and a derringer in post gunpowder times), and a key to a strong-box.

Marlin Trilwreath (Extra)

Race: Human; **Sex:** Male; **Profession:** Professor (Sage)

Description: Marlin Trilwreath is an unexceptional looking middle aged man of small build. He has unkempt gray hair. He is dressed normally for the area. He is known in many circles as a learned, if unpretentious and a bit confused, very intelligent man.

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

Skills: Investigation d10, Knowledge (Ancient civilizations) d10, Knowledge (Science) d10, Knowledge (Occult) d10, Notice d10

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 3

Edges: Charismatic, Jack of All Trades, Scholar (Science, Ancient Civilizations).

Hindrances: Elderly, Small.

Gear: Out-of-style but comfortable suit, \$50, papers and research tools in an appropriate container (scroll tubes and backpack or briefcase).

Fred Phock (WC)

Race: Human; **Sex:** Male; **Profession:** Hunter

Description: Mr. Phock is an unexceptional looking middle aged man of normal build. He is completely bald. He is poorly dressed in old worn hunting clothes.

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

Skills: Fighting d8, Guts d6, Healing d4, Notice d6, Ride d6, Shooting d8, Stealth d8, Survival d8, Tracking d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Edges: Woodsman.

Hindrances: Curious, Cautious, Loyal.

Gear: \$100, old camouflage clothes, Hunting knife, saber or machete, traps, rope, camping gear, Rifle or Longbow, and Pistol (with holster and two magazines).

Phillip Friphi (Extra)

Race: Human; **Sex:** Male; **Profession:** Research Assistant (Apprentice)

Description: Mr. Friphi is an unexceptional looking adult man of normal build. He has unkempt brown hair. He is dressed normally for the area. He is usually seen carrying a gigantic set of books.

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

Skills: Investigation d8, Knowledge (History) d8, Knowledge (Nature) d8, Notice d6, Stealth d6, and Tracking d6.

Charisma: +0; **Pace:** 6"; **Parry:** 2; **Toughness:** 5

Edges: Scholar (History, Nature).

Hindrances: None.

Gear: Books, average clothing, a few coins and about \$50.

Greg Gravel (WC)

Race: Human; **Sex:** Male; **Profession:** Security Guard

Description: Greg is a handsome man of average build. He wears clothing that is of average quality and tends to blend in, except when he is in uniform. Greg becomes an overconfident braggart when he is in his guard outfit, feeling invincible to the world.

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

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d6, Shooting d8, Stealth d6, Throwing d8.

Charisma: +2; **Pace:** 6"; **Parry:** 6; **Toughness:** 7 (9)

Edges: Attractive, Quick, Quick Draw.

Hindrances: Arrogant and Overconfident (in uniform), but Cautious, Delusional (major, only immune to death when in uniform) and Minor Pacifist (out of uniform)!

Special Abilities: If magic is allowed the badge or symbol has real magic abilities allowing Greg to cast a deflection spell using his Spirit due to his strong belief in what he is doing. It can only be done once a day.

Gear: \$25, uniform or average clothes, body armor (chainmail or bulletproof vest), short sword or police baton, badge or symbol of office (see Special Abilities), handcuffs or rope, Pistol (with holster and five magazines) and Shotgun (or Crossbow with bolts)..

Vinicio Gennaro (WC)

Race: Human (Italian decent); **Sex:** Male; **Profession:** Bodyguard (Enforcer)

Description: Vinicio Gennaro is a handsome middle aged man of large build. He has brown hair that is well kept and tastefully combed. He is non-distinctly dressed, in a simple outfit that is in style but not new. His favorite pastime is playing crack the skull using a big club.

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

Skills: Fighting d10, Guts d6, Intimidation d6, Notice d6, Stealth d6, Shooting d6, Streetwise d4 and Throwing d6.

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Edges: Attractive, Brawny.

Hindrances: Loyal, Quirk: Single minded, Vow (major, Obey the orders of the Family Head).

Special Abilities: Vinicio is a solid performer, not too bright but if told to do something, does it with a single-minded purpose. He does know how to make people talk.

Gear: Slick suit, hidden pistol or dagger, sap, \$50 and a large club or baseball bat (modern times) with the item being magical in nature if proper for setting (+4 to damage and a 2AP that forces a vigor roll (-2) if targeted against a limb and it hits to avoid breakage).

Antonella Telofila (Extra)

Race: Human; **Sex:** Female; **Profession:** Teacher

Description: Antonella Telofila is an unexceptional looking middle aged woman of small build. She has dark hair, olive skin tones, dark eyes and very red, pouty lips. She is dressed normally for the area. She teaches high school level classes by day and teaches classes in ancient art after hours. She is known for a fiery temper if crossed.

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

Skills: Fighting d6, Guts d6, Healing d6, Knowledge (Ancient Civilization Arts) d8, Knowledge (History) d8, Notice d6, Throwing d4

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Edges: Charismatic, Jack of All Trades.

Hindrances: Quirk (minor, Temper if crossed), Small, Cautious.

Gear: Out-of-style but comfortable outfit, \$50, a purse with a hefty strap that can work as an improvised club at Str+2 damage, papers and first aid kit in an appropriate container (scroll tubes and backpack or carryall).

Wilhelm Christian (WC)

Race: Human; **Sex:** Male; **Profession:** Farmer

Description: Wilhelm Christian is an exceptionally healthy looking middle aged man of normal build. He has dirty brown hair and is dressed as a farmer in poor old worn clothes and talks with a German accent.

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

Skills: Fighting d6, Guts d6, Knowledge (Farming) d6, Notice d4, Ride d6, Shooting d6, Stealth d4, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Edges: Alertness, Quick

Hindrances: Cautious, Quirk (minor, Loves the Land),

Poor.

Gear: \$10, old clothes, carving knife, farm tools, Shotgun or Bow, and a small plot of land (likely rented).

Harper Omaz (Extra)

Race: Human; **Sex:** Male; **Profession:** Tavern Owner

Description: Harper Omaz is a short, ugly looking adult man of normal build. He has unkempt brown hair. He dresses normally for the area but usually has a clean apron on. He is usually seen in his bar watching the patrons.

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

Skills: Fighting d6, Guts d4, Intimidation d6, Knowledge (Business) d6, Persuasion d4, Notice d6, Stealth d6, Swimming d4, Throwing d6.

Charisma: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Edges: Alertness, Charismatic.

Hindrances: Ugly, Quirk (minor, Constantly concerned about getting dirt on his person).

Gear: Average clothing with apron, a hidden sap, a crossbow or shotgun in a hidden spot, darts, a parrying dagger (Str+1 and Parry +1 if used off hand), a cash box and about \$150.

Xavier Reynaud (WC)

Race: Human; **Sex:** Male; **Profession:** Aristocrat

Description: Xavier Reynaud is a handsome adult man of normal build with slightly lighter black hair at the temples. He wears clothing that is of exceptional quality and tends to stand out at all times. Xavier has a cutting wit and a languid air that put some people off when they hear it.

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

Skills: Fighting d6, Guts d6, Knowledge (Politics) d6, Notice d6, Persuasion d6, Shooting d8, Taunt d6.

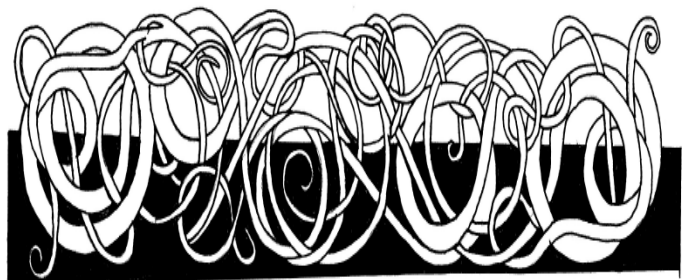
Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5 (7)

Edges: Attractive, Noble, and Quick Draw.

Hindrances: Quirk (minor, Languid accent), Curious, Loyal (to friends).

Special Abilities: If magic is allowed the rapier (or dress sword) has real magic abilities allowing Xavier to cast an increase attribute: Fighting spell using his Spirit due to his strong belief in the ancestral power of that blade. It can only be attempted five times a day lasting for 3 rounds if successful but causing a shaken status if he rolls a one.

Gear: \$225, quality clothes, body armor available (chain mail or bulletproof vest), family heirloom magic rapier, Pistol (with holster and five magazines) or Bow (hunting style with arrows), ancestral estates and support with appropriate duties.



Strength in Versatility

New power modifiers for *Necessary Evil*

by Chris "JackAce" Hartmann, with members of the Pinnacle forums

Super villains come in all varieties. Each has a very specific set of abilities, limitations and unusual weaknesses. While the powers and modifiers from the *Necessary Evil* setting book already present myriad possibilities, a true villain will always seek new ways to fulfill his devious schemes. The following list contains a number of additional modifiers for existing super powers, as well as a few completely new Powers and Hindrances to help you create the villain of your dreams (or nightmares).

New Modifiers

Device

Handheld: The standard rules for devices assume that the device is worn (like armor) or in some other way attached to the villain's body (belt clip, wristband, mask, etc.). If operation of the device requires the use of one or both of the villain's hands (like a sword, pistol or flashlight) the total cost of each power is reduced by one more point (remember, though, that no power can cost less than one point). The device will then be subject to such rules as Quick Draw and suffers the usual -2 penalty if used with the wrong hand.

Absorption

Additional Type (+4): The villain can absorb damage from more than one source. Each time this modifier is selected, you may choose another type of energy to be absorbed.

Ageless

Variable Age (+1): The villain can alter her apparent age. She could appear as a little girl, an old crone or anything in between. She can age or rejuvenate at a rate of a decade per minute (a year per round).

The rejuvenation process granted by this power has no effect on the villain's wounds, only her general biological condition.

Altered Form

Liquefy (+3): The villain can turn his body into liquid or another similarly malleable form of matter (like sand or gel). This allows him to pass through tiny openings (like a keyhole) or meshed objects (like nets or cages).

Turning into liquid and reassuming solid shape both count as separate actions, but they can be performed within the same round. The villain can remain in the liquid state as long as he wishes, but as long as he does he suffers the same penalty as if he was Shaken. That means he cannot perform any actions other than slow movement. Reassuming solid shape automatically removes the Shaken condition, unless the villain also became Shaken for some other reason. While he

is in liquid form, it is almost impossible to wound the villain. However, as with the intangibility power, there may still be a few ways to harm him.

Animation

Herd (-2): The villain can animate groups of small objects, but never a single very large one. He may only animate multiple smaller objects as detailed in the original power's description. No single object under the villain's control may be larger than half his actual level of animation.

Object Limitation (-2): Choose a specific type of objects (statues, toys, books, etc.) The villain can only animate objects of that type.

It's up to the GM to decide how specific the limitation has to be. "Only vehicles" still leaves the villain with lots of opportunities, while "only Volkswagens" would put a serious restriction on the power's usefulness.

Construct

Cyborg (-1): This villain is part machine and part living creature. Unlike a real robot, he does have at least one vulnerable biological body part which can be targeted with a Called Shot. Such a shot suffers a -4 penalty to hit and causes +4 damage.

Damage Field

Always On (-1): The villain can not turn this power off. Any person coming close to him will be subject to the damage field. This tends to make social interaction rather difficult. This effect cannot be combined with the Selective modifier.

Duplication

Feedback (-2): Whenever a duplicate is damaged, the villain must make a successful Vigor roll or be Shaken.

Focus (Half Total): The villain must have access to a specific item or material in order to create his duplicate. Without the required focus, he cannot use the power. For example, a villain with the ability to summon his mirror image would require the presence of a mirror for his duplicate to step out of. If the villain has a body of sand, earth or other kind of matter, he might require a certain amount of the same matter to copy himself.

Earthquake

Volcano (+5): This use of the power summons a fountain of lava to burst from the ground.

The fountain can only be created on solid ground and no more than 5" away from the villain. This requires an entire round and cannot be combined with any other actions.

The lava spatter covers a Large Burst Template and causes 2d10 damage to everything in the area. The core of the eruption, which has the size of a Small Burst Template, counts as a Heavy Weapon.

After the eruption, the lava drains back underground, leaving only a patch of broken and scorched earth, which counts as Difficult Ground.

Ensnare

Damaging (+2/+4): The snare does damage to the ensnared target. The basic version cost +2 points and deals 1d6 damage each round after the target had his chance to break free. If the target escapes the snare, he takes no damage. For an additional +4 points, the damage increases by 1d6, to a maximum of 5d6. Note that this damage never counts as a Heavy Weapon.

Explode

Selective (+2): The villain can select who within the area of effect of their explosion is damaged.

Flight

Space Flight (+5): Your villain can fly right out of the atmosphere and continue to move in outer space. Without gravity or air friction to slow him down, there is theoretically no limit to the velocity he can reach. His Flying Pace acts as Acceleration in space.

This power also protects the villain from the most obvious hazards of deep space: hard vacuum, cosmic radiation and high velocity microdebris have no effect on him. He is not truly immune to these effects, he rather ignores their presence. This means that he does not gain any protection to similar dangers when he returns to the atmosphere.

Growth

Long Stride (+1): Your increased size comes with long legs that let you move in longer strides than a normal-sized person. You may add your Size modifier to your Pace.

Hardy (+4): Whenever your villain increases her Size to +4 or greater, she also gains the benefit of being Hardy. If she is Shaken, further Shaken results have no effect—they do not cause a Wound.

For obvious reasons this modifier can only be chosen if the villain already has at least four levels of growth.

Gargantuan (+5): If your villain's Size reaches +9, she counts as a Gargantuan creature. She now has Heavy Armor and all melee attacks count as Heavy Weapons. She can also attack smaller creatures or objects by stepping on them. In this case she adds the difference in Size between her and the target to her damage total. Of course, the villain also needs at least nine levels of growth to choose this modifier.

Heightened Senses

Additional Sense (+1): The villain has an additional sense that normal people lack. He might be able to sense electricity, bio-forms, magic or what ever else the player can come up

with. The new sense should work similarly to one of the natural senses, so detecting something will require either line of sight, range of sound, or close proximity.

Microscopic Vision (+1): The villain can see tiny details that others would need a magnifying glass to make out. He can also “zoom in” even closer to see microscopic objects, but this requires his full concentration and prevents him from using any skills except those that are directly connected to his microscopic analysis (typically Notice and appropriate Knowledge skills).

Ultra/Infrasonic Hearing (+1): Your villain can hear sounds that are either above or below the frequency range of the normal human ear. He can choose this modifier twice to hear in both ranges.

EM-Sense (+1): The villain can sense the presence of electromagnetic fields. This allows him to “track” radio broadcasts (but not listen to the message) or active power lines.

Requires Activation (–1): The power must be activated. This is a free action, but it isn't the character's “normal” state (i.e., his senses only work better when he's actively engaged them). If taken by surprise, the power has no affect.

Intangibility

Affects Others (+3): The villain is capable of turning another person or creature intangible as well. They must be in constant contact with the villain to remain intangible and are subject to the same benefits and limitations the power provides. The player can spend a bennie to allow more than one person or creature to be intangible. If the villain wanted to use this power on an unwilling target, he must make a touch attack; to maintain his grip for following rounds requires maintaining a grapple.

Interface

Virus (+2): The villain can upload an extremely aggressive virus into any computer system.

This requires a Knowledge (Computers) skill roll that does not benefit from the normal +4 modifier. Any defense systems the target computer has will modify the result or even make an opposed roll, GM's choice.

On a successful roll the target system is infected and stops working until repaired. With a Raise, the system is damaged beyond repair and must be replaced entirely.

Invisibility

Always On (–2): The villain is always invisible. If she wishes to engage in any kind of social interaction, she must take special measures to conceal her unusual appearance.

Leaping

Glider (–1): The villain uses wings or some kind of levitation to glide through the air. He can use his leaping power only to jump horizontally or vertically down, but never up.

Smashing Impact (+2): After a leap your villain can use the energy of her fall to cause significant damage to structures

around her point of impact. Earth, concrete and brickwork will crack and crumble within a radius equal to the villain's level in leaping. Characters caught in the impact zone must make an Agility roll or be Shaken.

Mind Reading

Empathic Only (-1): The villain can only read a target's emotions and not their thoughts.

Minions

Superpowers (Variable): You can choose superpowers for your minions at the same cost as for your villain. The power points are spent only once and can affect any number of minions.

Paralysis

Midas Touch (-1): The villain can't turn off his power. Every person he touches (except himself) with his bare hands will be paralyzed.

Shrink

Dwarf (-2): Your villain is always small. Pick a height of 3' or smaller and apply the modifiers given in the Size Modifiers table to your Traits.

Speed

Water Running (+1): The villain can run across water as if he were running on solid ground. He can change directions while on water, but must remain in constant motion to stay above the surface.

Stun

Cone Template (+0/+1): Instead of the Medium Burst Template, the power can affect an area determined by the Cone Template. Unlike a real flame weapon, the Cone Stun does not give targets a chance to dodge out of the cone. This option does not cost additional points if the Cone Template completely replaces the Medium Burst. If you want your villain to be able to use both options, it costs +1 point.

New Powers

Light (1/Level)

Trappings: Headlights, Flames, The Glow

Not everyone can see in the dark. Thanks to this power not everyone needs to. Your villain can emit light from his body to illuminate an area with a radius of 4" per level. Within this area all darkness penalties are removed. Note that this means the villain's foes will be able to see him too! The villain can activate and deactivate this power at will as a free action.

Modifiers:

Always On (Halve Total): The villain cannot turn the light off. He is glowing constantly.

Focus (-1): The villain cannot produce the light from his own body. He requires some kind of item to make it glow.

This is not a specific item (unless the power is supposed to be a device), but a relatively common item (a log of wood, a light bulb, etc.).

Light Beam (+1): Instead of a diffuse glow, the villain can cast a tight beam of light. This beam can be directed to illuminate the area of a Medium Burst Template at a distance of up to 6" per level. Enemies within the illuminated area suffer no darkness penalty when targeting the villain because they can aim for the light's source.

X-Ray Vision (1/Level)

Trappings: Intense stare, X-Ray goggles, ESP

Your villain can see through solid matter. For each level of this power, his gaze can penetrate 1" of light materials like paper, cloth or skin/muscle tissue. Denser materials like metal or concrete halve the depth of penetration. Lead, and some other extremely dense materials, cannot be penetrated by X-Ray vision at all.

The villain can adjust his depth of penetration to any level he wishes up to his maximum level.

New Hindrances

Out of Control (Minor)

The villain is not fully in control of her super powers. Her powers tend to activate themselves unexpectedly, especially in times of great emotional agitation. Whenever the character is in a stressful/embarrassing/frightening situation, she needs to make a Spirit roll or one of her powers goes off involuntarily. For this sake, normal combat should not be classified as "stressful," but a confrontation with an old archenemy or some other major foe would.

Unusual Diet (Minor/Major)

Your villain's metabolism works differently than that of a normal human, and as a consequence he requires some kind of food that is not normally considered edible. For a Minor Hindrance the substance he requires is unusual but relatively common (metal, stone, electricity). If this is a Major Hindrance, your villain's food of choice is very rare, expensive and/or difficult to get (diamonds, plutonium). As an alternative, the source of the villain's food could mark him as a true monster in the eyes of the general public (human brains). The villain is able to chew the food he needs to eat, but that does not mean that a metal eater can just take a bite out of a battle tank. That would require the Melee Attack power and possibly the Focus modifier. The villain is still capable of eating normal human food; he just doesn't get any sustenance from it. If you want normal food to be harmful to your villain, choose an appropriate Allergy or Disability as well.

Other Suggestions

The following options did not quite make it into the list above as full-fledged modifiers. Application of the following modifiers should be done with care, as they could easily be exploited to gain "free points" or other unreasonable

advantages. Still, the GM might want to allow his players to use them if they come up with entertaining ideas about how their powers are supposed to work.

Natural Ability

This modifier can—theoretically—be applied to any power; it will work much better for some than it will for others.

Instead of a human being with unnatural powers, the villain is actually a member of some completely different species, and his “powers” are indeed perfectly natural abilities for his race. As a result, the powers affected by this modifier can never be negated, nullified or in any other way taken away from him.

Natural Abilities are almost always powers which are “always on,” but in some cases even an active power could be classified as natural.

It is even possible to apply this modifier to a device. In this case, the device is not supernatural in origin, but simply very well-made.

Natural Ability can make the villain very powerful in certain situations, and the Power Point cost should reflect this. In some cases, increasing the cost by 1 per 3 points may be enough, but this could easily be increased to doubling the total cost.

As an alternative, the GM might decide to use Natural Ability as a Background Edge. This Edge can be chosen several times (but only at character creation), each affecting any one of the character’s starting powers.

Power Link

This is a general modifier that is used to link two or more powers together. Linked powers can only ever be used in conjunction with each other. There are two basic ways this can work:

1. Activation of either power automatically activates the other one.

The villain can never activate only one of the affected powers. He either has all of them active or none at all.

Example: If Damage Field and Armor are linked, the “force field” protecting the villain will always cause damage to adjacent targets too. He can’t have his protection without causing damage, and he can’t “zap” folks without having his armor up.

2. Activation of one power is required to gain access to the other.

The primary power must be of the kind that is activated when needed and stays on until the villain decides to deactivate it again. The secondary power could be either active or permanent.

Examples: A villain with Shrink and Flight linked would only be able to fly while he is in his shrunken form.

If Melee Attack is linked to Invisibility, the villain can only deliver her “sneak attack” while invisible.

In very rare cases it might be possible to link a passive power to an active one, like Regeneration linked to Decay (the villain will only regenerate while decaying something else). However, this basically transforms a passive power into an active effect and would probably require the entire rules for the power to be rewritten.

Due to the sheer number of different possibilities for combinations, some of which could be quite limiting, with others hardly noticeable in actual game play, it is virtually impossible to set a specific power point modifier for the Power Link. It’s up to the GM to decide how great the disadvantage of having linked powers really is, and thus how much cheaper the powers in question should actually become.

Super Edge

Requires Activation (–1): This will work quite well for some of the available Edges, but not at all for others. In general, “requires activation” can be applied to any effect that would normally be “always on,” including all the passive and defensive Combat Edges (Block, Dodge, First Strike, etc.). However, for Edges that grant a certain bonus to a specific action the character performs (like Marksman or Sweep), the –1 modifier would basically be a free point. Since activation is a free action, the character could simply activate the Edge right before he used it, and after that he wouldn’t need to worry about it anymore.



So Sayeth the Lord

Christian trappings for *Deadlands: Reloaded*

by Piotr "Ramel" Korys

Here's an easy way to add some character to your priestly hero—just have him recite a piece of scripture appropriate to his religion and the power he's activating. The following examples are for a Christian priest; however, nothing says your character has to be a Christian.

Armor: "Stand firm then, with the belt of truth buckled around your waist, with the breastplate of righteousness in place." *Ephesians 6:14*

Barrier: "Neither the pillar of cloud by day nor the pillar of fire by night left its place in front of the people." *Exodus 13:22*

Beast Friend: "Thou shalt tread upon the lion and adder: the young lion and the dragon shalt thou trample under feet." *Psalms 91:13*

Blast: "At the breath of God they are destroyed; at the blast of his anger they perish." *Job 4:9*

Bolt: "For our God is a consuming fire." *Hebrews 12:29*

Boost Trait: "And Jesus said unto them, Because of your unbelief: for verily I say unto you, If ye have faith as a grain of mustard seed, ye shall say unto this mountain, Remove hence to yonder place; and it shall remove; and nothing shall be impossible unto you." *Matthew 17:20*

Burrow: "And the prince that is among them shall bear upon his shoulder in the twilight, and shall go forth: they shall dig through the wall to carry out thereby." *Ezekiel 12:12*

Burst: "His breath sets coals ablaze, and flames dart from his mouth." *Job 41:21*

Conceal Arcana: "It is hidden from the eyes of every living thing." *Job 28:21*

Deflection: "No weapon forged against you will prevail." *Isaiah 54:17*

Detect Arcana: "And you shall know the truth and the truth shall make you free." *John 8:32*

Dispel: "I will destroy your witchcraft and you will no longer cast spells." *Micah 5:12*

Elemental Manipulation: "Then Moses stretched out his hand over the sea, and all that night the Lord drove the sea back with a strong east wind and turned it into dry land." *Exodus 14:21*

Entangle: "I tell you the truth, whatever you bind on earth will be bound in heaven." *Matthew 18:18*

Environmental Protection: "I have given you authority to trample on snakes and scorpions and to overcome all the power of the enemy; nothing will harm you." *Luke 10:19*

Fear: "Distress and anguish fill him with terror; they overwhelm him." *Job 15:24*

Fly: "The woman was given the two wings of a great eagle, so that she might fly to the place prepared for her in the desert." *Revelations 12:14*

Greater Healing: "He sent forth His word and healed them." *Psalms 107:20*

Healing: "For I will restore health unto thee, and I will heal thee of thy wounds." *Jeremiah 30:17*

Invisibility: "He is the image of the invisible God, the firstborn over all creation." *Colossians 1:15*

Light: "Let your light shine, that they may praise your Father in heaven." *Matthew 5:16*

Lower Trait: "The vigor of his step is weakened; his own schemes throw him down." *Job 18*

Obscure: "The light in his tent becomes dark; the lamp beside him goes out." *Job 18:6*

Quickness: "Everything is possible for him who believes." *Mark 9:23*

Shape Change: "All flesh is not the same: Men have one kind of flesh, animals have another, birds another and fish another." *I Corinthians 15:39*

Smite: "I will carry out great vengeance on them and shall punish them in my wrath. Then they will know that I am the Lord." *Ezekiel 25:17*

Speak Language: "All of them began to speak in other tongues as the Spirit enabled them." *Acts 2:4*

Speed: "Here they come, swiftly and speedily!" *Isaiah 5:26*

Stun: "Be stunned and amazed; be drunk, but not from wine, stagger, but not from beer." *Isaiah 29:9*

Telekinesis: "The magicians said to Pharaoh, 'This is the finger of God.'" *Exodus 8:19*

Teleport: "He mounted the cherubim and flew; he soared on the wings of the wind." *Psalms 18:10*