

With the
SHARK BYTES

Fantasy Issue
I shall rule the World!
Mwa-Ha-Ha!



THE *FANTASY* ISSUE!!

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Opening Salvo

The Third Age

by Marc "Lord Inar" Gacy

First, a big thanks to Cutter for doing such a fine job during his tenure as Editor-in-Chief of Shark Bytes. Give him a hand everybody! As I help to usher in this "Third Age" of Shark Bytes (and somewhat Savage Worlds itself), my hope is that if I even do half as well, Shark Bytes should still thrive. As my first official act (and to mark the event) I updated to Pinnacle's new Savage Worlds Fan logo.

Fantasy is dead! Long live fantasy! You know, I keep reading how "I'll never play a basic fantasy campaign any more" and "everything's been done before" and "basic fantasy races are so boring."

As you can tell, folks came out of the woodwork to contribute to this issue and I hope you all enjoy reading this at least as much as I did putting it together. Also, what perfect timing to coincide with the super fantasy bundle just released on the Pinnacle website!

This issue is also so big that we had to split it into two sections: A Player's Sections and a GM's section. This time, we kept all the Sidebars in the Player's Section, so nobody has any reason to sneak look in the GM's Section if they are not supposed to!

The sad news for gamers, as most of you know, is the passing of Gary Gygax, Robert Asprin (of Thieves' World and Myth Adventures fame) and Erick Wujcik (co-founder of Palladium.) I think it only fitting, then, that this issue of Shark Bytes has a fantasy focus, remembering the genre that started it all for our favorite hobby.

If you read the PEG boards, you can already see a renewed vigor (pun intended) on the licensee scene. It's also evident here as I've received numerous submissions for Licensee Corner. Many of them from new licensees, and a few surprising ones from the regulars.

Finally, I'm sure by now you've checked out the new website. Shane and company, please consider this my public apology that I accidentally stumbled across it during a test and sent out a "Nice Job!" e-mail prematurely.



A Licensee Dispatch

from the folks at

12 to Midnight

Summer is here, and our first plot point campaign, *Degrees of Horror*, is coming along nicely. The first draft is essentially done with the exception of the plot points. Those have been extensively mapped out and will be well under way by the time you read this. The first campaign-length playtest is underway and is already shaping up to be lots of fun. We have been posting weekly updates on the Pinnacle forums, so stop by the Licensee section for weekly updates.

On GenCon weekend while everyone else is in Indianapolis, 12 to Midnight will be holding our very first Pinebox Writers Retreat. Six of the seven 12 to Midnight partners will be holing up in a East Texas lakeside cabin to brainstorm, game, fish, soak in the East Texas scenery, and strategize. Expect a HUGE photo gallery as a result of this event.

In other news, 12 to Midnight recently released its first music product! Captain Cutthroat & the Scourge of the Sea is a collection of authentic pirate songs set to a driving modern rock music style. You can hear previews of each of the songs at our Midnightcellar.com store. Also, be on the lookout for a new Pinebox adventure this Fall while *Degrees of Horror* is in production. *The Prodigal* is a ghost-hunting adventure that'll keep you up at night.

Finally, it's never too early to start thinking about Halloween. We are. Keep an eye on our store.

<http://12tomidnight.com/>



The Edge of Reason

This month, a new Arcane Background and a slew of new powers allowing your dragon to hide better and your tiger to crouch.

Wuxia Kung-Fu

Rules for High-Flying Fantastic Martial Arts

by Brian Reeves

Although they are often considered "martial arts" movies, Wuxia films, such as *House of Flying Daggers* or *Once Upon a Time in China*, are something more like superhero fantasy. The heroes in that genre are capable of flying, climbing walls, and fighting armies of opponents. For Gamemasters interested in incorporating Wuxia or similar fighting styles into their *Savage Worlds* campaigns, the following rules should provide something of a foundation.

Characters interested in becoming Wuxia masters must first take the Unarmed Warrior Edge from Clint Black's *Modern Martial Arts* (or a similar Edge, like *Martial Artist* from *Deadlands*, as per GM's discretion). In fact, players and gamemasters using Wuxia can find plenty of use for the Edges listed in *Modern Martial Arts*.

Once they have Unarmed Warrior, they can take the Arcane Background: Wuxia and begin purchasing Powers. Very few of the Powers presented in the *Savage Worlds* core rules translate well into Wuxia, so those that can be taken are listed later in this article. Among them are also Powers which originally appeared in the *Fantasy Worldbuilder's Toolkit*. However, most Powers have been changed somewhat to make them more applicable to the unique qualities of Wuxia. Those that appear in the *Savage Worlds* core rules are not significantly altered, and are not described in much detail.

Adventures do not have to have an Eastern or Chinese influence in order for Wuxia to be useful. With some slight modification, the following rules might also be used for legendary warriors from any fantasy genre. Gamemasters may also wish to limit how far characters can progress to better match the flavor of their own campaigns -- especially given the fantastic nature of the Heroic and Legendary Rank techniques.

Arcane Background (Wuxia)

Requirements: Novice, Unarmed Warrior, Spirit d8+

Arcane Skill: Special (None)

Starting Power Points: 20

Starting Powers: 2

Wuxia masters are no mere martial artists -- they have mastered a way that imbues normal martial training with mysticism. They may gain these powers through several means. Perhaps they studied the secrets of the forbidden Wudan text, were chosen by the gods, or were born with

the blood of dragons. Whatever the source, they have learned magical abilities that allow them to control their bodies and break the laws of physics.

Characters with this Edge select Wuxia powers from the list below, not directly from the Power section of the *Savage Worlds* rulebook. Wuxia works similar to the *Super Powers* Arcane Background from the *Savage Worlds* rules, in that each power is also its own skill. A character who chooses the *Smite* power also acquires a *Smite* skill with which to use it. This skill begins at d4 and can be increased like any other skill.

Unlike *Super Powers*, Wuxia Powers do have a linked attribute -- Spirit. Since Wuxia requires great inner strength, it is important for practitioners of the art to have a high Spirit attribute. In addition, Powers have reduced range (touch or self) and reduced duration, so in many cases this has reduced the Power Point cost to use the Power.

Many Wuxia masters also study the arts of sorcery, and have the *Magic Arcane Background*, incorporating spellcasting into their regimen.



The Techniques

Wuxia Powers are generally called "techniques" instead, in part because they function differently than regular Powers. Some of the techniques below are versions of Powers from the rulebook with minor changes to reflect their combat utility. Others are completely new and may only be used by those who have studied and mastered Wuxia. These are

not spells. They are talents, and so differ somewhat from traditional Powers.

Nowhere is this more apparent than with the reaction techniques -- Catch and Throw, Ghost, Prescient Defense, and Roll with the Punch -- which allow a hero to activate the Power as an instant "reaction" to the actions of an opponent. Use of these techniques is a free action that can be taken at any time during a round, when it is not the hero's turn. This makes them very powerful, but they burn Power Points fast and their effects are one-action use only.

The list below shows which techniques are available for characters at each Rank, and lists the Power Point cost as well as the duration. New techniques that don't use core rules Powers are italicized. A brief description is also provided, which is especially useful for Powers that appear in the Savage Worlds rulebook, so that the specific trapping is clear. New Powers are given longer descriptions detailed below. Gamemasters and players are encouraged to come up with other, more setting-specific names for the techniques; for instance, Death Touch could be called the "Five-Point Palm Exploding Heart technique."

Novice Techniques

Armor (2): With an effort of will, the hero's skin becomes tougher. Duration 3 (1/r).

Deflection (2): Incoming attacks are deflected with your hands, a weapon, or by performing acrobatic spins. Duration 3 (1/r).

Entangle (2): By using a scarf, cord or other similar object, you can entangle opponents. The burst option for Entangle is not available. Duration Varies.

Roll with the Punch (1): Reaction technique. Instead of taking raise damage, you may opt to be knocked back instead. Duration Instant.

Smite (2): You focus on channeling your Chi or other energy into your strikes. Duration 3 (1/r).

Wall Walking (3): You may move at your Pace (and run) on vertical surfaces or on weak surfaces (like tree branches or even water) without needing to balance or make Agility rolls. Duration 3 (1/r)

Seasoned Techniques

Flying (3): You can "fly" by making fantastic leaps. Duration 3 (1/r)

Prescient Defense (2): Reaction technique. You cancel one successful attack from your opponent. Duration Instant.

Quickness (4): Your moves blur and become lightning-fast. Duration 3 (2/r).

Sticking (2): With a successful touch attack, you place your hand on your opponent and hold it there, giving you a +4 to your Parry and attacks as long as the Power is active. Opponents can try to shake this off every round with an opposed Agility. Duration 3 (1/r)

Whirlwind (3/1 r): By making a spinning motion with your body or a weapon, you create a small whirlwind that knocks all in a Medium Burst Template around you prone if they fail a Strength roll, and are also Shaken with a roll of 1. Duration 3 (1/r).

Veteran Techniques

Earthquake (5): Using fists or a melee weapon, cause a shock wave to travel in a line from you. Every target in the line takes damage and may fall prone. Duration Instant.

Mighty Blow (1): One attack that hits knocks your opponent back a number of squares equal to half your Strength die (+1" per raise). With a failed Agility roll, they are also prone. If they strike any object before ending their move, they are Shaken. Duration 1 (2/r).

Paralysis (2): With a touch attack, your opponent must make a Spirit roll or be paralyzed. Duration Special.

Poison Touch (4): By making a touch attack, you cause a target to make a Vigor roll (Vigor -2 with a raise) or suffer an automatic wound. Duration 3 (1/r).

Weapon Rend (2): By focusing your energy, you can destroy an enemy's weapon. Duration Special.

Heroic Techniques

Bracing (3): You become rooted to the spot and cannot be pushed, knocked back, or made prone, and you gain +10 Toughness. Duration 1 (1/r).

Catch and Throw (3): Reaction technique. You can catch a ranged weapon and throw it back instantly. Failure means the attack hit as usual. Duration Instant.

Elemental Strike (2): You add +1d6 damage (+1 per raise) to an attack by infusing it with an element. The element must be chosen upon taking this Power. Duration 3 (1/r).

Legendary Techniques

Combat Teleport (3): Teleport out of combat, up to Spirit. Duration Instant.

Death Touch (10): With a successful touch attack, target must make a Vigor roll or take one wound level each round until dead. Duration Instant.

Ghost (5): Reaction technique. You become intangible for a second, negating one attack against you. Duration Instant.

New Techniques

Bracing

Rank: Heroic

Power Points: 3

Range: Self

Duration: 1 (1/round)

For the duration of this technique, you become rooted to the spot through sheer exertion of will or Chi power. You cannot be pushed, knocked back, or made prone. You gain Toughness +10, equivalent to a stone wall.

Catch and Throw

Rank: Heroic

Power Points: 3

Range: Self

Duration: Instant

Your skill and reflexes allow you to catch an incoming missile and fling it back toward the same opponent. The difficulty to do so depends on the type of projectile: Rocks and sling stones require an Agility roll, while arrows require an Agility roll at -2, and bullets and other fired projectiles

require Agility -4. A failed roll results in a hit as normal and the Power Points are expended.

Throwing the projectile back (it must be directed toward the opponent who fired the projectile) is limited to short range (3/6/12) and does normal damage for thrown weapons. This is a reaction technique.

Combat Teleport

Rank: Legendary

Power Points: 3

Range: Spirit

Duration: Instant

With this technique, you can disappear and reappear instantly a short distance away. Doing so does not provide an attack against you from any enemies, even those with the First Strike Edge.

Combining this technique with an attack still requires a multi-action penalty. You must be able to see your destination, or have been there before. You cannot "appear" in any solid object (water does not count), including other living creatures; if the square you select has a solid object in it, the technique is simply canceled and you lose the Power Points.

Death Touch

Rank: Legendary

Power Points: 10

Range: Touch

Duration: Instant

This technique is considered mere rumor by most, but those who proceed far in their schooling will discover it is quite real. With this terrible technique, the hero can merely touch her opponent and cause him to die.

You must make a successful touch attack. If you succeed, your opponent must make a Vigor roll opposed by your technique roll or begin to suffer 1 wound every round. This is from internal bleeding, and will continue until they die, are magically healed, or (GM's discretion) are given other emergency medical attention. Even if the opponent succeeds in this roll, he still suffers 1 wound from the shock of it all.

Earthquake

Rank: Veteran

Power Points: 3

Range: Spirit

Duration: Instant

By punching the ground, smiting it with a weapon, stomping, etc, you cause a focused shock wave to travel out from you in a 1" wide line. Anything in this line, living or inanimate, takes 2d6 damage. Living targets must also make an Agility roll or fall prone.

Elemental Strike

Rank: Heroic

Power Points: 2

Range: Self

Duration: 3 (1/round)

You can infuse your attacks with one elemental energy of your choice. While this technique is active, you do an

additional +1d6 damage of that element (+1 per each raise when activating this technique). Enemies that have immunity to the element you selected are also immune to this damage, as is anyone with the Environmental Protection Power active.

Upon first learning this technique, you must select one element. The chosen element cannot be changed.

Flying

Rank: Seasoned

Power Points: 3

Range: Self

Duration: 3 (1/round)

This technique allows you to make great leaps, such that you appear to be flying. You may travel up to twice your usual Pace (no running) vertical or horizontal, or a combination of the two, but must momentarily "touch down" on a suitable surface at the end of each round. If there is nowhere to touch down, you begin falling and the Flying technique ends. In conjunction with the Wall Walking technique, this could even allow you to "skim" across the surface of a lake! It can also be used to arrest falling damage, if cast in time.

Ghost

Rank: Legendary

Power Points: 5

Range: Self

Duration: Instant

Perhaps the greatest of the Wuxia "reaction" techniques, Ghost allows you to momentarily become incorporeal, just long enough for one attack to pass through you. This completely negates one successful attack made against you, even if damage has already been calculated. Some powerful magical weapons, weapon properties, or spells may still be able to inflict damage despite this (GM's discretion).

Mighty Blow

Rank: Veteran

Power Points: 1

Range: Self

Duration: 1 (2/round)

Each successful hit you land on an opponent also sends that opponent flying directly backward a number of squares equal to half your Strength die. This number is increased by 1" for every raise you get on the damage. This technique can also be used in conjunction with the Sweep and Improved Sweep Edges, allowing you to apply the same knockback roll to several opponents. Flying opponents (or particularly light ones, as per the GM's call) are thrown back a number of squares equal to your Strength die.

If the opponent strikes any solid object during this movement, he becomes Shaken. The total damage of your attack is used to determine if the opponent breaks through any object he encounters. Whether or not the target takes damage, he must roll an Agility check or end prone.

Paralysis

Rank: Veteran

Power Points: 2

Range: Touch

Duration: Special

You can paralyze an opponent so that their muscles lock up and they "freeze" in place. With a successful touch attack, you and the target make an opposed Spirit roll. If the target fails, she is completely paralyzed and cannot act, move, or speak, though she retains consciousness. Each following round, the paralyzed victim may make another Spirit roll to break free; this roll is at -2 if you beat the opponent with a raise on the initial Spirit contest.



Poison Touch

Rank: Veteran

Power Points: 4

Range: Touch

Duration: 3 (1/round)

With a successful touch attack, the target must make a Vigor check (at -2 with a raise) or suffer 1 wound automatically. Typical trappings for this technique can be a pinch that weakens the target by hitting a nerve point, a touch that makes internal organs rupture, etc.

Prescient Defense

Rank: Seasoned

Power Points: 2

Range: Self

Duration: Instant

With lightning reflexes, you stop an attack that otherwise would have hurt you. This is a "reaction" technique. You must determine that you are going to use this technique *before* the damage for the attack is rolled. For that attack only, you gain +4 to your Parry. If the attack still hits, resolve damage as normal, but it should eliminate any raise your opponent had on damage.

Roll with the Punch

Rank: Novice

Power Points: 1

Range: Self

Duration: Instant

If your opponent rolls a raise on his damage roll, you may opt instead to take the extra damage as knockback, being thrown wildly backward 1" for every raise. You still take the normal damage, and if you strike any solid objects while being thrown, you become Shaken and might break through it. Regardless, you must make an Agility roll or end prone. This is a "reaction" technique.

Sticking

Rank: Seasoned

Power Points: 2

Range: Self

Duration: 3 (1/round)

By placing your hand on an opponent, you can sense subtle body motions which allow you to predict their next move. This requires a successful touch attack first, after which you gain +4 Parry against that opponent for as long as contact is maintained. The opponent can attempt to shake you off with an opposed Agility check.

Wall Walking

Rank: Novice

Power Points: 3

Range: Self

Duration: 3 (1/round)

You can run and climb up walls like a spider, allowing you to move up to your Pace, and even run, on vertical surfaces, without having to make balance, Agility, Climbing, or any other type of rolls to do so. This does not allow you to climb on ceilings, or hang upside-down from any surface, however – the surface must be no more than 90 degrees.

In truth, this technique allows you to effectively reduce your body weight. With this technique, you can even walk on weak surfaces, like branches of trees, your opponent's spear, or even the surface of water, all without having to

make any rolls while the technique is in effect. When combined with Flying, a Wuxia master can seem to skate through treetops, touching down momentarily on thin branches before leaping for her next target.



Weapon Rend

Rank: Veteran

Power Points: 2

Range: Self

Duration: Special

You can focus your Chi or other energy to deal a shattering blow to an enemy's weapon. When you are fighting an opponent armed with a weapon, you may make a normal attack at -2. Deal damage as normal but apply the damage to the weapon instead. Most metal weapons have a Toughness of 10 and wood weapons have a Toughness of 8. Doing enough damage to inflict 1 Wound will shatter the weapon and render it useless.

This technique can also be used against those wearing armor. Most metal armor has a Toughness of 10. Shattering one piece of armor affects only that portion of the body.

Once you have successfully destroyed one object, this technique is considered spent and must be "re-cast" to use again. Note that it only works against inanimate objects, and cannot be used to attack an opponent's unarmed hand (or foot).

Whirlwind

Rank: Seasoned

Power Points: 3

Range: Self

Duration: 3 (1/r)

With a weapon, your hands, your spinning body, or some other spinning source, you create a small whirlwind that is powerful enough to bowl over your enemies. Anyone in a Medium Burst Template centered on you must make a Strength roll vs. your Whirlwind roll or immediately fall prone. They are also Shaken if they roll a 1 on this check.

Coming next issue:

Modern & Horror!

Tour of Darkness!

ETU/Pinebox!

Ravaged Earth!



Go to the PEG boards: SW General Chat & Games Stories to see how YOU can contribute!

www.peginc.com/forum

10 Questions...

What we hope to be a regular feature, where one of our editors will ask deep probing questions of the great luminaries of the Savage Worlds Universe. Or something like that.

...with Sean Preston

Interview by M. A. Cutter

1. How did you get into RPGs?

Sean: I was born with a golden d20 in my hand. I started gaming with *Chain Mail* and then moved on to *D&D* and then my family opened a hobby shop, Viking Hobbies, and we began promoting all sorts of games. I fondly remember when RPGs beyond sheer dungeon crawls began to develop.

2. How has the response to *RunePunk* been?

Sean: The response to *RunePunk* has been overwhelming and continues to grow. I wanted to enter the scene with something unique and different, but had no idea how well it would be received. We continue to grow and develop the property and you'll be seeing more *RunePunk* goodness from us in the months ahead.

3. Can you give our readers any tantalizing hints about upcoming super-secret Reality Blurs projects?

Sean: "That is not dead which can eternal lie, yet with strange aeons even Death may die."

4. What sorts of things do you have planned for this year's convention season?

Sean: As most folks know, we develop for multiple systems and we'll be featuring a number of games for them. For the Savages, I'm running "Nightmarket," an exciting *RunePunk* adventure, but the real highlight of the show for me will be "Rise of the Dragon Kings," a blended adventure for *Iron Dynasty: Swords of the Samurai*, the name we finally came up with for the Showdown Edition. "Rise of the Dragon Kings" starts each character off as a hero and then about midpoint in the game, things shift radically...I can't say much more but remember it's going to highlight both the RPG side of *Iron Dynasty* as well as the Showdown (minis) side.

5. Speaking of conventions, which do you prefer—Origins or Gen Con—and why?

Sean: I don't know if I'm running against the stream on this one, but I really like Origins more because I'm fresher and it's the first big show for us of the year. I get to see a lot of folks I often only see once a year and there is generally a

higher concentration of "people you know and/or recognize." Admittedly, that's grown over the years, but I also find that finding space for pick up games is much easier. Gen Con on the other hand offers a lot of options for the general public and I'm certain it'd be a greater spectacle for me if I wasn't regularly running games and working the booth (both of which I enjoy tremendously). As it stands, everything is sprawling and I'm lucky to get a chance to walk the whole of the dealers' room before the show is over. Hopefully, I've scheduled enough breaks here and there.



6. The RPG industry is said to be going through a rough patch. What do you think RPG companies need to do to survive and prosper? How can gamers help?

Sean: First off, no one has revealed their sales figures to me, but I read and see what's going on as much as the next person, so let's move forward with the presumption that things are tight. That's a reasonable supposition considering how the economy is pretty lean as of this writing. Even if you are publishing games, at the end of the day, a business is a business and has to be run as such. You have to set deadlines for deliverables, track projects, and do everything in your power to produce the best quality product you can. The last part is where resources and creativity come into play and both have a cascading effect on the finished product. Resources determine whether you'll go to print or PDF or take a blended approach, the

style and amount of art you use, color or black and white, and whether you'll produce your work in soft or hardback. This is something each company has to evaluate on its own and is where the analytical side of the equation comes into play. Something that can be learned. Creativity, on the other hand, requires a certain talent and knack that can be cultivated and shaped, but not so much learned. People tend to be relatively static in their thinking after a certain point. Now add to that side of the equation subjectivity and the creative aspect often is an unproven variable that isn't really quantified until it reaches the general public. The secret formula for Reality Blurs? Quality will out. We produce things we like and want to play and having practical experience in both writing and gaming hope we share our passion and enthusiasm for our subject matter with everybody. What can gamers do to help? Support the companies they love and want to stick around. Whether it's by purchasing their products or running demos and getting the good word out, it's something we all appreciate. If you like Reality Blurs, buy our stuff. If you love us, buy some of our stuff for your friends!

7. What's your favorite movie of all time, and why?

Sean: My favorite movie of all time? I thought I've answered this before somewhere, but since I'm typically the GM when I'm gaming, I'm going to fudge a bit and list a handful off: *Brazil*, *The Matrix*, *Buckaroo Banzai*, *Indiana Jones*, *The Big Lebowski*, *Pulp Fiction*, *Star Wars*, *Alien*, you know, the usual suspects. Hmmm. Speaking of the latter, I'll have to say that *The Usual Suspects* is one of my favorite movies as well, along with *Seven*. Kevin Spacey is a brilliant actor and I find the tight dialogue, pacing, plotting, and storyline of both of those movies absolutely riveting and I've watched every one of those films time and again.

8. What advice would you give to new writers looking to break into RPGs?

Sean: Write and write and write some more. Hone your craft. Write something and then go back and rewrite it. Read books on writing. Lots of them. Do those exercises and get your skills down. Writing is competitive. Like anything else, lots of people do it, but not many people do

it well. Know whatever game system you want to write for and know it well. Play it. Run it. (It's always better to run than play if you want to be a writer. More practice for you.) Established game companies can tell if you've gamed or not. There is a certain seasoning to the writing that seems to carry through if that's the case. Show your passion. Network. Go to conventions. Post on forums. Look for open calls for new talent. We're always on the lookout for new talent. Remember, most importantly of all, you have to follow through. The reason we have a lot of okay games and okay movies in the world is because the people tasked to do those jobs may not have been the best, but they were reliable enough to complete their jobs. While I'd prefer a Shakespeare on my staff, if he were unreliable, I'd much prefer the solid writer that has shown time and again he can be a "go to" guy.

9. Who's cooler—Harrison Ford or Bruce Campbell?

Sean: Harrison Ford or Bruce Campbell? While both men are massive talents in their own right, I'm going to have to go with Harrison Ford. He's been Han Solo and Indy and Jack Ryan! Bruce will forever be Ash to me, though I really dug his portrayal of Elvis in *Bubba Ho-Tep*. Put either of them in a movie and you've pretty much guaranteed I'll go out of my way to see it!

10. What do you consider the most exciting current trend in RPGs?

Sean: Trends? I don't generally tend to do trends, but I'll give this a shot. If I took a step back and looked at things, I'll say the trend of more independent games development is something I find exciting. I don't necessarily mean just the grunge, indy gamer types either. Independent to me also encompasses the sense of daring and innovative work I've seen by companies that refuse to compromise their vision, regardless of size. It's exciting for me to see designers willing to step outside of their comfort zones or the realms of what is expected and develop something that sounds laughable on the surface but results in being laudable when all is said and done. This is a trend that has been cyclical. While innovation has not always died, it has languished on occasion, and I welcome its return.



Cursed Empire

Cursed Empire was first published several years ago with its own system. This was designed by Chris Loizou with realism and simulation in mind. It was extremely deadly at lower levels and quite complex, both factors which I think appealed to the game's very dedicated fanbase. But at the same time, this system is not to everyone's taste, and Savage Worlds provides a perfect framework for the kind of heroic action that the game was designed to embrace. Hopefully this version can bring the Cursed Empire world of Thargos to a new audience.

The plan is to publish a system-free setting book and a Savage Worlds System Guide. There will be a System Guide for the game's own system as well, and talks are under way about other versions too. Somewhat like the Freeport book and it's Companions.

The setting is probably best described as Dark Fantasy. It's a world which has suffered a massive cataclysm in recent history, and the previously successful Empire is attempting to re-build itself. The old gods are gone and no longer communicate with anyone. New Cults have risen in their place, centred around worship of the 4 natural elements. The Empire struggles to re-build itself and protect it's citizens from the worlds many threats.

In the southern parts of the Empire, the new nation of Karnarcos has risen. Worshipping a twisted and evil parody of the elements, they seek only to destroy the Empire and bring their own religion to the whole continent.

Needless to say the Empire isn't taking this laying down, and the two nations are locked in a war which doesn't look like ending any time soon...

There are several intelligent (read, playable) races, in fact I've just done the game mechanics for the main 7. I'm really happy with the way they've turned out, one of my favourite things about the setting is that there aren't any standard, baseline humans. The thing to remember is that most of the races of Thargos were bred or created a great many years ago to serve a specific purpose. These range from Condorians (somewhat like

humans, but more powerfully built, bred for war and labour) and Mandorians (Bred for intellect and magical ability) to Dwarves and Elves. Centaurs will also be a playable race.

Magic and magic users are rare and generally mistrusted. Three main Arcane Backgrounds will be available to players: Sorcerers, Priests and Druids. Sorcerers work pretty much as the standard Savage Worlds rules with minor tweaks, they study magic in an academic way and learn specific spells. Druids are nature worshippers who draw their power from the world around them. Their powers are much less flashy than the Sorcerers, but they have access to a wide array of powers. In game terms, they start with a large range of "utility" spells and can buy extra "packages" of minor powers when they reach higher levels for one advance. They do not have access to the broader, more potent and destructive powers that Sorcerers have. Priests are somewhere in between, gaining their magic from the elements and their faith. Many Priests are also trained as formidable warriors, acting as both inspiration and leader to groups of troops.

Another feature is the Renown mechanics, whereby a character's heroic (or evil!) deeds will be measured and can change the way they or their faction is seen in the eyes of the rest of the world. An increase in Renown could lead to a character getting more aid from the faction they're a member of, a shift in reputation (reflected as a bonus to charisma when talking to the relevant people) or a number of other things. It also makes people bigger targets for opposing factions: there's big kudos in taking down a well known knight with a great many achievements under her belt than a knight nobody's heard of!

There is a wealth of different adventure possibilities in the setting. Imperial agents seeking to protect the Empire or southern Darkuns (the south's fanatical shock troops and assassins) seeking to bring it down. Knights from either side protecting their nation. Or simple adventures caught in the middle of a war and looking to profit where they can.



<http://www.cursedempire.com>

THE ARCANÉ TOME

In this column, we discuss new powers, new Arcane Backgrounds, and new uses for powers.

Spellcasting in a World of Thieves

by Brian Reeves

Savage Worlds offers a system for using magic, and other powers, that relies on the expenditure of power points on the part of the spellcaster, which then must be regenerated. This works well, but still limits spellcasters to certain utility during combat, after which time they become nearly useless until they can restore some of their energy.

Inspired by Green Ronin's *Thieves World* magic system, the following magic system is designed to rid players and GMs of the recordkeeping, a system that removes the limitations on necessity of managing and recording power points from session to session, or even from combat to combat. It also removes limits on how often spellcasters can cast during a day, trading such impositions for longer casting times. And best of all, it doesn't require a substantial reconfiguration of the powers as written in the Savage Worlds Explorer's Edition rules.

Overview

In order to use a power, a character must first build up Power Points by rolling the appropriate skill for his or her arcane background. Once enough Power Points have been accumulated, the character must then roll to successfully cast the spell. The number of Power Points that must be accumulated to cast a spell is equal to the number listed under "Power Points" in each power entry. Once the spell is successfully cast, the character may then begin building up Power Points for his next spell.

Accumulating Power Points

Using any power, be it of arcane, divine, or even psionic origin, requires Power Points. These points may come from many different sources, from external sources like gods, nature, or ambient magical energy, or they may come from within, as in the case of psychic power or inborn magical energy. Whatever the origin, these power points must first be accumulated. In order to do this, the character must make an appropriate check (spellcasting, faith, or psionics).

Once the character has decided which power she wishes to use, she must begin to build up Power Points. This is done by making an appropriate check with the spellcasting, faith, or psionics skill. Every successful roll (beating the standard 4 TN) results in the accumulation of 1 Power Point. A failure results in no Power Points being accumulated that round, but no loss, either. If the player rolls a 1 on her skill die, she loses 1 Power Point. If a 1 is rolled on both the skill die *and* the wild die, the character is automatically Shaken. This can result in a wound. In any case, the character must then make a check for disruption

as normal (SWEX p. 81). If the spell is disrupted, all accumulated Power Points are lost.

It takes one action to build up a Power Point. During this time, the character may move as normal, and take free actions (speech may be forbidden, depending on the trapping). She cannot take other actions without incurring multi-action penalties.

Every character with an Arcane Background has a "pool" which allows them to store Power Points during accumulation. Power Points that aren't expended by using a power are held in this pool, which can never exceed the number indicated in the Arcane Background description under "Starting Power Points," unless that character gains the Power Points Edge. A character who selects the Wizard Edge may gain Power Points faster while casting (see Edges and Hindrances, below).



Casting the Spell

Every power has a certain number of Power Points that must be accumulated before that power can be used. This number is listed under **Power Points** on the power's

description. Before, this was the number of points that needed to be spent from the character's pool, but now this represents the target number for accumulated Power Points. Once the character has built up enough Power Points to match or exceed that number, the spell can be cast.

Using a power requires one final roll of the appropriate skill: Spellcasting, Faith or Psionics. If this roll is successful, the power goes off and has the effect as written in the description. If the player fails the roll, the power does not go off, but the character does not lose the Power Points and may try to use them again in the next round. However, if a 1 is rolled on both the skill and wild die, the spell goes off in an unpredictable way (see the Wild Magic chart, below) and the Power Points are spent.

A character that wishes to hurry things up can use a power in the same round that the last required Power Point is finally accumulated. This is done by taking a multi-action penalty on both rolls in that round. For example, if a spellcaster found himself targeted by archers and wanted to fire off a quick casting of Barrier, he could cast the spell in one round by first making a Spellcasting check at -2 to build up 1 Power Point, then a second Spellcasting check at -2 to create the Barrier. Normally characters are not allowed to use the same skill twice in a round, but the nature of sorcery allows this.

Power Points are universal, and are not "locked in" to a particular power. They are only expended when a power is used. If a wizard starts gathering Power Points for a Barrier, but then decided to spend them on a Burst instead, that is fine.

Unused Power Points fade slowly over time, at a rate of 1 every ten minutes.

Maintaining Spells

A character can keep a power going as long as he has enough Power Points to do so. This will usually mean having to succeed with the appropriate skill on successive turns in order to keep accumulating Power Points. For example, if a wizard wanted to keep his invisibility going after having cast it, each round he would need to accumulate at least 1 Power Point to do so. This will limit his ability to engage in other activities, but he is free to walk, talk, fight, and even try to cast another spell if he has enough Power Points built up already. As soon as the character does not have enough Power Points to maintain an active power, the power ends.

Wild Magic

When a critical failure comes up as a result of attempting to use a power, the following chart might be helpful. The character must roll 1d12, subtract the amount of Power Points being used, then consult the chart. Note that Wild Magic is up to a GM's discretion, and some effects may not fit in different settings. GMs are free to make up their own effects or simply use backlash damage instead.

Result	Effect
0 or less	The caster is "burned out" and cannot cast any more for 1d6 hours.
1	The caster is transformed into a small animal, such as a squirrel or mouse, and can no longer speak, cast spells, etc. The effects last for 1 hour.
2	The caster takes backlash (even casters using miracles).
3	The power goes off, but affects a different recipient than planned.
4	Magical energy does 2d4 damage to one random living being nearby.
5	An earthquake covering a 10x10 area causes all effected to make Agility checks or fall prone.
6	The power goes off but has the opposite effect on the recipient, possibly healing instead of wounding them, etc.
7	The caster becomes cursed, suffering -1 on all Trait rolls, for 1 day.
8	A creature is accidentally summoned. The exact nature of the creature is determined by the GM, but should present some new challenge on the battlefield.
9	The caster suffers one fatigue.
10	A random object near the caster explodes, doing 1d6 damage to anyone adjacent.
11	Strange weather occurs, such as rain, wind, fog or snow. It lasts for one minute.

Rituals

Any power can be cast as a ritual, extending the length of time it takes to cast that power considerably, in exchange for greater duration. In order to do this, the character makes an appropriate Spellcasting, Faith, or Psionics check once per *hour* instead of per round. Each success results in the accumulation of one Power Point, as described above, until the power can be finally cast. Powers cast in this way have extended durations, so that durations normally read in rounds are now read in 10 minute increments, those read in minutes are now read in hours, and those read in hours are doubled in duration. Powers with instant or special durations are unaffected.

Casting Above Your Rank

A character who has access to a power that cannot normally be cast at his rank (such as in the case of a Novice wizard who finds a Quickness spell written in a spellbook) may attempt to cast that spell at great difficulty and peril. For every rank above the spellcaster, such powers incur a cumulative -2 penalty. Thus, in the above

example, the plucky wizard will find himself at a -4 penalty to cast the invisibility spell.

Casting Cautiously

The risk of failure at casting a power can be reduced if the character is able and willing to slow down the accumulation of Power Points. By cutting Power Point gain to half (.5) of a Power Point per round, the difficulty for making each skill check (Spellcasting, Faith, or Psionics) is reduced by -2.

Held Spells

Characters using the magic or miracles Arcane Backgrounds may elect to cast a power in advance. To do so, the character must accumulate Power Points as normal, but then “hold” the spell without casting it. Only

one power can be held in this way. Also note that Power Points fade at the rate of 1 every ten minutes, so held spells cannot be maintained easily for very long.

Casting Cooperatively

Characters with magic, miracles, or psionics Arcane Backgrounds can team up with others that share the same AB Edges to cast cooperatively. To do so, all participants must know the power that is to be cast. One person is designated as the “leader.” Each participant must then make a successful check of the appropriate Spellcasting, Faith or Psionics skill to accumulate Power Points, which are shared communally. Each failure reduces the pool, just as each success increases it. Once enough Power Points have been accumulated, the leader then casts the power.

Any backlash damage affects all participants.

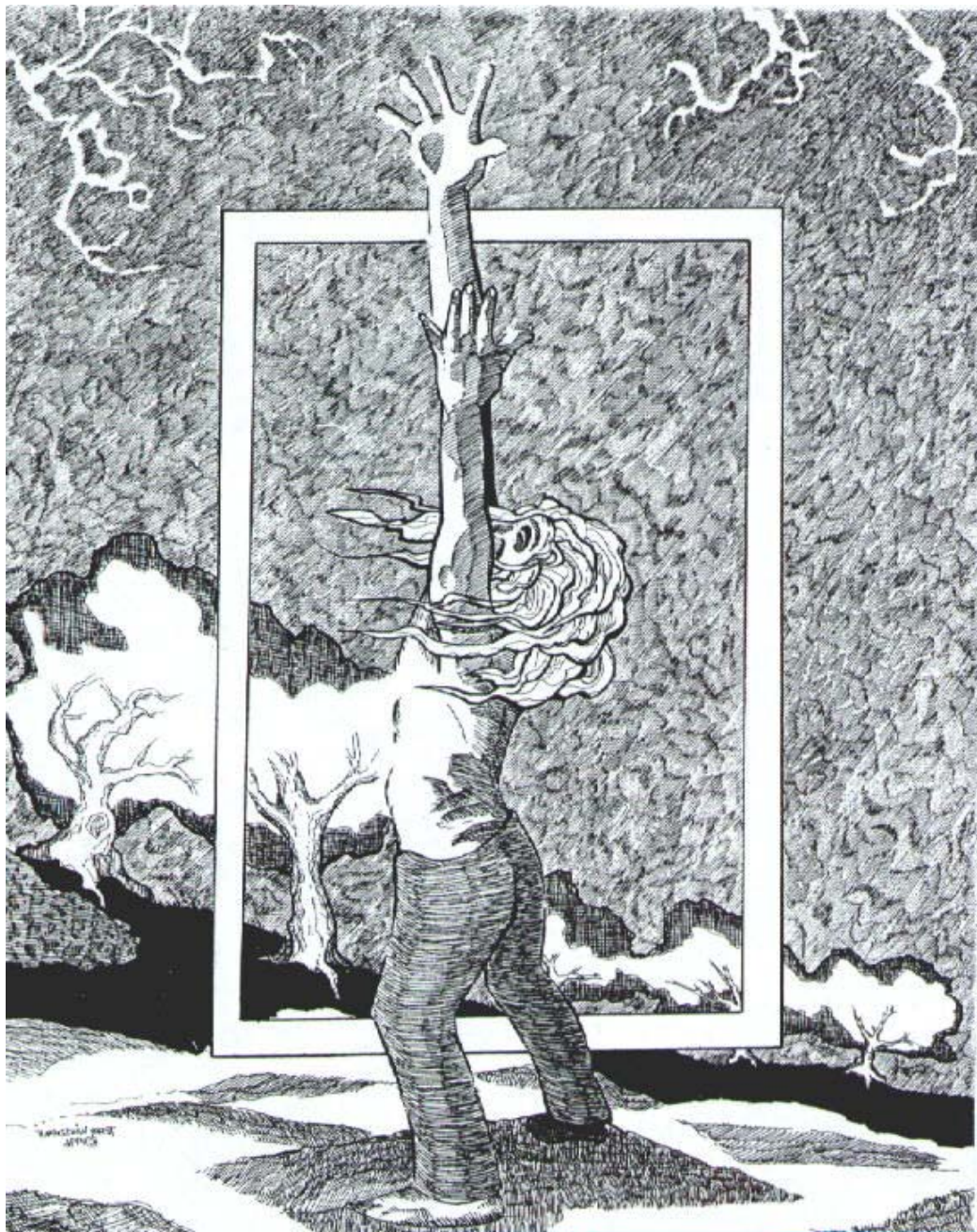
Magic Fields

The above rules assume that the power is being cast in a setting that has no limitations on use. However, some settings (or just certain locales in the setting) may have different rates at which a character can pull Power Points, if at all.

For “low magic” settings or locations, the difficulty to both accumulate Power Points and successfully cast a power increases to 6. For zones or settings where magic is almost dead, this increases to 8. For “high magic” settings or locations, the difficulty decreases to 2, but backlash becomes more potent, doing 1 wound instead of a Shaken result, as the sheer force of magic becomes harder to manage.

Weird Science and Super Powers

Due to the nature of the rules as written, sorcery is only applicable for psionics, magic, and miracles. Super Powers and Weird Science must still use the system described in the Savage Worlds core rules.



Raise the FLaGS!

Friendly Local Game Shops doing their best to promote *Savage Worlds*. This month:

Legion Comics and Games

1564 Montgomery Hwy
Birmingham, AL 35216

Sean Patrick Fannon and I recently made a promotional jaunt to Legion Comics and Games for Talisman Studios just off I-59 in Hoover, Alabama which is just on the outskirts of Birmingham. Eric Williamson (a.k.a. Eirikir on the PEG forums) and Kyle Crider of the Birmingham Gaming Meet-up Group were our gracious hosts. The store had everything a gaming, anime, comic, or music geek could ever want. While their Pinnacle selection could have been better (nudge, nudge, wink, wink to the manager, Calvin), the overall amount of gaming product made up for it. There were one and half walls and three bookcases of gaming goodness. I found games I've never even heard of and some I haven't seen in years. On the four gaming tables, there were people playing the Mechwarrior Clix and HeroClix games as well as Yu-Gi-Oh. The selection of comics was typical of what you would find in any other comic store but I didn't find any back issues, which was a slight disappointment. They did, however, have a very nice selection of comic action figures/busts and anime DVDs. I've never been one for anime but I was very impressed with amount of DVDs on the right hand wall. The one thing that really did stand out about this store was the racks of techno CDs and (gasp!) vinyl records. Yes, you read that right...vinyl records.



We had a very good turnout for the trip. Eric, his wife, Kyle, and five others came by the store and listened to our presentation about our products, including Shaintar and Suzerain, which is our own set of role-playing rules. I gave out a few promotional CDs of which each had a gift voucher on them. Sean did a presentation on the M.A.C.S. campaign generator found in the Shaintar setting book. He then ran a game based on the cards he pulled out of the deck. While most of the gamers at the table had played D&D most of their years, they were impressed with the quickness of the MACS and the Savage Worlds system. So it's safe to say there were a few converts.

We had to stop the game due to time constraints but we were asked to come back and finish what we started. Legion Comics and Games were great hosts and we look forward to making another trip there.

-Mark Swafford

Talisman Studios

www.talisman-studios.com

New Recruits

Someone just pop in for game night, but you want to get going right away? Need a quick and dirty, colorful character to add some flavor to your setting? *New Recruits* has got what you're looking for!

By Lysander

Stypher Shadowstep

Intruder

Stypher is a street rat that has started to tap into a special power once he reached his teens (Psionics). He's not sure where it came from, but he's begun to harness it to become a rising star of sorts in the criminal underworld. He is seemingly able to move from shadow to shadow (Burrow trappings), and with concentration, he can slow time down a little, which helps keep him alive when it comes to blows (Deflect). He's also able to change (Shape

Shift) into a black cat for either reconnaissance purposes, to escape attackers, or get into tight places that he can't shadow jump into. He prefers the night, which allows him to make good use of his special abilities.

Alternately he can have an Arcane Background:

Magic with Spellcasting skill instead of Psionics. Just come up with a reason to have learned magic and then go off on his own (Trained court assassin perhaps...?)

He doesn't necessarily have to be 'dark', but he would be one that lives life on the dangerous side.

Race: Human
Attributes: Agility d8, Smarts d6, Spirit d6, Strength



d6, Vigor d4

Skills: Climbing d6+2, Fighting d8, Knowledge (Criminal Element) d4, Lockpick d6+2, Notice d4,

Psionics d6, Stealth d8+2, Streetwise d4

Charisma: +0; Pace: 6; Parry: 9+; Toughness: 5[6]

Hindrances: Curious (major), Greedy (minor), Vengeful (minor)

Edges: Arcane Background (Psionics), Acrobat, Thief

Gear: Buckler, Dagger (Str +d4), Leather, Rapier (Str +d4), \$250 remaining funds

Power Points: 10

Powers: Burrow (Jumps from Shadow to Shadow), Deflect (slows time), Shapeshift (black cat)

Mason Hildebrand

Red Knight of Solace

Born into a peasant farming family in the hamlet of Hawkshire, Mason grew up learning the basics of farming and the lay of the land. He has never been really smart, and is often clumsy. This is made up by his imposing physique and good heart. As he reached his age of majority, he was recruited by Solace Worshipers from his family, who was proud to see him become part of something bigger than living the peasant life. He very recently took the test of the Red Knights and passed, and is ready to prove himself and his devotion to the people, and to Solace.

6'4", 220 lbs. Short Red Hair with Van Dyke beard and moustache, his skin has a tinge of red, as if he'd been in the planting fields all day. Large, well muscled and fit, it becomes obvious after a while in his presence that he's not too smart, and he can be somewhat clumsy. He is truly devout to Solace, but doesn't try to overwhelm people with his beliefs. He prefers to let his actions speak louder than his words, and he also tends to trust in what people do, and not necessarily what they say.

Race: Human

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

Skills: Climbing d4, Fighting d8, Faith d8, Guts d4, Intimidate d4, Knowledge: Farming d4, Knowledge: Local Area d4, Swimming d4,

Pace 6, Parry 7, Toughness 8[10 vs Rng], Charisma +2

Hindrances: Code of Honor (Major), Loyal (minor), All Thumbs (minor)

Edges: Brawny, Avatar of Solace, Red Knight of Solace: (AB: Miracles).(PP=10), +2 Charisma)

Gear: Leather, Medium Shield, Flail (Morningstar) Str+(d6)+2*, 195 remaining suns

Power Points: 10

Powers: Healing, Armor

For more unofficial goodness, don't forget Savagepedia, where you can contribute and share information about your favorite RPG

<http://savagepedia.wikispaces.com/>



Con Men

The Savage Worlds Explorers Society

Ever wonder how you can spread the Savage word to all those poor unlucky gamers you see at the conventions playing the same old, same old?

The best way is to jump in there and run some games yourself! The *Savage Worlds Explorers Society* is all about helping you be successful at running convention games and rewarding you for doing it!

We offer a place for GMs to share with each other, helpful aids, previews of upcoming *Savage Worlds* projects, and much more! Becoming an Explorer can also net you some cool branded items just for running games! Stickers, T-shirts (yes they are coming soon! Check the site for more details!), and some other as of yet unannounced freebies are coming for you devoted GMs!

Running a game at a con can seem intimidating, but take it from the Explorers, it's not as bad as you might think! So the next time you're going to a convention that doesn't have enough Savageness, why not bring your own!?

Visit the web page at www.savageworldsexplorerssociety.com for more information and thank you for supporting *Savage Worlds*!

- *Evil Mike and Chaos Steve*

Upcoming Conventions

GenCon	August 14-17	Indianapolis, IN
Con/Cob	October 2-5	Hudson, OH
Flatcon	Oct 3-5	Bloomington, IL
MACE	Nov 7-9	High Point, NC



Baubles and Trinkets

Baubles and Trinkets concerns itself with game aids of one kind or another. This month we have THREE count 'em three goodies. Mount Zion Ryan has graciously generated an index of ALL Shark Bytes articles, because you demanded it! The full index is available as a supplemental download. Also Don Perry has made a region-specific, general encounter table. And last but certainly not least, Tavis Hill has created a set of magic cards that you can print out and hand to your players. Enjoy!

Shark Bytes Topical Index

by Ryan Shelton (aka MountZionRyan)

I hope his index is intuitive. When something seemed to belong in more than one category (a monster write-up for 50 Fathoms, say) I placed in every category I deemed appropriate (50 Fathoms and Monsters).

The categories are:

Adventure Cards
Adventures
Arcane
Articles and Advice
Characters
Deadlands
Edges and Hindrances
Editorial
Fiction
50 Fathoms
Gear
Humor
Interviews
Licensees
Monsters
Necessary Evil
Necropolis
Raveged Earth Society
Resources
Reviews
Rippers
Rules
Rules, Alternative
RunePunk
Savage City
Settings
Shaintar
Showdown!
Slipstream
Tour of Darkness

RANDOM EVENT TABLE									
	FOREST			WETLANDS			MOUNTAIN		
3D6	WILD - T	WILD - F	JUNGLE	BOG	SWAMP	BAYOU	FROZEN	ROCKY	VOLCANIC
3	Wildfire	Blizzard	Waterfall	Medium Predator	Tar Pit	Medium Predator	Avalanche	Large Predator	Eruption
4	Odd Terrain	Swarm	Medium Predator	Vermín	Swarm	Plant	Plant	Chasm	Predator H
5	Swarm	Small Predator	Quicksand	+/- 10 °	Plant	Tangled Roots	Cave	Swarm	Lava Spout
6	Plant	Small Game	Vermín	Plant	Deep Pool	Plant	Small Game	Plant	Swarm
7	Small Predator	Large Predator	Hunters	Mud Pit	Small Predator	Swarm	Ice Crevasse	Cave/Old Mine	Boiling Mud
8	Large Game	Deep Snow	Swarm	Small Predator	Vermín	Small Predator	Large Game	Vermín	Small Game
9	Storm	Hunters	Plant	Swarm	Plant	Trappers	Cliff	Large Game	Lava Flow
10	Hunters	Large Predator	Rain	Plant	Swarm	Plant	Medium Predator	Small Predator	Small Predator
11	Swarm	Small Predator	Vermín	Swarm	Small Predator	Swarm	Small Predator	Cliff	Smoke
12	Small Game	+/- 10°	Swarm	Quicksand	Plant	Sandbar	Loose Snow	Herd	Medium Predator
13	Medium Predator	Herd	Plant	Plant	Mud Pit	Small Predator	Herd	Small Game	Fumarole
14	Camp	Hunters	Leafslide	Gas	Swarm	Small Game	Medium Predator	Loose Rocks	Small Game
15	Bandits	Medium Predator	Plant	Small Predator	Mook	Plant	Hot Pool	Mook	Small Predator
16	+/- 10 °	Large Game	+/- 10°	Swarm	Quicksand	+/- 10 °	Large Predator	Vermín	Geyser
17	Plant	Frozen Lake	Large Predator	Mook	Medium Predator	Mook	Deep Snow	Rockslide	Vermín
18	Large Predator	Predator H	Ruins	Medium Predator	Large Predator	Large Predator	Mook	Predator H	Mook
	DESERT			PLAINS			AQUATIC		
3D6	SAND	TUNDRA	WASTELAND	GRASSLAND	SAVANNAH	FARMLAND	OCEAN	LAKE	COASTAL
3	Sandstorm	Blizzard	Storm	Severe Storm	Wildfire	Stampede	Whirlpool	Medium Predator	Tsunami
4	Small Predator	Large Predator	Large Predator	Large Game	Plant	Large Predator	Plant	Waterspout	Large Predator
5	Mook	Large Game	Dry Lakebed	Stream/Pond	Small Predator	Ruins	Herd	Swarm	Swarm
6	Vermín	Vermín	Mook	Plant	Small Game	Vermín	Storm	Small Wreck	Plant
7	Sand Trap	+/- 10 °	Small Predator	Small Predator	Dry Riverbed	Large Game	Medium Predator	Small Predator	Rocky Shoal
8	Small Predator	Small Predator	Vermín	Herd	Medium Predator	Herd	Reef	Plant	Mook
9	Small Game	Snow	Swarm	Small Game	Herd	Small Predator	Herd	Sandbar	Swarm
10	+/- 10 °	Herd	Small Game	Herd	Large Game	Herd	Small Predator	Herd	Small Predator
11	Medium Predator	Medium Predator	Barren Earth	Small Predator	Herd	Small Game	Storm	Small Predator	Mook
12	Vermín	Mook	Mook	Plant	Large Predator	Herd	Large Predator	Herd	Sandbar
13	Swarm	Herd	+/- 10 °	Small Game	Swarm	Severe Storm	+/- 10 °	Plant	Medium Predator
14	+/- 10 °	Small Game	Vermín	Mook	Watering Hole	Medium Predator	Small Predator	Mook	Plant
15	Plant	High Wind	Swarm	Large Game	Small Predator	Plant	Swarm	Medium Predator	Reef
16	Sandstorm	Swarm	Medium Predator	Ravine	Plant	Vermín	Mook	Rocks	Mook
17	Predator H	+/- 10 °	Plant	River/Stream	Grove	Swarm	Island	Mook	Vermín
18	Oasis	Predator H	Ruins	Large Predator	Large Predator	Dustbowl	Predator H	Large Predator	Shipwreck

Vermín are rats, bugs, etc. **Small Game** is small Large Gameike rabbits, small pigs, chickens **Large Game** is any larger Large Gameike boar, deer, cattle, etc. **Herd** is any group of game

Small Predator is a small predator or scavenger like weasels, skunks, snakes, hawks, vultures **Medium Predator** is wolves, hyenas **Large Predator** is bears, tigers and so on

Swarm is anything in a burst template (flies, a flock of birds, etc.) **Mooks** are racial encounters like bandits, a witch, hunting parties, soldiers, orcs, goblins, etc.

Terrain is weather anomalies (storm, rain, temp. change, etc.), terrain features (cave, clearing), ruins, and hazards (avalanche, quicksand)

Random Event Table by Don Perry (Ronin338)

“Dragon’s Bane”



Damage: Str+d10
Parry: -1
Weight: 12
Special: Two-
Handed, Add target’s
size to damage rolls.



Boots of Leaping

The wearer of these boots
may make a horizontal leap of
2d6” in a straight line, or
a vertical leap of 1d6”.
They must pass an Agility
roll or be shaken when they
land. If leaping over 6”
into combat they gain +2 to



Gem of Clear Sight

Looking through
this Gemstone
grants +2 to
Search rolls.

Tome of Ritual Magic



Using this tome an Arcane
Spellcaster may reduce the
powerpoint cost of any spell
by 1 provided they double the
casting time of that spell.
‘Instant’ Spells will take one
action of ritual chanting
before the spell can be cast in
order to gain the benefit.

Ring of the Chameleon



When worn, this plain
silver ring changes the
colour of the wearer’s
skin and clothes so that
they match their
surroundings, granting
them +2 to Stealth rolls
made in order to hide.



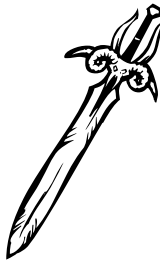
Power Stone

This gemstone may store
up to 5 Arcane Power
Points. The user must
charge the stone with
these points by spending
10 minutes per point
meditating; and passing a
Knowledge: Arcana roll

“Heroes Bane”



Damage: Str+d6
Weight: 4
Special: Wild Cards may
not use Bennies to soak
wounds caused by this
Short Sword



“Tooth”

Damage: Str+d4
Weight: 1
Special: +2 to
Fighting Rolls



Boots of Long Striding

The wearer of these boots
increases their pace by 2
and may add +2 to
Vigour rolls made to
resist fatigue gained
from travelling.

Backpack of Holding



This magical backpack
will hold up to 40lbs
worth of items, though
each one placed inside
it only counts for half
it’s weight! The
backpack weighs 2lbs.



Staff of Wizardry

Damage: Str+d4
Parry: +1
Weight: 5
Reach: 1
Special: +2 to Spellcasting
Rolls. A 1 on the Wild Die
will shake a caster using this
staff.



Plate Cuirass

This Magical Plate
grants +4 Armour
to the Torso and
Weighs 25lbs

“Skullsmasher”



Damage: Str+d12
Parry: -1
Weight: 15
Special: 2 Hands; +1 to
Fighting Rolls, AP1



Bracers of Archery

When worn, these
Magical Bracers grant
+1 to all shooting rolls
made with a Bow (Not
a crossbow)



High Priest’s Robe

The wearer of this robe
may use the Armour
power. The Robe has a
Spellcasting of d8 plus a
Wild Die and 10 Power
Points. These regenerate
at the rate of 1 every 6
Hours, or one every hour if

Axe of Cleaving



Damage: Str+d6
Weight: 2
Special: AP 1; +1 to
Fighting Rolls



Ring of Armour

The Wearer of
this ring gains +1
armour to all
locations



“Slicer”

Damage: Str+d4
Weight: 1
Special: AP 2

Arrows of the Asp



A living creature hit by these arrows that is at least shaken must pass a Vigour roll or be Paralyzed for 1d3 rounds.

Flute of Summoning



This miniature flute may not make much noise when blown, but when the user is in danger, blowing the horn will alert all allies within 3 miles of their plight and the direction towards them!

Burning Blade



Damage:

Str+d4+2

Weight: 1

Special: Causes an extra d4 damage against creatures

"Hunter's Talon"



Damage: 2d8

Range: 20/40/80

Weight: 5

Special: Ignores 1 point of called shot penalties.

Amulet of Health



The Wearer of this Amulet gains +2 to all Vigour rolls for natural healing.

Amulet of Fortune



The Wearer of this Amulet may draw an extra Benny at the start of each session

"Manreaper"



Damage: Str+d10

Parry: -2

Weight: 15

Special: 2 Handed; Grants the Improved Sweep edge.

Spear of Defence

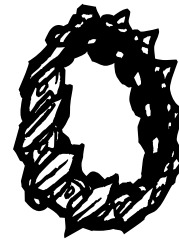


Damage: Str+d8

Weight: 6

Special: +1 Damage; +1 Parry; +1 Reach

Bracelett of Daggers



This bracelett may store up to 10 throwing daggers magically shrinking them to weigh only 2 pounds

Staff of Inner Strength



Damage: X+d6

Weight: 4

Special: +1 Parry; +1 Reach X=either Spirit or Smarts

Shield of Defence



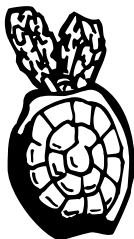
This medium shield gives the wearer +1 Toughness

Fencer's Gloves



These Gloves grant +1 to the wearer's Parry

Amulet of Quickness



The wearer of this amulet must re-draw any initiative card lower than an 8!

Sword of Stunning

1 Handed/2 Handed

Damage: Str+d8/d8+1

Parry: -1/0

Weight: 10

Special: Any creature hit will always be shaken unless more damage is rolled..



Mantle of Power



Improves Strength by one die type. May not be combined with Armour heavier than leather. (AV1) Weighs 10lbs

Enchanted Armour



This leather armour has been magically toughened
Armour +3
Weight 15

Rope of Climbing



+1 Climbing; Will Unhook itself and coil up on command.

Skull Helm



This fearsome helm allows the Wearer to Intimidate all foes in a Medium Burst Template centered on themselves.

Helm of the Warrior



This full helmet whispers warnings into the ears of its wearer - they ignore 1 point of Gang up Bonus.

Master's Picks



These lockpicks grant a d8 in lockpicking, or a +2 to the lockpicking skill if it is already d8 or above

Necklace of Power



This necklace contains 10 Power Points. Once used they recharge at a rate of one per day.

Princesses Brush



Spending an hour 'preening' in the morning grants the wearer +2 Charisma

Cloak of Skullduggery



This Plain-Looking Cloak gives +2 to stealth rolls and opponents are at -2 to hit the wearer with missile weapons.
Weight 2

Coward's Blade



Damage: Str+d4
Weight: 1
Special: +2 to hit and damage a target from behind

Steel Shirt



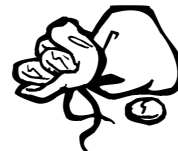
While it appears to be simple cloth, this shirt gives +2 Armour to the torso and arms.
Weight 4

Ring of Invisibility



This ring contains the Invisibility power, it automatically casts it with a raise whenever it is called upon.
PP's 10, recharges 1 every two hours

Everfull Coinpurse



This coinpurse, if left empty overnight will fill with d10 coins.

Buckler of Parrying



This buckler moves of its own accord to block an enemies blows - it grants +2 to Parry

Armour of Femininity



Females only!
Any woman wearing this leather armour may add their Charisma to their Parry.

Hourglass of Timestopping



This hourglass allows the user to 'stop time' in a Large Burst Template. The user is unaffected, but all others may not perform any actions until a Joker is drawn for initiative or an hour has passed, whichever comes first.

Potion of Healing



This potion will restore one wound to the imbiber.

Weight 1

1 2 3 4 5 6 7 8 9 10

Potion of Healing



This potion will restore one wound to the imbiber.

Weight 1

1 2 3 4 5 6 7 8 9 10

Potion of Healing



This potion will restore one wound to the imbiber.

Weight 1

1 2 3 4 5 6 7 8 9 10

Potion of Healing



This potion will restore one wound if consumed within the Golden Hour

Weight 1

1 2 3 4 5 6 7 8 9 10

Potion of Healing



This potion will restore one wound if consumed within the Golden Hour

Weight 1

1 2 3 4 5 6 7 8 9 10

Potion of Healing



This potion will restore one wound if consumed within the Golden Hour

Weight 1

1 2 3 4 5 6 7 8 9 10

Potion of Strength



Drinking this potion increases the users Strength by 2 die types for 10 rounds.

Weight 1

1 2 3 4 5 6 7 8 9 10

Potion of Strength



Drinking this potion increases the users Strength by 2 die types for 10 rounds.

Weight 1

1 2 3 4 5 6 7 8 9 10

Potion of Strength



Drinking this potion increases the users Strength by 2 die types for 10 rounds.

Weight 1

1 2 3 4 5 6 7 8 9 10

Potion of Resilience



Drinking this potion increases the users Toughness by 1 for 10 rounds.

Weight 1

1 2 3 4 5 6 7 8 9 10

Potion of Resilience



Drinking this potion increases the users Toughness by 1 for 10 rounds.

Weight 1

1 2 3 4 5 6 7 8 9 10

Potion of Resilience



Drinking this potion increases the users Toughness by 1 for 10 rounds.

Weight 1

1 2 3 4 5 6 7 8 9 10

Elixir of Mana



When drunk this potion restores 1d6 Power Points to a character with Arcane Background: Spells. It has no effect on any other kind of power points.

1 2 3 4 5 6 7 8 9 10

Elixir of Mana



When drunk this potion restores 1d6 Power Points to a character with Arcane Background: Spells. It has no effect on any other kind of power points.

1 2 3 4 5 6 7 8 9 10

Elixir of Mana



When drunk this potion restores 1d6 Power Points to a character with Arcane Background: Spells. It has no effect on any other kind of power points.

1 2 3 4 5 6 7 8 9 10

Potion of Restoration



A vial of this potion will remove all fatigue, from any source, even if incapacitated!

Weight 1

1 2 3 4 5 6 7 8 9 10

Potion of Restoration



A vial of this potion will remove all fatigue, from any source, even if incapacitated!

Weight 1

1 2 3 4 5 6 7 8 9 10

Potion of Restoration



A vial of this potion will remove all fatigue, from any source, even if incapacitated!

Weight 1

1 2 3 4 5 6 7 8 9 10

Potion of Quicksilver



Drinking this potion will allow the imbiber to take two complete turns a round (drawn on diferent cards) for 3 rounds.

Weight 1

1 2 3 4 5 6 7 8 9 10

Potion of Quicksilver



Drinking this potion will allow the imbiber to take two complete turns a round (drawn on diferent cards) for 3 rounds.

Weight 1

1 2 3 4 5 6 7 8 9 10

Potion of Quicksilver



Drinking this potion will allow the imbiber to take two complete turns a round (drawn on diferent cards) for 3 rounds.

Weight 1

1 2 3 4 5 6 7 8 9 10

Oil of Darkness



When Thrown (Range Str or Ag) this vial will shatter, causing the same effect as an Obscure Spell.

Weight 1

1 2 3 4 5 6 7 8 9 10

Oil of Darkness



When Thrown (Range Str or Ag) this vial will shatter, causing the same effect as an Obscure Spell.

Weight 1

1 2 3 4 5 6 7 8 9 10

Oil of Darkness



When Thrown (Range Str or Ag) this vial will shatter, causing the same effect as an Obscure Spell.

Weight 1

1 2 3 4 5 6 7 8 9 10

White Silver, Blood Steel: News from the World of Shaintar: Immortal Legends

With this being the fantasy issue, I am especially glad to have a chance to talk about everything going on with Shaintar: Immortal Legends.

It's been a really fantastic year for us so far! The Shaintar PDF was selected as an Origins Award Nominee, which is no small feat for a book that was not in print at the time.

Then the print version did, *at long last*, come to pass. Talisman Studios is offering it for direct purchase from our site, and Studio2 (the same great folks who handle everyone else's Savage books) are even now getting that fantastic looking book into the retail channels and on the convention floors this season. They had at the booth at Origins, and I can tell you that I was never prouder than when I saw it racked and ready to go there.

Almost at the last minute, I decided to attend Origins this year, and in doing so, I scheduled six 6-hour sessions of Shaintar games. I used the three scenarios that I had originally planned for GenCon (and they will, mind you, still happen there), all part of the epic saga "The Burning Heart." To be completely honest, I figured one or two might come off.

Imagine my surprise when I ended up with full (and, in some cases, *over full*) tables for **five** of the sessions! It was a real treat, and those who played through all three scenarios honored me by saying it was some of the best convention gaming they had ever done. It was an honor and a pleasure to run for them all, and I look forward to posting the final overview of the saga once we get GenCon behind us.

Which, by the way, is right around the corner. So any of you who want to be a part of "The Burning Heart" should come by the booth, pick up your free character sheet, play a skirmish out, and get a Level Up and some loot! You can play that same character in any of the Scenarios, and show up for the amazing Finale on Saturday night. It will be an amazing event, I assure you.

With Shaintar: Immortal Legends hitting retail stores in August, I am hard at work on the second Plot Point campaign, "The Chosen of the Horn." There are a few other tales behind that one, but I will save that for another time.

One thing I really do want to let the hardcore Savages know about (and this is an exclusive bit of news, shared first right here in the Shark Bytes pages), is that I have actually *cancelled* the "convention campaign" that I was calling the Traveler Enigma.

Yep. No more con games featuring that storyline. The reason why, though, is that I have decided to take that story and actually begin working on something that has been a very long time in coming – the first Shaintar **novel**. Wish me luck, folks, because this will be a truly momentous thing if I can get my writing game on, so to speak, and crank out this epic the way I can see it in my head and my heart.

In the meantime, I've taken a new and different approach to con games that has, thus far, been fantastically successful. The scenarios are called "A Legend of Your Own," and they feature the Modular Adventure Creation System (M.A.C.S.) as detailed in Shaintar: Immortal Legends. Players sit down, create a character, and we use the cards to create a scenario right there and then. When it's done, the story is theirs and theirs alone, and each player has had a unique convention game experience that no one else has or will play.

So that's what's going on in the world of Shaintar. Remember, the game does **not** stop at Legendary. That's when the epic *really* gets underway...

Sean Patrick Fannon

www.talisman-studios.com



THE RULING HOUSE

The Ruling House showcases house rules or additional rules. This month, the powers behind AB(Miracles) are examined in great detail.

Before They Were Legends

A Shaintar: Immortal Legends Enhancement to the Common Knowledge System

by Sean Patrick Fannon

As an enhancement to the existing system for Common Knowledge for Savage Worlds (and for Shaintar: Immortal Legends in particular), players may elect to use the following framework to indicate what fields of training and study their characters can claim as Common Knowledges at full value or more.

There are three general Periods for each typical character: Childhood, Teenage Years, and Young Adulthood. Any character with the Elderly Hindrance can claim a fourth Period - Early Professional Career. Other characters (especially the Fae) may also have more than one additional Period at the GM's discretion.

Based on the Background of the character, the player may choose areas of training and practice. These can be pretty much anything that could finitely be indicated as a kind of "lesser skill." Some examples include:



Fishing
Knowledge: Geography
Blacksmithing
Pine Cone Collecting
Farming
Brewing
Knowledge: Math
Knowledge: Weapon Qualities
Carpentry

And so on. Note that such proficiencies can never be used to replace existing Skills, and they should never be as inherently valuable, except in very narrow and limited ways.

Players are allowed to choose a number of areas of training and education for each Period:

Childhood: 2 (considered Hobbies, mostly)

Teenage Years: 3 (a combination of Hobbies, Education, and Training)

Young Adulthood: 3 (Primarily Education, Training, and Experience)

Early Professional Career: 3 (Same as Young Adulthood)
Any additional Period allowed will grant 3 more such proficiencies.

It is possible (and often wisely appropriate) to list a Proficiency twice over the course of a character's Background.

For each listed Proficiency, the player may claim a straight Common Knowledge roll (usually, though not always, based on Smarts) when appropriate. For each Period that a Proficiency is listed beyond the first, the character gains a +1 for that roll.

For example, if a player lists Fishing as a Childhood Hobby, then again over the course of his Teenage Years and his Young Adulthood, then he'd gain a +2 for all Fishing rolls.

Note that this system does **not** replace the core Common Knowledge rules of Savage Worlds; the GM should still feel free to grant such rolls for any situation as he sees fit, applying the usual judgments for backgrounds as appropriate.

This system is intended as a fun means for players to further flesh out their Backgrounds, and maybe make the Common Knowledge concept a little more concrete for those who otherwise feel it is too abstract.



The Game's the Thing

a podcast about tabletop games

Ron & Veronica Blessing's podcast that often covers Savage Worlds with fantastic interviews and insight. Check it out at <http://www.thegamesthething.com>

Expanding On a Pantheon

by Jason D. Kemp

Most Arcane Background Edges suffer some form of backlash when spellcasting fails. However, there is one Arcane Background that does not: the Arcane Background (Miracles) Edge. This Edge represents power granted by an external source, typically a god or similar divine being, and as such, failure to cast a spell or activate a power under this Edge does not carry a heavy personal penalty. However, in exchange for losing that penalty, characters with the Arcane Background (Miracles) gain a responsibility to please the external source of their power. In game terms, these responsibilities are defined as the Duties required by the character's patron, and a list of actions called Sins that carry with them varying levels of penalties based on the severity of the action.

Because the patrons of Miracles vary significantly from setting to setting, the Savage Worlds core rules makes little effort to define specific examples of Duties and Sins. Some examples do exist in the **Savage Worlds Fantasy World Builders Toolkit** (FWBTK), but the list is understandably short and limited to the sample pantheon provided. Many Gamemasters have created settings with pantheons that are more diverse than the examples found within the FWBTK, and so have to create their own unique list of Duties and Sins for the pantheons of their campaign worlds. Often, this task can seem overwhelming, particularly to a time-constrained GM, and the work involved can sometimes seem contrary to the Fast, Furious, Fun philosophy of Savage Worlds.

Towards that end, this article provides a generic pantheon of gods, based on aspects associated with various gods from many cultures, expanding on the concept behind the sample pantheon first published in the FWBTK. For each divine aspect, characters with the Arcane Background (Miracles) Edge will find a specific Duty required by followers of that aspect, as well as a list of minor, major and mortal Sins. This is intended to give some direction for priests, clerics, shaman, holy warriors and other miracle-workers that follow gods of these aspects.

It is not the intention of this article to dictate that each of these gods must be represented in every campaign. Gamemasters are encouraged to use only those aspects that they wish to include in their campaign settings. If one deity in a specific campaign covers multiple aspects as portrayed here in this article, the GM can simply combine the Duties and Sins of those aspects as he sees fit. A character may have to follow all of the Duties of the aspects, only some of the Duties, or perhaps a unique list inspired by the GM's review of those listed here. The same thing goes for the list of Sins that affect. This is something the GM will have to decide.

Like all things outside the core rules, these rules are optional, and can be changed to fit the desires of the Gamemaster and the background of the campaign setting as needed. For those interested in further developing the pantheon of their own milieu, the author highly recommends the **Savage Worlds Fantasy World Builders Toolkit**, which has an entire chapter dedicated to creating and detailing pantheons for a campaign setting.

Common Sins

No matter what god a miracle-working character may choose to follow, there are a number of sins that are likely to be common to all gods. The following Sins assume that the character's patron god is part of a pantheon that contains more than one god, and may require modifications for campaigns that do not follow this basic assumption.

Common Minor Sins

The following Sins are commonly considered to be minor Sins, which gives a character a -2 on their Faith rolls for one week.

- Insulting or degrading one's own God (even in private conversation);
- Publicly insulting or degrading Gods friendly to one's own God;
- Refusing to provide reasonable aid to a follower of one's own God in times of need;

Common Major Sins

The following Sins are commonly considered to be major Sins, which causes a character to be denied of all arcane powers for one week.

- * Desecrating or defiling a place that is sacred or sanctified to Gods friendly to one's own God;
- * Through one's own inaction, allow others to desecrate or defile a place that is sacred or sanctified to Gods friendly to one's own God;

Common Mortal Sins

The following Sins are commonly considered to be mortal Sins, which causes a character to be denied of all arcane powers until he completes a great quest or similarly atones to their god.

- * Desecrating or defiling a place that is sacred or sanctified to one's own God;
- * Through one's own inaction, allow others to desecrate or defile a place that is sacred or sanctified to one's own God;

The Expanded Pantheon

The following is an expanded list of gods based on the aspects that they represent. The author has made a very serious effort to remove any bias towards good or evil with

the majority of these examples, leaving that determination to the campaign setting. However, some aspects, by their very nature, may have strong leanings in one direction or the other. It's hard to picture an evil God of Healing, nor a good God of Disease, for example, but the author does concede that such examples may exist in some campaign settings.

God of Agriculture

Duties: Protect the community's ability to grow its food.

Sins: (Minor) Failing to observe the annual celebrations of the changing seasons, the planting times or the harvest times; (Major) Unknowingly acting in a manner that threatens the community's ability to grow its food, knowingly refusing to take action against threats to the community's ability to grow its food; (Mortal) Acting in a manner that destroys or seriously impedes the community's ability to grow its food.

God of Air and the Sky

Duties: Protect avian/flying creatures and races, and promote knowledge of all aspects of air.

Sins: (Minor) Failure to teach the young about all aspects of air; (Major) Unknowingly acting in a manner that threatens one or more avian/flying creatures and races in the local area, knowingly refusing to take action against threats to one or more avian/flying creatures and races in the local area; (Mortal) Acting in a manner that seriously harms or slaughters an avian/flying creature and members of an avian/flying race.

God of Ancestors

Duties: Protect the veneration of the community's ancestors, as well as repositories of historical knowledge related to the community's ancestors.

Sins: (Minor) Failing to maintain proper veneration for the community's ancestors; (Major) Failure to pursue opportunities that promise to reveal lost knowledge of events surrounding famous ancestors who disappeared or perished mysteriously; (Mortal) Actively destroying or hiding the works and deeds of the community's ancestors, actively degrading the community's ancestors.

God of Animals and Hunting

Duties: Protect all animal life against unnecessary slaughter, particularly by sentient beings.

Sins: (Minor) Participating in the unnecessary slaughter of an individual animal; (Major) Unknowingly acting in a manner that threatens one or more animal species in the local area, knowingly refusing to take action against threats to one or more animal species in the local area; (Mortal) Acting in a manner that seriously harms an endangered species as a whole, possibly destroying it entirely.



God of the Arts and Literature

Duties: Protect and promote the arts and those that exhibit artistic abilities.

Sins: (Minor) Failure to participate in at least one semiannual event that displays works of art or literature in some form or another; (Major) Refusing to punish those that defile or destroy great works of art or literature, failure to act against the censorship of artwork or literature; (Mortal) Defiling or destroying great works of art or literature, participation in the censorship of artwork or literature.

God of Birth and Children

Duties: Protect and nurture pregnant mothers and children, and promote safe birthing practices and conditions.

Sins: (Minor) Failure to provide aid to a pregnant mother or a child when they are in need; (Major) Refusing to punish those that slay or significantly harm a pregnant mother or child, refusing to hunt down those that steal a child (even if it is to leave one of their own in its place); (Mortal) Slaying or significantly harming a pregnant mother or a child.

God of the Community

Duties: Protect all who dwell within or support the community.

Sins: (Minor) Failure to preserve the history of the community or teach it to the youth; (Major) Refusing to punish those that threaten or perform great harm to the community; (Mortal) Threatening or performing great harm to the community.

God of Competition

Duties: Protect all who participate in competitive events, and promote fair and ethical practices during competitions.

Sins: (Minor) Failure to participate in a competitive event for which one is qualified; (Major) Refusing to punish those that cheat or act unfairly (primarily during competitions); (Mortal) Cheating or acting unfairly (primarily during competitions).

God of Crafts and Craftsmanship

Duties: Protect and promote craftsmen and craftsmanship.

Sins: (Minor) Failure to participate in at least one semiannual event that displays works of craftsmanship in some form or another; (Major) Refusing to punish those that defile or destroy great works of craftsmanship, failure to pursue opportunities to re-discover lost crafting techniques; (Mortal) Defiling or destroying great works of craftsmanship, hindering the progress of craftsmanship within the community.

God of Darkness and Night

Duties: Protect those that dwell in darkness and oppose the light.

Sins: (Minor) Failure to observe a monthly celebration of darkness during the new moon; (Major) Refusing to punish those that destroy the darkness or those that exist within it; (Mortal) Defiling or destroying the darkness and/or those that exist within it.

God of Dawn, Light and the Sun

Duties: Protect those that suffer at the hands of darkness, such as those plagued by the undead.

Sins: (Minor) Failure to observe a daily celebration at dawn's first light; (Major) Refusing to punish those that oppose the light and attack under the cloak of darkness; (Mortal) Actively opposing light or attacking under the cloak of darkness.

God of Death

Duties: Protect the final resting places of the dead, bring undead

to their final rest, and promote a proper death for those that have cheated Death in the past.

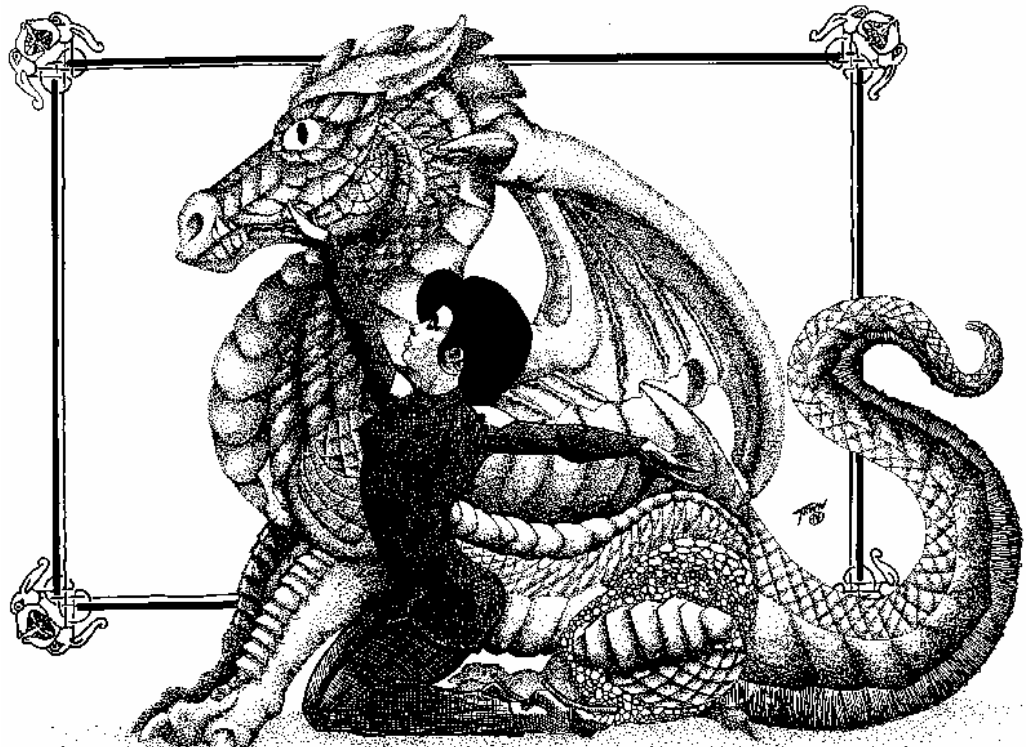
Sins: (Minor) Failure to properly observe and celebrate the death of a companion; (Major) Refusing to take action against those that are unnaturally keeping death at bay; (Mortal) Actively using unnatural means to keep death at bay.

(Author's Note: As a clarification on this point, Death does not include wounds or damage, simply the cessation of life. Therefore, followers of a God of Death typically are not concerned with natural or magical healing, even if used to keep someone from passing on into death. This is assumed to be a natural element of the setting. However, those that use dark rites, undeath or non-healing ways of holding death at bay, such as potions of immortality or the Fountain of Youth, are pursuing unnatural means to prolong their life and influence on the mortal world. This cheats the God of Death, and therefore incurs the wrath of his followers. The Gamemaster will have to decide for himself whether this includes rituals, powers or artifacts that raise or resurrect the dead.)

God of Disease

Duties: Protect those that spread disease.

Sins: (Minor) Failure to reasonably counsel against good hygiene or health practices when disease is involved; (Major) Refusing to take action against those that prevent the spread of plague and disease, refusing to bring illness to communities which are too healthy and joyous when reasonably possible; (Mortal) Actively preventing the spread of plague and disease.





God of Earth and Nature

Duties: Protect the world and the flora and fauna that dwell upon it and within it.

Sins: (Minor) Failure to observe celebrations of the changing of the seasons and the world's flora and fauna; (Major) Unknowingly acting in a manner that threatens the local ecology or landscape, knowingly refusing to take action against threats to the local ecology or landscape; (Mortal) Acting in a manner that seriously harms or destroys the local ecology or landscape.

God of Enlightenment, Meditation and Wisdom

Duties: Protect those that pursue a path to enlightenment through meditation, devotion and exercise.

Sins: (Minor) Failure to spend at least an hour each day in meditation, devotions and exercise (this does not have to be all at once, but represents a cumulative total), failure to take responsibility for your actions (such as allowing yourself to become intoxicated or otherwise be in a state where you are not responsible for your actions); (Major) Acting without enlightenment, such as an action or inaction based on pride, anger, greed, gluttony, lust, envy or sloth;

(Mortal) Preventing a soul from transcendence or reincarnation (such as condemning a soul to the pits of Hell or to undeath), including your own.

God of Fate and Destiny

Duties: Protect those that accept the will of the gods, and defend against those that defy the will of the gods.

Sins: (Minor) Failing to promote divination or other means of determining the will of the gods; (Major) Unknowingly acting against the will of the gods, knowingly refusing to take action against those that defy the will of the gods; (Mortal) Acting in a manner that willingly defies the will of the gods.

God of Fertility

Duties: Protect those that are fertile or that promote fertility.

Sins: (Minor) Failing to participate in celebrations that honor or promote fertility in all living beings; (Major) Unknowingly acting in a manner that threatens the fertility of living beings in the area, knowingly refusing to take action against threats to the fertility of living beings in the area, refusing to take actions against the priests of the God of Death; (Mortal) Acting in a manner that seriously harms or eliminates the fertility of living beings in the area, causing the death of many living beings.

God of Fire

Duties: Protect fire-using and fire-based creatures, and promote knowledge of all aspects of fire.

Sins: (Minor) Failure to teach the young about all aspects of fire; (Major) Unknowingly acting in a manner that threatens one or more fire-based or fire-using creatures in the local area, knowingly refusing to take action against threats to one or more fire-based or fire-using creatures in the local area; (Mortal) Acting in a manner that seriously harms or slaughters a fire-based or fire-using creature, actively extinguishing large areas of fire.

God of Fortune and Luck

Duties: Protect those who live by good fortune and inspired luck.

Sins: (Minor) Failure to attempt to bring luck to the unlucky; (Major) Refusing to investigate communities or places that are suffering from a series of bad-luck events in order to improve matters there, refusing to take action against those that bring bad fortune to others; (Mortal) Acting in a manner that deliberately brings bad fortune to others.

God of Guardianship and Protection

Duties: Protect those who are endangered by others.

Sins: (Minor) Failure to provide reasonable protection for individuals in danger; (Major) Refusing to take action

against those that endanger the community; (Mortal) Deliberately taking action against those whom you are sworn to protect.

God of Healing

Duties: Protect those that need healing or succor, and promote the practice of mercy.

Sins: (Minor) Failure to teach the art of medicine and healing to those who express interest; (Major) Refusing to provide reasonable healing efforts to individuals in need, refusing to act against the followers of the God of Disease; (Mortal) Acting in a manner that intentionally harms or slays those that need healing, deliberately spreading disease or plague.



God of Justice and Revenge

Duties: Protect those who cannot avenge themselves, and punish those who have wronged others.

Sins: (Minor) Failure to promote justice or vengeance when appropriate; (Major) Refusing to take reasonable action against those that have thwarted justice or wronged another; (Mortal) Refusing to take responsibility for one's own actions, particularly actions that have wronged another.

God of Knowledge

Duties: Protect those that teach or work to preserve knowledge.

Sins: (Minor) Failure to provide education to those interested in learning, knowing spreading false knowledge (including the telling of falsehoods); (Major) Refusing to take action against those that destroy mundane lore (including censorship), repositories of knowledge or accomplished teachers, failure to pursue opportunities to re-discover lost lore and knowledge; (Mortal) Acting in a manner that deliberately and intentionally destroys

mundane lore (including censorship), repositories of knowledge or accomplished teachers, acting in a manner that deliberately and intentionally removes opportunities to re-discover lost lore and knowledge.

God of Love

Duties: Protect those who love in all its forms, and promote love.

Sins: (Minor) Failure to promote the reasonable expression of love; (Major) Refusing to take reasonable action against those that act to destroy or hinder love; (Mortal) Acting in a manner that deliberately and intentionally destroys or hinders the progress of love.

God of Magic

Duties: Protect those who practice and protect magic, and preserve all magical knowledge.

Sins: (Minor) Failure to provide education to those interested in the ways of magic; (Major) Refusing to take action against those that destroy magical lore, mystic sites or accomplished arcanists; (Mortal) Acting in a manner that deliberately and intentionally destroys magical lore, mystic sites or accomplished arcanists.

God of Messengers

Duties: Protect those who deliver messages and practice diplomacy.

Sins: (Minor) Failure to make a reasonable effort to deliver a message that one has accepted; (Major) Refusing to act as a messenger or diplomat when requested by one's temple; (Mortal) Actively working to stop or hinder messengers or diplomatic efforts.

God of Mischief and Trickery

Duties: Protect those who are clever, as well as those who are forced into responsibility too quickly.

Sins: (Minor) Failure to maintain a good sense of humor when falling for a trick or tactic that teaches a lesson; (Major) Refusing to use tricks and clever tactics to accomplish a quest; (Mortal) Forcing others to take on too much responsibility at a young age or to mature too quickly.

God of Nobility and Sovereignty

Duties: Protect those of noble or royal birth.

Sins: (Minor) Failure to offer advice to nobles when they are endangering themselves or their social positions; (Major) Refusing to engage in reasonable actions that protect or serve duly recognized and divinely blessed nobility; (Mortal) Taking action against duly recognized and divinely blessed nobility.

God of Peace

Duties: Protect those who practice non-violent conflict resolution.

Sins: (Minor) Failure to promote peace and non-violence; (Major) Refusing to attempt diplomatic action before moving to a path of limited and necessary violence when keeping the peace; (Mortal) Acting with unnecessary violence in order to resolve a conflict.

God of a Specific Race

Duties: Protect those who are members of a specific race or species.

Sins: (Minor) Failure to offer reasonable assistance to a member of the race in need; (Major) Refusing to take reasonable action against those that threaten a community of the specific race; (Mortal) Taking action that intentionally betrays the specific race or harms a community of the specific race.

God of Strength and Physical Prowess

Duties: Protect those of greater than average strength and vigor, as well as those involved in physical challenges.

Sins: (Minor) Failure to exercise daily; (Major) Using another means to resolve a challenge when physical strength could reasonably be used to accomplish the task; (Mortal) Becoming weaker than average.

God of War and Battle

Duties: Protect those that promote and practice warfare.

Sins: (Minor) Failure to promote reasonably violent resolutions to conflict, failure to be the last to leave a violent conflict; (Major) Attempting diplomatic solution when a conflict before using violent means to do so; (Mortal) Promoting or maintaining peace when war is possible.

God of Water and Ocean

Duties: Protect aquatic creatures and races, and promote knowledge of all aspects of water.

Sins: (Minor) Failure to teach the young about all aspects of water, failure to immerse one's body in a large body of water (such as a lake or ocean) at least once a month; (Major) Unknowingly acting in a manner that threatens one or more aquatic creatures and races in the local area, knowingly refusing to take action against threats to one or more aquatic creatures and races in the local area; (Mortal) Acting in a manner that seriously harms or slaughters an aquatic creature and members of an aquatic race.

God of Weather, Thunder and Lightning

Duties: Protect those whose lives are greatly impacted by weather.

Sins: (Minor) Failure to honor storms and similar significant changes in the weather; (Major) Refusing to experience weather, both good and bad, for more than a month; (Mortal) Acting in a manner that intentionally quells storms.

Special Dedication and Thanks

The author would like to dedicate this article to Shane Hensley for giving us the Savage Worlds rules in the first place, and to Paul "Wiggy" Wade-Williams for writing amazing supplementary material that encourages and empowers people like the author to create their own worlds using this amazing game. Thank you both! Oh, and lest the author forget, thanks also to Clint Black for his writing, web mastery and other work for Savage Worlds! You three definitely set Savage Worlds above other role-playing games in terms of contact and communication with the fans. We appreciate that personal touch very much!

Also, the author would like to thank Zeth and Bill from the Pinnacle/Great White Games forums for their contributions which helped shape this article. Thanks, guys!



Hardboiled



My last bullet stuns her long enough for me to fall to a knee and grab a broken table leg. This is it. I fail now and I'm Last Call at the blood bar. I try to spout out something snappy but my jaw decides it's had enough. She starts toward me, fangs bared. I spit a wad of blood in her face and it shakes her enough for me to make my move. I grip the table leg and put everything I've got into shoving it into where her black heart should be. I hear a wet crack and her head snaps back as she falls into my arms. She's so cold, cold skin like that warm night we spent together when she hired me...

She walked in my door and I thought Christmas had come early. She was everything an angel should be and all a woman could be. Her pale skin was flawless, her hair like silk. And those lips, her lips were like perfect rose petals. I was still imagining how those lips might taste when she made her play. She wanted to hire me to find out who had killed her brother. I let her know I wasn't cheap. Money, she said, wasn't a problem. I took the job and spent the rest of the night "comforting" her in her time of grief.

The investigation was as easy as connecting the dots, too easy. I'd been given the job all wrapped up with a pretty red bow, but I wasn't in the mood for gifts. I smelled something rotten and like a hungry mutt, I started digging for the source. Turns out the dame stood to inherit the family fortune if her brother was to kick the bucket. What was more interesting was the fact that sis' hadn't been seen during the day in over a month. I had a bad feeling but brushed it off and followed her here to this slaughter house. Seeing her slurping blood from some poor sap the way I knock back the hooch was all I could take. I stepped out and told her the jig was up (not

the brightest idea I've ever had). She leapt at me faster than a cheetah and smacked me harder than I'd ever been hit back during my Prize Fightin' days. This kitten had claws and knew how to use 'em. She picked me up and threw me across the room like a kid tossing a doll. A table was nice enough to break my fall. Somehow, I managed to hold onto my heater so I squeezed off some shots and staggered to my feet...

Her skin is so cold but I feel my own warm when her eyes find mine and she smiles, "I had big plans for you, lover." I force my jaw to work through the pain, "I prefer my hooch from a bottle." She lets out a throaty laugh and the weight from her body grows light. Before my eyes she turns to dust. I'll cash her check in the morning.

Hard Boiled is a world of tough guys and gangsters, two-bit detectives and crooked cops, hot times and cold dames. Mr. Finch downstairs didn't die from an animal attack like the papers say. He was a closet necromancer whose attempt to bring his family back from the grave turned sour. The dancers in your favorite strip joint are hungry for more than just your money. Think you can just lay low when the heat is on, just until things cool down? The shadows have eyes, literally.

Nothing is ever what it seems. Everyone is out for themselves. Temptation is everywhere. Can you resist? Should you? Characters in Hard Boiled will have tough decisions to make. They'll be fighting their own vices and personal demons as well as the men and women who stand in their way. Everyone has a price... what's yours?

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Cryptozoological Society

Monsters and new races to terrify your players! This month, a few character races that fill a couple of those missing niches in some of the more exotic fantasy settings.

Fantasy "Lesser Races"

by Ola J.

Here are some races that are meant to fill a few specific niches as "lesser races" for any fantasy campaign, races that don't form the majority of the population of the world, but that exist and live on the edges, maybe even somewhat hidden from most people, so that the introduction of them into an already existing campaign will be possible without being too jarring. I've tried to describe them in fairly generic but still somewhat evocative terms in order to make them fit in with ease in most standard fantasy campaigns, but anyone who wants to use them are obviously free to change around any details they desire to make them fit better with their specific campaign.

Hawklings

The Hawklings are said to hail from the tall mountains at the edge of the world, and some people claim that they originate from demons that mated with large birds at the dawn of time. What is certain is that small colonies of these creatures exist in several secluded and high places around the world, but they are a rare sight in the world of men and elves. The dwarfs, however, who often dwell in high mountains themselves, are quite familiar with the birdmen, and are occasionally known to employ them as scouts and lookouts.

The Hawklings are a race of fairly small winged humanoids with features from any of several species of hunting birds, and contrary to their common name this can be eagles, falcons and others just as well as hawks.

Predatory and fast, they are unfortunately not the smartest of creatures, due to their small skulls and brains. Perhaps because they are accustomed to seeing everything from above, the Hawklings are known to have little empathy and tend to not take anything very seriously, a trait which is often expressed as cruelty and indifference to the suffering of others. A favorite pastime among certain colonies is to drop stones and other heavy objects from high altitude at unsuspecting ground-dwellers.

The hawklings have human arms with hands in addition to the wings on their backs. Their faces are beaked and their eyesight sharp. They are fully capable of using both armor and tools, but most of them tend to eschew such things. A few rare individuals leave their simple existence behind, determined to experience the world and become something more than simply a bird-man, walking (and flying!) in the world of men and elves.

Racial edges and hindrances

Flying – the Hawklings fly with a pace of 18" and a climb of 6". They can carry a quarter of their own weight when flying, up to half their weight for short distances. When entering combat from the air they can get the Drop on an unsuspecting opponent that fails an Alertness-roll. This only works once per combat, obviously.

Alertness – few things escape the keen eyesight of the Hawklings. +2 to notice-rolls.

Beak – Strength + 1 bite-attack.

Size -1, -1 to toughness

Stupid - Their relatively small brains makes the occurrence of smart Hawklings a rarity. The cost for increasing Smarts during character creation is 2 points, and 2 leveling opportunities must be used to raise it later.

Cruel – all Hawklings start with the cruel hindrance



Toadmen

The Toadmen are extremely rare, being unable to breed. Why nature, or the gods, or the erratic winds of magic sometimes keeps giving sentience to the lowly toad is another mystery to ponder for those with time to philosophize. Whatever the cause, every once in a while a toadman will wander into a village or town from the swampland, and if the superstitious locals don't kill him outright, they learn speech and human (or dwarven or

elven) customs swiftly, and then spend the rest of their lives trying to come to terms with what they are. As a consequence of their rareness, the toadmen develop a fierce feeling of racial pride, and their greatest taboo is the taking of another toadman's life.

The toadmen retain the skin color and facial features of their original species, but their hands develop the dexterity needed to manipulate any sort of human tools. Their strong legs make them fast and able to perform amazingly high and long jumps. Their long tongues can be used for a sharp, whip-like attack from some distance.



Racial edges and hindrances

Giant leap – Base pace 8, base jumping ability 3" from standstill, 5" with a "run and go", add 2" with a successful Strength-roll.

Agility – The toadmen start with an agility of d6, this can be raised to d12+1

Swim – The toadmen start with d6 swimming

Tongue lash – Str +2 damage attack with reach 1

Ugly – Toadmen are considered extremely ugly by most people (-2 charisma)

Toadman code of honor – Toadmen have a very strong sense of obligation towards each other – a toadman will never deny help to another toadman, and he will never intentionally kill one of his own rare species. If a toadman ever kills another toadman (or stand idly by while someone else does the actual killing), and this becomes known, his reputation among other toadmen will be at a permanent -2.

No parental guidance – all toadmen have had to learn on their own, having been taught nothing by their non-sentient parents. This drawback means they have to pay double for all knowledge-skills.

Cactae

A fusion of man and cactus, the cactae are one of the weirder sentient races. Thick, green skin covers their bodies, covered in spikes that vary from half an inch to half a foot in length. Their hands are extremely large and meaty, and their legs and feet are broad and heavy. Their physiognomies outwardly is human-like, but their internal organs and sap-like blood is so different from the norm that doctors and healers can only scratch their heads in bewilderment when faced with a wounded cactae. Some wizards posit that the cactae arose several thousand years ago as mad thaumaturges were conducting insane experiments with forces they did not understand, but this is little more than speculation.

Today, a few tribes of cactae make a living in the southern deserts, where their hardiness and prowess in combat makes them able to withstand extreme heat and dangerous predators. Some become wanderers in search of adventure and excitement, and they are feared and respected for their hardiness and willingness to enter into close combat with the most dangerous of enemies. A favorite tactic among cactae warriors is to grab and hug their opponents, forcing their body-spikes deep into the flesh of their enemies.

Occasionally, cactae have been known to hire themselves out as mercenaries to both orcs and men, and seem to hold no particular allegiance in the eternal fight between light and darkness, their allegiance seems to veer towards themselves and the preservation of their precious saps.



Racial edges and hindrances

Tough – the Cactae receive a + 1 to Toughness due to their thick skin.

Body-spikes - + 2 damage when grappling enemies

Adapted to the desert - + 2 to fatigue-rolls due to heat and dehydration and survival at d6.

Big hands – The big hands of the cactae makes it impossible for them to use smallish human tools – this includes ranged weapons such as guns and rifles. Larger hand weapons are fine, though.

Alien metabolism - Normal medicine doesn't work on the cactae, this includes healing-rolls using the healing-skill. Luckily, they heal faster than humans – check every two days instead of every five.

Autumn Arbor: City of Legends

The missiles exploded against the sphere of energy suddenly cast before them, and Citizen Stranger narrowed his eyes against the intensity. Reaching forth with his mind, he snapped bolts and shattered reinforced brackets, ripping the launchers from their housings. He let them drop harmlessly to the street below. The agents, unsure of what to make of the sudden attack against their persons, opened up with the gatling guns mounted on the sides of the helicopters.

Citizen Stranger's eyes became miniature black-holes as he increased his power to levels not used in decades. The bullets were halted in their progress as the power of his will worked counter-point to their own kinetic energy. Then they turned and shot forth once again, their trajectory altered slightly to send them into the mounting arms of the rotors.

Miniature explosions, the sounds of protesting metal, and the helicopters dropped from the air.

Once again reaching forth, Citizen Stranger grabbed hold of both and set them as gently upon the ground as he could manage. The occupants would suffer a few bruises, but would be otherwise unharmed.

The Sentinels of Society, united, assaulted the last of the Americannons. Great waves of rock and dirt assailed it, punctuated by the intense glow of emerald battering rams. Explosions made dents upon its armored shell, even as a blue-white blur struck it from a dozen angles at once. Dragonfly rocketed through its innards, repeating his previous performance, and it finally exploded in a rain of debris that Citizen Stranger grabbed hold of and directed away from his teammates and the Federal Operatives.

"Good job, everyone," Dragonfly congratulated them as they assembled in the middle of the street. Then, "Mach 1, I can't raise Sabrina on her communicator. Get into that building and make sure she got out."

"You got it," he said, and was once again a blur.

As Mach 1 left after images in his wake, another voice echoed throughout the empty, crater-marked street.

"Hold it right there! You're under arrest!"

The Sentinels of Society turned and regarded the seven NCB Agents that stood facing them, legs spread in a firing stance, automatic rifles shouldered and leveled in their direction.

Dirt, rock, and grass fell away as Everest reduced in size, revealing Jeremy Hadelburg.

"I said freeze!"

Jeremy stepped forward.

"You know who I am. What I want to know is who the hell you are that you think you can come in here and disregard operating procedure in regards to Neo Law Enforcement Agents' apprehension of an extraordinary threat."

"Your team, Councilman, assaulted Federal Agents and destroyed government equipment."

"In an effort to protect the citizens of the city against your attempt to injure them by firing missiles within an urban area, you mean? You're damned right. Now give me your name and rank."

The other looked to his men, then back at Jeremy, and his eyes narrowed and his teeth bared.

Jeremy glanced around at his battered team, at the ruined city block, and the crippled Sentinels Building. Then he glanced at the news helicopters already hovering into position overhead.

He turned his attention back to the agents.

What a mess.

It is a world where people with extraordinary powers fight a never-ending battle. Called Neos, they have shown that even the weakest person can be a Hero, and become a Legend. Yet, even on a world of super-beings, one place has become a symbol of hope for humanity's future . . .

Autumn Arbor: City of Legends!



From street vigilantes to government agents to world shaking power-houses, the *Autumn Arbor: City of Legends* plot-point campaign setting will allow players to create the Champions and Rogues that determine the fate of all mankind.

But being a force of good doesn't come without a price. The government's Neo Crime Bureau tightly regulates super-human activity. The media looks for anything and everything that can give them a ratings boost and an edge over their competition. VanCorp, the world's most powerful corporation, seeks to control the Neo population . . . or destroy it.

Do you have what it takes to be a Hero . . . and become a Legend?

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RALLY THE TROOPS!

Rally the Troops will provide Showdown scenarios, including cards and maps. This month, epic fantasy battles from the tireless Theron! Showdown cards representing these Fantasy armies are available as a separate download on the Shark Bytes site.

Fantasy Showdown Armies & Scenarios

by Theron Seckington

Special Thanks: Jamie Lindemann and Luke Seckington

Setup Notes:

I make references to Zones 1-6. I set up the table like so:

1	2	3
4	5	6

Usually, one army sets up in Zone 2 and the other in Zone 5. Both armies must set up within 6" of the edge of the table.

Generally, one player sets up the scenery in the odd zones and the other player sets up the scenery in the even zones. Each player sets up their starting zone. In the event of an argument, roll a die or flip a coin to determine who wins.

Models are purchased in groups of "units." For ease of play, units are made up of one, two, four, or eight models. All the models on a given side are referred to as an "army."

"Standard victory conditions" refer to the "Victory!" heading on page 6 of the Showdown! Savage Worlds rules.

The "Countdown Timer" is the d10 rolled to determine the end of the game (as per "End Game," p.6).

Caravan Guard

A small force is guarding a caravan of vital supplies...little do they know, an ambushing force is on its way.

Setup Conditions:

The caravan is considered the "defenders." The ambushers are considered "attackers."

There are three wagons. Each wagon requires one driver and may accommodate three passengers, one "shotgun" and two in the back.

Any defending model may take the reins of the wagon as their action for the turn.

Wagons move 4" per turn on the driver's card. The driver may make an Agility roll to coax an extra d6" out of the horses; this counts as the driver's action.

Wagons provide Medium (-2) cover to those behind them. The driver and whoever is riding "shotgun" receives Light cover (-1).

Armies set up in Zones 2 and 5.

Terrain Conditions:

At least one road should split the map in half.

Victory Conditions:

The defenders win if the caravan reaches the opposite side.

The attackers win if the caravan has no more drivers once the countdown is over.

Until either of those conditions are fulfilled, the game is not over.



Temple Raiders

Hostile forces seek to destroy a sacred site. Can the head priest, some temple guards, and a small unit fend them off?

Setup Conditions:

One side (attacker or defender) must play a "good" army (elves, dwarves, or humans). The other side must play an "evil" army (orcs, goblins, or ratmen).

The defenders gain a free spellcaster from their army list (Battlepriest, Paladin, Druid, Sorcerer, Shaman, or Shadowmage). They gain Wild Card status, 5 PP, and the Healing spell.

The defenders also gain a unit of 4 basic soldiers (Axemen, Spearmen, Swordsmen, Wiseguys, Raiders, or Goblins) who act as temple guards.

Defenders may set up inside the temple anywhere at least 6" away from the temple entrance.

Attackers set up in zone 1 within 6" of the table's edge.

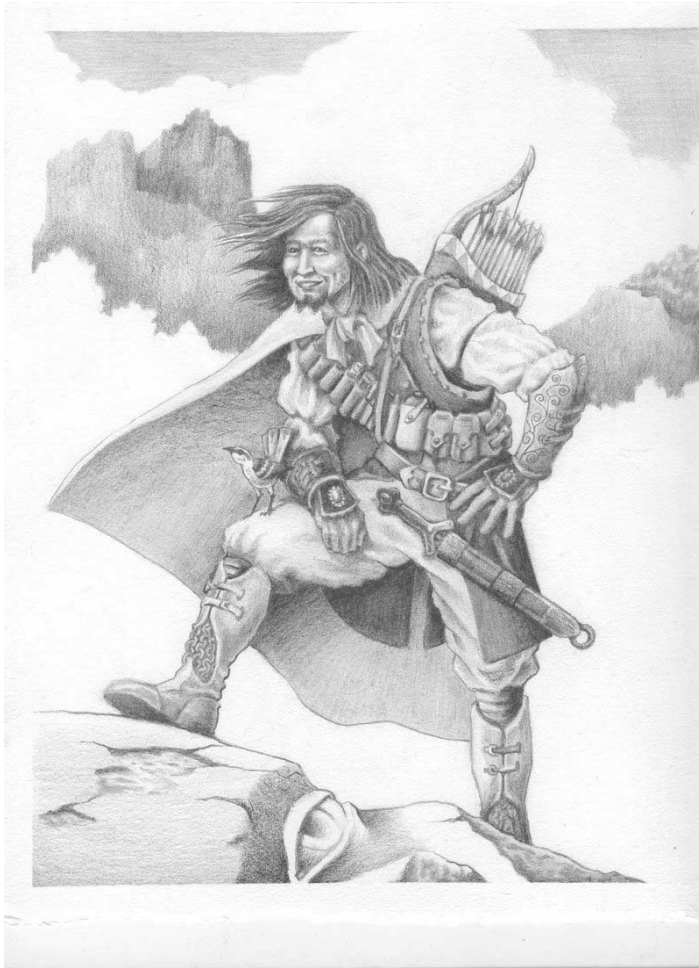
Terrain Conditions:

Zones 2,3,5, and 6 represent the temple's interior.

Victory Conditions:

The attackers win if the head priest is killed.

The defenders win if the priest is still alive when the countdown is over.



Feuding Houses

Two noble houses have come to blows. Whoever can defeat the opposing leader will gain a major political advantage.

Setup Conditions

Each side gains a free commander from their army list (Captain, Marshal, Noble, Khan, Screecher, or Don). These units gain Wild Card status and one Benny for their own use—regardless of Edges like Natural Leader or Common Bond, they may not use this benny on any other unit.

Victory Conditions

Standard victory conditions apply. The special Wild Card commander counts for 2x their value (so a Khan worth 55 points becomes 110 points, or 220 once killed). If one of the commanders kills the other, increase that to 3x their value (330 points in the example).

Bridge Fight

An enormous chasm divides the battlefield, spanned by an ancient bridge of unknown material and several smaller bridges of more recent construction. Two advance units are trying to hold the bridge so that a larger force may cross.

Terrain Conditions:

A chasm runs left to right in the middle of the board. If any unit falls in the chasm they are dead.

There is one primary bridge, which is indestructible, in a random zone. The primary bridge is 6" wide and has no handrails; any model Shaken by a damaging attack adjacent to the edge must roll Agility or plummet.

There are 1d4 secondary bridges in random zones. Each bridge is 2" wide and has handrails. Secondary bridges are destructible; they have a Toughness of 6 (requiring 10 or more damage to wound) and 4 wounds.

Victory Conditions:

Standard victory conditions, but players also gain 5 Victory Points for each model they have on the main bridge at endgame.

Split Forces

A recent engagement resulted in one army victorious, one army routed. The split forces have a chance to rally and seize the field once more, but only if they can defeat the contingent sent to clean up!

Setup Conditions:

The attackers setup within zone 2.

Half of the defenders set up zone 6. The other half is placed randomly in the four remaining zones. Roll randomly to determine where each individual unit is placed.

The defenders receive an extra benny in their common pool. The gods like an underdog, but not too much.

Victory conditions:

Standard victory conditions apply.

Army List

There are six armies available, each with an individual play style:



DWARVES: Dwarves possess heavy armor and high Toughness. Their units are designed for staying power, but they are also slow.

ELVES: Elves are spirited and skilled, but do not have heavy armor.

HUMANS: Humans are dependent on heroes, so their basic units are nothing special. However, they have two competent Wild Card units.

ORCS: Orcs are focused on causing a lot of damage very quickly in melee. They have high Strength but little ranged combat ability, relying on throwing axes instead of bows.

GOBLINS: Goblin armies are dangerous due to their cheap low-level units and their numerous special abilities. Goblin armies require a bit more finesse than most armies.

RATMEN: Ratmen are skittish combatants, but their high Pace and wallwalking abilities are perfectly suited for hit-and-run tactics. Like Humans, they have two Wild Cards. The Don has some special abilities which simply didn't fit on the card. They are:

An Offer You Can't Refuse: The Don may use an action to make an offer to an enemy unit within 5". The enemy must roll Smarts or be Shaken as they consider. Elementals, Ents, and creatures with Animal Smarts are immune.

Escape Plan: Ratmen in the Don's command radius gain +2 to Parry when withdrawing from melee combat.

Reality Blurs

Ravaged Earth!

Reality Blurs has worked out an arrangement with Eric Avedissian, the creator of Ravaged Earth, to finally bring his vision to life, a project most of you know as The Ravaged Earth Society or TRES. Although available for free on the web, we felt the property was strong enough – and the demand great enough – to offer this work to you in both print and PDF formats. We've established the look and feel of the work and have already begun moving the Ravaged Earth into layout and final edits. We are approaching this project very aggressively and hope you won't have to wait much longer until you can hold this book in your hands. The price point and final page count have yet to be determined, but this offering is to be a full color softback cover with black and white interior. We plan to offer a Ravaged Earth Deluxe edition, the RED book will be softback and full color throughout. Release date and price point TBA. With the revitalization of the project, Eric promises to dive back into his development of support materials with a frenzy! I'm certain he'll have more than a few words to say on that subject shortly.

Realms of Cthulhu

We are excited to announce that we are the newest Chaosium licensee and look forward to introducing the Mythos into Savage Worlds! We are greatly honored to work with such an outstanding property for such a terrific game system.

When one hears the name Lovecraft, one's mind wanders to dread things, alien things, things that are dead, and things that are not, and things that are beyond the ken of humanity. In other words, one's mind goes to that venerable creation of a New Englander many years past when society was dealing with the strangeness of science and the potentiality of a world without religion. Lovecraft introduced the possibility that there were indeed gods, ancient gods, alien gods, to whom all the glories and wonders of our civilizations and the vainglorious illusion of our cerebral superiority were as nothing. In short, we were nothing. So frail were we that even a glimpse at one of these dark denizens showed us how fragile we are. The Mythos revealed the atavistic nature of our humanity and the potentiality that this world was all there was and the powers beyond ourselves, the ones we sought solace in and turned to in our hours of need were the grandest joke of all, for these very creatures viewed us as little more than playthings if they viewed us as anything at all.

Already a dark team assembles to guide you into the Realms of Cthulhu!

Best Regards,

Sean Preston

<http://www.realityblurs.com/>