

30010

SUNDERED SKIES

COMPANION



DAVE BLEWER & KEVIN L. ANDERSON



SUNDERED SKIES

COMPANION

BY DAVE BLEWER & KEVIN L. ANDERSON

EDITING & PROOFREADING: MATTHEW POOK

COVER, GRAPHIC DESIGN & TYPESETTING: ROBIN ELLIOTT

ART: GONG CREATIVES, CHRIS KUHLMANN

SHIP DECK PLANS: ANDREW DOBELL

Playtesters: Kevin Anderson, Percy Enriquez, Luis Enrique Torres, Alex Le Bienvenu, Aldo Malca, Jens Nielsen, Miguel Orihuela, Peatrack Schlaefli, Simon Scott, Daniel Tunbridge, Piotr Korys and Gavin Watts

Dedication: This book is dedicated to all those who patiently waited for it.

If you think this means you—you're right!



WWW.TRIPLEACEGAMES.COM

© 2010 Triple Ace Games. Sundered Skies Companion and all related marks and logos are trademarks of Triple Ace Games. Savage Worlds, Smiling Jack and all related marks and logos are trademarks of Pinnacle Entertainment Group. All rights reserved. Used with permission. © 2010. All Rights Reserved.

Produced under license by Cubicle 7 Ltd. The Cubicle 7 logo is a trademark of Cubicle 7 Ltd. ©2010. All Rights Reserved.

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

CONTENTS

PLAYER'S SECTION	3	Savannah	43
Life in the Sundered Skies	3	Foothold	44
Traditions & Superstitions	4	New Relics	45
New Elven Heritages	7	Miscellaneous Items	46
New Wildling Fleshforge Abilities	7	Potions & Consumables	46
Naming Conventions	7	Cults & Secret Societies of Sundered Skies	47
New Hindrances	8	The Athenaeum	47
New Edges	8	The Boughbreakers	48
Background Edges	9	The Bright Cabal	49
Combat Edges	10	Church of the Splintered Soul	49
Power Edges	11	The Circle of Nine	50
Professional Edges	11	The Courier's Guild	52
Weird Edges	12	The Cracked shield Clan	52
Legendary Edges	13	The Grim Troupe	53
New Gear	13	The Heart	53
Dwarven Munitions	13	The Heralds of the Light	54
New Skyships	16	Kinsailors	54
More Magic & Religion	16	Oakthorn	55
The Beautiful One	16	The Requiem	55
Spell Trappings for Sundered Skies	17	The Sons of Spire	56
Voidomancy	21	The Trade Council	57
New Spells	22	The Vigilant	60
Additional Setting Rules	26	Savage Tales	61
Dragon Breath	26	Leech Fodder	61
Politeness	26	Frozen Iron	61
Expanded Gazetteer	27	Lair of the Bitchbeast	62
GAME MASTERS SECTION	29	Hunting Trip	63
A Few Words on Glowmadness	27	The Rage	64
The Mystery of Flight	30	The Galley Hoard	67
Ritual & Tradition Game Mechanics	31	The Nest	68
The Sundered Gods	33	The Burning	69
Holy Days	35	Famine	70
Expanded Islands of the Skies	38	Feast of Death	70
Aria	38	The Cure	72
Dragon's Spine	39	Stampede	73
Deepsky Citadel	39	Family Ties	75
Draining Sea	39	The Rotting King	75
Firsthome	39	Naming the Dead	76
Freedom Isle	39	The Doppelganger	77
Gateway	40	The Calling	79
Heartland	40	Unrest	80
The Ice Isles	40	Madness in the Dark	81
The Meeting Place	40	Egg Hunt	82
Mount Ore	40	The Grateful Dead	83
Plenty	40	Despair!	84
Shadowhaven	40	Ale Wars	86
Star Crater Isle	41	The Hapless Bard	87
New Islands of the Skies	41	Expanded Trap Generator	87
Atrium	41	Bestiary	89
Firstrock	42	SHIP DECK PLANS	108
Remorse	43	INDEX	112

PLAYER'S SECTION

Welcome to the player's section of the *Sundered Skies Companion*. Here you will find new Hindrances, Edges, gear, ships, elven plant heritages, wildling Fleshforge packages, and additional setting rules.

LIFE IN THE SUNDERED SKIES

Conditions in the Sundered Skies have a direct effect on various aspects of the day-to-day life of its islanders, many of which might not be immediately apparent. Some of these are covered in *Sundered Skies*, such as communication, food, and water—things that the adventurers must pay attention to, no matter how revered they are as heroes. However, here we will explain how the average islander copes with life in the Skies, and what concessions have been made to both the effects of voidglow and the peculiar physics of their world.

ARCHITECTURE

Glowmadness has had a very direct effect upon the architecture of the Skies. When the light from outside can mutate you into a ravening bloodthirsty beast, windows can become a direct threat to the health of building's inhabitants. Where possible, most of a building is constructed underground, with only an entranceway and a short hall built above the surface. However, there are some islands where the structural integrity of the island prevents this from being possible.

Most buildings are unlovely practical structures whose design is dictated by the building materials used in the construction. Sand and aggregate are extremely rare, and the making of virgin bricks is almost a lost art. Similarly mud is strained of its fluid rather than be used as the base component for bricks. It is more common for salvaged building materials to be used instead, so it is not uncom-

mon for even the most basic of homes to have impressive crenulations, or ornate filigree as part of its walls.

Windows are either an extravagance of the truly rich or the truly foolhardy, or they have to be “forced” into the design of a building due to a lack of building materials. Where they do appear, windows are always small, often glassless, and are always placed within the walls of a room where the voidglow will not shine directly on any one inside—often they take the form of slat-like spaces across the top of the room.

This means that buildings within the Skies are singularly dark, with candles rendered from the fat of skyler providing the only illumination. Often these candles give off a foul smelling smoke, which forces the islanders to wear bone nose plugs, or cloth facemasks. Those wealthy enough to afford it, instead burn candles with a sweeter scent to mask the stench of burning skyler fat.

Some of the more urbanized islands cover their streets in a thick woven material collected from certain skyler, thus shading their residents from the majority the voidglow. As mentioned in *Sundered Skies*, the metropolitan island of Shadowhaven is famous for the way its buildings lean across the street towards one another, plunging the thoroughfares below into a safe darkness.

CLEANLINESS

In a world where water is at such a premium, personal hygiene is almost universally ignored. Only the very rich can afford to waste water on something as seemingly inconsequential as personal cleanliness.

The majority of islanders smell extremely ripe, to say the least, and are infected with ticks, lice, fleas, and all manner of other ailments caused by poor hygiene. The truly fastidious islander keeps a bowl of sand within his home, which he uses to scour his skin with every six weeks or so (whether he needs to or not). When an island is visited by one of the Skies' infrequent rainfalls islanders are often seen naked out in the rain trying to wash the worst of the dirt from their bodies. These cleansing rainfalls are

SUNDERED SKIES COMPANION

joyous times for islanders often become impromptu celebrations, with everyone forgetting the hardships of their lives for a day as they revel in their bounty. Of course, this often has the downside of forcing a large portion of the island's population sequestered in darkened halls as they recover from the early signs of Glowmadness. A rainfall can disrupt an island for several days—the islanders think it is a price well worth paying.

CLOTHING

When an islander is forced to go out into the voidglow, he usually dresses in several layers of clothing that leave little or no flesh exposed. The various layers are often made from scraps of cloth literally wound around the islander. Only those who expect to engage in an activity where they need to be able to move freely, such as manual labor or combat, choose not to wear such restrictive layers.

Salvaged clothing is scarce; so few islanders own more than one serviceable set of clothing, and almost no one wastes water keeping his clothes clean. Many islanders also carry a canvas screen similar to a modern umbrella to protect themselves from the voidglow. This is more of a psychological crutch than an effective protection.

In truth, Glowmadness is more of a psychological affliction than a physical one, and those who venture out into the glow wrapped up like a mummy are no safer than those who choose to wear less clothing. The wearing of several layers of clothing is simply a placebo.

POLITENESS

The islanders of the Skies are constantly aware of the danger of the void, and are always on the lookout for signs of Glowmadness in everyone they meet—irritability and rudeness. This has the upshot of making the islanders of the Skies some of the most polite people one would ever hope to encounter.

However, it is a brittle politeness beneath which seethes a broiling sea of petty jealousies and slights. If none of these are allowed a normal outlet, the likelihood is that they will slowly build until they explode. Unfailing politeness of the Skies has the adverse, and opposite effect of making Glowmadness all the more likely.

For setting specific rules on the effect politeness has in the Skies, see page 26.

SKYLERS

In order to provide for islanders' needs, the gods of the Skies created skylers. Physically these appear to be a blend of bird and fish that can be any size from whale-like

behemoths to creatures no bigger than a herring. Some skylers have wings while others appear to swim through the void like a fish.

Skylers provide not only food for the islanders, but also the fat and oil necessary to light their homes, cook their food, and keep themselves warm. Other skylers provide materials very similar to wool or leather. It can be assumed that there is a skyler equivalent of almost every domesticated agricultural animal which makes modern living more comfortable. However, the equivalent form that any particular sub-species of skyler takes would not be recognizable to us.

The nature of the Sundered Skies makes corralling these flying creatures practically impossible. They must be tracked down and harvested by the trawler fleets.

TRADITIONS & SUPERSTITIONS

Life sometimes hangs on the thinnest of threads in the Sundered Skies, and in such situations people will turn to ritual and tradition to make their lives seem a little easier. In the Sundered Skies, where the gods almost live cheek by jowl with mortals, these rituals take on a special importance. Listed below are a number of beliefs commonly held by the people of the Skies, no comment is made here as to how grounded in reality these beliefs are.

DAY-TO-DAY LIFE

Many islanders are incredibly insular, the void scares them, it wants to eat their soul and send them glowmad. So why would they leave the relative safety of their isle and risk their lives on one of the flimsy skyships?

Unfortunately this commonly held desire to stay at home breeds both ignorance and bigotry. The average human might only glimpse a drakin or wildling a few times in his life, and such creatures will appear quite monstrous to him. To further exacerbate matters, those who do travel beyond the edge of their own islands—adventurers and scavengers—are risk takers, brash and abrupt in manner because they might die tomorrow. This attitude rarely makes a good impression on the average islander.

Drakin are demonic creatures who have sold their soul to the abyss. If you find yourself in the shadow of a dragon, you will go glowmad within the week.

Dragons are terrifying creatures to heroes—the average islander is likely to be reduced to a state of hysteria when faced with the full awful majesty of one of these creatures. Many misunderstand the relationship between drakin and dragons, and the belief that drakin are dragon-

PLAYER'S SECTION

corrupted servants who follow the orders of their masters is not uncommon.

All food comes from the good graces of The Lifemo-ther. If we do not thank her before every meal, she will ensure we starve no matter how much we eat.

Most islands in the Skies rely on the generosity and good harvests of Plenty to provide the majority of their food. Knowing whether your family starves or not is at the whim of another island has created several rituals conducted mealtimes. Each helps to mask the helplessness and resentment that some islanders feel over the lack of control that they have over their daily bread.

We must remember our lost, and offer them thanks for giving their bodies to nurture our food.

As described on page 5 of *Sundered Skies*, the under-isles serve not only as farms for edible fungus, but also as graveyards. Ghosts are distressingly common in the Sundered Skies, and while most are benign, some do not react well if strangers do not show the proper respect eat the food that their moldering bodies provides.

Those who have fallen from the grace of the gods suffer Glowmadness—show piety and thanks, for you will be saved.

The islanders of the Sundered Skies are in general, a very religious people. The gods of the Skies are not just a vague concept to be feared and obeyed—they are tangible beings who have physically manifested before their worshippers. Islanders who live on an island with more than one temple, tend to try and visit each place of worship regularly, just to be on the safe side.

Kissing an ugly man wards you against Glowmadness for a week.

Frankly, a homely priest whose sermons were so uplifting that none of his congregation ever suffered Glowmadness probably started this belief. Ugly men everywhere are keen to promote the tradition though.

The ground where someone went glowmad is barren forever.

The islanders of the Skies live with two ever-present fears—starvation and Glowmadness. This belief marries the two together into one terror inducing gestalt.

Close families who have suffered more than one incidence of Glowmadness in the same year have been cursed by the Lightbringer and will bring his wrath down on all who befriend them.

Family in this instance is a loose term, and can mean any small close-knit group of people—such as an adventuring group, or ship's crew.



SUNDERED SKIES COMPANION

If a glowborn takes your name, it can be a blessing or a curse depending on his actions in your name.

Glowborn take their names from those who impress them, however there is nothing more personal and defining than someone's name. Even dwarves, whose names are passed down through the generations, can feel it keenly when their name is taken by a glowborn. It is believed the name-takers actions reflect on the spiritual well being of the donor.

SHIPBOARD LIFE

Sky sailors are a superstitious lot, but when a badly spliced rope or a weak railing can send you plummeting to a hideous death you tend to cling to every little ritual and superstition that you think might give you an edge.

Spilt blood on a ship before first launch is very unlucky.

Death on board skyships is an accepted—even expected—occurrence, but if death or serious injury occurs even before the ship is completed, then it has been cursed from the start.

A ship blessed with a sacrifice of blood by its new captain will always fly true for him.

A captain who attunes his Waysphere with his own blood before attuning it to an island is believed to have a special bond with the ship. Some believe the captain who does so awakens the ship's living spirit.

A Provider must purify a ship which was seized with violence, lest the wraiths of those who died on board turn on the new crew.

Taking a ship by force can be a dangerous business—who knows what depraved practices occurred on board before it fell into the hands of the victorious crew? A Provider must bless the ship at the first opportunity—to wipe away any such stains.

The spirits of those who perish onboard ship must be placated, lest they haunt the ship.

Ghosts are unfortunately common in the Skies, those who suffer sudden, or protracted and painful deaths haunt the place of their passing, and can be extremely vindictive and dangerous.

Funeral services are held on board during which the

deceased is not only thanked for his service, but his shipmates are each given the opportunity to say something about the deceased. Once the ceremony has been completed, the body of the deceased is wrapped in canvas—along with his favorite possessions—and consigned to the void, and the mercies of The Lady of the Winds. This practice is followed even if the person was lost overboard and the remaining crew and passengers do not have his body.

A sacrifice made to the Lady on the first day will assure a safe voyage.

A wise sky captain will mutter a prayer to The Lady of the Winds and sacrifice a handful of salvage to her by throwing it into the void.

THEFT

A thief on board must not be spared. His selfishness will attract the Lightbringer's special attention.

A crew must depend on one another for weeks if not months at a time. Sailing in the void is dangerous enough, but if one of your comrades cannot be trusted, then the mistrust and paranoia this causes can bring about the destruction of the ship. Anyone who is proven to have stolen from his shipmates is thrown overboard with very little ceremony. It might seem strange, but this practice is even followed on pirate ships, which would be expected to be a hive of theft and treachery.

THE WHITE SKYLER

The White Skyler is a creature of ill fortune placed in the Skies by the Lightbringer. The only way to avoid the curse of the creature is to sacrifice salvage to her.

A strange albino creature, which is the source of nothing of any worth to islanders, it tends to hide itself amidst flocks of other skyler from where it suddenly makes its presence known. It is a cadaverous bird-like creature with lidless yellow eyes. Sky sailors who are visited by it and are unable or unwilling to sacrifice salvage are afflicted with bad luck. Those foolish enough to slay the beast are doubly cursed.

WOMEN ON BOARD

The Lady of the Winds looks favorably upon ships that have a woman in a position of authority.

PLAYER'S SECTION

NEW WILDLING FLESHFORGE ABILITIES

The Goddess of the winds is a sisterhood within herself and can extend her feelings of goodwill to any ship which has a woman in a prominent position, such as captain, priest (even a priest of another god), or scavenger.

NEW ELVEN PLANT HERITAGES

The following plant heritages are much rarer than those listed in the *Sundered Skies*, and are not generally found in the elven population. They are available to new heroes or those with the Leaf Blessed Edge.

Cactus Spines: Barbed spines burst from the elf's skin attacking all those adjacent to her. Roll one Fighting roll and apply the result to all targets. Those successfully struck take 2d6 damage. Roll the damage separately for each foe. The elf is left Shaken after the attack, unless she succeeds on a Vigor roll at -2.

Chlorophyll Blood: The elf's skin is a mottled green and brown. The elf gains a +4 to Stealth rolls when moving through forested areas.

Forest Reach: The arms of the elf are covered in bark and budding leaves. They are also abnormally long, giving her a natural Reach of 1. This Reach stacks with any Reach gained from any weapon used.

Root Trip: As an action, roots suddenly burst from the elf's feet, tripping and obstructing everyone in a Small Burst Template, centered on the character. All those within the area must make an Agility roll or suffer a -2 to all of their actions. Those who critically fail their roll are knocked prone. The Elf can increase the area of effect to a Medium Burst Template, but doing so forces him to make Vigor roll or become Shaken.

Rotting Scent: Rare carnivorous plants on Heartland give off a stench similar to rotting flesh. Elves with this heritage have the smell of death about them. They suffer a -2 to Charisma, but gain a +4 bonus on Intimidation rolls.

With the discovery of the jungle island of Savannah in the Lower Reaches, Leafpriest explorers have been able to gather enough genetic and magical material necessary for several new Fleshforge abilities. These are available to new wildling heroes or to those with the Untamed Edge.

NAMING CONVENTIONS

Each of the different races of the Sundered Skies has its own distinctive naming conventions—often it is possible to identify the race of an individual by their name alone.

Drakin: Drakin names are given to the newly hatched drakin, and consist of a complicated litany of events, places, and ancestors, and prophecies, which culminates in the name of the first of their Chosen ancestors to ascend to dragonhood. Obviously this is an impractical—not to mention unpronounceable—name for everyday use, so most drakin adopt a name which draws from the color of their scales and something which defines them in some way.

Examples: Redscar, Greytalon, Blackfire, Greentail.

Dwarves: Dwarven names are assigned to each baby in a special ceremony conducted by the clan elders. These names have been passed down through the centuries, and commemorate heroes from before the Sundering. The names are a great source of pride to their owners, though they do not always feel the need to live up to the promise of them. Thus human scavengers meeting a genial baker might be surprised to learn his name is Belain the Berserk.

If a dwarf dishonors his name, it can be stripped from him. This is a source of great shame, and many who suffer this die soon after either at their own hand, or while making a suicidal attempt to reclaim their honor.

NEW WILDLING FLESHFORGE ABILITIES TABLE

Animal	Bestowed Ability
Camel	Immune to Fatigue caused by thirst or hunger
Cockroach	Hard To Kill Edge
Fly	Danger Sense Edge
Mantis	Frenzy Edge, Bloodthirsty Hindrance
Monkey	Ambidextrous Edge
Scorpion	Stinger causes Str damage and a Fatigue level unless the victim succeeds at a Vigor roll.
Shrew	Fearless Monstrous Ability (see <i>Savage Worlds</i> Monstrous Abilities), Overconfident

SUNDERED SKIES COMPANION

Examples: Morrid Cleftjaw, Ellel the Bloody, Yirgur the Widowed, Urdin foulbreath,

Unnamed Examples: Shame, Remorse, Axewife, Dead One.

Elves: Before the Sundering the Wild would visit each newborn elf and announce their name to all present. Since the Sundering, the Wild has rarely done this—the last recorded instance was the birth of the Willow Queen.

Elven toddlers are taken to the Naming Maze at the Willow Court. Within the maze are samples of every known plant in the Skies. The child wanders the maze inspecting every plant until she settles upon one particular plant. Her proud parents then name her, and her Plant Heritage spontaneously manifests.

Examples: Jhon Oakfist, Rhannen Rosekissed, Marthen Briarback, Jasmine Twicenamed.

Glowborn: Each glowborn must choose his own name. Some just simply take the names of the first people that they meet after they manifest, while others choose their names carefully from those who they admire or owe a heavy debt too. More than one Glowborn has the name of one of the Gods of the Skies. Some Glowborn never decide on a permanent name.

Examples: Jech Blackfire, Festival, Rhannen Axewife, Urdin Belain

Orcs: Orcish names are guttural, short, and to the point—names easily screamed in battle. A few orcs have adopted “civilized” names in an attempt to deny their past, but traditionalists often ridicule these orcs as effete “elf lovers.”

Examples: Kragg, Gnark, Shem, Olivor

Wildlings: Wildlings often live their whole short lives without a name. Those lucky enough to live long enough to gain a name are usually called something which reflects their Fleshforging.

Examples: Stripe, Twitch, Shell, Slave.

NEW HINDRANCES

Presented here are several new Hindrances, which can be taken by new heroes.

EX-NECROMANCER (MAJOR)

The character once worshipped the Rotting One, and it has become impatient to reclaim him—once death gets his claws into the hero, it is hard to make him let go. Anyone attempting to heal the Ex-Necromancer suffers a further -1 penalty to healing rolls.

EX-VOIDER (MAJOR)

Wildling characters cannot take this Hindrance.

Your character once worshipped the Lightbringer, and madness does not forgive those who abandon Him—in fact He makes a special effort to reclaim them. Ex-Voiders turn glowmad when they become Enraged.

Furthermore the dalliance with the god of madness has permanently scarred your psyche. Something about you unnerves all those you meet, giving you a -2 penalty to your Charisma.

HAUNTED (MINOR)

You are haunted by vengeful ghosts, which seek to distract you at the worst possible times. Any gang up bonus suffered by your character is increased by +1, up to a maximum of +3.

IRRITATING (MINOR)

Some people just seem to rub merchants up the wrong way. Characters with this Hindrance increase the cost of all items by 10%.

PRESSURE SENSITIVE (MINOR)

There is a distinct increase in pressure as you sink lower in the Skies. Most islanders become quickly acclimated, but some suffer from headaches and aching joints when in the Lower Reaches. These poor souls suffer a -1 to both their Pace and all Trait rolls.

SHOP CURSED (MINOR)

The character always seems to lose out when looking for goods for sale. The Rarity category of any item sought is increased by one. So a very common Item becomes common, a common item becomes uncommon, and so on. Items that are already very rare have their Streetwise penalty increased by a further -2.

SHORT ATTENTION SPAN (MINOR)

Wildlings characters cannot take this Hindrance.

Your character is easily bored and suffers a -2 penalty on all rolls to avoid boredom during ship voyages.

NEW EDGES

Presented below are new Edges, which can be taken by any hero which meets the requirements.

BACKGROUND EDGES

CLAN BORN

Requirements: Novice, Orc

You were born amongst the orcs of the Cracked Shield Clan, zealous protectors of the Battlelord's secrets and privacy. You might have turned your back on their beliefs at a later age, but the lessons that they taught you remain.

Clan born orcs gain a +2 bonus to Survival skill rolls, and Vigor rolls to resist the effects of a cold environment. Their birthplace also allows them to take the Swimming skill if they wish. Those who wish to have maintained good relations with the Cracked Shield Clan should also take the Connections Edge.

GOD KISSED

Requirements: Novice, Arcane Background (Miracles)

You spend the first year of the campaign particularly blessed by your god. In order to regain this blessing you must complete a ritual on a day holy to your god, as detailed below.

The Alpha: You marked the day of your freedom by slaying a Wild Card elf loyal to the Willow Court. For the next year you gain a +2 to oppose rolls inflicted upon you by elves. You must slay another Willow Court elf on the anniversary of your freedom day to keep the benefits of this Edge for another year, but that day is almost a year away yet.

The Artificer: You presented your tools for the Artificers inspection on the anniversary of the day you learnt the full history of your given name—or the day you dedicated your life to the Artificer if you are a non-dwarf. You gain a +2 on all Repair rolls for the next year. To keep the benefits of this Edge for another year you must present your tools for further inspection by the Artificer on the next anniversary, but that day is almost a year away yet.

The Battlelord: You spent the anniversary of your first defeat in deep meditation at a temple, considering the folly of the fateful conflict. Or you might have alternatively spent the anniversary of your first major victory extolling worshippers with tales of your battle prowess—you cannot have done both. The former grants you a +2 bonus to Persuasion rolls for the next year, and the latter grants a weapon of your choice an element from another such as the flails ability to ignore shields, a spears reach, a rapier's Parry bonus, or the Armor Piercing rating of a great axe. These abilities cannot enhance an already existing weapon element. You must slay spend the next anniversary of your victory or defeat in contemplation to



keep the benefits of this Edge for another year, but that day is almost a year away yet.

The Lady of the Winds: You attended the holy ceremony dedicated to the aspect of the Lady that you venerate above the others. You must attend the next dedicated ceremony to keep the benefits of this Edge for another year, but the ceremony is almost a year away yet.

The Daughter means you attended the weeklong celebration known as the Eddy Days, and you can add +2 to attempts to disrupt or *dispel* magical effects and abilities—not to the damage done, but the target number the spellcaster must beat, see Disruption in *Savage Worlds*.

Those who revere the Matriarch attended the Still Days, a week where winds around Bridgeways are completely absent. Consequently you can inflict a –2 penalty on a ship attempting to either pursue or escape yours.

Attending the Storm Days is an attempt to appease the Mistress for another year, and so you can halve the cost when casting *wind wall*.

Those who favor the Mother attend the Rain Days, and can spend a Power Point to ensure their localized area is bathed in rain.

Cowering in fear before the Queen during the ceremony known as the Terrible Days gives a Windpriest the

SUNDERED SKIES COMPANION

ability to Ace the damage dice of his *burst* spell against objects and obstacles.

The Lifemother: You have been anointed at the Tear-drop on Plenty. For the next year the blessing of The Lifemother means that you need not fear Fatigue or death from thirst.

The Lord of Festival: You have composed a song or poem, which your muse presented directly to Festival. The composition truthfully showcases a flaw the priest possesses, and shows how he is attempting to overcome it. For the next year your Leadership Edges and beneficial spells have their range increased by 5". Spells with a range of Touch are unaffected.

The Wild: You have presented yourself before the Leaford and reaffirmed your oaths to the Willow Court—even if in your heart you were secretly pledging yourself to the Boughbreakers. As an action and a Spirit (-4) roll you can change any of your leaf heritages, the new leaf heritage is permanent until changed.

STONEBORN

Requirements: Novice, Dwarven, Vigor d8+

The Dwarven link to the element of earth and stone is undoubtedly strong—as evidenced by the Stoneborn, dwarves who slowly become an elemental as they grow in strength and experience. A Stoneborn dwarf gradually “evolves” into an earth elemental, gaining one extra ability and one extra Hindrance, as detailed below, as he attains each new Rank. The various reductions in Pace are not cumulative. Truly powerful Stoneborn must maintain a tangible connection with the earth, and must sleep on the ground at least once a month—sleeping on earth which has been collected and stored for the purpose is not a viable alternative.

Rank	Ability
Novice	Stone fists which inflict Str+d6 damage, the dwarf is never considered unarmed; Pace -1
Seasoned	No longer suffers additional damage from Called Shots; Gains the Ugly Hindrance
Veteran	No longer suffers from disease or poison; Pace -2
Heroic	Gains the Fearless Ability; Gains the All Thumbs Hindrance
Legendary	No Longer suffers from Wound Penalties; Stoneborn must now sleep on the earth at least once a month. Treat this as the Major Habit Hindrance.

TWIN-SOULED

Requirements: Novice, Glowborn

Somehow while transforming into a glowborn, the character has gained two souls. Twin-Souled glowborn gain one of two benefits. Either a +1 on Spirit rolls and all Spirit linked skills or a +1 on Smarts rolls and all Smarts linked skills, chosen when the Edge is taken. If he ever becomes glowmad, the Twin-Souled becomes a wrathbeast—a veritable engine of destruction (see page 104).

COMBAT EDGES

CONSTANT RAGE

Requirements: Veteran, Berserk

The character is able to tap into the rage that burns constantly in his heart. The character can go berserk whenever he wishes and he need not be wounded or fail a Smarts roll to go berserk. However, if he is wounded or Shaken, he must still succeed at a Smarts roll to stay calm. Regaining control is unaffected by this Edge—the character must still succeed at a Smarts -2 roll.

COURAGEOUS

Requirements: Novice, Guts d8+

Against fearsome foes, the hero who can control his fear stands a better chance of survival than one who succumbs to panic. The hero adds +2 to all Guts rolls, and subtracts 2 from rolls on the Fright Table.

DOUBLE SHOT

Requirements: Seasoned, Elf, Shooting d8+

The elves of Heartland are renowned not only for their great accuracy with the bow, but also for being able to pull off a number of incredible trick shots as well.

Double Shot allows an elf to fire two arrows from his bow at once, firing both at the same target at a -2 modifier to the archer's Shooting dice. The target must be within short range. If the attack is successful, both arrows hit and cause normal damage.

Double Shot does not work with crossbows or other ranged weapons—only with bows and arrows.

IMPROVED DOUBLE SHOT

Requirements: Veteran, Double Shot

The elf can attack as above, but ignores the -2 penalty.

DUAL BREATH

Requirements: Veteran, Dragon Breath

PLAYER'S SECTION

The Chosen now has a choice of two different breath weapon types and can choose which type she uses before rolling the dice.

MIGHTY THROW

Requirements: Veteran, Strength d8+, Throwing d10+

The hero has learned special throwing techniques. He increases the range brackets of thrown weapons by 1/2/4. He also causes an extra +1 damage when using thrown weapons at targets within short range.

OVERSIZED WEAPON MASTER

Requirements: Veteran, Strength d10+, Fighting d10+, Size +0 or greater

The character can use two-handed melee weapons with just the one hand. He can only use one such weapon at a time, even if he has the Ambidextrous or Two-Fisted Edges, though he can use an oversize weapon in this manner and still wield a standard one-handed weapon simultaneously.

SCAMPER

Requirements: Seasoned, wildling or non-Chosen drakin, Agility d8+

Wildlings and drakin are small and quick. Some can make great use of this in combat, scampering about to avoid the furious blows of their larger opponents.

Opponents of man-size or larger subtract 1 from attack rolls against those with this Edge. The benefit only applies when the character is aware that the attack is coming, is unbound and able to move freely, and is not suffering from an encumbrance penalty.

POWER EDGES

DEMONIC TAINT

Requirements: Seasoned, Arcane Background (Magic), Knowledge (Demons) d8+

Sorcerers who deal with demons find themselves resistant to Glowmadness—in fact they can even turn it to their advantage. Demonic Taint grants a +4 bonus to rolls to resist the final stage of Glowmadness—the step from Enraged to Glowmad. Furthermore, a Demonically Tainted sorcerer can add a +2 to Spellcasting rolls for each level of Glowmadness he possesses.

Unfortunately, a character with this Edge is treated as

a demon when targeted by Champion or Holy Warrior Edges.

VOIDOMANCER

Requirements: Seasoned, ~~non-wildling~~, Arcane Background (Voidomancy), Knowledge (arcana) d10+

Some Voidomancers in dire need of Power Points can attempt to draw energy from the void, but not without risking their souls.

The Voidomancer first decides how many Power Points he wants to draw from the void. Then he makes a Spirit roll minus the number of points he is trying to draw from the aether, as a free action. On a Spirit total of 1 or less, the hero suffers a level of Glowmadness, and falls unconscious for 1d6 hours. On a failure, the hero only suffers a level of Glowmadness. On a success or better, the hero gets the Power Points he needed and can attempt to cast a spell with them immediately—they cannot be saved.

PROFESSIONAL EDGES

ASTRONOMER

Requirements: Novice, Smarts d10+, Boating d6+, Knowledge (Astronomy) d10+, member of The Sons of Spyre.

The Sons of Spyre spend almost all of their free time studying the differing orbits of the islands of the Skies, how they interact, and the general properties of the Skies themselves. Truly skilled Astronomers can use their knowledge to reduce travel times.

With an Astronomer aboard, either as part of the crew or as a willing passenger, the Base Travel times for a journey are reduced by a further week for each success on a Boating roll. This Edge can be used alongside the Wind Blessed Edge, with both benefits stacking.

BELOVED

Requirements: Novice, Arcane Background (Miracles), Faith d6+, Spirit d8+. Worship The Beautiful One

The Beloved are wrapped in the loving embrace of their goddess. This not only protects them from Glowmadness, but they are able to reach out with their goddess' love and calm those around them.

The Beloved gains a +2 bonus to resist Glowmadness, and those who are already suffering from a Glowmadness level and spend the day in The Beloved's company also gain a +2 bonus to resist and lower their Glowmadness.

SUNDERED SKIES COMPANION

BOUGHBREAKER

Requirements: Novice, Elf

Once an elf is awakened from his “slumber” by the dream of the raven-headed staff, he finds himself filled with an almost zealous desire to end the corrupt reign of the Willow Queen.

Boughbreakers gain a +2 to resist any test of Will or opposed roll they make against an elf or an obvious agent of the Willow Queen, such as a feral or blight walker.

EXPLORER

Requirements: Novice, Notice d8, Luck

The Skies are teeming with ruins filled with salvage, riches, and danger. However, the void is so vast, finding a ruin is often a case of trusting to blind luck. Some are blessed with the ability to find a ruin almost every time that they venture out.

Once per journey an Explorer can replace any random encounter with a ruin.

GRIM TROUBADOUR

Requirements: Novice, dwarven, priest of Festival,

Famed for their melancholic, sorrowful songs and poems, these dour Songpriests are extremely skilled at manipulating the emotions of their audiences. Each raise the Grim Troubadour gets on his Faith roll reduces the cost by 1 Power Point when casting the following spells; *lower trait*, *entangle*, *fear*, *puppet*, *soothe anger*, and *stun*. The Troubadour must have the Power Points to cast the spell in the first place.

VESSEL OF THE RAVEN

Requirements: Novice, Persuasion d6, member of the Boughbreakers.

Those who have truly dedicated their lives to the Boughbreakers are rewarded with the ability to induce a vision of the raven headed staff within the mind of any elf that they meet. This vision will not convert the elf to the Boughbreaker cause, but can stun them for a while.

The victim must be within 6” of the Boughbreaker who must make a Persuasion roll, opposed by the Spirit of the target... A success on the roll causes the victim to be Shaken, while a raise on the roll inflicts a -2 on the roll to become unshaken.

Although this Edge requires a successful Persuasion roll, the hero utters no actual words. The exchange is purely mental as the hero tries to inflict the vision upon his target. Once an elf has either resisted or suffered the effect, he is immune to it for the next 12 hours.

UNIFIER

Requirements: Novice, does not worship any of the gods.

Unifiers believe that the gods of the Skies are the splintered psyche of one universal god—The Splintered God. They claim that when enough believe in the Unification, then the gods will be absorbed back into the one being and the Skies will be saved.

Unifiers gain +1 on rolls to resist Glowmadness. Wild Card Unifiers also roll a d8 Wild Die when resisting miracles.

WIND BLESSED

Requirements: Novice, Arcane Background (Miracles), Spirit d8+, Faith d8+, Knowledge (Winds) d8+, priest of The Lady of the Winds.

Pious Windpriests are able to bless any sail powered ship upon which they travel. The winds of the Skies are always favorable to the ship, reducing base travel times by a quarter, rounded down. This Edge can be used alongside the Astronomer Edge, in which the benefits stack.

WAR CRY

Requirements: Novice, Spirit d8+, Faith d8+, priest of the Battlelord.

Warpriests both can bellow an ear-splitting, nerve-racking War Cry that has been known to send lesser foes fleeing from the field.

When used, the character can make an Intimidation roll against all targets in an area (as opposed to a single victim as is usual). Place a Large Burst Template adjacent to the character (a 6” area of effect, with the edge adjacent to the hero). Every creature within the circle must roll against the hero’s Intimidation total.

WEIRD EDGES

CANDLEBOUND

Requirements: Novice, Spirit d8+, Courier

Those couriers who have proved that they are both resourceful and reliable, are offered the honor of becoming candlebound. A candle is formed using a magical formula, which includes samples of the courier’s blood, sweat, and tears. This candle will burn for as long as the courier lives. Furthermore, courier guardians can influence the physical well being of the candlebound individual.

Once per day, the candlebound can make a free Natural Healing roll after 10 minutes of rest.

PLAYER'S SECTION

◆ NEW GEAR ◆

GHOST RIDDEN

Requirements: Novice

The character enjoys a symbiotic relationship with one of the many ghosts of the Sundered Skies. The character gains an extra Benny, which can be spent to force a foe to re-roll and take the lower result, as the ghost distracts and interferes with his action.

KINSAILOR

Requirements: Novice

A Kinsailor is able to summon the shades of his ancestors to serve as crew upon his ship. A Kinsailor can only raise a number of ghosts equal to his Spirit die—for example a hero with a Spirit of d8, can summon 8 ghosts.

Use the ghost stats found in *Sundered Skies* on page 149, but assign each a Boating skill of d6. These ghosts do not need to be berthed, fed, or watered. They cannot leave the confines of their vessel and will fight to protect their ship if it is boarded. As part of the Kinsailor's summoning ritual the ghosts are "locked" into the forms they had in the prime of their lives and lose any Fear Monstrous Abilities they have. A quarter of the summoned ghosts are dismissed with every wound that the Kinsailor takes. Summoning them again takes an hour-long ritual.

Each ghost can be improved just like any other extra allied to the heroes, and both player and GM should take the time to develop the name and personality of each ghost. The Kinsailor gains a +2 bonus to all Common Knowledge rolls that he makes when aboard his ship from the accumulated knowledge of his ancestors.

SKY LIMPET

Requirements: Novice, Lucky

The character gains a +2 bonus when attempting to catch herself on a rope or net after having fallen overboard. Even if the character is unconscious or bound, when she goes over the side she can make a free roll as normal—albeit at a -2 penalty. The damage from any such fall is halved.

LEGENDARY EDGES

LEADER OF MEN

Requirements: Legendary, Command.

The character is a true leader of men, and commands respect and obedience from those who serve under him. Wild Cards can also benefit from his Leadership Edges.

Life in the Sundered Skies is harsh, and usually short. Scavengers and adventurers are always in the market for tools and weapons, which will improve their life expectancy. Presented below are new advancements in the science of weaponry.

DWARVEN MUNITIONS

The Artificer directly inspires the Engineers in the Factory. Many of the miracles that they create, such as devices to aid the harvesting of fungi from an underisle, or deploying and recovering nets from trawlers, improve the day-to-day life of the islanders of the Skies, but have little impact on the day-to-day life of a scavenger.

However, technology is often driven by the desire to destroy and the technology of the Sundered Skies is no different. Dwarven munitions are rare technological marvels sought after by all who live and die by the sword and the gun.

ELVEN POTIONS

The following new elven potions are available. Unless otherwise stated, all effects last for ten minutes.

Ambidexterity: Ambidextrous Edge.

Courage (-2): Bestows the Fearless ability.

Glow Resistance (-2): +2 to rolls to resist Glowmadness. This potion can be drunk at any time in a day, but it only bestows its benefit once.

Frenzy (-2): Frenzy Edge.

Resilience: Hard to Kill Edge

Sixth Sense: Danger Sense Edge.

Sustenance: The drinker need not eat or drink for the next three days, although doing so has no detrimental effects.

Venom: This potion is not drunk—it is applied to a weapon. The next target hit by the weapon who is at least Shaken, must make a Vigor (-2) roll or suffer an extra Wound. The venom is so potent that it destroys the weapon within six hours, whether it is used or not—even magical weapons. There is enough venom to apply to one melee weapon or twenty missiles such as arrows or quarrels. Any missile coated with the venom will only last an hour before it too becomes so corroded as to be useless.

SUNDERED SKIES COMPANION

CONCENTRATED POWDER

The dwarves of the Factory have recently developed a method of concentrating the powder, allowing a single loading action to overcharge a weapon (see page 32 of *Sundered Skies*.)

Cannons can also be loaded with five shots of concentrated powder. The range of the cannon is increased to 100/200/400. However, if the Shooting roll is a 1 the cannon will explode, causing 3d6+1 damage to the cannon's crew.

GRENADE

Shaped explosive charges, designed to take the guesswork and most of the danger out of creating and using a powder bomb. The grenade is fitted with a fuse, which is lit as a free action using an advanced flint and steel mechanism, and is housed within a metal canister that when the grenade explodes, is designed to fly apart in a storm of razor sharp fragments.

GRENADE LAUNCHER

A heavily modified blunderbuss designed to accurately fire grenades. The launcher automatically primes the gre-

nade as it leaves the barrel. The grenade explodes in a Medium Blast Template.

MODIFIED MUSKETS

The Factory produces a number of modified muskets. These weapons are greatly prized by both musketeers and adventurers. Detailed below are the various modifications available.

Many-Shot: The musket is modified to allow it to fire three shots before it needs to be reloaded. The powder and shot is preloaded into a special canister, which is simply inserted into one of the three ports in the stock and barrel of the musket. Preparing the canister takes two rounds—one if the character has the Musketeer Edge.

Repeating Crossbow: Technically not a firearm, this crossbow has a gas propelled firing mechanism which allows it to fire more than one quarrel at a single pull of the trigger. The gas used to fuel this weapon is collected from the pipes of the Artificer itself—literally, the breath of a god. The All Thumbs Hindrance applies to this weapon, as if it was a firearm.

Rifled Barrel: The firearm is much more accurate and powerful, however, it takes longer to load—even those with the Musketeer Edge take two rounds to load a rifle.

Overcharged: These muskets have specially reinforced barrels which allow the weapon to be overcharged without fear of it being destroyed.

Volley Gun: Volley guns are firearms with several barrels strapped together and rigged to fire all at once. These weapons are deadly, possessing six barrels set at different angles to help spread the shot, but with a single trigger, the volley gun is an all-or-nothing weapon.

The firer places a Cone Template in front of him and makes a single Shooting roll. Every aware opponent within the template must beat the Shooting total with an Agility test or suffer 2d8 damage.

PIVOTED MUSKET STANDS

These ingenious devices help steady a firearm on the pitching deck of a skyship. A clever pivoting ball mechanism allows the firearm to be aimed in any direction, and compensates for any sudden movements the ship might make.

Musket stands reduce the penalty for shooting from an Unstable Platform to -1. The device can be deployed as an action. Its legs telescope out and affix to a surface with the touch of a single stud.



PLAYER'S SECTION

PORTABLE DRAGONBREATH

A portable flamethrower, that stores two chemicals brewed deep in the in separate tanks. Once the trigger is pulled these chemicals are released into a pressurized mixing chamber. Normally inert, these chemicals become extremely volatile when mixed, creating a green flame that, which is squirted from the barrel.

Use the Cone Template, all those caught within the template must make Agility rolls to dodge the flames. Those who fail take 2d8 damage. Anything hit has a 1 in 6 chance of catching fire (see the Fire rules in *Savage Worlds*). A portable Dragonbreath is a Heavy Weapon.

REINFORCED CANNON

These cannons are designed to be loaded with concentrated powder. A reinforced cannon will not rupture if a 1 is rolled on the Shooting die. They can be loaded with standard powder, but to get the same effect as using concentrated powder 5 shots of standard powder must be used.

SHREDDER

Dwarven Shredder cannon are greatly feared. The Shredder fires a blizzard of razor sharp metal that destroys everything within its deadly cone. To determine the effects of canister, place a ruler in front of the cannon in the direction that you want it to fire and make a Shooting roll with no range modifiers. If the shot is missed, shift the far end of the ruler 1" left or right (roll randomly).

Now place a Medium Burst Template at the near end of the ruler and move it directly forward along that path for 24". Every target under the template as it moves is hit for ~~3d6~~ damage. Cover acts as Armor just as with any area effect weapon, meaning that prone characters add +2 to their Toughness.

UPCLOSER

A magically charged crystal that can be fitted to a musket, an Upcloser bends and distorts the light of the void making targets appear much closer than they actually are. An Upcloser provides a +2 Shooting bonus to shots over Short range as long as the firer does not move this round.

NEW GEAR TABLE

Type	Range	Damage	RoF	Cost	Weight	STR	Shots	Rarity	Notes
BLACKPOWDER WEAPONS									
Many-shot	10/20/40	2d8	1	800	17	D6	3	VR	2 actions to reload per shot
Overcharged	10/20/40	3d8	1	800	20	D8	1	VR	2 actions to reload
Repeating Crossbow	15/30/60	2d6+1	3/1	1000	12	D6	12	VR	3RB only
Rifled Barrel	15/30/60	2d8	1	900	8	D6	1	VR	AP 2, 3 actions to reload
Volley Gun	Cone	2d8	1	1000	12	D8	1	VR	2 actions to reload per barrel
SPECIAL WEAPONS									
Grenadoe	--	3d6	1	150	2	--	--	R	Med Burst Temp
Grenadoe Launcher	10/20/40	3d6	1	850	12	D6	1	VR	Med Burst Temp
Portable Dragonbreath	Cone	2d8	1	1000	10	D8	10	VR	See notes
Reinforced Cannon	100/200/400	4d6+1	1	700	--	--	--	VR	See notes
Shredder Cannon	24" path	2d6	1	750	--	--	--	VR	See notes
MUNDANE ITEMS									
Pivoted Musket Stand				150			4	VR	See notes
Upcloser				150			2	VR	See notes
EXOTIC GOODS									
BOUNTIES									
Wrathbeasts				5					
AMMUNITION									
Concentrated Powder				30				VR	For blackpowder weapons
Gas cylinder				75	3			VR	For portable dragonbreath
Crossbow magazine				100	3			VR	For repeating crossbow

SUNDERED SKIES COMPANION

◆ NEW SKYSHIPS ◆

Detailed below are several new skyships, which can be encountered or purchased by the heroes.

CATAPULTER

These skyships are converted island hoppers. Their hulls are specially shaped and enchanted to harness the capture field (*Sundered Skies* page 54) around an island and use it to propel the craft towards the island. The catapulter accelerates very quickly towards the island until it runs aground—often causing the ship to be damaged, and the need for it to be towed from the island. The crew aboard the ship can do little more than “aim” the ship. Most are fitted with a single forward firing weapon. Outside of a capture field a catapulter behaves like an island hopper, but once the ship enters the capture field, the crew loses control of the boat’s speed and direction.

Acc/Top Speed: 8/25 (1/2); **Handling:** +0; **Toughness:** 8 (2); **Crew:** 1+3; **Guns:** 1; **Cargo:** 0; **Cost:** \$2,000; **Rarity:** Rare

Notes: --

FLAME DANCER

These extremely rare, experimental dwarven ships are able to travel in the Flaming Skies for several days before they succumb to the heat and the pressure. Completely encased in metal, they look more like a pellet or bullet than a ship. Like most dwarven ships, they are propelled by a steam engine.

Acc/Top Speed: 3/10; **Handling:** +0; **Toughness:** 15 (4); **Crew:** 6+10; **Guns:** 2; **Cargo:** 1; **Cost:** \$250,000; **Rarity:** Very Rare

Notes: Heavy Armor, Flame Resistant

LONGSHIP

Smaller, faster, and more maneuverable than a sky galley, these skyships resemble the much bigger craft in everything but scale.

Acc/Top Speed: 3/10 (2/8 under sail); **Handling:** -1; **Toughness:** 14 (2); **Crew:** 60+10; **Guns:** 2; **Cargo:** 1; **Cost:** \$15,000; **Rarity:** Uncommon

SKY SKIMMER

Designed to provide as little resistance as possible to the inherent drag of both the void and the winds, the sky skimmer sacrifices cargo space for speed.

Acc/Top Speed: 4/12; **Handling:** +1; **Toughness:** 13 (2);

Crew: 6+10; **Guns:** 4; **Cargo:** 1; **Cost:** \$35,000; **Rarity:** Uncommon

Notes: Heavy Armor

◆ MORE MAGIC & RELIGION ◆

In this section we introduce a newly discovered god, the goddess of love, and a new Arcane Background (Voidmancy), which uses magic taken from the void itself to cast spells.

In this section we introduce a newly discovered god—the goddess of love; and a new Arcane Background—Voidmancy, which uses magic taken from the void itself to cast spells.



THE BEAUTIFUL ONE

The Beautiful One is a new god within the pantheon of the Sundered Skies, the goddess of love. She directly opposes both The Bright Cabal and The Heralds of the Light.

Although she represents all that is positive through the power of love, she can also represent the darker side of obsession. Love can be a terribly destructive force, driving those already unbalanced or psychotic to commit murder or acts of mutilation.

The Beautiful One has only manifested herself fully before a handful of people and at present, the worship of her remains a fringe faith as people are reluctant to believe in a goddess who is so reclusive, suspecting that they are being duped. Nevertheless, members of her priesthood do manifest miraculous powers, and do nothing but good wherever they go. Slowly, but surely her worship is spreading across the Skies.

Symbol: A Broken heart

Powers: *armor, beast friend, boost/lower trait, channel Glowmadness, deflection, dispel, fear, god-touched, greater healing, healing, light, puppet, soothe anger, speak language, stun, zombie*

Duties: Combat Glowmadness wherever it can be found. Oppose The Bright Cabal. Bring the healing power of love to the people of the Skies.

Sins: (Minor) Inflicting a wound upon a living non-glowmad being when other options are available, refusing to heal someone in need, promoting violence or hate through word, deed, or inaction. (Major) Taking the life of a living creature. (Mortal) Betraying someone’s love or using it to harm them.

PLAYER'S SECTION

SPELL TRAPPINGS FOR THE SUNDERED SKIES

Listed below are the specific trappings for each of the gods of the Sundered Skies. This listing will also include any modifications the trapping makes to the mechanics of the power. We have also included the specific trappings of any new spells found later in the list of new spells starting on page 22.

We have not included any set trappings for Engineers or sorcerers, as these spell casters are far too individualistic to be tied down to one set of trappings. The form that their spells and devices take is limited only by their skill and imagination.

THE ALPHA

Armor: The target's skin becomes mottled like a tortoise shell.

Barrier: The Untamed summons wildling ghosts, who form a faintly visible force wall. Foes approaching the wall are warned away by snarling bestial ghostly faces.

Beast Friend: The Untamed compels any base flesh-forged creature, such as a badger, bird, or even a swarm of ants.

Bolt: The priest rends his foes with phantasmal claws.

Boost/Lower Trait: The target's features are covered by a faint image of the fleshforge creature linked to the governing Attribute for the trait chosen—ant for Strength, cat for Agility, fox for Smarts, cockroach for Vigor, or the mix of all four for Spirit. If the Trait is lowered, the creature appears diseased.

Burrow: The hands of the Untamed transform into large digging claws.

Deflection: Barely seen wildling ghosts intercept incoming attacks.

Detect/Conceal Arcana: The Untamed's head transforms into that of a bat wildling for the duration of the spell. Invisible wildling ghosts mask supernatural auras.

Dispel: Phantasmal claws tear the targeted spell apart.

Fear: The Untamed takes on a terrible bestial form to his victims.

Fly: Feathered wings grow from the subject's back.

Greater Healing/Healing: The skin around the wound becomes scaly, and regenerates.

Invisibility: The skin and clothing of the character becomes chameleon-like.

Obscure: Wildling ghosts create a deep gloom over the targeted area.

Quickness: The target's features are covered by the faint image of a raccoon.

Shape Change: The Untamed can only change into one of the base fleshforge forms.

Smite: The weapon blade or head is ringed with razor-sharp teeth.

Speak Language: The Untamed can only speak with animals.

Speed: The target's features by the faint image of a deer.

Stun: Wildling ghosts flood the targeted area with the pain and sorrow of their deaths.

Telekinesis: Wildling ghosts attack foes and lift objects.

THE ARTIFICER

Armor: Electricity fuses the target's skin and clothing together.

Barrier: A wall of fire, which does 2d10 damage to anyone within 1" of it, and has a 1 in 6 chance of setting them alight.

Blast: The priest causes an explosion, similar to a powder bomb.

Blinding Flash: The priest causes an explosion, similar to a powder bomb, but it temporarily blinds the targets rather than causing them actual physical damage.

Bolt: Scalding jets of steam shoot from the Steam-priest's palms.

Boost/Lower Trait: The target is encased in crude technological devices, which either enhance or impede the Trait.

Bridge: Metal salvage forms a sturdy, if temporary platform. Once the spell ends the salvage falls away. If it can be recovered, it proves to be worth Goods level salvage, but the salvage has no chance of including a relic.

Burrow: The target's armor and clothes form tools and picks, allowing him to burrow through the earth.

Burst: The Steampriest shoots gouts of flame from his palms.

Deflection: The target is warded from either metal or technological weapons (firearms and crossbows).

Detect Arcana: A thick monocle appears around the eye of the Steampriest.

Elemental Deluge: The targeted area is filled with choking gas.

Elemental Manipulation: With a simple gesture, the Steampriest conjures earth and fire.

Entangle: The Steampriest conjures a ball of entangling wire.

Environmental Protection: The subject's skin becomes bronzed and he can survive in the hottest of environments.

SUNDERED SKIES COMPANION

Fly: The target's clothing transforms into a crude jet-pack.

God-Touched: The target's eyes turn the color of iron.

Greater Healing/Healing: The priest generates bursts of regenerative steam.

Heal Hull: The Steampriest repairs damage with conjured materials.

Invisibility: The priest manipulates the density of his flesh and possessions, allowing light to pass through.

Light: The Steampriest conjures a light-emitting lens. Use the Cone Template rather than a Large Burst Template.

Obscure: Similar to *light*, but the lens sheds a cone of darkness.

Quickness: The priest stimulates the target's nervous system with electricity.

Smite: The weapon crackles with electricity.

Speak Language: The target's head is wreathed in steam, which distorts the words spoken and heard so they have a metallic quality.

Speed: The subject's footwear manifests wheels or tracks.

Stun: The Steampriest causes an explosion, similar to a powder bomb.

Summon Elemental: The Steampriest summons fire elementals by using a blaze at least as large as a campfire.

Telekinesis: Static electricity arcs from the Steampriest's palms to the item or person he wishes to move.

THE BATTLELORD

Armor: The subject's armor visibly improves, removing any blemishes, dents, or marks. Otherwise a phantasmal chain hauberk is conjured over the subject's clothes and armor.

Battle Lust: Gesturing and shouting, the Warpriest channels slivers of his god's rage into others.

Battlelord's Blessing: The priest shares his god's knowledge with the target.

Boost/Lower Trait: The target is possessed by a warrior's ghost, which either helps or hinders the target's actions. This spell cannot affect Smarts-linked Traits.

Channel Glowmadness: The target is gripped by an icy directed calmness and is able to use his rage to ensure success.

Deflection: Ghost warriors parry attacks with phantom weapons.

Detect/Conceal Arcana: The Warpriest's eyes burn with rage as he seeks out dishonorable warriors using magical tools to gain an unfair advantage. Paradoxically, a wise warrior uses all weapons available to him. The priest

dampens the magical aura of the item with the chill of the Draining Sea.

Dispel: Ice momentarily forms on the target and then melts, washing away the targeted spell.

Fly: The spell's subject is borne aloft by the ghosts of warriors.

Gaze of the Matriarch: Ice forms on the enemy ship, slowing its crew's cowardly flight.

God-Touched: The subject's pupils become burning balls of ice.

Greater Healing/Healing: Ice momentarily forms over the wound, and then quickly melts away. The wound is healed, leaving behind a visible scar.

Hull Heal: The priest summons ghosts of warriors who died due to an unskworthy vessel. These shades swarm over the ship, and repair all damage.

Obscure: The Warpriest conjures darkness from the blade of an obsidian dagger.

Quickness: A ghost warrior fights alongside the spell's subject. A raise gives a +1 Gang Up bonus instead of an initiative bonus.

Smite: The weapon causes old wounds to reopen.

Soothe Anger: With an icy touch the Warpriest calms a warrior's fury.

Speak Language: Ice forms on the lips and tongue of the subject.

Speed: The ghost of a warhorse possesses the target.

Stun: Warpriests who find the role of diplomat a source of great frustration are able to channel their frustration into a stunning scream. Center the Large Burst Template on the priest. He is unaffected.

Zombie: Warpriests raise the corpses of slain warriors to continue the fight. The corpses must not have been dead for longer than one day and sleep cycle and will only animate for d6 hours.

BEAUTIFUL ONE

Armor: The Beloved is able to gather up all the affection and love the spell's subject has ever received and use it shrug off things as inconsequential as injuries.

Beast Friend: The priest is able to project an aura of calmness, which not only soothes animals, but makes them pliable to The Beloved's wishes.

Boost/lower Trait: The target is filled with such a fierce passion he is able to drive himself to heights of skill and ability that he has never been able to attain before. On the flip side, he is afflicted with a deep despair that seems to suck the life from him.

Channel Glowmadness: The ghosts of the subject's parents or other lost loved ones appear before her and try to implore her to turn back from the brink of Glowmadness.

PLAYER'S SECTION

Deflection: The subject is cloaked in all the love he has ever experienced from others and the actuality or memory of this love serves to deflect attacks.

Dispel: The memory of the confidence and love others have felt for him allows the target to shake off the effects of a debilitating power. This power cannot be used to remove a beneficial effect.

Fear: The spell's victim is wracked with the certainty that nobody loves him, and he will never know love again for as long as he lives.

God-touched: The target's eyes shine with an otherworldly compassion for others. They glisten with barely held back tears.

Greater Healing/Healing: The wound is literally kissed away by The Beloved.

Light: The Beloved's eyes shine with a light which illuminates all around her.

Puppet: Love can make us act like fools—even knowingly taking actions we know are not in our best interests. The target of this spell is momentarily blinded by love of The Beloved and wishes to do anything to please her.

Soothe Anger: The embrace of a loved one can soothe away even the most destructive of rages. The target is calmed by the Beautiful One's metaphoric touch.

Speak Language: Love can transcend all language barriers. All who hear them within hearing range understands the words spoken by The Beloved.

Stun: The spell's targets are rocked by an almost orgasmic shock to their nervous systems.

Zombie: The corpse is invited to return to the living. If the loved ones or comrades of the corpse are present when the spell is cast, The Beloved gains a +4 on his Faith roll.

LADY OF THE WINDS

Barrier: A wall of windblown debris stands as sturdy as any brick wall.

Beast Friend: Windpriests can only compel creatures which live in the void, such as skyler, behemoths, and fog sharks.

Blast: A whirlwind ravages the targeted area.

Boost/Lower Trait: The target is possessed by an air elemental, which either helps or hinders his actions. This spell can only affect Agility linked Traits.

Burst: A flesh-stripping cone of air.

Bridge: The winds propel the subjects through the air within the effect of the spell.

Deflection: A vortex of wind intercepts attacks.

Detect/Conceal Arcana: Winds visibly buffet all items or people with magical auras. These winds can also disrupt detection attempts.

Dispel: Conjured winds tear other spells apart.

Elemental Choke: The Windpriest sharply inhales, sucking the oxygen out of the target area.

Elemental Deluge: The priest exhales, creating a cone of wind.

Elemental Manipulation: Invoking his goddess, the Windpriest creates minor air effects.

Entangle: Air elementals form a web of currents around the targets.

Fear: The targets are given a mental glimpse that is the awful majesty of the Queen of the Vortex.

Fly: Winds lift and propel the subject.

Gaze of the Matriarch: The stern features of the Matriarch of the Becalmed forms in the void and glares at the targeted ship.

God-touched: The subject's eyes turn the color of storm clouds.

Greater Healing/Healing: a warm eddy wafts around the injured and heals the injured's Wounds.

Hull Heal: The winds gather flotsam from the void, sealing the breaches and mending the sails of the target ship. The repairs done are serviceable, but not pretty.

Invisibility: The air around the subject vibrates, creating an obscuring mirage. The subject becomes transparent, but never truly invisible. The Power Point cost is reduced to 3.



SUNDERED SKIES COMPANION

Lady's Blessing: The windpriest is able to beseech the Mother of Rains to fill his skyship's sails. The full sails bear an outline of a beautiful woman's face while this spell is in effect.

Lady's Fury: The Mistress of Storms directs her anger at the enemy. The winds shriek in rage as they tear at the targets.

Lady's Guidance: Winds steady the missile as it flies true.

Puppet: An air elemental possesses the target and control's his actions.

Quickness: Wind eddies assist the subject in his actions.

Smite: The trapping varies depending on which aspect of The Lady of the Winds that the Windpriest venerates. The Mother of Rain causes the weapon to shed hyper-sonic flesh-puncturing water droplets, and the Mistress of Storms coats the weapon in ice, while the Queen of the Vortex surrounds the weapon in flesh-tearing winds. The Matriarch of the Becalmed or the Daughter of the Breeze cannot be called upon for this spell.

Speak Language: Winds snatch away the spoken words and replaces them with words which can be understood. This spell only works with the spoken word and not the written word.

Speed: The target is propelled by a personal tailwind.

Summon Elemental: The elemental forms out of a vortex of winds. This spell can only be cast in the open.

Summon Matriarch: The Matriarch of the Becalmed appears and quells the wind storm.

Telekinesis: At the Windpriest's command air elementals lift and manipulate objects and people.

Teleport: The priest loses his physical form, becoming wind himself. He is blown to the target location, where he reforms.

Voice on the Wind: The winds snatch away the spoken or whispered words and deliver them to the ears of the desired subject. Those around the Windpriest hear nothing of the message.

Wind Wall: The Windpriest causes a chaotic series of wind currents by exhaling and waving his arms.

LIFEMOTHER

Armor: Thick ice forms over the subject.

Barrier: Water streams from the Provider's hands forming a wall.

Bridge: Water pours down from above creating a semi-solid platform.

Boost/Lower Trait: The Provider influences the vital fluids within the target's body either aiding or hindering his abilities.

Deflection: The subject is encased in a form hugging bubble of water.

Detect Arcana: Water streams from the Provider's palms, soaking the area. Water elementals investigate every nook and cranny in the soaked area for magical auras.

Dispel: Conjured water washes away the targeted spell.

Elemental Choke: The Provider throws a handful of water, which grows into an encompassing bubble.

Elemental Deluge: Water jets from the Provider's mouth, eyes, and palms.

Elemental Manipulation: The provider whispers a short prayer to The Lifemother.

Entangle: The priest conjures constricting bands of water.

Environmental Protection: Protective layers of air and water surround the subject.

God-touched: The subject's eyes lose all color.

Greater Healing/Healing: A stream of warm, healing water washes the wound away.

Lifemother's Feast: Water pours down from above and covers an area. As it drains away it leaves behind it nourishing—if slightly damp—food.

Puppet: The Provider controls the victim's vital fluids, directing his actions.

Quickness: The Provider stimulates the subject's vital fluids, speeding up his actions and reflexes.

Speed: The subject's feet or footwear are coated in frictionless water.

Stun: The delicate balance of the target's vital fluids is disrupted, causing dizziness and intense headaches.

Summon Elemental: Using at least a bucketful of water, the Provider summons a water elemental.

Teleport: The Provider instantly evaporates and reforms in the desired location.

THE LORD OF FESTIVAL

Armor: The Songpriest sings a ballad about the target's deeds or aspirations. An ultrasonic whine surrounds the target.

Barrier: The Songpriest creates a visible sonic wall using just his voice.

Battle Lust: The Songpriest composes a poem denigrating the enemy.

Beast Friend: The priest plays a simple hypnotic melody.

Blast: Using a musical instrument the Songpriest projects discordant notes.

Bolt: Using a musical instrument the Songpriest conjures sonic barbs.

Boost/Lower Trait: The priest composes a poem to

PLAYER'S SECTION

demoralize or buoy the subject. The target need not understand the language spoken.

Channel Glowmadness: By playing a soothing melody that gradually builds to a crescendo, the Songpriest is able to not only quell his audience's potential Glowmadness, but also direct its fury towards something constructive.

Deflection: A distorting sonic shield surrounds the spell's target.

Detect/Conceal Arcana: The Songpriest plays or whistles a simple, but incomplete melody. All magical auras within range respond by completing the melody. The Songpriest can also create a tune, which is absorbed by the magical aura that he wishes to conceal. In effect, he "deafens" it to any detection attempt.

Dispel: The Songpriest plays a dirge, which is an anathema to the targeted spell.

Elemental Deluge: A discordant, buffeting blast of music.

Entangle: The Songpriest induces a harmonic paralysis in his target.

Fear: The priest dances wildly, aping the Lord of Festival during one of his insane dances.

God-touched: The target's eyes blaze with a manic merriment.

Greater Healing/Healing: The Songpriest plays a healing ballad.

Puppet: The Songpriest plays a jaunty ditty, which compels the target to dance.

Smite: The weapon visibly vibrates.

Soothe Anger: The Songpriest plays a soothing ballad.

Speak Language: The Songpriest recites a nonsense child's rhyme, which includes words from several different languages.

Speed: The Songpriest plays a frantic tune.

Stun: The Songpriest plays a discordant chord. Center the Medium Burst Template upon the caster. Those adjacent to the priest suffer -1 on their Vigor rolls to resist the spell.

Summon Muse: The Songpriest plays one half of a duet while his muse materializes to accompany him.

THE WILD

Armor: The Subject's skin takes on a bark-like appearance—or hardens to iron, if his skin is already bark-like.

Barrier: A wall of thorny vines erupts out of the ground.

Beast Friend: Through predatory snarls and growls, the Leafwarden forces the animal to obey him.

Blast: Bushes and trees grow suddenly from the

ground, their branches and thorns ripping into flesh of those within the target area.

Bolt: Plants grow out of the stomach and flesh of the target.

Boost/Lower Trait: A plant spirit possesses the target. Different spirits affect different Traits. For example: an ivy spirit aids Climbing, kudzu decreases Agility, ironwood increases Vigor, eyebright increases a subject's Smarts and related Traits, but opium decreases them.

Burrow: The roots of plants surrounding the intended route tear a passage through the earth.

Detect/Conceal Arcana: The Leafwarden's eyes glow purple. To conceal a magical aura the priest summons obscuring hawthorn spirits.

Dispel: The priest summons ghost plants. Their roots tear spells apart.

Elemental Deluge: The earth ripples and heaves as plants quickly grow.

Elemental Manipulation: The Leafwarden directs plants to either dig holes or direct sprays of earth at his opponents.

Entangle: Surrounding plants to seize the targets.

Fear: The Leafwarden is able to create mental images of a vague, terrifying, and towering presence

Greater Healing/Healing: The Leafwarden conjures healing poultices.

Obscure: The spell's area of effect becomes as shadowy as any forest floor.

Puppet: The Leafwarden conjures vines and kudzu plants, which wrap around the limbs of the spell's victim and control his actions. The victim resists with Strength rather than Spirit.

Quickness: Thorns, dripping with sap, appear on the Leafwarden's hands. Injecting this sap into a subject allows him to react with supernatural speed.

Shape Change: Leafwardens are able to change into animal native to Heartland or Savannah, though he is still limited by rank.

Smite: The weapon grows thorns.

Summon Elemental: The Leafwarden daubs his own blood upon the roots of a tree and it his to command.

Wild's Call: The wildling blows a whistle carved from wildling bone.

Zombie: The Leafwarden conjures glowing mosses and lichens, which infest and animate several corpses. The wounds, mouth, and eyes of these corpses are filled with the plants.

VOIDOMANCY

Voidomancy is a new Arcane Background, which can be used in any *Sundered Skies* campaign. It is potentially dangerous, and several botched rolls can lead to Glow-

SUNDERED SKIES COMPANION

madness, or a character being pitched off the deck of a ship. However, it does have several advantages over standard sorcery.

Currently, Voidomancy is very much in its infancy as an arcane art, and all Voidomancers must initially be schooled in the art at Void Tower found on Star Crater Isle. However, once they have learned the basic craft and techniques they are their own masters and each practitioner can rightfully consider himself a pioneer in a new and mysterious sorcerous art.

Extra Power Points: A Voidomancer cannot take the Power Points Edge. If she wants to increase the number of Power Points available to her, the Voidomancer must take the Voidomancer Edge (see page 11).

Glow Bonus: A Voidomancer gains a +1 bonus to her Voidomancy rolls for every 7 hours that she spends in the direct glow. The maximum bonus that she can accrue is +2.

Maintaining Spells: A Voidomancer can maintain spells for up to 20 hours with no Power Point cost. To do so however, the Voidomancer must stay in the glow and be able to see the individual upon whom the spell is being maintained.

VOIDOMANCY

Voidomancy draws upon the mana streams that help keep the islands of the Skies aloft and orbiting one another. The first Voidomancer was believed to be one of the Sons of Spire who discovered this untapped source of arcane power during the ill-fated experiment which created the island of Remorse (see page 43).

Arcane Skill: Voidomancy (Smarts Skill)

Starting Power Points: 10

Starting Powers: 3 + *Glow Portal*

Power List: *arcane siphon, barrier, blast, blinding flash, bolt, boost/lower trait, burst, channel glowmadness, deflection, detect/conceal arcana, dispel, elemental manipulation* (air and earth only), *environmental protection, glowblind, glow portal, fear, fly, invisibility, light, quickness, speed, stun, summon elemental* (void only), *telekinesis, teleport, ward ship*.

Backlash: On a roll of 1 on his Voidomancy roll (regardless of the Wild Die), the hero is thrown back 6", subtract Size from this and treat a negative as a plus. If the hero hits a wall, or some other solid obstacle, he is Shaken. It is possible for the Voidomancer to be sent over the edge of an island or over the side of a ship by this backlash—let us hope that he is tethered in some way. It is also possible to suffer from this backlash and still succeed at casting because of the Wild Die. On a roll of snake eyes though, the caster suffers a level of Glowmadness and is Shaken.

Trappings: The trappings of all Voidomancy spells involve the manipulation of the void and the arcane forces that keep the islands aloft and orbiting one another. Trappings can include pelting a foe with jagged pieces of rock summoned from the void or a flaring of the glow. The important thing is that they reflect the source of the power.

WILDLING VOIDOMANCERS



A clever, canny player might look at the advantages and disadvantages of playing a Voidomancer and think that he can avoid all the dangers of the Arcane Background by playing a wildling. Playing a wildling does negate some of the disadvantages, and even enhances the advantages of Voidomancy, as a wildling caster can cast spells at a +2 bonus, and maintain them for 13 hours with no danger of going glowmad.

However, practicing Voidomancy does make the wildling susceptible to demonic possession. If the wildling rolls a 1 on both his Voidomancy skill die *and* the Wild Die, he transforms permanently into a skitterling (see page 101). This might seem a little harsh, but the offending result can be re-rolled by spending a Bennie.

NEW SPELLS

Presented below are several new spells available to the sorcerers, Engineers, priests, and Voidomancers of the Sundered Skies.

BRIDGE

Rank: Seasoned

Power Points: 1/section

Range: Smarts

Duration: 3 (1/per section, per round)

Trappings: Glowing bridge of either ice, wood, or stone.

Available to: Engineers, Providers, Sorcerers, Steam-priests, Windpriests

This spell works much the same as *barrier*, except it creates a horizontal structure rather than vertical walls. However, each section is only 1 yard (0.5") wide and 4 yards long (2"). When used to bridge a gap, both ends must touch a solid surface. The center does not need to be supported in any way.

For all intents and purposes the *bridge* is a real, if temporary, structure. Some trappings, such as fire, do not allow travel across them without risking serious burns, but might have other uses (see below). Physical bridges have

PLAYER'S SECTION

a Toughness of 10 per game inch. The loss of a single segment causes the catastrophic failure of the entire *bridge*, ending the spell. When the duration ends, the bridge vanishes without warning.

Bridge can be cast on an already solid floor, with any extra effects varying according to the spell's trappings. Anyone attempting to cross a fire *bridge* is at risk of catching fire on a roll of 1 on a d6 (check for each inch), while an ice *bridge* is slippery (as rough ice), thorns count as difficult terrain, and so on. The player should check with his GM as what trappings his *bridge* will have.

CHANNEL GLOWMADNESS

Rank: Seasoned

Power Points: 3

Range: Touch

Duration: 1

Trappings: Glowing eyes

Available to: Battlepriests, Beloved, Songpriests, Voidomancers

Glowmadness is an ever-present threat to the inhabitants of the Sundered Skies. This spell allows the caster to convert Glowmadness into a boon, which aids the spell's subject.

A successful casting of the spell converts the target's levels of Glowmadness into a +2 bonus for each level. These bonuses must be used within one turn otherwise each unused +2 reverts back to a level of Glowmadness. The bonuses must be assigned before the dice are rolled, but can be used to negate and even enhance a Multiple Action Penalty. Only non-permanent levels of Glowmadness can be converted, so permanent levels bestowed by either the Glow Glimpse or Glow Form Edges are not converted.

If the spell casting fails, the subject of the spell gains a level of Glowmadness immediately.

Example: *A Voidomancer casts channel Glowmadness upon one of his comrades who has been left Shaken and Enraged by a Voider's madness bolts. The spell is successful, and the scavenger now has +6 to use before the end of his turn. He decides to assign +4 to his Spirit roll to assure that he at least recovers from being Shaken, and the remaining +2 to his Shooting skill in order to give the Voider a bit of payback.*

Unfortunately, he rolls a 1 on his Spirit roll, which even with the bonuses only allows him to recover from being Shaken, but not take an action, so his +2 is not used and it reverts to a level of Glowmadness, leaving him Irritated.

CONCEAL SOUL

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

Trappings: A calming word, and a soothing touch.

Available to: Sorcerers, Unifiers

This spell bestows a +2 Toughness when the target is a victim of damaging miracles—spells cast by priests and Engineers, but not spells cast by Voidomancers or sorcerers. The target also gains a +2 bonus when resisting miracles. This power stacks with the Arcane Resistance and the Improved Arcane Resistance Edges.

DEMONIC BOON

Rank: Veteran

Power Points: 3

Range: Touch

Duration: 3 (1/round)

Trappings: The target of the spell takes on some features or abilities of a demon.

Available to: Godshifters, Sorcerers

Demonic boon bestows the partial appearance and powers of a demon upon one of the caster's allies. The boon bestowed must be chosen when the spell is cast. The mental faculties of the target are not affected.

The ability bestowed depends on the *demonic boon* chosen.

Damned Soldier: With a successful Shooting roll, the recipient of the spell is capable of spitting a hellish blood. The blood has a range of 1/2/4 and does 2d6 damage.

Devourer: The target gains +1 Size bonus and his tongue becomes a lashing weapon with a 4" reach capable of inflicting Strength +d4 damage. A target hit by the tongue must succeed at an opposed Strength roll or be knocked prone.

Grisly Puppeteer: A 5" long fleshy tentacle grows from the target's back which he can use to grapple a foe. If he gets a raise on his Fighting roll, the tentacle one can also make a free opposed Spirit roll. Success allows the target to control his victim as if he had used the *puppet* power.

In order to escape its influence, the tentacle must be detached from the victim. The tentacle has a Toughness of 6, and a wound severs it. Attacks inflicted upon the tentacle have no effect on the target of the spell.

Grotesque: Target grows demonic wings, bestowing a Flight Pace of 6" and a Climb of 2".

Mauler: The target gains the Fleet Footed Edge, and one of his arms transforms into a prehensile tentacle that ends in a tooth-lined maw like a lamprey. This tentacle

SUNDERED SKIES COMPANION

does Str+d6 damage, and its prehensile nature allows it to ignore the parry bonus provided by shields.

Spined Brute: The target's Strength increases by 2 steps, and his Vigor increases by 1 step.

GLOW PORTAL

Rank: Novice

Power Points: 1/2

Range: None

Duration: 5

Trappings: A portal blazing with concentrated voidglow.

Available to: Voidomancers

Voidomancers use this spell to enhance their ability to utilize the glow. It can either be used to conjure voidglow within an enclosed area or to focus the glow if cast in the void.

Center a Medium Burst Template upon the Voidomancer. Whilst within the area of effect, Voidomancers gain a +2 bonus to all their Voidomancy rolls, and need not spend precious Power Points to maintain any spells. However every round spent within the area of effect counts as an hour when calculating the bonuses or penalties for the Glowmadness Check at the end of the day.

For double the Power Points, the caster can increase the area of effect up to Large Burst Template, or decrease

it to a Small Burst Template. Once it is cast however, its size cannot be adjusted.

INVEST WITH ENHANCED SPARK

Rank: Veteran

Power Points: 3/per corpse

Range: Smarts

Duration: Special

Trappings: Runes engraved on undead, chanting.

Available to: The Bright Cabal, Sorcerers

This unusual spell allows a necromancer to enhance the abilities of an undead of any sort (and yes, undead casters *can* augment themselves).

Each casting allows the necromancer to give one or more members of the undead an advancement as if they were a character. So, the undead can have an increased attribute or extra skills, or even gain a new Edge. The target does not have to meet the requirements for an Edge, but the caster must meet the Rank requirement.

With a success, the undead remain enhanced for 1 hour. With a raise, they remain enhanced for 1d6 hours. With two raises, they remain enhanced for an entire day.

Certain powerful necromancers might have improved versions of this power that are easier to cast and even create permanent enhancements.



PLAYER'S SECTION

INVEST WITH GREATER SPARK

Rank: Heroic

Cost: 4 per corpse

Range: Spirit x 2

Duration: Special

Trappings: Dark liturgy, blood, special powder.

Available to: The Bright Cabal, Sorcerers

This spell functions exactly as per the *zombie* spell, but allows the caster to animate corpses as ghouls, burning dead, or even corpse swarms, depending on how it lived and died (GM's decision). It cannot create ghosts, wraiths, vampires, or other undead.

Powerful, evil NPCs might know a version for permanently creating such monstrosities. Locating the source of such dark knowledge and destroying it, or perhaps gaining it for one's own purposes, would make for an exciting, and likely very dangerous, adventure.

LIFEMOTHER'S FEAST

Rank: Novice

Power Points: 2

Range: Smarts

Duration: Instant

Trappings: Food appears from nowhere, fruit grow on trees or bushes.

Available to: Providers

Food is a constant problem in the Sundered Skies, and hunger is a constant companion. This spell is one of the many reasons why Provider's are so highly thought of.

The caster summons 5 pounds of basic food (not water) per character Rank of the caster. This food cannot be summoned inside any object, but instead appears on the ground or growing on nearby trees or bushes, at the appropriate range. Food summoned by this spell can be stored or preserved as it is permanent.

UNDEATH GIFT

Rank: Veteran

Power Points: 3

Range: Touch

Duration: 3 (1/round)

Trappings: Pallid skin, claws, fangs.

Available to: The Bright Cabal, Sorcerers

This unusual power allows the caster to mimic any one trait or Special Ability of one of the undead. The caster needs to be touching the undead in question when he invokes the spell, and the trait or Special Ability lasts for the duration of the power. If the caster makes a raise on his Spellcasting or Faith check, he gains two traits or Special Abilities instead of one.

In the case of traits, the mimicked trait replaces the caster's trait. For instance, a cultist who mimics a vampire's Strength has Strength d12+1 for the duration. The undead touched by the caster does not lose the affected trait or ability.

VOICE ON THE WIND

Rank: Novice

Power Points: 2

Range: Smarts in base week's worth of travel.

Duration: Instant

Trappings: Whispered words, throwing written message into the void.

Available to: Windpriests

The Windpriest can instantaneously transmit a short message to one named person within range of the spell. The mage does not have to know the person's exact location, but he must know his full name. Trying to send a message to "the nearest Steampriest," for instance, would cause the spell to fail.

The length of the message cannot exceed 10 words per Rank of the caster, to a maximum of 50 words at Legendary. Other spells cannot be cast via this power—it only carries messages.

WARD SKYSHIP

Rank: Veteran

Power Points: Special

Range: Special

Duration: Special

Trappings: A shimmering field, which surrounds the skyship.

Available to: Voidomancers

One of the many dangers of travelling through the Skies is the risk of collision with a rock hurtling through the void. Voidomancers are able to utilize their mastery of the mana streams to repel rocks from the ship.

Casting *ward skyship* costs a number of Power Points equal to half the Toughness of the skyship. To effectively cast the spell, the Voidomancer must usually be exposed to the voidglow and while exposed will be able to maintain the spell for as long as it takes the captain to negotiate the rock field. If for any reason the caster is enclosed when the spell is cast—such as onboard a dwarven ship, which are generally enclosed—he will only have the strength to attempt the deflection of a single rock on a collision course with the skyship.

The Voidomancer rolls his Voidomancy skill and applies half the number rolled to the Toughness of the ship.

SUNDERED SKIES COMPANION

SPELL SUMMARY TABLE

Power	Rank	Cost	Range	Duration	Effect
Bridge	S	3/sec	Smarts	3 (1/r)	Creates a magical bridge
Channel Glowmadness	S	3	Touch	1	Turns Glowmadness into a bonus
Conceal Soul	N	2	Touch	3 (1/r)	Bestows a resistance to miracles
Demonic Boon	V	3	Touch	3 (1/r)	Target gains demonic abilities
Glow Portal	N	1/ 2	None	5	Creates the glow indoors
Invest With Enh Spark	V	Spec	Smarts	Spec	Improve undead minions
Invest With Grter Spark	H	Spec	Spiritx2	Spec	Create greater undead
Lifemother's Feast	N	2	Smarts	Instant	Creates permanent food
Undeath Gift	V	3	Touch	3 (1/r)	Bestows undead ability
Voice On The Wind	N	2	Spec	Instant	Sends a spoken message
Ward Skyship	V	Spec	Spec	Spec	Protects skyships from collisions.

ADDITIONAL SETTING RULES

Presented below is information, which expands upon the setting rules of *Sundered Skies*.

DRAGON BREATH

The fiery breath of the dragon or drakin Chosen is feared and respected throughout the Skies. However, there are some dragons and drakin that possess other types of breath weapon. A player can, as long as his GM agrees, choose one of the following instead of the standard fiery breath. Drakin Chosen who take the Dual Breath Edge can also choose fire breath or from the list below.

Corrosive Gas: The drakin breathes a Cone of corrosive gas. The gas inflicts a further d6 damage the round after it was exhaled, then it neutralizes.

Ice: The drakin breathes a Cone of frigid air. In addition to the regular damage, the ground beneath the Template becomes icy. Creatures entering the template must make an Agility roll or fall prone. If they roll a 1 (regardless of Wild Die), they are Shaken as well. The Template remains for 3 rounds.

Lightning: The drakin breathes a Cone of lightning. Targets within the Cone suffer damage as normal, while those adjacent to the Cone suffer 1d6 damage from arcing strands of lightning. An Agility roll at -2 can be made to avoid this damage.

Poisonous Gas: The drakin breathes a Cone of poisonous gas. The gas does damage as normal, but wounds are translated into Fatigue levels. These Fatigue levels can be healed in the normal ways.

POLITENESS

See page 4 for a brief explanation how manners and politeness of the islanders of the Sundered Skies is little more than a brittle façade, ready to crack under the slightest strain. Detailed below are rules to help the Games Master represent this in his game.

Every few weeks (equal to his Spirit die type) that a hero finds himself in the company of others—not his comrades, but strangers—he gains a -1 penalty to his rolls to resist Glowmadness. This can happen aboard ship—where the majority of the crew can be extras—or during time spent on an island.

If a situation arises where this frustration can be channeled into something satisfyingly destructive or violent, then the penalty resets to zero. For most scavengers and adventurers this is rarely a problem, as their lives are full of action with opportunities aplenty to vent their spleen. However, the average islander usually has a much less exciting life.

A visit to an arena, where they can shout and scream in support of their favorite combatant is the usual outlet for islanders. Similarly, travelling troupes present stirring plays full of dastardly deeds, hateful villains, and glorious heroes can serve the islanders equally as well. Such dramas divert its spectators away from their lives for a few hours and enable them to put their woes into perspective.

EXPANDED GAZETTEER

The following is an addendum to the information found in *Sundered Skies*. The following are further snippets of knowledge known by most islanders. The list is presented alphabetically to help you quickly find things during play.

The Artificer's Tears: A small chain of islands far below Deepsky Citadel, and on the edge of the Flaming Skies. Only scavengers prepared for the most hostile of climes can hope to recover the salvage rumored to be there.

Atrium: A community built within the crater of an extinct volcano in the Lower Reaches. The slopes of the mountain are extremely fertile and the walls of the crater protect its residents from the glow.

The Beautiful One: A heretofore-unknown Goddess of Love. A strangely pacifistic mercenary band, the Heart, promote her worship, and while many are skeptical, their priests—The Beloved—do have their prayers answered by something.

The Bone Garden: An area of Shadowhaven where wealthy families inter their dead in stone mausoleums. Most islanders view this as wasteful, believing the dead should provide food for the fungi farms on Shadowhaven's underisles, whatever their riches in life.

The Circle of Nine: A demon-worshipping cult, feared by all right minded islanders. The cult is believed to have many members, but is headed by the eponymous nine demonologists who rule the cult. The recent upsurge of demon activity across the Skies is often blamed on the cult's machinations.

The Conclave: A tri-annual meeting of Kinsailors at the Meeting place where friendships are re-forged and strengthened, and ancient knowledge is brought and sold for more than just currency.

Cracked Shield Clan: A fanatical clan of orcs which zealously protects both the Battlelord's secrets and his privacy. The clan's ships patrol the Draining Sea, either warning away or slaying all foreigners that they find.

The Deep Delves: A sealed off section of Deepsky Citadel. It is rumored to be the dumping ground for the Artificer's early experiments. Dwarves insist that it is just an area of the Citadel which has been too badly damaged to repair, but nevertheless the rumors persist.

Foothold: The gateway to the island of Savannah. This relatively small settlement is dominated by both elven and drakin compounds.

Frostrock: An isle several miles below The Draining Sea, settled predominantly by glowborn who were once goblin slaves of the Cracked Shield Clan in Firsthome. Re-

lations with the orcs of The Draining Sea are understandably poor, but not so bad that it could lead to conflict.

The Heart: A pacifistic mercenary group who recently appeared out of the void spreading the worship of The Beautiful One—The Goddess of Love. Although they follow the teachings of pacifism, the Heart can be extremely militant when faced with The Bright Cabal or Voiders.

Gag's Brewery: This brewery, found deep below Firsthome is the source for the orcish Berserk Brew, a drink prized by warriors.

The Grim Troupe: Dwarven worshipers of Festival. Although they are not directly inspired by the mad dances of Festival, their music is of a martial and melancholy bent. The Grim Troupe hates the glowmad with a zeal so fanatical that even other Songpriests marvel at its tenacity.

The Church of the Splintered Soul: A rapidly growing cult which believes the gods to be but a facet of a single Sundered God. They preach that the people should worship all of the gods as a whole, revering none in particular. Their doctrine holds that once enough follow their faith, the Sundered God will reform and the Skies will be saved.

Ironport Bakery: Recently opened in Mount Ore, this



SUNDERED SKIES COMPANION

bakery produces a bread that fortifies the constitution to a remarkable degree.

Kinsailors: People born with the ability to summon the ghosts of their ancestors to serve as crew upon their ships. They meet once every three years to exchange information at The Conclave.

Love's Crusade: A Council ship, which wanders the Skies, spreading the worship of The Beautiful One, The Goddess of Love. *Love's Crusade* is the closest thing that The Beloved have to a center of worship.

The Naming Maze: A maze on the edge of the Willow Court where elven children are brought to begin their naming ceremony.

Remorse: A haunted, uninhabited island several days from Plenty. Rumors surround this island. Somebody conducted an experiment which either went horribly wrong, or horribly right. The entire population of the island was killed in a heartbeat. The island is now home to vengeful ghosts and even worse creatures, and no one visits it.

Many suspected cults and organizations are blamed for this terrible incident including The Circle of Nine, The Bright Cabal, The Sons of Spire, and even the Trade Council.

The Riven Shore: This part of the edge of Shadowhaven is riddled with crevices and hidden valleys. Largely unexplored, the area is rumored to be the lair of undead—and worse. The militia investigates the most

insistent rumors, but so far little sign of evil activity has been found.

Savannah: A newly discovered island in the Lower Reaches. Possibly larger than even Heartland, Savannah is covered in thick jungle and sweeping grasslands. Savannah is home to strange beasts and humanoids, which many believe to be related to drakin and dragons.

The Tomb: A vault rumored to be far below the University in Shadowhaven. Within its walls are rumored to be many secrets and relics that the Athenaeum wishes to keep to themselves.

The Under Tunnels: Tunnels beneath the streets of Shadowhaven. Most of these are cramped and difficult to traverse, but there are large chambers where several of these tunnels meet. These are occasionally used by the dispossessed of Shadowhaven as living places.

Voidomancy: A relatively new magic which draws upon the mana streams which keeps the islands afloat and orbiting one another. Voidomancy is not without its risks—not least of which is Glowmadness—but it has several advantages over sorcery, including much longer spells. Voidomancers do not necessarily have to worship one of the gods of the Skies, however the trappings and form their spells takes can lead them to being mistaken for Voider priests.

Voidomancers are taught their craft in a tower which has recently risen amidst the ruins of Stare Crater Isle.





GAME MASTERS SECTION

Everything from this page onwards is for the eyes of the Games Master only.
Players who sneak a peak at its contents risk Glowmadness or worse.
You have been warned!

SUNDERED SKIES COMPANION

A FEW WORDS ON GLOWMADNESS

Glowmadness is an ever-present threat to the islanders of the Sundered Skies. Almost everyone will have a relative or acquaintance who has gone insane and transformed, and every island will have darkened halls where those who are exhibiting the early signs of Glowmadness are detained until they recover. It is fair to say that as many as a tenth of the population or more, might be imprisoned at any one time.

While this is a fact of life for most islanders, should it be a constant threat to the heroes of a *Sundered Skies* game? The answer is yes—and no.

We at Triple Ace Games treat Glowmadness in our *Sundered Skies* games just as you would treat the problem of food and survival in a post-apocalyptic game, like Pinnacle Entertainment Group's *Hell on Earth*. In such a setting most survivors are on the verge of starvation with items such as unopened K rations or even a tin of beans being highly prized. With everyone prepared to fight to gain even these most basic of staples, the hunt for such supplies is probably going to lead to brutal life or death struggles. While this can be interesting occasionally, game session after game session in which the brutality of post-apocalyptic life is dwelt upon, soon makes for a stagnant, boring game. Most Game Masters hand-wave or ignore the problems of food, water, fuel, and even ammunition and medicines—shortages of any one of these only becomes a factor when it becomes important to the plot.

Thus at Triple Ace Games we emphasize Glowmadness in the first few sessions, calling for daily rolls, and such, but as soon as the Plot Point campaign hits its stride, and the players are aware of—and paying lip service to—the dangers of staying too long in the glow, we de-emphasize the risks, and stop calling for daily Glowmadness checks.

However, if the players place themselves in a situation where the danger of Glowmadness is a definite threat, such as exploring the surface of Star Crater Isle for days at a time, then the GM should start calling for daily Glowmadness checks again—if only to remind them of the possible folly of their actions and to get them moving. Obviously if the heroes visit Aria, then Glowmadness Checks are a must, and all part of the “fun” of visiting the isle.

If one of the players decides to play a Voidomancer (see page 11.), then he has decided to make the threat of Glowmadness very pertinent to his character, but only his character. The rest of the player characters need not be forced to make daily checks just because of the choices made by one player.

Finally, while it might be argued that a player who takes the Hindrances Glowmad Susceptible (*Sundered Skies*

page 15) or Ex-Voider (see page 8), or the Edges Glow Glimpse, and Glow Form (*Sundered Skies* pages 17 and 18) has also decided to make Glowmadness a major part of his character, we disagree. Characters who have taken this path have a lot less wriggle room when Voider bolts or the other situations that induce Glowmadness, affect them, and probably should not be punished further.

THE MYSTERY OF FLIGHT

That the islands and ships of the Sundered Skies fly is a fact accepted as the norm by the peoples of the Skies in the same way that tides, prevailing currents, and the changing of the seasons are accepted on other—less blighted—worlds. Only the Sons of Spire, and ever-curious Engineers regularly puzzle over this greatest mystery of their world.

However, islanders are not your players, and chances are that it will be something that they fret over. We at Triple Ace Games do not believe it matters much at all—the islands and ships of the Skies fly, and that is just the way things are. However, we realize that this will not please everyone so we offer a series of possibilities that you can adopt for your own game. You need not decide on an explanation until your players start speculating. Just choose the one that suits your style of game the best.

There is no reason why you cannot use all of the explanations. Theories abound, and these will be debated and debunked as the campaign progresses. No matter how unlikely a source for flight might sound, there will always be a few who believe it.

THEY JUST DO

This is the easiest explanation, as it has no ramifications upon the setting as written. Ships and islands fly, because without that fact there would be no Sundered Skies.

THE GODS DID IT

The gods all working together have created the circumstances which allow the phenomenon of flight. Even the gods who are an anathema to life such as the Rotting One and the Lightbringer have a vested interest in allowing flight for it also allows them to promote their beliefs and worship.

Deciding on this explanation for flight will have very little effect on the setting as written, but might have ramifications once the Plot Point is completed, and the Rotting One has escaped the Skies. It takes the effort of all the gods to keep things aloft, and the loss of one could cause frequent landfalls and even the occasional loss of a skyship—at least, until the Wild regains its strength.

GAME MASTERS SECTION

A MAGICAL MINERAL

The floating islands contain a large amount of a particular mineral—floatstone. This mineral is in turn absorbed through the roots of trees, giving wooden ships the ability to float. Ships built of other materials, such as the dwarven metalclads, are coated with a compound created from this mineral.

If this becomes common knowledge, a new weapon is added to the arsenals of those who fight the Silent Wars—mining sabotage. If enough floatstone can be removed from an island, it will fall. The islanders will learn to look with fear upon the smaller isles, orbiting their homes, not knowing if one will suddenly plummet towards them.

THE HEART'S INFLUENCE

One of the secrets of the Sundered Skies is the Demon King's Heart at its center. In truth the heart exerts an influence upon the islands through invisible mana streams. There is no conscious control of the streams, for the heart is not sentient in any measurable way—the streams are the vestiges of the power of the world known as Heartland. The skyships ride these mana streams through the void.

Initially this will have no effect upon your campaign, as the heart is unknown to everyone within the Skies. However, as the Soulshield weakens and the demon armada starts to gather at the heart it is possible demon sorcerers will learn how to interfere with the mana streams, causing the orbits of the islands to become even more erratic. If nothing else this will add a sense of urgency to the finale of the Plot Point.

OTHER IDEAS

Listed above are the more “plausible” sources of flight, however if you want to use something a little bit more “out there,” it is your campaign and you are free to do anything that you wish.

Maybe the hold of every skyship is filled the sky ship holds are filled with lighter than air leaves making each ship buoyant or perhaps everything is kept aloft by the determined belief of the islanders. However, the ramifications of whatever you decide should be thought through and their effects upon the campaign explored.

SHIP DESIGN

With all of the threats that the void offers to those who sail between the islands, you might wonder why more skyships are not fully enclosed to protect their crew from the dangers of Glowmadness. There are several reasons.

The most common explanation is the means by which the ship is propelled through the void. Most skyships resemble earth sailing ships and use a complicated rudder and system of sails and rigging to capture the winds. Other ships, such as drakin and orcish ships could conceivably be fully enclosed without impeding either their oars or their wings. Unfortunately, there is rarely the building material available to allow such a design.

Dwarven steam powered metalclads are usually fully enclosed, but they are extremely rare and built by a race that has access to an unprecedented supply of building materials. Nevertheless, many consider these dwarvish ships to be an extravagant waste of resources.

Finally, it should be noted that all skyships keep ballast on board, affixed to either the rails on the deck of the ship or at its core. The closer to the prow the ballast is moved the steeper the downward angle the ship takes. Similarly if the ballast is dragged aft towards the rear of the ship, then the steeper the angle at which the ship ascends.

RITUALS AND TRADITION GAME MECHANICS

On page 4 we described several rituals, traditions, and superstitions which are followed in the Sundered Skies.



SUNDERED SKIES COMPANION

We did so without comment and your players are free to conform to them or not as they see fit.

However, so many people of the Skies believe and follow these rituals that they have a power of their own. What we offer here is an optional rule, which can be used to enhance your game and make the Skies a living, and breathing place.

Luck can be a fickle mistress. If the heroes fall foul of, or follow one of these superstitions draw a card from the Action Deck. On a face card they suffer—or benefit from—the mechanical effects described. If a joker is drawn, any positive effects are taken, but negative effects can be ignored, lady luck has bestowed one of her rare smiles upon the heroes.

DAY-TO-DAY LIFE

Dragon's Shadow

Drakin are demonic creatures who have sold their soul to the abyss. If you find yourself in the shadow of a dragon, you will go glowmad within the week.

Game Mechanics: This belief has arisen from ignorance and bigotry, and has no basis in truth. There are no game mechanics, but many common folk are so terrified at the sight of a dragon that they will be rooted to the spot, possibly increasing their chance of Glowmadness.

Eating Meals

All food comes from the good graces of The Lifemother. If we do not thank her before every meal she will ensure that we starve no matter how much we eat.

Game Mechanics: The Lifemother is not a spiteful deity, while she enjoys any heartfelt thanks sent her way before a meal, she does not punish those who do not offer them.

We must remember our lost, and offer them thanks for giving their bodies to nurture our food.

Game Mechanics: Strangers who do not show respect suffer the Haunted Hindrance (see page 8) for the next 25 hours.

Glowmadness

Those who have fallen from the grace of the gods suffer Glowmadness—show piety and thanks, for you will be saved.

Game Mechanics: Worshipping at a temple grants +1 to all rolls to resist Glowmadness for one day.

Kissing an ugly man wards you against Glowmadness for a week.

Game Mechanics: Absolutely no effect at all. However heroes with the Ugly Hindrance might find themselves inexplicably popular in port.

Glowmadness Outbreak

The ground where someone went glowmad is barren forever.

Game Mechanics: Unless the victim was an elf, this is untrue. Ground where a blight walker is created is permanently barren.

Close families who have suffered more than one incidence of Glowmadness in the same year have been cursed by the Lightbringer and will bring his wrath down on all who befriend them.

Game Mechanics: If it becomes known that the heroes have suffered a series of Glowmadness losses recently, they suffer a –1 penalty to Streetwise rolls with merchants—albeit *very* polite merchants.

Name Taking

If a glowborn takes your name it can be a blessing or a curse depending on his actions in your name.

Game Mechanics: Draw a card from the Action deck every time the hero talks to a merchant. If the card drawn is an ace, then make a note of the color. A red card denotes the glowborn has become a force for good in the Skies, and the hero gains a +1 on Streetwise rolls with any merchant who recognizes both the name and the heroes' influence upon the glowborn.

A black ace denotes the glowborn is a less than savory individual, and the hero suffers a –1 penalty to all Streetwise rolls to those merchants who recognize the link between them. You have a new villain in your game, one that the players will want to deal with as soon as possible. If a joker is drawn, the glowborn is of such good repute that the hero gains a +2 on these Streetwise rolls.

Draw a card for every encounter the hero has with a merchant until either an ace or a joker is drawn. This card determines the glowborn's game effect from then on. If the name-taking glowborn is a party member, there is no game effect.

GAME MASTERS SECTION

SHIPBOARD LIFE

A New Ship

Spilt blood on a ship before first launch is very unlucky.

Game Mechanics: If the heroes purchase a new ship, draw a card. If it is a black ace, someone suffered a serious accident during the construction of the ship. The ship suffers a further -1 penalty to any rolls involving Hazards (*Sundered Skies* page 152).

A ship blessed with a sacrifice of blood by its new captain will always fly true for him.

Game Mechanics: Unfortunately there is no basis in truth for this belief—this does not stop numerous new captains from scaring their palms however.

A Provider must purify a ship seized violently, lest the wraiths of those who died on board turn on the new crew.

Game Mechanics: If the heroes seize a ship previously crewed by either the Bright Cabal or Voiders, it must be purified. Until this occurs, ghosts will constantly plague them.

Death

The spirits of those who perish onboard ship must be placated, lest they haunt the ship.

Game Mechanics: If an Extra died on board ship due to the reckless actions of one of the Wild Cards, he might haunt the ship. Ridding themselves of malevolent spirits can be an adventure in itself for the heroes.

Leaving Port

A sacrifice made to the Lady on the first day will assure a safe voyage.

A wise sky captain will mutter a prayer to The Lady of the Winds and sacrifice a handful of salvage to her by throwing it into the void.

Game Mechanics: As long as the captain has sacrificed salvage equal to a Junk level salvage roll he can ignore one Navigation Hazard roll during the voyage.

Theft

A thief on board must not be spared. His selfishness will attract the Lightbringer's special attention.

Game Mechanics: The Lightbringer does not particularly target ships plagued with theft, but a captain who does not clamp down *hard* on such activity might soon find that he is faced with a mutinous crew. Of course, he might later find that his ship is haunted by the executed soul—especially if the accused was innocent.

The White Skyler

The White Skyler is a creature of ill fortune placed in the Skies by the Lightbringer. The only way to avoid the curse of the creature is to sacrifice salvage to her.

Game Mechanics: No more than a cog need be thrown into the void to negate the bad luck that the white skyler brings. Not doing so means that the hero gets one less bennie at the start of the next session. If the crew kill the white skyler, then they all suffer from bad luck for the next two gaming sessions rather than just the one. Because an encounter with the white skyler is engineered by the Games Master, rather than a situation caused by player behavior, these mechanics are always in effect and cannot be triggered by a random card draw.

Women on Board

The Lady of the Winds looks favorably upon ships that have a woman in a position of authority.

Game Mechanics: Ships with a command position held by a woman can add +1 to rolls to determine the length of a voyage.

THE SUNDERED GODS

As explained in *Sundered Skies* on page 64, the world might seem vast and unfathomable to the mortals trapped within the demiplane of the Sundered Skies. However, the gods are also trapped within this bubble in hell, and as beings used to roaming and influencing the many different worlds of the universe, to find themselves trapped in one tiny broken, besieged, and—for some—totally alien world, the Sundered Skies are claustrophobically small. The gods are reacting in the same way a mortal would when put in an intolerable situation with no hope of a reprieve or respite.

They are going insane.

An insane god is probably the most dangerous and unpredictable being imaginable. Fortunately for the islanders of the Sundered Skies, the strange cosmological nature of their world, plus the responsibility of the task of keeping the Demon King's Heart from the forces of hell, has had a very particular effect on the manifestation of this insanity. The gods are sundering.

SUNDERED SKIES COMPANION

The gods are very slowly splitting into two separate entities. One is the god known and loved (or feared) by the islanders, the other is a being which stands diametrically opposed to everything the god stood for. The end of the Plot Point in *Sundered Skies* effectively ends the threat of a demonic invasion; however, a much worse threat looms in the future—religious wars of heresy which threaten to tear the Skies apart.

The Rotting One has already sundered, becoming The Beautiful One, The Goddess of Love. The rest of the gods are years away from a true sundering, but the cracks are starting to show in ways detailed below:

The Alpha: The Alpha is not a god, but an extremely powerful spirit forced to take on the mantle of godhood. Lady Raven, the elven hero trapped within the Fleshforge is immune to any spiritual sundering, but being worshipped by an entire race causes its own stresses.

Lady Raven has become a demigoddess. Normally, such a status takes millennia to attain, and there are gods present to help guide the new deity through the process—indeed, some of them were once demigods themselves.

However, The Leaflord has hidden Raven's very presence in the Sundered Skies (see *Sundered Skies* page 65), and she has been forced to deal with being the target of worship alone. Fortunately, her sacrifice and her inherent compassion have insulated her from much of the psychic impact that naked adulation can have on a mortal soul, but it is only a matter of time.

As Raven slowly succumbs to the pressure, "her" Untamed priests will gradually become more bestial and savage. They will become extremely territorial—whether it be an actual physical territory, or more abstract, such as the leadership of a scavenging crew. They will also be prone to making attacks, with even those elves in the Boughbreakers not being safe from this quite possibly deadly harassment.

The Artificer: The Artificer has devoted all of his strength to maintaining the illusion of safety for the mortals living in the Sundered Skies. He has even sacrificed his mobility through the Skies to give the islanders a sense of stability and permanence.

The dwarves are doomed—their birth rate has declined past the point where their continued survival is viable. The Artificer has always looked upon them as his chosen people as it is they who tend to his needs and they who work within his Factory. As the Artificer starts to sunder, he begins to fixate on their fate.

Despite the disastrous outcome of the experiment which created Kinslayer, the Artificer decides to entomb the souls of his people within immortal steam golems—whether they agree to it or not!

The Battlelord: While the Battlelord's rage is quelled during the events of the Plot Point campaign presented in *Sundered Skies*, it also inadvertently delays his inevitable sundering by several centuries.

However, the Battlelord is by nature a capricious deity whose very nature is dangerous to mortal life. Outside of the Sundered Skies, his attention was spread across countless worlds, all of which were touched by conflict. Now, the Skies have his undivided attention. It is conceivable that boredom will drive him into fermenting conflict and rebellion across the Skies just to see what will happen.

The Battlelord could be one of the greatest threats to the Sundered Skies.

The Beautiful One: As mentioned above, The Beautiful One is the sundered and opposite form of The Rotting One. As a new goddess, she will not succumb to the claustrophobic effect that the Sundered Skies has on the gods for several millennia yet.

The Lady of the Winds: The Goddess of the Winds is already sundered—she already has five different aspects of her personality, each of which manifests as a separate entity. This unique nature makes her immune to the fate that the other trapped deities face.

However, these different facets of her nature compete openly with one another. No two Windpriests are alike, and might even hold one another in disdain depending on which manifestation of their goddess that they revere over the others. Direct violent conflict is not unknown amongst their ranks—indeed it is sometimes even encouraged, as the different aspects of The Lady of the Winds wax and wane.

The Lifemother: Recently The Lifemother's—and some of her Providers—devotion to life has taken a very dark path as she extends her interest to cover all living beings, including bacterial diseases and *even* the glowmad. More than one Provider has proved to be a baneful priest of disease and death, and yet still enjoy the patronage and protection of The Lifemother.

The Lightbringer: As explained in *Sundered Skies* on page 64, the Lightbringer was once Oceanus, the god of oceans. Perversely the slow erosion of sanity that the other gods are experiencing is having the opposite effect on the God of Madness—he is getting saner.

Initially, these bouts of sanity and lucidity are incredibly infrequent—only one occurs within the scripted Plot Point in *Sundered Skies* (detailed on page 96), but as the years pass they will occur more frequently.

When the gods finally sunder, the Lightbringer might be one of the only true allies that the mortals have amongst the gods.

The Lord of Festival: Festival has already sundered in every way that counts. As time passes his bouts of san-

GAME MASTERS SECTION

ity will diminish and his mad dances will become longer and more destructive. Eventually he might try and end his self-imposed exile on Aria. Preventing Festival from leaving Aria will be a test of even the greatest hero's mettle.

The Rotting One: The Rotting One escapes the Sundered Skies at the end of the Plot Point campaign and has no further effect upon those trapped within it. However, she has left her fully Sundered self behind in the form of The Beautiful One.

The Wild: As detailed on page 64 of *Sundered Skies*, the elemental Wild was forced into a state of torpor by both the sundering and the attack by the demonic Leaford. With the overthrow of the demon lord and the Willow Queen (see *Sundered Skies*, page 107), the Wild is able to take its rightful place as the god of nature.

The ill abused god will take several decades to recover his full strength, at which point he will slowly start to sunder. His sundering will take much less time than any of the other gods, but the process is still on a timescale beyond the understanding of any mortal mind.

HOLY DAYS

Where there is an organized religion, there are days which hold a special significance for its followers. Listed below are the important days for each of the main religions of Skies. No actual dates are given for these days, the peculiarities of the Sundered Skies prevent there being a unified calendar, and if a particular date is written down, the chances are that the heroes will miss them as they are in the middle of a long sky voyage. The Games Master should use these festivals as a tool to be included in his game when it suits him, if only to add color and verisimilitude to his game.

THE ALPHA

Although definitely an official religion in the Skies, the church of the Alpha cannot be really described as *organized*. The chaotic, even savage, nature of wildlings, and the fugitive status of all wildlings often prevent them from gathering in large numbers to celebrate their god.

Freedom Day: Wildlings try and mark the anniversary of the day upon which they were freed from servitude and almost certain death, by striking back against the Willow Court. A Wildling who disrupts an elven plan or slays a Wild Card elf on his Freedom Day gains a +2 bonus to all opposed rolls made against elves or ferals for the next year.

The Conclave of Beasts: If enough Untamed can gather in one place, then they might be able to summon an avatar of their god who will possess one of their number. The ceremony requires that there be enough of the Untamed involved to represent each of the wildling

fleshforge forms. The Untamed compete in battles of skill, strength, and wit until one of the Untamed emerges triumphant over the others. The victor leads ceremony, and if it is successful she ignores the -4 penalty to change her fleshforge form, and becomes the living embodiment of the Alpha—the highest of all wildlings—until the next Conclave.

THE ARTIFICER

The life of both the Steampriest and the Engineer is filled with ritual. An Engineer whispers a prayer to the Artificer whenever he uses one of his miraculous devices; a Steampriest engraves the symbol of his god onto all of his tools to gain good fortune; and the dwarves of the Factory work within, and alongside their god every day, their day regulated by practices and rites as dictated by their god's high priests and makers. However there are at least two holy days that every worshipper celebrates.

Blessing of the Artificer: The worshipper presents himself and his tools for examination at the Factory. For dwarves, this marks the day that they formally learned the history of their given name (see page 7). For others, it is the anniversary of the day that they dedicated their lives to the worship of the Artificer. Those who are judged to have spent the last year trying to better the lives of their fellows receive a +2 bonus to Repair rolls for the following year.

The Creation Faire: Once a year, a contest is held within the bowels of the Factory. Both Engineers and Steampriests participate, it being a matter of great pride for both factions if one of their own is the present champion. The contest begins with Engineers competing against Engineers and Steampriests against Steampriests in battles of skill, wits and martial prowess until there is a winner from each faction. These two meet in a final competition and the winner of this match is given a very particular blessing by their god.

The winning Engineer can choose one of his devices and it is forever more immune to malfunction. The successful Steampriest gains an ability similar to the Wizard Edge (see *Savage Worlds*) when casting his spells.

The Faire is open to all with an inventor's skill, even those who are not directly inspired by the Artificer, and is a time of great celebration and display for all dwarves. Craftsmen from across the Skies present their wares for sale and demonstration. Fortunes are made and lost during the Creation Faire.

THE BATTLELORD

Warriors who live by their skill in arms are among the most superstitious folk in the Skies. One warrior becomes convinced that his weapon demands blood every time it

SUNDERED SKIES COMPANION

is drawn and takes to nicking himself and smearing blood on the blade or head of the weapon before it is sheathed or holstered; another is very particular about the order in which he dons his armor; while others might even talk to their weapons as if they were long lost loved ones. Orcs are by their nature are not ones to engage in organized celebration beyond fights in the arena, but the following holy days are celebrated:

Death Day: Not all combat is to be celebrated or even necessary, and each Warpriest has his own Death Day, the anniversary of his first defeat—which usually happens within the first year of his calling. The priest meditates for seven hours on what he could have done to avoid the conflict and how he was at fault in provoking the fight. This meditation must take place at a Battlelord's temple. The priest receives a +2 bonus on all Persuasion rolls.

The Grand Melee: In an annual attempt to attract the Battlelord's attention to The Call on Firsthome (See *Sundered Skies* page 74), a grand melee is held. All comers are welcome and the chaotic, often lethal melee continues until there is only one victor. The victor gains notoriety throughout the Skies. He gains the Reputation Edge regardless of his Rank. Those with Negative Charisma are usually believed to have won through trickery and remorselessness, and gain all the benefits of a bad reputation. On the very rare occasions that the melee is won by someone other than a Warpriest, the victor, usually takes up the Battlelord's sword soon after. Those who do not must expect to be constantly challenged to combat by

Warpriests affronted by the shame he has brought upon the warriors of the Battlelord.

Victory Day: Most Warpriests revel in the joy of combat and celebrate their first victory over a worthy foe. On each anniversary of the victory they spend the day at a temple reenacting the battle in front of worshippers, and extolling them with other boasts of their prowess. Often the tale grows in the telling, but this expected and celebrated, the point of the reenactment being to have the listeners leave buoyed by stories of successful conflict in which evildoers were put to the sword or humiliated. As long as the tale does not become too outlandish and unbelievable, the priest's main weapon can now take on one element of another weapon.

For instance, a sword can become flexible (ignores a shields parry or Cover bonus, or +1 Parry), or the weapon can become longer (Reach 1), or heavier (Armor Piercing 1). None of these elements can enhance an already existing property of the weapon. For instance a maul's Armor Piercing value cannot be increased to 3.

THE LADY OF THE WINDS

The wind is ever-present in the Sundered Skies. It is a foolish man who does not venerate the goddess in one or all of her forms. Gusts of wind are often strong enough to pluck a grown man from a ship's deck or isle and send them screaming into the void. Windpriests themselves are a diverse lot who each revere a different aspect of their goddess above all others. This often leads to conflict and



GAME MASTERS SECTION

argument, but an attempt has been made to regulate and structure this natural urge to compete. The various Holy Days of the Lady of the Winds are as follows:

The Council of Winds: Despite its civilized sounding name, the Council is a violent and bitter affair where the dominant aspect of The Lady of the Winds is decided for the following year. Windpriests are divided up into equal teams, each representing one of the different aspects, and these teams attempt to prove their superiority over the others during a week of conflict, ambush, and trickery. The battleground for this conflict is the whole of Bridgeways and the void around it. The Council of Winds can be a dangerous time for lowly islanders as many Windpriests abandon their islands to compete in the Council, and can be away for as long as a three or four months—if they return at all.

The Eddy Days: An annual celebration during which those who revere the Daughter of the Breeze give thanks to her. Bridgeways is blessed with pleasant warm breezes for a week while her priests praise and thank her. Those present for the entire ceremony can add +2 to their attempt to disrupt or *dispel* magical effects or abilities for the next year.

Festival of Appeasement: The details and benefits of this holy day are detailed on page 114 of *Sundered Skies*.

The Still Days: An annual celebration during which those who revere the Matriarch of the Becalmed give thanks to her. Bridgeways suffers a week where not a single breeze is felt—an experience unnerving to most of its residents, while her priests praise and thank her. Those present for the entire ceremony are able to impart a -2 penalty on any ship attempting to pursue or escape the ship the Windpriest is a passenger or crewmember of for the next year.

The Storm Days: An annual ceremony during which those who revere the Mistress of Storms attempt to appease her for another year. Bridgeways is scoured for a week by vicious windstorms while her priests attempt to pacify and please her. Those present for the entire ceremony can halve the Power Point cost when casting *wind wall* for the next year.

The Rain Days: An annual celebration during which those who revere the Mother of Rain give thanks to her. Bridgeways is bathed in a weeklong gentle rain while her priests praise and thank her. Those present for the entire ceremony can, for the next year, ensure that their localized area is bathed in rain once per week, each use costs 1 Power Point. Ships or islands blessed with a rain kissed Windpriest need never fear thirst.

The Terrible Days: An annual ceremony during which those who revere the Queen of the Vortex attempt to appease her. Bridgeways suffers a week of hurricane strength winds, which make the island unapproachable

and damage or destroy many of the lesser structures on the island while her priests cower in abject fear and abeyance. Those present for the entire ceremony can for the next year roll the damage dice of their *burst* spell which aces when attempting to destroy obstacles and objects (see Breaking Things in *Savage Worlds*).

THE LIFEMOTHER

Everyone in the Skies, no matter which god they favor, owes their life to The Lifemother. She provides the food and water that all those living need. For this reason her holy days can be gregarious affairs where all are welcome regardless of their affiliations or crimes.

Festival of Thanks: A bi-annual celebration held on Plenty where people from all over the Skies come to give thanks for the bounty provided by The Lifemother. All are welcome apart from the glowmad and the undead, and even they are tolerated as long as they do not leave their ships. The Festival is an opportunity for all islanders to come together without fear of violence. Crimes and affiliations are forgotten, and it is possible to find lifelong enemies enjoying a brew and a joke. Those who break the armistice of the Festival are hunted down and killed without mercy—this being the one time that Providers can ignore their vows of pacifism without recrimination. Many deals are done, much information is traded, and plenty of salvage is exchanged. The festival lasts for three weeks, during which the amnesty not only covers the island, but also the Skies around the island—allowing celebrants to arrive and leave without fear of molestation.

The Anointing: Once per year, on the anniversary of the day that she heeded the call of their goddess, each Provider can present herself at the Teardrop on Plenty and be anointed with the water from the font. Those so anointed are blessed for the next year and will never suffer from thirst.

THE LIGHTBRINGER

The holy days of the Lightbringer are chaotic, awful events, which end in the death or Glowmadness of scores of victims. The Voiders are usually too disorganized and chaotic to adhere to uniform celebrations held across the Skies, each group of cultists usually have having their own important days which usually have no rhyme or reason to anyone, but themselves.

Feeding The Glow: Many Voiders believe that the glow is sustained by sacrifice and hold regular ceremonies during which bound and stripped victims are thrown from their ships or islands into the void. Most cells of cultists repeat this ceremony every few weeks, and if no victim

SUNDERED SKIES COMPANION

is available, then they will select a non-glowmad for the “honor.”

THE LORD OF FESTIVAL

Each and every day is a day of celebration to the Songpriests of Festival, and the celebrations in their choirhalls are a great gift to the people of the Skies in their constant battle against despair and Glowmadness. However, the Songpriests do hold some days as being more important than others.

The Liar's Dance: Nothing raises the spirits like a tall story well told. This celebration is an opportunity for a Songpriest to exhibit his creativity. The aim is to craft a tale which although patently untrue, is also uplifting, entertaining, and plausible. A jubilant, raucous crowd in the Choirhall on Shadowhaven judges the tales. The winner is allowed to take the title “The Liar,” which perversely, is an honor amongst the followers of Festival, and bestows a +2 Charisma bonus upon the holder.

The Silent Day: In memory of the day that their god was grievously wounded and infected by the creeping madness of the Lightbringer, Songpriests mark this day by not playing their instruments, reciting poetry, or even composing a new work to be placed within the Songvault. Instead, they spend the day in silent complementation of their god's fate.

The Song of Revelation: Once a year each Songpriest composes a song, which his muse presents to Festival himself. The composition must contain only the truth, and expose a flaw of the Songpriest in either his character or his actions—a different flaw for each composition—but must also demonstrate how the priest is attempting to overcome the revealed shortcoming. If the composition finds Festival in a receptive mood and meets with his satisfaction, for the following year, the range of all of the priest's Leadership Edges and beneficial spells are increased by 5”. If the spell originally had a range of Touch, then it is unaffected.

THE ROTTING ONE

The Bright Cabal does not have any holy days as such—when you can measure your unifespan in millennia, then individual days and anniversaries are beneath your notice. Members of the Cabal believe that even the creation of the lowliest zombie or skeleton brings the day that their god will escape his cosmic prison and manifest in all of his majesty across the Skies one step closer. Of course, this belief also leads many to megalomania—they are possessors of a godspark—and divine themselves, after all.

THE WILD

The elves of Heartland are amongst the most zealous of all the people of the Skies, for they dwell within and on their god. The Willow Court guards its privacy jealously, and most non-elves are summarily put to death if found on Heartland. This means there are no exultant celebrations of the Wild open to all who can attend. What celebrations there are held on Heartland, are private, insular, and secret.

The Fleshforge: Every day in the Fleshforge is started with an elaborate ritual designed to sanctify the forge, and crucially, stem the influence of whatever power lies behind the ghostly raven topped staff. No matter what the Leafwardens do, they have so far proved to be unsuccessful.

The Rebedding: Once per year, on the anniversary of the day that he entered the Naming Maze, each Leafwarden can visit the Leaf Lord to reaffirm his loyalty to the Willow Court. He impales his hands upon the thorns of the Leaf Lord's roots, feeding the tree with his blood. Truthfully, a growing number of Leafwardens are changing their allegiance to that of the Boughbreakers, and although they utter the words of loyalty to the Leaf Lord, within their hearts they are swearing loyalty to the rebels cause. However, the Wild seems unable to detect any signs of disloyalty. Leafwardens who complete this ritual can, for the next year, change any of their leaf heritages. Doing so requires an action and a requires a successful Spirit (-4) roll.

EXPANDED ISLANDS OF THE SKIES

The information below expands on the entries found in *Sundered Skies*. Some of the entries have been paraphrased or repeated from information contained within the pdf scenarios *The Ice Tower*, *Fate of the Summoner*, *Blade of Destiny*, and *Mindthief*, and are included here for completeness.

ARIA

Requiem's Temple: The sight of a great battle fought twenty-three years ago after The Requiem targeted one of the dwarven King's grandsons for death. Something about the temple repels the god's mad dances, as it remains untouched since the day of The Requiem's near destruction.

Some speculate that The Requiem were in possession of a relic which protected them from Festival. If it could

GAME MASTERS SECTION

be found again, maybe some serious thought could be given to rebuilding the destroyed island.

DRAGON'S SPINE

Hall of Memories: In Foreign Quarter on the edge of The Bazaar, and almost in the shadow of The Dragon, stands the Hall of Memories, a large, elaborate building where the grand, awe inspiring history of the dragons is displayed in word, pictogram, and artifacts. The hall is open to all, but is heavily guarded by drakin Chosen. The displays are routinely changed, with new items being brought in from inland and old items being returned to the treasures stores.

The Hall serves two purposes. It keeps the non-drakin who visit focused on how powerful, how long lived, and how ferocious dragons are, while at the same time emphasizing their benevolence, and it also serves as a last reminder to the Chosen who are about to embark on a ship off the island of both their heritage and their eventual purpose—to ascend to dragonhood and do deeds which might one day be boasted of in this very hall.

INLAND ON DRAGON'S SPINE

Most non-drakin's experience of Dragon's Spine is restricted to the Foreign Quarter. Indeed, further travel inland is discouraged and prohibited, but what does the intrepid or foolish explorer find beyond the imposing wall of the Foreign Quarter?

The short answer is death. Foreign Quarter is the only traditional city on the island—the surface is a barren, windswept, and rocky—almost all of the topsoil has been lost and shelter from the glow can be scarce. The dragons and their drakin servants live in large underground complexes complete with hatcheries, treasure halls, and even subterranean farms. The surface entrances to these complexes are ornately carved, cave mouths-cum-buildings, heavily guarded and always big enough for a dragon to fly through. The drakin jealously guard their privacy, and the best trespassers can hope for is to be escorted back to their ship or to the Quarter. Those who are discovered having trespassed as far as the depths of a hatchery or treasure hall are summarily killed.

DEEPSKY CITADEL

The Artificer's Tears: A chain of islands far below Deepsky Citadel that were formed when a collision with the Citadel tore a section away, the Tears sit right on the very edge of the Flaming Skies, any deeper and they would have surely burst into flame. Only those with magical protection of some kind can hope to survive a

protracted visit. Those who have survived visiting the Artificer's Tears report that many of the chambers ripped away from Deepsky Citadel and thought lost during the collision remain mostly intact.

The Deep Delves: Left exposed after a collision over fifty years ago, repairing this section deep within the bowels of Deepsky Citadel proved beyond even dwarven craftsmen. Instead, the decision was taken to seal it off completely, but even now rumors abound of the strange things that wander the Deep Delves, including elements, dwarves driven insane by the heat, and malfunctioning golems.

DRAINING SEA

The Battlelord's Citadel: In the center of the Ice Sea stands an enormous fortress carved from ice. The few who have approached it—and survived, tell of enormous storms that batter the citadel making approach all but impossible.

The Clan Camps: The Draining Sea is peppered with camps of the Cracked Shield Clan, Orcish zealots who patrol the ice determined to keep unbelievers and heretics from disturbing their god.

The Ice Sea: The unending white-hot rage of the Battlelord appears to have melted the ice around his citadel, creating the only sea in the Sundered Skies. Those who brave its dangers report unique navigation difficulties, and strange wingless skyler-like creatures below the surface of the water. Battlepriests speculate that these are creatures born of their god's rage and have christened them "ragelings."

The Ice Tower: Rumors have begun to spread of a tower on the edge of the Ice Sea where the Battlelord rested during the construction of his citadel. These rumors hint that it contains many relics and valuable salvage. For more information see the scenario entitled *The Ice Tower*.

FIRSTHOME

Grag's Brewery: This brewing cavern is found deep in the caverns beneath Firsthome. The Grags claim that they are able to ferment the rage of their god into a palatable brew.

Berserk Brew: Drinking this—*just*—palatable brew bestows the Berserk Edge on the imbiber for the next ten minutes. A single flagon costs 300 cogs.

FREEDOM ISLE

The New Jorvan Brigade: Not a place, but a movement. The Skies see this as a protest by the Jorvanites at the loss of their ancestral home, but in truth it is a front for the Boughbreakers to disrupt the plans of the Willow Court. They are careful to keep elves and wildlings away

SUNDERED SKIES COMPANION

from NJB meetings lest the connection becomes obvious.

The NJB is mostly comprised of disgruntled youths ready to rebel against something—the Willow Court is just a handy target. They do not have a headquarters as such, and so far have only staged protests and marches; however, their masters are ready to step this up to direct action.

■ **Unrest (Page 80):** Riots, and explosions wrack Freedom Isle. Something must be done before the elves clamp down hard on the islanders.

GATEWAY

The Abandoned Warehouse District: Nine years ago, one of Gateway's warehouse districts collapsed as the ground gave way beneath it. Dozens were killed, and hundreds injured in the catastrophe, and the district was quickly abandoned as the ground was unstable, and threatened to further collapse into the caves below. There has been talk of sending for Engineers from Deepsky Citadel to survey the area and see what can be reclaimed, but so far nobody has offered to foot the bill for such a project.

The district has a bad reputation today, many believe it to be haunted and so avoid it. Those who have been into the district report strange noises and half glimpsed creatures.

Joseth Truthbearer: Joseth is detailed in *Sundered Skies* on page 96, but with the appearance of both The Beautiful One and The Heart, his place in the Skies needs to be revisited.

Joseth greeted the appearance of The Heart, led by Gillen Blazeheart (see page 42), with joy, fully believing that his part in the destruction of the Bone Queen (*Sundered Skies*, Dragon's Rage on page 96) had a small part in returning the Goddess of Love to the Skies. However The Heart, after some initial meetings with Truthbearer, now mostly ignore him as Blazeheart knows Truthbearer has a much greater claim to the mantle of leadership of The Heart and has decided to freeze him out. Undeterred, Truthbearer forges on, creating his own sect of The Beloved who are much less militant than even their pacifistic brethren. Political and religious schisms happen even in the Skies.

HEARTLAND

The Naming Maze: A topiary maze on the edges of the Willow Court. Held within its labyrinth are samples of all the known plants found on Heartland—and a number from Savannah. Elven toddlers are brought to the maze and choose their naming plant as described on page 8.

THE ICE ISLES

Frostrock: A small settlement several miles beneath The Draining Sea. More information on this island can be found on page 42.

THE MEETING PLACE

The Conclave: Not a place within the Meeting Place, but an event that occurs tri-annually. Kinsailors (see page 54) from all over the Skies meet to exchange information and acquaint themselves with old friends. Anyone can purchase knowledge from the Kinsailors at The Conclave provided that they bring the right currency.

MOUNT ORE

IRONPORT

Ironport Bakery: The only known place in the Skies where dwarven ironbread is baked.

Dwarven ironbread: Eating this heavy bread gives a bonus +2 to rolls to soak wounds for the next three hours. Each serving of the bread costs 250 cogs.

PLENTY

The Barren Fields: After the events of the Savage Tale *The Hunger* (see *Sundered Skies* page 128), the fields of Plenty are left empty and desolate. Gradually the islanders, both survivors and new incomers, will replant the much-needed crops, but it takes many months to complete the replanting.

■ **Famine (Page 70):** The Skies-wide famine has dramatic and long lasting effects upon almost every island.

The Runoff Swamp: An area almost a hundred square miles in size, which is closest to the Runoff Falls. The constant rain has created a swamp unsuitable for either habitation or agriculture.

■ **The Galley Hoard (Page 67):** The heroes meet a scavenger who claims to have discovered the long-lost hoard. He is looking for help in recovering it.

SHADOWHAVEN

The Bone Garden: A residential district which has been purchased and cleared by several wealthy families. Here, they erect stone mausoleums in which to inter their dead.

■ **Feast of Death (Page 70):** A disturbance in a Mausoleum leads the heroes to a cannibal cult.

The Riven Shore: An area on the edge of Shadow-

GAME MASTERS SECTION

haven that was left riddled with crevices and valleys by the Sundering. Most of these have not been explored, there being no profit in doing so, but rumors of ghoulish lairs and Bright Cabal hideouts continue to perpetuate, but remain unproved.

The Under Tunnels: Shadowhaven boasts a warren of tunnels beneath it. Many of these are cramped and hard to navigate, but there exist several larger areas where the tunnels meet. For those unable to live elsewhere, these tunnel junctions have become their homes.

The Tomb: A vault deep below the University where the most dangerous secrets and relics are locked away. Only Endrin, the University's headmaster holds the key to The Tomb's lock.

Unification Hall: This incredibly well appointed, ornate building is the headquarters of the Church of the Splintered Soul. Daily services are held here where the gods of the Skies—all of them—are venerated equally. The services always culminate in a celebration of the Sundered God.

The Unifiers of the hall are famous for the good deeds that they perform, often sponsoring free feasts where all are welcome to come and eat. The Unifiers are also famous for their philanthropy, and donate large sums of salvage to the needy.

STAR CRATER ISLE

Void Tower: The Voidmancers who live and work here would prefer the tower be known as The Tower of Knowledge, but almost everybody—even other Voidmancers ignore their protestations and call it Void Tower. Here the rudiments of Voidmancy are taught to those who wish to risk the dangers that it brings.

NEW ISLANDS OF THE SKIES

The void is practically limitless, and many islands might still be out there waiting for an intrepid scavenger or explorer to discover them.

Listed below are three new major islands. Two of them have been recently discovered and opened up for exploitation. The third, Remorse, is a ruined and mostly deserted isle, destroyed during an ill-fated and terrible experiment, and now home only to ghosts and worse.

As in *Sundered Skies*, the island descriptions only include only a sampling of the most important businesses or places of interest on the island, and the GM is encouraged to add additional establishments, characters, and oddities for his players to encounter and discover.

Each of the island entries also includes an Encounter

Modifier to be applied to the Ship and Surface Encounter Tables (*Sundered Skies* page 67), plus details of what the various entries mean for the island.

Each island also notes which commodities are scarce and abundant on the island (see *Sundered Skies* page 28).

ATRIUM

~~Scarce: Agricultural, wood~~
~~Abundant: Building Materials~~



Atrium is a settlement built within the crater of an extinct volcano deep in the Lower Reaches. Initially this might seem an incredibly risky thing to do, but the walls of the crater provide much needed shadow, protecting the islanders from Glowmadness. The slopes of the volcano are also incredibly fertile supporting frequent and abundant crops.

The population of Atrium is composed of mostly humans, but representatives of all the races can be found in the sloping streets. Elves for the most part avoid the island, claiming that it has no spark of the Wild at all. Elves choose to live in Atrium are for the most part rebels and mavericks.

There is a large population of wildlings in the crater, who feel that the distance and disinterest the elves have in their home makes them safe from reprisal. Truthfully though, it is only a matter of time before the Willow Court gets around to dealing with them.

The streets of Atrium follow a tiered, circular pattern, the closer that your residence stands to the rim of the crater—the more important you are. The masses are forced to live near the sulphur pits in the center where the protection from Glowmadness is the weakest.

ENCOUNTERS

Encounter Modifiers: +1

Hazard: Navigation Hazard (see *Sundered Skies* page 153)

Elemental: Fire (see *Sundered Skies* page 148), Inferno (*Sundered Skies* page 155), steam (see page 94)

Pilgrims: Artificer

Creatures: Behemoths, bloodfly swarms, Dwarves, Engineers, Steam Elementals

PLACES OF NOTE

Badger's: Unsurprisingly, this merchant house is run by the badger wildling, Klaw. Those who wish to buy and sell salvage in Atrium get the best deals here. Rumor has it that Badger has connections with Jeché and Jarle Birchstaff in Gateway.

The Hell Pit: The bubbling lake in the center of the volcano's cauldron reeks of sulphur. Legend has it, the

SUNDERED SKIES COMPANION

lake is a gateway to hell, but academics mock this belief. The water taken from the lake can be drunk once it has been passed through alchemical devices provided by the Engineers of the Artificer.

■ **The Calling** (see page 79): The Circle of Nine attempt to summon a demon through the Hell Pit.

The Firepit: Not the best inn in Atrium, but the most frequented. If you are looking for work or contacts, this is the best place to come.

Gangplank Port: Atrium's docks are constructed upon a complicated trellis of wood and stone, which projects from the crater's rim out into the void. This looks extraordinarily fragile from a distance, but however as a skyship gets closer, its strength and sturdiness become apparent.

Grak Brewery: The infamous Orcish brew "Choke" is brewed here. The Grak clan claims that the unfiltered water from the lake gives it the kick that it needs.

Slope Farms: The sides of the mountain are incredibly fertile and produce enough food to both feed the island and export to others.

FROSTROCK

Scarce: All

Abundant: None

Frostrock is a small island only a few miles below the Draining Sea, settled predominantly by the descendants of glowborn who manifested in Firsthome. The orcs of the Cracked Shield Clan were at a loss as what to do with these strange new creatures that were not glowmad, but certainly were not goblins either.

After some debate, it was decided to set them up on an island where they could perish or prosper by their own actions. Orc sailors found a suitable island about a week away, and a rudimentary settlement was constructed. The orcs half-filled the new grain houses with foodstuffs and started to ship their glowborn to the island.

Despite all the odds, Frostrock has survived—if not prospered—and the glowborn consider it a point of honor to continue the settlement, if only to serve as a reminder to the Cracked Shield Clan of their uncaring cruelty in days past. In truth however, the clan do not care, or even really notice the tiny settlement.

Frostrock was one of the first islands to be visited by Gillen Blazeheart, the high priestess of The Beautiful One. The island accepted the worship of the goddess wholeheartedly and such was the impression that The Beloved's high priestess made on the islanders, that there are now over two dozen glowborn on the island—both male and female—named Gillen Blazeheart.

Life on Frostrock is precarious with the islanders relying almost solely on imports to survive while export

cheap ice to the lower isles. Their one single underisle grows several hardy, but edible ice fungi. As the glowborn—often—say, "Life on Frostrock maybe hard, but at least it's free."

Places of Note

The Docks: Zombies created in The Temple and supervised by the dock foreman, man the docks of Frostrock. Several merchant ships have fled the isle as soon as their crews realized that they were being approached by shuffling undead, and strange—if misleading stories are being spread throughout the Skies about Frostrock.

The foreman serves as the only commercial contact that the island has with the rest of the Skies. He is a rich, but basically good man who ensures that his fellow islanders do not want for life's necessities—and even the occasional luxury.

■ **The Grateful Dead** (see page 83): Reports reach the heroes of a zombie outbreak on Frostrock.

Ice: Large waterproof leather bags of ice can be purchased for 25 cogs a bag. These can be sold for 150 cogs each in the Hub Isles, and 600 cogs in the Lower Reaches (by which time it will be water of course, but still highly prized). Each time a "Water Scarce" result is rolled on the Navigation Hazard Table (*Sundered Skies* page 153), two entire bags are consumed, but other ill effects are avoided.

Ice Mines: These mines used to be dangerous places to work, collapses were unfortunately common, and many glowborn lost their lives here. Since the arrival of The Beloved on the isle, zombies were invited to work in the mines and the frequency of new deaths has plummeted.

The Middle Finger: This inn was one of the first establishments opened on the isle. Its name is a constant and directed insult to the orcs of Firsthome. The name of the inn is written in orcish—a language that very few on the island speak—above the door and on a hanging sign outside.

The Temple: Originally the settlement's meeting hall, but was consecrated to The Beautiful One soon after Blazeheart's ship arrived. The Temple is not an elaborate or ornate building, but it is the first solid and permanent temple to The Beautiful One in the Skies.

Zombies invited to take on the mantle of undeath within the temple are permanent. Gillen Blazeheart, the first glowborn to worship the goddess of love on the island, presides over the religious ceremonies held in The Temple.

ENCOUNTERS

Encounter Modifiers: -3

Hazard: Icefalls (see *Sundered Skies* page 152)

Elemental: Ice (see *Sundered Skies* page 155)

Pilgrims: The Beautiful One

Creatures: The Beloved, glowborn, goblins, orcs, zombies

GAME MASTERS SECTION

REMORSE

Scarce: No Trade Possible

Abundant: No Trade Possible

Fifty or so years ago, Remorse was known as Einar, a small island with a slightly eccentric orbit around Plenty and the Runoff Falls. Its orbit was such that it skimmed the falls, receiving ample water. However, for short period it would actually intersect the falls. Approximately a quarter of the island would be pummeled by the torrents of the Runoff falls. Buildings were destroyed and floods ruined crops.

Despite this, people lived upon the isle. The isle was even more bountiful than Plenty, and the residents became adept at rebuilding quickly after the infrequent floods.

The Sons of Spire approached the Trade Council claiming that they could influence, and even change the orbit of islands, using a variation upon Voidomancy. Initial trial runs were successful, so it was decided to conduct a full-scale experiment on a larger island. Einar was the populated island in most peril from its orbit, so it was chosen for the first true test run. A majority of the island's populace were evacuated to Plenty for the duration of the ritual, but a sizable number elected to stay, and could not be persuaded to leave.

The ritual was a disaster—somehow it went horribly wrong and released a massive pulse of magical energy, which instantaneously killed every living thing on Einar. Perversely, the orbit of the isle *did* shift and to this day it has never intersected with the Runoff Falls.

Today, the island of Einar is known as Remorse, and is only inhabited by ghosts, wraiths, and even worse creatures. Until very recently the Trade Council, fearful of the creatures which haunt the isle, has placed an embargo on travel to Remorse, but there is building pressure to open the isle up for both scavenging and development.

Until the Trade Council bows to the inevitable and opens up the isle for salvage, only it holds the earth needed to find the isle. Many scavengers have approached the Council, but all have been rebuffed. However, it is rumored that several Einarian families who settled on Plenty possess earth from the blighted isle.

The Sons of Spire obviously also have at least one sample of earth from Remorse, probably held at Void Tower on Star Crater Isle. Finally, The Bright Cabal must have a means of finding the isle, as the Astronomers report that a growing number of death priests have been seen on Remorse.

ENCOUNTERS

Encounter Modifiers: -1

Hazard: Collision (see *Sundered Skies* page 152)

Elemental: Water (see *Sundered Skies* page 165)

Pilgrims: None (Treat as Death Barge)

Creatures: Death Priests, drowned spirits, emotion spirits, ghosts, ghouls, skeletons, soulless zombies, spirit eaters, wraiths, wraith wheat, zombies

PLACES OF NOTE

Einar: The largest village on the isle is now deserted and haunted, quite literally a ghost town. The village contained Governance Hall, the one-time seat of power upon the island.

■ Naming the Dead (Page 76): The Sons of Spire need heroes to recover a book from Governance Hall.

The Ghost Fields: Every single thing on the island died on the fateful day of the experiment, but many things left ghostly memories of themselves on the island—including the plants.

The Ghost Fields are filled with the deadly wraith wheat, spectral plants able to entangle those who attempt to pass through them. Once a victim is entangled the wheat feeds upon their soul.

Spire Tower: Since their terrible, ill-fated experiment, the Sons of Spire have maintained a presence on the isle. Only sorcerers and the occasional Voidomancer man the tower, for only they have the means of fending off many of the creatures that now haunt the isle.

SAVANNAH

Scarce: Agricultural, Building Materials

Abundant: Wood

Savannah is a recently discovered isle on the edge of the Lower Reaches. Through a fluke of the winds it gets a remarkably frequent amount of rainfall, which promotes extensive vegetation growth across the island—both grassy plains and deep impenetrable jungle.

Savannah is arguably larger than even Heartland—however no one has done an extensive survey of the island yet. Explorers and scavengers have found extensive ruins within the jungles, and a tribal people who seem to be some sort of debased drakin. None of these people appear to have been Chosen yet. Expeditions into the interior of Savannah are dangerous and large predators have been encountered which seem dragon-like in appearance, but not in any way sentient.

The elves are particularly interested in Savannah, having found the material that they need to create several new species of ferals and wildlings. A large contingent of elves has settled upon Savannah, the majority of them in the town of Foothold, but several other communities have been founded within the jungle. The Elves are convinced that another Leaflord can be found within this shrine-island to the Wild.

SUNDERED SKIES COMPANION

The dragons are obviously deeply interested in the creatures on Savannah. However, the proto-drakin are terrified of the dragons and scornful of any non-Chosen drakin that they encounter. And the strange creatures dwelling deep in the interior of the isle are beyond even the reach of the dragons, so dense are the jungles. The dragons sponsor many expeditions into the interior to capture specimens and unravel the mysteries of the island.

All of the other races are present on Savannah. Dwarves are interested in exploiting the minerals which might be found in Savannah's far mountains—although so far, no one has won through to them. Glowborn and humans go wherever there is room to live, certain orcs are drawn to the isle by a desire to prove their worth against the fierce proto-drakin and the dragons, and wildlings can be found wherever there are elves.

ENCOUNTERS

Encounter Modifiers: -1

Hazard: Fireplumes (see *Sundered Skies* page 152), Navigation Hazard (see *Sundered Skies* page 153)

Elemental: Fire (see *Sundered Skies* page 148), oaken giant (see *Sundered Skies* page 153), water (see *Sundered Skies* page 165), wood (see *Sundered Skies* page 166).

Pilgrims: drakin, wild

Creatures: Elves, dragons, drakin, ferals, leafwardens, oakthorn, proto-dragons, proto-drakin, scavengers, shepherd, wildlings

FOOTHOLD

Foothold is very much a frontier town and is still in the process of being built—for every completed building there are at least two still being built. The settlement is surrounded by worked land on which domesticated diamond backs are wrangled and then several miles of

grasslands which extends almost to where the nearly impenetrable jungle begins.

The settlement is surrounded by a sturdy wooden palisade, which so far has not been tested by one of the great beasts which roam the island's interior. The colonists greatly fear such an attack though.

PLACES OF NOTE

Hall of the Fallen: A huge timber building from which the dragons conduct their investigations into Savannah. The Hall of the Fallen is believed to have extensive chambers beneath it, where the dragons dwell and experiments are conducted on specimens captured on the island.

Any dealings that outsiders have with the dragons are always through Chosen representatives, although suitably successful or lucky heroes might eventually meet one of the dragons in charge of the research.

■ **Egg Hunt (Page 82):** The dragons of Savannah will pay handsomely for viable proto-dragon eggs.

Lizardtown: A veritable shantytown, within which dwell a hundred or so proto-drakin from the Shore Claw tribe, which was mostly displaced by the settlers of Foothold. These pathetic creatures spend most of their days in an alcoholic stupor or doing menial tasks for very little pay.

The Meat Fields: Husbanded for their meat, herds of diamond backs roam the fields around Foothold. They are incredibly stupid beasts and prone to stampede when frightened. The heroes would be wise to move carefully when making their way through these herds.

■ **Stampede (Page 73):** The proto-drakin of the Shore Claw tribe stir up the diamond backs hoping to destroy Foothold.

Murkie's Expedition Supplies: Murkie is a dour, fatalistic glowborn. He can supply any expedition heading into the interior, and also purchase any salvage that they bring back with them. He refuses to be friendly with any

EXPANDED TRAVEL TIMES CHART

Dest/Dep	Aria	Atrium	Bridge	Deepsky	Dragon	First	Freedom	Frostock	Gateway	Heartland	Ice Mines	Meeting Place
Atrium	25	-	23	-/5	11	29	15	29	16	16	23	23
Frostock	15	29	11	-/24	17	1	13	-	14	13	5	6
Remorse	-/5	-/12	-/7	-/18	-/8	-/18	-/7		-/7	-/7	-/13	-/13
Savannah	20	8	17	-/6	6	24	10		11	11	19	18

The table above shows the base travel time between islands in weeks. This time is modified using the rules listed under the Travel Time and Encounter rules (See *Sundered Skies* Page 55).

Deepsky: Direct travel to Deepsky is impossible for most—they can only travel there after visiting Mount Ore first. Those lucky enough to win the friendship of the dwarves are given Deepsky earth. The number after the forward slash is the travel time in weeks to Deepsky.

GAME MASTERS SECTION

of his outgoing customers—there is no point, so few of them return. Those who do return from expeditions are subjected to an almost sickening fawning servitude .

Savannah Mining Company: The rather grandiose title of this building disguises what is, in fact, little more than a dwarven run provisions store. The optimistic dwarf behind this endeavor, Hragnik Dreamfar, has dreams of being a founder of his own clan based purely on the fame and fortune that his mining company will bring him. If only one of his sponsored expeditions would return with good news—or return at all!

The Seeding: The heart of the elven operation on Savannah, it is from this vine-covered building that the Leafwardens orchestrate their exploration of the isle. They are convinced that the wonder and magnitude of the creatures on the isle is a sure sign that a forgotten major temple of the Wild lies forgotten deep in the jungles of the island.

Several new species of ferals roam The Seeding both as guides, and a visible sign of the Wild's power and influence.

The Waterhole: The most popular inn in Foothold. Thirsty and footsore explorers usually head straight here once they return from an expedition. However, the majority of the inn's clientele are those who work the fields or wrangle the diamond backs.

The Yard: This port and shipyard is constantly bustling with activity. Building materials are shipped in and out, and diamond back meat has become the new delicacy amongst the aristocracy of the Skies.



◆ NEW RELICS ◆

Presented below is a new list of both miscellaneous items and potions. If a salvage roll indicates either of these types of items, roll a d6, on a roll of 4-6 use the

tables below. Roll a d20 (or simply choose an item if you prefer) on the table below.

The potions also include several items which are consumed by the release of the power contained within. Technically these are not potions, but in effect they have the same purpose.

Make sure that you roll any magic items before a fight breaks out—if a villain has access to a relic, he will use it.

Mount Ore	Mount Ore	Plenty	Remorse	Savannah	Shadowhaven	Shattered City	Star Crater Isle	Timber
8—	8	11	-/12	8	16	-	16	185
	17	7	-/18	24	5	-	4	11
-/15	-/15	-/1	-	15	-/9	-	-/8	-/11
3	3	17	15	-	11	-	11	13

Remorse: Only the Trade Council holds the earth for Remorse, but to date it has not allowed access to it by anyone other than the captains of its own skyships. It is rumored though, that the Sons of Spire, The Bright Cabal, and several families on Plenty each have samples of Remorse earth.

Shattered City: When traveling in the Shattered City, make a check for encounters once per day. Time spent traveling away from Gateway through the Shattered City must also be spent traveling back. Traveling to and from Gateway to another inhabited island uses the standard rules and takes the base number of weeks listed.

SUNDERED SKIES COMPANION

MISCELLANEOUS ITEMS

- 1 **Pendant of Luck:** This pendant can cancel one aching damage die per turn. Once per round, damage against the wearer cannot ace. The hero decides whether to activate the ring (as a free action) after seeing the rolled damage dice.
- 2 **Lifemother's Crystal:** The wearer of this charm increases his Healing skill by one dice type. The Faith skill is also increased by one die step, but only when casting *healing* or *greater healing*.
- 3 **Fleetfoot Boots:** These fur boots bestow a running die of d12 on the wearer. The fur is from a creature unknown to the Skies.
- 4 **Twin Rings:** These two plain golden rings allow the wearers to swap places as an action, as long as they are within 12" of one another.
- 5 **Assassin's Token:** A weapon adorned with this token does an extra d6 damage whenever the wielder has the drop on his foe.
- 6 **Gauntlets of Impact:** The wearer's melee attacks count as Heavy Weapons. Furthermore damage against objects can ace.
- 7 **Darksight Goggles:** These goggles are very similar to the protective goggles worn by the Engineers and smiths who work deep in the Factory. The wearer can ignore penalties for Dim and Dark lighting.
- 8 **Sacrifice Crystal:** The wearer of this teardrop shaped crystal can claim a wound suffered by a colleague within 10" as a free action. The wound instantly heals on the target of this power and manifests on the wearer of the crystal.
- 9 **Shield Token:** Affixing this token to a shield causes it to behave as a shield one size higher in everything except weight. A small shield behaves as a medium shield while a medium shield behaves as a large shield. The Token can be fitted to a large shield, where upon it provides +3 Armor to ranged attacks. The token can be fitted onto an already enchanted shield and its effects will stack.
- 10 **Diadem of Inapproachability:** This diamond headband projects a sphere of force around the wearer, which makes it hard to physically approach him. The squares around the wearer are treated as Difficult Ground.
- 11 **Tabard of Resilience:** This tabard increases the wearer's Toughness by a number equal to the wounds which were inflicted—whether they were soaked or not. The Bonus to Toughness only lasts until the end of the next round.
- 12 **Water Token:** Fixing this token to a melee weapon makes it strangely fluid, allowing it the flexibility of a flail. The weapon ignores Shield bonuses.
- 13 **Eye-piece of Analysis:** This multifaceted monocle allows a wearer who spends an action watching a foe to discern any and all weaknesses listed in the creatures Special Abilities or Hindrances.
- 14 **Density Token:** Fixing this token to a two-handed melee weapon allows it to be wielded in one hand.
- 15 **Scabbard of Sharpness:** Drawing a sword from this scabbard hones its blade temporarily. The next blow from the sword inflicts an extra d4 damage. The sword can be re-sheathed and redrawn as an action. A character with the Quick Draw Edge can do this as a free action.
- 16 **Longtalon Token:** Fixing this token to a melee weapon increases its Reach by +1.
- 17 **Escalation Token:** Fixing this token to a melee weapon allows it to inflict escalating damage. The first time the weapon hits it does normal damage, the next time it hits the same target it inflicts a bonus of d4 damage, then a d6, and so on up to an extra d12 damage. If the wielder either misses his target or attacks another, the damage bonuses are lost.
- 18 **Second Shot Token:** Fixing this token to a missile weapon allows it to fire a second missile whenever it is fired or shot. The extra shot appears alongside the first ready to be fired at the same target. The attack with the second is resolved with the wielders Shooting skill at a -2 penalty.
- 19 **Blood Gem:** These transparent gems come in two forms, lesser and greater. Both are affixed to the pommel or hilt of a weapon and when the weapon strikes a killing blow, the gem turns red as if it is filling with blood. The wielder can use the power stored within the gem to either unshaken or heal a wound—depending on whether the gem is lesser or greater.
- 20 **Bracer of Renewal:** If the wearer takes a permanent injury while wearing this leather bracer, the bindings of the bracer rapidly dissolve. The bracer is destroyed, but the injury is instantly healed.

POTIONS AND CONSUMABLES

- 1-2 **Dragon Blood:** This bitter liquid gives a sorcerer the Rapid Recharge Edge for the next 11 hours. Drakin sorcerers are affected for 25 hours.
- 3 **Icy Whetstone:** This whetstone adds an extra d6 cold damage to a weapon for three rounds.
- 4 **Fiery Whetstone:** This whetstone adds an extra d6 fire damage to a weapon for three rounds.
- 5 **Blood Rose:** If this rose is pinned to the clothing or armor, anyone who wounds the wearer is instantly Shaken.

GAME MASTERS SECTION

- 6 **Dragon Breath:** For the next three rounds the character can breathe fire as if he had the Dragon's Breath Edge (*Sundered Skies* page 17). A Chosen who already has this edge has his damage die increased by one step.
- 7-8 **Woodforge Potion:** Drinking this thick, bloody sap allows a character to manifest an elven plant heritage for the next ten minutes.
- 9 **Resistance Elixir:** Drinking this vaporous liquid increases the imbiber's Toughness by 4 against one type of energy attack, such as fire, acid, cold, or lightning.
- 10 **Glow Stone:** This stone shines with voidglow, and can be thrown or shot from a sling. When it impacts it explodes with a sudden burst of light as if a *blinding flash* spell had been cast with a raise.
- 11 **Venomous Whetstone:** This whetstone adds an extra d6 venom damage to a weapon for three rounds.
- 12 **Dwarven Ironbread:** Eating this heavy bread has a fortifying effect on the constitution. For the next 3 hours the character has a +2 bonus to soak wounds.
- 13 **Savannah Leaf:** This leaf burns with an acrid smell. Those who inhale the smoke of the leaf are granted very limited visions of the future. At any point in the next hour they can behave as if they had both the Improved Level Headed *and* Quick Edge for a single round.
- 14 **Heroic Essence:** Drinking this honeyed mead allows the character to take a Wild Card Edge of his choice for the next 10 minutes.
- 15 **Berserk Brew:** This orcish brew bestows the Berserk Edge for the next 10 minutes.
- 16-17 **Mother's Restore:** This potion is thick and warming and removes all Fatigue. Any character who has been Incapacitated by his wounds is still wounded.
- 18-20 **Wound Seal:** This pungent and strong potion removes one wound, but does not remove permanent injuries.

CULTS & SECRET SOCIETIES OF THE SUNDERED SKIES

The Sundered Skies is rife with secrets—and where there are secrets there are also those who want to exploit, keep, or uncover them.

In this section are details of some of the secret societies, cults, and cabals that thrive in the Skies. Some of them you have met before, some you will have encountered

before, and some will be new, but they will all add depth and intrigue to your game.

Each of the entries below is divided into two sections, Membership and Organization & Goals. Membership explains how the cult or society gets or attracts its members. It also states whether membership is open to the players, and what Edges or other benefits membership grants. Organization and Goals details exactly what the heading would suggest. Obviously we do not have enough space to go into the major plans and schemes of each organization, but we do give you a thorough, if broad, idea of how they work and scheme. Finally, several of the entries end with a Savage Tale, each of which is detailed on a later page.

THE ATHENAEUM

Membership: Membership in the Athenaeum is open to anyone who shows skill in the sorcerous arts. Heroes who have studied at the Athenaeum's University can take the Wizard Edge.

Organization & Goals: The Athenaeum's main purpose is to disseminate knowledge of the arcane throughout the Skies, as well as promote a respectable and beneficial image of the sorcerer, through both good deeds and charitable work. Although the University of Shadowhaven is the largest and most well known of the Athenaeum's institutions, there are seats of learning on most of the major isles.

The headmaster of the University, and the de-facto leader of the Athenaeum, is the human Endrin, a powerful sorcerer who made his fortune in his youth as a scavenger. Serving below the headmaster are a number of teachers, scholars, and librarians who collate and pass on the knowledge held within the University's vaults.

The majority of the staff is comprised of either human or glowborn—whose enthusiasm and curiosity equip them well. There are a dozen or so dwarves who strive to re-discover the art of creating permanent relics while an orcish librarian, Mok Bookhoarder, is merciless towards any student who mistreats or mislays a book. The only elf is a senior lecturer, Sneparius Thorntongue, a most unpleasant fellow who is greatly disliked by the students. Many wildlings have passed through the University's halls, but none of them serve on the staff.

Rumors persist of a vault—the tomb—far below the University where the most dangerous secrets and relics are locked away for the good of all. The headmaster is believed to be the only one to have the key to this vault, but that does not stop many students—and even the occasional staff member—from trying to find it.

Although the Athenaeum is predominately a force for good within the Sundered Skies, its individual members do not necessarily share its altruistic goals. Members

SUNDERED SKIES COMPANION

might also belong to other organizations, either secretly or openly. At least one of the staff is a member of the inner Circle of Nine (see page 50), and it is almost a certainty that some of the Athenaeum's pupils share their allegiances with other organizations.

THE BOUGHBREAKERS

Membership: The Boughbreakers are a rebellious group of elves attempting to overthrow the tyranny of the Willow Queen. Membership, amongst the elves, is a calling rather than a conscious decision. The elves are visited with a dream of the Fleshforge (*Sundered Skies* page 107), within which floats a translucent staff topped with a carved raven. Eventually the dreams awaken a sense of justice and honor within the minds of most of the sleepers and they dedicate their lives to the goals of the Boughbreakers.

Many wildlings are also Boughbreakers, usually those who have been rescued from their wretched lives as slaves. Most have seen enough suffering and cruelty to last them several lifetimes and elect to settle within the ice forests of Canopy, but a brave few have reintegrated themselves into elven society, where they operate as fifth columnists, risking their lives daily to free their enslaved brothers and sisters.

The membership of the third, and smallest, branch of the Boughbreakers, is comprised of those from other races who identify strongly with the goals of the Boughbreakers. The majority of this membership is made up of glowborn and humans, but the occasional drakin, dwarf, or orc do number amongst their ranks.

Anyone accepted into the ranks of the Boughbreakers can take the Vessel of the Raven Edge.

Organization & Goals: The very nature of the Boughbreakers makes a command network almost impossible. The Boughbreakers are split up into cells, some have contact with others, but most operate without direction, attempting to disrupt the Willow Court's operations by hatching their own plans and relying on their own meager resources.

This structure has its drawbacks and advantages. If one group of Boughbreakers falls into the hands of a shepherd or the Oakthorn, then there is very little damage they can do to the overall structure of the organization, at worst they can only reveal the details of one other cell under torture.

However, the lack of a structured command network has the potential of allowing cells to cross paths without knowing that they both strive for the same goal. Both cells just see a group of well-armed elves acting suspiciously and jump to the wrong conclusion. There is also the danger that a cell will launch a scheme that even if successful,

will slaughter so many elves that the Boughbreakers will lose a lot of the goodwill amongst the other races of the Skies.

Most of the Boughbreaker cells and agents roam the Skies wary of staying in one place for long, lest they be discovered and captured. However, there are several islands where the Boughbreakers have a permanent presence:

Atrium: The crater of Atrium boasts the largest number of escaped wildlings living in one place anywhere in the Skies. Something about the island is an anathema to those loyal to the Willow Court. Any elf that arrives on the island is closely watched at all times.

Canopy: The ice forests of Canopy serve as a haven for most of the wildlings freed from slavery by the Boughbreakers. The wildlings are free to live as they wish, or to leave the island and travel elsewhere.

The majority of Timberians are sympathetic to the Boughbreakers, but the only true Boughbreaker agent is the foreman of Timber's shipyards, a human named Reche Burg. He takes delivery of any wildlings and prepares them for their new life in the forest.

Freedom Isle: Through both political maneuverings and general skullduggery, the elves have taken effective control of Freedom Isle, or as they call it, the "Glowborn Project." The Willow Court provides most of the wooden building materials needed on the island, and elven advisors are present at every important policy or planning meeting held by the glowborn. The elves effectively control the island, as ignoring their advice can lead to extreme—even fatal—consequences. At least one Boughbreaker cell operates on the island working to disrupt or halt the Willow Court's plans for the isle.

Gateway: Jeché and Jarle Birchstaff run the Wind-blown Flotsam inn on Gateway, and pay merchants and scavengers to smuggle weapons onto Heartland to be used in the eventual overthrow of the Willow Queen. The Willow Court is suspicious of their activities, but is wary of making a move against them, such is the range and reach of the Birchstaff brothers' contacts and influence amongst the scavengers and residents of Gateway.

Heartland: The elf, Gereth, is the owner and sole proprietor of Gereth's Supplies in Roseport. He acts as the contact for scavengers and merchants employed by the brothers Birchstaff in Gateway. The Willow Court is aware of a Boughbreaker traitor somewhere in Roseport and is taking steps to deal with the threat. Gereth's ultimate grisly fate is detailed on page 134 of *Sundered Skies*.

Aethor is an elven Leafwarden Boughbreaker who has infiltrated the Willow Court. His is probably the most perilous position of all, but so far he has been able to subvert, discredit, and mislead many suspicions that the agents of the Court might have had about possible members of the Boughbreakers. His privileged position has even allowed

GAME MASTERS SECTION

him to frame several high-ranking members of the Court as Boughbreakers.

It is Aethor who will eventually lead the final assault on the Willow Court as detailed on page 133 of *Sundered Skies*.

Savannah: Boughbreaker agents hidden in The Seedling watch events on this mysterious isle with great interest. The greatest fear that the Boughbreakers have is the discovery of another Leaford on this huge isle.

Shadowhaven: The Willow Court's influence over the Trade Council is pervasive and hard to resist. The Boughbreakers have at least one cell on the island to try and counter the hold that the elves have over the Council.

The Boughbreakers on Shadowhaven avoid any open conflict which might harm any of the numerous bystanders on this crowded cosmopolitan city-isle, and so damage the organization's standing with the general populace. Instead, they work to uncover proof of elven wrong doing that can be passed on to those within the Council who are sympathetic to the Boughbreaker cause and will use the proof to block or discredit the Willow Court's plans.

THE BRIGHT CABAL

Membership: The Bright Cabal is the priesthood of the Rotting One, the goddess of Undeath. Some join with dreams of power and tyranny, while others see it as a route to an immortality of sorts as they can become a powerful member of the undead.

Membership of the Bright Cabal is not open to Player Characters, but it is possible for a hero to be ex-member of the Cabal. Any player character who takes the Hindrance Ex-Necromancer, is a former Cabal member and has earned the personal enmity of the Rotting One.

Organization & Goals: The Bright Cabal is a loose affiliation of necromantic priests and undead fiends. The Bone Queen, a lich entombed within her ship *Soulflame*, is the high priestess of the cult, but only the Cabal members within the Shattered City recognize her authority, and even there, the more powerful priests and vampires tend to ignore her. Across the rest of the Skies she is ignored or even unknown.

The Bright Cabal believes that its god, or goddess—there is much debate within its ranks on this most fundamental of beliefs—is trapped within a divine prison constructed by the other gods at the behest of The Lifemother. The Cabal believe that The Lifemother made the behest because she was—and continues to be—jealous of The Rotting One's ability to remove all threat of disease and even death from her followers.

Cabal members also believe that when they create a zombie, a skeleton, or a more powerful undead being, they are investing the newly created creature with a tiny



spark of their god's divine being. Eventually, if they can create enough undead, the Bright Cabal knows that The Rotting One will escape from her unjust imprisonment, and save the Skies in a display of love and benevolence. If you have read *Sundered Skies*, you will be aware of how mistaken the Bright Cabal is. The Rotting One is the insane ghost of the Goddess of Love who sacrificed her immortal body to save the survivors of the Sundering. More details can be found in *Sundered Skies* on page 63.

The Plot Point adventure, **A Dragon's Rage** (*Sundered Skies* page 96), ends with the destruction of the Bone Queen along with her flagship death barge, *The Soulflame*. This event tips the Bright Cabal into a slow burning heretical war as several powerful necromancers, and undead vie for leadership.

The Rotting King (Page 75): With the death of Bone Queen, a power vacuum is created within the Bright Cabal.

CHURCH OF THE SPLINTERED SOUL

Membership: All one need do to join the Church of the Splintered Soul is disavow the gods of the Sundered Skies, and express a belief in the Unification. Truly devout

SUNDERED SKIES COMPANION

members can also undergo a cleansing ceremony, which takes several hours, but this is only really necessary when a priest of another faith is joining. All those who join the Church can take the Unifier Edge.

Organisation & Goals: The Church of the Splintered Soul has several wealthy—if anonymous—sponsors. Although the Church claims no tithes from its membership, it is able to maintain an ornate headquarters on Shadowhaven, Unification Hall.

The ceremonies that are held daily within the walls of Unification Hall combine the many and varied practices of all of the gods of the Sundered Skies. The Hall also often hosts debates between Unification speakers and Priests of the different religions. The cult is relatively popular on Shadowhaven, and is slowly spreading out across the Skies.

Members of this cult revere all the gods of the Skies equally—even The Rotting One and the Lightbringer. They believe the gods are all splinters of the same being—who was itself torn apart along with the world—the Sundered God.

They preach that every member who joins them in their beliefs brings the day of Unification closer. This is the blessed day when all the gods will be absorbed into one being, the horror of Glowmadness will end, and the world will be restored once again.

Unifiers—as they are commonly called—point to the fact that they rarely succumb to Glowmadness, and that the truly devout are also unusually resistant to the spells of the gods as a sign of their faith.

There is a downside, however. Unifiers must turn away from the worship of any single god, even one that they previously revered. The abandoned deity frowns at this rejection, and any previously bestowed spell casting ability, is withdrawn. Unsurprisingly, few priests become Unifiers—although it is not unknown—but the cult is popular amongst the masses and is gathering a large following.

The truth behind the Church of the Splintered Soul is both insidious and sinister. The gods of the Skies were extremely weakened by the Sundering, for it cut them off from their worship—their only source of nourishment—by the vast majority of their followers. The gods need direct worship; knowledge of their existence is not enough and this cult is the Lords of the Abyss' attempt to weaken them to the point of starvation.

The demons know that if enough people join the Unifiers, the gods will lose even the relatively meager power that they currently have, and as a consequence, the Skies will fall into chaos and ruin. Thus, when their hordes finally pierce the Soulshield, there will be no one to hinder them. To this end, the Lords of the Abyss are more than willing to provide the Unifiers with both a limited protection from Glowmadness and certain spells.

Each islander who joins the Unifiers weakens the gods;

however the gods are unaware of this threat as yet, as it is masked by the same magic which hides the Godshifters.

THE CIRCLE OF NINE

Membership: Membership of The Circle of Nine is by invite only. When a prospective member comes to the attention of the Circle, agents will be assigned to watch them and report back on his suitability. If it is decided that the prospective member would be of benefit to the Circle, then he will be approached with an offer of membership. If the prospective member is found wanting, or refuses the offer of membership, he will be quietly assassinated before either his knowledge of the Circle's existence becomes public or he actually becomes a threat to the Circle.

Membership in The Circle of Nine is not an available option a Hero, nor should it be. The Circle is an anathema to all who live across the Skies. However, any Hero foolish enough to have taken the Demonic Trait Edge will be targeted for elimination by the cult.

Organization & Goals: The eponymous leaders of the cult are nine vile sorcerers and demonologists who constantly seek to summon their demonic masters into the Skies through depraved rituals. They believe that the Sundering weakened the metaphysical walls between the Skies and the Abyss.

Although the Nine all share the same goal, they are not colleagues, but bitter rivals. In an attempt to ape their perception of their masters' scheming and maneuvering, each member of the Nine seeks to unseat the other members of the Circle and replace them with one of their favorites amongst the Petitioners—magically adept members of the Circle who are vying for a seat.

This fractious infighting has been instrumental in foiling the Circle of Nine's plans as often as outside interference. In this regard, the islanders of the Sundered Skies should think themselves very lucky, considering the precarious position that the Sundered Skies holds within the cosmology of the multiverse.

The Circle can call upon a large number of thugs, due to an arrangement the Circle has with several pirate lords. The pirate lords provide the Circle with muscle and in return, the Circle sends its petitioners to serve the pirate lords as shipboard mages. This agreement makes the Circle seem much larger and more influential than it actually is.

Listed below are the present Circle of Nine. While individual stat blocks are not provided, enough information is given for the GM to include them in his own game.

Arak The Bloody: Arak is not one for hiding behind disguises or code names—he is an orc warrior and proclaims his name for all to hear. However, behind his bluster and bravado is a keen mind—for an orc, at least!

GAME MASTERS SECTION

The rest of the Circle find his war rafts and his prowess at arms useful to them, but believe that once he outlives his usefulness, unseating him will be an easy matter. However, should any of the Circle make a move to unseat him, they will discover just how deeply they have underestimated him.

The Beast: Having never actually given himself a name or title before joining the Circle, his colleagues refer to him as the Beast—behind his back, at least. This wildling is obviously an Untamed priest of the Alpha, for he has never appeared before the Circle in the same Fleshforge form twice. Only his attitude and his knowledge of previous meetings prove his true identity.

The Beast does little to hide his hatred of elves, and treats The Master with disdain and disgust, even going so far as to make his willing patronage of any non-elfen petitioner wishing to unseat the elf, an open secret. He has hinted more than once of his ties with the Boughbreakers.

Caryl the Lost: Once known as Caryl the Fair for her cruel beauty, Caryl gained her new appellation after she took her doppelganger ship, *The Summoner*, and set off into the void 27 years ago. Believing that the influence of the gods would be at its weakest out in the deep void, she planned to pierce the walls of the world, and summon the forces of hell.

Caryl has never returned, but the Circle's divinations have revealed that she is still alive—although the demonic messengers have been vague as to her actual condition. The rest of the Nine are hesitant to depose her, lest she has been successful in her quest and returns at the head of a vast demonic horde.

The pdf *Fate of the Summoner* (available from triplecegames.com) details the eventual destination of Caryl, her ship and its crew, and the events, which occur after a scavenging crew finds her ship.

Demon: Ignore the simplistic, even laughable, name—this glowborn is a force to be reckoned with. He is filled with a quiet rage at the mistreatment his kind, and the way in which the goblins suffer at the hands of the other races. He has sworn to balance the scales of justice with a bloodletting that will rival even the War of Fools.

Demon leads a cadre of like-minded glowborn who follow his every command.

Demonmaw: This dragon is the most physically adept of the Nine. Unlike most of the rest of the Nine, he does not appear at Council meetings in disguise, although it is hard to disguise yourself when you are a 60-foot long dragon whose scales are the color of cooled lava.

Demonmaw has a lair somewhere out in the void, where he is attended to by his Chosen descendants. The dragon believes that it is his destiny to ascend to a state of divinity, one which will rival the gods themselves. He joined the Nine with the expressed purpose

of wresting the secrets of godhood from the demons he summons.

Demonmaw and his followers occasionally find themselves in conflict with the Dragon's Sons. The collateral damage from such encounters can be terrifying.

Kinslayer: The Damned Dwarf (see *Sundered Skies* page 107) has never attended a Circle meeting in person. Instead, he makes his views known through a scrying crystal.

The other eight members of the Circle are extremely nervous of deposing Kinslayer, as he has hinted more than once that he is a demon himself. Indeed, he has displayed a knowledge of demon kind beyond that which even The Master claims to know.

The Legionnaire: In life the Legionnaire was a fearsome fighter who covered himself in glory in the Arena on Shadowhaven. His death was a sad thing—poisoned by the client of a foe who he was doubling in a combat of honor. What happened next was even worse; the Bright Cabal stole his corpse and brought him back as a vampire.

Undeath brought with it great physical and spiritual gifts, as well as a previously undiscovered aptitude for the sorcerous arts. The Legionnaire applied himself to learning this new skill with the same dedication that he had in life to mastering his weapons—in a few short years his sorcerous prowess has grown to rival that of many of the Cabal's liches.

This success spawned his downfall. Many in the Cabal were jealous of his prowess and conspired to block his ascent within their ranks. Legionnaire found that even though his skills both martial and metaphysical beggared his peers, he was prevented from rising higher than the captain of a death barge frigate.

Frustration ate at his rotten and tattered soul, and inevitably he turned to demonology. One demon he summoned offered him a bargain that he could not refuse, and so he became the most unlikely God Shifter.

Whether serving the aims of the Bright Cabal or the Circle of Nine, Legionnaire is a terrible and implacable foe. However, his primary purpose in joining the Circle was to wreak a final revenge on those who have slighted and blocked him in the years since he was raised as a vampire, and while he will not openly move against them, any heroes pitting themselves against the Bright Cabal might find that they are being aided by a shadowy, mysterious figure.

The Master: Although this elf makes every attempt to disguise himself when attending the Circle's infrequent councils, his arrogant, pedantic, and lecturing tone identifies him as one of the senior lecturers at the Athenaeum's University. The guild of mages only has one elf in such an august position, making the discovery of his true identity child's play for the rest of the Circle.

SUNDERED SKIES COMPANION

The Master not only betrays the Athenaeum to the Circle of Nine, he regularly reports proceedings from both the Athenaeum and the Circle of Nine to his true mistress, The Willow Queen.

The Whispering Man: This shadowy, cowed, and enigmatic figure is a mystery to his fellow Circle members. He never speaks above a hoarse whisper, and all attempts to uncover or divine his true identity have proved fruitless.

The Whispering Man has proved himself invaluable to the Nine, for he is their main contact with the pirate lords. Of all the Nine, his position is the most secure as the muscle that he provides is more useful than anything that a mere petitioner can provide. This explains why the Circle continues to not only ignore his weakness in the sorcerous arts, but also to actively block any attempt by a petitioner to unseat him.

In truth, the Whispering Man is not a man at all—he is a woman. Nicale Texas, the Trade Council Representative for Canopy (see page 57). She masks her voice using a pre-sundering relic plundered during her previous career.

THE COURIERS' GUILD

Membership: Membership of the Couriers' Guild is open to those who show the talent and aptitude to travel across the Skies quickly. Members are expected to be self-sufficient and resourceful as the actual material aid that the Guild can offer its members is limited.

Any hero who takes the Courier Edge can call himself a member of the Guild.

Organization & Goals: The Couriers' Guild is an amoral, apolitical organization whose only goal is to enable communication amongst the disparate people of the Sundered Skies. They care only for the message and not what it contains or whom it has to be delivered to. Despite its amoral and apolitical stance, the guild does not censure any member who refuses to work for someone on moral grounds, but will attempt to find another courier who will take both the message and the fee for its safe delivery. Couriers who deliver messages quickly and safely can quickly build a good reputation, and clients start asking for them specifically by name.

Each Courier usually charges 300 cogs per base number of weeks of travel between islands (See *Sundered Skies* page 55). This is the time the Courier guarantees delivery within, and will often offers a 20% discount on the agreed amount for every week that he is late. The Courier can agree to deliver messages faster than the base time at an extra 300 cogs per week that he is early, but this is risky. If he arrives later than the contracted time, then the bonus is lost and the usual fee is reduced by 20% for every

week that he is late *starting* at the contracted week—not at the standard travel time for the journey. It is standard procedure for the payment details to be included in a sealed packet only to be opened by the recipient of the message. The recipient himself often handles payment, but occasionally the Courier is expected to return to the sender for payment. If the recipient proves to be unable to receive the message—for example, if he is dead, the Courier is expected to return to the sender, and as long as he can provide proof that he made every possible attempt to deliver the message within the agreed time, he can expect full payment.

Example: Nimos, a glowborn Courier, is on Plenty when something terrible happens—a message must be delivered to Shadowhaven, and quickly! The base travel time is 8 weeks, so the standard fee is 2400 cogs. However, Nimos is confident in his abilities and reckons that he can make the journey in just 4 weeks. This adds another 1200 cogs to the fee for a total of 3600.

If Nimos hits trouble and arrives 8 weeks later, he not only loses the bonus—dropping the fee to 2400 cogs—but, he is also considered to be 4 weeks late, dropping the final payment by 80%—20% for every week that he is late—dropping his final payment to just 480 cogs. That is, of course, if he makes it at all.

THE CRACKED SHIELD CLAN

Membership: Membership of the Cracked Shield Clan is only open to orcs. Most are born into the clan, but some are made blood kin to the clan after a selfless act that either promotes or protects the Battlelord in some way.

Being a Warpriest is not enough for the zealous Cracked Shields. They believe that dedicating your life to their god is a natural state for an orc, and one born outside of their extended family must exhibit great dedication to join their number.

The hero who takes the Clan Born Edge was a member of the clan in his youth, but has now renounced his earlier beliefs and left the Draining Sea. If he wants to have maintained good relations with his birth clan, then he should also take the Connections Edge as well.

Organization & Goals: As its name suggests, the Cracked Shield Clan is a tribe, and while it is based at Firsthome, the clan has many nomadic offshoots that wander the ice. Each of these nomadic groups is lead by a Battleleader and a Warpriest, but all of them give fealty

GAME MASTERS SECTION

to the Warpriests who attend the Call in Firsthome (see *Sundered Skies* page 74).

The goals of the Clan are refreshingly simple—they seek to worship and protect The Battlelord's self-imposed exile upon the Draining Sea. To this end, they patrol the ice either seeing off or slaying those who might disturb him.

Those Clan members who come into contact with outsiders might have their eyes opened as to the symbiotic relationship of all the gods of the Skies. Often Clan members are not even aware of the existence of other gods, and some, when faced with this paradigm shift, leave the Clan to travel the Skies. However, it must be said that a few of these pilgrims are Clan assassins sent out to slay those who have wronged the Cracked Shield in some way.

THE GRIM TROUPE

Membership: Membership is a calling, rather than a decision. Festival inspires those dwarves who catch his attention. It has not been unknown for a famous Songpriest, beloved by the people for his happy, heartening songs to change overnight, never again to please his audience.

In game terms, once a Songpriest takes the Grim Troubadour Edge, he is a member of the Grim Troupe.

Organization & Goals: The Grim Troupe is not an organized cult—it has no headquarters, leaders, or libraries. As such, it cannot provide any assistance to a member beyond that which is offered by other members.

The history of the Dwarves in the Skies, has on the whole, not been a happy one. The War of Fools hit them badly, and the champion whom they looked upon as a savior, betrayed them (See Kinslayer in *Sundered Skies*). Couple this with a rapidly declining birth rate, and the fact that they live in close proximity to the famously practical and humorless god, the Artificer, it is a wonder that any are called to the worship of Festival at all. Those few that are called almost inevitably worship the god of music in a way suited to their nature.

These dour troubadours call themselves the Grim Troupe. Their music is normally played upon the drums and bagpipes. Their singing voices are deep and melancholy and their poems are long and full of sorrow.

Some believe that the Troupe has been touched by the frequent madness of their god, and look upon them with suspicion. The members of the Troupe believe that they are inspired by the crushing grief that Festival experiences every time he regains his wits and looks upon the fresh destruction he has wrought.

Every Songpriest is an implacable enemy of both Voiders and the glowmad, but members of the Grim Troupe

take this enmity to a whole new level, often being vindictive and cruel.

■ ■ **Family Ties** (see page 75): Someone or something is killing the relatives of the recently glowmad.

THE HEART

Membership: Membership of the Heart is open to all. Heroes who wish to join must renounce violence and swear allegiance to a heretofore-unknown goddess, The Beautiful One.

In gaming terms, a hero must take the Minor Pacifist Hindrance and abandon the worship of their present god. Doing so though, means that the hero loses not only any ability to cast miracles in the abandoned god's name, but also loses any Professional Edges he has in the god's name. Fortunately, the abandoned god harbors no particular enmity for his lost worshipper.

Any priest who switches allegiance to The Beautiful One can immediately cast spells in her name, and even swap one of his religious Professional Edges for The Beloved Edge. He can also immediately swap his powers for those on The Beautiful One's spell list. The priest's Power Points remain unchanged.

Organization & Goals: The Heart is one of the strangest organizations in the Skies—a mercenary band that preaches peace.

The Heart appeared less than a dozen years ago, arriving out of the void from an unknown destination aboard a single Council Ship—*Love's Crusade*. They descended upon a small island besieged by the Bright Cabal, and managed to rout the necromancers with a surprise attack.

After the successful relief of the island, The Heart claimed to be missionaries of the Goddess of Love, The Beautiful One (see page 16 for more details). Calling themselves The Beloved, and led by the high priestess Gillen Blazeheart, they preach that their Goddess waits in the void. They believe that when her spirit has touched all in the Skies, she will manifest as the savior of the Skies.

Initially, they were greeted with suspicion. It was argued that their arrival was *too* fortuitous, and they were accused of being an insidious new weapon in the Bright Cabal's campaign against life. However, as the months passed and The Heart did nothing but good deeds, the suspicion waned and their beliefs spread. Many heard the calling of love and became members of The Beloved, even some who had dedicated their lives to a different god up until then.

The Heart, despite their pacifistic beliefs, continued to sail the Skies selling their martial skills for coin or supplies. However, they proved very particular in whose contract they took, only signing on for conflicts which

SUNDERED SKIES COMPANION

directly opposed either the Bright Cabal or Voiders, or for conflicts in which they believed a peace could be brokered without causing further bloodshed. More than once The Heart has sailed away from a failed negotiation, choosing to abandon its employer rather than sully their weapons with blood.

Today, The Heart is relatively unknown, but The Beloved are present on most islands. Most islanders are hesitant to do more than politely listen to a Beloved's preaching before moving on as most have spent their entire lives worshipping gods who most definitely do exist, and it is hard for them to turn their backs on a lifetime of worship and devote your life to a goddess who has never materialized before to more than a handful of people.

The Heart and The Beloved are together a force for good within the Sundered Skies, but they are the harbingers of a much greater threat to the Skies—greater arguably than the demons of the Abyss—the sundered gods. See page 33 for more information on this threat.

THE HERALDS OF THE LIGHT

Membership: Membership of The Heralds of the Light (or Voiders, as they are commonly known) is a calling for



many rather than a choice, but some make the conscious decision to worship the god of madness.

Voider membership is not available to Player Characters, however it is possible for a hero to once have been a low ranking member of Lightbringer's cult who have since (quite literally) come to their senses. These poor souls are hunted by the Lightbringer and have the Ex-Voider Hindrance.

Organization & Goals: The chaotic nature of this cult prevents it from having much in the way of an organization, and the only goal of the cultists—albeit unknowingly—is to aid their god in escaping the Sundered Skies, by driving every sentient being in the Skies insane.

Most Voiders are homicidal loners, surrounded by only the glowmad that they have created. Some do occasionally attract followers who wish to worship the Lightbringer and serve the madness priest, but these poor deluded fools rarely live long and are either turned glowmad or thrown into the void by the madness priest, as a sacrifice to his god.

As described in *Sundered Skies* on page 68, the closest that The Heralds of the Light have to a center for their religion is on the island of Aria, where the semi-coherent Festival is equally followed and feared as a physical manifestation of their god.

The death of The Lightlord, the leader—by right of might—of the Voiders on Aria, has no effect upon the rest of the worshippers of Lightbringer. The Heralds of the Light do not have a leadership structure that can be thrown into disarray.

The Heralds of the Light are an unfocused—but not inconsequential—threat to the islanders of the Skies. If an individual, or more likely a supernatural being, was able to organize the Voiders into a single focused force, then the Sundered Skies would find itself facing a threat it might not be able to stand against.

KINSAILORS

Membership: Kinsailors are born, not made. Kinsailing is an ability, which exists within them, possibly untapped, from birth. A hero becomes a Kinsailor once he takes the Kinsailor Edge.

Organization & Goals: The Kinsailors are not organized in a formal guild or cult. In fact, the very act of Kinsailing makes many insular souls who shun the company of living souls, content to surround themselves with their dead relatives.

Nor do the Kinsailors have a single all encompassing goal which they all share. Kinsailors have been found within the ranks of almost all of the organizations, cults, and cabals that exist within the Sundered Skies, except the Bright Cabal. The way in which ghosts are used, abused,

GAME MASTERS SECTION

and discarded by the worshippers of The Rotting One is something that Kinsailors cannot stomach, as they often become very close to their ghostly crew.

Where the Kinsailors do behave like a formal organization is during the Conclave. Once every three years Kinsailors gather at the Meeting Place, the Orcish floating city in the Ice Isles. The Conclave is a bustling, happy time where information, gossip and knowledge is exchanged. While any exchange of information is free between the Kinsailors, outsiders are allowed to attend The Conclave and can purchase information either with salvage, coin, deeds, or knowledge of their own.

The Conclave appears to be a happy occasion on the surface, as families re-discover ancient ties, and friendships are renewed and strengthened. However, knowledge brings with it danger and darkness, as there are some who would do anything to ensure that their secrets remain uncovered. Beneath the jolly veneer of The Conclave lies knives, poison, and deceit.

OAKTHORN

Membership: Membership of the Oakthorn is only available to elves. Youngsters are sold to the mercenary group when they are only toddlers. The Oakthorn seed is implanted into the child's flesh and over the next few years grows to become the distinctive Oakthorn armor known throughout the Skies. One in ten of the children suffers a severe allergic reaction and will die a horribly painful death, but the Oakthorn commanders consider this an acceptable loss.

Current membership of the Oakthorn is not possible for a Player Character, but an elven hero can be an ex-member of this much feared mercenary group. Those who take the Ex-Oakthorn Edge suffer not just the suspicion of most non-elves, but also the enmity of the Oakthorn. However, they retain the distinctive bonded wooden armor.

Organization & Goals: To all intents and purposes the Oakthorn are a mercenary group who can be hired by anyone with enough coin. In truth, they refuse any and all contracts not offered by the Willow Court. The Oakthorn are the de-facto elite warriors of the Elven nation. This is in direct opposition to all the rules laid down by the Trade Council, but such is the political clout of the Willow Court that this remains unchallenged.

The Willow Court owes much of its political power to the Oakthorn and wherever the Willow Court has business, the Oakthorn will be present to act as guards and enforcers for their elven paymasters. Usually accompanying any Oakthorn troops are its feared feral auxiliaries. With their deadly blend of savageness and discipline,

these creatures have the reputation for being so dangerous that few have the courage to face them in battle.

The current High Commander of the Oakthorn is the brilliant Jilua Oakfist. She has the ear of the Willow Queen herself and is always present when major elven policy decisions are made. Such is Oakfist's confidence in her worth to the elven queen that on several occasions she has disagreed openly and directly with the queen's decisions, even going so far as once provoking her liege to a fit of rage which had all present quaking in fear. Yet the High Commander of the Oakthorn still lives.

Oakfist serves the queen, and the Oakthorn serve Oakfist, and on the face of it their goals are inextricably entwined, but Oakfist has her own plans—ambitious plans wherein she wrests control of the court away from the queen. Presently she must tread carefully, acting through unknowing proxies—such as the Player Characters. She knows that before she can act, the queen's magical and physical power must somehow be neutralized. To that end, the High Commander of the Oakthorn takes an interest in any rumor of a powerful magical item, and while she cannot always investigate such rumors herself, there is nothing to stop her hiring others to do it for her.

With the death of the Willow Queen (see *Sundered Skies* page 133) and most eyes turned to the final battle at The Heart (*Sundered Skies* page 110), Oakfist will make her move to grab control of the confused and tattered Willow Court.

THE REQUIEM

Membership: Those who belong to The Requiem are called to it following a religious awakening rather through making a conscious choice. Such are the chaotic goals and methods of this heretical church that membership—even past membership—is not available to Player Characters.

Organization & Goals: The origins of The Requiem lie within the insane dances of Festival. Those touched by his divine inspiration during such times are occasionally seized with an incredibly focused insanity.

As briefly explained on page 119 of *Sundered Skies*, The Requiem is a cult of bardic assassins who view every finite event—such as a life—as a song. They believe that they have both the authority and the duty to decide when every song should end. Usually this takes the form of a violent attempt on someone's life, but very occasionally they decide that someone must be protected at all costs. The person targeted for such attention is just as likely to be a lowly islander living in the poorest area of Shadowhaven as they are a Trade Council member. There is neither rhyme (so to speak) nor reason that can be discerned by outsiders to explain The Requiem's actions.

The Requiem cannot be contacted by an individual

SUNDERED SKIES COMPANION

who wishes to purchase their services, as its members decide amongst themselves who dies and when. Similarly they insist upon being the instruments of the target's death. More than once an individual hard pressed by enemies has suddenly found himself aided by mysterious allies who help save his life, only for these allies to return several days later and slay him.

The Requiem is considered to be a heretical cult by almost all Songpriests, and anyone found to be a member of the cult is usually put to death following the briefest of trials. Presently The Requiem is directed from a ruined Choirhall somewhere out in the void, but if these headquarters are ever discovered and destroyed, the cult would soon arise again, operating as before. Twenty-three years ago, the assassination of the second in line of the dwarven throne, the grandson of the dwarven king, Dale Bloodaxe, led to a Skies-wide pogrom. The Requiem was hunted down without mercy, culminating in the destruction of its hidden temple on Aria and the death of every one of its high priests and master assassins. It was only a scant six months later that the first identifiable assassination at the hands of The Requiem was reported.

The Requiem exists as a tool for the Games Master to complicate encounters. A seemingly simple Savage Tale can be made much more challenging by the inclusion of bardic assassins intent on the death of one or more the heroes, or the protection of a hated foe. Similarly, a hero can be saved from almost certain death by the actions of these mysterious benefactors.

However, The Requiem should not be used in a game without the ramifications of its involvement being thought through. Once the heroes are targeted for death, then they can expect to be attacked at any time—probably when they least expect it, or when they are least able to deal with such a threat. However, The Requiem's resources are limited, and several months might pass between assassination attempts. Also, the GM should not overuse them, as this can lead to their becoming not only a *deus ex machine*, but a tedious one at that.

Similarly, a hero who has come under the protection of the cult should never be allowed to come to rely on it. In fact, the day this occurs is the day upon which the cult decides that his song has gone on far too long.

THE SONS OF SPIRE

Membership: The Sons of Spire was originally composed of ex-residents of the destroyed city of Spire, however 500 years have passed since that cataclysmic affair and the organization is now open to those who show an aptitude for, and an interest in studying the void.

Heroes who are accepted into the ranks of the Sons of Spire can take the Astronomer Edge.

Organization & Goals: Originally formed from the survivors of the island-city of Spire (now known as Star Crater Isle) after it was destroyed by a rogue islet, the Sons dedicated their lives to scouring the void and plotting the movements of the largest rocks out in the void in the hope that they could predict another major collision long before it happened.

Hundreds of years have passed since then, and now the interests of the Sons have widened to encompass everything void related. They are still primarily astronomers, but now they also take measurements of the hue of the void, and the density or brightness of the glow, hoping to discover both the secrets behind Glowmadness and a way of warding against it.

These studies are not without peril, both to the astronomer and to anyone in his company. The saying, “stare not into the void, lest it stare back into you” is not just a trite phrase—more than one astronomer has gone glowmad, so wrapped up in his studies that he did not care to rest, lest he lose the thread of his theories.

100 hundred years ago the Sons of Spire became certain that they had within their grasp the ability to influence or even control the erratic orbits of the islands. Experiments upon uninhabited islands proved to be a resounding success, and it was decided to attempt to shift the orbit of an inhabited isle.

The attempt was an unmitigated disaster and caused not only the death of thousands, but also the loss of the island of Einar. Unwittingly, the Sons had become everything that they stood against—the destroyers of an island.

The disaster punctured the astronomer's arrogance and they took the decision to withdraw from society. Since then the Sons of Spire have remained in exile, only emerging from their self-imposed sabbatical to hand the Trade Council the dire warnings of a potential collision.

40 years ago, the Sons of Spire ended their exile and re-established their contacts with the Skies, bringing with them a new form of magic—voidomancy. Voidomancers harness the magic inherent in the void, tapping and tweaking the mana streams which they believe keeps everything aloft.

Today the Sons of Spire are very active across the Skies, aiding and advising the rulers of every island except the Willow Queen, and their astronomers are welcome upon any ship, for their calculations can reduce the length of a journey by weeks. Yet despite all of their success, the Sons of Spire have not forgotten their arrogance and stupidity that sentenced the entire population of an island not only to an agonizing death, but their continued torment after death. The Astronomers have sworn to make amends for the blood on their hands.

GAME MASTERS SECTION

THE TRADE COUNCIL

Membership: Everyone is a subject to the rulings of the Trade Council, by the act of being born into the Skies, but some just take them more seriously than others. Each island appoints a representative to champion its cause during Council debates, some representatives are chosen democratically, while others are imposed upon the isle by a local ruling authority. The heroes will not have the opportunity (nor the inclination, probably) to actually join the Council proper.

Organization & Goals: The primary purpose of the Trade Council is to ensure the smooth and safe running of everything within the Sundered Skies. The laws that maintain the peace and the trade routes between islands are endlessly debated and revised or affirmed within the Trade Halls on Shadowhaven. The workings of the Trade Council are frustratingly slow and bureaucratic, but they do for the most part work.

In theory, no island representative has a louder voice than any other in the council. However, in practice the islands of Shadowhaven and Heartland have enough political clout to be able to get their own way most of the time. Even so, both islands have occasionally tasted defeat as the other islands form short-lived alliances to vote them down.

Although the heroes will probably have very little to do with the day-to-day running of the Council, they might have repeated dealings with individual island representatives. Listed below are brief descriptions of each the eighteen individuals that sit on the Trade Council, along with their personalities, their quirks, and their goals.

Aria: In deference to the continuing destruction of this once prosperous isle, Aria's Council chair is kept permanently empty. A Songpriest, appointed by the Shadowhaven Quartet, stands behind the chair as a representative of the Choir.

Alic Westvoice is the present representative. She speaks rarely, but when she does, all listen to her. Usually she just concerns herself with how the Council's decisions will affect the overall morale and happiness of all islanders across the Skies.

Atrium: Atrium's present elected representative is the wildling songbird, Trill. It is indicative of Atrium's naivety and distance from the rest of the Skies that they would elect a wildling to represent them at the elven dominated Council.

Trill is a virtual prisoner within his chambers in the Trade Halls. The last time that he ventured out into Shadowhaven, he was stabbed during what appeared to be a common mugging. Of course, no one was fooled and everyone knows that it was an elven assassination attempt. The attack forced Trill to hire himself a dozen

bodyguards that never leave his side, and while they ensure his protection, they are the primary drain upon his budget. Unfortunately, Trill's actions within the Council do not always represent Atrium's best interests. His rebellious zeal has been re-awakened by his continued exposure to elven injustice, and after having been visited by Lady Raven, Trill is now Untamed. He uses his position to oppose the Willow Court at every turn; constantly taking a position opposite to that of Shera Leaf tongue, even when doing so harms the fortunes of his island.

Bridgeways: The Bridgeways representative was sent directly from The Lady of the Winds herself. Windtalker, as she is known, has been both cursed and blessed by her goddess.

Windtalker's personality constantly changes. She appears to have five distinct personas, each one speaking for a different facet of her goddess. As can be imagined, Windtalker's unique situation seriously curtails her effectiveness within the Council, and she often has to withdraw from meetings as her different personas fall to arguing amongst themselves. This fracturing of her psyche is starting to take its toll on the Songpriest's sanity, and worse, she has started to injure herself during these internal exchanges. Soon she will need to be replaced; she is the twelfth Windtalker in the last ten years. The face might change, but the title and the personalities do not.

The islanders she represents desire a more effective, more stable, and a single voice at the Council. To date, any attempt to elect such a representative is swiftly, suddenly—and occasionally, violently—brought to a halt by squads of Windpriests.

Canopy: Canopy's representative, Nical Taxas is believed by all to be a scavenger who hit the mother lode out in the void. She immediately retired to Canopy and used her new riches to buy a controlling share in a lumberyard, and later fund her campaign to become Canopy's Council Representative.

However, Nical was never a scavenger, but a pirate. When her luck started to run thin, she paid off her crew, and used her ill-gotten gains to buy her way into respectability. Sadly, villainy's pull was too strong for her and she joined the Circle of Nine (see page 50), where her contacts with the underworld have proved to be both useful and personally profitable.

Deepsky Citadel: Dain Cleftaxe is on the Council as a representative of both the dwarves and the Artificer. Dain is old even for a dwarf, and as his death fast approaches, he becomes increasingly obsessed with the almost nonexistent dwarven birth rate. He is constantly haranguing the representative from Plenty to plead the dwarven case before The Lifemother.

Dragon's Spine: Dragon's Spine does not have an actual chair in the Council—there is little point—the

SUNDERED SKIES COMPANION

island's representative never visits the Trade Halls and if he did, he would never be able to get through the mains doors. In place of a chair, there is a large scrying crystal, through which the representative speaks.

The Representative of Dragon's Spine is Jadeclaw, who also serves as the draconic emissary to the non-drakin in the Foreign Quarter on his home isle (see *Sundered Skies* page 70). Jadeclaw does not attend every Council meeting, but when he does, his very presence has its impact on all those in attendance—more than one representative has fled the hall in panic at his arrival. He is not shy in expressing his amusement at the Council itself, the posturing of its Representatives, and its belief that it makes a long-term difference to the peoples of the Skies.

Most of the other Council members would like to censure Jadeclaw for his open mockery of proceedings, but so far nobody can think of a punishment that a fully-grown dragon over a thousand leagues away, would take seriously.

The Draining Sea: Most visitors who watch Trade Council business from the Citizens' Gallery expect the representative from Firsthome and the Draining Sea to be a fierce, savage, orc Warpriest who is barely in control of his fury.

They could not be more wrong. The Battlelord is the

god of both peace and war, and the representative for Firsthome, Grak Honeytongue, is the most accomplished Peace Monger in the Skies. He presents a startling figure, a well dressed, coiffured, extremely presentable orc, who rarely raises his voice at Council meetings.

Grak has the best interests of both his people and the Trade Council in mind when considering his actions. Surprisingly, he is probably the most measured and careful Councillor to speak in the Trade Halls, and has won the respect of all the other members.

His bodyguards are all of the Cracked Shield Clan. Their leader, Hrang the Martyr uses his position of trust in the Trade Halls to conduct the Clan's business of finding and punishing those who have crossed the Clan in some way.

Freedom Isle: Willow is the glowborn representative for Freedom isle. A silent and nervous man, who only votes a few seconds after Shera Leafatongue of Heartland, and then *always* in support of her position, Willow is a laughing stock amongst some of the other council members who have given him the derisive nickname of "Shera's Shadow."

What is not widely known is that Willow's young family has been imprisoned beneath the extensive elven wing of the Trade Halls. They live in luxurious comfort, and want for nothing, but still they live in a prison, and are never allowed above ground.

If Willow displeases Leafatongue in anyway, he knows that her displeasure will be taken out on his children. So far, their punishments have included flogging, starvation, and being menaced by terrifying ferals. The elf Representative does not even bother to send instructions to her vassal from Freedom Isle, simply forcing him to just copy her actions at Council meetings.

Frostrock: Whereas the representative for Freedom Isle is little more than a slave, Grak the glowborn representative for Frostrock is almost the total opposite,

Grak arrived on Shadowhaven under a different name. Before his election to the Council, he was an accomplished scavenger and adventurer who had gained an extensive knowledge of how the other races thought and acted on his travels. He arrived in the Council fully expecting to be forever locked in verbal combat with both the representatives of Firsthome and The Meeting Place.

The old pirate from the floating ship city did not disappoint Grak, but the intelligent, pleasant, and cultured representative from the Draining Sea surprised, and eventually charmed, the glowborn. The two have become firm friends, debating and discussing matters late into the night cycle. So impressed was Grak with the Representative from Draining Sea, that he bestowed the highest honor a glowborn can and took the orc's name as his own.

This development has caused some consternation back on Frostrock where there is talk of Grak becoming



GAME MASTERS SECTION

too cozy with the orcs. The truth is that Grak remains a fierce defender of his small isle's interests, not even letting friendship interfere with his duties.

Heartland: Heartland's representative is the arch manipulator, Shera Leaf tongue. This cunning Leafwarden pursues the interests of her island with a ruthlessness that even other elves of the Willow Court find unsettling. No deed is too base for Leaf tongue—assassination, bribery, torture, blackmail, even infanticide—she will do anything and everything she needs to get what she desires.

Of all the council members, Leaf tongue is the one most likely to be a direct enemy of the heroes. One such encounter is detailed in the Savage Tale **Council Games** (*Sundered Skies* page 134), but there is scope for many more. She is always well guarded by both Oakthorn and ferals, so a direct assault is unlikely to be the most successful tactic to use against her. Political maneuvering might hurt her more, and even lose her the confidence that the Willow Queen has in her. Whatever the method that the heroes decide to use against her, Leaf tongue is likely to become one of their most dangerous and implacable enemies.

The Meeting Place: The irascible orcish pirate Laag One-eye represents the city of floating ships, but shows very little interest in Council business. Instead, he uses his position purely as a means to line his pockets with pilfered cogs and salvage, and to indulge his bigotry against glowborn and orcs.

Mount Ore: Surprisingly, a human Alos Bail represents the floating mountain. Many—when they think about it at all—consider Mount Ore to be a vassal island of the dwarven king, and when a human stood for election to the Council, few considered him a threat to the lock that the dwarves had on the position.

However, Bail conducted a clever election campaign playing on the general perception of his island's subservience to the dwarves of Deepsky, claiming that a vote for him was a vote for independence. Somehow, he struck a nerve amongst the islanders and he won by a landslide.

Sadly now, Bail finds himself totally out of his depth amongst the cut and thrust of Council politics. Worse, he has made several blunders that have seriously disadvantaged Mount Ore and a dwarven-backed movement is growing more vocal in its aim to have him impeached and removed from the council. The truth is that Bail knows that he has bitten off more than he can chew, and is actually looking forward to the day when he will be removed from office.

Plenty: As most of the other islands rely upon the "Breadbasket of the Skies" to feed their populations, it has come to be regarded as the most important island in the Skies. Unfortunately, as bountiful as Plenty most

definitely is, it is also cursed with having to send the most morally corrupt of Representatives to the Trade Council.

Kedric Lifedancer represents both The Lifemother and the island of Plenty. Sadly, beneath his genial and caring exterior beats the heart of the foulest of Godshifters. His shocking and sudden betrayal of everything that he should hold dear will cause a famine to break out across the Sundered Skies, a famine so widespread that might lead to the death of thousands (See **The Hunger**, *Sundered Skies* page 128, and **Famine** on page 70.)

Once Lifedancer has been dealt with, his position on the Trade Council will be taken by Helan Joye, one of the heroes of the battle of Plenty. Initially she will be nervous and unsure about her sudden promotion to a position of such elevated responsibility, but eventually, Joye grows into her role and becomes an effective Councilor.

Remorse: The deserted and desolate island of Remorse is represented by an enigmatic figure known only as Speaker for the Dead. He arrived at a Council meeting 45 years ago and claimed the seat of Einar. He claims to speak for those who are already dead and those who have yet to die.

Speaker is obviously male, and sounds middle aged, but nothing else is known about him. He wears a deep cloak and cowl and hides his features in—magically created—shadow. Only his pale, veined hands are visible to others.

Many have attempted to discover his true identity, but all have met with failure. He only attends a few Council meetings each year, but each time his words have swayed the consensus of opinion away from an action that he claims will end in the death of hundreds or thousands. He seems to dwell alone within his Council chambers, without the staff or bodyguards that the other Councilors need.

As is to be expected, many deem his presence on the Council to be suspicious and worrisome. There have been at least two attempts on his life, once as he walked back to his chambers, and the second actually in the Trade Hall itself. Both times he seemed impervious to harm, the sword blade and thrown dagger being deflected by magic. On each Speaker simply ignored the attack and continued speaking or walking.

Unable to remove him from the Council—there was even an attempt to seal him into his chambers, but he appeared before the Council unruffled—the Council has decided to ignore him. However, every time that he speaks he always influences the Council's final decision.

Speaker of the Dead is an enigmatic figure to be used as the Games Master deems fit. He should rarely interact directly with the heroes, but he can serve as a sometime patron who sends the heroes on some desperate mission upon which the fate of thousands hangs. However, care

SUNDERED SKIES COMPANION

should be taken not to use this device too often, lest it become stale or—even worse—expected.

Similarly, the exact identity of this enigmatic Councilor is left up to the Game Master to decide. Maybe he is an actual ghost, the Representative for all those that died during the Sundering, or he could be the weakened god Oceanus, awakened from his millennia of madness by the slow sundering of the gods (see page 33). He could *even* be a renegade necromancer from the Bright Cabal.

Savannah: The jungle island has not one, but two Representatives on the Council. In recognition of the two powers currently struggling for control of this island—the elves and the dragons—both have a seat on the Council. However, they are restricted to speaking with only the one voice and having only the one vote.

The Leafwarden Rhia Thornstem, a hard woman who served for many years as a shepherd before being called by the Wild, represents the elves. The dragons have sent Onewing, a towering drakin Chosen who has nothing but contempt for the elves.

The dislike between these two is intense and palpable. They have never been able to come to an agreement on anything, and more often than not, they are unable to cast a vote. It is not unknown for the pair to be escorted from the Council chamber after they have caused a disturbance.

Thornstem did manage to gain sole control over Savannah's vote for several weeks, but only after Onewing was laid low by crippling stomach and muscle pains. It could never be proved, but everyone knows that Thornstem poisoned the drakin Chosen. After all, she did look extremely surprised when Onewing eventually made his way back to the Council chamber. It is only a matter of time before their hatred boils over into blatant violence and direct assassination attempts.

Shadowhaven: The Representative for Shadowhaven is democratically elected. Technically anyone can stand for the position, but in truth the only candidates who have a chance of winning are backed by one of three powerful trade consortiums.

The present representative is Jome Smithson, who took the position with the firm intention of milking the system for everything that he could get. To his surprise, serving on the Council has awoken within him a growing sense of civic responsibility. He is still corrupt, greedy, and in the pocket of those who put him into power, but he still does a surprisingly good job for his constituents.

The Shattered City: Merkus Gladwing represents this floating necropolis. Gladwing's activities and possible eventual demise is detailed in the Savage Tale **Bad Business** (*Sundered Skies* page 119). The crime lord uses his position upon the Council to protect both his interests and those of the pirate lords he does business with. In

comparison with those of the other islands, Gladwing is an extremely poor Representative for his island, but to be honest the residents of Gateway are usually too independent to care.

If the heroes expose Gladwing's villainy, then Tomas Hawke, the merchant who hired them for their first ever adventure in the Skies (see **Scavenger Hunt**, *Sundered Skies* page 93) is elected onto the Council. Hawke proves to be a much better Representative, but again the islanders on Gateway mostly neither notice nor care.

Star Crater Isle: The Representative for the one time island of Spire is usually a member of the Sons of Spire, the current holder of the position being Patreec Moar. Sadly, the combination of his irascible and grating manner with his frequently expressed obsession with the danger that rogue islands pose to the inhabited isles—more so than his predecessors—has convinced most Council members that he has nothing of value to add to debates. His warnings go unheeded, no matter how salient and pressing they might be.

THE VIGILANT

Membership: The Vigilant is a secretive cult of vengeance that refuses to forget or forgive the past of the orcs. Most members are either dwarves or elves who suffered at the hands of orcish raiders long ago. A persistent rumor claims that the leader is a dragon directing the cult's actions from deep within the interior of Dragon's Spine.

Any hero who wishes to be a current or ex-member of the Vigilant should reflect his xenophobic views in his choice of Hindrances. Delusional, Habit, Phobia, Vengeful, and Vow are all fitting options. A character who has abandoned The Vigilant might still have these Hindrances no matter how manfully he tries to battle their influence.

Organization & Goals: In its infancy The Vigilant had a point, and a purpose. Many orcish pirates and barbarians did indeed wear their newly found civility as a disguise, ready to cast it aside as soon as it suited them. The Vigilant exposed dozens of orcs who still practiced unspeakable acts of savagery while hiding behind their newfound respectability. However, as the years passed the cult's successes became more sporadic, until eventually the purpose of The Vigilant was openly questioned on the Trade Council floor. This led to a flurry of cult activity, all of which proved to be at best mistaken, and at worst, malicious. No new orcish pirates were uncovered, but cult operatives on the flimsiest of evidence executed several innocent orcish captains and their crews, forcing the Council to declare the cult illegal.

Today The Vigilant numbers amongst its membership only the most fanatical and vengeful of orc haters, those

GAME MASTERS SECTION

that refuse to believe that most orcs have changed their ways. The cult is only loosely organized, and is generally divided up into small cells—even lone individuals—each plotting to either take their revenge, or to force their targets to strip away the mask of civility that they wear. The most able and dedicated members of The Vigilant are often trained to be skillful assassins who show no mercy towards their orc victims.

For once rumor has the truth of it. The Vigilant is indeed led—mostly by force and fear—by a dragon, but even here the original purpose of the cult has been so watered down as to make a mockery of it. The dragon, Ochrespite, had his hoard stolen from him by an orcish scavenger hundreds of years ago, and is so blinded by hate and greed that he is unable to forget the crime.

■ ■ **The Rage** (see page 64): Recently created glow-born are striking at their previous orcish masters.

SAVAGE TALES

The following Savage Tales supplement those found in *Sundered Skies* and can be used as either side adventures or quests. Several of them arise from the completion of adventures detailed both here and in *Sundered Skies*, the completed adventure in question is always detailed in the text.

LEECH FODDER

Where: The Void.

When: At any time during a voyage of at least 8 weeks length.

After a number of weeks equal to half the ship's Toughness +2 weeks into the voyage, the controls of the ship begin to feel sluggish. The ship's Handling suffers a -1 penalty.

The only way to investigate the ship's lower hull is for someone to dangle himself over the side on a rope. This hero can make a Notice roll to spot a keel leech on the underside of the ship. Investigating the lower hull of the ship whilst dangling from ropes allows a hero to make Attacking the creature with a melee weapon whilst hanging from the rail is impossible, and a missile weapon suffers a -4 penalty to attack (due to range and an unsteady platform). Anyone who can wall walk can hunt down and defeat the keel leeches in normal combat.

Two weeks after the ship's handling began to suffer from the effects of the leeches, the ship's lower hull starts to creak and groan alarmingly. If a crewman extra is sent to investigate alone, he falls through the hull and is lost.

Investigating heroes find that some of the cargo or ship spares that they are carrying appear to have broken

free from their moorings and spilled across the deck. As the heroes investigate further have all present make an Agility roll. The hero who rolls the lowest suffers the following fate.

The hull beneath the hero suddenly tears as though made of thin wood rather than from ship's timbers. If the hero succeeded in the Agility roll, he manages catch himself before he falls through the hull and into the void. Failure means that the hapless hero has fallen straight through the hull. See *Sundered Skies* page 53 for rules on falling overboard.

Although keel leeches can exist on a diet of wood pulp alone, they are omnivorous scavengers who are not averse to adding meat to their diet, at least one leech will attack any hero who has gained their attention—either by attacking them, or falling through the hull. Dealing with the leeches will not be easy. Hanging through a rent in the hull and using a melee weapon inflicts both a -2 penalty on both a hero's Attack rolls and his Parry value. The penalties for attacking them while hanging from ropes are detailed earlier in this section.

AFTERMATH

The keel leeches have inflicted damage on the ship equal to two wounds.

🦋 **Keel Leeches** (6): see page 97.

FROZEN IRON

Where: The Ice Isles.

When: When the heroes are at least Seasoned.

While voyaging through the upper reaches of the *Sundered Skies*, the heroes spot an ice-covered island. While several partially entombed ruined buildings are obvious, of more interest is a large open and ice covered area into which has been carved the symbol of the Battlelord. The space might once been a town square or parade area, but whatever it was before the Sundering, it was important. Who knows what might be hidden under the ice?

If the heroes search the ruins, they will recover useable building materials worth Goods level salvage. However, their attention will be caught at the sight of a smithy imprisoned behind a thick wall of almost clear ice. The chances are that it is full of iron!

EXCAVATION

To reach the smithy the heroes must tunnel through the hard ice. Only four heroes at a time can effectively dig in the tunnel. After four hours of digging have each hero make a Strength roll. Give them a +1 bonus if they have a suitable Knowledge skill, plus another +1 if they

SUNDERED SKIES COMPANION

are using mining tools or have access to fire projecting tools or spells.

Total up the number of successes with each Raise counting as an additional success. A total of 50 successes is required to reach the smithy. Characters who have dug for four hours need to rest for three hours and until they do so, they are Exhausted (see Fatigue in the *Savage Worlds* rulebook). While the heroes are actually working outside, it is fortunate for them that the ice protects them from the voidglow giving them a +2 bonus on any daily Glowmadness checks.

Once 20 successes have been gained, the faint shape of thirty or so humanoid figures can be seen embedded in the ice. It is possible to change the direction of the tunnel to avoid them, but this sets the heroes back 20 successes. If the heroes continue digging, another ten successes will weaken the ice enough to allow 12 frozen skeletons to break into the tunnel and attack the heroes.

❧ **Frozen Skeletons (12):** See *Sundered Skies* page 162, but add +1 armor (Toughness 8 (1)).

THE SMITHY

Eventually the heroes gather enough successes to reach the smithy itself. Luckily, a window can be seen in

the smithy wall, and the tunnel can be directed towards it.

The smithy's workshop can be seen through the window, revealing that the ceiling has partially collapsed under the weight of the ice and most of the furnishings are wrecked. A thorough search will net the heroes Goods level salvage in the form of tools and parts of the forge. They will also find a locked trapdoor. Fortunately, the cold has left the lock brittle and one good blow will be enough to break it.

The trapdoor leads into a small vault where the original smith kept both his raw iron and his wealth of gold and silver can be seen—the chests are worth Goods level salvage, while stacked against the far wall are dozens of iron ingots. These are worth Mother Lode salvage level, but without the chance of a relic.

Unfortunately, the heroes will not be able to take away their loot unmolested. The wraith of the smith lurks within the frozen walls and will attack as the heroes start to ferry the salvage out of the smithy.

❧ **Wraith:** *Sundered Skies* page 167.

AFTERMATH

Alas the heroes' activities have not gone unnoticed by the elemental inhabitants of the island, and as they make their exit from the tunnel that they spent so long digging, they find their way blocked by three ice elementals come to investigate the newly formed tunnel. Feel free to ignore this encounter if the heroes have been badly mauled in the encounters with the wraith and frozen skeletons.

❧ **Ice Elementals (3):** See *Sundered Skies* Page 155.

LAIR OF THE BITCHBEAST

Where: Canopy

When: Run this Savage Tale any time after the heroes have completed The Shepherd (page 122, *Sundered Skies*).

There is trouble on Canopy. Something in the ice forests is preying upon the lumberjacks of Timber. In general, the ice forests are safe, as they have few predators, and certainly none big enough to snatch an islander. Despite this, lumberjacks are being attacked and either killed or abducted. There have been seventeen incidents to date. Six lumberjacks—all female—have been killed and their bodies mauled, while another eleven male lumberjacks have been taken, presumably alive. Tracks of bipedal creatures have been found, but anyone who followed them returned. The lumberjacks suspect ferals to be responsible, and are convinced that another shepherd is on the island. However, why a shepherd is taking non-wildlings is not known. The heroes can become involved in this



GAME MASTERS SECTION

tale perhaps after delivering wildlings smuggled out of Heartland, or by receiving a request for aid delivered by a Courier.

The source of the attacks is a feral, but not in the way that the islanders' suspect. When the heroes slew the Shepherd, Seeker (Page 122, *Sundered Skies*), they unknowingly left a lone bear feral on the island. Since the death of its master, the feral has roamed the forest, confused and angry. Eventually, it wandered into the field of blood roses surrounding the Bloody Temple (Page 118, *Sundered Skies*) where the demon tainted sap of those hellish plants seeped into the feral's cuts and transformed it into something new.

Ferals are sexless—a wildling at least has a sex, even if it is sterile. Ferals have no gender at all. The sap of the blood roses transformed this feral into a creature that is not only female, but one with a powerful need to breed. It also has a supernaturally short gestation period of fifty hours.

This unholy creature—the Bitchbeast, lairs in an ice encrusted cave where she is slowly gathering an army of children, the bitchspawn, about her. When she has a large enough number of followers, the Bitchbeast will lead her spawn out of the ice forest on an orgy of destruction and death.

As luck would have it, two lumberjacks are reported missing the day after the heroes arrive on Canopy. A search is mounted and the remains of one of the lumberjacks are quickly found. She has been clawed to death. A successful Tracking roll finds signs of a second struggle nearby. Someone—presumably the other lumberjack—was overcome and dragged off into the Ice forest. A raise on the Tracking roll will reveal that the captive went down fighting and was still alive when taken away. Unlike the first, there is not enough blood to indicate that he was killed. Tracks of barefoot humanoid creatures can be found around both sites. Once the tracks have been found, it will be relatively easy to follow them.

The trail leads deep into an unexplored part of the ice forest. After about three miles of travel, the heroes hear the monstrous sound of insects buzzing. The sound can easily be traced a nearby hollow into which the terribly mutilated corpses of several males have been thrown. The corpses lie amidst a bed of blood roses that have taken root in the hollow. The buzzing is from a huge swarm of blood flies (*Sundered Skies* Page 140). Fortunately, the unholy insects are too busy feasting to attack the heroes.

If the heroes descend into the hollow, they will find that amongst the bodies of the missing lumberjacks lie those of several ape-like ferals. These have been killed by weapon blows while the lumberjacks have been mauled to death and partially eaten. Any hero brave enough to

investigate this charnel pit must make a Guts roll or suffer the effects of nausea for the rest of the day.

When the heroes return to following the trail that led them deep into the Ice Forest, they only get to travel another quarter of a mile before they are attacked. Call for Notice rolls, opposed by the bitchspawn's group Stealth roll, to detect an ambush. There is one bitchspawn for each character present. They leap out of the trees, effectively charging into combat. The last surviving bitchspawn will attempt to escape.

The lair of the Bitchbeast lies only a few miles beyond the ambush site. It is very evident that the heroes have entered a "populated" area as there are obvious tracks of parties both leaving and entering the area.

The lair contains the Bitchbeast and 25 of her spawn. Eight of them mill around the entrance to her cave while the rest tend their mother inside and out of sight. The bitchspawn outside will fight to the death. Only when they have fallen do the bitchspawn within the cave attack. They surge out of the cave followed by their mother. The Bitchbeast is not stupid and will gladly sacrifice her children to ensure her survival. Plus if the battle goes against her, she will attempt to escape, as she knows that she can always start creating a new army elsewhere on the island.

If the Bitchbeast and her spawn are slain, the threat to Timber is ended. The grateful islanders fill the heroes' ship with lumber as a reward.

🐾 **The Bitchbeast:** See page 104.

🐾 **Bitchspawn (25):** See page 89.

HUNTING TRIP

Where: Heartland – The Bowyer (see *Sundered Skies* page 71).

When: At any time

THE MEAL

Melianthus, the proprietor of The Bowyer, approaches the heroes. He has a very pressing problem. He is due to host a banquet for several important elven officials in a week's time, but unfortunately the meat he was to prepare for them has gone bad.

Melianthus cannot delay the dinner, nor can he serve something else. This dinner is all part of the venomously polite social charade that plays such an important part of the internal politics on Heartland. If he does not serve the meal as planned he will lose stewardship of The Bowyer. Melianthus is desperate, and so willing to pay top cog.

Melianthus should be serving canshee, a deer native to Heartland. A successful Common Knowledge roll reveals the canshee to be a relatively peaceful animal, although the stags can be very territorial.

SUNDERED SKIES COMPANION

The innkeeper will pay 300 cogs per carcass, and needs at least ten such carcasses. He is so desperate that he can be bargained up to 500 cogs and is even willing to give the heroes an advance of 200 cogs. Melianthus has arranged for an elven trawler to drop the heroes off on a remote part of the island and pick them up 25 hours later. If the heroes balk at this, he points out that trespassing on Heartland is punishable by death and their unattended ship would be impossible to hide from any patrols. However, if they insist on taking their own ship, the innkeeper will not press them on the matter.

THE HUNT

The trip out to the hunting area takes 7 hours. The captain of the trawler, a dour and uncommunicative elf, drops them off and reminds them that he will return in 25 hours.

At first the hunt goes well, the area that the heroes have been dropped off in is teeming with canshee, and it only takes them five hours of determined hunting to fill their required quota. However, the heroes have been duped. Melianthus is actually in the employ of a ruthless elven lord who uses him to procure his own prey. The elf likes to hunt the most dangerous prey of all. People.

The first sign that the heroes will have that anything is amiss, is the hunting cry of a hawk feral above them. It is of course, far out of missile range. The cry will be quickly followed by the unmistakable sounds of elves cutting through the undergrowth and heading in their direction.

The hunt master prefers not to confront his prey directly as he wants to avoid getting involved in a drag out fight. Instead, he will direct the hunting party to use hit and run tactics, and in doing so, if he can get his prey to run, all the better.

🐉 **Elven Hunt Master:** use shepherd stats in *Sundered Skies* on page 147.

🐉 **Elven Hunters (11):** Use elf stats in *Sundered Skies* on page 146.

🐉 **Hawk Feral:** See *Sundered Skies* page 148.

🐉 **Bloodhound Ferals (2):** See *Sundered Skies* page 147.

AFTERMATH

If the heroes track the hunting party back, they will discover the party's elven sky sloop. It is tied up, but empty. If the heroes insisted on travelling into the interior of Heartland aboard their own ship, when they return to it with the canshee meat, they find that it has been captured by the elves. It is being held by a number of elves equal to the crew rating of the ship and the heroes will need to fight to retake it. When they return to The Bowyer, the heroes will find an unrepentant Melianthus. He refuses to

even talk to them let alone purchase any meat that they might have managed to return with. The meat can be sold to another merchant, but the base price is only 30 cogs per carcass.

THE RAGE

Where: The Ice Isles

When: Anytime.

While traveling through the void the heroes spot a plume of smoke. Upon sailing closer, the smoke is found to be coming from one of the weird orcish multi-ship constructions, commonly known as war-rafts. The core ship is formed from a drakin frigate, with two normal sky galleys and one elvish sloop permanently tethered to it. The frigate is smoldering—the fire was allowed to burn out untended—and the vessel wallows in the sky. There is no one at the helm.

When the heroes go aboard the raft, it is clear that it was subject to a very recent and very thorough attack. The orc crew put up a fight, but were either taken by surprise or were overwhelmed by sheer force of numbers as every single orcish man, woman, and child was put to the sword. If any of the attackers fell in the battle, their bodies were recovered and taken away.

Allow the heroes aboard the raft to make a Common Knowledge or Notice roll to realize that there are no goblins aboard any of its four ships. Goblins are used by the orcs as servants and crew—most find the word *slaves* distasteful—and would certainly be present on a raft of this size. Searching the raft finds the quarters where the goblins would have slept, so the attackers either threw the goblins overboard after killing them, or took the goblins with them. Why anyone would do this is a mystery.

Once the heroes have discovered all that there is to know on the raft, their only probable course of action is to report the attack to someone in authority. Which authority they report the attack to will probably depend upon where they were headed for before the raft was spotted.

INVESTIGATION

If the heroes report the attack on Firsthome, they find themselves facing a very militant crowd comprised of Warpriests and chieftains and champions of the Cracked Shield Clan as they are repeat their tale at the Call. Initially, this might be very intimidating, but it soon becomes clear that the heroes are not that target of the orcs' anger. Indeed, they are quickly forgotten as the orcs' rage turns into an argument over what the attack means.

This is not the first such incident in which an orc ship has been attacked, its orc crew slain, and its goblin ser-

GAME MASTERS SECTION

vants have disappeared. The orcs are frightened by the strange nature of the attacks, and unused to this particular emotion, they on the verge of doing something very foolish. During the heated argument, the heroes hear the name The Vigilant mentioned more than once, with the most common and fear tinged comment being that The Vigilant have returned.

The heroes will be unable to make themselves heard over the tumult; even orcish heroes are ignored as the crowd has dismissed as outsiders who have turned their backs on their heritage. It is possible that a hero with the Clan Born Edge (see page 9) might be heard out, but even he would have very little influence on proceedings. The meeting breaks up after it reaches the ominous conclusion that Frostock must know about the attacks, and that something must be done. The heroes are not asked to investigate further and are not even thanked for their information. If the heroes report the attack to Frostock, they receive a much more measured response with Gillen Blazeheart, several Beloved, and a delegation of glowborn receiving the heroes at the Temple. They are aware of the attacks on the orcish ships, but assure the heroes that they are not behind the attacks, nor do they know who is. They have raised the matter on the Trade Council floor and even sent ambassadors to Firsthome, but sadly all of their attempts to forestall violence have been rebuffed. The orcs are scared and grief-stricken over the murder of their children and Blazeheart fears that they will act recklessly. Unlike on Firsthome, the heroes will be thanked for delivering the news—worrying though it is—and will be offered a meal in payment.

The meal is both sumptuous and generous. In fact, it is one of the best that they have ever eaten. During the meal, one of their servers, a young glowborn girl, slips the most charismatic character a clumsily written note. When the hero gains an unobserved moment, he will find that it reads:

I knoes whoo is ataking the orcs. I wil be in the midle finga later meet me their. Pleaz say nothing.

Once she has passed the note the young glowborn swiftly leaves the hall, busying herself in the kitchen away from the heroes. The note refers to a tavern on Frostock called The Middle Finger, one of the oldest establishments on the island, and the only place with a sign hanging outside its door.

When the heroes visit the tavern, they find her sitting nervously alone, waiting for them. She claims to have only recently manifested, and not to have chosen a name yet, but everyone calls her Honey—after her favorite food. She was taken from an orcish ship a few months ago by glowborn attackers. They slaughtered all of the

orcs, including her master, who was cruel and deserved death, and rescued the goblins. She was taken back to another island, somewhere in the ice isles and was tied to a stake out in the glow, along with the rest of her fellow goblins. An elf and a dwarf inspected their captives and told them that they had all been chosen to join an army of retribution. Those of them who passed the coming test would be given an opportunity to strike back at their old masters.

It took her a week to finally succumb to Glowmadness, and although her captors fed and watered her, they ignored her increasingly desperate pleas for mercy. One by one her fellow captives succumbed to Glowmadness. Any that became ragers were dispatched by her captives using long spears. She was lucky; she was the only one to become a glowborn. She was cut down and cared for and when she had sufficiently recovered, her education began.

The leader of the group was the elf. Calling himself Lord Thorn, he said that he was one of the leaders of The Vigilant, the collective name for those who refused to forget the bloody deeds that had been committed by the orcs in the past, and were determined to make them pay. He said that he was building an army from those who were routinely brutalized by the orcs and that once her training was complete, he would send her out to strike back.

Honey hated her time with The Vigilant. As much as she loathed her previous master, she could not forget the callousness with which she and her fellow goblins were treated at the hands of Lord Thorn. She escaped in a cloud skiff, and eventually found herself on Frostock, where ashamed of her actions in The Vigilant, she spun a story about her orcish master succumbing to Glowmadness and falling overboard.

If questioned as to why she has not told Blazeheart and The Beloved her story, Honey admits to being scared. They worship a strange god that she has never heard of, and despite all of their kind words they raise the dead and use them as slaves in their ice mines. Plus she has kept quiet about her origins for too long and is scared of telling them the truth now, so she does not know how they will react. A suspicious, cynical hero might even agree with her assessment of The Beloved. When the heroes arrived on Frostock, Honey heard stories of their exploits and decided to throw herself upon their mercy.

If the heroes agree to help her, Honey will offer them a sample of earth from the island where she turned into a glowborn which she has in her quarters. She will also warn the heroes that she saw several dozen glowborn on the island, and that there might be more now. Thorn was accompanied by two dwarves who are as fanatical as he is. However, many of the glowborn felt as she did, but were

SUNDERED SKIES COMPANION

too fearful of both Glowmadness and Thorn's retribution to try and escape. She is sure that if Thorn is dealt with the fight will go out of his followers.

VENGEANCE ISLE

The heroes have a choice. They can either take Honey's story to Blazeheart or they can try and deal with the problem themselves. We will call one of these the clever method, and the other, the stealthy method.

THE CLEVER METHOD

Blazeheart proves sympathetic to Honey's plight, and gently questions her. Once all the facts have been learnt she determines something must be done about this "Thorn" in her side. Blazeheart and The Beloved cannot sanction an all out attack on the island, but they are not above trying to bluff the elf into surrendering without bloodshed.

She proposes that the heroes lead a small fleet of ships crewed by members of The Heart (see page 53). She hopes that the illusion of overwhelming force will be enough to bring the glowborn and their leaders on the island to their senses. If this fails, Blazeheart determines to blockade the island until the matter can be dealt with by the Trade Council.

A large and imposing fleet is assembled and sets sail for the isle that everyone has taken to calling Vengeance Isle. Nominally, the fleet is under the command of a glowborn who is rather confusingly called Blazeheart, but the heroes' ship is the only one which can find the way, so they—probably not for the first *or* last time—find themselves the de-facto flagship of the fleet.

Vengeance Isle itself proves to be a relatively small, ice covered island upon which a small community fights for survival. The buildings are ramshackle affairs—the only solid and defensible building appears to be a meeting hall—and because no crops have been planted, the islanders must live off the provisions that have been taken in pirate raids. Three ill-repaired frigates are docked at the island's only mooring places. Most ominous of all—if the heroes are aware of Honey's tale—are the stakes, which ring the island's shores. Thankfully they all appear to be empty at the moment.

The fleet's arrival throws everyone on the island into a state of panic. Like most bigots, Thorn is at heart a coward, and when faced with overwhelming force he retreats to the meeting hall, leaving most of his followers to an uncertain fate. There some of the newest and youngest glowborn are being taught the history of The Vigilant. The hundred or so remaining glowborn on the island are easily intimidated into surrendering when faced with

such a seemingly overwhelming force. Only Thorn and his most loyal followers must be dealt with, and they are holed up in the meeting hall where they have 15 potential hostages. The heroes are given the task of bring Thorn to heel while the rest of the fleet deal with the panicked and fearful glowborn outside.

Thorn is not above using the hostages to ensure his escape. The only door is barred from the inside and has a toughness of 10. If the heroes are unsuccessful in breaking down the door in three rounds, they give Thorn and his two assassins enough time to grab hostages to shelter behind. Thorn will send his fanatical warriors into combat, but wise heroes can counter the bigoted elf's commands with successful Persuasion rolls. This situation can be solved by either violence or tense negotiations. Thorn will surrender if made to realize how hopeless his situation is—although he will loudly proclaim that his masters in The Vigilant will never allow him to come to trial. This is true, but not in the method that Thorn believes—he will be found dead from poison a few days later.

THE STEALTHY METHOD

The heroes might promise Honey not to involve The Beloved—and they might even keep their word! It is impossible in the space that we have available here to cover all of the possibilities that a creative group might come up with to infiltrate and disrupt the activities on island. They might send a glowborn hero in to scout out the island and locate Thorn's location in readiness for a surgical strike; they might plant explosives at strategic places around the island to cause the maximum amount of chaos; or they might even attempt a direct—and *probably* fatal—frontal attack.

Whatever the tactics that they employ the outcome will probably be the same as the clever method—they will face Thorn, his assassins, and the most fanatical of his bodyguards. Perhaps they will surprise Thorn as he sleeps surrounded by his guards or perhaps they ambush the key members of Thorn's retinue one-by-one until eventually he stands alone to face the heroes. The trick is for the Games Master to be both flexible—able to react to the heroes actions quickly, and relatively forgiving—the aim is to give the players a sense of achievement, not to shut them down at every opportunity.

🐉 **Lord Thorn:** See page 107.

🐉 **Dwarven Vigilant Assassins (2):** See page 103.

🐉 **Vigilant Glowborn Fanatics (1 per Hero):** See page 103.

🐉 **Glowborn Hostages (15):** See *Sundered Skies* page 150, but they are unarmed.

GAME MASTERS SECTION

AFTERMATH

If the situation is dealt with successfully, the heroes will have averted a potential disaster. The orcs of Firsthome were about to descend on Frostock and decimate the glowborn. The heroes have earned the gratitude of the glowborn, and at least the grudging respect of the orcs. This might well serve them well later in the Plot Point campaign.

If the heroes take Honey's information to the orcs at Firsthome, they will set in motion a series of events that will have disastrous ramifications. The orcs will descend on the island in great numbers and leave not a single soul alive in their wake. As the tale of this act spreads across the Skies it will twist in both the telling and its meaning and come to serve The Vigilant's goals more effectively than Thorn could ever have hoped to do. Depending on how the heroes deal with the situation, one of them could find themselves the target of Honey's adoration. This need not be a sexual thing, but it might provoke her to take the hero's name for her own. See page 32 for how this might affect the hero.

THE GALLEY HOARD

Where: Plenty

When: At any time.

THE FATE OF MATHAM GALLEY

The gemstone that Galley found, was a Heart Stone. As soon as he settled in one place, the stone began to exert its deadly influence on the Razor Passage. From that moment on, both Galley and his family were doomed.

Miraculously, Matham survived the impact, but injured and grief stricken, he fled from the scene of the disaster and blindly stumbled into the Runoff Swamp. Half mad from remorse and in the final stages of Glowmadness, he made a desperate deal with a demon attracted to his pain and fear—his family for his soul.

The demon ate Matham's soul and molded his body like clay. Of course, the demon upheld his end of the bargain, but not how Matham would have wanted. His family were brought back from death, but were only partially raised, the demon returning them as drowned spirits. Since then, the Runoff Swamp has been haunted by the demonically possessed Matham and his cursed family who kill anyone that ventures across their path.

THE HOARD FOUND!

The heroes hear rumors that iron cogs have been finally been found in the Runoff Swamp. A successful Streetwise roll locates Alder, the scavenger who claims to be the last surviving member of a scavenging crew who discovered the hoard. However, just minutes after the cogs were dug up, enraged water elementals emerged from the murk and attacked. Alder was the only one to escape their watery clutches.

Normally, water elementals act as the direct servants of The Lifemother, and as both the goddess and her servants are pacifists who abhor taking sentient life, it is a mystery as to why she would protect the cogs with such ferocity. Since The Lifemother is revered on Plenty above all of the other gods, no one on the isle believes the scavenger's tale. Alder however, sticks to his story, and offers to guide the heroes to his find for an equal share.

Alder and his crew were actually attacked by the creature that once was Matham Galley aided by his "family" of drowned spirits. Since the attack, several of these spirits have temporarily abandoned their watery forms and possessed the corpses of Alder's fallen comrades, reveling in the sensation of touch again.

SWAMP OF DEATH

The site of the attack is two days into the swamp. Life teems in the humid damp land, frogs and insects sound a constant chorus, and feeding skyler swarms through the air. Gradually as they progress deeper into the swamp these signs of life dwindle rather than increase. By the end of the first day the swamp is silent, even the plant life becomes twisted and diseased.

Demons and crazed spirits are not the only threat in the Runoff swamp. Quicksand is a constant threat and if the heroes encounter one of these potentially lethal patches of ground, use the fast, fun and furious rules provided below.

Allow the lead hero a Notice roll at -2 to detect the hidden danger. Failure means that he plunges into the mud up to his waist (up to the neck for Small characters) and begins sinking. Those stuck sink completely in three rounds (one round for Small characters) unless extracted.

The trapped hero can make a Strength roll (-4) to pull himself out. A success stops him sinking any further, while a raise pulls him out. On a critical failure, the character is sucked under and immediately begins drowning (as per the *Savage Worlds* rules).

Another hero can come to the aid of his sinking comrade. All it takes is a successful Strength roll to drag the unfortunate being from the quicksand. On a critical

SUNDERED SKIES COMPANION

THE GALLEY HOARD

Stories tell of Matham Galley, a scavenger who delved deep into Star Crater isle and discovered a deep red gemstone which sparkled with an inner light. The gemstone bought his family great luck and within a matter of months they were wealthy beyond belief their dreams. Like the many before them who had been blessed by good fortune, the Galley family settled on Plenty. Matham even had unique iron cogs forged with which he paid for his goods and services.

Then, decades later, tragedy struck. A fragment of rock shot out of the Razor Passage and ricocheted off Plenty. The Galley mansion, and all who lived within, was destroyed by the impact. Debris was scattered for miles. Many have searched, fruitlessly for the Galley Hoard in the runoff swamps on the far edge of Plenty, but none have found it.

failure, the helpful hero is pulled in and begins sinking as well.

Once a character is under the surface he cannot extricate himself and must be dragged out by his allies. In order to find the character, those searching for him must first make a Notice roll at -2. Hauling a submerged character out requires a Strength (-2) roll.

THE HOARD

During the second day of traveling Alder finally points out a small island, which has been churned up by a recent struggle. This is where he and his crew found the cogs.

Digging on the island for a few minutes finds a cache of 26 iron cogs, each engraved with a stylized gem in their center. This discovery prompts the drowned spirits to rise up out of the swamp and attack the party.

🦋 **Drowned Spirits (1 Per hero +1):** See *Sundered Skies* Page 144.

Once this threat has been dealt with the heroes can return to digging for the hoard. Every character digging must make a successful Vigor roll or suffer a level of Fatigue. Each hour spent digging grants a cumulative -1 penalty to the roll. For each hour of digging draw a card:

🦋 **Diamond:** 5d10 cogs are found.

🦋 **Heart:** 1d10 coins are found.

🦋 **Spade or Club:** Nothing is found.

🦋 **Joker:** Matham Galley emerges from the swamp.

If a card draw does not prompt Matham Galley to attack, he emerges once the majority of heroes are asleep. He is accompanied by four zombies, the corpses of Alder's

lost crew. Seeing them causes the scavenger to make a Fear (-1) roll.

Once the zombies are slain, the spirits animating them are released to form into drowned spirits.

🦋 **Matham Galley:** See page 105.

🦋 **Zombies (4):** See *Sundered Skies* Page 167.

🦋 **Drowned Spirits (4):** See *Sundered Skies* Page 144.

🦋 **Alder:** Use the Pirate Captain stats in *Sundered Skies* on page 161.

SALVAGE

A total of 300 cogs can be found before the mud island is totally excavated. Each of these iron cogs is worth 5 standard cogs.

THE NEST

Where: The Void

When: Anytime.

Traveling through the void, the heroes notice a ruin on an island. Before the Sundering it was a residential area. One of the larger buildings has collapsed in upon itself creating a huge mound of masonry rubble. With a successful Common Knowledge roll (a hero with the Scavenger Edge gets a +2 bonus) the heroes will realize that while such "salvage mounds" can be a source of valuable salvage, they can also be unstable and dangerous to anyone who attempts to dig into them.

A successful Notice roll detects where someone has already tried to dig a tunnel into the mound, but it has since collapsed in on itself. The tunnel can be reopened after a couple of hours work. It opens up into a large open area deep within the mound—obviously a nest. The "walls" of the nest are riddled with small holes and tunnels allowing the Rat King and his followers to break off from combat and circle round any intruders to attack them from a different direction.

Present in the lair is the Rat King—a wildling mutated by means unknown—and his rat cohorts which include eight giant rats and three rat swarms. An additional two swarms and six giant rats are currently out foraging for food on the island and might return at any time.

🦋 RAT SWARM 🦋

These swarms are the size of a medium template.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

GAME MASTERS SECTION

Special Abilities:

- * **Bite:** Rat swarms inflict hundreds of bites every round to their victims, hitting automatically and causing 2d4 damage to everyone within the template. Damage is applied to the least armored location (victims in completely sealed suits are immune).
- * **Resilient:** When a swarm larger than a Small Burst Template takes a wound, it is not automatically destroyed. Instead, it shrinks to the next smallest template size. A Small Burst Template swarm that takes a wound is destroyed. Area effect attacks that inflict multiple wounds, shrink the template by one size per wound caused.
- * **Swarm:** Parry +2; because the swarm is composed of scores of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.
- * **Toughness:** Swarms have varying Toughness. Small Burst Templates swarms are Toughness 5, Medium ones Toughness 6, and Large ones Toughness 7. Vigor remains a d10 whatever the size of the swarm.

GIANT RATS

Whatever event or influence created the Rat King also mutated several giant rats into disease ridden, slavering dog-sized beasts.

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

Skills: Climbing d8, Fighting d6, Guts d6, Intimidation d8, Notice d6, Stealth d8

Pace: 8; **Parry:** 5; **Toughness:** 4

Salvage: None

Special Abilities:

- * **Bite:** Str+d4
- * **Infection:** Anyone Shaken or wounded by a rat must make a Vigor roll or suffer a level of Fatigue from an infected bite. Cumulative bites can lead to the Incapacitation of hero, but not to his Death. One Fatigue level is recovered every 24 hours or with a successful Healing roll.
- * **Size -1:** Giants rats are the same size as dogs.

SALVAGE

Carefully excavating the mound recovers Goods level worth of building salvage. Additionally the rats can provide nourishing, though not tasty, provisions for 30 man-days.

🐭 **The Rat King:** See page 105.

🐭 **Giant Rats (14):** See page 69.

🐭 **Rat Swarms (5):** See page 68.

THE BURNING

Where: The Lower Reaches

When: At anytime.

While the heroes are sailing through the oppressive, hot void of the Lower Reaches, they spy the still smoldering wreck of a galleon. Heroes wise in the ways of the Skies might suspect that the ship has been the victim of a fire plume or even an inferno, but investigating the wreck finds evidence of something much more insidious having happened.

The ship was obviously attacked and boarded. Where ordinary grappling hooks would leave score marks in the wood of a ship's railings, the railings of this vessel have been scorched as if marked with a blackened tattoo. Whoever boarded the ship also left scorched tracks wherever they went, and a successful Tracking roll reveals that there were more than a dozen boarders, all of them bipedal and barefoot, a raise revealing that their tracks are almost clawed.

The crew of the stricken ship is all dead, having been slain fighting for their lives. Their bodies show signs of both claw lacerations and burning. However, the burns were not caused by an indirect source such as a dragon-breath or a spell like *burst* or *blast*. Most of the damage done to the ship occurred when the powder stores exploded. Finally, it is obvious that the attackers did not loot the ship, so whatever the attackers were, their goal was not simple piracy.

The heroes might decide to tow the ship back to be examined by the authorities, perhaps at either Mount Ore or Deepsky Citadel. The attack upon the galleon seems to be evidence of a new threat to islanders in the Lower Reaches, and doubtless they will want to know. Greedy heroes might also realize that there is a reward in it for them as well. Unfortunately, the attackers are still out there and they are looking for fresh victims.

As the heroes head through the void for either Mount Ore or Deepsky Citadel, they become aware of a ship pursuing them. It appears to be a frigate, yet somehow it is totally alight. Its sails burn with a spectral violet fire that strangely does not consume the sails. If the heroes cannot outrun the pursuing ship, they must fight! Their only real hope is to either destroy the hellish ship or defeat its captain. Once he is destroyed both his ship and its crew collapse and fall into the void.

For their part, the crew of the pursuing ship will only use their flame-spewing cannons to knock out the weapons of the heroes' own ship. Then they will attempt to board and slay everyone onboard.

🔥 **Burning Captain:** See page 90.

🔥 **Burning Sailors (20):** See page 90.

🔥 **Hellish Doppelganger Ship** (see page 93)

SUNDERED SKIES COMPANION

Acc/Top Speed: 4/12; **Handling:** +0; **Toughness:** 17 (2); **Crew:** 12+24; **Guns:** 8; **Notes:** Heavy armor; critical caused target enemy weapons only.

AFTERMATH

If the heroes return the nearly destroyed galleon to an island in the Lower Reaches, the authorities are very interested to hear their tale, and will confirm that the number of ships going missing in the void has recently gone up. It seems a new threat has arisen. The heroes are rewarded for their efforts with 8,000 cogs and the damaged galleon is taken off their hands for investigation.

The burning dead and their ships are a new threat to the Lower Reaches, one that the heroes might suspect to be connected in some way to the Rotting One. Nothing could be further from the truth, which is that demonic necromancers are reanimating both the sailors and ships lost within the Flaming Skies and sending them out to wreak havoc.

FAMINE

Where: Everywhere.

When: This takes effect after the events of the Savage Tale, *The Hunger*.



This is less of a traditional Savage Tale than you will find in our other Plot Point books. It is more a description of an ongoing situation in the world and how it will affect the campaign.

The Hunger (*Sundered Skies* page 128) detailed how a devourer ravaged the island of Plenty, and corrupted its inhabitants, turning them into ravenous cannibals. The crops of the “Breadbasket of the Skies” were totally destroyed, and the Skies were plunged into famine.

As a result of the famine, agricultural salvage becomes scarce on Plenty, and worse, the other islands do not have food to spare to give visiting ships in payment for passing on news. Whenever a ship encounters a Navigation Hazard, roll a d6, on a 1 or 2 the hazard is automatically *Food Scarce* (see *Sundered Skies* page 153).

The lack of food drives islanders who might already be on the ragged edge to commit extreme actions. With food shipments erratic at best, some turn their greedy eyes to a ready source of flesh—their fellow islanders.

Secret cannibal cults gradually spring up all over the Skies. Some groups take bodies of the recently dead to add to their stew pots, while others prefer their meat to be as fresh as possible, and start kidnapping people off the streets. Whatever their methods, the members of these cults are opening themselves up to demonic influence and corruption.

The elves—never ones to miss a chance to spread their influence—offer salted meat, which they claim is from the animals found on the island of Savannah. In truth, it is the flesh of wildlings.

FEAST OF DEATH

Where: Shadowhaven

When: After the Savage Tale *Famine* (see page 70).

As discussed on page 7 of *Sundered Skies*, islanders routinely inter their dead in the fungus farms that grow on the perpetually shaded underisles. However, several of the wealthier families follow the ancient rituals of grieving and place their dead in stone mausoleums, known as the Houses of the Dead. Many of these mausoleums are built in the Bone Garden

Most islanders find this practice extremely wasteful. When the dead are interred in the underisles, they provide vital nutrients for the edible fungi that is a staple part of the everyone’s diet across the Skies. Why, most islanders argue, should a body be left to rot encased in stone, just because the family has amassed a fortune either through luck or through corruption.

GAME MASTERS SECTION

NOISY DEAD

The heroes are passing the Bone Garden when they hear a scream and see a dwarf hurriedly climbing over the wall. He can be easily caught and proves to be an unnamed dwarf, called Forkbeard.

The dwarf claims that he enjoys walking in the Bone Garden as he admires the stonework on the mausoleums. Normally all is quiet and he can wander undisturbed for hours. However, this time he heard voices and other noises coming from within one of the mausoleums and he is convinced that the dead are coming back to life. Forkbeard will point out the mausoleum in question, but will not stay if the heroes go to investigate.

THE DISTURBED DEAD

The mausoleum in question is a 50-foot square building surrounded by flowerbeds. A large padlocked door—engraved with the family name “Gladwing”—remains undisturbed. When the heroes look round the rest of the mausoleum, they discover that several stone blocks have been removed its back wall creating an entrance of sorts.

The interior of the mausoleum has interment niches cut into its walls—each of which once held a coffin. All of the coffins have been dragged from their niches and smashed open. Most of them were either originally empty, or their occupants have already have been taken by the grave robbers. Bones are scattered across the floor, having been ripped from their owners after their coffins were violently pulled from their intended final resting places.

The only complete corpse in the room is the mummified corpse of a man wearing an ornate gold signet ring engraved with a pair of crossed swords—the Gladwing family crest. The corpse barely lies out of its coffin, but has otherwise been left undisturbed. Perhaps the cries of Forkbeard alarmed the grave robbers and they fled?

If so, the graverobbers were lucky; in disturbing his corpse they awoke his wraith. The heroes enter the mausoleum just as it orientates itself and upon seeing people standing over its corpse, the wraith mistakes them for despoilers of the dead. The wraith takes the form of a warrior in hide armor armed with an unsheathed great sword and attacks. If one of the heroes has taken the signet ring, the wraith concentrates its attacks on him. The wraith is blinded with rage and cannot be reasoned with.

The wraith's sword is a magical relic, which ignores 2 points of armor.

☞ **Wraith:** See *Sundered Skies* page 167.

INTERVIEWING THE GLADWINGS

It is possible that the heroes will wish to speak to the Gladwing family. They might start this interview with some serious misconceptions about the family—especially if they have had dealings with Markus Gladwing on Gateway. The rest of his kin has disavowed Markus. Anyone interviewed will reluctantly admit the family connection, but strongly insist that he has nothing to do with them anymore.

The family main representative—Cristoph Gladwing—will be greatly disturbed to hear that someone has broken into the family mausoleum and disturbed his ancestors' resting places. If the encounter with the wraith is mentioned, he admits that it sounds like his great uncle Anphone, who was rabidly protective of the family name.

Cristoph is keen to bring those responsible to some kind of justice. He offers the heroes 250 cogs as a retainer, followed by a further 1,000 cogs once the culprits have been dealt with.

ROBBERS IN THE... NIGHT?

Asking around for those dealing in stolen bodies will be met with strange looks and—depending on the reputation of the heroes, will result in the militia taking an interest in their activities. In all likelihood, the first thing that the heroes might want to is track down Forkbeard and question him further. They might even suspect the dwarf is involved in the bodysnatching.

It does not take long to locate Forkbeard, even if the heroes do not have his name. If asked, most locals know about the dwarf who likes walking in the Bone Garden and will direct them to his home. When found, Forkbeard is more than willing to talk to the heroes. Indeed, having had some time to think about what he heard, he has more information. He claims that he heard only two voices—a soft-spoken woman, and a gruff male who spoke skyspeak with a broad orcish accent.

Realistically the only way to catch the body snatchers is to stake out the Bone Garden. Draw a card for each day, on a face card, they strike again at a different mausoleum.

The grave robbers prove to be a human woman, Gracie, and her orc partner, Grum. They will put up a spirited fight, but will surrender if overwhelmed or wounded. They claim that a short man with a peg leg pays them 25 cogs for each corpse they leave in a particular crevasse on the Riven Shore. Apparently the age of the corpse did not particularly matter, so the pair figured that robbing the Bone Garden was easier, safer, and less distasteful than actually committing murder. Their benefactor finds them

SUNDERED SKIES COMPANION

a few days after they dump the bodies. They never see him outside of these transactions.

Gracie: Use veteran pirate stats from *Sundered Skies* page 161. Add the Wild Card status.

Grum: Use veteran pirate stats from *Sundered Skies* page 161. Add the Wild Card status and increase Toughness to 7 (1), Intimidation to d8, and Strength to d8.

THE RIVEN SHORE

The body snatchers will gladly show the heroes the crevice in question. It is located on the landward edge of the Riven Shore, and is narrow—only 10 feet wide and just 30 feet deep. The pair claim that they lower the bodies into the crevice and that they must be collected sometime later although they have never hung around to witness the collection.

The only real option left to the heroes is another stake-out. After three day and night cycles, the peg legged man arrives to check the “larder.” He is not a fighter, and can be easily subdued.

He claims to be a merchant who fell into debt with the Stanger family which made its fortune breeding skylers and selling the meat to merchants in The Nexus. The Stangers wipe out a portion of his debt with every consignment of corpses that he delivers to them. He has no idea what they do with them.

THE STANGER FAMILY SECRET

The Stanger family has always been corrupt, so corrupt that its members are demon worshipers. In particular, a devourer that demands its followers eats the flesh of the living. Now his small cult has a craving for the flesh of sentients.

The Stangers have always been very careful in obtaining their “special meat,” employing a web of thugs and pirates who operate away from Shadowhaven. More recently, circumstances have forced the Stangers to throw caution to the wind and employ local thugs and murderers to gather the meat they crave. The Stanger family elder has transformed into a devourer himself, and with two ravenous demons in their midst, the rest of the family has been driven crazy with gluttony.

HOUSE OF HORROR

The Stanger family home is shuttered up, and no one answers the door to any caller. A foul odor wafts from the house, a smell of decay and worse. It will only be a matter of time before the secret of the Stangers is revealed to all of Shadowhaven.

Breaking into the house is simply a matter of smashing

through one of the shutters. Nobody rushes to investigate the noise, as the whole family is too busy feeding its foul appetites having degenerated into savagery.

Inside, the walls of the house are smeared with blood and other fouler fluids. Gnawed bones can be found in every room, discarded after the marrow was sucked from them. Each one of the tables in the large kitchen is heaped with mutilated bodies.

Deep within the darkened rooms and cellars of the house lurk the degenerate members of the Stanger clan. The two “elders,” now devourer demons, wait in the family’s temple, which is located in the largest cellar below the house. To make matters even worse, several of the mutilated corpses from the kitchen have animated and now wander the halls. The Stangers actively encourage these zombies to wander, for they find that it tenderizes the meat.

Family Elders (2): Use Devourer stats from *Sundered Skies* page 142.

Cannibals (6 per hero): See page 91.

Zombies (2 per hero): See *Sundered Skies* page 167.

AFTERMATH

The Stanger family has squandered its wealth in a desperate need to feed its foul appetites. There is little that can be salvaged from inside the Stangers’ slaughter house, bar what can be found in the possession of individual family members.

While the heroes will gain little in terms of monetary reward by exposing and ending the Stanger threat, it does much to raise their profile in Shadowhaven. They can expect to be recognized in The Nexus and the Trade Halls, and might even be given favorable rates when buying or selling goods there

THE CURE

Where: The Shattered City

When: At any time

The heroes spot an island hopper drifting in the void and when they bring it aboard their ship, they find it to be crewed by a poor wretch of a human. Close examination of the man reveals that he is only minutes away from turning glowmad. He keeps repeating the same phrase over and over.

“They have the cure... Bring me the water... They have the cure.”

There is nothing that can be done for him—the most humane act would be to kill him quickly. Searching

GAME MASTERS SECTION

through his belongings, the heroes find a pouch of earth which when used on their waysphere, points into the Shattered City.

Two days later, after travelling deep into cloud of tiny islets, the waysphere points unerringly at a small island upon which the remains of a temple can be seen. A successful Notice or Common Knowledge roll allows a hero to realise that the island is totally devoid of barnacle apes—the ever-present creatures which swarm across the Shattered City. Whatever is keeping them away from the island is not visible.

The ship's arrival does not go unnoticed. As the heroes go ashore they are attacked by a horde of ragers who pour from the temple, starting 10 inches away from the heroes and approaching at a full run.

Those who succeed at a Notice (-1) roll see that more ragers wait beyond the approaching horde and that something seems to be restraining them. On a raise they will see that the waiting ragers are actually straining against their chains.

🐉 **Ragers (1 per hero + 2 more):** See *Sundered Skies* page 162.

THE TEMPLE

Once the attacking ragers have been dispatched, the heroes can approach the temple proper. The interior of the temple is open to the Skies. In the center of the temple stands a large circular shallow bowl. In the bottom of the bowl is a small pool of sparkling, milky liquid—the “cure” that the heroes seek.

Also waiting are a large number of ragers, an ogre, and a Voider. The ragers are held back by the chain leashes grasped in the hand of the ogre.

When they enter the temple ruin, the ogre drops the chains and the ragers charge the heroes. Fortunately for the heroes, one of the ragers is lost in its berserk fury and once let off the leash, it will attack the Voider. The priest reacts by throwing a cup full of the liquid from the bowl into its face. The rager explodes into a shower of voidlight. Heroes might realise they can use this “cure” to even the odds.

As long as a hero hits the glowmad with a successful Throwing roll, the glowmad is instantly destroyed. The liquid has a range of 1/2/4, and there is only enough liquid in the bowl to destroy six more glowmad.

The attacking ragers swarm the heroes, while the Voider and the ogre hang back. Once three quarters of the ragers have been dispatched, the ogre rushes into battle, eager for blood. The Voider snipes at the heroes with his spells.

AFTERMATH

Searching the temple uncovers a hidden compartment within which are stored chests filled to the brim with gold. This is worth Goods level Salvage.

🐉 **Neophyte Voider:** See *Sundered Skies* page 165.

🐉 **Ogre:** See *Sundered Skies* page 159.

🐉 **Ragers (2 per hero):** See *Sundered Skies* page 162.

STAMPEDE

Where: Savannah

When: Run this Savage Tale when the heroes have reached at least Heroic Rank.

To reach the savage jungles of Savannah the heroes must cross the tamed land known as the Meat Fields, home to the docile diamond backs that spend their days browsing bushes, unwittingly awaiting their turn in the butcher halls of Foothold. On a normal day the heroes can travel across these lands without fear of attack from these large, but stupid herbivores—today is not a normal day.

Savannah is home to several tribes of proto-drakin, one of which has been greatly affected by the founding of Foothold. The Shore Claws were driven from their traditional territories by the invaders and have since suffered greatly at the claws of the tribes who inhabit the interior. Desperate to save his people, a shaman took to exploring the long ignored ruins in the interior, hoping to discover a relic or weapon which could be used to drive the invaders from the Shore Claws lands.

The shaman got lucky, and discovered a large dragon decorated horn-like device which when blown produces a roar louder than any hungry fiend—a sound which terrifies the herbivores of Savannah. He has returned to his tribe's land and by blowing the horn, he intends to turn the semi-domesticated diamond backs in the meat fields into a terrified stampeding mass aimed straight at Foothold.

When the heroes have reached the midpoint part of the meat fields, roughly half way between Foothold and the edge of the edge of the jungle, they hear a chilling loud roar from somewhere ahead. To most it will sound like a predator of almost unimaginable size, but a Song-priest who succeeds at a Notice (-2) roll can identify it as actually a horn-like musical instrument of some kind.

TRAMPLED UNDERFOOT

It will be obvious to the heroes that the predatory roar has visibly spooked the diamond backs surrounding them, and the creatures move ponderously away from the sound. As the roars continue and get louder, the beasts start to panic. Soon the heroes find themselves in the

SUNDERED SKIES COMPANION

center of a storm of stampeding dinosaurs. The heroes only have two immediate courses of action—they can either try and head back to Foothold or push through the stampede to deal with the creature causing it.

Trying to make their way back too Foothold is the most foolhardy of the two choices. The heroes will be running with the herd which makes it harder for them to avoid a rampaging diamond back—the penalty to avoid getting trampled increases to -4 . Even if they make it back to Foothold alive, there is probably little that the heroes can do to stop the town from being all but destroyed. Heading *into* the stampeding herd might seem counter intuitive, but it is the only way to save Foothold.

The heroes must survive within the stampede for five rounds. There is no cover nearby which can protect them from the panicked beasts, so they must either hold their position dodging the onrushing monsters or attempt to make their way through the terrified herd. In terms of game mechanics, it does not matter whether the heroes push on or remain where they are, but the Games Master should describe what happens within the stampede based on the players' actions.

Draw initiative cards from the Action Deck as normal, but whenever a Clubs card is drawn, the hero must make a successful Agility roll (remember the -2 penalty if the heroes are attempting to get back to Foothold) to avoid being hit by one of the rampaging diamond backs. A success on this roll means that the hero has avoided injury for now. If a hero has been knocked unconscious by one

of the maddened diamond backs, he is still dealt a single card to see if he is placed in yet more danger.

If a hero fails the Agility roll or cannot make the roll because he is unconscious, he has been kicked and gored by the passing beasts taking $d12+6$ damage. If a hero is unfortunate enough to roll a 1 on both his Agility and Wild die, he is caught directly in the path of the stampede and trampled. This inflicts $d12+12$ damage. Once the heroes manage to make it through the stampede they can approach the tree line where the strangely musical roars of the predator are coming from. The heroes can take the time to heal themselves, but they only have 15 rounds before the stampeding dinosaurs reach the walls of Foothold.

HORN OF DOOM

Once the heroes are free of the stampede, the danger is not over. They find themselves on ground that has been churned up and its vegetation totally destroyed by the diamond backs. For purposes of movement, this is considered to be Difficult Ground. Once the heroes are 12" away from the tree line the proto dragons release their semi-domesticated running deaths upon the heroes. These creatures charge the heroes in a bloodlust also caused by the sounding of the Shaman's horn. There is one creature present for every hero plus one more. Heroes who succeed at a Notice roll spot that the charging creatures are wearing collars woven from vines.

The proto-drakin shaman and his bodyguards wait just



GAME MASTERS SECTION

within the tree line, ready to deal with any heroes that survive. The warriors will lay down their lives gladly for their leader, waiting until the heroes are within 6" before throwing their flint throwing axes and then charging into melee.

The shaman, Spirit Maw, is playing an ornate musical brass horn which coils around his body like a snake, starting at his waist. The bell of the instrument rises from his shoulder to 3 feet above his head. Its weight is supported by his body, allowing him to cast spells, but not use his sword. Spirit Maw tries not to catch his bodyguards in the area effect of his attacks, though not from any feelings of loyalty, but rather out of a sense of self preservation. He knows that his bodyguards are all that stand between him and the heroes' blades.

AFTERMATH

If Spirit Maw is prevented from playing the Doom Horn, then the dim witted diamond backs soon forget the danger they were running from and go back to browsing. If the heroes manage to end the threat within fifteen rounds of the stampede starting, the diamond backs will not get as far as walls of Foothold and the likelihood is that most of the settlers will even be aware of the danger that they were in.

However, if the stampede managed to reach Foothold, then it will probably cause a lot of damage—especially if the heroes fled back to the settlement rather than forge on to deal with the threat. Almost all of the listed places of interest in Foothold will suffer some kind of damage, and many of them will be completely destroyed. If Foothold's surviving inhabitants learn that the proto-drakin of the Shore Claws tribe were the instigators of the damage, it is likely that the proto-drakin within Foothold will be subject to harassment and even lynching.

🐉 **Spirit Maw:** See page 107.

🐉 **Proto-drakin Warriors (2 per hero):** see page 100.

🐉 **Running Deaths (1 per hero +1):** See page 99, but add the Berserk Hindrance (Parry drops to 4, Toughness increases to 10 (2)).

FAMILY TIES

Where: Anywhere

When: At anytime.

One of the heroes—one with a family—receives the sad news that a close blood relatives has succumbed to Glowmadness and had to be put out of his misery. The family requests the hero's presence in the time of its grief.

If the hero assents to his family's request, it provides the perfect opportunity for the GM to play up the dysfunctional tendencies which can lurk just below the surface of many

families—especially one which drove one of their number to take up the dangerous, uncertain livelihood of the adventurer. Jealous siblings, disappointed parents, scheming uncles, vampish and sexually predatory in-laws, and impoverished extended family members are all possible encounters. It is best to talk to the player beforehand to try and get a better idea on how to play his family members. If he claims that they are all well adjusted and happy, then the character is obviously blind to his family's faults and is about to have a very rude awakening. If necessary, watch an episode or two of a daytime soap opera to get a couple of ideas. The other heroes could—and should—get caught up in the scheming and backbiting as the family attempt to manipulate them to further their nefarious ends.

Whether the hero returns to the bosom of his family or not, both the hero and his family have been targeted by The Reaper, a serial killing member of the Grim Troupe. This dwarven assassin believes that the secret to Glowmadness lies in some physical or mental flaw in the bloodline of the afflicted. He has taken to stalking and killing the surviving family members of the glowmad.

Play this like a slasher film. Hopefully, the family will be cliquish and distrusting enough that they will not just kowtow to the heroes' demands and several of them will wander off alone to suffer a grisly fate. If the hero decided not to return home to visit his family, then he will receive a second frantic missive calling for his help.

Obviously, the more paranoid members of the family will immediately cast their suspicions upon the recently returned black sheep and his very strange companions. This works particularly well if the heroes have been dallying with extended family members that they should not have been or—if the Games Master embraces the tropes of daytime television—they have been drugged by someone within the family and cannot remember what they were doing at the time of the murders.

For his part, the killer will use every trick available to him and will always ensure that there is an escape route available to him before he strikes. He will strike at the family members first, but his true target is the hero.

🐉 **The Reaper:** See page 106.

THE ROTTING KING

Where: Anywhere

When: After the heroes have completed *A Dragon's Rage*.

With the destruction of the *Soulflame* and Bone Queen (see *A Dragon's Rage, Sundered Skies* page 96), a power vacuum has been created within the leadership structure of the Bright Cabal. It initiates a brief, but vicious civil war within the Cabal's necromantic ranks as the contenders for leadership jostle for power. The creature that emerges as the victor is a unique zombie lord—The Rotting King,

SUNDERED SKIES COMPANION

and once all the threats within the Cabal have been dealt with, it turns its desiccated eyes to another threat, that posed by those who ended the reign of the Bone Queen.

If the heroes have talked about their part in the destruction of the *Soulflame* with anyone (and really what is the point of being a hero if you cannot brag about it?), then eventually word of their actions will get back to The Rotting King. Further, if the heroes mentioned Joeseth Truthsayer's (*Sundered Skies* page 96) part in their victory, the Bright Cabal will target him as well. Although Truthsayer survives the initial attack, he is forced to foster tighter political links to The Beloved and Gillen Blazeheart, something that he resents (see page 40 for more information on Truthbearer's relationship with The Beloved).

If the heroes spend any significant down time (5 weeks or more) on an island, then the Bright Cabal will learn of their location and attack them. The heroes will not have to worry about assassins creeping into their sleeping chambers during the night cycle, but the likelihood is that they will have to get used to being attacked by a death barge regularly after leaving port. Eventually, the heroes will weary of these attacks and start investigating their source—possibly by contacting Joeseth. Soon though, they start hearing rumors about a new high priest being in control of the Cabal, a twisted creature who calls himself The Rotting King.

Finding the Rotting King's new base of operations will not be easy, as he realizes that the *Soulflame's* visibility was instrumental in its destruction and has elected to keep a much lower profile. His base of operations is located *within* a nondescript island on the fringes of the Shattered City—much like one of the dwarven darkhomes. He is careful about who has knowledge of his whereabouts—most of the attackers will have received their orders via scrying or a third party. Finally, if the heroes decide to go to the Trade Council for aid or information they will find their efforts blocked by their political enemies or—failing that—by the Legionnaire (see page 51).

The Rotting King's base does not serve as a statement of power or a headquarters in the traditional sense, but exists purely to protect him, so it is literally (un)manned by hundreds of zombies and scores of ghouls. If the Rotting King is aware of how the heroes infiltrated the *Soulflame*, then twenty or more Death Priests roam its chambers with orders to randomly target zombies with *dispel*.

Taking down the Rotting King will not be an easy task. If the heroes succeed in doing so, they will have dealt the Bright Cabal a blow, one that will take it decades to recover from. Probably longer than they have left should the *Sundered Skies* campaign play out as written.

NAMING THE DEAD

Where: Anywhere

When: Anytime after the Heroes reach Veteran Rank.

A Courier approaches the heroes with a request that they present themselves at the Spire Tower on Remorse where they will be offered a job. The Courier provides them with some earth from the isle and 1000 cogs to cover their travel expenses.

If the heroes encounter one of the Trade Council ships that maintain the blockade around Remorse during the approach to the island, all they need do is show the captain of the intercepting ship the summons from the Sons of Spire, and they will be allowed to go on their way. Arriving at the tower the heroes find a well-provisioned keep garrisoned by a mix of priests and sorcerers. Once they make their identities known, the heroes are shown to offices of the Chief Astronomer Sorcerer in Residence, Jonan Kopplar. He greets the heroes and thanks them for making such a long and arduous journey, and after offering them refreshment quickly gets down to business.

Kopplar explains that the only reason for both himself and his colleagues being at Spire Tower is to lay to rest the souls of those cursed by the events of 60 years ago. Not only is the island teeming with ghosts, but it has also attracted those strange creatures that feed on ghosts, and the priests and sorcerers of the tower are hard pressed to even guard their walls, let alone venture out into the island proper and tackle the creatures out there.

Kopplar has recently discovered that the spirits of Remorse can be brought to heel far more easily if something is known about their lives, even if it is something as simple as their name or place of residence. Searching through the records kept at the tower, he has also discovered that a consensus was taken of islanders just a few weeks before the disaster. The names and home of every islander was recorded in a ledger held at Governance Hall in the village of Einar. Kopplar wants the heroes to travel to the village and recover this ledger. For undertaking such a dangerous endeavor, Kopplar is willing to pay the heroes a total of 5,000 cogs. His also willing to offer each of them a ghost touch token (see page 77).

THE DEAD ISLE

As mentioned on page 41, the experiment that destroyed the island now known as Remorse killed every living thing on the island, right down to the bacteria. To this day, nothing will prosper on the isle, giving it a barren, desolate look. The settlement of Einar is six hours away from Spire Tower. If the heroes decide to force march there, they will reduce the travel time to four hours, but will need to make Vigor rolls during the final hour of

GAME MASTERS SECTION

travel. Any hero who fails this roll suffers a level of Fatigue which can only be removed after an hour's rest.

Draw a card from the Action Deck for each hour of travel. If it comes up a face card, then roll a d10 on the table below to determine what the heroes encounter.

- 1-5 Ghosts (1 per 2 heroes): See *Sundered Skies* page 149.
- 6 Wraith (1): See *Sundered Skies* page 167.
- 7 Drowned Spirit (1 per 3 heroes): See *Sundered Skies* page 144.
- 8 Emotion Spirit (1) See page 94.
- 9 Corpse Swarm (large burst template): See page 92
- 10 Soulless Zombie (1 per 2 heroes): See page 104

GOVERNANCE HALL

Unfortunately for the heroes, Einar—particularly Governance Hall—is the base of operations for a group of Bright Cabal necromancers. The village is guarded by a number of ghouls and zombies that have been instructed to protect the Cabalists who will retreat from their base when half their number and three quarters of their undead minions have been defeated.

Once the necromancers become aware of the heroes' presence in the village, they will order their minions to attack *en-masse* while supporting the attack with their spells. The Death Priests have had to fight hard to establish a base here, so they will not recklessly use area effect spells that will target their minions as well as the heroes, preferring more surgical blows or debilitating effects. The priests are experienced enough to spread out, thus allowing them to support one another yet not be caught under the same *blast* spell.

🦋**Lord Sinew:** Experienced Death Priest, *Sundered Skies* page 142.

🦋**Neophyte Death Priests (4):** See *Sundered Skies* page 142.

🦋**Ghouls (1 per hero):** See *Sundered Skies* page 149.

🦋**Zombies (4 per hero):** See *Sundered Skies* page 167.

AFTERMATH

The census ledger lies discarded and forgotten within Governance Hall as Kopplar described. Large, unwieldy, and slightly damaged, the heavy book contains the names of every single Einar islander, where on the isle they lived, and whether or not they were evacuated from the island before the experiment—by way of a mark made next to their name. All the heroes need do is carry it back to Spire Tower, dodging the ghostly inhabitants of the island and possibly, the remnants of Lord Sinew's followers.

GHOST TOUCH TOKENS

Each of these sorcerous, blessed fetishes is a collection feathers, stones, and even small humanoid bones collected from the villages and fields of Remorse. When the token is tied to a weapon, it allows attacks by the weapon to affect ethereal beings. For example, if the fetish is tied to a pistol, the shots fired from it will be able to wound ghosts and wraiths. Once the token is attached to a weapon it cannot be untied and attached to another weapon without destroying the token. Also, the magic which powers the fetish quickly degrades; even if it is not used, the token's magic will not last longer than a single day.

THE DOPPELGANGER

Where: Shadowhaven

When: The Heroes are at least Veteran

One of the representatives on the Trade Council is sick. Rumor has that he is suffering from kind of supernaturally inflicted malaise. Most days he languishes exhausted in bed, unable even to summon the energy necessary to attend to his personal needs. Worse, he wakes every morning with small cuts covering his body and face and no one can say how these injuries occurred. The Councilor has to be watched all night, and so far no one has approached his bed, nor are his wounds self-inflicted, but still the injuries appear.

The subject of these attacks will be determined by the friendships and alliances that the heroes have made during their adventures, but it should be someone on the Trade Council who has become a friend and sponsor. Obvious candidates are Tomas Hawke (Gateway) or Helan Joye (Plenty), but other possibilities include Dain Cleftaxe (Deepsky), or even Grak Honeytongue (Draining Sea). All of them are potential victims.

The heroes are summoned to the sickbed of the council member in question. A Provider attends the patient and will explain her patient's symptoms to them. The Provider will be Helan Joye unless she is the victim. She will also tell the heroes that the representative has not been poisoned by mundane means, but rather that his symptoms are magical in nature. Further, she suspects that the architects of the illness have somehow forged an arcane link to their victim, probably created a couple of months ago when the Councilor survived an assassination attempt. The attack left him with a slight injury from a knife blade, but the weapon was never recovered.

The attack happened on the streets of Shadowhaven as

SUNDERED SKIES COMPANION

the Councilor was out shopping. The glowmad and cultists seemed to appear from nowhere and while they managed to overcome the Councilor's bodyguards, reinforcements quickly arrived and dealt with the glowmad. Not all of the cultists were accounted for though. The Councilor survived the attack bar a gash across his cheek.

The Councilor's condition has been kept a secret up until now, but people are beginning to ask questions. The elven representative Shera Leafatongue, is particularly suspicious, and no one harbors any doubts that she is making plans to take advantage of the situation. She has the clout on the council to suspend the Councilor until either he recovers or his replacement can be elected. If she manages to do this, she will effectively increase Heartland's influence over the Trade Council. Thus the situation needs to be dealt with quickly before it becomes widely known and Shera Leafatongue can take advantage of it. The Councilor's retinue can offer the heroes 4000 cogs for their troubles.

ABOVE AND BELOW THE STREETS OF SHADOWHAVEN

The heroes can be shown where the attack took place, a busy street where fine clothes are sold. When questioned, the vendors remember the attack, but cannot tell

the heroes anything that they do not already know, for as soon as the attack started, each shopkeeper either ran away or hid where he could not be seen. If the heroes search the area around the site of the attack, they will soon discover a trapdoor hidden at the end of an alley under a pile of rubbish. The trapdoor hides a rough rope ladder that leads down into the under tunnels beneath Shadowhaven.

Before the Sundering these tunnels were part of the city's sewer system, but now they serve as shelter for those too poor or fearful to live above. More recently, a cell of Voiders has taken over an area of the under tunnels, driving out the original occupants and killing anyone who discovers their presence in the tunnels. It is from this secret base that the Voider priestess Insanitra launched her plan to destabilize and disrupt the Trade Council by debilitating one of the council members.

Successful Tracking rolls find the tracks of several creatures that exited and returned by the hatchway. The earth in the under tunnels is extremely dry and following the tracks is fairly easy, requiring only one more successful Tracking roll. Eventually, following the tracks leads the heroes into a tunnel that is packed with foodstuffs and other necessities of life—all stolen, of course. From somewhere beyond the stacked crates and piled sacks can be heard the muffled shrieks and howls of a man being tortured. Luckily for the heroes, the stolen goods make a stealthy approach simple.

The tunnel leads to a nexus of tunnels where the Voiders have their lair. From their vantage point behind the sacks and crates, the heroes will be able to see a human female standing over a strange creature that has been tied over a barrel. She is holding a dagger in her hand and is using it to torture her victim by making thin cuts into its chest. Closer inspection of the creature reveals that it has a half-formed, almost melted look, but at the same time also seems to have an appearance similar to that of the afflicted Councilor. It is almost if someone had attempted to make a wax effigy of him!

The high priestess Insanitra is not alone. Three other priests are watching her carry out the torture, and they surrounded by several large—much larger than normal—ragers, who are not in the berserk state that the heroes might have come to expect. Huddled at one end of the lair are a number of creatures similar to the one being tortured, though these appear to be “blank slates” and do not have recognizable features—yet.

As soon as the Voiders become aware of the heroes, they will order their wrathbeasts to rush into combat while the priests hang back and hit the heroes with madness bolts. The doppelgangers will make no aggressive moves at all. They will not even attempt to defend them-



GAME MASTERS SECTION

selves. The Voiders will not retreat or surrender; such is their dedication to the task.

☛ **Insanitra:** Use experienced Volder priest stats (*Sundered Skies* page 165), but add the Command and Master (Faith) Edges.

☛ **Neophyte Volder priests (3):** See *Sundered Skies* page 165.

☛ **Doppelganger (15):** See page 93.

☛ **Wrathbeast (2 per hero):** See page 104.

AFTERMATH

Although the Volder plot appeared to be nothing more than a minor attempt to disrupt the Trade Council, if it had been successful, the likelihood is that it would have thrown the Skies in chaos for months as the supply of food to many of the lesser isles is disrupted and food shortages threaten to turn into famine. Fortunately for many people across the Skies, the heroes' efforts have been successful, but there might be more doppelgangers hidden away on Aria.

In addition to paying them for saving his life, the Councilor will thank the heroes profusely. He will also count them amongst his friends and allies, and will probably call upon their services again.

THE CALLING

Where: Atrium

When: The heroes are at least Veteran

While the heroes are visiting Atrium, they hear rumors of strange lights having been seen and sounds being heard down by the shore of the Hell Pit. Another rumor—possibly unrelated—claims that the urchins and homeless folk who live down near the pit are going missing.

Upon hearing the rumors, most heroes worth their salt will head straight down to the Hell Pit to investigate. Those that do otherwise will probably witness the Boiling One's manifestation from further up Atrium's tiers and lose any chance of disrupting his summoning.

The slums down near the Hell Pit are wreathed in a choking, sulphurous mist that causes the heroes to breaking into a coughing fit. Each hero needs to make a Vigor roll or suffer a level of Fatigue. This roll must be repeated for every half hour that the heroes remain in the Hell Pit, but a hero will never suffer from more than the one level of Fatigue. The only way to lose this level of Fatigue is to breathe the fresh air again—either through the *environmental protection* power or by leaving the mists.

By asking around and succeeding at a Streetwise roll, the heroes are able to confirm the rumor that they heard; homeless people and urchins have indeed been going missing over the last month or so. On a raise, they find

a wildling fly—unimaginatively called Fly—who lost one of his friends, a mongoose wildling called Squirm, and happened to be close by when it happened. He did not see anything, but he did hear a loud bang, followed by the stifled cry of his friend, and then the leathery sound of wings. A bit of basic extrapolation determines that most of the disappearances occurred within a quarter of a mile of one of the pumping mechanisms that draws water from the Hell Pit and pumps it to the filtration system elsewhere on the island.

THE BOILING ONE

One of the Petitioners for the Circle of Nine (see page 50), Jaonn the Likely, is attempting to raise a demon from the depths of the Hell Pit, rightfully believing that success will be a serious boost to her claim on a Circle seat. Her early experiments have been very successful and she has a large number of grotesques at her beck and call. As luck would have it, the heroes find her at the pumping mechanism in the final throes of summoning the demon.

She stands up to her knees in the water of the Hell Pit beseeching the demon to heed her call. Her sacrifices, including Squirm, are tied to the pipes of the pumping mechanism with their heads just above the surface of the water. If any of the heroes are suffering from the Fatigue from breathing in the poor air of the Hell Pit, have them make a Vigor roll (not forgetting the -1 penalty). If any of them fail the Vigor roll, they are wracked with a coughing fit that alerts Jaonn and loses them any chance of surprising her. Without their achieving surprise, combat proceeds as normal.

In order for it to be successful, Jaonn must continue concentrating on her summoning for another 2 rounds (giving her a -1 to all of her actions). Nevertheless, on her Initiative Jaonn also summons several grotesque bodyguards, which erupt from the water all around her and provide her with the equivalent of Heavy Cover. If this cover causes an attack to miss then a grotesque is hit instead, but if she is hit, Jaonn must make a Spellcasting roll with the damage rolled as her target number. Failure means that her attempt to summon the Boiling One is ruined. On the second round of combat three steam elementals coalesce out of the mist and attack the heroes. The Boiling One bursts from the center of the Hell Pit at the start of the third round.

Unfortunately for Jaonn, she might have the power to summon the demon, but she does have the power to control it. The Boiling One attacks everyone, starting with the fool who summoned it, but will turn its attention to anyone who inflicts any damage on it.

☛ **Jaonn The Likely:** Use Circle of the Nine Petitioner stats found on page 91.

SUNDERED SKIES COMPANION

🐉 **The Boiling One:** See page 105.

🐉 **Grotesques (4 per hero):** See *Sundered Skies* page 152

🐉 **Steam Elementals (3):** See page 94.

AFTERMATH

The battle with the Boiling One will not have gone unnoticed by the islanders of Atrium. For many this serves to remind them that, despite their protestations to the contrary, they are part of the Sundered Skies and fall under the aegis of the Trade Council, and face exactly the same dangers. Atrium has had the wakeup call its inhabitants sorely needed. They elect a far savvier councilor who is not only better able to deal with the politics of the Skies, but also persuades his constituents to provide troops and ships to the great armada which sails to the heart at the conclusion of the Plot Point detailed in *Sundered Skies*.

UNREST

Where: Freedom Isle

When: When the Heroes are at least Veteran

The heroes arrive on Freedom Isle to find it on the verge of suffering outbreaks of unrest. Graffiti is scrawled across walls, proclaiming slogans such as “FREE NEW JORVAN NOW;” several shop fronts have been smashed, and there are signs of petty vandalism everywhere. The islanders seem to be under a cloud and scurry from place to place as they go about their daily business.

If the heroes ask around, they learn that the residents of Old Jorvan—descendants of the original islanders from before it was turned over to the glowborn (see *Sundered Skies* page 71)—have recently begun to stir up trouble. Now that the isle is prosperous and successful, they want to reclaim it as their own.

The elves on the island seem even more obnoxious and haughty than normal; they are scared and they react aggressively to anyone who provokes them. Unless the heroes keep a very low profile they will soon run into a group of elves looking for someone to blame. The heroes—especially if they are known to have Boughbreaker sympathies—will look like to perfect target for the elves’ anger.

Any altercation on the island will just serve to draw the attention of an elvish assault squad. It will arrive in force within minutes, intent on either arresting or killing the heroes—the members of the squad do not really care which. The squad is led by a Leafwarden who hangs back and supports his troops with spells while the Oakthorn and ferals attempt to beat the heroes into submission.

If the scuffle ends with the heroes standing amidst a circle of elven corpses and holding bloodied weapons,

they have little time to act before a party of glowborn appears and whisks them away into a series of tunnels beneath a nearby warehouse. Once the furor has passed they are smuggled to a well appointed home, where a delegation of glowborn merchants and community leaders waits for them. The delegation will answer any questions that the heroes might have before explaining recent events here on Freedom Isle. If you have not yet run the *Savage Tale*, Doubles (*Sundered Skies* page 132), now might be the perfect time to do so.

🐉 **Neophyte Leafwarden:** See *Sundered Skies* page 146

🐉 **Elven Oakthorn (2 per hero):** See *Sundered Skies* page 147.

🐉 **Wolf Ferals (1 per hero):** See *Sundered Skies* page 148.

RIOT!

During the next night cycle, the simmering powder keg that Freedom Isle has become explodes into a full-blown riot. Some of the rioters are true believers in the cause to Free Old Jorvan, but most have simply been swept up in the mentality of the mob, and are glad for an excuse to vent their frustrations long built up in the brittle faux polite society of the Sundered Skies.

Initially the mob tries to vent their anger on the elves who rule the isle with a velvet gloved iron fist, but the mob easily meets its match in the Oakthorn. So instead the mob turns its attention to the glowborn collaborators, ignoring the fact that they often had very little choice in their actions. Of course, the various homes and shops owned by the glowborn lack the protection afforded by the elves of Freedom Isle and many of them burn. Lives are lost.

The home in which the heroes have taken shelter is targeted by the mob and they find themselves at the center of a storm of rage and violence. Hopefully, the heroes will realize that although they are up against superior numbers, their opponents are a lot less skilled than they are, and that it will probably be a good idea if they exercise some restraint. If they do not, then their reputation on the isle—and possibly throughout the Skies—will probably be damaged.

Run the events of the riot as a quickly unfolding series of events. No sooner than the heroes repulse one attack, then they will hear the sound of glass smashing upstairs and the terrified wails of children as their bedroom catches alight from thrown Molotov cocktails. Once that threat has been dealt with, then still baying for blood the mob batters down the door. Make sure that the players realize that they are not the only targets; describe the distant sound of warehouses exploding and of the mob screaming for justice. Both the heroes—and the players—should

GAME MASTERS SECTION

feel exhausted, *and* lucky that they have survived this night cycle.

🐉 **Human rioters (2 per hero):** Use islander stats found on *Sundered Skies* page 156.

🐉 **Glowborn rioters (6 per hero):** Use glowborn stats found on *Sundered Skies* page 150.

THE RABBLE ROUSER

Eventually the mob burns itself out and the violence ends. Many houses and lives have been destroyed. Folk wander the blackened rubble strewn streets with a look of disgust and shame in their eyes. It will take many months for the glowborn of Freedom Isle and the humans of Old Jorvan to recover from the acts that they perpetrated during the night. The elves—ironically, as will be seen—are the only ones to emerge from the chaos unscathed.

If the heroes decide to investigate the cause of the riot, and succeed at a Streetwise roll, they will learn of a human, Samale. He is said to be a great speaker who was the catalyst for the Jorvan movement. Such was the passion in his words that the dispossessed humans felt the stirrings of a righteous anger. If a raise is gained on the Streetwise roll the heroes discover that whilst Samale routinely spoke out against the elves, he never said anything against the glowborn. In fact, he seemed to hold no particular malice against the glowborn whatsoever.

Having been disillusioned and crushed after the events of the night before, it will not be difficult to find an Old Jorvanite ready to reveal Samale's location. He has his headquarters in an old warehouse on the edge of the old town. When the heroes visit the warehouse, there is no one there to bar their entering the building or to ask them what they want, and the only occupant is Samale himself. No longer is he the firebrand that he once was, the agent provocateur is now a broken man, weeping at the chaos he has wrought. A member of the Boughbreakers, Samale came to the island to disrupt and damage the de-facto rulers of Freedom Isle—the elves; and so far, he believed that this was the effect that his words were having. He never thought his actions would lead to such chaos and terror, and now grief stricken, there is every chance that he will take his own life. Unless that is, the heroes prevent him from doing so.

🐉 **Samale:** See page 107.

AFTERMATH

Up until now, the chances are that the heroes have looked upon the Boughbreakers as a force for good and for justice. The events of this Savage Tale might make them see the elven freedom fighters in a different light. Even the most just cause can be a catalyst for evil and de-

structive deeds, even if only by mistake or blatant stupidity, rather than from outright malice. Based on the events of one night on Freedom Isle, the Boughbreakers has the potential to become just as bad as The Vigilant.

MADNESS IN THE DARK

Where: Mount Ore

When: After the Heroes have completed the Treasure Horde (See *Sundered Skies* page 126), and are at least Veterans.

During their last visit to Ironport in Mount Ore, the heroes put an end to a Voider plot. Unfortunately their actions did not end the threat and instead, it just shifted its focus. Some of the glowmad slain by the heroes have managed to cling onto existence as glow ghosts, and the heroes' return Mount Ore is the catalyst for these glow ghosts to renew their attacks.

As the heroes are going about their business in Ironport, they witness a dwarven passerby suddenly collapse and begin to convulse. Although the heroes are unlikely to know or be able to detect the cause behind this fit, they will soon be subject to its effects. After 2 combat rounds, the fitting ceases and the dwarf seems to recover. He will reassure all those around him that he is all right and that it must have been something that he ate. Once everyone has gone their ways, including the heroes, the dwarf, now possessed by a glow ghost, will attack the heroes from behind. The poor wretch attacks without any thought of his own safety, using wild attacks. Once the possessed has inflicted as much damage as possible, the glow ghost will try to escape, making every effort not to be detected or destroyed.

Investigation discovers this is the first such incident to occur in Ironport and—unless the glow ghost was detected—there is no known reason for it. However, the authorities do ask the heroes to stay on a few days, as they are—correctly—worried that the incident is just the start of a new danger.

For their part, the glow ghosts have gained something in death that they never had in life—cunning. They have possessed a whole family of dwarves, and are content to wait for them to go glowmad. The maddened dwarves will then cause chaos and fear throughout the darkhome and in doing so, bring about the heroes' deaths.

The next day, the heroes are summoned to a bakery. The owner and his family have not been seen for several days and it is feared that they have gone glowmad. They can be easily tracked from the bakery; they leave trenches in their wake from their earth dissolving power and are soon discovered laying siege to the Navigator Hall. Three rounds after the heroes begin fighting the glowmad, dwarven reinforcements arrive to help deal with

SUNDERED SKIES COMPANION

the unfortunate baker and his family. Or they appear to, because these members of the dwarven militia have been possessed by the glow ghosts. So, just as the heroes think that the fight is nearly over and that they can relax, they are attacked by better equipped dwarves!

The rest of the battle is likely to be extremely chaotic as the glow ghosts either jump from body to body or manifest themselves in order to scare the heroes into inaction or worse. They might even attempt to possess a hero (to sow the maximum chaos) or an Earthbane in order to force it to use intelligent tactics, such as destroying all the earth in the Navigator Hall, stranding everyone on the island and cutting off Deepsky Citadel from most outside contact.

🐉 **Earthbanes (1 per hero):** See *Sundered Skies* page 145. These are recently glowmad and are permanently berserk.

🐉 **Glow Ghosts (1 per hero + 1):** See page 96.

🐉 **Possessed dwarves:** See *Sundered Skies* page 145.

AFTERMATH

The heroes have saved Mount Ore again. They are each rewarded with a single roll on the relic table, and might even—depending on their demeanor and other actions—have won themselves an audience with King Bloodaxe of Deepsky Citadel.

EGG HUNT

Where: Savannah

When: When the heroes are at least Veteran.

It is not uncommon knowledge on Savannah that the dragons of the Hall of the Fallen will pay a small fortune for viable living hungry fiend eggs. Furthermore, rumor has it that there is a known mating pair of these monsters only 7 or 8 days trek from Foothold, located in a ruined temple of some kind. Several groups of adventurers have embarked on expeditions into the interior, hoping to claim the bounty—none have returned though.

The heroes can easily get an appointment with Scarlet Maw, the Drakin Chosen who deals with the acquisitions side of the dragons' investigations on Savannah. He is a long way into his transformation and has a splendid pair of wings and a large tail, but is friendly, and offers the heroes 10,000 cogs for each viable egg that they return with. Fiend eggs have a distinctive red veined scaly look, and must be kept warm otherwise they will die. Scarlet Maw suggests that the only way to keep the eggs warm is by storing them in a sack with heated stones, but says that the heroes are welcome to come up with their own solutions.

The interior of Savannah beyond the Meat Fields is

virgin wilderness, and the heroes must cut a path through the jungle with sword and axe. For each day of travel, the heroes must make a Vigor roll or suffer a level of Fatigue. This can be removed naturally by a day's rest, but other means of removal also exist. The fiends' lair is actually nine days away, and the Games Master should draw a card from the Action Deck for each day of travel. On a face card the heroes encounter some of the island's more dangerous inhabitants. Roll on the table below. If a joker is drawn, then the heroes have two encounters at the same time.

D12	Encounter
2-2	Proto-drakin war party
3-4	Running death pack
5-6	Smash Tail
7-8	Dragon Bulls
10-10	Ruin
11-12	Biting insects

Proto-drakin war party: The various proto-drakin tribes are in a state of constant warfare over food, territory, and resources. With the arrival of the colonists on Foothold, the tribes have a new common enemy. This war party consists of a number of warriors and tame running deaths led by a war chief and shaman. They will attack any intruders, but will retreat if they lose of a third of their number or one of their leaders is killed. However, they will not kindly to being defeated, and might track the heroes, preparing to strike again when they have the advantage.

🐉 **Proto-drakin warchief:** see page 99.

🐉 **Proto-drakin shaman:** see page 100.

🐉 **Proto-drakin warriors (2 per hero):** see page 100.

🐉 **Tamed running death (1 per hero):** see page 99.

🐉 **Running Death Pack:** This family pack is extremely hungry and will attack until half their number are killed or otherwise dealt with.

🐉 **Wild running Death (2 per hero):** see page 99.

🐉 **Smash Tail:** The heroes have unfortunately stumbled upon one of these irascible behemoths when it is in its rutting season, making it even more dangerous. The gigantic creature attacks wildly with no regard to its own safety.

🐉 **Smash Tail (1):** See page 99.

🐉 **Dragon Bulls:** It is unlikely to be obvious to the heroes, but they have encountered these creatures not long after the female has given birth. The two-dragon bull calves hide in the undergrowth while their family attempts to warn the heroes off. Dragon bulls are not blessed with the most placid of temperaments at the best of times—these circumstances make them positively murderous.

🐉 **Dragon Bulls (1 per 2 heroes + 1):** See page 98

GAME MASTERS SECTION

Ruin: The heroes have come across one of the ruins that can be found in the Savannah interior. Take a few moments to generate the details of the ruin. The ruins will have an overriding dragon motif.

Biting Insects: The humid, hot conditions on Savannah perfectly suit several species of biting insects—creatures virtually unknown elsewhere in the Sundered Skies. The heroes somehow manage to disturb a nest of these horrid creatures and are engulfed in a cloud of angry biting or stinging insects.

Insect Swarm: Use bloodfly swarm stats in *Sundered Skies* on page 140, but be sure to look at the sidebar on page 92 of this book.

THE TEMPLE

Eventually—and probably gratefully—the heroes come within sight of the ruined temple that they seek. Rather worryingly, the cloying stench of carrion emanates from within the temple. Perhaps that is the reason why the jungle in the immediate vicinity of the temple is silent?

The temple was originally dedicated to the worship of dragons. The room has long since fallen in and time has destroyed most of the building's walls, but weathered, vine covered statues of dragons can be glimpsed dotted around the area. The center of the temple was once a paved courtyard, but now serves as the nesting site for the monstrous proto-dragons. One creature—the female—can be seen attending her three eggs, growling in a soothing, motherly way. Several rotting carcasses are strewn around the area, which if they are clever, the heroes can use to mask their scent and hide their approach.

Although the female is the only creature attending the eggs, her mate and offspring are not far away and will come running should she start roaring. The male will arrive in two rounds and the adolescent in three. Each will arrive from different directions, possibly surprising spellcasters who have elected to hang back and use ranged spells. The female will go berserk to protect her eggs (Parry 4, +2 to Fighting and Strength rolls, Toughness 16 (2); ignores wound penalties), but the two males will be more cunning in their actions, including retreating if she is killed or the eggs are smashed.

The eggs are relatively fragile. They have an object Toughness of 8, and can be damaged by both bashing and cutting attacks. If the heroes attack the female from surprise and knock her off her feet, then her bulk will certainly be enough to smash them.

Hungry Fiend (3): See page 99.

AFTERMATH

Once the eggs have been recovered they must be taken back to foothold, which sadly means another nine-day trek and all the dangers that this entails. A note should be taken of which of the heroes is carrying the eggs, and not only how they are being carried, but how they are being kept warm. Once two of them have been smashed however, a little leniency should be shown to the characters, as otherwise they will have gone to all this trouble and have nothing but scars to show for it.

Scarlet Maw pays up gladly for each egg delivered intact and viable. He will also listen with interest to any tales that the heroes have of the interior, making notes as they talk.

THE GRATEFUL DEAD

Where: The Ice Isles

When: At any time.

Many jaded players might feel that The Beautiful One and her priesthood are too good to be true. This short Savage Tale is designed to play on feelings of cynicism and paranoia many players approach benevolent organizations.

One of the heroes' contacts from an earlier adventure approaches them. This should be someone that the heroes trust—Tomas Hawke is an ideal candidate for the role. The contact reports that he has heard something disquieting about one of the ice islands, Frostrock.

A small settlement several miles below the Draining Sea, Frostrock is mostly been settled by glowborn who were enslaved by the Cracked Shield Clan of Firsthome before their transformation. They export ice to the lower, water deprived isles.

The contact has heard a garbled tale about a zombie outbreak on the isle and fears that it has been attacked and overrun by the Bright Cabal. He has informed the Trade Council, but believes that by the time that it has organized an investigation, it will be far too late. Plus, the glowborn have extremely poor relations with their orkish neighbours, so they can expect no help from that quarter.

If the heroes will not investigate the situation out of pure altruism, then the contact will offer to pay them to do so. He has business interests on the isle and is keen to ensure that they are not disrupted. He is willing to pay them 2000 cogs (as a group, not each hero), but can be argued up to 4500 cogs. If the heroes do not ask for payment and seem willing to investigate unpaid, the contact will not mention payment.

Arriving at the small isle, everything appears peaceful, and the heroes are hailed by the dock foreman. He

SUNDERED SKIES COMPANION

enquires if they have any cargo which needs unloading, while behind him on the docks a group of men and woman stand listlessly, obviously awaiting orders. It is unlikely that the heroes will be carrying any cargo and more likely that they are much more interested in asking about any Bright Cabal attacks. When asked, the foreman chuckles and ensures them that no, there has not been any Cabal activity on the island. He suggests that they head over to the temple where the priests will fill them in on recent events on Frostock.

Throughout the conversation, the dockworkers will have remained standing still, awaiting orders, and the heroes must pass through them to reach the island proper. When they do, it will be easily noticed that all of the dockworkers bear the symbol of The Beautiful One upon their foreheads, *and* that they are all obviously recently dead—in other words, they are all zombies!

If attacked the zombies will defend themselves. Alarmed at the heroes' aggressive actions, the dock foreman will rush from the dock and into town to fetch the militia. Ten rounds later a squad of militia will arrive accompanied by a novice Beloved. If the heroes assaulted or even killed the foreman, the militia will arrest the heroes and march them to the temple. If only the zombies were harmed by the heroes, the militia will order them to stop, promising to escort them to the temple where everything will be explained to them.

At the temple, the heroes are met by a glowborn Beloved who introduces himself as Gillen Blazeheart. With a successful Common Knowledge (-2) roll a hero will recognize the name to be that of The Beloved high priestess. This might cause some confusion, but the heroes should remember that glowborn often take the names of those who impress them the most.

Blazeheart explains that one of the gifts his goddess awards her faithful is the power to bring back and place a soul back into the body it once inhabited, effectively creating a zombie. However, the glowborn is keen to impress upon the heroes that the return to un-life is the soul's choice and that there is no coercion from The Beloved. The zombie returns out of a desire to help those who survive him out of love. If the heroes remain unconvinced, the priest invites them to a ceremony where someone who has recently deceased is offered the choice to return to his family.

The ceremony is exactly how Blazeheart described it. The heroes watch as the family of the deceased—a glowborn woman who died protecting one of her children from an icefall—beseech her to return to them. Blazeheart casts his *zombie* spell and eventually, the corpse stirs and sits up. It is as slack jawed as any zombie that the heroes might have encountered, but it is not however, homicidal—a light of recognition even flares briefly in

its eyes when it gazes upon the children. After the family leaves, Blazeheart explains that the zombies are not aggressive unless they or their charges are threatened. There has not been a single case of any zombie raised by a Beloved turning aggressive and most zombies are put to work doing menial, if dangerous tasks, such as ice mining.

AFTERMATH

If the heroes harmed the dock foreman, they are put on trial. Their past heroic deeds and ongoing opposition to the Bright Cabal is presented as evidence in their defense. Gillen Blazeheart himself speaks up for the heroes, saying that their reaction to the undead on the docks was almost understandable, given their history. The attack on the dock master was unfortunate, but the priest can see how his actions could be viewed by the accused as being in a suspicious light.

After much deliberation the heroes are sentenced to a month's service in the island's militia and are ordered to pay 1000 cogs to the foreman or his family in compensation. Of course, this month long sentence is the perfect time for the Bright Cabal to attempt to take over the island.

🐉 **Zombies (3 per hero):** See *Sundered Skies* page 167.

🐉 **Dock Foreman:** Use Islander stats found on page 156 in *Sundered Skies*.

🐉 **Novice Beloved:** see page 89.

🐉 **Island Militia (5 per hero):** See *Sundered Skies* page 155.

🐉 **Gillen Blazeheart:** Use Experienced Beloved stats on page 89.

DESPAIR!

Where: The Void

When: Anytime

While journeying through the void, the heroes spy one of the many lesser-inhabited isles in the Sundered Skies. On their own, these isles are not large or important enough to warrant a seat on the Trade Council, so usually they affiliate themselves with one of the larger islands which does send a representative to Council. These islands are also usually too small to have a name known by anyone other than a resident. This particular island has a small village clinging to its shore while fields of crops and even the occasional small wood cover the rest of the island. The island is obviously blessed with fairly frequent rains. The small ill-kept dock has two trawlers tied to it, just leaving room for the heroes' ship to berth.

Hopefully, the heroes will elect to dock at the island; if nothing else it will reset the boredom clock (see *Sundered*

GAME MASTERS SECTION

Skies page 55). If they elect to pass the island by, then one of the granaries in the village chooses that moment in which to explode in a fiery plume.

DEATH BY APATHY

As the heroes approach the island they can note that there are no islanders moving around the village or the fields. It is possible that the heroes have arrived at the isle during its sleep cycle, but given the lack of response to the explosion—should it have occurred—will prove that something is very wrong on the island. A battered—and optimistic—sign on the dock proclaims the island to be called Paradise. Nobody comes to greet them.

When they enter the village the heroes discover the villagers lying listlessly on the floor of their homes or just lying in the streets and fields. All of them are in the early stages of dehydration, and those who are outside are close to the final stages of Glowmadness. Indeed some of them have even succumbed, but these glowmad are just as listless as everyone else is. Even if someone approaches one of these glowmad with an unsheathed sword, the normally berserk creature will not rouse itself from its apathetic state.

Those who have not yet succumbed to Glowmadness can be easily dragged into the nearest darkened shelter—they do not resist as there is nothing supernatural pinning them down. Despite the fact that they have no desire to either save or feed themselves, the lethargic villagers reflexively swallow if given food or water. If a hero uses some form of *detect arcane* on the stricken islanders he discovers that they are all surrounded by a gray magical cloud, while a raise on the detect roll determines that a tendril is attached to each islander. The tendrils snake out of the village and head inland. However, the spell duration will probably not be long enough to follow the tendrils to their source.

After the heroes have spent some time helping the islanders, investigating their malaise, and dispatching up to 5 blinded, a ghostly creature suddenly attacks them. It takes the form of a middle-aged woman whose neck is stretched and scarred as if she had been hung. The creature—an emotion spirit—remains invisible while it watches the heroes, waiting for the moment when it can attack and do the most damage. After its initial attack, the spirit turns invisible again, so as to give itself the maximum advantage it can. If the emotion spirit is destroyed, the apathetic stupor of its victims does not lift as the heroes might expect.

Shortly after the attack is ended, a new victim of the malaise is discovered, a man found slumped over a writing desk. He was obviously afflicted with the spirit's malaise during the act of writing as he is lying face down on

a journal, a line of ink trailing from his dropped quill. If the heroes ease the book out from under him, they can read its contents, which reveal that the writer's name is Egwood and that he fancied himself as a historian. By reading the entries from the last few weeks the heroes can learn of the events in Paradise over the last few weeks.

When people were first found to be listless and apathetic, it was feared that the island had been struck by a new disease, but as the number of cases increased and some started to report seeing a ghost upon the island, a supernatural cause was suspected. Sadly, no one on the island had the magical skill to deal with the threat and so a messenger was dispatched to Bridgeway, but the journey there and back takes weeks and as yet the messenger has not returned.

The likelihood is that the heroes will look through Egwood's other journals to try and pinpoint a possible supernatural cause for the attacks. It takes roughly an hour to go back through the amateur historian's journals—possibly less if a successful Investigation roll is made—to find an entry made early last year. In the entry, Egwood reports the sad suicide of the widow Marthie, a melancholy woman who could not come to terms with the death of first her husband—lost overboard on a fishing trip—and then her twin children from disease just



SUNDERED SKIES COMPANION

two months after she became a widow. The poor woman hung herself from the rafters of her barn, the location of which can be discovered by a successful Investigation roll while reading the journal.

CHOICES

The heroes can now head straight to the site of the suicide where the emotion spirit awaits them. Once they destroy the malicious ghost at the barn, all of the islanders will be released from their apathy, which includes all of those who have gone glowmad! In order to prevent this, a more sensible course of action would be to scour the island for blinded and put them out of their misery, but doing so means that the heroes will be subject to repeated attacks from the spirit. She will quickly realize that they are resistant to the permanent effects of her emotion touch and will simply pelt them with telekinetically thrown objects.

For every half hour that the heroes search the island, draw a card from the Action Deck, a red face card means they have discovered d6 blinded, a black face card means they have been discovered by the spirit of Widow Marthie, and a Joker means they have discovered 2d6 blinded. If the heroes split up, draw cards for each separate group.



Eventually the heroes are likely to tire of the search or come to believe that they have discovered all of the blinded, in which case they will decide to finally deal with the spirit. To see how many of the islanders that the heroes have released from their stupor, deduct the number of blinded that they have dealt with from the base number of 40. These berserk creatures will be drawn to the barn by the supernatural resonance of the spirit's emotion ability.

🐉 **Emotion Spirit (Despair):** See page 94.

🐉 **Blinded (base number 40):** See *Sundered Skies* page 139. Each of the Blinded is Fatigued (see Fatigue in *Savage Worlds*).

AFTERMATH

The exhausted and weakened Paradise islanders are grateful to the heroes, but are unable to offer them little more than their thanks. After they have recovered from their trials, the much-reduced population of the island nevertheless elects to stay on their home and attempt to rebuild their lives and their home.

ALE WARS

Where: Meeting Place.

When: At any time.

Rikard Drakespear is a businessman, responsible for brewing the eponymous Drakespear ale. He wishes to employ the heroes to protect his brewery from enforcers sent by rival orcish brewers, the Grag clan. He has only just opened a new brewery on Meeting Place and fears that it will soon be attacked.

He is willing to pay the heroes 10 cogs per night each, plus another 100 cogs each for every combat action that they are involved in. He will also cover any healing expenses.

Drakespear wants the party to guard the brewery until the danger of attack has passed. The security details he will leave up to them, seeing as they are the "professionals" in such matters. If the heroes suggest it, Drakespear is not interested in launching a preemptive attack on the orc clan, as he is "an honest businessman."

The heroes have to wait for ten days before an attack occurs. When it does come, the assault is comprised of a number of orcish enforcers led by one Jagg Grag. Jagg launches the attack by throwing a large bomb (page 14) into the brewery. After it explodes, his men rush in to finish the job. Once they have got over the surprise of the bomb blast, the heroes should prove no match for the orcs. This does not stop Jagg from fighting ferociously right down to the last drop of his blood.

With Jagg's death, Drakespear's problems end, but the

heroes' have just begun. The Grag Clan abandons their vendetta against the brewery, but swears a blood feud against the heroes instead. The clan's tactics are always direct and brutal. Though their influence is not widespread, they have long memories, and venturing anywhere near Meeting Place rekindles their enmity.

🦋 **Jagg Grag:** Use Pirate Captain stats (*Sundered Skies* page 161) but add Toughness 9, d10 Strength, and Intimidation d12.

🦋 **Orcish Enforcers (1 per hero):** Use Professional Militia stats (*Sundered Skies* page 155) but add Toughness 9(2), Strength d10, Intimidation d10, and arm them with blunderbusses and axes.

THE HAPLESS BARD

Where: The Void.

When: At any time.

The heroes come across a frigate drifting through the void with smoke rising from a small fire and trailing behind it. Although it is clear that there is no one at the helm, when they close with the ship, the heroes can see figures onboard moving around aimlessly. They can also see that the name of the ship is the *Song of Spire*.

The crew have been driven glowmad by boredom during a particularly long voyage. Many of the weaker glowmad were killed in the ensuing chaos, and only the strongest have survived. They have come to a truce of sorts, which will be strengthened if another target presents itself to the glowmad crew, such as heroes boarding their vessel. The surviving crew consists of 1 earthbane (the ex-captain), 2 ogres, 6 blinded, and 3 ragers on board. None of them employ anything in the way tactics—they just attack the heroes until they have killed or driven the heroes back to their ship, or they themselves are dead.

The ship is ruined—much of its fixtures and fittings have been destroyed or thrown overboard. Anything that was not nailed to the ship's hull is long gone, including cannons. In this bare, stripped down state, the ship's market value is only 15,000 cogs and its Acceleration and Top Speed are reduced to 1/5, and its Handling to -1.

Hiding in the crew's nest under a sleeping canvas is a bard called Mikael Biltin. Although he has long flowing locks, his hair has almost receded beyond the crown of his head. Biltin claims to be the ship's troubadour and says that the Lightbringer must have taken a special interest in the ship, for even his best routines could not entertain the listless crew. Sadly, the truth is that he is just not a very good bard. He will be very grateful for the rescue though, and begs for a chance to join the heroes' crew.

🦋 **Mikael Biltin (1):** Use scavenger stats (*Sundered Skies* page 162) but with Persuasion d4 and add the Ugly Hindrance.

TRAP EXAMPLE

Somin the scavenger is exploring a ruined temple when the GM decides to place a trap in his path. The GM draws two cards. He gets a 3 of Hearts and the King of Diamonds.

The 3H tells the GM that there is a +1 bonus to the Notice roll to spot the trap (indicated by the 3) and a -1 modifier to disarm it (indicated by the Hearts). The trap is fairly complex, but not very well disguised. Unfortunately, Somin is not looking out for traps and walks straight onto it. The GM decides it is a pressure plate mechanism.

Somin rolls his Notice to avoid Surprise. He adds in the +1 bonus from the first card's value, and rolls a total of 8. The GM tells Somin's player that he hears an audible click as his foot hits the floor before dealing him an Action card. Somin declares that he wants to move clear of the square that he is on. Before he can do this however, the trap tries to interrupt him. The trap has a fixed d10 Agility and rolls a 9. Somin rolls his Agility and gets a lousy 5. Somin has been hit by a falling lump of masonry (as determined by the King value of the second card). He suffers 2d8 damage (determined by the Diamonds).

Note that although the trap scored a raise over Somin's Agility total, this was not an attack roll and so it does not deal +1d6 damage. Somin suffers 11 damage, enough to cause him a wound. He vows to be more careful as he descends deeper into the ruin.

🦋 **Blinded (6):** See *Sundered Skies* page 139.

🦋 **Ragers (3):** See *Sundered Skies* page 162.

🦋 **Ogres (2):** See *Sundered Skies* page 159.

🦋 **Earthbane (1):** See *Sundered Skies* page 145.

EXPANDED TRAP GENERATOR

Sundered Skies gives you a fast, furious, and fun method of generating different traps through the draw of a single card from the action deck. However the type of traps generated can be very limited unless the GM is willing to put a lot of thought and effort into determining the exact nature of the trap.

The Expanded Trap Generator provides a more detailed method of generating random traps while keeping it fast, furious, and fun. All the GM has to do, is draw a single additional card for each trap.

Draw two cards from the Action Deck whenever you need a trap. These tell you everything that you need to know about its concealment, complexity, type, and lethality. Occasionally you will need to draw a third card, but the rules below tell you when to do this.

SUNDERED SKIES COMPANION

The GM should add suitable flavor to these draws. For instance, a “blade trap” could be a scything blade slicing from the wall at knee height or a spear which thrusts out from a concealed hole. A Spade result on the trap might indicate multiple blades, hence the high Fighting die and increased damage. A portcullis of the Club suit might be heavily corroded or made of wood, whereas a Spade indicates extremely tough and well-made bars.

FIRST CARD

The first card determines how difficult the trap is to detect and disarm. This is shown on the Trap Difficulty table below as modifiers to Notice and Lockpicking rolls.

Note that truly magical traps (as opposed to weird science or ones which mimic the effects of spells) cannot be disarmed (and so ignore the suit), but they can be *dispelled*. Use the suit entry on the Trap Type table below to determine the creator’s Arcane skill die.

Detecting: Detecting a trap requires a Notice roll. Unless a character has Danger Sense, searching for traps requires an action. A single roll is made in a round, regardless of how far the hero moves. With a success, he detects a trap adjacent to him. If he spots a trap, he can immediately halt his movement, even if he had been run-

ning. This is especially advisable if the trap is detected right in front of him.

Disarming: Disarming a detected trap requires a Lockpicking roll and takes a complete round (no other actions possible, including movement). On a critical failure, the trap activates. Check for Surprise.

TRAP DIFFICULTY TABLE

Value	Detect	Suit	Disarm
Joker	+2	Joker	+2
2–4	+1	Club	+1
5–10	+0	Diamond	+0
Jack–Queen	–1	Heart	–1
King–Ace	–2	Spade	–2

SECOND CARD

The second card determines the exact type of trap encountered. This is shown on the Trap Type table below.

Wild Die: A black card suit indicates the trap is exceptionally lethal and has a Wild Die. This is shown in the table below. Traps with a Wild Die apply it to rolls to interrupt and attack rolls when applicable.

TRAP TYPE TABLE

Card	Type	Clubs	Diamonds	Hearts	Spades
Black suit	—	d4 Wild Die	d6 Wild Die	d8 Wild Die	d10 Wild Die
2	Portcullis*	Strength –1	Strength –2	Strength –4	Strength –6
3–4	Pit Trap**	10', 1d6	20', 2d6	30', 3d6	40', 4d6
5	Spiked Pit	10', 1d6+2	20', 2d6+4	30', 3d6+6	40', 4d6+8
6–8	Projectile	Sh d6, 2d6, #1	Sh d8, 2d6, #2	Sh d10, 2d6, #3	Sh d12, 2d6, #4
9–10	Blade	Fight d6, 2d6	Fight d8, 2d8	Fight d10, 2d10	Fight d12, 2d12
Jack	Poisoned	Treat as a Projectile of the same suit. Anyone Shaken or wounded must make a Vigor roll. Roll a d10 once with failure. A 1–3 means all victims suffer a level of Fatigue for 2d6 hours, on a 4–7 they are paralyzed for 2d6 minutes, and on 8–10 they suffer an automatic wound.			
Queen	Poisoned	As above, except the trap is a Blade trap.			
King	Falling block	2d6	2d8	3d6	3d8
Ace	Spell***	Arcane d6	Arcane d8	Arcane d10	Arcane d12
Joker	The trap is faulty and does not function.				

* Portcullis traps either have a single gate (usually to block the way the party has come and so force them forward) or drop two gates (one ahead and one behind the intruders, to trap them in a small area). Due to the confines of most corridors or doorways, a maximum of two people can combine their Strength in a Cooperative roll to lift a portcullis.

** Alternatively, a pit can drop the victims into a lower level of the “dungeon” rather than a small hole, thus separating the party. If the GM does not want a hero to suffer any damage from falling into the pit trap, it might drop him onto a chute that deposits him painlessly into a cell or monster’s lair on a lower level.

*** One spell of the GM’s choice.

GAME MASTERS SECTION

Area: Traps usually affect a 1" square on the battle grid. Ranged attacks have a range of anywhere from 1" to 12", depending on their location and the type of missile. Whatever projectile is launched, range is always treated as being Short Range. The distance listed for pits is their depth. Magical traps affect an area as per the spell description.

Duration: Traps are generally one-shot devices. Once activated, they must be reset in order to work again. Traps which use Power Points continue to function each time they are activated, so long as they have Power Points remaining. Portcullises remain in place until lifted up.

Initiative: Most traps activate with little warning for the unfortunate victim. Use the rules for Surprise. Notice rolls to avoid Surprise use the same modifier as for Detecting traps (see above). Traps have Agility d8 for the purposes of interrupting. A trap catches a character by Surprise also has the Drop (where applicable) on him.

Attacks: Traps, which make attack rolls cannot use any combat maneuvers—they simply roll their attack die.

Notes: The following short codes are used on the table. Arcane = arcane skill. It is also used when a spell requires an attribute die value for any reason and to resist *dispel* attempts. Fight = Fighting skill. Sh = Shooting skill (range is always assumed to be Short). Strength -X = penalty to Strength roll to lift the obstacle. XdY = number and type of damage dice. #X = the number of attacks that a projectile trap makes against a single victim or can split among multiple victims (GM's call based on placement). Traps which use Shooting do not suffer penalties for making multiple attacks.

BESTIARY

Within this section can be found details of new creatures and characters that can be encountered across the Skies. Rather than re-write all of the Encounter Tables, it is suggested that the GM insert encounters with these creatures into his game whenever he feels it to be appropriate.

BELOVED

The Beloved are the priests of The Beautiful One. Like the Providers, they are pacifists, but unlike the Providers, they are more concerned with the spiritual well being of others rather than their physical well-being.



EXPERIENCED BELOVED

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

Skills: Boating d8, Climbing d6, Faith d12, Fighting d8, Guts d8, Notice d8, Persuasion d10, Stealth d6

Charisma: +4

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

Hindrances: Various plus Pacifist (Minor)

Edges: Arcane Background (Miracles), Attractive, Beloved, Charismatic, New Spells, Power Points

Gear: Various, but at least one relic

Salvage: Junk

Spells: (all have 25 Power Points) *channel glowmadness*, *healing*, *soothe anger*, *stun*



NEOPHYTE BELOVED

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

Skills: Boating d6, Climbing d6, Faith d10, Fighting d6, Guts d6, Notice d8, Persuasion d8, Stealth d6

Charisma: +2

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

Hindrances: Various plus Pacifist (Minor)

Edges: Arcane Background (Miracles), Attractive

Gear: Various

Salvage: Junk

Spells: (All have 10 Power Points): *healing*, *soothe anger*, *stun*

BITCHSPAWN

Strange, twisted creatures, bitchspawn are the offspring of the Bitchbeast (see page 104), each slavishly devoted to their mother. Similar in appearance to a feral, the humanoid heritage is evident in the faces of each of these fur-covered savages.

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

Skills: Climbing d8, Fighting d6, Guts d6, Intimidation d6, Notice d6, Stealth d8, Tracking d8

Pace: 7; **Parry:** 5/3; **Toughness:** 6/8

Salvage: None

Special Abilities:

* **Berserk:** If the Bitchbeast is Wounded, all of her spawn automatically go berserk. When berserk, use the derived stats after the divider and add +2 to both their damage and their Fighting rolls. This combines with any benefits that their proximity to their mother might give them. If a berserk bitchspawn rolls a 1 on its Fighting roll, it hits someone other than the intended target—if this is possible.

* **Brawny:** Bitchspawn are heavily muscled.

* **Claws:** Str+d6

SUNDERED SKIES COMPANION

- * **Devoted:** Any Spawn within 1" of their Mother can automatically intercept an attack against her. The attack roll is made against the Spawn instead.
- * **Gatherer:** Spawn never use a Wild Attack against a male target. They wish to take him alive.
- * **Misogynist:** Attacks against females are always Wild Attacks.

BOUGHBREAKERS

These rebellious elves tread a dangerous path. They attempt to integrate themselves into elven society while at the same time are devoted to bringing down the Willow Queen and everything that she stands for. Should a boughbreaker be discovered, the best that he can hope for is a swift death. If a Leafwarden is discovered to be a Boughbreaker, he suffers a much worse fate.

ELVEN REBEL

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Boating d6, Climbing d6, Fighting d6, Guts d8, Notice d6, Shooting d6, Stealth d6
Hindrances: Vow (bring down the Willow Queen)
Edges: Boughbreaker, Plant Heritage (see *Sundered Skies* page 146)
Charisma: +0
Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Salvage: Junk for every 3 rebels.
Gear: Leather (+1), short sword (Str+d6).

BOUGHBREAKER LEAFWARDEN

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d6
Skills: Boating d6, Climbing d6, Faith d10, Fighting d6, Guts d6, Notice d8, Shooting d6, Stealth d6
Charisma: +0
Pace: 6; **Parry:** 5; **Toughness:** 5
Hindrances: Vow (bring down the Willow Queen)
Edges: Arcane Background (Miracles), Boughbreaker, Leaf Blessed (roll twice on the table in *Sundered Skies* page 146)
Gear: Elven leather (+2), ironwood sword (str+d6), elven longbow (15/30/60)
Salvage: Junk
Spells: (All have 15 Power Points): *armor*, *bolt*, *wild's call*

BURNING DEAD

Created by necromantic demons from the undead remains of those who have perished in the Flaming Skies, these horrors are a new danger in the Lower Reaches. If the captain is destroyed then his crew and ship are also destroyed.

BURNING CAPTAIN

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6
Skills: Boating d12, Fighting d6, Intimidation d12+2, Notice d12, Taunt d10, Shooting d12, Stealth d12+4
Pace: 6; **Parry:** 5; **Toughness:** 5
Gear: Ghost sword (Str+d6, ignores non magical armor)
Salvage: None
Special Abilities:

- * **Ethereal:** Ghosts are immaterial and can only be harmed by magical attacks.
- * **Fear -2:** Ghosts cause a Guts checks at -2 when they let themselves be seen.
- * **Spectral Fire:** The Burning Man can project the flames that killed him at his foes. Place the thin end of the Cone Template in front of the ghost. Targets within the cone must make Agility rolls versus the ghost's Shooting. Those who fail take 2d10 damage, but are not set alight.

BURNING SAILORS

Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d6, Vigor d6
Skills: Boating d6, Fighting d6, Intimidation d6, Notice d4, Shooting d6, Throwing d6
Pace: 7; **Parry:** 5; **Toughness:** 7
Salvage: None
Special Abilities:

- * **Bony Claws:** Str+d4
- * **Burning Aura:** Burning dead are surrounded by a wreath of super hot flames. Anyone who comes into contact with the flaming skeleton takes 1d10 damage each round and has a 1 in 6 chance of catching alight, while anyone who comes within an inch of the burning dead suffers 1d6 damage each round, but does not risk combusting.
- * **Fearless:** Skeletons are immune to fear and Intimidation.
- * **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from Called Shots; Immune to disease and poison.

GAME MASTERS SECTION

HELLISH SHIPS

Hellish ships are a new threat in the Sundered Skies. Recreated by necromantic demons from ships lost in the fiery depths of the Flaming Skies, they are crewed by still burning skeletal sailors, and captained by a burning ghost who holds his ship and crew together. Destroy the captain, and both ship and crew will disintegrate.

A hellish ship can be any type of skyship, but whatever the type, all hellish ships are constantly alight with a strange violet flame that does not consume the ship. If a mortal goes aboard a hellish ship without any sort of protection from the flames, he takes 1d10 damage per round and automatically catches alight. The will of the burning captain increases the Toughness, top speed, and acceleration of the hellish ship by 2.

The cannon on a hellish ship are magically enchanted to target the weapons of any ship it attacks. Any critical hit scored against another ship automatically hits its weapons, the intention being not to destroy the defending ship, but to prevent it from fighting back so that the hellish ship can close and grapple with the defending ship. Its crew can then board it to dispatch their prey in hand-to-hand combat. A Ship captured in this way eventually returns as one of the hellish ships still crewed by its old crew, but now wreathed in terrible flame.

HELLISH SHIP TYPE

Roll on the table below to determine the type of ship encountered.

1-10	Frigate
12-12	Modified Frigate*
15-15	Doppelganger ship
17-17	Galleon
19-19	Sky Galley
20	Two ships encountered, roll twice on this chart.

* A modified ship has one of the racial modifications as detailed on page 32 of *Sundered Skies*.

CANNIBALS

Cannibals have fallen under the influence of, and been corrupted by, demons, usually devourer demons. Their hunger for sentient flesh cannot be sated by any other type of food. Cannibals are usually gaunt figures, but with pronounced pot bellies and their teeth and nails filed into points.

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

Vigor d8

Skills: Fighting d6, Notice d8, Stealth d8

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

Salvage: Junk for every 3 cannibals.

Gear: Cleaver (Str+d6)

Special Abilities:

Bite: Str+d6

Frenzy: Cannibals can make two Fighting attacks with a -2 penalty.

Hardy: Cannibals do not suffer a wound from being Shaken twice.



CIRCLE OF NINE PETITIONER

Petitioners are members of the Circle of the Nine who hope to someday join the inner circle. In the meantime, they serve the interests of the Circle, and when they can, their own. It is not unusual to find a Petitioner served by lesser demons, such as Maulers or Grotesques

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

Skills: Boating d6, Fighting d6, Intimidate d10, Knowledge (Demons) d8, Notice d8 Spellcasting d10, Taunt d8

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

Hindrances: Delusional, Greedy



SUNDERED SKIES COMPANION

Edges: Arcane Background (Spellcasting), Command, Demon Tainted, Level Headed, Rich

Gear: Various, but at least one relic (roll on the enhanced relic table page 46)

Salvage: Junk

Spells: (all have 25 Power Points) *bolt, blast, deflection, demonic boon, invisibility*

COLD SPIRITS

These terrible shades are ghosts of the frozen dead who now seek to drain warmth from the living.

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

Skills: Fighting d6, Intimidate d12+2, Notice d12, Stealth d12+4

Pace: 8; **Parry:** 5; **Toughness:** 5

Salvage: None

Special Abilities:

- * **Ethereal:** Cold spirits are immaterial.
- * **Fear-1:** Cold spirits have terrible frost ravaged features.
- * **Fleet-Footed:** Cold spirits roll a d10 as their running die.
- * **Paralysis:** Those Shaken or wounded by a cold spirit must make a Vigor role or be paralyzed for 2d6 rounds.

ANOTHER LOOK AT SWARMS

Often, when a swarm of rats, ants, or murderous birds is encountered in a film or a book, the only way to counter such a threat is to run away. As good as they are, the rules for swarms as presented in *Savage Worlds* do not quite reflect the true danger that these creatures pose. With that in mind we suggest the following changes.

Remove any Wild Card status that the swarm might have and replace or add one of the following special abilities.

Resilient: When a swarm larger than a Small Burst Template takes a wound, it is not automatically destroyed. Instead, it shrinks to the next smallest template size. A Small Burst Template swarm taking a wound is destroyed. Area effect attacks which inflict multiple wounds shrink the template by one size per wound caused.

Toughness: Swarms have varying Toughness. Small Burst Templates swarms are Toughness 5, Medium ones Toughness 6, and Large ones Toughness 7. Vigor remains unchanged from a d10, whatever the size of the swarm.

- * **Drain Warmth:** Each round a cold spirit can drain the warmth from a paralyzed victim with an opposed Vigor roll. If the victim fails, he takes 1 Level of Fatigue.
- * **Immunity:** Cold spirits are immune to all save ice weapons and spells.

CORPSE SWARM

Corpse swarms are chunks of flesh and body parts animated by a demonic influence. They crawl and inch their way towards living prey, trying to tear them apart or just smother them. A corpse swarm covers an area equal to a Medium Burst Template.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d8

Pace: 10; **Parry:** 4; **Toughness:** 9

Salvage: None

Special Abilities:

- * **Fear (-1):** Corpse swarms are disgusting, and terrifying.
- * **Tear and Gouge:** Swarms inflict hundreds of attacks each round on their victims, hitting automatically and causing 2d4 damage to everyone within the template. Damage is applied to the least armored location (victims in completely sealed suits are immune).
- * **Swarm:** Parry +2; because the swarm is composed of hundreds or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his Strength in damage each round.
- * **Resilient:** When a swarm larger than a Small Burst Template takes a wound, it is not automatically destroyed. Instead, it shrinks to the next smallest template size. A Small Burst Template swarm taking a wound is destroyed. Area effect attacks which inflict multiple wounds, shrink the template by one size per wound caused.
- * **Toughness:** Swarms have varying Toughness. Small Burst Templates swarms are Toughness 5, Medium ones Toughness 6, and Large ones Toughness 7. Vigor remains unchanged from a d10, whatever the size of the swarm.
- * **Undead:** +2 Toughness; +2 to rolls to recover from the effects of being Shaken.



COURIER

If a message *has* to get through, most islanders turn to the Couriers' Guild. Couriers are highly trained, and extremely motivated. For a courier, there is nothing else that is more important in his life than his current mission.

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

GAME MASTERS SECTION

d8, Vigor d8

Skills: Boating d12, Fighting d10, Guts d10, Healing d6, Intimidate d6, Investigation d8, Notice d8, Persuasion d8, Repair d10, Stealth d8, Streetwise d10, Tracking d8

Pace: 8; **Parry:** 10; **Toughness:** 8 (2)

Hindrances: Vow

Edges: Ace, Acrobat, Alertness, Candlebound, Connections x3, Courier, Dodge, Fast Healer, Fleet-Footed, Glowmad Resistant, Hard To Kill, Healer, Jack-Of-All-Trades, Steady Hands, Wind Seeker

Gear: Elven Leather (+2), buckler (+1 Parry), rapier (Str+d4, +1 Parry), Cloud Skiff (Modified with spider silk sails—5 acceleration, 13 Top Speed)

Salvage: Junk

hands), Flintlock Pistol (Range 5/10/20, 2d6+1)

Salvage: Junk

DOPPELGANGERS

Doppelgangers are an insidious new threat recently discovered by the Voiders.

Very, *very* rarely a glowmad goblin transforms into a featureless grey-skinned humanoid that only has slits where its mouth, nostrils, and ears should be. This new creature does not exhibit the berserk fury of all other newly transformed glowmad—in fact it is incredibly placid, and if left unattended, will quickly die of thirst.

However, if a doppelganger is fed someone's blood it transforms into a rough simulacrum of the "blood donor." This simulacrum is recognizable as being the "blood donor," but lacks the fine detail to be an exact duplicate.

Horribly, any damage inflicted upon the doppelganger is somehow transferred to the individual whose form has been copied. Although this damage is never fatal, the victim finds it extremely debilitating. Voider torturers use these "blooded" doppelgangers as a means to take revenge upon those that have proved to be a thorn in the side of their cult. They ensure that such victims suffer greatly. The only way in which the effect of this Tortuous Transference can be removed is by killing the doppelganger.

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

Skills: None

Pace: 3"; **Parry:** 2; **Toughness:** 5

Salvage: None.

Special Abilities:

* **Torture Transference:** Before this ability can be used upon a victim, a weapon that inflicted at least one wound upon the victim, must be taken to the doppelganger. Each day, the victim makes a Spirit roll opposed by the doppelganger. If unsuccessful, he spends the day Exhausted (see Fatigue in *Savage Worlds*). If the roll is successful, he is unaffected for the day, but must roll again the next day. The victim is affected wherever he is in the Skies—although outside of the Soulshield, he is not affected. Certain magical healing, such as Mother's Restore potions can restore the fatigue levels. If the doppelganger rolls a 1 on its Spirit die, it succumbs to the wounds being inflicted upon it and dies, ending the Fatigue.

ELEMENTALS

The elementals detailed in the *Sundered Skies* book are not the only elementals found in the fathomless void, detailed below are four more. The living island—a terrifying rogue elemental; the metal elemental—elementals

CRACKED SHIELD CLAN

These zealous orcs are dedicated to protecting the Battlelord's secrets and privacy. Most orcs and Warpriests can be represented by the stats found on *Sundered Skies*, page 159. However, the stats given below are for the clan's assassins and battleleaders.



CRACKED SHIELD CLAN ASSASSIN

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

Skills: Climbing d10, Fighting d10, Guts d10, Intimidation d8, Notice d8, Persuasion d8, Shooting d10, Stealth d8, Throwing d8

Charisma: -2

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

Hindrances: Outsider

Edges: Acrobat, Big, First Strike, Frenzy, Sweep

Gear: Leather Armor (+1), Long Sword (Str+d8), Flintlock Musket (Range 10/20/40, Damage 2d8), Elven Potions (Quickness, Fast Regeneration, Wall Crawling)

Salvage: Junk



CRACKED SHIELD CLAN BATTLELEADER

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

Skills: Boating d8, Climbing d6, Fighting d10, Guts d10, Intimidation d12, Notice d8, Throwing d8

Charisma: -5

Paces: 6; **Parry:** 6; **Toughness:** 11 (2)

Hindrances: Outsider, Mean

Edges: Big, Brawny, Command, Fearsome, Fervor, Improved Frenzy, Nerves of Steel

Gear: Coin Shirt (+2), Great Axe (Str+d10, parry -1, 2

SUNDERED SKIES COMPANION

which form from metal prized as salvage; steam elementals—elementals rarely summoned by Steampriests; and void elementals—near invisible elementals formed from the very stuff of the void.

METAL ELEMENTALS

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

Skills: Fighting d8, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 10 (4)

Salvage: Junk

Special Abilities:

- * **Armor +4:** The elemental is formed from metal salvage.
- * **Blades:** Str+d8
- * **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- * **Razor Storm:** The elemental can project a Cone of razor sharp projectiles at foes. All within the Cone must succeed at an Agility (-2) roll or take 2d10 damage.

STEAM ELEMENTALS

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

Skills: Fighting d8, Shooting d6

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

Salvage: None

Special Abilities:

- * **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- * **Flight:** Steam elementals fly at a rate of 6" a turn. They can never "run."
- * **Immunity:** Steam elementals do not suffer damage from non-magical attacks.
- * **Steam Blast:** Steam elementals can send directed blasts of superheated air at foes using the Cone Template and a Shooting roll. Foes can make an opposed Agility roll to avoid the blast. The damage is 2d10 and ignores non-magical armor.
- * **Seep:** Steam elementals can squeeze through any gaps or porous surfaces as if they were Difficult Ground.
- * **Whirlwind:** As long as the elemental does not move on that turn, it can attempt to pick up a foe. If the elemental wins an opposed Strength check, then its foe is pulled into the swirling maelstrom of its steamy body. While trapped, the target suffers 2d6 damage per round and is at -2 on all rolls including damage and to hit rolls, as well as on Strength rolls to free himself. The elemental cannot move as long as it wants to keep a foe trapped inside its form—only one foe can be so trapped at any one time.

VOID ELEMENTALS

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

Skills: Fighting d6, Stealth d10

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

Salvage: None

Special Abilities:

- * **Flight:** Void elementals fly at a rate of 8" a turn. They can never "run."
- * **Immunity:** Void elementals do not suffer damage from non-magical attacks.
- * **Invisibility:** Before a void elemental can be attacked, it must be seen. Detecting the elemental requires a Notice roll at -4 and once it has been detected, the attacker also suffers a -4 penalty to his attack rolls.
- * **Madness:** A void elemental induces Glowmadness in its victims. It directly attacks by inserting near invisible tentacles into the mouth, ears, and eyes of a victim. If the attack is successful, it then makes a Spirit roll—opposed by the victim's Spirit. On a Success, it inflicts one level of Glowmadness. If it gets a raise on its attack roll, the extra d6 damage is added to its Spirit roll to overcome the victim's Spirit.

EMOTION SPRITS

Emotion spirits are ghosts of folk who died while overwhelmed by an overriding emotion, such as anger, despair, or even love. Emotion spirits can pass their passion onto the living with a single touch, and can wreak havoc within a community.

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

Skills: Fighting d6, Intimidation d12+2, Notice d12, Taunt d10, Stealth d12+4, Throwing d12

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

Gear: Thrown objects (Str+d4)

Salvage: None

Special Abilities:

- * **Emotional Touch:** An emotion spirit which successfully strikes an opponent passes on its overriding emotion. These attacks often get the Drop on the target and are treated as Touch attacks, which ignore any Parry bonuses that the target gets from his gear. The victim must succeed at an opposed Spirit roll or be overcome by the spirit's overriding emotion. Extras will be afflicted until the spirit is permanently destroyed. Wild Cards are made of sterner stuff and each round can attempt a further opposed Spirit roll until they shake off the effects.

Anger: Anger victims fly into a berserk rage and attack all around them. They must be restrained or killed; otherwise they are a danger to all that they see. Their attacks are erratic though, and they will randomly attack all in sight, even breaking off a current assault to charge a new foe.

GAME MASTERS SECTION

- * **Despair:** Despair victims are overcome by overwhelming grief. Any victim who fails an opposed Spirit roll literally loses the will to live. He will eat if fed by another, but lacks the motivation to save himself, even if attacked. Eventually, a victim of a despair spirit will die of thirst or starvation. The effect of the imparted despair is so strong, even those who turn glowmad while under its effects remain listless and apathetic.
- * **Love:** Victims of love spirits are the most unpredictable of all. They fixate upon a random target when first afflicted, and initially follow their new paramour looking for opportunities to display their affection. All too soon, they start to become extremely jealous of any time their beloved spends with another, eventually flying into a berserk rage aimed at their "rivals," and eventually, even their "loved" one.
- * **Ethereal:** Emotion Spirits are immaterial and can only be harmed by magical attacks.
- * **Fear -1:** When they let themselves be seen, emotion spirits cause Guts checks at -1. In the case of a love emotion spirit, the victim is filled with a crushing melancholy for things that they have lost or never had.
- * **Invisibility:** Emotion Spirits are usually totally invisible. If a hero attempts to attack the spirit without magical aid, he does so at a -6 penalty.
- * **Invulnerability:** An emotion spirit can only be finally destroyed in the place where it was created. Defeating it anywhere else sends it instantly back to this place, where it remains Shaken for three rounds and then begins to recover.

FERALS

With the discovery of the island of Savannah in the Lower Reaches, the elves also discovered the base organic material that they needed to create new breeds of ferals and wildlings (see page 43).

CHEETAH FERAL

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

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

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

Salvage: None

Special Abilities:

- * **Claw:** Str+d6
- * **Fleet Footed:** Cheetah ferals roll a d12 running die instead of a d6. This die can ace.
- * **Pounce:** Cheetah ferals often pounce on their prey to best bring their claws to bear. It can leap up to 6" to gain +4 to both its attack and damage. However, when performing this maneuver its Parry is reduced by -2 until its next action.



ELEPHANT FERAL

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+3, Vigor d10

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

Pace: 7; **Parry:** 5; **Toughness:** 12 (1)

Salvage: Junk

Special Abilities:

- * **Armor +1:** Leathery hide
- * **Large:** Attacks are +2 to all attack rolls when targeting an elephant feral.
- * **Size +4:** Elephant ferals weigh over half a ton.
- * **Trample:** Elephant ferals can trample creatures of Size +1 or smaller. If an elephant feral runs, anyone in its path must make an Agility roll or be run down. Victims take damage equal to the feral's Str plus its Size and are knocked prone.
- * **Tusks:** Str+d6



GORILLA FERAL

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

Skills: Climbing d6, Fighting d8, Guts d10, Intimidation d10, Notice d6, Stealth d8, Throwing d6

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

Salvage: Junk

Special Abilities:

- * **Frenzy:** A gorilla feral can make two Fighting attacks each round at -2 penalty.
- * **Size+2:** Gorilla ferals are much bigger and stockier than humans.
- * **Slam:** Str



HYENA FERAL

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

Skills: Fighting d6, Guts d6, Notice d10, Taunt d10, Tracking d8

Pace: 8; **Parry:** 5; **Toughness:** 5

Salvage: Junk

Special Abilities:

- * **Bite:** Str+d8, AP 2.
- * **First Strike:** A hyena feral gets a free attack against a single foe that moves adjacent to it.
- * **Fleet Footed:** Hyena ferals roll a d10 when running instead of a d6.
- * **Taunt:** A hyena feral can taunt an opponent into acting with no thought of their own safety. The target must make a Spirit roll opposed by the feral's Taunt. If unsuccessful, the target heads straight for the feral, ignoring everyone else, intent on making a melee attack against the taunting hyena feral.

SUNDERED SKIES COMPANION



RHINO FERAL

Attributes: Agility d6, Smarts d4 (A), Spirit d10, Strength d12+2, Vigor d10

Skills: Fighting d6, Guts d10, Intimidation d10, Notice d4

Pace: 8; **Parry:** 6; **Toughness:** 12 (2)

Salvage: Junk

Special Abilities:

- * **Armor +2:** Thick hide
- * **Fleet Footed:** Rhino ferals have a d10 running die instead of a d6.
- * **Gore:** A rhino feral uses the Charge maneuver to gore an opponent with its horn. If it can charge at least 6" before attacking, it adds +4 to the damage total.
- * **Horns:** Str+d6
- * **Size +3:** Rhino ferals are brutal, stocky creatures.

GLOW GHOSTS

The Sundered Skies is teeming with ghosts, most are ineffectual or benign; but many are hostile to all life in the Skies. The worst of these are the glow ghosts—the ghosts of those who have gone glowmad.

These terrible spirits seek to spread Glowmadness by possessing an individual and driving them glowmad—and so generally wreak havoc in the process. When the victim has been killed or become glowmad, the ghost moves on to possess some other poor soul and begin the whole process again. In this way, a single, undetected glow ghost has managed to devastate entire communities.

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

Skills: Intimidation d12+2, Notice d12, Stealth d12+4

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

Salvage: None

Special Abilities:

- * **Bestow Glowmadness:** Each day that a victim is possessed by a glow ghost, he automatically gains a level of Glowmadness. These levels cannot be lost until the glow ghost has been driven out.
- * **Ethereal:** A glow ghost cannot be harmed by normal attacks and it only suffers normal damage from magic items and weapons.
- * **Exorcism:** A glow ghost can be exorcised by a character with the Holy Warrior Edge. This requires an opposed Spirit roll. On a success, the ghost is forced from its host and cannot try to repossess him again. It is free to pick another target, however.
- * **Fear (-2):** If a glow ghost is forced to manifest itself, it appears as a shifting amalgamation of all the different glowmad forms, which is truly terrifying to behold.
- * **Possession:** When a glow ghost moves adjacent to a character, it can try to possess him. This requires an

opposed Spirit roll. With a success, the ghost is now inside the body of its new host and can assume control of the body using the Puppet power. It uses Spirit as its Arcane skill and has 30 Power Points for this purpose. Unlike the standard Puppet power, a glow ghost can make his host kill his friends and commit heinous acts without giving the host the chance to resist.



GRIM TROUPE MEMBER

These dour dwarven Songpriests fail to entertain wherever they go, but prove to be stalwart enemies of the Voiders.

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

Skills: Boating d6, Climbing d6, Faith d10, Fighting d6, Guts d4, Knowledge (Smithing) d6, Notice d8, Persuasion d8, Stealth d6

Charisma: -3

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

Hindrances: Loyal, Mean, Vow

Edges: Arcane Background (Miracles), Grim Troubadour, Low Light Vision, Songpriest

Gear: Various

Salvage: Junk

Spells: (All have 10 Power Points): *fear*, *soothe*, *anger*, *stun*



THE HEART



The strangest mercenary band in the Skies as despite their martial trappings and styling, membership of The Heart is predominantly comprised of pacifists. However, when pushed they are ruthless in combat and their reputation is such that the arrival of a detachment of The Heart is often enough to end a fight before it has even started.

HEART WARRIOR

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

Skills: Boating d6, Climbing d6, Fighting d6, Guts d6, Notice d6, Stealth d6, Throwing d6

Charisma: +0

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Hindrances: Pacifist (Minor), Vow (Major)

Edges: Block

Salvage: Junk for every 5 warriors.

Gear: Wooden breastplate (+2), short sword (Str+d6), musket (10/20/40, 2d8, AP 2, 2 actions to reload).

GAME MASTERS SECTION

HEART OFFICER

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

Skills: Boating d8, Climbing d6, Fighting d8, Guts d8, Intimidation d8, Notice d8, Stealth d8, Taunt d8, Throwing d8

Charisma: +0

Pace: 6; **Parry:** 7; **Toughness:** 7 (2)

Hindrances: Pacifist (Minor), Vow (Major)

Edges: Combat Reflexes, Command

Salvage: Junk for every 3 officers.

Gear: Chain Hauberk (+2), wooden helm (+3), buckler (+1 to Parry), short sword (Str+d6), flintlock pistol (5/10/20, 2d6+1, AP 1, 2 actions to reload).

KEEL LEECHES

Keel leeches feed upon the detritus that drifts through the Skies. If they attach themselves to the hull of a ship, keel leeches slowly strip away the wood causing the hull to rupture.

Leeches are 4 feet long slug-like creatures with lamprey mouths full of extremely sharp shovel-shaped teeth that are ideal for stripping wood. A keel leech can live off the nourishment that a ship's hull provides for almost a year.

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

Skills: Fighting d6, Notice d8, Stealth d8

Pace: 1; **Parry:** 5; **Toughness:** 5

Salvage: Keel leech teeth make excellent blades for working wood; each set of teeth is worth 5 cogs.

Special Abilities:

- * **Bite:** Str+d6
- * **Size (-1):** Keel leeches are 4-foot long slugs.
- * **Keel Thin:** A ship infected by keel leeches has its lower hull gradually thinned until it is finally breached. After a number of weeks equal to half the ship's Toughness, the vessel becomes less responsive and suffers a -1 to its Handling. After a further three weeks, the Toughness is halved, and the ship loses any Heavy Armor that it might have had.



KINSAILOR

These lone sailors are happy with the company of their ancestors. They can be strange folk, and certain kinsailors are often seen continuing—or refereeing—hundred year old arguments with his ancestors.

Each kinsailor is unique. Some are well-adjusted individuals, while others are so caught up in their past kin that they can barely operate in normal circumstances. The sample sailor below is a human who has attracted the attention of ghosts other than his kin.

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

Vigor d8

Skills: Boating d10, Climbing d8, Fighting d8, Guts d8, Notice d8, Persuasion d10, Shooting d8, Stealth d8, Throwing d8

Charisma: -1

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

Hindrances: Habit (talks to people who don't appear to be there), Haunted

Edges: Ace, Ghost Ridden (dwarf), Kinsailor

Salvage: Junk for every 3 kinsailors.

Gear: Hide (+1), rapier (Str+d4, +1 Parry), flintlock pistol (5/10/20, 2d6+1, AP 1, 2 actions to reload), frigate.



POSSESSOR

A possessor is a type of demons that possesses a mundane object and enhances it in such a way so as to be extremely useful. The item often appears to be a minor magical item which makes the users life easier, be it a ever full water skin or coin purse, a piece of clothing which wards against Glowmadness, or a backpack which appears larger on the inside than out. What the owner of the item does not realize is that every time he uses the device, he takes another step towards his eventual damnation.

The item can be used a number of times equal to triple



SUNDERED SKIES COMPANION

the Spirit die of the owner—if the owner has a Spirit of d6, then he can use it safely 18 times. The nineteenth time that he uses it, he is possessed by the demon. Upon possession by the demon, the victim becomes a swirling, black hole in reality, though he still retains his original outline. All his possessions are sucked into this hole and lost. Two tentacles covered in lamprey-like mouths emerge from the swirling darkness. This final transformation also turns all extras within 5" into glowmad. Wild Cards are immune to this area effect.

Once slain, the creature reverts back to the naked form of the victim. The item which caused the original possession is found nearby. If it is taken and used by someone else, the cycle of possession starts again. The item can be easily destroyed.

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

Skills: Fighting d8, Intimidation d10, Notice d6

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

Salvage: None (but see above)

Special Abilities:

- * **Fear -1:** This creature is *wrong* on a fundamental level.
- * **Immunity (Puppet):** The possessed are immune to any attempts to control them.
- * **Improved Frenzy:** A possessor can choose to make two attacks a round against the same foe or attack two separate targets once.
- * **Quick:** Possessors discard Action Cards of 5 or less.
- * **Tentacles:** Str+d6, Reach 2.

PROTO-DRAGONS

Whether these creatures are glowmad proto-drakin or something else is unknown, but they are reptilian and each is cursed with a freakish appearance such as club tails and cumbersome armor, or ridiculously small arms.

DIAMOND BACK

These proto-dragons are some of the most common on Savannah. Though dangerous, they are incredibly stupid and easily fooled. Proto-drakin hunt diamond backs for their meat and their fins, which they work into shields.

These creatures actually have two brains, although neither is much of a brain. One is located in the head, while the other is in the end of its tail.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d8

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 13 (2)

Salvage: None

Special Abilities:

- * **Armor +2:** Tough hide
- * **Large:** Opponents are +2 to all attack rolls against a diamond back due to its size.
- * **Size +5:** Diamond backs weigh around 3000 pounds.
- * **Stupid:** Any Smarts trick used against a diamond back automatically succeeds with a raise.
- * **Tail Slap:** Str+d6. A diamond back can sweep all opponents in its rear facing in a 2" long by 3" wide area.
- * **Two Brains:** Head critical hits only inflict +2 damage rather than the usual +4.

DRAGON BULLS

Dragon Bulls are aggressive reptiles with three large horns and a raised, armored neck frill. They are very territorial and will attack anything they perceive as a threat.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+5, Vigor d8

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

Pace: 8; **Parry:** 5; **Toughness:** 14 (2)/17 (5) on head

Salvage: None

Special Abilities:

- * **Armor +2:** Tough hide. Head Armor is +5 due to the thick bony plate of its neck frill.
- * **Gore:** A dragon bull uses the Charge maneuver to gore its opponents with its long horns. If it can charge at least 6" before attacking, it adds +4 to its damage total.
- * **Horns:** Str+d8, Heavy Weapon.
- * **Large:** Opponents are +2 to all attack rolls against a dragon bull due to its size.
- * **Size +6:** A dragon bull weighs more than a bull elephant.

FLYING MAW

Flying maws are the closest of the proto-dragons to their fully developed cousins. Their bodies are vaguely humanoid, but they have long, leathery wings. Their favorite tactic is to swoop down and pick up prey in their mouth, which they then carry back to their nest.

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

Skills: Fighting d6, Guts d6, Notice d6

Pace: 3; **Parry:** 6; **Toughness:** 8

Salvage: Junk, in nest.

Special Abilities:

- * **Bite:** Str+d6
- * **Flight:** Pace 12

GAME MASTERS SECTION

- * **Grapple:** A flying maw that succeeds in a grapple attack has caught its victim in its mouth. On subsequent rounds its Pace is reduced to 8. Victims breaking the grapple while the creature is airborne take Falling damage.
- * **Size +3:** Flying maws measure 10' in length, and have a large wing span.



HUNGRY FIEND

The Hungry Fiend is not only the most dangerous of all the proto-dragons, it is also the most ridiculous looking—at least from a distance. They are bipedal creatures, with powerful legs, a thick balancing tail, and enormous jaws, but their forearms are tiny in comparison to the rest of the creature, and appear useless.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 14 (2)

Salvage: Worthwhile, in lair.

Special Abilities:

- * **Armor +2:** Thick hide
- * **Bite:** Str+d8; AP 1.
- * **Large:** Creatures add +2 when attacking a Fiend due to its great size.
- * **Roar:** As a full action a Fiend can emit a terrifying roar. All those who hear the roar—typically anyone within a mile—must make a Spirit roll or be Shaken.
- * **Size +6:** A hungry fiend is 20' tall and weighs 6,000 pounds.

RUNNING DEATH

Running Deaths are smart, bipedal proto-dragons that hunt in packs and show a cunning sense of ambush tactics in bringing down their prey. One creature will attract the attention of their prey, while its pack mates stealthily flank it. Proto-drakins train and use them as guards and as hunting companions.

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

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

Pace: 8; **Parry:** 6; **Toughness:** 8 (2)

Salvage: Meager, in lair.

Special Abilities:

- * **Armor +2:** Thick scaly hides
- * **Bite or Rake:** Str+d8
- * **Fleet Footed:** Running Deaths roll a d10 running die.

SMASH TAIL

Despite their size, smash tails are relatively squat creatures with a shell of thick, spiked bone, a tiny head, and four stumpy legs. Their long tails end in a thick bone ball that they use as a devastating crushing weapon.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+5, Vigor d10

Skills: Fighting d6, Guts d8, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 15 (4)

Salvage: None

Special Abilities:

- * **Armor +4:** Thick bone on their back and head.
- * **Club Tail:** Str+d10; Heavy Weapon.
- * **Large:** Attackers gain +2 to attack rolls because of the beast's size.
- * **Size +4:** Smash tails are the same size as small elephants.
- * **Tail Sweep:** Smash tails can attack all adjacent foes with a single attack roll at -2. Resolve each damage roll separately.



PROTO-DRAKINS



These creatures are very similar to drakin, but are larger and brutish creatures without wings. No explorer has ever encountered Chosen proto-drakin, and it seems unlikely that these creatures can transform into proto-dragons.

Proto-drakin are tribal in nature, and are led by a chieftain, who is usually the biggest and strongest of his fellows. Proto-drakin priests venerate a goddess they call the Green Mother, who is probably The Wild. Proto-drakin speak their own tongue and—strangely—a very basic form of skyspeak. How they know this tongue is one of the many mysteries of Savannah.



CHIEFTAIN

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

Skills: Climbing d6, Fighting d10, Guts d8, Notice d8, Stealth d6, Throwing d8

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

Edges: Berserk, Block, Command, Fervor, Sweep

Gear: Chain shirt (+2), diamond back plate medium shield (+1 Parry), battle axe (Str+d8)

Salvage: Junk

Special Abilities:

- * **Keen Senses:** Proto-drakin “taste” the air, giving them +2 to all Notice rolls. This ever-present advantage means that they are always considered “Active” when

SUNDERED SKIES COMPANION

consulting the Stealth results table.

- * **Size +1:** Chieftains receive the first cut of any kills, and are thus well fed.



SHAMAN

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

Skills: Climbing d6, Faith d10, Fighting d6, Guts d8, Notice d8, Stealth d6

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

Edges: Arcane Background (Miracles), Command

Gear: Leather armor (+1), flint short sword (Str+d6, degradable)

Treasure: Junk

Special Abilities:

- * **Keen Senses:** Proto-drakin “taste” the air, giving them +2 to all Notice rolls. This ever-present advantage means that they are always considered “Active” when consulting the Stealth results table.
- * **Powers:** (All have 20 Power Points) *armor* (hardened scales), *beast friend* (proto-dragons), *bolt* (proto-dragon teeth), *entangle* (vines), and *smite* (obsidian shards).

WARRIOR

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

Skills: Climbing d6, Fighting d8, Guts d8, Notice d8, Stealth d6, Throwing d8

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

Gear: Leather armor (+1), diamond back plate medium shield (+1 Parry), flint battle axe (Str+d8, degradable), flint throwing axe (Range: 3/6/12, Str+d6, degradable).

Salvage: Junk per 5 warriors.

Special Abilities:

- * **Keen Senses:** proto-drakin “taste” the air, giving them +2 to all Notice rolls. This ever-present advantage means that they are always considered “Active” when consulting the Stealth results table.



REQUIEM ASSASSIN



Bardic assassins inspired by the insane dances of Festival. They believe that it is their responsibility to ensure that all songs—a life being a song—come to a fitting end.



EXPERIENCED REQUIEM ASSASSIN

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

Skills: Boating d8, Climbing d6, Faith d12, Fighting d10, Guts d6, Intimidation d8, Notice d8, Persuasion d10, Shooting d8, Stealth d10, Taunt d10

Charisma: +0

Pace: 6; **Parry:** 9; **Toughness:** 6 (1)

Hindrances: Vow

Edges: Acrobat, Arcane Background (Miracles), Marksman, New Spells, Power Points, Songpriest, Strong Willed, Thief

Gear: leather (+1), rapier (Str+d4, +1 Parry), flute blowpipe (4/8/16, 2d4, often art is coated with elven venom (see page 13)).

Salvage: Junk

Spells: (25 Power Points) *bolt*, *entangle*, *fear*, *stun*, *summon muse*

NEOPHYTE REQUIEM ASSASSIN

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

Skills: Boating d8, Climbing d6, Fighting d8, Guts d6, Notice d8, Stealth d8

Charisma: +0

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

Hindrances: Vow

Edges: Block, Combat Reflexes

Gear: leather (+1), Short sword (Str+d6)

Salvage: Junk per 3 assassins.



REVENANT

Although a revenant is similar to zombie, it cannot be animated by some outside source, such as a necromancer. Rather it returns from beyond the grave through the force of its own will.

A revenant left something undone in life and when it returns to the lands of the living, its single purpose is to accomplish what it could not in life. Often this is an act of revenge, but it can be something seemingly more mundane, like returning to loved ones. Until this task is accomplished, the creature is incredibly tough and almost impossible to stop.

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

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 4; **Parry:** 5; **Toughness:** 7

Salvage: Goods

Special Abilities:

- * **Claws:** Str+d4
- * **Tougher than Hell:** Every time that this creature is put down, roll a d6. On an even number, the revenant revives one round later with 3 Wounds
- * **Undead:** +2 Toughness; +2 to recover from being Shaken; Fearless; Called shots do no extra damage; No Wound Penalties.

GAME MASTERS SECTION

- * **Weakness (Head):** Shots to the head do +2 damage.
- * **Weakness (Task Complete):** A revenant is desperately obsessed with completing a single task and once it is completed, the supernatural creature dies, often with an eerie smile on its lips.

RAGELINGS

These creatures are weird, wingless skyler which lurk below the surface of the Ice Sea. As solidified manifestations of the Battlelord's unending rage, they are voraciously hungry and seem to live to eat. Greater ragelings are solo hunters, while the Lesser ragelings hunt in packs.

GREATER RAGELING

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d10, Guts d8, Notice d12

Pace: —; **Parry:** 7; **Toughness:** 12

Salvage: None

Special Abilities:

- * **Aquatic:** Pace 10
- * **Bite:** Str+d8
- * **Hardy:** The creature does not suffer a wound from being Shaken twice.
- * **Large:** Attackers add +2 to their attack rolls when attacking a Greater Rageling due to its large size.
- * **Size +4:** Greater Ragelings can grow up to 25' in length.

LESSER RAGELING

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

Skills: Fighting d8, Guts d6, Notice d12

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

Salvage: None

Special Abilities:

- * **Aquatic:** Pace 10
- * **Bite:** Str+d6



RIPPER

These extremely thin and sexless demons look faintly ridiculous with their incredibly long and almost fragile looking claws and their flesh pulled so taut over their heads, that their heads look almost skull-like. They have no visible eyes, but the outline of eye sockets can be seen under the tightly drawn skin.

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

Vigor d8

Skills: Fighting d8, Intimidation d10, Notice d8

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

Salvage: None

Special Abilities:

- * **Claws:** Str+d8, Reach 2
- * **Improved Frenzy:** The Ripper can make two attacks a round at no penalty.
- * **Nerves of Steel:** Rippers ignore one level of Wound Penalties.
- * **Quick:** The Ripper redraws any Action Card of 5 or less.

SKITTERLINGS

Skitterlings are demon-possessed wildlings, three foot tall deformed caricatures of the wildlings they once were, covered in scales and spikes. Once possessed the wildling cannot be saved. Skitterlings are stealthy, ravenous, and remorseless killers.

Most skitterlings are created when a wildling Voidomancer rolls snake eyes on his Voidomancy skill roll. However, there must be other ways for the possession to occur as skitterlings are becoming increasingly common.

If a Wild Card wildling becomes a skitterling, use the glowmad rules in *Sundered Skies* on page 51 for guidelines on how to create a Wild card skitterling.

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

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

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

Salvage: None

Special Abilities:

- * **Bite:** Str+d4
- * **Creation:** A character who becomes a skitterling gains a die in Agility.
- * **Fear:** Make a Guts check or roll on the Fright table.
- * **Immunity (Magic):** No magic, whether divine or arcane, affects them.
- * **Small (-1):** These twisted creatures are only three feet tall.

SPIRIT EATER

Spirit Eaters are powerful hellish creatures who feed upon emotions—of the living or dead. Spirit Eaters can alter the perception of their prey, so that they appear as their prey's worse nightmare.

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

Skills: Climb d6, Fighting d12, Guts d8, Notice d4, Stealth d8

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

SUNDERED SKIES COMPANION



Salvage: None

Special Abilities:

- * **Burrow:** Spirit Eaters can burrow through the earth at a pace of 8”.
- * **Claws:** Spirit +d6
- * **Ethereal:** Spirit Eaters are immaterial
- * **Fear -2:** A Spirit Eater manifests as its opponent’s worst nightmare.
- * **Fearless:** A Spirit Eater is unaffected by Fear.
- * **Immunity:** A Spirit Eater is immune to physical damage from weapons and magic.
- * **Size +2:** Spirit Eaters often appear as large ogre-like beasts
- * **Weakness (Spiritual Attacks):** Spirit Eaters can only be harmed by the willpower of the attacker, use the attacker’s Spirit rather than their Arcane, Fighting, Shooting, or Throwing skill to make an attack. A successful “attack” inflicts damage equal to twice the attacker’s Spirit (i.e. roll the Spirit die twice).

UNIFIERS

On the surface, the Church of the Splintered Soul is a benign organization dedicated to protecting the island-

ers of the Skies from Glowmadness and eventually saving the Skies itself. In truth, the Church is an insidious threat determined to starve the gods of the nourishment that they gain through worship.

The inner ranks of the Unifiers—as members of the Church are known—are divided into two ranks. The enforcers are little more than thugs who will kill a troublemaker and dump his body over the edge of an island. The Masters however, are dangerous demon worshippers who possess sorcerous power.

UNIFIER ENFORCER

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

Skills: Boating d6, Fighting d6, Intimidate d8, Notice d6

Charisma: -3

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

Hindrances: Mean

Edges: Unifier

Gear: Leather (+1), short sword (Str+d6)

Salvage: Junk for every 5 enforcers

UNIFIER MASTER

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

Skills: Boating d6, Fighting d6, Intimidate d10, Knowledge (Demons) d8, Notice d8 Spellcasting d10, Taunt d8

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

Hindrances: Delusional

Edges: Arcane Background (Spellcasting), Command, Connections, Demon Tainted, Rich

Gear: Various, but at least one relic (roll on the relic table page 46)

Salvage: Junk

Spells: (all have 25 Power Points) *bolt*, *blast*, *deflection*, *demonic boon*, *invisibility*

THE VIGILANT

The Vigilant is a cult of vengeance that refuses to forgive the orcs the sins of their past. Many—but not all—of The Vigilant are elves and dwarfs who have lived long enough to remember the attacks of the orcs during their childhood.

Most Vigilant members are content to ensure that the past is not forgotten. They will not use violence themselves, but the most charismatic and the most persuasive of them is capable of turning a crowd into a mob with a few well-chosen words. Other members of The Vigilant are assassins who watch and wait for the best moment to take their vengeance.

GAME MASTERS SECTION



DWARVEN VIGILANT ASSASSIN

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

Skills: Boating d8, Climbing d6, Fighting d12, Guts d8, Healing d8, Intimidation d8, Investigation d10, Knowledge (Weapon crafting) d8, Notice d8, Persuasion d6, Shooting d8, Stealth d10, Taunt d10

Charisma: -2

Pace: 4; **Parry:** 9; **Toughness:** 10 (3)

Hindrances: Arrogant, Cautious, Loyal, Ugly, Vow

Edges: Brawny, Block, Combat Reflexes, Level Headed, Mighty Blow, Stoneborn, Sweep

Gear: Bronze breastplate (+3), Great axe (Str+d10, AP 1, Parry -1, 2 hands), flintlock pistol (5/10/20, 2d6+1, AP1, 2 actions to reload)

Salvage: Junk

Special Abilities:

- * **Stoneborn:** Immune to Called Shots.
- * **Stone Fists:** Str+d6

VIGILANT GLOWBORN FANATICS

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

Skills: Boating d6, Fighting d8, Guts d6, Notice d6

Charisma: -3

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

Hindrances: Bloodthirsty, Loyal, Mean, Vengeful, Vow

Edges: None

Gear: Leather (+1), long sword (Str+d8)

Salvage: Junk for every 3 glowborn.

VOID BATS

These skyler are nearly as large as a full-grown human. Usually, they prey upon other skyler, but if hungry enough are not above attacking an islander.

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

Skills: Fighting d6, Guts d6, Intimidation d8, Notice d8, Stealth d10

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

Salvage: None

Special Abilities:

- * **Bite:** Str+d4
- * **Flight:** Void Bats fly at a Pace of 12".
- * **Voidsense:** Void Bats are eyeless. However they can sense things in the void. The effective range of this ability is miles, but it becomes very focused up to a distance of 10" around them. It is impossible to surprise a Void Bat.



VOIDOMANCER



Voidomancers are much rarer than sorcerers, but slowly the teachings of the Void Tower are becoming more popular and widespread. Voidomancers are usually slightly unhinged—it takes a special kind of person to practice Voidomancy.



EXPERIENCED VOIDOMANCER

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

Skills: Boating d6, Climbing d6, Fighting d6, Guts d6, Intimidation d8, Knowledge (Arcana) d8, Notice d8, Shooting d8, Stealth d6, Voidomancy d12

Charisma: +0

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

Hindrances: Various plus Quirk (basks in the glow)

Edges: Arcane Background (Voidomancy), Glowmad Resistant, Voidomancer

Gear: Various, but at least one relic

Salvage: Junk

Spells: (all have 25 Power Points) *blinding flash, bolt, glow portal, fly*



NEOPHYTE VOIDOMANCER

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

Skills: Boating d6, Climbing d6, Fighting d6, Guts d4, Notice d8, Shooting d6, Stealth d6, Voidomancy d10

Charisma: +0

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

Hindrances: Various plus Quirk (basks in the glow)

Edges: Arcane Background (Voidomancy), Glowmad Resistant

Gear: Various

Salvage: Junk

Spells: (all have 10 Power Points) *blinding flash, bolt*

WRAITH WHEAT

The desiccated fields of Remorse are filled with the phantom memory of the crops that used to grow there. Less of a monster, and more of a hazard to be survived, wraith wheat attempts to snare living prey and feed upon their souls.

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

Skills: Fighting d8,

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

SUNDERED SKIES COMPANION

Salvage: None

Special Abilities:

- * **Consume Soul:** Those ensnared by the wheat take d10 damage each round. This damage ignores all non-magical armor and is compared against a Toughness derived from the victim's Spirit rather than his Vigor. It is determined by adding half of his Spirit die to a base of 2. Similarly, soak rolls made against this damage use the character's Spirit rather than his Vigor.
- * **Ensnare:** At the end of every turn that a hero spends surrounded by Wraith Wheat he must make an Agility or Strength roll opposed by the wheat's Fighting. If unsuccessful, he remains ensnared by the wheat and will be unable to move next turn except to attempt to break free. A comrade can attempt to pull the ensnared victim free—effectively he attempts to free him on his Action Card with a Strength roll. The victim still suffers automatic damage as listed above. Someone aiding a comrade also risks being ensnared, of course.
- * **Immunity:** Wraith Wheat is immune to non-magical *and* non-area effect attacks. It is possible to destroy the wheat ensnaring a character, but unless he is armed with both a magical weapon and has the Sweep Edge, he risks being damaged by the attack.

WRATHBEAST

Wrathbeasts are the rarest of the glowmad, created when a glowborn with twin souls turns glowmad. They are terrible creatures, similar in appearance to ragers, but much bigger, and much stronger.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+1, Vigor d10

Skills: Fighting d8, Guts d10, Notice d8, Stealth d4

Pace: 7"; **Parry:** 6; **Toughness:** 10

Salvage: Junk

Special Abilities:

- * **Berserk:** Wrathbeasts automatically go berserk when Shaken. They gain +2 to Damage, Fighting, and Strength rolls, and suffer a -2 penalty to Parry. If they roll a 1 on their Fighting die, they hit a random adjacent target—not the original target.
- * **Claws:** Str+d6
- * **Creation:** A character who becomes a wrathbeast gains 4 dice steps in Strength, and 2 dice steps of Vigor.
- * **Hardy:** Two Shaken results will not put a wrathbeast down.
- * **Size +3:** Wrathbeasts are over 10' tall.

ZOMBIE, SOULLESS

Most zombies are created by summoning the soul of the deceased and forcing it to re-inhabit and animate the

shell of its own body. Some zombies though, are truly soulless—literally soulless husks, which just wander aimlessly attacking everything in sight. These zombies are significantly tougher than the more common zombie. Soulless zombies are occasionally spontaneously created at the site of a magical accident.

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

Skills: Fighting d6, Notice d4

Pace: 4; **Parry:** 5; **Toughness:** 8

Salvage: Junk for every 3 zombies.

Special Abilities:

- * **Hardy:** Two Shaken results do not put a soulless zombie down.
- * **Claws:** Str
- * **Soulless:** Soulless zombies have two points of armor against all magical attacks. They also gain a +2 bonus to any opposed rolls to resist magical effects.
- * **Undead:** +2 Toughness; +2 to recover from being Shaken; Fearless; Called Shots do no extra damage.
- * **Weakness (Head):** Shots to a zombie's head do +2 damage.

VILLAINS & HEROES



THE BITCHBEAST

The Bitchbeast is a unique feral—a bear feral whose belly mutates to form a large egg sack within which forms can be seen struggling. This disgusting sack constantly leaks a puss similar to the sap from a blood rose.

She "impregnates" herself through eating the flesh of a male victim. Three hours later two of her bitchspawn become visible within her mutated belly and forty or so hours later they are born as the sack ruptures and bursts.

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d8, Guts d6, Notice d6

Pace: 4; **Parry:** 6; **Toughness:** 12

Salvage: Goods

Special Abilities:

- * **Claws:** Str+d6
- * **Hug:** If the Bitchbeast hits with a raise, she pins her foe and automatically rends her victim. To escape, the victim must achieve a raise on an opposed Strength roll.
- * **Improved Nerves of Steel:** The Bitchbeast can ignore 2 points of Wound Penalties.
- * **Large:** Attacks against the Bitchbeast gain a +2 bonus.
- * **Mother:** All bitchspawn within 5" of the Bitchbeast gain +1 on their rolls to become unshaken, and +1 on their Fighting damage rolls.

GAME MASTERS SECTION

- * **Nauseating:** The initial sight of the Bitchbeast causes Nausea/Fear.
- * **Pregnant:** When the Bitchbeast takes her first wound her birthing sack ruptures releasing two new bitchspawn ready for combat. Her size drops to +2 and she loses the Large Monstrous Ability.
- * **Size +4:** The Bitchbeast is supernaturally pregnant. Once she "gives birth," her size drops back down to +2 and her Toughness drops to 10.



THE BOILING ONE

A demon summoned from the sulphurous water of the Hell Pits in Atrium. The Boiling One takes the appearance of a huge humanoid composed from boiling water. It is so large its formation lowers the level of the lake.

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

Skills: Fighting d10, Shooting d8

Pace: 8"; **Parry:** 8; **Toughness:** 16

Salvage: None

Special Abilities:

- * **Boiling Aura:** The water 6" around the Boiling One causes 2d6 damage each round to those not resistant to heat attacks.
- * **Boiling Fists:** Str+d6, reach 4".
- * **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- * **Huge:** Attacks from human sized foes or smaller gain a +4 bonus.
- * **Immunity:** The Boiling One suffers no damage from all non-magical attacks.
- * **Size +8:** The Boiling one is enormous.
- * **Steam Blast:** The Boiling One can send directed blasts of superheated air at a foe using the Cone Template and a Shooting roll. The target can make an opposed Agility roll to avoid the blast. The damage is 2d10 and ignores non-magical armor.



MATHAM GALLEY

Matham sacrificed his soul in a vain attempt to save his family. What is left of his body is covered in muck and slime.

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

Skills: Fighting d8, Notice d6, Stealth d8, Throwing d8

Pace: 8; **Parry:** 7; **Toughness:** 11 (2)

Salvage: None

Special Abilities:

- * **Armor +2:** Matham's wizened form is covered in thick mud.
- * **Choking mud:** Galley can throw mud (range 3/6/12). This mud does a "virtual damage" of 2d6, which the

target must oppose with his Agility to stay on his feet. If a raise is made on the Throwing roll, no extra damage is inflicted, but the hurled mud hits the target in the head. If the target is hit in the head, then the damage rolled must be overcome by a Strength roll or the target starts to smother. See the Drowning rules in *Savage Worlds*.

- * **Claws:** Str+d4
- * **Combat Reflexes:** Galley has a +2 bonus to recover from being Shaken.
- * **Elemental:** No additional damage from Called shots; Fearless; Immune to disease and poisons.
- * **Fleet-Footed:** Galley rolls a d10 for his running die.
- * **Fluid Form:** Galley can form holes in his body and flow round attacks. This gives him +1 Parry and those attacking using Shooting or Throwing suffer a -1 to attacks.
- * **Improved Nerves of Steel:** Galley ignores the first two Wound Penalties.
- * **Nauseating-1:** The stench and sight of Galley causes all those within 5" of him to make a Vigor roll at -1 or suffer a -1 Penalty to all trait rolls for the next ten minutes.
- * **Size +3:** Galley's new form is massive.
- * **Sodden:** Attacks with a fire or steam trapping do half damage.



RAT KING, DEMONIC RAT WILDLING

It is a well-known fact that wildlings cannot go glow-mad. However, something has happened to this rat wildling to mutate it into a terrible beast.

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

Skills: Fighting d8, Guts d6, Notice d6

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

Salvage: Junk

Special Abilities:

- * **Bite:** Str+d4
- * **Burrow (8"):** The Rat King can dive into one of the holes that riddle his lair, and reappear anywhere within 8" on the next round.
- * **Fleet Footed:** The Rat King rolls a d10 for his running die.
- * **Go for the Throat:** A raise on the attack roll hits the target's most weakly armored location.
- * **King Rat:** Rat swarms under the King's control add +1 to their rolls to recover from being Shaken and +1 to their damage rolls.
- * **Size: +1:** The Rat King stands about seven feet tall.
- * **Squirmy:** The Rat King can break way from combat with a single foe each round without provoking a free attack.
- * **Tongue:** Reach 1. If the Rat King hits a target with his tongue, his disgusting saliva requires that the hero succeed on a Vigor roll or be paralyzed for 1d6 rounds.

SUNDERED SKIES COMPANION



THE REAPER

A dwarven member of the Grim Troupe who has taken his hatred of the glowmad too far and believes that there is some flaw either physical or mental in those who succumb to the glow. Worse, he believes that this flaw also exists in the relatives of those who have gone glowmad, and has taken to stalking them. In order to prove his theories, he will observe, examine, and even eviscerate these relatives.

Before he took up his present grisly calling, the Reaper was a scavenger who found a demon influenced musical instrument called "The Discordian." Whether this is what finally tipped him over into insanity or just allowed him the means to pursue his true goals is unknown.

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

Skills: Boating d6, Climbing d8, Faith d12+2, Fighting d10, Intimidate d12, Guts d10, Lockpicking d10, Notice d8, Persuasion d8, Stealth d12

Charisma: -8

Pace: 5; **Parry:** 7; **Toughness:** 12 (2)

Hindrances: Bloodthirsty, Cautious, Delusion, Mean, Vow

Edges: Arcane Background (Miracles), Combat Reflexes, Grim Troubadour, Improved Arcane Resistance, Improved Trademark Weapon (dagger), Great Luck, Level Headed,

Low Light Vision, Master (Faith), Reputation (Bad), Song-priest, Thief

Gear: Magical leather armor (+2), dagger (str+d4), the discordian, elven potions (armor), dodge, leaping, sprint x2, stealth x4, regeneration x2, wall crawling x4).

Spells: (30 Power Points): *bolt*, *deflection*, *fear*, *puppet*, *speed*, *stun*, *summon muse*

Salvage: Goods

Special Abilities:

- * **Insane:** +2 Toughness, ignore all Wound penalties.
- * **The Discordian:** This hellish object appears to be an accordion constructed from bone and skin, while the keys of the instrument are carved from teeth. When played, it screams and groans like a woman in enormous pain. The Reaper can cause it to improve or augment his already impressive spell casting power. More than one augmentation can be spent on a spell
Area of Effect (+2 Power Points): The area effect of the spell is doubled.
Armor piercing (+1 or +2 Power Points): The spell ignores either 1 or 2 points of armor, this augmentation can be used on non-damaging spells to overcome any arcane resistance.
Bolster (+3 Power Points): The Reaper's muse is infused with power from The Discordian and manifests as a Wild Card.
Duration (+2 Power Points): The base duration of the spell is doubled. Obviously this cannot be used on powers with duration of Instant.
Enhance (+1 Power Point per bonus): When using a spell that results in an opposed roll, the Reaper can add either a +1 or a +2 bonus to his Faith roll.
Fear (+2 or +3 Power Points): For 2 Power Points, the Wild Card targets are treated as extras and must roll on the Fear Table. For 3 Power Points, the targets must roll on the Fear Table and add +1 to the roll.



THE ROTTING KING

The Rotting King is an intelligent zombie, capable of creating zombies with a single touch of its rotting hands, and is particularly beloved of The Rotting One.

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

Skills: Faith d10, Fighting d8, Knowledge (Arcana) d8, Notice d8, Stealth d6

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

Salvage: Mother Lode

Special Abilities:

- * **Death Touch:** The touch of the Rotting King can drain the life of its victims. Instead of a normal attack, he can make a Touch Attack. For each success and raise that he makes on his Fighting roll, the Rotting King automatically inflicts one wound to his target.
- * **Fear:** Anyone seeing the creature must make a Guts roll or roll on the Fear Table.



GAME MASTERS SECTION

- * **Necromancy:** The Rotting King has the *zombie* power, and can cast it without using Power Points. Any zombies that he creates are permanent.
- * **Sire:** Anyone who is Incapacitated by the Rotting King's Death Touch has a 50% chance of dying and returning to life as a zombie within 1d4 rounds.
- * **Stench of Death:** The Rotting King reeks of death. The first time that a character gets within 3" of him, he must make a Vigor roll or be Shaken for 1d6 rounds. Whether he succeeds or fails, he is then immune to the stench for 24 hours.
- * **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from Called Shots (except the head); No wound penalties; Immune to disease and poison.
- * **Weakness (Head):** Called Shots to the Rotting King's head work as normal.



SAMALE, BOUGHBREAKER RABBLE ROUSER

Samale is a human member of the Boughbreakers who has taken his fanaticism far too far. His actions on Freedom Isle lead to wholesale death and destruction.

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

Skills: Boating d6, Fighting d6, Guts d6, Gambling d8, Intimidation d10, Lockpicking d8, Notice d8, Persuasion d10, Stealth d8, Streetwise d10, Taunt d10

Charisma: +5

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

Hindrances: Bloodthirsty, Loyal, Vengeful, Vow

Edges: Charismatic, Command, Connections, Fervor, Noble, Strong Willed, Thief, Very Attractive

Gear: Rapier (Str+d4, +1 Parry)

Salvage: Junk

Special Abilities:

- * **Rabble Rouser:** All extras who hear Samale speaking for ten minutes must make a Spirit roll against the rabble rouser's Persuasion skill. Failure means that they are swayed by his speech and for as long as they remain within earshot, will follow his commands.



SPIRIT MAW, PROTO-DRAKIN SHAMAN

Spirit Maw is a proto-drakin shaman of the Shore Claw tribe, who is using the doom horn to drive the settlement of Foothold off of the island and into the void.

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

Skills: Climbing d6, Faith d10, Fighting d6, Guts d8, Notice d8, Stealth d6

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

Edges: Arcane Background (Miracles), Command

Gear: Leather armor (+1), flint short sword (Str+d6, degradable), Doom Horn (see below)

Salvage: Junk

Special Abilities:

- * **Encircled By Brass:** The strange design of the doom horn acts as an armor of sorts for Spirit Maw. Anyone who attacks the shaman must subtract 2 from his attack roll. If this causes the attack to miss, he hits and damages the doom horn instead. After two such hits the instrument is damaged beyond repair, and cannot be played again.
- * **Keen Senses:** Proto-drakin "taste" the air, giving them +2 to all Notice rolls. This ever-present advantage means that they are always considered "Active" when consulting the Stealth results table.
- * **Powers:** (20 Power Points) *armor* (hardened scales), *beast friend* (proto-dragons), *bolt* (proto-dragon teeth), *entangle* (vines), and *smite* (obsidian shards). The unique nature of the doom horn enables Spirit Maw to cast spells unhindered as his body supports the weight of the instrument when he is not playing it.
- * **Sonic Burst:** Spirit Maw can direct a flesh rending sonic attack at his foes. Place the thin end of the Cone Burst Template in front of Spirit Maw. All those within the Template must make successful Agility rolls or take 2d10 damage.



THORN, VIGILANT ELVEN LEADER

Fanatical even for one of The Vigilant, Thorn is forcibly creating an army of glowborn with which he hopes to strike against Firsthome and The Meeting Place.

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

Skills: Fighting d10, Guts d8, Intimidation d12, Knowledge (Orcish History) d4, Notice d8, Persuasion d10, Shooting d10, Stealth d8, Streetwise d8, Taunt d10

Charisma: +2

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

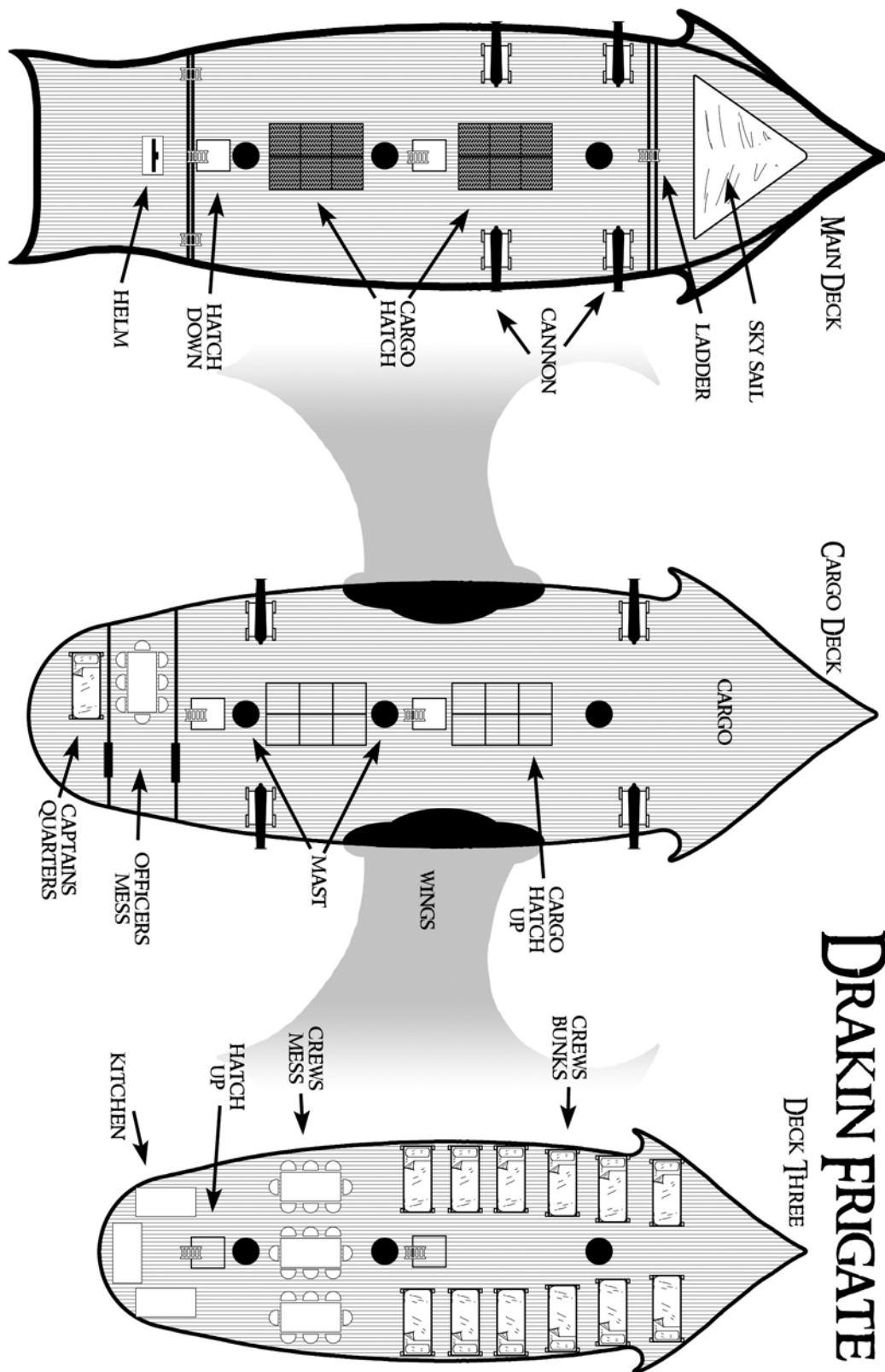
Hindrances: All Thumbs, Vengeful, Vow

Edges: Acrobat, Alertness, Attractive, Plant Heritage (Thorns), Quick, Strong Willed

Gear: Elven Leather (+2), Rapier (Str+d4, +1 Parry), Dagger (Str+d4), Elven potions (Reflexes, and Vigor).

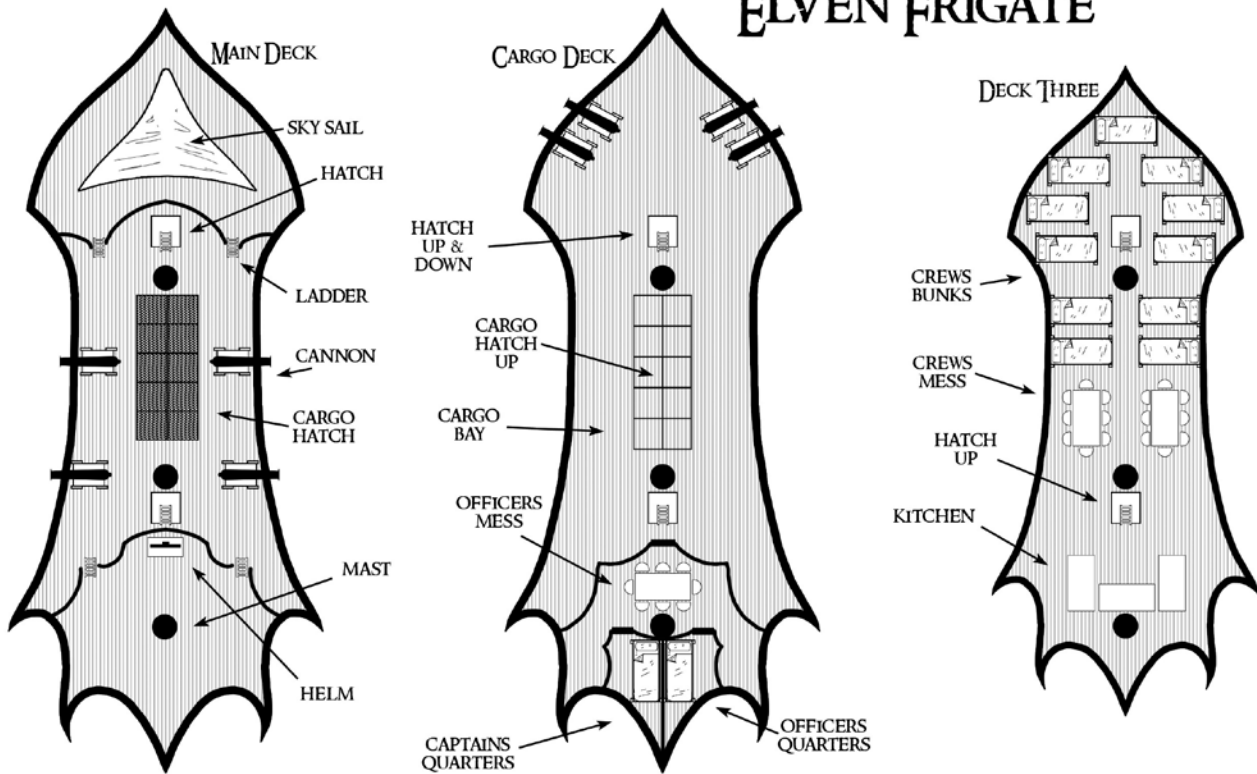
Salvage: Junk

SUNDERED SKIES COMPANION

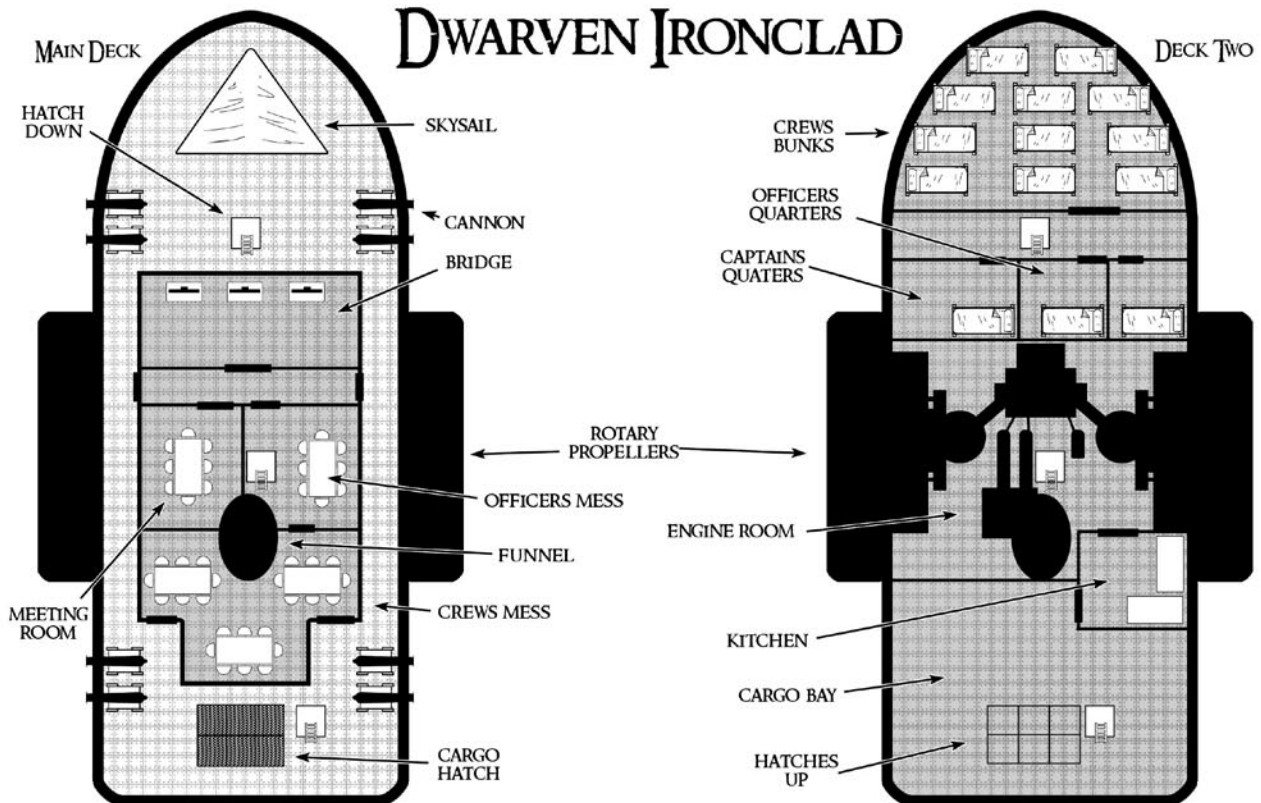


SHIP DECK PLANS

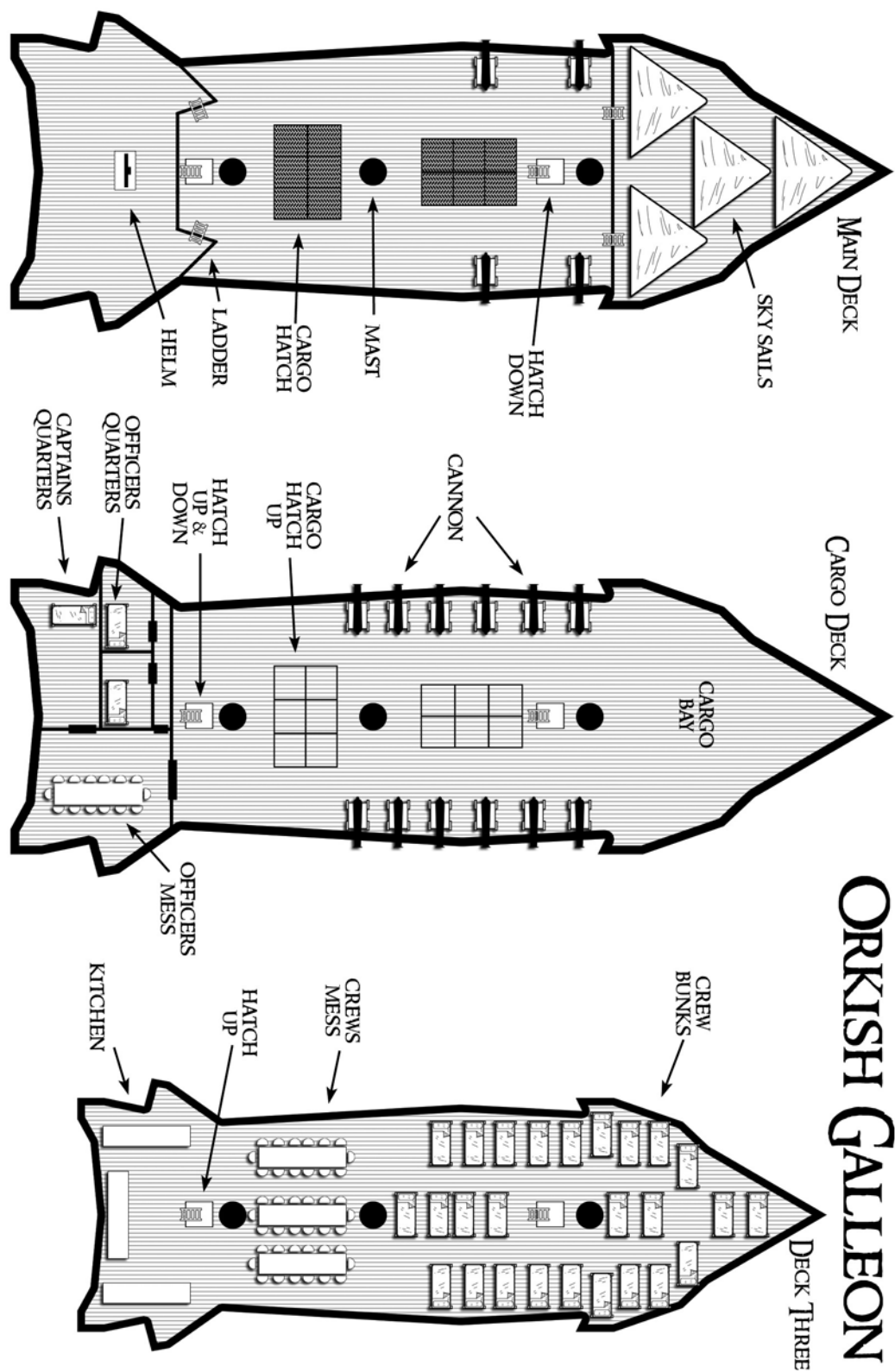
ELVEN FRIGATE



DWARVEN IRONCLAD

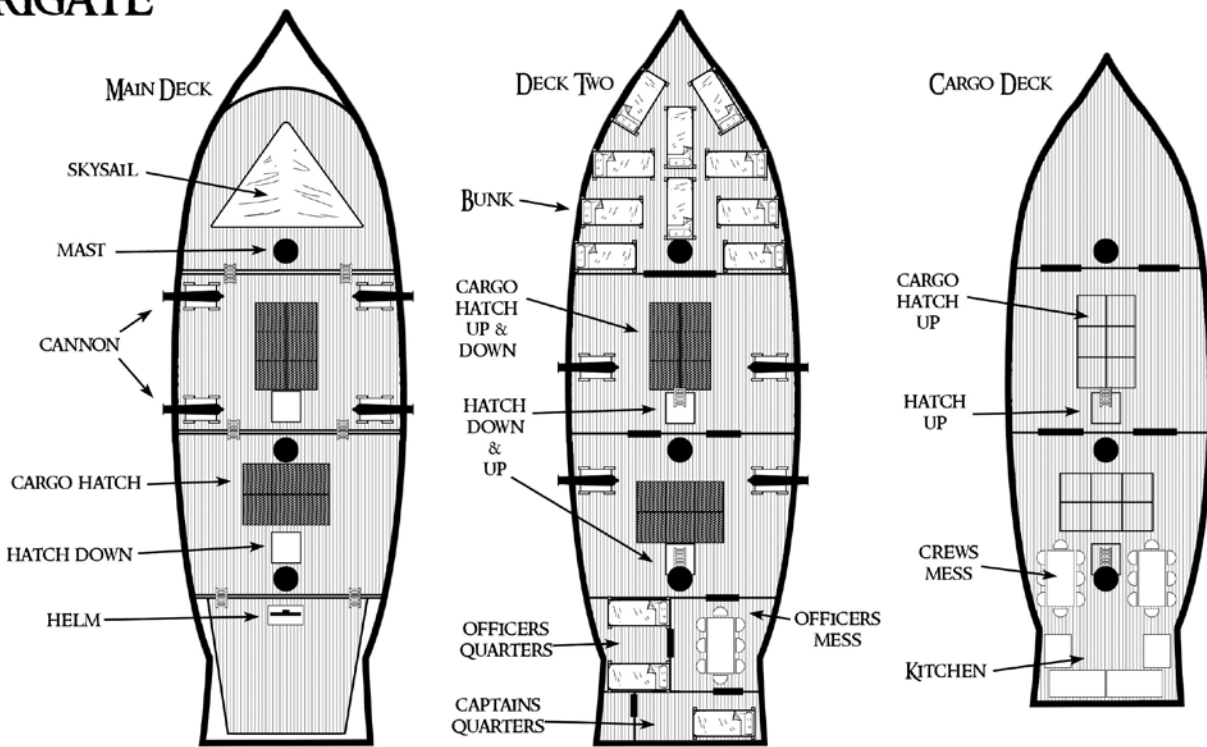


SUNDERED SKIES COMPANION

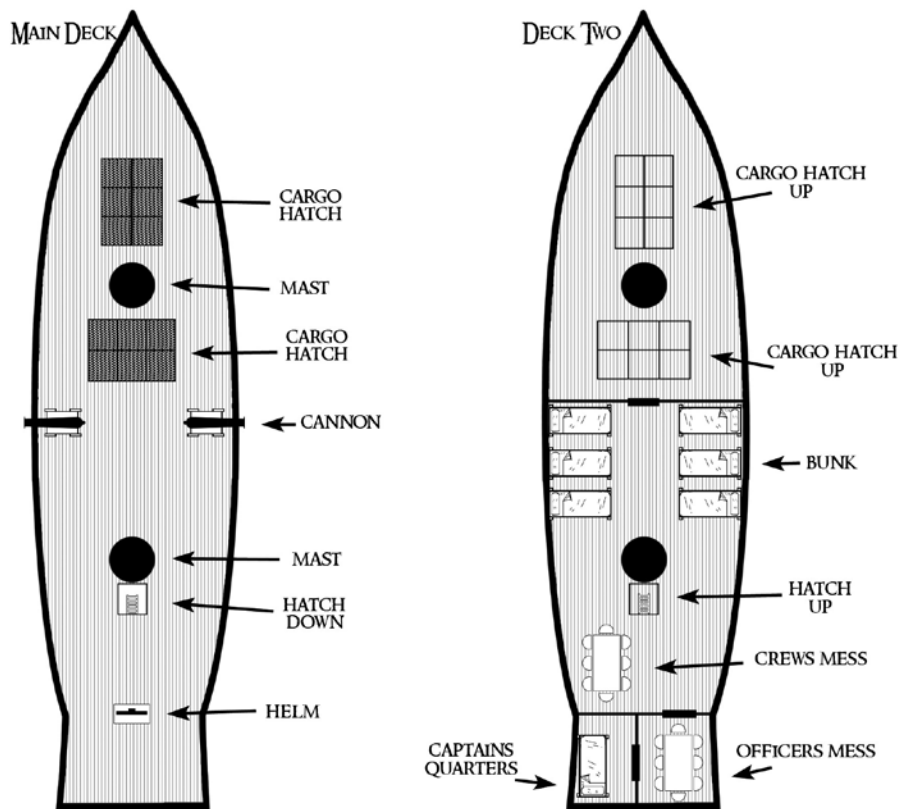


SHIP DECK PLANS

FRIGATE



SKIFF



SUNDERED SKIES COMPANION

INDEX

- Abandoned Warehouse District, The 40
Alpha, The 34, 35
Anointing, The 37
Aria 38, 57
Artificer, The 34, 35, 39
Artificer's Tears, The 39
Assassin's Token 46
Athenaeum, The 47
Atrium 41, 57
Badger's 41
Barren Fields, The 40
Battlelord, The 34, 35, 39, 53, 58
Battlelord's Citadel, The 39
Berserk Brew 47
Bitchspawn 89
Blessing of the Artificer 35
Blood Gem 46
Blood Rose 46
Boiling One, The 105
Bone Garden, The 40
Boughbreakers, The 48, 90
Bracer of Renewal 46
Bridgeways 57
Bright Cabal, The 49
Burning Dead 90
Burning Sailors 90
Calling, The 42
Cannibals 91
Canopy 57
Cheetah Feral 95
Chieftain 99
Church of the Splintered Soul 49
Circle of Nine, The 50
Clan Camps, The 39
Cold Spirits 92
Conclave, The 40
Conclave of Beasts, The 35
Corpse Swarm 92
Council of Winds, The 37
Couriers' Guild, The 52
Cracked Shield Clan, The 52, 93
Creation Faire, The 35
Darksight Goggles 46
Death Day 36
Deep Delves, The 39
Deepsky Citadel 39, 57
Demon King's Heart 31, 33
Demonmaw 51
Density Token 46
Diadem of Inapproachability 46
Diamond Back 98
Docks, The 42
Doppelgangers 93
Dragon's Spine 39, 57
Dragon Blood 46
Dragon Breath 47
Dragon Bulls 98
Draining Sea, The 39, 58
Drakin 32, 46, 82
Dwarven Ironbread 47
Dwarven Vigilant Assassin 103
Dwarves 41, 44, 53
Eddy Days, The 37
Einar 43
Elementals 93
Elephant Feral 95
Elven Rebel 90
Elves 41, 43, 44
Emotion Sprits 94
Escalation Token 46
Experienced Requiem Assassin 100
Experienced Voidomancer 103
Eyepiece of Analysis 46
Famine, The 40
Feast of Death 40, 70
Feeding The Glow 37
Ferals 95
Festival of Appeasement 37
Festival of Thanks 37
Fiery Whetstone 46
Firepit, The 42
Firsthome 39
Fleetfoot Boots 46
Floatstone 31
Flying Maw 98
Foothold 44
Freedom Day 35
Freedom Isle 39, 58
Frostrock 40, 42, 58
Galley Hoard, The 40
Gangplank Port 42
Gateway 40
Gauntlets of Impact 46
Ghost Fields, The 43
Glowborn 44, 48, 66, 81, 103
Glow Ghosts 96
Glowmadness 29, 30-32, 37-38, 41, 50, 56, 62, 65-67, 75, 85, 94, 96-97, 102
Glow Stone 47
Gorilla Feral 95
Grag Brewery 39, 42
Grand Melee, The 36
Grateful Dead, The 42
Greater Rageling 101
Grim Troupe, The 53
Hall of Memories 39
Hall of the Fallen 44
Heart, The 53, 96
Heartland 40, 59
Heart Officer 97
Heart Warrior 96
Hellish Ships 91
Hell Pit, The 41
Heralds of the Light, The 54
Heroic Essence 47
Holy Days 35
Hyena Feral 95
Ice Isles, The 40
Ice Mines 42
Ice Sea, The 39
Ice Tower, The 39
Icy Whetstone 46
Ironport 40
Ironport Bakery 40
Joseth Truthbearer 40
Keel Leeches 97
Kinsailors 54
Kinslayer 51
Lady of the Winds, The 33, 34, 36, 37, 57
Legionnaire, The 51
Lesser Rageling 101
Liar's Dance, The 38
Lifemother, The 32, 34, 37, 49, 57, 59, 67
Lifemother's Crystal 46
Lizardtown 44
Longtalon Token 46
Lord of Festival, The 34, 38
Master, The 51
Meat Fields, The 44
Meeting Place, The 40, 59
Metalclad 31
Metal Elementals 94
Middle Finger, The 42
Mother's Restore 47
Mount Ore 40, 59
Murkie's Expedition Supplies 44
Naming Maze, The 40
Neophyte Requiem Assassin 100
New Jorvan Brigade, The 39
Oakthorn 55
Orcs 36
Pendant of Luck 46
Plenty 40, 59
Proto-Dragons 98
Proto-Drakins 99
Ragelings 101
Rain Days, The 37
Remorse 43, 59
Requiem, The 55
Requiem's Temple 38
Resistance Elixir 47
Riven Shore, The 40
Rotting One, The 38
Running Death 99
Runoff Swamp, The 40
Sacrifice Crystal 46
Samale, Boughbreaker Rabble Rouser 107
Savannah 43, 60
Savannah Leaf 47
Savannah Mining Company 45
Scabbard of Sharpness 46
Second Shot Token 46
Seeding, The 45
Shadowhaven 40, 60
Shattered City, The 60
Shield Token 46
Ship Design 31
Silent Day, The 38
Skitterlings 101
Slope Farms 42
Smash Tail 99
Song of Revelation, The 38
Sons of Spire, The 56
Spire Tower 43
Spirit Eater 101
Star Crater Isle 41, 60
Steam Elementals 94
Still Days, The 37
Storm Days, The 37
Tabard of Resilience 46
Temple, The 42
Terrible Days, The 37
Tomb, The 41
Trade Council, The 57
Twin Rings 46
Under Tunnels, The 41
Unification Hall 41
Unifier Enforcer 102
Unifiers 102
Venomous Whetstone 47
Victory Day 36
Vigilant, The 60, 102
Vigilant Glowborn Fanatics 103
Villains & Heroes 104
Void Bats 103
Void Elementals 94
Voidomancer 103
Void Tower 41
Warrior 100
Waterhole, The 45
Water Token 46
Wild, The 35, 38, 99
Wildlings 35
Woodforge Potion 47
Wound Seal 47
Wraith Wheat 103
Wrathbeast 104
Yard, The 45
Zombie, Soulless 104



\$24.99

30010

THE SUNDERED SKIES JUST GOT A LOT MORE DANGEROUS. . .

The *Sundered Skies Companion*™ expands upon and compliments the information found in the *Sundered Skies* core book. Designed to be used by players and Gamemaster's the *Sundered Skies Companion* is bursting with gaming goodness, including;

- * A host of new Edges and Hindrances.
- * Detailed information on day-to-day life in the *Sundered Skies*, including superstitions and commonly held beliefs. Game mechanics are included so they can have a direct influence on your game.
- * Advanced dwarven munitions add even more explosive options to your arsenal of equipment.
- * Several new ship designs, including the experimental flame dancer.
- * New magic and spells, including a new goddess, The Beautiful One, and Voidomancy—where the caster draws on the void itself as a source for his spells.
- * Holy days for god, each one dripping with role-playing and adventure potential.
- * Expanded information on the isles of the skies, including four brand new island—The volcanic Atrium; frozen Frostrock, the desolate and tragic Remorse, and the mysterious jungle isle of Savannah
- * 16 cults and secret societies the heroes can join or oppose. Each goals and organisation is fully detailed, including unique Edges available to heroes who join.
- * Over 25 new Savage Tales designed to be used alongside, and within the existing Plot Point found in *Sundered Skies*.
- * *Sundered Gods*—a guide to what direction your campaign can take once the Plot Point is completed.
- * A veritable horde of new monsters, opponents, and allies.
- * And much, much more!

Sundered Skies™ is a dark fantasy setting by Triple Ace Games and is designed for use with the award-winning *Savage Worlds*™ RPG.

ISBN 978-0-85744-004-4

\$24.99

52499>



9 780857 440044



WWW.TRIPLEACEGAMES.COM