

Fatemaster

Traditional Fantasy Role-Play



Version 1.4

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Acknowledgements:

Thanks to *Advanced Dungeons & Savages* by Joel Sparks and the *Savage Worlds Fantasy Companion* for providing a lot of foundational ideas for this setting.

At the outset it should be clear that this setting isn't intended to be especially well-balanced. The aim was to create something like a "D&D lite" where the characters could advance quickly to the higher powered phases of the game. After spending countless hours in other games leveling various characters to levels 5-9 only to hit the "reset" button on the campaign and start over, I thought it would be fun to come up with something that is shamelessly overpowered so that it would be easier to take a character through their full lifecycle

The cover art is from the old "Dungeon of Dread" choose-your-own-adventure book that TSR published in the 1980's. Yes, I still have them.

Setting & Flavor:

This High Fantasy setting is based on classical fantasy role-playing worlds such as Middle Earth, Greyhawk and Forgotten Realms.

Characters play one of the *Fated* -- individuals who have been chosen by providence for some hidden purpose. The Fated are all born under an auspicious sign that marks them for greatness. While most folk are content to live out their lives as quietly and peaceably as possible, the Fated feel a constant pull toward danger and risk. Deep down they know they aren't meant for the farmer's plow or the peasant's toil -- they are meant to change the world.

The world in question is called Skaern. Most of Skaern's surface is covered with oceans; the handfuls of landmasses that breach the waves are mostly wild and untamed. In humanity's relatively short history a few Empires of note have laid claim to one or more of these continents but none has managed to hold power for more than a couple of generations. Entropy is Skaern's true master; those who are mighty seem doomed to fall, creating opportunity for others to rise and fall in turn.

The action of this setting is focused on one hemisphere of Skaern. A race of men called the Alshadar ruled this side of the world until recently. The Alshadar came to the conclusion that imperialism wasn't their destiny and ceded back much of their land to the "younger" races that they had once held in thrall. With the sudden withdrawal of central authority, numerous warlords carved out their own fiefdoms and began waging war on their neighbors. Over time the largest and most successful warlords subdued their rivals and bound them with ties of vassalage. City-States emerged from the chaos and the younger races began to relight the lamp of civilization that had grown dim in the days after the Alshadar Exodus. Though new powers arose and new destinies were being charted, the old roads and passages between the strongholds of humankind became perilous again. Monsters that had been suppressed for so long resurfaced in greater numbers and with renewed vigor. Some believed that perhaps this new Age would be an Age of Beasts; sages wondered if humanity's time was on the wane. Soothsayers in every village and back-alley prophecy shop proclaimed that the world's destiny rested in the hands of the Fated. Riches, lands and titles were promised to those who proved brave and resilient enough to tame the dark places of the world.

Character Creation:

Unlike pretty much every other *Savage Worlds* setting, this one re-introduces the concept of "Character Classes". The idea is twofold: to bring a more traditional *Dungeons & Dragons* vibe to the game as well as to enable "fast and furious" character creation. Using the generators and class templates provided below, a player should be able to create a new character from scratch in a couple of minutes. The hardest decision should be coming up with a name and a role-playing personality.

1. Choose a Race

See "Races" below for more details.

2. Consult the "Character Creation Tarot" to determine your class

Refer to Appendix F.

At the Fatemaster's (Game Master's) discretion players can manually select the class they wish to play if they don't like the outcome of the Tarot.

3. Purchase Attributes, Skills and any additional Edges

Per the normal *Savage Worlds* rules except that when purchasing skills, class skills only cost 1 skill point per upgrade whereas non-class skills cost 2 points. Skill costs are also still tied to Attributes, so if you try to increase a non-class skill above its linked attribute, it would cost 4 skill points.

4. Randomly determine your starting equipment

Consult the equipment list for your class, listed in the "Character Classes" section below. In addition to this all characters begin play with basic traveling clothes, a good pair of boots, a backpack, a week's worth of food and about 10 gold pieces in spare change.

5. Draw a card to determine what "Sign" your character was born under

See the "Gameplay" section for more details on Signs and how they impact the game.

All Characters begin play at Level 1. See the "Gameplay" section for more details on Levels & Advancement.

Races:

All of the playable races in this setting are different sub-races of humanity with slight statistical differences.

Midlander:

Midlanders are the youngest and most populous race on Skaern. They are outgoing, social, opportunistic and have found a way to prosper in every age. For generations Midlanders have been avid sailors so it is no wonder that settlements of Midlandfolk can be found virtually everywhere, but their numbers are mostly concentrated on the shores of Middlemark.

Midlanders have cross-bred with pretty much every other race so there is no longer any real definitive physical characteristic that identifies these people -- they come in all shapes, sizes and colors.

The Kingdom of Rookport and the Arcanocracy of Merkish are both Midlander domains that have risen greatly in power and stature since the decline of the last Alshadar Empire. Though neither rules very much geographic area, both are aggressively expansionistic and hope to unite Middlemark under their banner.

Midlanders are highly adaptable people, accustomed to living in a range of environments. They gain one free *Edge* at creation.

Alshadar:

Called "High Men" by some, the Alshadar are a cultured, mannered race of scholars that hail from the island nation of Winterbright. Though they once ruled an Empire that spanned an entire hemisphere of Skaern, they gave up Imperial aspirations about two centuries ago and returned territory to the Midlanders, Dwalish, Benlings and Varsax.

Historians believe that all of the races of humanity descend from Alshadar stock but that time and distance have caused the branches of this genealogical tree to become twisted and deviant. The "true blood" Alshadar maintained purity by isolating themselves in their island Kingdom and reinforcing cultural identity through strict laws and education. The Alshadar live and work amongst their younger cousins but always do so with a businesslike and slightly impersonal demeanor.

Alshadar are generally tall and fair-skinned. They grow their hair long, wear lavishly embroidered clothing and have the polished bearing of a schooled noble.

Alshadar gain a natural one step increase to their *Smarts* attribute (Maximum d12).

Dwalish:

The Dwalish are the denizens of Middlemark's hill and mountain country. Distantly related to Midlanders, the Dwalish have a tanned and sun burnt complexion, dark hair and beards. They are root and rock tough; a Dwalishman takes pride in well-earned calluses and scoffs at people with soft hands.

These industrious, outdoorsy people are famous for their woodwork, stonework and metalwork. The mountain city of Arlhagen, the ancestral home of the Dwalish people, is a testament to their craftsmanship. It is a city that looks as if it sprouted directly out of the bedrock.

Unlike their cousins, the Dwalish are not terribly interested in forging a world-spanning dominion. They tend towards neutrality and isolationism in political matters and just want to keep their meager borders secure.

Dwalish characters gain a one-step increase to their *Vigor* die (maximum d12).

Benling:

With their slightly fey appearance, Benlings are the least "human" looking of the races of men. They have very slight, almost child-like builds and never grow more than 5' in height. Their gently pointed ears and tilted eyes betray an unusual heritage. Sages believe that the ancient Benlings cross-bred with a long extinct race of forest sprites to produce the traits they exhibit today.

As a race Benlings are quite superstitious. They maintain an active belief in astrology and a tendency to explain temporal events in terms of stellar influence. The Benlings have a gypsy sub-culture that has, fairly or unfairly depending upon your point of view, contributed to their reputation as swindlers.

Benling characters gain a one-step increase to their *Agility* die (maximum d12).

Varsax:

From their home lands across the Small Sea, the ferocious Varsax have reaved and raided up and down the coast of Middlemark for generations. Though it is not an unusual sight these days to see a Varsaxian warrior striding through the markets of Middlemark on some errand, their war-like appearance always puts people on guard.

The Varsax are clan-oriented people and don't trust strangers easily. Their manner of speech and customs are harsh. They value strength and bravery above all else.

Varsax are tall and strong with pale, freckled skin and red or blonde hair. They gain a one-step increase to their *Strength* die at creation (up to a maximum of d12).

Character Classes:

A note on Multi-Classing:

In some cases it is possible to multi-class a character if all of the pre-requisites of the classes in question are satisfied. A multi-classed character can only advance one class at a time. Since Level 20 is the maximum level that a character can achieve it is impossible to have a multi-class character that reaches the highest tiers of either class. Since most class pre-requisites are *Background Edges*, not every class combination is feasible or possible.

ADEPT

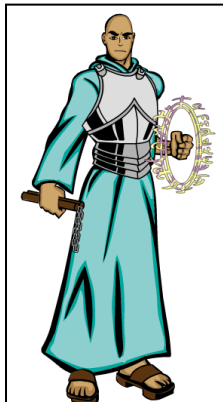
An Adept is a "perfect weapon" blending skill at arms with combat magic and divine protection. These monastery trained warriors are similar to Monks in many respects but they live by a mystical, philosophical "warrior creed" instead of a deity's laws. Adepts believe that human excellence can only be demonstrated in those moments when an individual risks mortality, so they put themselves in dangerous situations as a way of testing their limits.

All Adept characters must belong to a monastic order. Some of the more well-known Adept Orders on Skaern are the Scholars of Jeddeth and The Ninety-Nine.

Unlike Monks, Adepts are not impeded by the use of heavy armor.

Class Skills:

Fighting (AGI)
Shooting (AGI)
Throwing (AGI)
Climbing (STR)
Knowledge: Religion (SMA)
Knowledge: Magic (SMA)
Knowledge: Battle (SMA)
Spellcasting (SMA)
Guts (SPI)
Notice (SMA)
Swimming (AGI)



Starting Edges:

Arcane Background: Sorcery
Martial Artist

Required Hindrances:

Orders (Monastic): The Adept is under the command of a ranking instructor from their monastery. Refusal to obey official commands from their superior(s) can result in excommunication and/or extermination.

Quirk: All Adepts have some bizarre restriction that they're supposed to abide by as part of their training and discipline. Some examples of this are:

- Cannot consume trail rations
- Must take a break every day at noon to meditate
- Cannot speak out loud between sundown and sunup
- Can only eat food that's been charitably given
- Must allow an opponent to strike them first before fighting back

Starting Kit (draw 3 cards):

Card	1 st Draw	2 nd Draw	3 rd Draw
2	One Dagger	Leather Jerkin & Robes	Incense
3	Quarterstaff	Yellow Robes	Prayer Beads
4	One Fighting Baton	Orange Robes	Book of Meditations (Religion)
5	One Kama	Leather Jerkin & Robes	Extra Rations (1 week)
6	Longbow & 30 Arrows	Gray Robes	Dagger
7	Handwraps	Light Green Robes	30 Arrows
8	Two Fighting Batons	Chain Shirt & Robes	3 Shuriken
9	Two Daggers	Chain Shirt & Robes	Chain Belt
10	Two Kamas	Royal Blue Robes	Extra Rations (1 week)
J	Nunchaku	Purple Robes	Vial of Holy Water
Q	Flail	Crimson Robes	Book of Gods (Religion)
K	Twin Nunchaku	Half-Plate & Robes	Book of Military History (Battle)
A	Polearm	Half-Plate & Robes	Vial of Holy Water
Joker	Daikatana	<i>Master's Robes</i>	<i>Bracer of Deflection (10 charges)</i>

Class Abilities:

Level 1	<i>Blind-fighting</i>	The Adept is trained from an early age to hone all of his senses. He can fight by sound and feel almost as well as by sight. Adepts only suffer a -2 penalty when <i>Fighting</i> in pitch darkness and are unaffected by dim and dark conditions.
Level 3	<i>Swift Strike</i>	In a round during which an Adept casts a spell, they can also make an attack with no multi-action penalty.
Level 8	<i>Eye of the Storm</i>	Adept ignores <i>Gang Up</i> bonuses against him and is never flat-footed.
Level 13	<i>Ghost Punch</i>	Adept can spend a <i>Benny</i> to make his next attack ignore armor. This must be declared prior to the attempt.
Level 16	<i>Prescient</i>	At the beginning of every combat, the Adept is considered to be <i>Holding</i> his action. He can interrupt any other action during the first round.
Level 18	<i>Soul Punch</i>	Adept can spend a <i>Benny</i> to make his next attack lethal if it inflicts damage. Must be declared prior to the attempt. Can stack with <i>Ghost Punch</i> .

Spell List:

<i>Novice</i>	Analyze Foe, Armor (Self Only), Deflection (Self Only), Speed (Self Only), Smite (Self Only), Healing (Self Only), Boost Trait (Self Only)
<i>Seasoned</i>	Quickness (Self Only), Pummel, Farsight, Damage Field (Self Only), Havoc
<i>Veteran</i>	NA
<i>Heroic</i>	NA
<i>Legendary</i>	NA

ASSASSIN

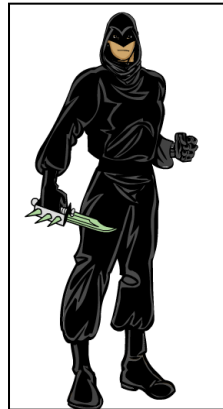
Assassins are highly trained killers that blend weapon skill with stealth and dark magic. Since the dawn of politics, assassins have been used to surreptitiously remove obstinate rivals when more legitimate channels fail to get the job done. Originally, common cut-purses and thugs were employed to do this distasteful work, but over time the methods became more sophisticated and organizations were formed to properly train individuals in the subtle art of the silent kill.

When an assassin isn't working on a contract they divert their talents toward any task that will earn them more money and power. Ambition is an essential component of an assassin's psychological makeup.

The most well-known (and feared) Assassin Guilds are the Fuliginous Society and The Reckoners.

Class Skills:

Fighting (AGI)
Shooting (AGI)
Throwing (AGI)
Climbing (STR)
Stealth (AGI)
Spellcasting (SMA)
Knowledge: Poison (SMA)
Lockpicking (AGI)
Notice (SMA)
Streetwise (SMA)
Swimming (AGI)



Starting Edges:

Thief
Arcane Background: Sorcery

Required Hindrance:

Outsider (Murderer): As part of the Assassin's initiation they are forced to take a human life. They don't look at people the same way anymore and there's something about their manner that unsettles folks. The Assassin suffers a -2 *Charisma* penalty.

Orders (Contracts): An assassin's handlers may appear at any time with a new contract for the assassin to fulfill. The expectation is that the assassin will see this done before the end of the game session. Failure to produce results can not only hurt the assassin's reputation, but it can also do irreparable harm to their constitution.

All Thumbs (Heavy Armor): Bulky armor interferes with the delicate and precise motions required for assassination. Assassins suffer a -2 to all skill rolls (including *Fighting* rolls) while wearing any armor heavier than a chain shirt.

Starting Kit (draw 3 cards):

Card	1 st Draw	2 nd Draw	3 rd Draw
2	One Dagger	Leather Jerkin	Weaponblack
3	Short Sword	Black Cowl	50' Rope
4	Short Sword	Leather Jerkin & Black Cowl	Vial of Acid
5	Twin Daggers	Leather Jerkin	Thieves' Tools
6	Bow & 30 Arrows	Black Cowl	Climbing Claws
7	Hand Crossbow & 30 Bolts	Leather Jerkin & Black Cowl	Rope & Grapnel
8	Longsword	Leather Jerkin & Black Cowl	Brass Knuckles
9	Rapier	Leather Jerkin & Black Cowl	Thieves' Tools
10	Short Sword & Dagger	Reinforced Leather Armor	Dagger
J	Longsword & Dagger	Reinforced Leather Armor	3 Shuriken
Q	Rapier & Dagger	Reinforced Leather Armor	Thieves' Tools
K	Short Sword & Hand Crossbow, 30 Bolts	Reinforced Leather Armor & Black Cloak	Extra Rations (1 week)

A	Longsword & Hand Crossbow, 30 Bolts	Reinforced Leather Armor & Black Cloak	Rope & Grapnel
Joker	Bastard Sword w/ Pommel Dagger	<i>Baffled Chain Shirt</i>	<i>Masterwork Thieves' Tools</i>

Class Abilities:

Level 1	<i>Backstab</i>	Assassins inflict an extra +2 damage when attacking an opponent who is flanked or flat-footed.
Level 3	<i>Poisoner</i>	The Assassin can spend a <i>Benny</i> to coat one of his weapons with poison. This application lasts for the duration of one combat. Every time a target takes damage from a poisoned weapon, they must succeed a <i>Vigor</i> -2 check or sustain 1 <i>Wound</i> .
Level 8	<i>Vicious Wounds</i>	Any time an Assassin's victim rolls on the injury Table, they add +2 to the injury roll. Also, the victim's Incapacitation rolls are made at -2.
Level 13	<i>Vanish</i>	The Assassin can spend a <i>Benny</i> to vanish as a free action for 3 rounds. All attempts to hit a vanished Assassin suffer a -4 penalty.
Level 16	<i>Crippling Strike</i>	When an Assassin makes a successful <i>Called Shot</i> that generates a <i>Wound</i> , the target instantly sustains a temporary injury to that portion of their anatomy. Only works against foes with discernible anatomy.
Level 18	<i>Lethal Strike</i>	When an assassin makes a successful <i>Called Shot</i> that generates a <i>Wound</i> to a target's head, the target instantly dies. Only works against sentient foes.

Spell List:

<i>Novice</i>	Wall Walker (Self Only), Darksight (Self Only), Confusion, Analyze Foe, Entangle, Obscure, Speed (Self Only)
<i>Seasoned</i>	Disguise (Self Only), Draining Touch, Invisibility (Self Only), Farsight (Self Only), Sluggish Reflexes, Quickness (Self Only)
<i>Veteran</i>	NA
<i>Heroic</i>	NA
<i>Legendary</i>	NA

BARD

This traveling minstrel and jack-of-all-trades is skilled at blending into a variety of roles. Bards make their living carrying news and messages from town to town. They earn extra coin on the side by performing music for lords and travelers at roadside inns and remote castles. An especially well-known Bard may find a noble patron who is willing to pay her a salary as a court minstrel.

Some Bards belong to unions called *Colleges*. These loose organizations provide lodging and sanctuary for their members in exchange for a modest annual fee. Rumors abound that Bardic Colleges sideline in espionage and shadier business. The League of the Lute and the Invisible Collegium are two of the more prominent colleges in the world.

Every skill is considered a class skill for a Bard.

Class Skills:

All

Starting Edges:

Arcane Background: Miracles
Charismatic



Note = Bards cast spells using the "Perform" skill

Required Hindrances:

All Thumbs (Heavy Armor): Bulky armor interferes with the delicate and precise motions required for capering and prancing. Bards suffer a -2 to all skill rolls (including *Fighting* rolls) while wearing any armor heavier than a chain shirt.

Starting Kit (draw 3 cards):

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Quarterstaff	Oil Cloak	Reed Pipe
3	Quarterstaff	Traveling Clothes	Hunting Horn
4	Dagger	Traveling Clothes	Bag Pipe
5	Short Sword	Oil Cloak & Traveling Clothes	Bodhran (hand drum)
6	Longsword	Oil Cloak & Traveling Clothes	Flute
7	Throwing Axe	Expensive Clothes	Fiddle
8	Empty flagon & Dagger	Expensive Clothes	Infantry Drum
9	Short Sword & Dagger	Leather Armor	Harp
10	Longsword & Dagger	Leather Armor	Lute
J	Rapier	Leather Armor	Mandolin
Q	Rapier & Dagger	Reinforced Leather Armor	Harp
K	Twin Throwing Axes	Reinforced Leather Armor	Lute
A	Throwing Axe & Dagger	Chain Shirt	Mandolin
Joker	Everfull Flagon	Truesilver Chain Shirt	Masterwork Mandolin

Class Abilities:

Level 1	<i>Silvertongue</i>	The Bard can reroll any <i>Persuasion</i> attempt one time without spending a Benny
Level 3	<i>Rhyme of Duotime</i>	While the Bard travels with the party, there's a spring in everyone's step. Overland travel rates are +50% for the entire party.
Level 8	<i>Legend Lore</i>	Bards have an encyclopedic knowledge of just about everything. A Bard can make a d4 <i>Knowledge</i> check on any subject without the "unskilled" penalty.
Level 13	<i>Bringaround Ballad</i>	This soothing ballad increases the natural rate of healing and power point recovery while the party is encamped. Party members can make a <i>Natural Healing</i> roll after one night's rest to attempt to heal a Wound. Spell casters regain 2 Power Points per hour while encamped.
Level 16	<i>Masterpiece</i>	The Bard can spend a Benny to produce an instant musical masterpiece. This work of musical art greatly boosts the Bard's reputation locally. The Bard enjoys a +2 <i>Charisma</i> bonus while she remains in a particular town or city.
Level 18	<i>Worldwide Fame</i>	The Bard is an international celebrity. Everyone has heard her songs and likes them. The Bard gains a +6 <i>Charisma</i> bonus with everyone and never gets a <i>Hostile</i> result on a <i>Persuasion</i> check.

Spell List:

<i>Novice</i>	Beast Friend, Speak Language, Stun, Boost Trait
<i>Seasoned</i>	Bless, Curse, Slumber, Sonic Blast
<i>Veteran</i>	Irresistible Dance, Discord, Puppet

<i>Heroic</i>	NA
<i>Legendary</i>	NA

BATTLE MAGE

Battle Mages are arcane soldiers adept in the use of staves and wands. They have been trained extensively in dueling magic and military tactics. Most City-States maintain their own unit of Battle Mages to contribute to the defense of their lands. The Arcane Dragoons and the Iron Regiment are the two most heavily decorated Battle Mage units on Skaern.

When there isn't a war on, Battle Mages spend their time training or adventuring to increase their powers. They are bound by honor to return to their home city should the call of duty be sent out. To this end, most Battle Mages are issued a *Scrying Stone* that can be used to locate and communicate with them if there is a need to.

Battle Mages have learned to cast spells while wearing heavy armor so they do not suffer penalties for armor use like their more studious brethren do.

Class Skills:

Fighting (AGI)

Shooting (AGI)

Throwing (AGI)

Knowledge: Battle (SMA)

Knowledge: Magic (SMA)

Knowledge: Monsters (SMA)

Spellcasting (SMA)

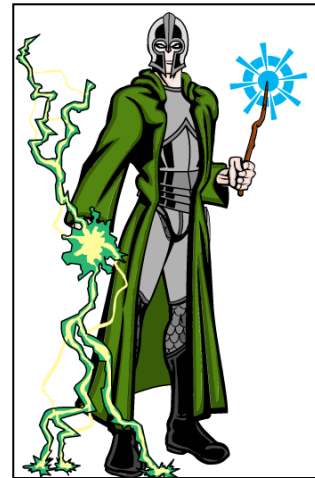
Riding (AGI)

Guts (SPI)

Starting Edges:

Arcane Background: Sorcery

Tactician



Required Hindrances:

Orders (Military): All Battle Mages are affiliated with some sort of military organization. If their military commanders issue a direct order, the Battle Mage must obey it or suffer the consequences of Court Martial.

Starting Kit (draw 3 cards):

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Quarterstaff	Leather Jerkin & Robes	Book of Herb Lore
3	Quarterstaff	Yellow Robes	Book of Monster Lore
4	Short Sword	Orange Robes	Book of Arcane Lore
5	Short Sword	Leather Jerkin & Robes	Book of Ancient History
6	Longsword	Gray Robes	Book of Geography
7	Longsword	Light Green Robes	Book of Military History
8	Bastard Sword	Chain Shirt & Robes	Camping Gear
9	Bastard Sword	Chain Shirt & Robes	Extra Rations (1 week)
10	Battle Axe	Royal Blue Robes	Dagger
J	Battle Axe	Purple Robes	Dagger
Q	<i>Mage Staff</i>	Crimson Robes	Extra Rations (1 week)

K	<i>Mage Staff</i>	Half-Plate & Robes	Spyglass
A	<i>Mage Staff</i>	Half-Plate & Robes	Riding Horse
Joker	Random <i>Wand</i> with 2d6 charges	Plate Mail	<i>Encyclopedic Panopticon</i>

Class Abilities:

Level 1	<i>Recharge Wands, Staves & Rods</i>	The Battle Mage can use their own <i>Power Points</i> to restore charges to a <i>Wand</i> , <i>Staff</i> or <i>Rod</i> on a 3:1 exchange basis. Every time the Battle Mage does this there is a 10% chance of destroying the item.
Level 3	<i>Wandslinger</i>	The Battle Mage can dual wield <i>Wands</i> , <i>Rods</i> and <i>Staves</i> , activating both each round without incurring any multi-action penalties
Level 8	<i>Construct Wands, Staves & Rods</i>	The Battle Mage has learned the secrets of constructing Magic Wands and Staves. See "Magic Gear" for more details.
Level 13	<i>Construct Rings, Armor & Weapons</i>	The Battle Mage has learned the secrets of forging Magic Rings, Magical Armor and Magic Weapons. See "Magic Gear" for more details.
Level 16	<i>Overload Magic Item</i>	The Battle Mage can cause any charged magic item, such as a <i>Wand</i> or <i>Staff</i> , to become overloaded with magical power and explode over a Large Blast Template area. The amount of damage caused is equal to 1d6 for every 3 charges remaining in the device. An overloaded device can be set for time-delayed activation. At the Fatemaster's discretion this power can cause the <i>Wand</i> or <i>Staff's</i> original function to affect all targets within the blast radius.
Level 18	<i>Arcane General</i>	You have risen to the highest ranks that a military wizard can reach. Willing soldiers and apprentices flock to your banner. 2d4 Battle Mage apprentices enlist to serve as your general staff.

Spell List:

<i>Novice</i>	Fire Bolt, Ice Bolt, Acid Bolt, Lightning Bolt, Force Bolt, Armor, Deflection
<i>Seasoned</i>	Fire Blast, Ice Blast, Acid Blast, Lightning Blast, Force Blast, Fly, Quickness, Dispel, Fire Field, Ice Field, Acid Field, Lightning Field, Force Field
<i>Veteran</i>	Fire Barrier, Ice Barrier, Acid Barrier, Lightning Barrier, Teleport, Fire Jet, Ice Jet, Acid Jet, Lightning Jet, Force Jet
<i>Heroic</i>	Prismatic Bolt, Anti-Magic Barrier, Force Barrier, Dancing Sword
<i>Legendary</i>	Meteor Swarm, Prismatic Barrier, Prismatic Blast

BRIGAND

The roadways of Skaern are far from what most people would call safe. Since the decline of the Alshadar Empire, law and order has fled the vast wilderness areas than span between the fledgling City-States of the young races. In these wild places, unprincipled men are able to establish themselves as smalltime kings by force of arms. These brigands serve no master but themselves.

Brigands are as much a menace at sea as they are on land. Ocean-bound Brigands (aka *Pirates*) are a common sight in free ports such as Lashmere.

Brigands seldom form any sort of permanent associations. While they may band together temporarily with other like-minded individuals in the name of profit, these alliances tend to break up once the loot runs dry.

Class Skills:

Fighting (AGI)
Intimidation (SPI)
Boating (AGI)
Climbing (STR)
Riding (AGI)
Survival (SMA)
Throwing (AGI)
Shooting (AGI)
Streetwise (SMA)
Stealth (AGI)
Lockpicking (AGI)
Guts (SPI)
Swimming (AGI)

**Starting Edges:**

Thief
Brawny

Required Hindrances:

Enemy (Law): Brigands don't play nice with others and their reputation often precedes them. A Brigand can't spend more than a day or two in a populated area before he attracts the unsolicited attention of the local authorities. Depending upon the circumstances, this could result in a pointed request to visit the local jail.

Starting Kit (draw 3 cards):

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Short Sword	Leather Jerkin	Dagger
3	Flail	Leather Jerkin	Bow & 30 Arrows
4	Spear	Leather Jerkin	Shield
5	Mace	Reinforced Leather Armor	Mace
6	Longsword	Reinforced Leather Armor	Great Helm
7	Polearm	Reinforced Leather Armor	Short Sword
8	Longsword	Chain Shirt	Bow & 30 Arrows
9	Bastard Sword	Chain Shirt	Crossbow & 30 Bolts
10	Battle Axe	Chain Shirt	Throwing Axe
J	Greatsword	Half-Plate	Pommel Dagger
Q	Longsword	Half-Plate	Camping Gear
K	War Maul	Plate Mail	Extra Rations (1 week)
A	Morningstar	Plate Mail w/ Armor Spikes	Riding Horse
Joker	Daikatana	Knight's Plate	+500 gold pieces

Class Abilities:

Level 1	<i>Dirty Fighter</i>	Whenever a Brigand lands a successful called shot to a target's groin (-4 penalty to <i>Fighting</i> roll) they gain a free <i>Benny</i> . Can only be attempted against targets that are sensitive in that region and can only be accomplished once per target.
Level 3	<i>Opportunistic Strike</i>	The Brigand can make an instant free attack on an adjacent target when one of his companions damages that target. The Brigand can only do this once per round.

Level 8	<i>Dirty Wrestler</i>	Whenever a Brigand successfully grapples a target, he can slip in a free <i>Quick Draw</i> and attack with any dagger sized or smaller weapon.
Level 13	<i>Knockout Blow</i>	Whenever the Brigand causes his target to become <i>Shaken</i> (but not <i>Wounded</i>), he can immediately follow up with a free second attack (but not a third).
Level 16	<i>Head Hunter</i>	Never one to fight honorably, the Brigand gains a +2 to his <i>Fighting</i> roll whenever making a called shot to a target's head.
Level 18	<i>Twist the Knife</i>	When a Brigand damages a target, he can spend <i>Bennies</i> to add <i>Wounds</i> on a one for one basis.

CHARLATAN

Every city has its fair share of con artists and scammers. Most play at simple misdirection to separate unwitting visitors from their coin purses but the Charlatan raises this street theater to a high art form. Combining the quick fingers of a thief with an illusionist's bag of tricks, the Charlatan is a uniquely dangerous sort of criminal.

Charlatans are usually drop-outs from Magic School who figure they can make a better living fending for themselves. They tend to look down their noses at the "sheep" who insist upon following a School's laws. Many Charlatans end up falling in with a local Thieves' Guild for protection and employment.

Class Skills:

Spellcasting (SMA)
Persuasion (SPI)
Stealth (AGI)
Lockpicking (AGI)
Streetwise (SMA)
Fighting (AGI)
Shooting (AGI)
Gambling (SMA)
Notice (SMA)
Knowledge: Magic (SMA)



Starting Edges:

Thief
Arcane Background: Sorcery

Required Hindrances:

Enemy (Law): Charlatans have a bad reputation that often precedes them. A Charlatan can't spend more than a day or two in a populated area before he attracts the unsolicited attention of the local authorities. Depending upon the circumstances, this could result in a pointed request to visit the local jail.

All Thumbs (Heavy Armor): Bulky armor interferes with the delicate and precise motions required for chicanery. Charlatans suffer a -2 to all skill rolls (including *Fighting* rolls) while wearing any armor heavier than a chain shirt.

Starting Kit (draw 3 cards):

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Brass Knuckles	Extravagant Clothes	Extra Rations (1 week)
3	Brass Knuckles	Extravagant Clothes	Thieves' Tools
4	Brass Knuckles	Extravagant Clothes	Tricorne Cap
5	Dagger	Extravagant Clothes	Tricorne Cap

6	Dagger	Leather Armor	Tricorne Cap
7	Dagger	Leather Armor	Thieves' Tools
8	Short Sword	Leather Armor	Hand Crossbow & 30 Bolts
9	Short Sword	Reinforced Leather Armor	Loaded Dice
10	Short Sword	Reinforced Leather Armor	Thieves' Tools
J	Rapier	Reinforced Leather Armor	Marked Cards
Q	Rapier	Chain Shirt	Hand Crossbow & 30 Bolts
K	Rapier	Chain Shirt	Tricorne Cap
A	Rapier	Chain Shirt	+250 gold pieces
Joker	Random <i>Wand</i> with 2d6 charges	<i>Baffled Chain Shirt</i>	<i>Masterwork Thieves' Tools</i>

Class Abilities:

Level 1	<i>Ranged Burglary</i>	Charlatans have the inexplicable ability to use their thief talents (i.e. picking pockets, lockpicking, etc.) without physically interacting with their target. At a range of up to 3 squares, the Charlatan can use any thief skill at a -2 penalty.
Level 3	<i>Hidden Weapon</i>	The Charlatan can conceal a dagger sized or smaller object on his person and produce it as a <i>Free Action</i> . This weapon cannot be detected, even if the Charlatan is strip searched.
Level 8	<i>Luckthief</i>	Whenever the Charlatan hits a target with a <i>Raise</i> , instead of inflicting extra damage they can steal 1 <i>Benny</i> (if the target is a <i>Wild Card</i>).
Level 13	<i>Anonymity</i>	The Charlatan can spend a <i>Benny</i> to disappear into any crowd of people. They cannot be chased or tracked by any non-magical means.
Level 16	<i>Escape Artist</i>	The Charlatan can spend a <i>Benny</i> to escape from any form of bondage (i.e. shackles, cages, ropes, locked boxes, etc.)
Level 18	<i>Manathief</i>	Whenever the Charlatan hits a target with a <i>Raise</i> , instead of inflicting extra damage they can steal 1d12 Power Points (if the target is a Spellcaster)

Spell List:

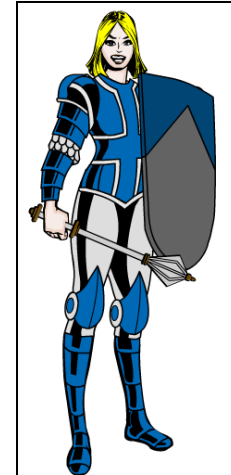
<i>Novice</i>	Blind, Confusion, Darkvision, Deflection, Detect/Conceal Arcana, Entangle, Obscure, Phantasm
<i>Seasoned</i>	Invisibility, Disguise, Sluggish Reflexes, Slumber
<i>Veteran</i>	Puppet, Mass Disguise, Mass Invisibility, Greater Invisibility
<i>Heroic</i>	NA
<i>Legendary</i>	NA

CLERIC

There are many gods worshipped on Skaern and all of them have their temples and their priests. A Cleric is an ordained minister of a particular deity; the earthly agent of a divine entity.

Clerics are principally responsible for conducting the official duties of the Church. This can include tending to the sick, preaching sermons, converting new followers and collecting donations for holy works. A cleric who excels in these duties may rise high within the hierarchical structure of their order and could one day be given their own diocese to run.

Clerics are encouraged to travel extensively and spread the word of their beliefs. If during the course of their journeys they come across members of their faith who are in duress, the Cleric is expected to render whatever aid they can -- even if that means doing battle with enemies of the church.



Class Skills:

Healing (SMA)

Faith (SPI)

Knowledge: Religion (SMA)

Persuasion (SPI)

Starting Edges:

Arcane Background: Miracles

Holy/Unholy Warrior

Required Hindrances:

Orders (Divine): Every Cleric needs to select a Deity as their patron and source of powers. See "Appendix C" for a list of available Deities. This gives the Cleric a *de facto* alignment. The Cleric must act in accordance with their alignment and with the portfolio of their Deity or risk official censure from their church. Censure can range from required atonement to excommunication. Part of a cleric's obligation to their faith is to tithe 10% of all earned gold to their church.

All Thumbs (Edged Weapons): Clerics obey strict proscriptions against the use of military weapons -- that intrudes upon the role of the Faith Militant. They suffer a -2 penalty to their *Fighting* rolls any time they wield an edged weapon.

Starting Kit (draw 3 cards):

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Quarterstaff	Leather Jerkin	Incense
3	Quarterstaff	Leather Jerkin	Prayer Beads
4	Quarterstaff	Leather Jerkin	Book of Gods (Religion)
5	Flail	Reinforced Leather Armor	Vial of Holy Water
6	Flail	Reinforced Leather Armor	Shield
7	Flail	Reinforced Leather Armor	Vial of Holy Water
8	Mace	Chain Shirt	Shield
9	Mace	Chain Shirt	Extra Rations (1 week)
10	Mace	Chain Shirt	Shield
J	Morningstar	Half-Plate	3 Torches, Flint & Steel
Q	Morningstar	Half-Plate	Shield
K	War Maul	Plate Mail	Lantern
A	War Maul	Plate Mail	Riding Horse
Joker	Truesilver Mace	Knight's Plate	Holy Symbol

Class Abilities:

Level 1	<i>Master Healer</i>	The Cleric can reroll any <i>Healing</i> attempt one time without spending a Benny.
Level 3	<i>Exorcist</i>	When using the <i>Holy/Unholy Warrior</i> edge the Cleric can boost the effectiveness of this ability by spending extra <i>Power Points</i> . For every 2 additional points spent, the target suffers a cumulative -1 penalty to their <i>Spirit</i> roll.
Level 8	<i>Divine Boon</i>	The Cleric is favored by their Deity. Any time the Cleric uses a

		<i>Benny</i> , they must roll a d6. On a result of 6 the Cleric can keep their <i>Benny</i> . This ability does not work with the <i>Divine Avatar</i> ability.
Level 13	<i>Faith Healing</i>	The Cleric can spend a <i>Benny</i> to heal one <i>Wound</i> as a standard action. The range for this power is touch.
Level 16	<i>Hierophant</i>	The Cleric is one of the highest ranking officials of their religion, if not the highest ranking. They gain 2d8 novice priests as followers and receive ecclesiastical permission to found their own church.
Level 18	<i>Divine Avatar</i>	The Cleric can spend all of their remaining <i>Bennies</i> to become an embodied Avatar of their Deity for 3 rounds. The Cleric glows with holy/unholy light and levitates several inches off the ground. The Cleric cannot be slain while in Avatar form and gains a +4 to all rolls (including damage). When the effect wears off, the Cleric is left fully healed. A Cleric must seek atonement after invoking this power; they lose the ability to cast all spells until they make compensatory offerings to their deity.

Spell List:

<i>Novice</i>	Armor, Boost Trait, Lower Trait, Deflection, Environmental Protection, Healing, Light, Smite, Succor
<i>Seasoned</i>	Bless, Curse, Dispel, Warrior's Gift, Havoc
<i>Veteran</i>	Banish, Greater Healing, Geas, Force Barrier, Zombie [Evil Only]
<i>Heroic</i>	Mass Healing, Regenerate, Raise Dead, Divination
<i>Legendary</i>	Earthquake, Symbol, Resurrection

CONJURER

Often confused with Wizards, Conjurers are magic-users who specialize in the summoning and binding of extra-dimensional powers. Though their art is similar to that of the wizard's, with great emphasis being placed on understanding the rigors of the Invisible Science, there's an element of bargaining involved in conjuration that would be foreign to the average mage. The Conjuror doesn't so much draw power into themselves as they petition other entities to act on their behalf.

All Schools of Magic offer a Conjunction curriculum in addition to standard Wizardry so Conjurers can be found wherever Wizards are trained. The largest and most prestigious magic schools on Skaern are the University of Merkish and the Scintillarium in Winterbright.

Class Skills:

Spellcasting (SMA)
Knowledge: Magic (SMA)
Knowledge: Alchemy (SMA)
Knowledge: Monsters (SMA)
Knowledge: Outer Planes (SMA)
Notice (SMA)
Persuasion (SPI)
Survival (SMA)
Investigation (SMA)

Starting Edges:

Arcane Background: Sorcery
Command



Required Hindrances:

All Thumbs (Armor): Bulky armor interferes with the delicate and precise motions required for spell-casting. The possessor of this Hindrance suffers a -2 to all skill rolls (including *Spellcasting* rolls) while wearing any physical armor.

All Thumbs (Military Weapons): Mages are not skilled in the use of military-grade weapons. They suffer a -2 penalty to their *Fighting* rolls any time they wield anything besides a dagger or a staff.

Starting Kit (draw 3 cards):

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Nothing	Brown Robes	Book of Herb Lore
3	Nothing	Yellow Robes	Book of Monster Lore
4	Nothing	Orange Robes	Book of Arcane Lore
5	Dagger	Dark Green Robes	Book of Ancient History
6	Dagger	Gray Robes	Book of Geography
7	Dagger	Light Green Robes	Book of the Outer Planes
8	Quarterstaff	White Robes	Pen, Ink & Paper
9	Quarterstaff	Light Blue Robes	Pen, Ink & Paper
10	Quarterstaff	Royal Blue Robes	Pen, Ink & Paper
J	Quarterstaff	Purple Robes	Empty Vials
Q	Quarterstaff	Crimson Robes	Empty Scroll Tube
K	<i>Mage Staff</i>	Cloth-of-Silver Robes	Bag of Silver Dust
A	<i>Mage Staff</i>	Cloth-of-Gold Robes	Chalk
Joker	Random Wand with 2d6 charges	<i>Master's Robes</i>	<i>Encyclopedic Panopticon</i>

Class Abilities:

Level 1	<i>Enhanced Ally</i>	When the Conjurer casts the <i>Summon Ally</i> spell they can spend a <i>Benny</i> to make that Ally a <i>Wild Card</i> with 3 <i>Bennies</i> .
Level 3	<i>Magic Pockets</i>	The Conjurer has extra-dimensional spaces woven into the pockets of her robes. These pockets increase the Conjurer's encumbrance to STRx20.
Level 8	<i>Elemental Resistance</i>	The Conjurer gains a +2 <i>Toughness</i> vs. Elemental damage sources (i.e. Fire, Cold, Acid, Lightning) and a +2 to all opposed rolls to resist Elemental magic.
Level 13	<i>Contingency</i>	The Conjurer forms a contract with an elemental power to cast a spell on her behalf when a triggering condition is met. Once a contract is fulfilled, a new one takes 1 week to prepare. Any spell that the Conjurer could normally cast can be used in the Contingency. Spells cast as part of a Contingency are considered <i>Free Actions</i> . Examples of triggering conditions are: cast when the conjurer is wounded; cast when the conjurer is incapacitated; cast when the conjurer utters a code word, etc.
Level 16	<i>Truename</i>	The Conjurer has learned how to pronounce the Truenames of any being. By spending a <i>Benny</i> as a <i>Free Action</i> , the Conjurer can reduce the <i>Arcane Resistance</i> of a target by -4 for 1 round. This penalty applies to all opposed rolls and trait tests to resist the effects of magic.
Level 18	<i>Construct Demi-Plane</i>	The Conjurer is able to construct her own personal Demi-Plane. This pocket dimension is a cubic mile in size and can only be entered by those people that the Conjurer specifically invites. The doorway to

		this Demi-Plane must be anchored somewhere in the physical world. The Conjurer can have any sort of environment within their Demi-Plane that they wish but cannot change it once it is formed.
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Spell List:

<i>Novice</i>	Summon Ally [Elemental], Elemental Manipulation, Environmental Protection, Fire Bolt, Ice Bolt, Acid Bolt, Lightning Bolt, Speak Language
<i>Seasoned</i>	Fire Blast, Ice Blast, Acid Blast, Lightning Blast, Dispel, Fire Field, Ice Field, Acid Field, Lightning Field
<i>Veteran</i>	Teleport, Fire Barrier, Ice Barrier, Acid Barrier, Lightning Barrier, Banish, Fire Jet, Ice Jet, Acid Jet, Lightning Jet
<i>Heroic</i>	Plane Shift, Prismatic Bolt, Greater Teleport
<i>Legendary</i>	Gate, Prismatic Barrier, Prismatic Blast

DUELIST

Most cultures on Skaern believe that swordsmanship is an indication of fine breeding and that excellence with a blade is a reflection of a person's good character. Of course there's a right way to wield a blade and a proper way to go about using it; it shouldn't be swung about like some butcher's cleaver in a crude bid to recklessly wound as many people as possible. Nay, when discourse fails to resolve the differences between social rivals, it is common for the matter to be settled on the Dueling Green in a gentlemanly fashion. It is here that the duelist earns their bread & wine. When a gentleman with a disagreement doesn't wish to compound this sad state of affairs with a yet more disagreeable discomfort of his vital essences, it would be proper and well within his rights for said gentleman to secure the services of a professional duelist. These proud armigers-by-proxy will defend a client's virtue with such zeal and vigor that one might believe they would perform this duty *gratis* for the simple pleasure of perforating the lesser man's flesh. Of course one would be mistaken to hold to this belief, for the only thing that pleases the armsman more than a good contest is the satisfactory clink of solid coinage.

Rookport is renowned for the number of young, swaggering bravos that saunter along its avenues and boulevards.

Class Skills:

Fighting (AGI)

Intimidation (SPI)

Taunt (SMA)

Throwing (AGI)

Knowledge: Nobility (SMA)

Guts (SPI)

Gambling (SMA)

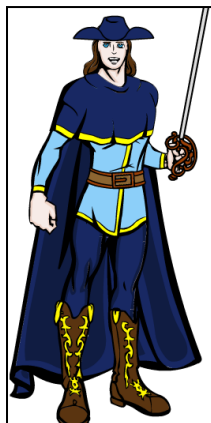
Climbing (STR)

Swimming (AGI)

Starting Edges:

Florentine

First Strike



Required Hindrances:

All Thumbs (Heavy Armor): Bulky armor interferes with the delicate and precise motions required for dueling. Duelists suffer a -2 to all skill rolls (including *Fighting* rolls) while wearing any armor heavier than a chain shirt.

All Thumbs (Two Handers): Duelists are trained to fight *florentine* style and are not adept in the use of large, two-handed weapons. Duelists suffer a -2 to *Fighting* rolls when using a two-handed weapon.

Starting Kit (draw 3 cards):

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Short Sword	Fabulous Blouse & Trousers	Cavalier Hat w/ White Plume
3	Short Sword	Fabulous Blouse & Trousers	Cavalier Hat w/ Gray Plume
4	Rapier	Fabulous Blouse & Trousers	Cavalier Hat w/ Cyan Plume
5	Rapier	Expensive Clothes & Demi-Cloak	Cavalier Hat w/ Yellow Plume
6	Rapier	Expensive Clothes & Demi-Cloak	Cavalier Hat w/ Orange Plume
7	Rapier	Expensive Clothes & Demi-Cloak	Cavalier Hat w/ Lavender Plume
8	Rapier	Leather Jerkin & Full Cloak	Cavalier Hat w/ Royal Blue Plume
9	Rapier	Leather Jerkin & Full Cloak	Cavalier Hat w/ Green Plume
10	Rapier	Reinforced Leather Armor & Full Cloak	Cavalier Hat w/ Gold Plume
J	Rapier & Dagger	Reinforced Leather Armor & Full Cloak	Cavalier Hat w/ Royal Purple Plume
Q	Rapier & Dagger	Chain Shirt & Full Cloak	Cavalier Hat w/ Red Plume
K	Rapier & Dagger	Chain Shirt & Full Cloak	Cavalier Hat w/ Peacock Plume
A	Rapier & Dagger	Chain Shirt & Full Cloak	Cavalier Hat w/ Phoenix Plume
Joker	Truesilver Rapier	Glamer Cloak	Regal Chapeau

Class Abilities:

Level 1	<i>Roguish Confidence</i>	On a <i>Taunt</i> attempt that results in a <i>Raise</i> , the Duelist gains a free <i>Benny</i> . This ability can only be used once per opponent.
Level 3	<i>Precision</i>	All of the Duelist's melee attacks gain <i>Armor Piercing +2</i>
Level 8	<i>Masterful Evasion</i>	The Duelist can spend a <i>Benny</i> to disengage from melee combat without triggering an <i>Attack of Opportunity</i> .
Level 13	<i>Riposte</i>	Every time the Duelist successfully <i>Parries</i> a melee attack they gain a free retaliation against their attacker.
Level 16	<i>Swinging</i>	The Duelist has the improbable talent of producing a rope from their frilly blouse and using it to swing dramatically from place to place. As a move action, the Duelist can travel up to 12 squares point to point, ignoring all intervening obstacles.
Level 18	<i>Wildest Card</i>	Permanently increase the Duelist's <i>Wild Card</i> die by one step.

FIGHTER

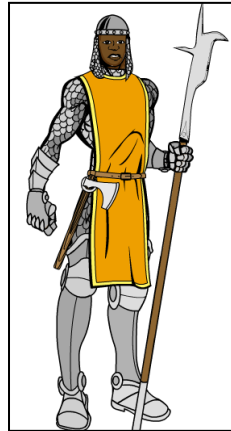
Fighters are the men-at-arms that form the backbone of every army on Skaern. Many Fighters are attracted to the adventuring life after fulfilling a term of military service in the household of some Lord or Nation. It always seems like there's a demand somewhere for a sellsword.

Many fighters choose to join mercenary companies after pulling a stint in the army or in the constabulary. The more infamous mercenary companies are The Bloodguard, The Sworn Shields and The Midnight Armigers.

Unlike other classes, Fighters have no required hindrances.

Class Skills:

Fighting (AGI)
Intimidation (SPI)
Climbing (STR)
Swimming (AGI)
Taunt (SMA)
Shooting (AGI)
Throwing (AGI)
Guts (SPI)
Riding (AGI)
Boating (AGI)
Knowledge: Battle (SMA)



Starting Edges:

Brawny
Sweep

Required Hindrances:

None

Starting Kit (draw 3 cards):

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Short Sword	Leather Jerkin	Dagger
3	Flail	Leather Jerkin	Bow & 30 Arrows
4	Spear	Leather Jerkin	Shield
5	Mace	Reinforced Leather Armor	Mace
6	Longsword	Reinforced Leather Armor	Great Helm
7	Polearm	Reinforced Leather Armor	Short Sword
8	Longsword	Chain Shirt	Bow & 30 Arrows
9	Bastard Sword	Chain Shirt	Crossbow & 30 Bolts
10	Battle Axe	Chain Shirt	Throwing Axe
J	Greatsword	Half-Plate	Shield
Q	Longsword	Half-Plate	Bow & 30 Arrows & Dagger
K	War Maul	Plate Mail	Crossbow & 30 Bolts & Throwing Axe
A	Daikatana	Plate Mail w/ Armor Spikes	Shield
Joker	Truesilver Longsword	Knight's Plate	Tower Shield

Class Abilities:

Level 1	<i>Cleave</i>	When a Fighter downs an opponent, he can immediately make a free additional attack against another adjacent foe. This power can only be used once per round.
Level 3	<i>Juggernaut</i>	The Fighter gains an additional <i>Wound</i> Box, enabling him to sustain one more <i>Wound</i> before falling incapacitated.
Level 8	<i>Formation Fighting</i>	As a move action, the Fighter can position himself to take a hit that is aimed at an adjacent ally. The Fighter must have preserved their

		movement for this purpose.
Level 13	<i>Superior Cleave</i>	The Fighter can make multiple <i>Cleave</i> attempts per round. If the Fighter preserves his movement, he can move between <i>Cleave</i> attempts to attack non-adjacent targets.
Level 16	<i>Rally</i>	The Fighter can spend a <i>Benny</i> to ignore all <i>Wound</i> penalties for the duration of one combat. The penalties are applied as normal at the conclusion of the battle. If he becomes incapacitated or killed, the Fighter can continue to fight for 3 rounds before collapsing.
Level 18	<i>Warlord</i>	Soldiers flock to the Fighter's banner. He gains 2d10 warrior followers.

ILLUSIONIST

Masters of subtle, mind-affecting spells, Illusionists are the oft under-estimated step-children of the magical community. Though their brand of magic is not flashy or dynamic, a skilled illusionist can wield power in such a way that their target never realizes they have been manipulated.

Illusionists tend to be secretive and don't like to broadcast their talents to the world at large. Many affect a common style of dress to avoid too much attention. While most Schools of Magic offer a course of study in illusion, many orthodox mages view it as "dilettante magic" and not a serious science. It is speculated that some Illusionists have banded together to create a secret "Illusionists only" School, but if this is true nobody knows where it is located.

Their talents make Illusionists especially sought after by criminal groups.

Class Skills:

Stealth (AGI)

Knowledge: Magic (SMA)

Spellcasting (SMA)

Notice (SMA)

Persuasion (SPI)

Streetwise (SMA)

Starting Edges:

Arcane Background: Sorcery

Charismatic



Required Hindrances:

All Thumbs (Armor): Bulky armor interferes with the delicate and precise motions required for spell-casting. The possessor of this Hindrance suffers a -2 to all skill rolls (including *Spellcasting* rolls) while wearing any physical armor.

All Thumbs (Military Weapons): Mages are not skilled in the use of military-grade weapons. They suffer a -2 penalty to their *Fighting* rolls any time they wield anything besides a dagger or a staff.

Starting Kit (draw 3 cards):

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Nothing	Brown Robes	Book of Herb Lore
3	Nothing	Yellow Robes	Book of Monster Lore
4	Nothing	Orange Robes	Book of Arcane Lore
5	Dagger	Dark Green Robes	Book of Ancient History
6	Dagger	Gray Robes	Book of Geography
7	Dagger	Light Green Robes	Book of Arcane Lore
8	Quarterstaff	White Robes	Pen, Ink & Paper

9	Quarterstaff	Light Blue Robes	Pen, Ink & Paper
10	Quarterstaff	Royal Blue Robes	Pen, Ink & Paper
J	Quarterstaff	Purple Robes	Empty Vials
Q	Quarterstaff	Crimson Robes	Empty Scroll Tube
K	<i>Mage Staff</i>	Cloth-of-Silver Robes	Mirror
A	<i>Mage Staff</i>	Cloth-of-Gold Robes	Demi-mask
Joker	Random Wand with 2d6 charges	<i>Master's Robes</i>	<i>Encyclopedic Panopticon</i>

Class Abilities:

Level 1	<i>Cantrips</i>	Whenever the Illusionist performs a <i>Smarts</i> trick in combat, she can use cantrips and parlor tricks to augment her deception, gaining a +1 bonus to her roll.
Level 3	<i>Vanish</i>	The Illusionist can spend a <i>Benny</i> to vanish as a free action for 3 rounds. All attempts to hit a vanished Illusionist suffer a -6 penalty.
Level 8	<i>Undetectable</i>	The Illusionist has surrounded herself with misdirection wards. She cannot be detected by any magic spells or mundane methods of tracking.
Level 13	<i>Programmed Illusion</i>	The Illusionist can cause any <i>Phantasm</i> she creates to operate according to a pre-determined program that doesn't require any concentration. This illusion can be delayed to trigger when a certain condition is met.
Level 16	<i>Permanent Illusions</i>	The Illusionist can spend a <i>Benny</i> to make any <i>Phantasm</i> she casts permanent.
Level 18	<i>Projected Image</i>	The Illusionist is so skilled at crafting illusions that she can create a lifelike double of herself and project it over great distances. The Illusionist maintains a psychic connection with her double and can sense what it senses. The projected image can be transmitted a number of miles equal to the Illusionist's <i>Smarts</i> die. The Illusionist can cast spells through her image, using it as a conduit of her power, but must make all <i>Spellcasting</i> rolls at -4.

Spell List:

<i>Novice</i>	Conceal Arcana, Phantasm, Deflection (Displacement), Disguise, Stun, Confusion, Fear
<i>Seasoned</i>	Slumber, Phantasmal Nemesis, Invisibility, Mass Disguise
<i>Veteran</i>	ESP, Puppet, Geas, Telepathy, Mass Invisibility, Greater Invisibility
<i>Heroic</i>	Shadow Walk, Mass Phantasmal Nemesis, Nightmare
<i>Legendary</i>	Grand Mirage, Simulacrum, Solipsism

MONK

The monk is an ascetic who has devoted his life to the pursuit of physical and spiritual self-perfection. Through dedication and exercise the monk has become a supremely tuned physical specimen capable of tremendous feats of strength and agility. This harmony of body is matched by a harmony of spirit that gives the monk an imperturbable air.

All monks must be members of a monastic order. There are countless numbers of these scattered about in remote locations, where monks can find the peace and solitude they crave. At some point in a monk's training, their instructor will require them to "walk the earth" for a period of years so that they can further their self-development by interacting with the outside world. During these periods



of "walkabout" many monks will join up with adventuring parties so that they can see as much of the world as possible.

Class Skills:

Fighting (AGI)
Throwing (AGI)
Shooting (AGI)
Climbing (STR)
Swimming (AGI)
Guts (SPI)
Notice (SMA)

Starting Edges:

Martial Artist
Arcane Background: Miracles

Required Hindrances:

All Thumbs (Armor): Armor interferes with the delicate and precise motions required for the martial arts. Monks suffer a -2 to all skill rolls (including *Fighting* rolls) while wearing any physical armor.

Orders (Monastic): The Monk is under the command of a ranking instructor from their monastery. Refusal to obey official commands from their superior(s) can result in excommunication and/or extermination.

Quirk: All Monks have some bizarre restriction that they're supposed to abide by as part of their training and discipline. Some examples of this are:

- Cannot consume trail rations
- Must take a break every day at noon to meditate
- Cannot speak out loud between sundown and sunup
- Can only eat food that's been charitably given
- Must allow an opponent to strike them first before fighting back

Starting Kit (draw 3 cards):

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Handwraps	Brown Gi	3 Shuriken
3	Handwraps	Yellow Gi	9 Shuriken
4	One Fighting Baton	Orange Gi	Incense
5	Twin Fighting Batons	Dark Green Gi	Prayer Beads
6	One Kama	Gray Gi	Chain Belt
7	Twin Kamas	Light Green Gi	Extra Rations (1 week)
8	Nunchaku	White Gi	12 Shuriken
9	Twin Nunchakus	Light Blue Gi	Extra Rations (1 week)
10	Twin Short Swords	Royal Blue Gi	Book of Meditations (Religion)
J	Twin Daggers	Purple Gi	Book of Gods (Religion)
Q	Morningstar	Crimson Gi	Vial of Holy Water
K	War Maul	Cloth-of-Silver Gi	Chain Belt
A	Polearm	Cloth-of-Gold Gi	9 Shuriken
Joker	Truesilver Polearm	Master's Gi	Bracers of Deflection (10 charges)

Class Abilities:

Level 1	<i>Iron Body</i>	Through rigorous exercise the Monk is able to permanently increase their <i>Toughness</i> by +1 per Rank (i.e. +1 at Novice, +2 at Seasoned, etc.)
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Level 3	<i>Flurry of Blows</i>	Any time the monk lands two blows in a single combat round, they gain a third attack for free.
Level 8	<i>Chi Strike</i>	The Monk's unarmed attacks inflict STR + d8 damage and bypass all forms of damage reduction.
Level 13	<i>Lightness of Being</i>	The Monk can spend a <i>Benny</i> to double his <i>Pace</i> for the duration of one combat. The Monk's <i>Sprint</i> die is also increased to a d12.
Level 16	<i>Flowing Grace</i>	Monk uses their <i>Parry</i> score to avoid ranged attacks.
Level 18	<i>Self Perfection</i>	The Monk ascends to a higher plane of consciousness and is no longer entirely human. The Monk only sustains 1/2 damage from all physical attacks and no longer requires food or sleep. The Monk's unarmed attacks inflict STR + d12 damage.

Spell List:

<i>Novice</i>	Armor (Self Only), Deflection (Self Only), Speed (Self Only), Smite (Self Only), Healing (Self Only), Boost Trait (Self Only), Elemental Protection (Self Only)
<i>Seasoned</i>	Quickness (Self Only), Pummel, Farsight (Self Only), Bless, Warrior's Gift (Self Only)
<i>Veteran</i>	Greater Healing (Self Only), Intangibility (Self Only), Kinetic Sympathy
<i>Heroic</i>	NA
<i>Legendary</i>	NA

PALADIN

Paladins are knights who have pledged their sword to a religious calling, forsaking whatever lands and incomes they might have otherwise earned in the service of some temporal Lord. If Clerics are the officials that execute a deity's will, Paladins are the mailed fist that smashes the deity's enemies.

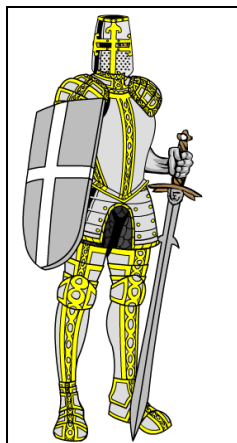
A Paladin must select a patron deity to serve. The Paladin becomes a part of that deity's "Faith Militant", or divine army, and is subject to the commands of that deity's priesthood. From time to time a Paladin's church may issue holy edicts that require the Paladin's attention. Failure to heed these holy commands can put the Paladin at risk of excommunication (and loss of powers).

Class Skills:

Fighting (AGI)
Riding (AGI)
Knowledge: Religion (SMA)
Knowledge: Battle (SMA)
Healing (SMA)
Guts (SPI)
Intimidation (SPI)
Climbing (STR)
Throwing (AGI)

Starting Edges:

Champion
Brawny



Required Hindrances:

Orders (Divine): Every Paladin needs to select a Deity as their patron and source of powers. See "Appendix C" for a list of available Deities. This gives the Paladin a *de facto* alignment. The Paladin must act in accordance with their alignment and with the portfolio of their Deity or risk official censure from their church. Censure can range from required atonement to excommunication. Part of a Paladin's obligation to their faith is to tithe 10% of all earned gold to their church.

Starting Kit (draw 3 cards):

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Spear	Reinforced Leather Armor	Dagger
3	Spear	Reinforced Leather Armor	Throwing Axe
4	Mace	Reinforced Leather Armor	Shield
5	Longsword	Chain Shirt	Shield
6	Longsword	Chain Shirt	Shield
7	Longsword	Chain Shirt	Great Helm
8	Battle Axe	Half-Plate	Great Helm
9	War Maul	Half-Plate	Great Helm
10	War Maul	Half-Plate	Tower Shield
J	Daikatana	Plate Mail	Tower Shield
Q	Daikatana	Plate Mail	Riding Horse
K	Greatsword	Plate Mail	Riding Horse
A	Greatsword	Knight's Plate	Riding Horse
Joker	Truesilver Longsword	Knight's Plate	War Horse

Class Abilities:

Level 1	<i>Detect Lie</i>	With a successful <i>Notice</i> check, the Paladin can determine whether or not an individual is withholding or fabricating the truth.
Level 3	<i>Divine Smite</i>	The Paladin can spend a <i>Benny</i> to channel divine power into their weapon for a single attack. When this power is activated, the Paladin can add his <i>Spirit</i> die to his damage roll.
Level 8	<i>Summon Warhorse</i>	The Paladin gains an intelligent war horse as a follower. The war horse is just like any other war horse except that it is a <i>Wild Card</i> and has a d6 <i>Smarts</i> . The Paladin can communicate with his horse telepathically and, when outdoors, can summon it to his present location in 3 rounds.
Level 13	<i>Faith Healing</i>	The Paladin can spend a <i>Benny</i> to heal one <i>Wound</i> as a standard action. The range for this power is touch.
Level 16	<i>Divine Conscriptio</i>	With a stern word and a piercing gaze a Paladin can lay a holy quest on an unwilling subject. The Paladin can spend a <i>Benny</i> to place a <i>Geas</i> on a target. The target gets to make an opposed <i>Spirit</i> roll against the Paladin at a -2 to resist the effect.
Level 18	<i>Divine Avenger</i>	The Paladin's weapon becomes an extension of his deity's power. When drawn the weapon glows with divine energy. The effect of this ability depends upon the alignment of the Paladin's deity: <ul style="list-style-type: none"> • Good: weapon inflicts double damage to undead and extra-planar opponents • Neutral: weapon inflicts an extra d8 damage to all opponents • Evil: weapon heals one of the Paladin's <i>Wounds</i> for every <i>Wound</i> it inflicts

PILGRIM

A Pilgrim is an itinerant priest who roams the world seeking converts for his religion. Unlike Clerics, Pilgrims believe that good works can only be accomplished out in the real world, not within the quiet walls of a church. The Pilgrim tends to have a more practical and worldly outlook on life. They are better equipped to appreciate the "shades of gray" that can sometimes complicate moral judgments.

Many Pilgrims acquire their divine calling from a *Saint*. They spend their lives trying to emulate their patron's example, never giving voice to the secret hope that they might one day be considered worthy of their own *Sainthood*.

Even though Pilgrims are forbidden to use military weapons, they are taught self-defense skills before undertaking their life's mission, unlike Clerics.

Class Skills:

Fighting (AGI)
Throwing (AGI)
Shooting (AGI)
Knowledge: Religion (SMA)
Knowledge: Geography (SMA)
Stealth (AGI)
Faith (SPI)
Streetwise (SMA)
Riding (AGI)
Guts (SPI)
Climbing (STR)
Swimming (AGI)
Gambling (SMA)
Survival (SMA)
Boating (AGI)
Notice (SMA)



Starting Edges:

Arcane Background: Miracles
Luck

Required Hindrances:

All Thumbs (Edged Weapons): Pilgrims obey strict proscriptions against the use of military weapons. They suffer a -2 penalty to their *Fighting* rolls any time they wield an edged weapon.

All Thumbs (Heavy Armor): Bulky armor interferes with the freedom of movement that Pilgrim's enjoy. Pilgrims suffer a -2 to all skill rolls (including *Fighting* rolls) while wearing any metallic armor.

Orders (Divine): Every Pilgrim needs to select a Deity as their patron and source of powers. See "Appendix C" for a list of available Deities. This gives the Pilgrim a *de facto* alignment. The Pilgrim must act in accordance with their alignment and with the portfolio of their Deity or risk official censure from their church. Censure can range from required atonement to excommunication. Part of a Pilgrim's obligation to their faith is to tithe 10% of all earned gold to their church.

Starting Kit (draw 3 cards):

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Quarterstaff	Traveling Clothes	Book of Meditation (Religion)
3	Quarterstaff	Traveling Clothes	Prayer Beads
4	Quarterstaff	Traveling Clothes	<i>Holy Symbol</i>
5	Quarterstaff	Traveling Clothes	Book of Gods (Religion)
6	Shepherd's Crook (staff)	Rough-spun Cloak	Fishing Pole
7	Shepherd's Crook (staff)	Rough-spun Cloak	Camping Gear
8	Shepherd's Crook (staff)	Rough-spun Cloak	Extra Rations (1 week)

9	Shepherd's Crook (staff)	Rough-spun Cloak	50' Rope
10	Flail	Oil Cloak	Extra Rations (1 week)
J	Flail	Oil Cloak	3 Torches, Flint & Steel
Q	Flail	Oil Cloak	Lantern
K	Mace	Leather Armor	Camping Gear
A	Mace	Leather Armor	Mule
Joker	War Maul	<i>Holy Vestments</i>	<i>Holy Symbol</i>

Class Abilities:

Level 1	<i>Self-Defense</i>	Pilgrims are skilled at defending themselves on the move to keep bandits at bay. They gain a +4 <i>Parry</i> bonus when using the <i>Defend</i> action instead of the normal +2.
Level 3	<i>Provident</i>	Pilgrims don't possess much in the way of worldly wealth but this has sharpened their talent for adaptation and improvisation. The Pilgrim can spend a <i>Benny</i> to produce any common item they need from their backpack as if they had been carrying it all along.
Level 8	<i>Sacred Ground</i>	The Pilgrim can prepare a "sacred space" that provides protection from undead, wild animals and extra-planar beings. By spending a <i>Benny</i> , the Pilgrim can declare a campground-sized space "sacred" for 12 hours. Any of the aforementioned creatures that tries to penetrate the sacred perimeter must pass a <i>Spirit</i> check with a <i>Raise</i> .
Level 13	<i>Rock of Faith</i>	When a Pilgrim remains stationary, they can <i>Fight</i> and execute the <i>Full Defense</i> action at the same time. At the Pilgrim's option, he can substitute his <i>Fighting</i> roll as his <i>Parry</i> score for 1 round instead of using his normal <i>Parry</i> .
Level 16	<i>Martyrdom</i>	Whenever a Pilgrim is killed or incapacitated, their deity exacts divine retribution on the Pilgrim's attackers. All enemies in a Large Blast Template radius are struck by divine energy for 4d6 points of damage.
Level 18	<i>Sainthood</i>	The Pilgrim earns the title of <i>Saint</i> . They begin play with twice the normal amount of <i>Bennies</i> . 2d8 Pilgrim followers join the Saint's entourage.

Spell List:

<i>Novice</i>	Armor, Boost Trait, Lower Trait, Deflection, Environmental Protection, Healing, Light, Smite, Succor, Speed
<i>Seasoned</i>	Bless, Curse, Dispel, Warrior's Gift, Havoc, Quickness
<i>Veteran</i>	Banish, Greater Healing, Geas, Force Barrier
<i>Heroic</i>	NA
<i>Legendary</i>	NA

RANGER

Wanderers and woodsmen, Rangers are individuals who have chosen to live close to nature. Their connection to the land is so great that they have developed a sort of crude magic based on tapping into the latent magical energies found in the earth.

A significant number of Rangers are affiliated with an organization called The Concordium. This loosely run guild of sorts is dedicated to protecting the balance between the forces of good and evil. Throughout history the Concordium has fought on the sides of both holy crusaders and bandit warlords in the interest of maintaining what they believe is a "natural" political balance on Skaern. You can't always guess which side of a conflict the Concordium will support.

Class Skills:*Tracking (SMA)**Survival (SMA)**Notice (SMA)**Shooting (AGI)**Throwing (AGI)**Fighting (AGI)**Swimming (AGI)**Climbing (STR)**Boating (AGI)**Riding (AGI)**Stealth(AGI)**Knowledge: Monsters (SMA)**Knowledge: Geography (SMA)**Knowledge: Plants (SMA)***Starting Edges:***Arcane Background: Sorcery**Woodsman***Required Hindrances:**

All Thumbs (Heavy Armor): Bulky armor interferes with the freedom of movement that Rangers enjoy. Rangers suffer a -2 to all skill rolls (including *Fighting* rolls) while wearing any armor heavier than a chain shirt.

Outsider (Minor): Rangers are not at their most comfortable when in the presence of "civilized" folk. Likewise, people from the city think Rangers are a strange breed, volunteering to live in the wilderness like they do and practicing their strange sort of magic that sounds an awful lot like witchcraft. Rangers suffer a -1 *Charisma* as a result.

Starting Kit (draw 3 cards):

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Bow & 30 arrows	Forester's Cloak	30 extra arrows
3	Bow, Dagger & 30 arrows	Forester's Cloak	Extra Rations (1 week)
4	Bow, Dagger & 30 arrows	Forester's Cloak	30 extra arrows
5	Bow, Short Sword & 30 arrows	Oil Cloak	Camping Gear
6	Bow, Short Sword & 30 arrows	Oil Cloak	Camping Gear
7	Bow, Longsword & 30 arrows	Oil Cloak	30 extra arrows
8	Bow, Longsword & 30 arrows	Leather Armor	Fishing Pole
9	Longsword & Dagger	Leather Armor	60 extra arrows
10	Longsword & Throwing Axe	Leather Armor	50' Rope
J	Bow, Twin Daggers & 30 arrows	Reinforced Leather Armor	60 extra arrows
Q	Bow, Twin Throwing Axes & 30 arrows	Reinforced Leather Armor	Camping Gear

K	Twin Short Swords	Reinforced Leather Armor	Spyglass
A	Bow, Twin Short Swords & 30 arrows	Chain Shirt	Extra Rations (2 weeks)
Joker	<i>Mighty Longbow, Longsword & 30 arrows</i>	<i>Baffled Chain Shirt</i>	10 Arrows +1

Class Abilities:

Level 1	<i>Pathfinder</i>	The Ranger's party can travel at their normal <i>Pace</i> regardless of terrain conditions. The Ranger can also disguise his own trail to foil trackers.
Level 3	<i>Master Woodsman</i>	The Ranger can reroll any <i>Survival</i> or <i>Tracking</i> skill check one time without spending a Benny.
Level 8	<i>Skirmisher</i>	A Ranger can make a <i>Fighting</i> roll while using the <i>Sprint</i> action without incurring a multi-action penalty.
Level 13	<i>Speak to Animals</i>	The Ranger has an intuitive knack for speaking with woodland creatures. Most animals don't have a whole lot to say but they can convey basic reconnaissance to the Ranger.
Level 16	<i>Tireless</i>	Rangers have legendary fitness. Any time the Ranger gains a <i>Fatigue</i> level, they can make a free soak roll to try and remove it.
Level 18	<i>Ultimate Survivor</i>	The Ranger can survive in any outdoor condition even if they're stark naked and carry no supplies. They can forage enough to sustain themselves anywhere.

Spell List:

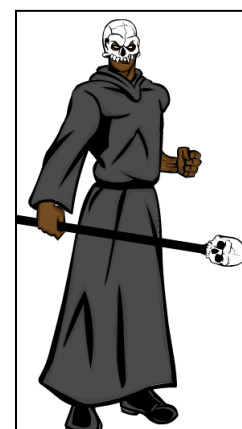
<i>Novice</i>	Beast Friend, Environmental Protection, Speed (Self Only), Entangle, Obscure, Boost Trait (Self Only), Darksight (Self Only)
<i>Seasoned</i>	Farsight (Self Only), Invisibility (Self Only), Quickness (Self Only), Tree Walk, Water Breathing
<i>Veteran</i>	Puppet [Animals Only], Insect Plague, Arrow Storm, Regenerate (Self Only)
<i>Heroic</i>	NA
<i>Legendary</i>	NA

THEURGIST

A Theurgist is a priest who has undertaken the study of the arcane sciences so that they can better understand the true nature of the Spirit World. Using their magic, they can reach beyond the veil and contact the phantoms of the deceased.

Even though Theurgy is a controversial field of study, most Schools of Magic will teach it. The curriculum bleeds over into the study of theology so it is not uncommon for a Theurgist to be an ordained minister as well as a mage.

A group of necromancers calling themselves the *Bone Merchants* have commercialized the practice of resurrection, making it available to anyone who can afford the price. Many Theurgists end up working for or with the Bone Merchants for a time as a way of earning an income and furthering their necromantic studies.



Class Skills:

Spellcasting (SMA)

Knowledge: Religion (SMA)

Knowledge: Magic (SMA)

Knowledge: Undead (SMA)

Guts (SPI)
Notice (SMA)
Intimidation (SPI)

Starting Edges:

Arcane Background: Sorcery

Holy/Unholy Warrior

Required Hindrances:

All Thumbs (Armor): Bulky armor interferes with the delicate and precise motions required for spell-casting. The possessor of this Hindrance suffers a -2 to all skill rolls (including *Spellcasting* rolls) while wearing any physical armor.

All Thumbs (Military Weapons): Mages are not skilled in the use of military-grade weapons. They suffer a -2 penalty to their *Fighting* rolls any time they wield anything besides a dagger or a staff.

Outsider (Minor): Theurgists spend so much time communing with spirits that they have lost some essential human graces. Theurgists suffer a -1 *Charisma* as a result.

Starting Kit (draw 3 cards):

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Nothing	Brown Robes	Book of Herb Lore
3	Nothing	Yellow Robes	Book of Monster Lore
4	Nothing	Orange Robes	Book of Arcane Lore
5	Dagger	Dark Green Robes	Book of Ancient History
6	Dagger	Gray Robes	Book of Geography
7	Dagger	Light Green Robes	Book of Undead Lore
8	Quarterstaff	White Robes	Pen, Ink & Paper
9	Quarterstaff	Light Blue Robes	Pen, Ink & Paper
10	Quarterstaff	Royal Blue Robes	Pen, Ink & Paper
J	Quarterstaff	Purple Robes	Empty Vials
Q	Quarterstaff	Crimson Robes	Empty Scroll Tube
K	<i>Mage Staff</i>	Cloth-of-Silver Robes	Bag of Bone Dust
A	<i>Mage Staff</i>	Cloth-of-Gold Robes	Bag of Teeth
Joker	Random <i>Wand</i> with 2d6 charges	<i>Master's Robes</i>	<i>Talking Skull</i>

Class Abilities:

Level 1	<i>Detect Undead</i>	With a successful <i>Notice</i> check, the Theurgist can detect the presence of any Undead creatures within a 12 square radius.
Level 3	<i>Speak to the Dead</i>	The Theurgist can spend a <i>Benny</i> to interview any single corpse to learn details about its last moments of life. Up to 3 questions can be asked which the dead must answer without resistance, lies or prevarication.
Level 8	<i>Improved Arcane Resistance</i>	The Theurgist is kept safe by powerful spirits. He gains a +2 <i>Toughness</i> rating vs. magical damage and a +2 bonus on all magic-based opposed rolls. This stacks with the <i>Arcane Resistance</i> edge.
Level 13	<i>Deathfriend</i>	The living dead regard the Theurgist as a fellow traveler. The Theurgist gains a +4 <i>Charisma</i> bonus when dealing with the dead.
Level 16	<i>Spelleater</i>	The Theurgist can spend a <i>Benny</i> as a free action to completely nullify any single spell cast upon him.
Level 18	<i>Second Chance</i>	Any time the Theurgist sustains a mortal wound, he can spend a

		<i>Benny</i> to resurrect himself. This power can be invoked at the conclusion of combat so that the Theurgist can raise himself after all immediate threats are gone. The Theurgist rises with 3 Wounds.
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Spell List:

<i>Novice</i>	Summon Ally [Spirit], Smite, Burrow, Armor, Lower Trait, Fear, Healing
<i>Seasoned</i>	Preserve, Ghost Touch, Dispel, Draining Touch, Curse
<i>Veteran</i>	Intangibility, Banish, Zombie, Stone Barrier, Geas
<i>Heroic</i>	Shadow Walk, Greater Teleport [Graveyards Only], Raise Dead, Drain Power Points
<i>Legendary</i>	Resurrection, Finger of Death, Magic Jar

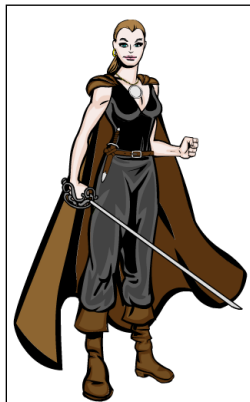
THIEF

These professional criminals live by their wits, cunning, luck and reflexes. They make natural adventurers because they're usually on the run from the law anyway and they avidly pursue any rumors concerning lost treasures.

There are one or more Thieves' Guilds in any city of appreciable size. Some of the better known Guilds are The Starlings, The Tinkers and The Gray Tabernacle. Any freelance Thief who operates in an area controlled by a Guild must pay a "larceny tax" or else suffer the consequences.

Class Skills:

Fighting (AGI)
Shooting (AGI)
Throwing (AGI)
Lockpicking (AGI)
Stealth (AGI)
Knowledge: Magic (SMA)
Streetwise (SMA)
Persuasion (SPI)
Climbing (STR)
Swimming (AGI)
Notice (SMA)
Gambling (SMA)



Starting Edges:

Thief
Luck

Required Hindrances:

All Thumbs (Heavy Armor): Bulky armor interferes with the delicate and precise motions required for thievery. Thieves suffer a -2 to all skill rolls (including *Fighting* rolls) while wearing any armor heavier than a chain shirt.

Enemy (Law): Thieves have a bad reputation that often precedes them. A Thief can't spend more than a day or two in a populated area before she attracts the unsolicited attention of the local authorities. Depending upon the circumstances, this could result in a pointed request to visit the local jail.

Starting Kit (draw 3 cards):

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Dagger	Traveling Clothes	Thieves' Tools
3	Two Daggers	Hooded Cloak	30 extra Bolts or Arrows
4	Short Sword	Leather Jerkin	Thieves' Tools

5	Bow & 30 Arrows	Leather Jerkin	30 extra Bolts or Arrows
6	Hand Crossbow & 30 bolts	Leather Jerkin	Thieves' Tools
7	Longsword	Leather Jerkin & Hooded Cloak	Extra Rations (1 week)
8	Rapier	Leather Jerkin & Hooded Cloak	Thieves' Tools
9	Rapier & Dagger	Leather Jerkin & Hooded Cloak	Spyglass
10	Short Sword & Dagger	Reinforced Leather Armor & Hooded Cloak	Thieves' Tools
J	Longsword & Dagger	Reinforced Leather Armor & Hooded Cloak	Climbing Claws
Q	Two Throwing Axes	Reinforced Leather Armor & Hooded Cloak	Thieves' Tools
K	Hand Crossbow, Short Sword & 30 bolts	Chain Shirt & Hooded Cloak	Rope & Grapple
A	Bow, Longsword & 30 arrows	Chain Shirt & Hooded Cloak	+500 gold pieces
Joker	<i>Smokesteel Longsword</i>	<i>Baffled Chain Shirt & Hooded Cloak</i>	<i>Masterwork Thieves' Tools</i>

Class Abilities:

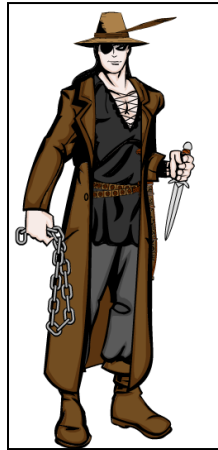
Level 1	<i>Master Burglar</i>	The Thief can reroll any <i>Lockpicking</i> attempt one time without spending a <i>Benny</i> .
Level 3	<i>Backstab</i>	Thieves inflict an extra +2 damage when attacking an opponent who is flanked or flat-footed.
Level 8	<i>Evasion</i>	Any time a Thief gets caught in the blast of an Area of Effect attack, they can make an <i>Agility</i> -2 check to avoid it. The Thief can move themselves anywhere to the edge of the effect that they wish.
Level 13	<i>Shakedown</i>	Whenever a Thief loots something, they have a knack for finding every last gold piece. When randomly generating treasure, roll twice for the Thief and keep the best result.
Level 16	<i>Guild Master</i>	You have become infamous in the criminal underworld. 2d20 apprentice thieves come to work for you. Each apprentice brings in 2d12 gold pieces per month.
Level 18	<i>Nine Lives</i>	The Thief has an improbable knack for defying death. Any time the Thief would be Incapacitated or Killed, they can spend a <i>Benny</i> to miraculously survive with 3 Wounds.

THIEF-CATCHER

Sometimes it take a thief to catch a thief. The age old profession of Thief Catching is more important now than it ever has been since the Alshadar took their system of justice with them when they gave up their dominion.

Most Thief-Catchers were, at one time, criminals themselves. Some event in their past caused them to have a change of heart about the enterprise of thievery and now they devote their larcenous talents to the task of trapping rogues.

Thief-Catching tends to be a solitary business but most large police forces will retain the services of one or two of these "specialists" on a more or less permanent basis.

Class Skills:*Fighting (AGI)**Shooting (AGI)**Throwing (AGI)**Streetwise (SMA)**Lockpicking (AGI)**Stealth (AGI)**Tracking (SMA)**Investigation (SMA)**Notice (SMA)**Riding (AGI)**Knowledge: Magic (SMA)***Starting Edges:***Thief**Investigator***Required Hindrances:**

Enemy (Criminals): Whenever a Thief-Catcher comes into a populated area, they will begin to attract unwanted attention from the local criminal element after one or two days.

All Thumbs (Heavy Armor): Bulky armor interferes with the delicate and precise motions required for thief-catching. Thief-Catchers suffer a -2 to all skill rolls (including *Fighting* rolls) while wearing any armor heavier than a chain shirt.

Starting Kit (draw 3 cards):

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Quarterstaff	Oil Cloak & Brimmed Hat	Extra Rations (1 week)
3	Fighting Baton	Oil Cloak & Brimmed Hat	Iron Manacles
4	Dagger	Leather Jerkin & Brimmed Hat	3 Torches, Flint & Tinder
5	Mace	Leather Jerkin & Brimmed Hat	50' Rope
6	Longsword	Leather Jerkin & Brimmed Hat	Lantern
7	Short Sword	Reinforced Leather Armor	Fishing Pole
8	Flail	Reinforced Leather Armor	Iron Manacles
9	Throwing Axe & Dagger	Reinforced Leather Armor	Chain Belt
10	Longsword & Pommel Dagger	Reinforced Leather Armor	50' Rope
J	Bow & 30 arrows	Reinforced Leather Armor	Iron Manacles
Q	Nunchaku & Dagger	Reinforced Leather Armor	Thieves' Tools
K	Rapier	Chain Shirt, Leather Coat & Brimmed Hat	Iron Manacles
A	Bastard Sword	Chain Shirt, Leather Coat & Brimmed Hat	Riding Horse
Joker	Daikatana	Baffled Chain Shirt, Leather Coat & Brimmed Hat	Masterwork Manacles

Class Abilities:

Level 1	<i>Detect Evil</i>	The Thief-Catcher has an unerring guilt detector. With a successful <i>Notice</i> check, they can determine whether or not an individual has an evil disposition or dishonest intentions.
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Level 3	<i>Manhunter</i>	Thief-Catchers are trained to hit people where it hurts so that they can bring a fight to a swift conclusion. When fighting against humanoid opponents, the Thief-Catcher gains a +1 bonus to their <i>Fighting</i> and damage rolls.
Level 8	<i>Improved Grapple</i>	The Thief-Catcher is skilled at apprehending slippery rogues. They gain a +2 bonus to all <i>Grappling</i> rolls.
Level 13	<i>Hogtie</i>	When a Thief-Catcher gets a raise on a <i>Grapple</i> check, he can completely immobilize a man-sized or smaller opponent using his ever-present manacles. Immobilized targets cannot move or act (save to issue verbal commands) until they are freed.
Level 16	<i>Trap Master</i>	A Thief-Catcher can spend a <i>Benny</i> to set up a trap or snare that will immobilize whoever springs it. This trap occupies a 1 square area and remains in existence until it is sprung.
Level 18	<i>Sheriff</i>	The Thief-Catcher's reputation is so great that they have earned the title of <i>Sheriff</i> along with a modest annual stipend from one of the ruling powers on Skaern. 2d6 apprentice Thief-Catchers join the Sheriff as deputies.

WEAPON MASTER

The Weapon Master has devoted their life to the study of a single weapon, forsaking all others. After years of practice, discipline, disappointment and perseverance they have become a living extension of their chosen instrument.

The War Academies in Rookport and Merkish produce a Weapon Master every several years; others are monastery trained or are the product of master-apprentice relationships. Weapon Masters usually become instructors at some point in their careers after spending a period of time wandering the world in search of other Masters to test themselves against. It is not at all uncommon for a Weapon Master to maintain a lifelong relationship with their teacher and, in some cases, to defeat and replace their teacher.

Weapon Masters often avoid military service. They don't revel in battle like most fighters and soldiers do. Combat, for them, is part of a spiritual and educational journey. Weapon Masters favor one on one duels and will only fight to the death if the situation warrants it.

Class Skills:

Fighting (AGI)
Throwing (AGI)
Taunt (SMA)
Shooting (AGI)
Intimidation (SPI)
Notice (SMA)
Guts (SPI)
Riding (AGI)
Climbing (STR)
Swimming (AGI)



Starting Edges:

Trademark Weapon
Quick Draw

Required Hindrances:

All Thumbs (Other Weapons): The Weapon Master is clumsy with all other weapons besides that which he has specialized in. He suffers a -2 penalty when using all other weapons.

All Thumbs (Heavy Armor): Bulky armor interferes with the delicate and precise motions required for weapon mastery. Weapon Masters suffer a -2 to all skill rolls (including *Fighting* rolls) while wearing any metallic armor.

Starting Kit (draw 3 cards):

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Quarterstaff	Brown Robes	Extra Rations (1 week)
3	Fighting Baton	Traveling Clothes	Whetstone
4	Dagger	Orange Robes	3 Torches, Flint & Tinder
5	Spear	Leather Jerkin	50' Rope
6	Greatsword	Gray Robes	Lantern
7	Short Sword	Light Green Robes	Fishing Pole
8	Flail	White Robes	Camping Gear
9	Battle Axe	Light Blue Robes	Whetstone
10	War Maul	Traveling Clothes	3 Torches, Flint & Tinder
J	Bow & 30 arrows	Purple Robes	50' Rope
Q	Polearm	Crimson Robes	Lantern
K	Longsword	Reinforced Leather Armor	Fishing Pole
A	Bastard Sword	Leather Jerkin	Camping Gear
Joker	Daikatana	<i>Amulet of Armor (10 charges)</i>	Riding Horse

Class Abilities:

Level 1	<i>Weapon Specialization</i>	The Weapon Master must choose one particular type of weapon that they are expert with (i.e. longswords, shortswords, daggers, longbows, etc.) While using this type of weapon, the Weapon Master gains a +1 bonus to all <i>Fighting</i> rolls and +1 to damage (stacks with <i>Trademark Weapon</i>).
Level 3	<i>Weapon Expertise</i>	If the Weapon Master's weapon of choice is a single-handed weapon, they gain an extra attack every round with that weapon. If the Weapon Master's weapon of choice is two-handed they gain an extra d4 damage with that weapon.
Level 8	<i>Magnificent Parry</i>	The Weapon Master can spend a <i>Benny</i> to successfully <i>Parry</i> any melee attack directed at him.
Level 13	<i>Weapon Mastery</i>	If the Weapon Master's weapon of choice is a single-handed weapon, they gain an extra attack every round with that weapon (for a total of 3 attacks). If the Weapon Master's weapon of choice is two-handed their extra damage die increases to a d8.
Level 16	<i>Flawless Form</i>	When using your chosen weapon, you can re-roll any <i>Fighting</i> , <i>Shooting</i> or <i>Throwing</i> roll one time without spending a <i>Benny</i> .
Level 18	<i>Weapon Paragon</i>	You are one of if not the very best master of your particular weapon in the world. When using your chosen weapon, your <i>Wild Card</i> die is always equal to your <i>Fighting</i> die.

WIZARD

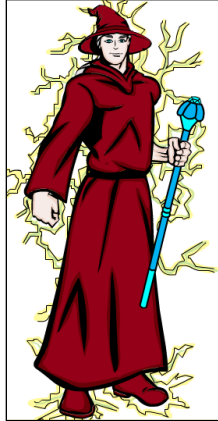
Wizards are masters of the arcane arts. From a young age they have applied their natural intelligence toward learning the mysteries of the Invisible Science. Through a combination of ritual, calculation and the use of refined catalysts the wizard is able to produce a wide range of sorcerous effects.

The great majority of Wizards are trained at a magical academy. Virtually every city on Skaern has some sort of Magic School; those that don't have private tutors that are willing to take on apprentices for a fee. Apprentices who can't pay are often forced into an adventuring career as a way of working off their debts.

Wizards have a larger spell list than any other magic-using class.

Class Skills:

Spellcasting (SMA)
Knowledge (All) (SMA)
Healing (SMA)
Survival (SMA)
Notice (SMA)
Guts (SPI)
Repair (SMA)
Investigation (SMA)



Starting Edges:

Arcane Background: Sorcery
Wizard

Required Hindrances:

All Thumbs (Armor): Bulky armor interferes with the delicate and precise motions required for spell-casting. Wizards suffer a -2 to all skill rolls (including Spellcasting rolls) while wearing any physical armor.

All Thumbs (Military Weapons): Mages are not skilled in the use of military-grade weapons. They suffer a -2 penalty to their *Fighting* rolls any time they wield anything besides a dagger or a staff.

Starting Kit (draw 3 cards):

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Nothing	Brown Robes	Book of Herb Lore
3	Nothing	Yellow Robes	Book of Monster Lore
4	Nothing	Orange Robes	Book of Arcane Lore
5	Dagger	Dark Green Robes	Book of Ancient History
6	Dagger	Gray Robes	Book of Geography
7	Dagger	Light Green Robes	Book of Arcane Lore
8	Quarterstaff	White Robes	Pen, Ink & Paper
9	Quarterstaff	Light Blue Robes	Pen, Ink & Paper
10	Quarterstaff	Royal Blue Robes	Pen, Ink & Paper
J	Quarterstaff	Purple Robes	Empty Vials
Q	Quarterstaff	Crimson Robes	Empty Scroll Tube
K	<i>Mage Staff</i>	Cloth-of-Silver Robes	Book of Arcane Lore
A	<i>Mage Staff</i>	Cloth-of-Gold Robes	Book of Monster Lore
Joker	Random Wand with 2d6 charges	<i>Master's Robes</i>	<i>Encyclopedic Panopticon</i>

Class Abilities:

Level 1	<i>Wizard's Familiar</i>	The Wizard can bind a small animal or imp as his familiar. The Wizard can experience the world through his familiar's senses and can use it to deliver "Touch" spells. If a familiar dies, the Wizard immediately becomes <i>Shaken</i> . A new familiar can be summoned after 1 week.
Level 3	<i>Researcher</i>	Wizards are peerless scholars. They can reroll any <i>Knowledge</i> check

		one time without spending a Benny.
Level 8	<i>Brew Potion</i>	The Wizard is able to brew any Potion, given sufficient time and money. See "Magic Gear" for more details.
Level 13	<i>Construct Magic Item</i>	The Wizard is able to construct any sort of Magic Item, given sufficient time and money. See "Magic Gear" for more details.
Level 16	<i>Construct Golem</i>	The Wizard has learned the secret art of constructing golems. See the "Monsters" section for more details.
Level 18	<i>Immortality</i>	After long study, the Wizard has discovered the secret of eternal life. They are no longer susceptible to the effects of aging and are immune to disease. An immortal Wizard cannot be killed in the conventional sense. Lethal wounds simply cause an immortal to become senescent. They can be healed at any time to regain consciousness. The only way to kill an immortal Wizard is to have his body drawn, quartered and burned.

Spell List:

<i>Novice</i>	Fire Bolt, Ice Bolt, Acid Bolt, Lightning Bolt, Force Bolt, Armor, Deflection, Detect Arcana, Floating Disc
<i>Seasoned</i>	Fire Blast, Ice Blast, Acid Blast, Lightning Blast, Force Blast, Dispel, Teleport, Invisibility
<i>Veteran</i>	Fire Barrier, Ice Barrier, Acid Barrier, Lightning Barrier, Fly, Geas, Fire Jet, Ice Jet, Acid Jet, Lightning Jet, Force Jet
<i>Heroic</i>	Prismatic Bolt, Force Barrier, Greater Teleport, Anti-Magic Barrier, Dancing Sword, Drain Power Points
<i>Legendary</i>	Meteor Swarm, Prismatic Barrier, Prismatic Blast, Prismatic Jet

Edges, Skills & Hindrances:

Edges:

Characters cannot select any **Professional Edges**. All Professional Edges are determined by the character's class. In addition, characters cannot select the *Arcane Background* Edge; this is tied to specific classes.

Class Abilities are similar to *Edges*, but are free talents specific to a character class that are granted every few levels. A character does not need to spend an *Advance* to obtain their Class Abilities.

Dabbler

Prerequisite: Knowledge: Magic d10+, Knowledge: Religion d10+

You aren't a wizard but you consider magic to be a hobby of yours. You collect odd tomes for fun and like to mess around with magical trinkets just to see how they work. This Edge allows you to use any *Magic Wands, Staves, Scrolls* and *Tomes* (Sorcerous or Miraculous). Use your *Knowledge: Magic* or *Knowledge: Religion* skill to determine success or failure when activating a charged device.

Henchman

Prerequisite: Veteran Rank, Non-negative Charisma

Your reputation is such that people begin to flock to your banner. You gain a single *Extra* henchman who will do your bidding for free. The henchman is brave and will stick his neck out for his master. If this henchman should meet with occupational misfortune another will arrive in 1d4 weeks to replace him. This edge can be taken multiple times.

Martial Artist (Background Edge)

You are trained in the arts of unarmed combat. Your unarmed attacks deal STR+d4 damage and you are considered armed for purposes of the *Unarmed Defender* rule.

Tactician

You are skilled in the military sciences. You have an adept grasp of theater level strategy and unit level tactics. You gain a +2 bonus to all *Mass Battle* rolls.

There are two primary **Arcane Backgrounds** in this setting, *Miracles* and *Sorcery*. They both operate similarly to each other except for the fact that *Miracles* uses the *Faith* skill and *Sorcery* uses the *Spellcasting* skill. Once caveat to this is the Bard class, which uses the *Perform* skill to activate their Miracle-based powers.

A character with an Arcane Background gains 10 spell points and can learn 2 spells from their class-approved spell list. Spellcasting works just as it does in the core *Savage Worlds* rules. Characters use either their *Faith* skill or their *Spellcasting* skill to determine the outcome of their spells.

See "Appendix A: Spells" for a detailed listing of all the spells available in this setting.

Skills:

The **Knowledge: Alchemy** skill allows characters to discern the properties of *Magic Potions* and other alchemical compounds without wasting any doses.

The skill **Knowledge: Magic** can be used to discern the properties of non-alchemical *Magic Gear*. This skill is also used by characters with the *Dabbler* Edge to activate charged magic items.

The skill **Knowledge: Monsters** can be used to discern the properties and weaknesses of various creatures. On a regular success, a character can figure out what a monster is; with each raise they can learn one special quality of that monster.

Possessing any ranks of **Knowledge: Poison** enables a character to safely use poisons of all types. With a successful skill check, the character can identify the properties of an unknown poison.

Bard characters use the **Perform** skill to activate their magical powers. *Perform* can be tied to either *Spirit* or *Agility* based on the player's preference (chosen at the time of creation). Agility-based *Perform* refers to the Bard's skill at playing a musical instrument; Spirit-based *Perform* covers a Bard's singing ability, stage presence, etc.

Any attempt to use the **Stealth** skill while wearing metallic armor incurs a -4 penalty. This penalty is negated if the armor is properly baffled.

Gear:

The standard unit of currency in this setting is the gold piece. Any gold coin can be broken into 'bits' worth 1/8 of a gold piece.

Weapons

Item Name	Damage	Cost	Special Notes
Quarterstaff	STR+d4	10	Parry +1; Reach +1; Two Handed
Brass Knuckles	STR+1	25	
Shuriken	STR+1	10	Range: <i>Strength</i> ; Rate of Fire: 3
Fighting Baton	STR+d4	25	
Dagger	STR+d4	25	Range: <i>Strength</i>
Kama	STR+d4	50	Armor Piercing: 1
Pommel Dagger	STR+d4	50	Concealed in the pommel of a sword
Throwing Axe	STR+d6	75	Range: <i>Strength</i>
Nunchaku	STR+d4	100	Ignores Shield/Weapon <i>Parry</i> or <i>Cover</i> Bonus
Spear	STR+d6	100	Range: <i>Strength</i> ; Reach +1; Two Handed
Short Sword	STR+d6	200	
Flail	STR+d6	200	Ignores Shield/Weapon <i>Parry</i> or <i>Cover</i> Bonus
Hand Crossbow	2d4	200	Range: 6/12/24; Armor Piercing: 1; ROF: 1
Mace	STR+d6	250	Armor Piercing: 1 vs. Rigid Armor
Bow	2d6	250	Range: 12/24/48; Rate of Fire: 1
Polearm	STR+d8	250	Reach +1; Two Handed
Longsword	STR+d8	300	
Rapier	STR+d4	150	Parry +1
Morningstar	STR+d8	350	Parry -1; Two Handed; Ignores Shield/Weapon <i>Parry</i> or <i>Cover</i> Bonus
Bastard Sword	STR+d8	350	Parry -1; Deals +1 Damage when wielded Two Handed
Battle Axe	STR+d8	350	Parry -1; Deals +1 Damage when wielded Two Handed
Greatsword	STR+d10	400	Parry -1; Two Handed
Crossbow	2d6	500	Range: 15/30/60; Rate of Fire: ½; Armor Piercing: 2
War Maul	STR+d8	500	Parry -1; Armor Piercing: 2 vs. Rigid Armor; Two Handed
Daikatana	STR+d10+2	1500	Parry -1; Armor Piercing: 2; Two Handed

Armor & Shields

Item Name	Protection	Cost	Special Notes
Leather Jerkin	+1 Armor	50	
Great Helm	+1 Armor	150	Protects against Head Shots
Brigandine	+2(+1) Armor	150	1 point of Armor is bypassed if hit with a <i>Raise</i>
Chain Mail	+2 Armor	200	
Half-Plate	+3 Armor	400	
Plate Mail	+4 Armor	800	
Knight's Plate	+6 Armor	1200	Full Body; includes Great Helm
Shield	+1 Parry	150	+2 Armor vs. Ranged attacks that hit
Tower Shield	+2 Parry	300	+4 Armor vs. Ranged attacks that hit
Armor Spikes	NA	+100	Enables Armor to inflict STR+d4 damage

Miscellaneous Gear

Item Name	Cost	Special Notes
Bag of Silver Dust	5	Used to inscribe magical circles
Bag of Teeth	1	Used in rituals to raise the dead
Book	250	Books grant a +1 bonus to any <i>Knowledge</i> check made in their subject area
Camping Gear	50	Bedroll, tent, firestarter and cook pot -- all of the essentials for camping.
Chain Belt	100	Length of chain worn as a belt that can be used as an improvised nunchaku
Chalk	1	Used to inscribe magical circles
Climbing Claws	50	Grants a +1 bonus to any <i>Climbing</i> rolls
Empty Scroll Case	5	Sturdy container for holding scrolls
Empty Vial	1	Sturdy container for holding potions
Fishing Pole	10	Can be used to provide food on a successful <i>Survival</i> roll
Grapple	100	Metal hook used for scaling walls
Healer's Kit	100	Any <i>Healing</i> attempt made without a Healer's Kit suffers a -2 penalty
Horse	300	Standard riding horse; Pace 10
Incense	5	Sticks of aromatic substance; burned for ceremonial purposes
Lantern	25	Can produce an unlimited amount of simple light
Loaded Dice	5	Grants a +1 <i>Gambling</i> bonus to anyone who chooses to cheat
Marked Cards	5	Grants a +1 <i>Gambling</i> bonus to anyone who chooses to cheat
Masterwork Item	Cost+500	+1 <i>Skill</i> bonus
Mirror	100	Highly reflective surface
Musical Instrument	100	Any simply made musical instrument (i.e. mandolin, lute, flute, etc.)
Oil Cloak	25	A heavy, water-resistant leather cloak. Keeps possessions dry.
Pen, Ink & Paper	25	All the basic accoutrements required for writing
Prayer Beads	5	Necklace of blessed beads; used for religious observances
Rations	10	One week worth of trail food
Rope	10	50' of tough, all-purpose rope
Spyglass	200	Magnifying glass increases line of sight range by 4x
Thieves' Tools	200	Any <i>Lockpicking</i> attempt made without Thieves' Tools suffers a -2 penalty
Torch	5	Can produce 1d4 hours of simple light
Vial of Acid	50	Can be thrown to inflict 1d10 damage or can be used to melt metal.
Vial of Holy Water	25	Blessed water used in religious ceremonies; can repel evil beings
Horse & Wagon	1000	Two standard horses with a simple open-top wagon
Weaponblack	10	This greasy substance can be used to take the shine off metal goods
Whetstone	1	Used for sharpening blades
Iron Manacles	15	Basic restraints

Poison

At the Game Master's discretion you can use the expanded poison list below. Normally only the *Assassin* class can use poisons but if you want to allow more classes to have access to them feel free to grant it.

Unless a duration is specifically mentioned, the victim recovers one trait die of damage every 24 hours.

Poison Name	Cost	Type	Save	Effect
Tomb Crawler Brain Juice	200	Contact	<i>Vigor</i>	<i>Paralysis</i> (3 round duration)
Nitharit	650	Contact	<i>Vigor</i>	Reduce <i>Vigor</i> by 2 die types
Sassone Leaf Sap	300	Contact	<i>Vigor</i>	2d12 Damage

Terinav Root	500	Contact	<i>Vigor</i>	Reduce <i>Agility</i> by 2 die types
Black Lotus Extract	4500	Contact	<i>Vigor -2</i>	Death
Dragon Bile	1500	Contact	<i>Vigor -4</i>	Reduce <i>Strength</i> by 2 die types
Striped Toadstool	180	Ingested	<i>Vigor</i>	Reduce <i>Spirit</i> and <i>Smarts</i> by 1 die
Arsenic	120	Ingested	<i>Vigor</i>	Reduce <i>Vigor</i> by 1 die
Id Moss	125	Ingested	<i>Vigor</i>	Reduce <i>Smarts</i> by 2 die types
Bluecap Spores	90	Ingested	<i>Vigor</i>	Unconsciousness
Lich Dust	250	Ingested	<i>Vigor</i>	Reduce <i>Strength</i> by 2 die types
Dark Reaver Powder	300	Ingested	<i>Vigor -2</i>	Reduce <i>Vigor</i> by 2 die types
Ungol Dust	1000	Inhaled	<i>Vigor</i>	Reduce <i>Charisma</i> by -2
Insanity Mist	1500	Inhaled	<i>Vigor</i>	Reduce <i>Spirit</i> by 2 die types
Burnt Othur Fumes	2100	Inhaled	<i>Vigor -2</i>	Reduce <i>Vigor</i> by 2 die types
Black Adder Venom	120	Injury	<i>Vigor</i>	Reduce <i>Vigor</i> by 1 die
Centipede Poison	90	Injury	<i>Vigor</i>	Reduce <i>Agility</i> by 1 die
Oil of Taggit	120	Injury	<i>Vigor</i>	Unconsciousness
Spider Venom	150	Injury	<i>Vigor</i>	Reduce <i>Strength</i> by 1 die
Wyvern Venom	3000	Injury	<i>Vigor -2</i>	Reduce <i>Vigor</i> by 3 die types
Shadow Essence	2500	Injury	<i>Vigor</i>	<u>Permanently</u> reduce <i>Strength</i> by 1 die
Deathblade	1800	Injury	<i>Vigor -2</i>	Reduce <i>Vigor</i> by 2 die types
Mandrake Sap	700	Injury	<i>Vigor -4</i>	Reduce <i>Strength</i> by 2 die types

Services

Item Name	Cost	Special Notes
Courier/Messenger	1 gold/5 miles	
Lodging, Kingly	2 gold/day	Includes every luxury you want within reason
Lodging, Decent	1 gold/2 days	Includes a private room, satisfying food, and stabling of mounts
Lodging, Poor	1 gold/week	Includes basic food
Mercenary	1 gold/day	<i>Novice</i> ranked <i>Extra</i> ; no loyalty; poor gear
Ship's Passage	20 gold/day	Sailing ships can travel about 200 miles a day
Spells	50 gold/Power Point	
Taxi/Wagon Ride	1 gold/30 miles	
Tolls/Fees	1 gold	

Magic Gear:

Though magical gear is relatively common in this setting it still isn't the sort of thing that you can buy in your local village market. In general, magical gear can only be purchased from a specialist in a major city, and even then they might only carry a small selection of goods. The items listed below are considered "special"; your typical magical gear merchant will likely just have a smattering of +1 and +2 items mixed in with some potions and scrolls. To get the truly good loot you will need to knock over some powerful wizards or crack open a few dungeons.

Consult the *Savage Worlds Fantasy Companion* and *Advanced Dungeons & Savages* for an excellent list of setting appropriate magic items. Listed here are a few items not found in those resources.

Magic Armor

Item Name	Protection	Cost	Special Notes
Assassin's Armor	+1 Armor	2550	<i>Medium Cover</i>
Baffled Chain Shirt	+2 Armor	400	Silent
Betrayal Mail	+2 Armor	5300	Attacker receives 1/2 of the damage they inflict

Black Elf Chainmail	+3 Armor	1200	Weightless; Unbreakable
Boon Tunic	+1 Armor	1550	Roll a d6; keep <i>Bennies</i> on a 6
Crystalline Half-Plate	+3 Armor	3600	<i>Blinding Flash</i> (3/day)
Dancing Shield	+2 Parry	2150	+4 <i>Armor</i> vs. Ranged; <i>Animates</i> on command
Dragonskin Leather	+2 Armor	3000	+2 <i>Toughness</i> vs. Elemental Damage
Dragonscale Plate	+6 Armor	8400	+6 <i>Toughness</i> vs. Elemental Damage
Hauberk of the Mage Slayer	+3 Armor	5300	<i>Arcane Resistance</i>
Jerkin of Deniability	+1 Armor	1550	<i>Disguise</i> 1/day
Jerkin of Invisibility	+1 Armor	1550	Invisibility 1/day
Juggernaut Plate	+6 Armor	8400	d12 STR requirement; absorbs 1 <i>Wound</i> per hit
Netherplate	+6 Armor	11400	Immune to <i>Magic</i>
Nightbreath Plate	+4 Armor	4200	Weightless; Silent
Phase Leather	+1 Armor	2550	<i>Blink</i> (3/day)
Shield of Abjuration	+2 Parry	11200	+4 <i>Armor</i> vs. Ranged; deflects Magic Spells
Thief's Jerkin	+1 Armor	2550	<i>Pockets of Holding</i>
Troll Leather	+1 Armor	3550	<i>Regenerate</i>
Truesilver Chain	+2 Armor	800	Weightless; Unbreakable; Light (SBT radius)
Truesilver Plate	+4 Armor	3200	Weightless; Unbreakable; Light (SBT radius)

Assassin's Armor

Cost: 2,550

This tight-fitting, black armor is made of leather and cloth. It provides minimal defensive protection but spells woven into its fabric generate a permanent field of darkness and distortion that gives the wearer the benefit of *Medium Cover*. This effect is permanent and constant. All attack rolls made against the wearer suffer a -2 penalty.

Baffled Chain Shirt

Cost: 400

This otherwise normal chain shirt is coated with black enamel to reduce glare and has small strips of cloth or leather woven into the chain links to reduce sound. A character attempting a *Stealth* roll while wearing baffled armor does not suffer the customary penalty for wearing metal armor.

Betrayal Mail

Cost: 5,300

Small scraps of cloth inscribed with potent runes are tied around every link of this chain hauberk. When the wearer of this armor takes damage in combat, it inflicts 1/2 of the incoming damage back on the attacker. This effect only works against melee damage.

Black Elf Chainmail

Cost: 1200

Black Elf arms and armor are exceedingly rare, having only recently appeared on the surface of Skaern. It shares the weightless properties of *Truesilver Chain* but Black Elvish smithing techniques make it stronger than Alshadarian mail. *Black Elf Chainmail* is treated to absorb light rather than reflecting it, making it ideal for stealth applications.

Boon Tunic:

Cost: 1,550

An ornately embroidered, padded tunic that has been blessed by the Goddess Ilesso. The wearer of a *Boon Tunic* can make a d6 roll every time they spend a *Benny*; if they roll a 6 they can keep that *Benny*.

Crystalline Half-Plate

Cost: 3,600

This fabulous Half-Plate is cut from a single piece of magically-hardened crystal. Three times per day the wearer can cause the Half-Plate to produce a blinding flash of light over a Small Blast Template area centered on the wearer. This is a free action. Anyone caught in this area must succeed a *Smarts* check or become *Shaken*.

Dancing Shield

Cost: 2,150

A Dancing Shield can be animated by the wielder and sent to defend another target up to 12 squares away. Commands can be issued to the shield as a free action but the shield can only protect one character per round.

Dragonskin Leather

Cost: 3,000

This rare leather armor is made from tanned, de-scaled dragon skin. It is tough yet supple. Dragonhide Leather has great elemental resistance properties; it provides *Armor* +2 protection and an additional +2 *Toughness* vs. all Elemental damage (i.e. Fire, Cold, Acid, Lightning, etc.)

Dragonscale Plate

Cost: 8,400

This plate mail armor is made from super-hard dragon scales. In addition to providing the same protection as Knight's Plate, the wearer of Dragonscale Plate gains a +6 *Toughness* vs. all Elemental damage (i.e. Fire, Cold, Acid, Lightning, etc.)

Hauberk of the Mage Slayer

Cost: 5,300

This suit of chain mail is specially enchanted to resist magic. The armor grants the *Greater Arcane Resistance* ability, imparting a +4 *Toughness* vs. magical damage and a +4 bonus to all magic resistance rolls. These bonuses stack with other forms of *Arcane Resistance*.

Jerkin of Deniability

Cost: 1,550

Once per day the wearer of this leather hauberk can *Disguise* his features, appearing as any other man-sized being. This effect lasts for up to 6 hours. The effect does not disguise the wearer's voice. Anyone who closely inspects the wearer and makes a *Notice* -2 check will see through the illusion.

Jerkin of Invisibility

Cost: 1,550

Once per day the wearer of this leather hauberk can turn *Invisible* for 10 rounds. This effect is spoiled if the wearer attempts an attack.

Juggernaut Plate

Cost: 8,400

This extra-heavy plate mail armor can only be worn by characters with a d12 or better *Strength*. In addition to providing the same armor bonus as normal plate mail armor Juggernaut Plate absorbs *Wounds*. Every time the wearer sustains *Wounds* in combat, subtract one *Wound* from the total. In essence, an attacker must inflict two *Wounds* in a single attack in order to harm the wearer of this potent armor.

Netherplate

Cost: 11,400

This spell-forged suit of ornately chased plate mail is engraved with veins of pure *Netherstone*, an ultra-rare ore with magic absorbing properties. The wearer of this armor is completely immune to the effects of magic, including beneficial spells. This power also suppresses *Magic Gear*; any magic weapon that

strikes the wearer is treated as a normal weapon, however this also suppresses the effects of any magic weapons that the wearer wields.

Nightbreath Plate

Cost: 3,600

This plate mail armor is made out of the incorporeal essence of wraiths. It appears smoky and insubstantial; it has absolutely no weight and produces no sound but protects as well as standard plate mail. This armor is automatically bypassed by Truesilver weapons and any weapon that inflicts extra damage to undead creatures.

Phase Leather:

Cost: 2,550

Phase Leather is made from the cured skins of Ethereal Prowlers, a monstrous breed of plains cat that has a supernatural ability to bend light, distorting its visual signature. The wearer of this armor is able to *Blink* three times per day; this allows them to teleport up to 3 squares away as a move action. This action does not incur an *Attack of Opportunity* -- the wearer moves so quickly that their assailant has no time to react.

Shield of Abjuration

Cost: 11,200

Imbued with powerful Abjuration magic, this shield deflects any spell cast upon its wielder back to the caster. This power only operates if the wielder is actively using the shield, is facing the caster and is not flat-footed. In every other respect it defends the wielder like a normal shield.

Thief's Jerkin

Cost: 2,550

The *Thief's Jerkin* has an extra-dimensional pocket sewn into its lining that increases the wearer's encumbrance to STR x20. Items stored in the pocket leave no visible impression. The pocket can only hold items that would normally fit into a standard adventurer's backpack.

Troll Leather

Cost: 3,550

Leather armor that is stitched together from flayed troll skins. When the wearer of Troll Leather sustains *Wounds* they can immediately make a *Vigor* -2 roll to heal 1 *Wound*.

Truesilver Chain & Plate

Cost: Standard x 4

This rare, lightweight ore produces metal goods of unsurpassed strength and durability. Truesilver cannot be sundered by lesser metals and is virtually weightless for purposes of calculating encumbrance. Truesilver gleams with a faint light that grants short range visibility in dark conditions. Any creatures that have are vulnerable to silver are also vulnerable to Truesilver.

The richest Truesilver mines are located in Alshadar lands. The metal once formed the basis of their currency during the time of the Empire.

Magic Weapons

Magic Weapons apply their magic bonus to both *Fighting* and *Damage* rolls.

Item Name	Fighting	Damage	Cost	Special Notes
Acidic Alleypiece	+1	2d4+d6 Acid +1	5200	Range: 6/12/24; Armor Piercing: 1; ROF: 1; <i>Sunders</i> on a Raise
Axe of Returning	+2	STR + d6 + 2	7075	Range: <i>Strength</i> ; Returns to Thrower
Bane Flail	+2	STR + d6 + 2	7200	<i>Knockback</i> on a <i>Raise</i> ; Ignores Shield/Weapon

				<i>Parry or Cover Bonus</i>
Baton of Healing	+1	STR + d4 + 1	5050	2d10 Charges; can cast <i>Healing</i>
Blessed Fists	+1	STR + 1	3050	+4 damage vs. <i>Demons</i> and <i>Undead</i>
Cudgel of Purification	+2	STR + d4 + 2	7300	+1d6 damage vs. <i>Undead</i> ; Ghost Touch
Dart of the Hornet	--	4d4	250	Hits all targets in a Small Blast Template area
Deathwish Arrow	--	Special	10000	Kills an attuned target
Dimensional Polearm	+1	STR+d8+1	3150	Reach = 6 squares
Fire Bow	+1	2d6+d6 Fire + 1	5250	<i>Burns</i> target on a Raise
Fistwraps of Flame	+1	STR + d6 Fire + 1	3050	<i>Burns</i> target on a Raise
Flametongue Longsword	+1	STR + d8 + d6 Fire + 1	5300	<i>Burns</i> target on a Raise; Light (SBT Radius)
Frost Brand	+1	STR + d8 + d6 Cold + 1	5300	<i>Slows</i> target on a Raise
Ghost Bow	+1	2d6+1	7250	Ignores Non-Magical Armor
Hunter's Crossbow	+1	2d6+1	5500	+4 bonus to Called Shots
Ice Bow	+1	2d6+d6 Cold + 1	5250	<i>Slows</i> target on a Raise
Leaguemaster	+2	2d6+2	15500	d10 STR requirement; Range = 15/30/∞
Life-Eater	+2	Standard + 2	Standard + 7000	Heals 1 Wound when it inflicts a Wound
Lightning Spear	--	STR + d6	600	Range: <i>Strength</i> ; Inflicts 3d6 Electricity damage when <i>Thrown</i> ; <i>Reach</i> +1
Luckblade	+1	STR + d8 + 1	3300	Gain one additional <i>Benny</i> per session
Mace of Disruption	+1	STR+d6+1	5200	<i>Undead</i> save <i>Vigor</i> -4 or suffer an extra Wound
Mage Staff	--	1d6	3000	∞ Ammo; Range = 12; <i>Spellcasting</i> required
Maul of Sundering	+2	STR + d8 + 2	10000	d8 STR requirement; <i>Earthquake</i> ; <i>Sundering</i> ; <i>Heavy Weapon</i> ; +4 <i>Armor Piercing</i> ; 2-Handed
Nightstar	+3	STR + d8 + 3	12000	d8 STR requirement; <i>Vigor Drain</i> on a Raise; <i>Drain Power Points</i> ; Two-Handed
Nunchaku of Thunderbolts	+2	STR + d4 + 2 + d6 Electric	7050	+4 <i>Armor Piercing</i> vs. metal targets
Sling of Impact	+1	STR + 4d4	10000	Range: 4/8/16; +6 <i>Armor Piercing</i> ; <i>Heavy Weapon</i>
Smokesteel	--	Standard	Standard +250	No penalty to <i>Stealth</i>
Sonic Mace	+1	STR + d6 + d6 Sonic + 1	5200	+d6 Sonic Damage; <i>Deafens</i> target on a Raise
Staff of the Four Winds	+1	STR + d4 + 1	7010	Extra Attack on a <i>Raise</i> ; <i>Chaining Attacks</i> ; <i>Parry</i> +1; <i>Reach</i> +1; Two-Handed
Stunbow	+1	2d6 + 1	5250	Inflicts non-lethal damage; ∞ Ammunition
Sunblade	+1	STR+d8+1	9000	Light (LBT Radius); +2d6 damage vs. <i>Undead</i> & <i>Demons</i>
Sword of Dancing	+1	STR+d8+1	5300	<i>Animated</i>
Truesilver Weapon	--	Standard	x4 Standard	Weightless; Indestructible; Light (SBT Radius)
Viper's Kiss	+1	STR+d4+1	5025	Range: <i>Strength</i> ; Save <i>Vigor</i> -4 or suffer an extra <i>Wound</i>
Vorpall Blade	+3	STR+d10+3	12000	d10 STR requirement; Any roll on the <i>Injury Table</i> results in Death; Two-Handed

Warmaster's Quarterstaff	+3	STR+d4+3	10010	<i>Improved Sweep</i> (w/ selective targeting); Parry +1; Reach +1; Two-Handed
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Acidic Alleypiece

Cost: 5,200

This hand crossbow is magically enchanted to lace any bolt it fires with caustic acid. The acid inflicts an extra d6 damage. If a target is hit with a *Raise* they must succeed an *Agility* check or have one piece of non-magical gear destroyed.

Axe of Returning

Cost: 7,070

This is the last throwing axe you'll ever need to buy! This weapon magically imprints itself upon its wielder so that when it is thrown it can magically return to its wielder's hand as a Free Action. The axe will continue to serve its current wielder until the wielder dies. So long as the wielder remains within 12 squares of the axe, he can instantly summon it into his hand (like, for example, if the wielder has been disarmed and placed in a jail cell, he can call his axe to him if it is near enough).

Bane Flail

Cost: 7,200

A grim-looking +2 *Magic Weapon* forged from black iron, the *Bane Flail* sports three heads fashioned in the shape of leering skulls. When this weapon strikes with a *Raise* it causes its target to be *Knocked Back* by 1 square (unless there are no open squares for the target to move into). Targets that are *Knocked Back* must also succeed an *Agility* check to remain standing.

Baton of Healing

Cost: 5,050

This balanced fighting baton combines the features of a +1 *Magic Weapon* with a *Wand of Healing*. The baton has 20 charges (2d10); for the cost of 1 charge the wielder can heal a single *Wound* on any target touched by the baton. Only characters with the *Dabbler* or *Arcane Background: Miracles* edge can use the baton's magical powers.

Blessed Fists

Cost: 3,050

These sanctified hand wraps have angel hairs and holy symbols woven into their fabric. They normally act as a +1 *Magic Weapon* but against *Demons* and *Undead* they inflict +4 damage (instead of the usual +1 damage bonus). Only characters with the *Martial Artist* Edge can properly use this weapon.

Cudgel of Purification

Cost: 7,300

Crafted by warrior-priests as a holy weapon against evil, the *Cudgel of Purification* is a +2 *Magic Weapon* that inflicts an extra d6 of damage against *Undead* and *Demonic* targets. In addition, the Cudgel can strike incorporeal or gaseous targets (such as ghosts, wraiths or vampires in mist form).

Dart of the Hornet

Cost: 250

The Dart of the Hornet multiplies itself when thrown so that a single dart turns into a phalanx of darts. This effectively turns the dart into a grenade type weapon. All targets in a Small Blast Template radius are hit for 4d4 points of damage. If the thrower misses his target, the blast area will scatter in a random direction. This dart may only be used a single time.

Deathwish Arrow

Cost: 10,000

Thankfully rare, these dreadful arrows are just the thing for making someone very dead. Each arrow is specially attuned to kill a particular individual; if it strikes any other target it behaves just as a normal arrow. However, when the arrow causes its intended target to become *Shaken* or *Wounded*, it instantly kills them. A *Deathwish Arrow* may only be used once; its enchantment is expended once it is fired so it cannot be re-used in the event of a missed shot. The process of attuning a *Deathwish Arrow* requires knowledge of the intended target's *Truename*, something only a level 16 or higher Conjurer can divine.

Dimensional Polearm

Cost: 3,150

This *+1 Magic Weapon* is enchanted to strike through the Ethereal Plane. The wielder of this weapon can strike any target up to 6 squares away, even through solid objects. Line of sight is not required, though targets will still receive a cover bonus if they are hidden behind an obstacle.

Fire Bow

Cost: 5,250

Arrows fired from a *Fire Bow* instantly ignite, inflicting an extra 1d6 points of Fire damage to any target they strike. If the target is hit with a *Raise*, they begin to burn, suffering 2d6 points of Fire damage per round until extinguished.

Fistwraps of Flame

Cost: 3,050

The *Fistwraps of Flame* ignite upon making contact with a target. Anyone struck by these fistwraps takes 1d6 extra points of Fire damage and, on a *Raise*, begins to burn. Burning targets suffer 2d6 points of Fire damage per round until the flames are extinguished. Only characters with the *Martial Artist Edge* can properly use this weapon.

Flametongue Longsword

Cost: 5,300

When drawn this longsword bursts into flames, emitting light over a Small Blast Template radius. Any target struck by the *Flametongue Longsword* takes an extra 1d6 points of Fire damage and, on a *Raise*, begins to burn. Burning targets suffer 2d6 points of Fire damage per round until the flames are extinguished. Any melee weapon can have the *Flametongue* property, not just longswords.

Frost Brand

Cost: 5,300

When drawn this longsword becomes coated with frost and emits a radius of cold. Any target struck by the *Frost Brand* takes an extra 1d6 points of Cold damage and, on a *Raise*, is *Slowed*. Slowed targets automatically go last on their next initiative and have their *Pace* cut in half for 1 round. Any melee weapon can have the *Frost Brand* property, not just longswords.

Ghost Bow

Cost: 7,250

Created by the infamous Theurgist, Vanfragar the Undying, a Ghost Bow is a longbow that has been infused with the souls of 100 dead archers. Any arrow fired from this bow becomes spectral, bypassing all physical armor. Spectral arrows pass through any non-living solid matter they come into contact with, so it is possible to hit targets through obstacles (though targets still enjoy the benefits of cover). As soon as a spectral arrow tastes the living, it rematerializes. This effect does not work on *Magic Armor*.

Hunter's Crossbow

Cost: 5,500

This ornate crossbow is supremely well balanced and has a targeting reticle affixed to its stock. When the wielder spends an action *Aiming* with this crossbow they can make *Called Shots* at a +4 bonus. Note: multi-action penalties still apply if you aim and fire in the same round.

Ice Bow

Cost: 5,250

Invented by Alshadar bowyers, this rune-etched longbow contains the elemental essence of Winterbright, the Alshadar homeland. Any arrow fired from this bow deals an additional d6 of Cold damage. Targets that are hit with a *Raise* are *Slowed* for 1 round (1/2 *Pace* and automatically lose initiative).

Leaguestriker

Cost: 15,500

This massive arbalest is famous for its unmatched range. Only a character with a d10 or better *Strength* can wield *Leaguestriker*. A bolt fired from *Leaguestriker* has unlimited range. The penalties for long range fire and blind fire still apply.

Life-Eater

Cost: Standard + 7,000

A Life-Eater weapon has been infused with necromantic energy. Any time the Life-Eater weapon inflicts a *Wound*, it's wielder heals one *Wound*. This effect only works on living targets.

Lightning Spear

Cost: 600

When this otherwise normal spear is thrown, it turns into a Jet of Lightning that inflicts 3d6 points of Electricity damage to all targets in a 12 square line. The jet gains *Armor Piercing* +4 against metal-wearing targets. Once it is thrown the spear is incinerated and cannot be used again.

Luckblade

Cost: 3,300

This finely made longsword has been thrice-blessed by Ilesso, Skelper and Karn. In addition to being a +1 *Magic Weapon* it grants the wielder one extra *Benny* per gaming session.

Mace of Disruption

Cost: 5,200

Forged by monk-smiths for the arsenals of good, a Mace of Disruption is a clerical weapon that is specially designed to eradicate the undead. Any *Undead* target struck by this weapon must succeed a *Vigor* -4 check or sustain 1 additional *Wound*.

Mage Staff

Cost: 3,000

The emblem of an accomplished Wizard is his *Mage's Staff*. A Mage can amplify a fraction of his power through a *Mage's Staff* to produce a bolt of pure force as a standard action. Using the *Mage's Staff* requires a *Spellcasting* roll, costs no power points and has a 12 square range. The damage from a staff bolt is only 1d6 (plus an additional d6 on a *raise*) and is really only intended to jolt a target rather than harm them.

Maul of Sundering

Cost: 10,000

This massive two-handed hammer contains the seismic fury of the earth and requires a d8 *Strength* to be lifted. When slammed against the ground, a straight-line 6 square fissure opens up in the direction of the wielder's choosing. All targets standing in the fissure must succeed an *Agility* check or be knocked prone. Any target struck directly by the maul must make an *Agility* -2 check or have one of their possessions sundered (wielded weapon or worn armor of the target's choice). Magical gear can also be sundered in this fashion unless it is specifically described as "indestructible". Lastly, the *Maul of Sundering* qualifies as a siege weapon; it is considered a Heavy Weapon with +4 *Armor Piercing*.

Nightstar

Cost: 12,000

The *Nightstar* is a large, menacing morningstar that has been imbued by Ildrath the Lord of Ruin with the power to drain the vitality of any target it strikes. Magic-using targets lose 1d6+1 *Power Points* when they are struck by the *Nightstar*. In addition, any target hit with a *Raise* must decrease their *Vigor* by one die type. *Vigor* drains are cumulative, but a target cannot be dropped lower than a *Vigor* of d4-2. Lost *Vigor* levels are restored at a rate of one die type per day. This large weapon requires the wielder to have a d8 *Strength* or better.

Nunchaku of Thunderbolts

Cost: 7,050

This exotic weapon comes from the land of Denshen in the Nightlands. It features twin, hardened clubs linked by a short length of chain. A skilled user of this weapon can make the clubs spin blindingly fast. This item behaves as a +2 *Magic Weapon* and has the additional ability of inflicting 1d6 extra points of *Electricity* damage to any target it strikes. The nunchaku gain *Armor Piercing* +4 vs. metal armor. Only characters with the *Martial Artist* Edge can use this weapon.

Sling of Impact

Cost: 10,000

Perhaps the nicest looking and most ornate sling you can imagine, this exceptional peasant's weapon imparts additional density to any projectile it hurls. A common sling bullet thrown from this weapon hits with the force of a boulder thrown from a catapult. This sling can actually be used to inflict siege damage against structures; it is considered a Heavy Weapon with +6 *Armor Piercing*.

Smokesteel

Cost: +250

A special forging process produces Smokesteel, an alloy that is as black as night and as strong as the best castle steel. Smokesteel is the perfect metal for making "discreet weapons".

Sonic Mace

Cost: 5,200

This mace is imbued with the power to unleash sonic blasts every time it strikes a target. Targets hit by the *Sonic Mace* sustain an extra 1d6 points of Sonic damage and, on a *Raise*, become *Deafened*. *Deafened* targets suffer a -4 penalty to all hearing-based *Notice* checks and all spell-casting checks (arcane or faith-based) for 1 round.

Staff of the Four Winds

Cost: 7,010

For a magic weapon, the *Staff of the Four Winds* looks very humble. This supple bo staff would be right at home in the hands of a peasant farmer. However, in the hands of a skilled staff fighter, this weapon is capable of unleashing a blinding assault. When this staff strikes with a *Raise*, the wielder gains an extra attack with no multi-action penalty. This ability can be chained together up to 3 times, potentially giving the wielder up to four attacks per round. These extra attacks do not stack with *Frenzy* or other abilities that grant extra attacks and cannot be used to make *Sweep* attacks. At most the wielder can make four attacks in a single round.

Stunbow

Cost: 5,250

Unlike other bows, the *Stunbow* doesn't actually have a bowstring and doesn't fire standard ammunition. When the archer pulls back where the string ought to be, the bow forms a projectile of pure force. This force arrow inflicts non-lethal damage against any target it strikes. Because the *Stunbow* creates its own arrows it never runs out of ammunition.

Sunblade

Cost: 9,000

This sword has been blessed by Halzar, the God of Sun and Fire. The blade of this weapon glows with a warm, golden light, providing illumination over a Large Blast Template area. Any *Undead* creature that enters this illuminated area must succeed a *Spirit* check or run in fear. The Sunblade inflicts 2d6 points of additional damage against *Undead* or *Demonic* beings.

Sword of Dancing

Cost: 5,300

A minor spirit or elemental is trapped within this blade giving it a sort of personality. When a command word is uttered, the sword begins to float and bob merrily in the air and will attack any target that its owner designates up to 12 squares away. Commands can be issued to the sword as a free action but the sword can only act once per round on the owner's initiative. The Dancing Sword uses the wielder's *Spirit* die as its *Fighting* die when animated.

Truesilver

Cost: Standard x 4

A weapon made of Truesilver cannot be unmade. The forging process produces a steel that cannot be sundered by anything less than volcanic heat. In addition, Truesilver weapons weigh a mere fraction of their carbon steel counterparts and the metal catches light in such a way that it always produces a faint silvery glow. This illumination is sufficient to light a small blast template area.

Viper's Kiss

Cost: 5,025

Viper's Kiss is an enchanted dagger that delivers a vicious poison on contact. Any living target *Wounded* by this dagger must succeed a *Vigor* -4 check or sustain an additional *Wound*.

Vorpal Blade

Cost: 12,000

The legendary *Vorpal Blade* is a Greatsword that has been forged by necromancers. When this blade tastes blood, it hungers for a kill. A target who has been *Incapacitated* by a *Vorpal Blade* suffers a -4 on the ensuing *Vigor* roll. If the target is forced to consult the *Injury Table*, they are instantly killed. A d10 *Strength* is required to wield the *Vorpal Blade*.

Warmaster's Quarterstaff

Cost: 10,010

This steel-shod quarterstaff is capped at both ends by mace-like flanged heads. The wielder of this +3 *Magic Weapon* can make *Improved Sweep* attacks (*Sweep* without the customary -2 penalty) that selectively avoid any targets the wielder wishes (such as their companions).

Magic Rings

Most Magic Rings provide their benefit as long as they are worn, using the wearer's own life essence to power their functions. Any Ring that has an "activated" effect can only be used up to 3 times per day. The following Rings are considered to have "activated" effects:

- Ring of Command
- Ring of Diminution
- Ring of Flight
- Ring of Force
- Ring of Growth
- Ring of Light
- Ring of Magical Warding

- Ring of Shapechange
- Ring of Shielding
- Ring of Teleportation

Rings can be used by any character but no more than 2 magic rings can be worn at one time.

Item Name	Cost	Special Notes
Freedom Ring	6000	+4 to resist grappling attacks and movement impeding effects
Kinetic Ring	8000	Absorbs kinetic energy to produce cone-shaped blasts
Ring of Alertness	1000	+2 to <i>Notice</i>
Ring of Command	4000	<i>Puppet</i> (3/day)
Ring of Counterspelling	12000	Stores one spell which can be used to negate a spell
Ring of Diminution	5000	<i>Shrink</i> (3/day)
Ring of Elemental Resistance	4000	+4 Toughness vs. a specific Element
Ring of Feather Falling	5000	Protects the wearer from falling damage
Ring of Flight	15000	Fly at <i>Pace</i> 12 for 1 hour
Rings of Friendship	4000	Come in a matched set; wearers can share <i>Bennies</i>
Ring of Growth	5000	<i>Grow</i> (3/day)
Ring of Life Storing	15000	Protects the wearer from death
Ring of Regeneration	20000	Regenerate Wounds & Injuries
Ring of Second Chances	10000	Prevents death one time
Ring of Shapechange	12000	<i>Shapechange</i> (3/day)
Ring of Wizards	10000	Reduce Power Point costs by 1
Shield Ring	1000	+1 to <i>Parry</i> and +2 <i>Toughness</i> vs. ranged attacks

Freedom Ring

Cost: 6,000

The wearer of this ring is surrounded by an imperceptible repulsion field that allows them to resist confining forces. The wearer gains a +4 bonus to all defensive *Grappling* checks, is immune to physical or magical effects that inhibit or impede free movement (i.e. webs, *Entangle* spells, *Slow* spells, etc.) and can slip bonds like an accomplished escape artist.

Kinetic Ring

Cost: 8,000

Every time the wearer of this ring is struck in combat, the ring captures some of the kinetic energy from the blow and stores it so that it can be released in a powerful blast at the wearer's command. For every *Wound* the wearer sustains the ring captures one die type of *Strength*. (Example: Lars the Lucky is hit for two *Wounds*; his Kinetic Ring, which had already stored one *Wound* earlier, increases in *Strength* from a d4 to a d8). As a standard action, the wearer can unleash the stored kinetic energy in a cone-shaped blast that inflicts its *Strength* rating in damage to all targets in the area of effect. Once the stored energy is spent, the ring needs to be refilled again. The ring can store a maximum *Strength* of d12+2.

Ring of Alertness

Cost: 1,000

The wearer's senses are sharpened when they place this ring on their finger. They gain a +2 bonus to all *Notice* checks. This power stacks with the *Alertness* Edge but does not stack with other magical bonuses.

Ring of Command

Cost: 4,000

When the wearer of this impressive-looking ring brandishes it at a target, that individual must succeed an opposed *Spirit* roll (vs. the Ring's *Spirit* of d12+2) or fall under the influence of a *Puppet* spell. The effect

lasts for 10 rounds during which time the charmed individual will do whatever the Ring-bearer commands. If the target is asked to do something self-destructive, they will be granted an additional opposed roll to try and break the Ring's influence. This power may be used up to 3 times per day.

Ring of Counterspelling

Cost: 12,000

This powerful ring is highly sought after by wizards who engage in arcane duels. If the wearer of this ring has the ability to cast magic spells they can store one spell they know inside the ring. The next time the wearer is targeted by that same spell, the ring will release its stored energy and negate the incoming spell as a free action. Refilling the ring requires a regular *Spellcasting* action.

Ring of Diminution

Cost: 5,000

By rubbing this ring, the wearer can shrink their size to 1' in height up to three times per day. Each application of this effect lasts for 10 minutes. While shrunk, the wearer is harder to hit (all attack rolls against the wearer suffer a -2 penalty), but they also suffer a -2 penalty to *Toughness* and a two step decrease to their *Strength* die.

Ring of Elemental Resistance

Cost: 4,000

These rings are forged to provide magical protection against one particular type of elemental energy (i.e. fire, cold, lightning, etc.) While it is worn the wearer gains a +4 *Toughness* bonus against this energy type.

Ring of Feather Falling

Cost: 5,000

The wearer of this ring no longer suffers from falling damage. Any time the wearer falls from a height of greater than 5' the ring's magic automatically kicks in and reduces the wearer's rate of descent to a safe and gentle velocity.

Ring of Flight

Cost: 15,000

The dream of flight can be yours at last! This ring enables the wearer to *Fly* at *Pace* 12 for up to 1 hour at a time. This effect can be triggered three times per day.

Ring of Friendship

Cost: 4,000

These rings are always forged in a matched set. The wearer of one of these rings is always instinctively aware of its mate's location and can track it across any distance. In addition, when the wearers of a matched set are within 12 squares of each other they can share telepathic messages and *Bennies*.

Ring of Growth

Cost: 5,000

By rubbing this ring, the wearer can increase their size to 10' in height up to three times per day. Each application of this effect lasts for 10 minutes. The wearer is easier to hit in this form (all attack rolls against the wearer gain a +2 bonus), but they also gain a +2 bonus to *Toughness*, a two step increase to their *Strength* die and a +1 bonus to their *Reach*.

Ring of Life Storing

Cost: 15,000

The *Ring of Life Storing* safeguards a small portion of the wearer's life force so that they are protected from violent death. The wearer of this ring cannot be killed while they wear it but they can still be *Incapacitated* and *Injured*. Once the ring is removed the wearer can be killed normally. The ring does not protect the wearer from death by natural causes (aging, starvation, etc.)

Ring of Regeneration

Cost: 20,000

One of the most powerful rings ever forged, a *Ring of Regeneration* allows its wearer to make a *Vigor* -2 check every hour to heal 1 *Wound*. The Ring continues to operate even after the wearer is dead, restoring the body though the soul has fled. A *Ring of Regeneration* can heal permanent injuries and even regrow lost limbs.

Ring of Second Chances

Cost: 10,000

This ring stores a quantity of necromantic energy that is unleashed when its wearer dies, resuscitating them. Instead of dying, the wearer is stabilized with 3 *Wounds* and regains consciousness. This effect automatically triggers when the wearer dies and can only be invoked one time before the ring becomes inert.

Ring of Shapechange

Cost: 12,000

The wearer of this potent ring is able to cast the *Shapechange* spell on themselves up to three times per day. The wearer can assume any form that their character rank will allow (see spell description for details) and the effect lasts for a duration of 10 minutes.

Ring of Wizards

Cost: 10,000

Only characters with an *Arcane Background* can benefit from wearing the *Ring of Wizards*. This ring reduces the cost of all spells cast by one Power Point (down to a minimum of 1 Power Point). The power of this ring stacks with similar abilities, such as the *Wizard Edge*.

Shield Ring

Cost: 1,000

The *Shield Ring* protects a buckler-sized disc of invisible force that grants the wearer a +1 *Parry* bonus and a +2 *Toughness* vs. Ranged Attacks. This ring cannot be used in conjunction with an actual shield but can be used while dual wielding or using two-handed weapons.

Magic Wands, Staves & Rods

In this setting, Magic Wands, Staves and Rods have a set number of charges that govern how many times they can be used (unless stated otherwise in their description). Once a wand, staff or rod is out of charges, it loses its power and becomes inert. Wands, staves and rods do not have *Power Points*.

A brand new wand or rod has 20 charges. Each activation of the item consumes 1 charge. There may be situations where additional charges can be expended to produce an amplified effect. When a used device is found in a treasure trove, it has 2d10 charges remaining. Characters won't know how many charges remain in the item unless they get it identified by someone with the *Knowledge: Magic* skill.

Staves contain up to 40 charges (or 2d20 when found used).

Wands and staves can only be used by characters who have the *Arcane Background: Sorcery Edge* or the *Dabbler Edge*. A few specific wands and staves are restricted to characters with the *Arcane Background: Miracles* edge. Rods can be used by anyone.

Wands, staves and rods with an attack property (such as a *Wand of Bolt* or *Wand of Bad Luck*, for example) require a successful *Shooting* roll to strike the desired target. In most cases a miss means there's no effect but in the case of area of effect attacks (like *Blast* or *Jet*) the effect will scatter randomly.

Characters with the *Dabbler* edge must also pass an appropriate *Knowledge* check in order to figure out how to activate the wand.

Battle Mage characters have the special ability to recharge wands, staves and rods.

Item Name	Cost	Special Notes
Partner Rods	3000	Comes in a matched set; wielders can track each other up to 100 miles
Prismatic Wand	12000	Casts a <i>Jet</i> of any energy type
Rod of Egress	4500	Detects the exit from any location
Rod of Hostile Intent	3000	Detects enemies up to 24 squares away
Rod of Lordly Might	10000	+4 <i>Charisma</i>
Rod of Nullification	10000	Negates or suppresses magical effects
Rod of Ore	4500	Detects deposits of mineral ore
Rod of Secrets	3000	Detects hidden objects in a 24 square range
Rod of Wells	1500	Detects sources of fresh water
Staff of Life	15000	Remove <i>Fatigue</i> , Heal <i>Wounds</i> and <i>Raise Dead</i>
Staff of Magic	30000	See Description
Staff of Power	25000	Stores <i>Power Points</i>
Staff of Smiting	6000	Casts <i>Smite</i>
Wand of Bad Luck	3000	Target suffers -1 to rolls; Negates <i>Bennies</i>
Wand of Blast	2000	Casts <i>Blast</i> (2d6 damage; M.B.T.; Range: 24)
Wand of Bolt	1000	Casts <i>Bolt</i> (2d6 damage; Range: 12)
Wand of Jet	3000	Casts <i>Jet</i> (2d10 damage; Range: 12 square line)
Wand of Levitation	1500	<i>Levitates</i> target at <i>Pace</i> 1
Wand of Polymorph	13500	Casts <i>Shapechange</i>
Wand of Reversal	10000	Reverses the effect of a Spell
Wand of Summoning	13500	Casts <i>Summon Ally</i>
Wand of Transposition	7000	Causes two targets to switch places
Wand of the Undead	6000	Casts <i>Zombie</i>

Partner Rods

Cost: 3,000

These simple iron rods come in a matched set. Whenever one of the rods is held, it unerringly points in the direction of its mate regardless of how far away it is. If one of the rods is destroyed, both become inert. This item does not use charges.

Prismatic Wand

Cost: 12,000

This wand fires a jet of prismatic energy on command. It supports a couple of different firing modes: for the cost of 1 charge the wielder can fire a *Jet* of any energy type (i.e. fire, cold, acid, electricity, sonic or force) as per the spell of the same name. The *Jet* inflicts 2d10 points of damage in a 12 square line that hits all targets who fail an *Agility* -2 check. All characters struck by the *Jet* also suffer that energy type's secondary effect (see below).

For the cost of 4 charges the wielder can fire all energy types at once in a woven band of rainbow colored energy. All targets caught in this *Jet* must make separate *Agility* saves for each damage type to avoid getting hit.

Energy Type	Secondary Effect
Fire	Target is <i>Burning</i> , suffering 2d6 Fire damage per round until extinguished

Cold	Target is <i>Slowed</i> , losing 1/2 their <i>Pace</i> and going last on initiative for 1 round
Acid	Target has a random piece of non-magical gear destroyed
Electricity	<i>Jet</i> gains <i>Armor Piercing +4</i> if the target is wearing metal armor
Sonic	Target is <i>Deafened</i> , suffering a -4 penalty to <i>Notice</i> and <i>Spellcasting</i> rolls for 1 round
Force	No secondary effect

Rod of Egress

Cost: 4,500

When activated, this rod points in the direction of the safest exit from any location. For example, in a room with multiple doors, this rod will point to the door that most directly leads to the dungeon or building exit. In a wilderness setting, the rod will point in the compass direction where the party is least likely to encounter dangerous wandering encounters. If the party is being tracked or followed, the rod will consistently point away from the hunters.

Rod of Hostile Intent

Cost: 3,000

The wielder of this rod can spend a charge to detect the presence of any hostile beings up to 24 squares away. Anyone harboring malicious intentions toward the wielder will be outlined with an indigo glow. The rod can detect the surface thoughts of all targets in range so it is able to reliably determine when an individual is secretly plotting to harm the wielder.

Rod of Lordly Might

Cost: 10,000

This ornate, jewel-encrusted scepter is fit for a King. The wielder of this rod enjoys a +4 *Charisma* bonus and projects an aura of power and command. This is not a charged item; its effect is permanent.

Rod of Nullification

Cost: 10,000

Fashioned from the rare mineral Netherstone, a *Rod of Nullification* grounds out any magical energies it comes into contact with. The wielder of this rod can spend a charge as a Free Action to resist the effect of any magical spell cast upon them. Additionally, the wielder can spend a charge to temporarily suppress the persistent enchantments of any target struck by the rod for 3 rounds (requires a successful *Touch Attack*). This includes the properties of any magical items held by the target.

Rod of Ore

Cost: 4,500

This rod is specially attuned to detect large deposits of precious ore and gemstones. Every time the rod is activated, it points in the direction of the nearest ore deposit and vibrates as the wielder gets closer to it. In practical terms, activating the rod gives the wielder a +4 bonus to all *Knowledge: Mining* checks, enabling them to have more success in this trade.

Rod of Secrets

Cost: 3,000

Activating this rod causes all secret doors, hidden rooms, concealed compartments and invisible beings within a 24 square radius to become outlined by an indigo glow. Extra-dimensional spaces (such as the dimensional pocket in a *Thief's Jerkin*) are also revealed by this effect.

Rod of Wells

Cost: 1,500

This humble wooden rod resembles a whittled stick. When activated the rod points toward the nearest source of fresh water, vibrating vigorously as the wielder gets closer to it. If the water source is underground, the rod will indicate the best place to dig a well.

Staff of Life

Cost: 15,000

This item can only be wielded by characters with the *Arcane Background: Miracles* edge. The *Staff of Life* is a potent healing aid. All of its powers require the target to be touched by the staff. For the cost of 1 charge this staff can remove a level of *Fatigue* or the *Shaken* condition. The wielder can spend 2 charges to heal one *Wound*. Finally, if the wielder spends 20 charges, they can cast *Raise Dead* on a target that has been dead for less than 1 hour. The *Raise Dead* ability will still work if the staff has fewer than 20 charges, but the staff will be destroyed in the process.

Staff of Magic

Cost: 30,000

This staff is the ultimate tool of the accomplished arcane practitioner. It can only be wielded by characters with the *Arcane Background: Sorcery* edge – *Dabblers* cannot comprehend its power. Merely holding this staff gives the wielder an *Arcane Resistance* of +2. In addition, the following powers can be triggered by spending charges:

- 0 Charges: Emit *Light* over a 12 square radius or *Detect Arcane*
- 1 Charge: Cast an unaugmented *Lightning Bolt* spell
- 2 Charges: *Dispel Magic* at a 12 square range with an effective skill level of d12+2
- 3 Charges: Cast an unaugmented *Fire Blast* spell

Staff of Power

Cost: 25,000

This item can be used by any spell caster. The wielder can draw *Power Points* from this staff on a one *Power Point* per charge basis. Each use requires a separate action. If the wielder wishes, they can attempt to *Overdraw* from the staff, spending as many charges as they wish in a single action. The wielder must pass a *Spirit* check that is equal to the number of *Power Points* being drawn. If they fail they are *Shaken* and the charges are lost.

Staff of Smiting

Cost: 6,000

This item can be used by any spell caster. The wielder of this staff can spend 1 charge to cast *Smite* on the staff as a *Free Action* (meaning they can activate the staff and use it in the same round without incurring a multi-action penalty). For 2 charges, the wielder can cast *Smite* with a *Raise* (granting a +4 damage bonus instead of the normal +2). This staff has the same combat characteristics as a +1 *Quarterstaff*.

Wand of Bad Luck

Cost: 3,000

This blackened, bent wand looks like it has seen better days. For the cost of 1 charge it can cause any target within a 12 square range to suffer a -1 to all rolls for 3 rounds. Against a *Wild Card* the wielder can spend 2 charges and cause the target to lose one *Benny*.

Wand of Blast

Cost: 2,000

This banded wand of ebony and ash is fitted with a crystal attuned to a particular energy type (i.e. fire, cold, acid, electricity, sonic or force). For the cost of 1 charge, the wielder can fire a *Blast* of this energy type as per the spell of the same name. This *Blast* inflicts 2d6 points of damage over a Medium Blast Template area and has a range of 24 squares. It cannot be augmented by spending additional charges. These *Blasts* do not trigger secondary effects (such as *Burn* or *Slow*).

Wand of Bolt

Cost: 1,000

This basic wand of heartwood is fitted with a crystal attuned to a particular energy type (i.e. fire, cold, acid, electricity, sonic or force). For the cost of 1 charge, the wielder can fire a *Bolt* of this energy type as per the spell of the same name. This *Bolt* inflicts 2d6 points of damage and has a range of 12 squares. It cannot be augmented by spending additional charges. These *Bolts* do not trigger secondary effects (such as *Burn* or *Slow*).

Wand of Jet

Cost: 3,000

This metallic wand is fitted with a crystal attuned to a particular energy type (i.e. fire, cold, acid, electricity, sonic or force). For the cost of 1 charge, the wielder can fire a *Jet* of this energy type as per the spell of the same name. This *Jet* inflicts 2d10 points of damage in a 12 square line that hits all targets who fail an *Agility -2* check. It cannot be augmented by spending additional charges. These *Jets* do not trigger secondary effects (such as *Burn* or *Slow*).

Wand of Levitation

Cost: 1,500

A favorite of parlor magicians, the *Wand of Levitation* causes a person or object to rise gently into the air at a *Pace* of 1 per round. A total of about 300 lbs. can be raised in this manner. The maximum range of the wand is 12 squares so it is impossible to levitate something higher than this. Any target that does not wish to be levitated can easily break free from the weak telekinetic energy projected by this wand.

Wand of Polymorph

Cost: 13,500

This wand is imbued with powerful transmutation magic. When activated this wand can transform any living target into another type of creature for 10 minutes. If the target wishes to resist the transformation they can make an opposed *Spirit* roll against the wand's *Spellcasting* rating of d12. Larger and more complex forms cost additional charges (consult the table below).

# of Charges	Form
1	Any man-sized creature (i.e. orc, human, hobgoblin, etc.)
2	Any creature one to two size categories larger or smaller than normal (i.e. ogre, kobold, etc.)
3	Any man-sized or smaller creature with non-humanoid features (i.e. bird, fish, rabbit, etc.)
4	Creatures of exceptionally large or small size (i.e. house fly, elephant, shark, etc.)

Wand of Reversal

Cost: 10,000

When this wand is activated it negates the last magic spell cast upon the target and generates the opposite effect. This wand has an effective range of 12 squares. See below for a list of examples of how the *Reversal* power works:

If the Target....	Then the <i>Reversal</i> ...
Healed for 1 <i>Wound</i>	Negates the <i>Healing</i> and inflicts 1 additional <i>Wound</i>
Had their <i>Strength</i> lowered by one die type	Negates the drain and increases the target's <i>Strength</i> by one die type
Cast <i>Fire Field</i> on himself	Casts <i>Ice Field</i> instead
Was <i>Shapechanged</i> into a bunny rabbit (-3 Size)	<i>Shapechanges</i> the target into a Hill Giant (+3 Size)

Wand of Summoning

Cost: 13,500

This wand is able to open a small portal to another plane of existence and pull an extra-planar creature through the breach to serve the wielder. The binding lasts for 10 rounds, during which time the summoned creature will perform whatever tasks the wielder wishes. However, the wielder has no control over what type of being answers the calling, draw a card and consult the table below to see what emerges:

Card	Creature Type
2	Imp
3	Beastman
4	Ethereal Prowler
5	Chaos Warrior
6	Deva
7	Demon Soldier
8	Celestial Guardian
9	Law Golem
10	Mephisto
J	Air Elemental
Q	Fire Elemental
K	Water Elemental
A	Earth Elemental
Joker	Archon

Wand of Transposition

Cost: 7,000

When this wand is activated it causes the wielder to switch places with any other target in a 12 square radius. If the wand hits its intended target the effect cannot be resisted.

Wand of the Undead

Cost: 6,000

This crooked wand of blood-quenched yew wood contains the power to create undead minions. The wand must be used on a corpse to activate its power. Minions created by this wand exist for 1 hour and obey the wielder unquestioningly during that time. Consult the table below for the costs associated with creating different undead servitors:

# of Charges	Undead Type
1	Zombie
2	Ghoul
3	Wight
4	Wight King (a <i>Wild Card</i> Wight)

Magic Scrolls & Tomes

Any *Sorcery* or *Miracle* based magical spell can be inscribed in Scroll or Tome format. A character with the appropriate Edge (*Arcane Background: Sorcery*, *Arcane Background: Miracles*, *Dabbler*) can attempt to cast a spell directly from a Scroll or Tome by making a skill roll. Spells cast in this manner do not cost any *Power Points*.

Characters cannot learn spells from a Scroll or Tome. Scrolls are simply "one shot" spells that don't cost any *Power Points* and Tomes either provide statistical bonuses to the spell caster or give them the ability to cast particular spells several times a day at no cost.

Magic Potions

Potions must be consumed to activate their effects. Drinking a potion requires a standard action. One potion vial contains a single dose. Characters with the *Knowledge: Magic* or *Knowledge: Alchemy* skill can attempt to discern the properties of a potion if they have access to alchemical equipment (beakers, burners, alembics, acids, bases, etc.) Simply smelling or tasting a potion will not reveal its essence.

Item Name	Cost	Special Notes
Potion of Healing	150	Removes 1 Wound and/or the <i>Shaken</i> condition
Potion of Mana	250	Restores 3d4 Power Points
Potion of Greater Healing	500	Heals 1d4 Wounds, removes <i>Shaken</i> & Temp. injuries
Potion of Greater Mana	750	Restores 3d12+3 Power Points
Potion of Strength	450	Increases <i>Strength</i> by one die step for 10 minutes
Potion of Agility	450	Increases <i>Agility</i> by one die step for 10 minutes
Potion of Vigor	450	Increases <i>Vigor</i> by one die step for 10 minutes
Potion of Smarts	450	Increases <i>Smarts</i> by one die step for 10 minutes
Potion of Spirit	450	Increases <i>Spirit</i> by one die step for 10 minutes
Potion of Invisibility	700	Grants <i>Invisibility</i> per the spell for 10 minutes
Potion of Sustenance	150	Removes all <i>Fatigue</i> and satisfies thirst/hunger for 1 day
Antidote	150	Instantly removes the effects of any Poison
Potion of Haste	1200	Grants doubled actions and +4 <i>Pace</i> for 3 rounds
Potion of Forgetfulness	350	Imbiber loses the next 1d6 hours of memory
Potion of Love	550	Save <i>Spirit</i> -4 or fall in love with the next person you see
Potion of Deadly Nightshade	1500	Save <i>Vigor</i> -4 or die
Potion of Water Breathing	550	Breathe underwater for 1 hour
Potion of Polymorph	600-800	Grants <i>Shape Change</i> per the spell for 10 minutes
Potion of Pain Immunity	350	Ignore all Wound penalties for 10 minutes

Magic Jewelry, Items & Clothing

These wearable Magic Items generally provide a persistent bonus to the wearer. In some cases a worn Magic Item may have an "activated" effect similar to a Magic Ring. Unless otherwise stated, these activated effects can be used 3 times per day.

You can stack similar bonuses but can only gain the benefit of one item per inventory "slot" (meaning, for instance, you can't wear two hats or two pairs of gloves).

Item Name	Cost	Special Notes
Amulet of Armor	1000	+1 <i>Toughness</i>
Amulet of Water Breathing	1000	Breathe underwater
Bracers of Deflection	2000	+2 Dodge
Cape of Disguise	4000	Alter appearance as a Standard Action
Cloak of the Stars	15000	Intangibility 3/day; Night Vision; Greater Teleport 1/day
Encyclopedic Panopticon	2500	+2 bonus to all <i>Knowledge</i> checks
Everfull Flagon	250	∞ Ale
Executioner's Hood	2000	Inflict more grievous injuries
Gauntlets of Ogre Power	5000	Grants a one die step increase to the wearer's <i>Strength</i>
Girdle of Giant Strength	10000	Grants a two die step increase to the wearer's <i>Strength</i>
Glamer Cloak	2000	+2 <i>Charisma</i>
Gloves of Deftness	5000	Grants a one die step increase to the wearer's <i>Agility</i>
Gloves of Larceny	8000	Grants 2 ranks of <i>Lockpicking</i> and <i>Climbing</i> skill
Gravity Belt	12500	Density can shift from feather-light to dragon-heavy
Helm of the General	2000	+1 bonus to <i>Mass Battle</i> and <i>Morale</i> rolls

Holy Symbol	2000	+2 <i>Toughness</i> vs. Magical Attacks; keyed to a Deity
Holy Vestments	2000	+2 <i>Toughness</i> vs. Physical Attacks; keyed to a Deity
Master's Robes	1000	+1 <i>Charisma</i>
Masterwork Item	Standard+500	+1 <i>Skill</i> bonus
Neverempty Quiver	1000	Creates 1d4 bolts/arrows per day
Regal Chapeau	1000	+1 <i>Charisma</i>
Robe of the Archmage	8000	+2 <i>Toughness</i> ; +4 vs. magical attacks
Roughspun of the Druid	2000	Naturally recover <i>Power Points</i> at x2 speed
Sandals of Swimming	2000	x2 <i>Swimming</i> pace
Slippers of Spider Climb	4000	Wearer can walk on walls and ceilings at their <i>Pace</i>
Talking Skull	2000	d12 + WC rating in a single <i>Knowledge</i> skill
Wizard's Eye	4000	Grants <i>Clairvoyance</i>

Amulet of Armor

Cost: 2,000

This enchanted pendant surrounds the wearer with a protective field that increases their *Toughness* rating by +1. Stronger *Amulets of Armor* are known to exist.

Amulet of Water Breathing

Cost: 1,000

This necklace grants the wearer the ability to breathe underwater. It does not impart any *Swimming* or underwater action benefit.

Bracers of Deflection

Cost: 2,000

These rune-inscribed armbands grant the wearer a +2 bonus to avoid ranged attacks.

Cape of Disguise

Cost: 4,000

When the wearer of a Cape of Disguise covers his face with the garment, he can magically transform his appearance. The illusion is maintained for as long as the wearer remains cloaked. This effect changes the wearer's voice as well as their physical appearance. Any sort of rough activity (such as combat) will spoil the illusion. A suspicious character would need to succeed a *Notice* -2 check to see through the illusion. Producing an illusory appearance takes a standard action.

Cloak of the Stars

Cost: 15,000

Woven to look like the night sky, this black and silver cloak grants the wearer several powerful abilities. The wearer can choose to become *Intangible* 3 times per day for 1/2 *Spirit* + 1 rounds. See the spell of the same name for a full description. Once per day the wearer can invoke a *Greater Teleport* spell, traveling to any location they know within a 12 mile radius. Finally, the wearer of this cloak gains perfect night vision and can see normally in absolute darkness.

Encyclopedic Panopticon

Cost: 2,500

The Encyclopedic Panopticon is a magical book that contains general information on any subject the reader wishes. The reader simply calls out a subject when they open the book and the blank pages magically fill with text on the desired topic. This gives the reader a +2 bonus to any *Knowledge* check they make.

Everfull Flagon

Cost: 250

This magical flagon fills itself with tolerably good ale every time a gold piece is placed inside of it. The gold is magically consumed in the process.

Executioner's Hood

Cost: 2,000

Besides making its wearer look like a chilling freak, any time someone in an *Executioner's Hood* incapacitates a target, the victim suffers a -2 penalty to their *Vigor* check and a +2 bonus to any ensuing *Injury Rolls*. This stacks with similar abilities of this type (i.e. the Assassin's *Vicious Wounds* class ability, *Vorpal Blades*, etc.)

Gauntlets of Ogre Power

Cost: 5,000

These heavy, plate steel gauntlets are enchanted to give the wearer the strength of a raging ogre. The wearer gains a one step increase to their *Strength* die.

Girdle of Giant Strength

Cost: 10,000

An otherwise normal looking broad leather belt with a large bronze buckle, this belt gives its wearer a two step increase to their *Strength* die. This effect stacks with the *Gauntlets of Ogre Power*.

Glamer Cloak

Cost: 2,000

This cloak of eye-catching iridescent fabric makes the wearer seem more charming than they actually are. The wearer gains a +2 *Charisma* bonus.

Gloves of Deftness

Cost: 5,000

The wearer of these supple, kid-skin gloves gains tremendous hand-eye coordination and manual dexterity. They gain a one-step increase to their *Agility* die.

Gloves of Larceny

Cost: 8,000

These thin, silk gloves give their wearer the light touch of a master thief. Anyone wearing these gloves gains 2 ranks of *Lockpicking* and *Climbing* skill.

Gravity Belt

Cost: 12,500

This belt has an ostentatious buckle in the shape of a disc that can be turned by the wearer. When the light side is facing upward, the wearer becomes as light as a feather. Even a glancing blow will send the wearer flying into the air. When the dark side is facing upward, the wearer becomes as heavy as a dragon. They cannot be knocked down or pushed aside by any force. When the buckle is in the middle position the wearer's weight is normal.

Helm of the General

Cost: 2,000

The wearer of this impressive looking, winged Great Helm projects an aura of authority and command. If the wearer is involved in a *Mass Battle*, his side gains a +1 bonus to its *Battle* and *Morale* rolls.

Holy Symbol

Cost: 2,000

Holy Symbols grant members of the faithful protection against hostile magic. Each *Holy Symbol* is keyed to a particular deity and only imparts its benefit to an avowed worshipper of that deity. The wearer of a

Holy Symbol gains a +2 *Toughness* vs. magical damage and a +2 on all opposed rolls to resist the effects of magic. This bonus stacks with other forms of magical protection.

Holy Vestments

Cost: 2,000

These blessed garments grant members of the faithful protection against physical damage. Every set of *Holy Vestments* are keyed to a particular deity and only impart their benefit to an avowed worshipper of that deity. The wearer of the Holy Vestments receives a +2 *Toughness* vs. physical attacks.

Master's Robes

Cost: 1,000

These ornately embroidered robes are made from the finest fabrics and signify that the individual wearing them is a person of importance. While wearing these robes, a character enjoys a +1 *Charisma* bonus.

Masterwork Items

Cost: +500

Masterwork items are built to the highest possible standards of quality and excellence. A masterwork item provides a +1 bonus to whichever skill is employed in its use (Example: a Masterwork Mandolin provides a +1 bonus to *Perform* checks).

Neverempty Quiver

Cost: 1,000

The Neverempty Quiver holds 20 arrows or crossbow bolts. So long as one arrow or bolt remains in the Quiver, it will magically create 1d4 normal bolts or arrows every day at dawn until the Quiver's capacity is reached.

Regal Chapeau

Cost: 1,000

This fabulous hat is the ultimate conversation starter. Anyone who wears it must be a person of amazingly refined taste! While wearing this hat, a character receives a +1 *Charisma* bonus.

Robe of the Archmage

Cost: 8,000

The wearer of these kingly robes gains tremendous protection against magical attacks. The robes impart a +4 *Toughness* vs. magical damage and a +4 on all opposed rolls to resist the effects of magic. In addition, the fabric of the robe is magically toughened to resist physical attacks, granting the wearer a general +2 *Toughness* bonus vs. all physical damage.

Roughspun of the Druid

Cost: 2,000

The wearer of these humble robes are able to tap into the ley lines in the earth. The wearer regains *Power Points* at double the normal rate (2 points/hour).

Sandals of Swimming

Cost: 2,000

Harboring the power of a bound Nymph, these sandals give their wearer fantastic swimming speed. The swimmer's *Pace* is doubled and their *Sprint* die is increased to a d12.

Slippers of Spider Climb

Cost: 4,000

The wearer of these slippers can walk on walls and ceilings as easily as they can walk on flat ground. The wearer moves at their normal pace up sheer surfaces.

Talking Skull

Cost: 2,000

The trapped essence of an extra-planar being is stored within this skull. It possesses a d12 rating in the *Knowledge* skill of the owner's choice and gains a *Wild Card* die. The skull can be consulted anytime to share its knowledge, but the beings contained within these devices are known to cultivate a surly demeanor. Buyer beware: some modest bribery may be required!

Wizard's Eye

Cost: 4,000

A *Wizard's Eye* gives the user the ability to remotely view far-off locations. While the user concentrates on this highly polished stone or crystal they can project their consciousness at two times their normal *Pace*. In this manner, the user can invisibly scout any location that they could normally walk to. The remote sensor cannot pass through solid obstacles such as walls and doors.

Magic Instruments

Magical Instruments can only be used by *Bards* or characters with the *Dabbler* edge. In the hands of any other character they behave just like normal musical instruments. To activate the powers of a Magic Instrument, the user must succeed a *Perform* check.

Item Name	Cost	Special Notes
Cromlech's Horn	3000	<i>Summon Ally [Spirit]</i> (3/day)
Fiddle of Revelry	1650	<i>Irresistible Dance</i> (3/day)
Harp of Soothing	1200	Improve Relations (3/day)
Horn of Blasting	1000	<i>Sonic Blast</i> (3/day)
Lullaby Lute	1000	<i>Slumber</i> (3/day)
Masterpicker's Mandolin	2600	+2 bonus to <i>Perform</i> checks
Pipes of the Rat King	1400	<i>Summon Host</i> (1/day)
War Drum	1600	<i>Fear Immunity</i> and bonus to <i>Morale</i>

Cromlech's Horn

Cost: 3,000

This oversized, silver-chased horn is decorated with funereal motifs. It produces mournful notes when blown. Up to three times per day, the user of this horn can summon a *Phantom Host* per the *Summon Ally [Spirit]* spell. The host remains for 10 rounds.

Fiddle of Revelry

Cost: 1,650

An otherwise ordinary looking, if especially well-loved, fiddle. When this instrument is played it produces notes that immediately set toes tapping. Up to three times per day, the performer can play a jig that will cast the *Irresistible Dance* spell. This affects a group of targets in a Medium Blast Template area who must succeed an opposed roll (*Perform* vs. *Spirit* -2) or suffer the consequences detailed in the spell description. This effect lasts for 3 rounds.

Harp of Soothing

Cost: 1,200

When this gold-painted harp is strummed everyone within earshot feels a sense of peace and well-being. Up to three times per day, the user of this harp can improve the diplomatic disposition of any group of living beings by one level (see table below). For example, this will cause a group of *Hostile* monsters who are prepared to attack to become *Uncooperative*. This effect cannot be used on the same target multiple times.

Reaction Level	Description
1	<i>Hostile:</i> The target actively dislikes you and is ready to fight.
2	<i>Uncooperative:</i> The target wants nothing to do with you and won't offer any assistance unless there's a significant advantage to be gained.
3	<i>Neutral:</i> The target is ambivalent toward you. If some small inducement was tendered the target could be persuaded to assist you.
4	<i>Friendly:</i> The target will go out of their way to help you, so long as they don't have to do anything too dangerous
5	<i>Helpful:</i> The target is enthusiastic about helping you and refuses to accept compensation.

Horn of Blasting

Cost: 1,000

The *Horn of Blasting* is a big, brass bugle that is usually molded in the shape of some kind of roaring animal. Up to three times per day, this horn can produce a *Sonic Blast* per the spell of the same name. This blast affects a Medium Blast Template area up to 24 squares away, inflicting 2d6 points of Sonic damage. If the user rolls a *Raise* on their *Perform* check they cause the targets in the area of effect to become *Deafened*.

Lullaby Lute

Cost: 1,000

This lute of white oak produces beautiful, gentle sounding music that any lord would be proud to have in his hall. Three times per day, the user of this lute can play a song that causes all targets in a Medium Blast Template area to become very sleepy, per the *Slumber* spell. Targets in the area of effect must succeed an opposed roll (*Perform* vs. *Spirit*) to resist the spell.

Masterpicker's Mandolin

Cost: 2,600

The *Masterpicker's Mandolin* is made to the most exacting standard of excellence. Each one is a standalone work of art with its own unique engravings and finishes. A note played on this exceptional instrument has matchless timbre. When a performer uses this instrument they gain a +2 bonus to all *Perform* checks.

Pipes of the Rat King

Cost: 1,400

When a certain tune is played on these ornate pan pipes, a *Swarm of Rats* is summoned to do the performer's bidding. The rats will aid the performer for 10 rounds. This effect can be used once per day.

Swarm of Rats				
Strength: d8	Smarts: d4(A)	Agility: d10	Spirit: d12	Vigor: d10
Pace: 10	Parry: 4	Toughness: 7	Fighting: --	
Gear & Weapons: <i>Bite</i> (All targets in AoE take 2d4 points of damage to their least armored area)				
Powers: <i>Swarm</i> (occupies a Medium Blast Template area; can only be damaged by <i>Area of Effect</i> weapons; can move through contested squares without incurring <i>Attacks of Opportunity</i>)				

War Drum

Cost: 1,600

This military snare drum bolsters the *Morale* of nearby troops who hear its insistent rhythms. All companions within a Large Blast Template radius of the performer become immune to *Fear* and, during *Mass Battle*, the performer's side gains a +1 bonus to all *Morale* checks.

Constructing Magic Gear:

Wizards and Battle Mages of sufficient power have the ability to create Magic Gear from scratch. The cost of producing a magic item is 50% of the book price and requires 1 week of labor for every 1,000 gold pieces spent (1 week minimum). A fully stocked workshop and laboratory is required; this facility costs approximately 10,000 gold pieces. At the end of the construction period, a *Spellcasting* roll is required to see if the proper enchantments took hold. The fabricator cannot spend *Bennies* on this roll and cannot roll a *Wild Card* die. Consult the table below for construction results:

Result	Description
Critical Fail (Natural 1)	Enchantment completely fails; all time and materials are wasted
Fail	Cost Overruns: fabricator must pay full book price for the item and increase build time accordingly.
Success	Build Successful: Build is completed on time but fabricator must cover 75% of the item's book price.
Raise	Perfect Build: Everything's right on budget & schedule

Gameplay:

This section outlines some new rules unique to this setting:

Advancement:

As characters acquire experience from their adventures they gain levels and grow in power. This mechanic works slightly differently than it does in normal *Savage Worlds*. There are no experience points; characters simply gain levels as they complete game sessions. Though most levels are simply *Advances*, there are some class specific abilities that unlock at certain leveling tiers.

The pace of leveling should be faster in this setting than your typical *Savage Worlds* game. Characters should advance at the conclusion of every adventure or at the end of a particularly long gaming session (6+ hours). This is left up to the Fatemaster's discretion. Clever play should be rewarded with *Bennies* instead of extra experience points. Advancement is linear so as a character increases in level the amount of game experience required to advance does not scale. A rule of thumb to use is if a major plot point was resolved and the party survived three major challenges, they should be ready to advance.

With every level increase a character can do one of the following:

- Gain an *Edge*
- Gain 2 Skill Points
- Increase an Attribute by one die type (only once every Rank)
- Gain 500 gold pieces

For every 5 levels gained, the character increases in *Rank*. Rank is simply an abstract way of gating access to certain *Edges* and *Powers*. The asterisks * indicate levels where the character receives a *Class Ability*.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Novice *		*		Seasoned			*		Veteran			*		Heroic	*		*		Legendary

The maximum character level is 20.

If you want to create a high level NPC from scratch and need to come up with a quick back-story for him or her, you can use the "Accomplishment Generator" in Appendix D.

Alignment:

Alignment is a general description of a character's philosophical outlook on life. Unlike other similarly themed games, alignment isn't a hard requirement in this setting. Some character classes are required to behave in accordance with the alignment of their deity or patron in order to receive the benefits of their class, but toeing the line and truly believing in something are two totally different things. In the main characters are free to act however they wish. Alignment should be used to supply role-playing flavor and little else.

Below is a brief description of how the different alignments view the world:

Alignment	Favorite Things?	Laws are...	Least Favorite Things?	Puppies and Kittens are...
Good	Helping others; having a positive reputation in the community	Necessary for maintaining social order	Injustice, crime, porn	Aww, cute!
Neutral	Self-improvement; getting ahead in life	Fine in principle, too broad in practice	Extremists, zealots and things that try to kill you	Animals

Evil	Other people's gold; increasing loot shares by killing party members	Intended for sheep, but not for lions	The meek, the pious, the ordinary	Delicious
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Bennies:

Since many of the class abilities in this setting are driven by the use of Bennies, and since this setting is intended to be high powered, all characters begin play with four Bennies instead of the customary three.

Death:

Death is never final in this campaign setting. Resurrection magic does exist, though it is rare and powerful and requires the services of a high level Cleric or Theurgist. The service itself can cost thousands of gold coins, depending upon the recipient's religious disposition. There are unscrupulous *Bone Merchants* in every city who are happy to extend credit for a resurrection in exchange for a bond of indentured servitude. The Bone Merchants sell these bonds to the highest bidder and *Geas* the resurrected party to obey the bondholder's commands for up to one year or until certain pre-determined services are rendered.

Epic Level Adventures:

Once a character begins to reach the *Heroic* and *Legendary* stages of their career, simple dungeon crawling and goblin slaying begins to lose its luster. With power and riches come new challenges; a famous adventurer will begin to receive petitions for their political support from Kings and Warlords. Some may offer lands and titles in exchange for vassalage. Once an adventurer steps into the political arena, it can open up a whole new vista for the campaign.

When your treasures become too numerous to count it often makes sense to build a place to keep them safe. To this end, many adventurers build strongholds, towers and castles. Owning a castle can be a full time job; between maintenance, dealing with petitioners and defending your territory against invasion castle ownership can become an adventure of its own.

Castle Costs:

Dwelling Type	Cost	Features
Tower	7000	Toughness: 19(13); Supplies: 4; Morale +1; Capacity: 10
Manor House	10000	Toughness: 18(12); Supplies: 6; Morale +1; Capacity: 10
Keep	35000	Toughness: 22(16); Supplies: 12; Morale +2; Capacity: 20
Stronghold	85000	Toughness: 23(15); Supplies: 26; Morale +2; Capacity: 50
Castle	140000	Toughness: 25(15); Supplies: 26; Morale +3; Capacity: 200
Concentric Castle	200000	Toughness: 26(16); Supplies: 52; Morale +3; Capacity: 400

Supplies = # of weeks of stored provisions; Morale = influences mass battles; Capacity = # of defenders

Tower: The simplest stone fortification, a common tower is about 30' tall and contains several floors. It is generally accessed by a single, reinforced door on the ground level. Towers are popular dwellings for wizards and poor nobles.

Manor House: A manor house is a well-furnished estate with little in the way of natural defenses but spacious living quarters for a Lord and their servants. A low stone fence surrounds the borders of the estate, which holds in addition to the manor house several outbuildings for a stable, smithy and barracks.

Keep: Essentially a fortified house for a noble, a Keep forms the heart of every castle. This structure has thick stone walls, a barred and buttressed gate, arrow slits and is surrounded by a defensive earthwork (usually a moat and/or a burh)

Stronghold: A Stronghold is a Keep surrounded by a curtain wall and a moat, forming a courtyard area. The wall has a drawbridge and a portcullis gate. Several stone outbuildings are located within the courtyard (stable, barracks, etc.)

Castle: A proper castle has a fortified curtain wall surrounding a Keep. Towers are evenly spaced along the length of the wall to provide greater stability and defensive positions.

Concentric Castle: These massive structures are castles in the grandest sense. They have an inner and outer courtyard separated by at least two curtain walls. Each "ring" of the castle is higher up than the ring preceding it, allowing defenders to rain missiles down on attackers as they penetrate each ring.

Fortifications require annual maintenance to keep them in working order. As a rule of thumb, expect to spend 5% of the dwelling's value on repairs per year. Additionally, if a landowner wishes to keep their fortified home fully staffed and defended, they will have to cover the food, lodging and salaries of their retainers. This cost is about 2 gold pieces per person per month.

Followers:

A number of character classes receive followers at some point in their careers. These followers differ from your typical hireling or henchman; they are personally pledged to the character and serve for more than just money. In game terms, followers are simply *Extras*; they have the basic abilities of their class but do not advance in level.

The intention behind followers isn't to give the character their own personal army, although followers can certainly be used for this purpose if the player wishes. Followers are there to attend to the character's needs; to help them with mundane day to day tasks that a high-powered adventurer shouldn't have time for. Followers will guard the character's home and treasures while they are away. They will deliver messages, run errands and watch the character's back.

A character who is careless with their followers will eventually harm their reputation. While the character is under no real obligation to pay their followers, a good lord will see to it that his people are well-cared for. If followers are abused repeatedly they will leave. Followers that are slain in the line of duty can be replenished at a rate of 1d8 per month.

Retirement:

At the end of a long and successful adventuring career, when a character has grown tired of cheating death, they may like nothing more than to buy a parcel of land somewhere and enjoy the treasures they have won. When a character chooses to retire they cease to gain levels and can no longer take an active part in any adventures. They take whatever money and influence they have acquired and find a quiet place to live out the remainder of their days. The retiring character can bequeath a certain portion of his riches to a successor who will carry on in his or her name.

Retired characters can never fully unretire but can be brought back into an adventuring session as a plot device, patron or temporary ally. The Fatemaster is encouraged to have retired characters become an enduring part of the game world.

A character that retires gets to leave behind a *Legacy* which bestows some advantage upon a future character. The retiring character must bestow their legacy upon a newly created character. The benefits obtained from a legacy are cumulative and based on rank, so a *Veteran* character who retires gets to bestow the benefits of a *Novice*, *Seasoned* and *Veteran* legacy to their successor. It is recommended, but not compulsory, for some sort of relationship to exist between the retiring character and the successor. It is up to the player and the Fatemaster to define the particulars of this (i.e. master and apprentice, parent and child, distant relation, sidekick, hireling, etc.) A legacy can only be bestowed one time per character.

Below are the descriptions of the different legacies that can be given:

Novice:

A Novice character can leave behind up to 500 gold pieces they possess to a successor.

Seasoned:

A Seasoned character can bequeath one magic item they possess to a successor.

Veteran:

A Veteran character can take a scion under their wing and assist in their training. The successor gains a free Edge at creation and can increase any single Attribute by one die type.

Heroic:

Heroic characters can bequeath a second magic item to the successor and up to 10,000 gold pieces. The successor also enjoys a knock-on effect from his patron's reputation, gaining a permanent *+1 Charisma* bonus.

Legendary:

Legendary characters pass on some sort of class-appropriate hereditary title, status and property to their successors. If the Legendary character has a castle and lands, their successor can live there as a permanent guest and/or inheritor. The successor gains the *Noble* background edge and is well known in civilized circles.

Signs:

All characters are born under a star sign that is determined during character creation. This sign is represented by a tarot card. Whenever a character draws their sign during an initiative round, they become the *Fatemaster* for that round and can make a single statement about the in-game action that instantly becomes true. This statement cannot grant abilities or powers to characters that they wouldn't normally possess but it can alter the tactical situation of a battle or introduce a serendipitous event that benefits the party.

Examples would include (but are not limited to):

- The character's opponents suddenly lose morale and flee
- The chief villain fumbles or breaks a magic item
- The sudden arrival of allies
- The chief villain suddenly realizes that the character is a long-lost relative
- The character opens a chest and happens to find just the item he needed to exploit an enemy's weakness

This rule is optional and can be excluded if the Game Master feels it is too unbalancing.

Monsters:

This setting is full of monsters of all descriptions. Feel free to add whatever sort of beasts you'd like. The *Savage Worlds Fantasy Companion* and *Savage Beasts* by Butch Curry both provide a great list of monsters you can use in this setting. Listed below are some creatures not specifically referenced in those resources:

Arachnaur:

These diabolical hybrids have the lower body of a wolf spider and the upper torso of a man. They are cruel and merciless hunters. Arachnaurs are considered holy figures in certain evil religions.

Arachnaur				
Strength: d10	Smarts: d6	Agility: d10	Spirit: d6	Vigor: d8
Pace: 8	Parry: 6	Toughness: 7	Fighting: d8	
Gear & Weapons: Bite (STR + d4)				
Powers: <i>Poison</i> (targets that are bit must make a <i>Vigor</i> -2 check or become paralyzed for 1d6 rounds); <i>Web Blast</i> (3/6/12 Range; Small Blast Template AoE; webbed targets are immobilized and make all rolls at -4; webs have a <i>Toughness</i> of 7)				

Arcane Ooze:

These glowing, bright green blobs are usually produced from magical accidents. Their touch flenses flesh and mana alike.

Arcane Ooze				
Strength: d6	Smarts: d4(A)	Agility: d4	Spirit: d6	Vigor: d6
Pace: 2	Parry: 5	Toughness: 6	Fighting: d6	
Gear & Weapons: None				
Powers: <i>Acidic Touch</i> (+2 to hit; 2d6 points of Acid damage; corrodes metal); <i>Drain Mana</i> (+2 to hit; drains 1d6 Power Points); <i>Ooze</i> (+2 to recover from <i>Shaken</i> ; immune to poison, disease, edged weapons, fire and cold; can squeeze through small openings); <i>Wall Walker</i>				

Archanid:

The man-sized spiders are intelligent spell-casters from a far-off, mysterious jungle continent. Their bodies are garishly colored with yellow, green, blue and red markings.

Archanid				
Strength: d10	Smarts: d12	Agility: d10	Spirit: d8	Vigor: d8
Pace: 6	Parry: 7	Toughness: 6	Fighting: d10	Spellcasting: d12
Gear & Weapons: Bite (STR + d6)				
Powers: <i>Poison</i> (targets that are bitten must make a <i>Vigor</i> -2 check or suffer 2d10 points of Acid damage); <i>Web Blast</i> (3/6/12 Range; Small Blast Template AoE; webbed targets are immobilized and make all rolls at -4; webs have a <i>Toughness</i> of 7); <i>Wall Walker</i>				
Spells (20 Power Points): <i>Phantasm</i> (4), <i>Puppet</i> (3), <i>Phantasmal Nemesis</i> (5), <i>Fear</i> (2), <i>Invisibility</i> (5)				

Beastmen:

These bestial humanoids are the unnatural hybrid of animal and man. In recent decades, large mobs of these abominations have been sighted in Eastern Middlemark. There are as many varieties of these as there are animals in the world.

Beastmen				
Strength: d10	Smarts: d6	Agility: d6	Spirit: d6	Vigor: d8
Pace: 6	Parry: 6	Toughness: 7	Fighting: d8	

Gear & Weapons: Bash (STR)
Powers: <i>Scent</i> (Beastmen get a +2 bonus to <i>Notice</i> and <i>Tracking</i> rolls)

Black Pudding:

A glistening black 5' x 20' blob of oozing death.

Black Pudding				
Strength: d6	Smarts: d4	Agility: d4	Spirit: d4	Vigor: d6
Pace: 4	Parry: 5	Toughness: 9	Fighting: d4	
Gear & Weapons: None				
Powers: <i>Acid Touch</i> (+2 to hit; 2d8 Acid damage); <i>Corrosion</i> (66% chance of corroding a metal item on touch); <i>Invulnerable</i> (can only be harmed by Fire); <i>Ooze</i> (+2 to recover from <i>Shaken</i> ; immune to called shots, poison and disease; can't be flanked; can squeeze through holes); <i>Wall Walker</i>				

Cave Fisher:

These large, beetle-like insects lurk on the ceilings of caverns and use their adhesive lures to snare unwary passers-by.

Cave Fisher				
Strength: d8	Smarts: d4(A)	Agility: d6	Spirit: d6	Vigor: d8
Pace: 6	Parry: 5	Toughness: 8(6)	Fighting: d6	
Gear & Weapons: Bite (STR + d8)				
Powers: <i>Wall Walker</i> (can scale any surface at their normal Pace); <i>Adhesive Lure</i> (+2 to hit; make an <i>Agility</i> -2 check or become stuck to the Cave Fisher's lure; Fisher reels targets in by 10' per round; lure has a <i>Toughness</i> of 8 and is vulnerable to fire and alcohol); <i>Armor +2</i> (Carapace)				

Celestials:

These beings hail from some exalted plane of existence outside of Skaern. When people die it is generally believed that their souls travel to this realm whereupon they join the Celestial Host.

Archons are 10' tall perfectly sculpted humanoids with golden skin, pupilless silver eyes and flowing platinum hair. They are surrounded by a halo of intense light.

Archon (WC)				
Strength: d12+4	Smarts: d12	Agility: d10	Spirit: d12	Vigor: d12
Pace: 6 (<i>Fly</i> 10)	Parry: 7	Toughness: 13(10)	Fighting: d12	
Gear & Weapons: Holy Sword (STR+d10; +1d6 damage vs. <i>Undead</i> and <i>Demons</i>); Half-Plate (Armor +3)				
Powers: <i>Two Fisted</i> (can make 2 melee attacks per round); <i>Flight</i> (can fly at <i>Pace</i> 10); <i>Halo</i> (Any opponent who strikes an Archon in melee must make a <i>Smarts</i> check or be <i>Shaken</i> by its blinding aura); <i>Orders</i> (must help the weak); <i>Celestial</i> (+2 to recover from <i>Shaken</i> ; immune to disease and poison; 1/2 damage from normal weapons)				

Celestial Guardians are the angelic foot soldiers of the exalted realms. These comely beings are generally elvish in appearance with pointed ears, slight features and intensely colored almond-shaped eyes.

Celestial Guardian				
Strength: d8	Smarts: d6	Agility: d8	Spirit: d8	Vigor: d8
Pace: 6	Parry: 6	Toughness: 8 (6)	Fighting: d8	
Gear & Weapons: Cold Iron Longsword (STR + d8); Chain Hauberk (Armor +2)				
Powers: <i>Orders</i> (must help the weak); <i>Celestial</i> (+2 to recover from <i>Shaken</i> ; immune to disease and				

poison; 1/2 damage from normal weapons)

Devas are nature spirits endowed with physical form. They appear as if they were fashioned out of tree bark and river stones. Their bright green eyes peer out from beneath mossy brows.

Deva (WC)				
Strength: d10	Smarts: d10	Agility: d6	Spirit: d10	Vigor: d12
Pace: 6	Parry: 5	Toughness: 10 (8)	Fighting: d6	Spellcasting: d10
Gear & Weapons: Bash (STR)				
Powers: <i>Orders</i> (must help the weak); <i>Celestial</i> (+2 to recover from <i>Shaken</i> ; immune to disease and poison; 1/2 damage from normal weapons); <i>Barkskin</i> (Armor +2)				
Spells: (30 Power Points): <i>Entangle</i> (4 PP; M.B.T.), <i>Stone Barrier</i> (1 PP/section), <i>Beast Friend</i> (3+Size x2 PP), <i>Healing</i> (3 PP), <i>Stun</i> (2 PP)				

Chaos Warrior:

These tall, emaciated humanoids hail from another dimension. They wear exotic armor and carry distinctive curved swords that look like they were grown instead of forged. These warriors revel in strife and live to spread battle wherever they go.

Chaos Warrior				
Strength: d8	Smarts: d8	Agility: d8	Spirit: d6	Vigor: d8
Pace: 6	Parry: 5 (6)	Toughness: 9 (6)	Fighting: d8	
Gear & Weapons: Daikatana (STR + d10 + 2; Parry -1; <i>Armor Piercing</i> +2; Two Handed); Half-Plate (Armor +3)				
Powers: <i>Intangibility</i> (3/day; pass through solid objects; cannot interact with physical world; 3 round duration)				

Demons:

Beings from another dimension, Demons come in an array of shapes and sizes but share one thing in common: a desire to subjugate and corrupt the denizens of Skaern. Though they are not immortal, Demons have long life spans and often possess innate magical powers. All Demons possess the following traits: +2 to recover from *Shaken*, Immunity to *Disease* and *Poison*, and half-damage from non-magical weapons. All Demons also have a weakness of some kind but this can vary from type to type.

Balrogs are 15' tall black skinned, bull headed and winged demons wreathed in an aura of flame. They typically carry a massive flaming sword in one hand and a wicked cat o' nine tails in the other. When a Balrog is slain, their weapons lose their fiery properties.

Balrog (WC)				
Strength: d12+4	Smarts: d8	Agility: d8	Spirit: d12	Vigor: d12
Pace: 6 (Fly 10)	Parry: 6	Toughness: 13(10)	Fighting: d12	
Gear & Weapons: Flaming Sword (STR+d10+d6 Fire); Flaming Whip (STR+d6 Fire; +2 <i>Reach</i>)				
Powers: <i>Two Fisted</i> (can make 2 melee attacks per round); <i>Flight</i> (can fly at <i>Pace</i> 10); <i>Fire Aura</i> (all adjacent targets take 2d6 Fire damage per round and have a 1 in 6 chance of combusting); <i>Weakness: Holy Damage</i> (Holy Weapons inflict an extra 1d6 damage); <i>Demon</i> (+2 to recover from <i>Shaken</i> ; immune to disease and poison; 1/2 damage from normal weapons)				

Black Knights are 7' tall demonic warriors clad in black iron plate mail. Their eyes glow green from within their visored helms and black flames flicker along the edges of their menacing great swords. When a Black Knight is slain its body is incinerated, destroying its weapon and armor.

Black Knight (WC)

Strength: d12	Smarts: d6	Agility: d8	Spirit: d8	Vigor: d10
Pace: 6	Parry: 9	Toughness: 13(7)	Fighting: d10	
Gear & Weapons: Knight's Plate (Armor +6); Balefire Great Sword (STR+d10 damage; 1 in 6 chance of combusting)				
Powers: <i>Arcane Resistance</i> (+2 <i>Toughness</i> vs. Magic); <i>Demon</i> (+2 to recover from <i>Shaken</i> ; immune to disease and poison; 1/2 damage from normal weapons); <i>Weakness: Cold Iron</i> (take normal damage from Cold Iron weapons); <i>Improved Frenzy</i> ; <i>Improved Block</i> ; <i>Improved Sweep</i> ; <i>Level Headed</i>				

Cambions are the half-blooded offspring of humans and demons. Usually the child of a succubus or incubus, *Cambions* are generally very attractive in spite of the tell-tale calling cards of their infernal parentage. They do not suffer the same inherent weaknesses as full-blooded demons.

Cambion (WC)				
Strength: d8	Smarts: d10	Agility: d8	Spirit: d10	Vigor: d8
Pace: 6	Parry: 6	Toughness: 6	Fighting: d8	Charisma: +2
Gear & Weapons: Bash (STR)				
Powers: <i>Demon</i> (+2 to recover from <i>Shaken</i> ; immune to disease and poison; 1/2 damage from normal weapons)				

Cenobites are grim, pale-skinned demons wrapped in chains and black leather. Their flesh has been exquisitely mortified by their own hands. They are masters of torture and inflicting pain.

Cenobite (WC)				
Strength: d8	Smarts: d12	Agility: d8	Spirit: d12	Vigor: d10
Pace: 6	Parry: 6	Toughness: 9(7)	Fighting: d8	Guts: -2
Gear & Weapons: Blades (STR+d6); Spiked Leather (Armor +2); Spiked Chain (Reach +2; STR+d6 damage)				
Powers: <i>Pleasure in Pain</i> (<i>Wound</i> penalties provide bonuses instead); <i>Fear Aura</i> (when someone sees a <i>Cenobite</i> for the first time they must succeed a <i>Guts</i> -2 check or become <i>Shaken</i>); <i>Weakness: Holy Damage</i> (Holy Weapons inflict an extra 1d6 damage); <i>Demon</i> (+2 to recover from <i>Shaken</i> ; immune to disease and poison; 1/2 damage from normal weapons)				

Demon Soldiers are the rank-and-file troops that make up the Armies of the Damned. Their red skins are covered with an unseemly mesh of horns, warts and bony protrusions. *Demon Soldiers* have been magically engineered to produce a noxious vapor when aroused by battle.

Demon Soldier				
Strength: d10	Smarts: d6	Agility: d8	Spirit: d8	Vigor: d10
Pace: 6	Parry: 7	Toughness: 10(7)	Fighting: d10	
Gear & Weapons: Polearm (STR + d8; Reach +1); Half-Plate (Armor +3)				
Powers: <i>Demon</i> (+2 to recover from <i>Shaken</i> ; immune to disease and poison; 1/2 damage from normal weapons); <i>Poisonous Aura</i> (all targets standing adjacent to the <i>Demon Soldier</i> need to succeed a <i>Vigor</i> -2 check or sustain a <i>Wound</i>); <i>Weakness: Cold Iron</i> (takes normal damage from Cold Iron)				

Imps are small, winged demons often employed as messengers, spies or wizard's familiars.

Imp				
Strength: d6	Smarts: d10	Agility: d10	Spirit: d6	Vigor: d6
Pace: Fly 4	Parry: 5	Toughness: 4	Fighting: d6	
Gear & Weapons: Claws (STR + d4)				
Powers: <i>Demon</i> (+2 to recover from <i>Shaken</i> ; immune to disease and poison; 1/2 damage from normal weapons); <i>Weakness: Cold Iron</i> (takes normal damage from Cold Iron); <i>Arcane Resistance</i> (+2 <i>Toughness</i>)				

vs. magical damage and +2 to all magic resistance rolls); *Small Size* (+1 Dodge); *Flight*; *Lend Power* (Imps can share their *Power Points* with their Master)

Spells: (20 Power Points): *Invisibility* (5 PP), *Shape Change* (4 PP; Dog or smaller), *Force Bolt* (1 PP; 2d6 damage), *Obscure* (2 PP; L.B.T.)

The *Mephisti* are anarchic, fire-slinging devils who stoke the corpse-fires of the infernal planes. These red-skinned, cloven-hooved and horned demons are skilled Pyromancers.

Mephisto				
Strength: d6	Smarts: d10	Agility: d6	Spirit: d8	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Spellcasting: d8	
Gear & Weapons: Claws (STR + d4)				
Powers: <i>Demon</i> (+2 to recover from <i>Shaken</i> ; immune to disease and poison; 1/2 damage from normal weapons); <i>Weakness: Cold Iron</i> (takes normal damage from Cold Iron); <i>Immune to Fire</i> ; <i>Funeral Pyre</i> (when a Mephisto is killed, they explode over a Small Blast Template area for 2d6 points of Fire damage)				
Spells: (15 Power Points): <i>Fire Bolt</i> (1 PP; 2d6 damage), <i>Fire Blast</i> (4 PP; 3d6 damage; M.B.T.), <i>Fire Field</i> (4 PP; 2d6 damage; PBAoE)				

Succubi are allure personified. They represent the embodied reality of every male fantasy. These demons exist solely to tempt mortals and to convince them to surrender their souls in exchange for sensual delights.

Succubus (WC)				
Strength: d10	Smarts: d8	Agility: d8	Spirit: d10	Vigor: d8
Pace: 6	Parry: 6	Toughness: 6	Fighting: d8	Charisma: +6
Gear & Weapons: Claws (STR + d4)				
Powers: <i>Demon</i> (+2 to recover from <i>Shaken</i> ; immune to disease and poison; 1/2 damage from normal weapons); <i>Glamour</i> (can make an opposed <i>Spirit</i> roll against a member of the opposite sex to charm them; effect is indefinite but can only affect one target at a time); <i>Weakness: Cold Iron</i> (takes normal damage from Cold Iron); <i>Life Drain</i> (+2 to hit; target must make an opposed roll (<i>Vigor</i> vs. Succubus' <i>Spirit</i>) or lose one die step of <i>Vigor</i> temporarily)				

Doppelganger:

In their natural state these creatures are gray skinned and emaciated with large, pupil-less eyes. Their origin is completely alien but their behavior suggests that their ultimate goal is the infiltration and domination of all civilized life.

Doppelganger				
Strength: d6	Smarts: d10	Agility: d8	Spirit: d8	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Fighting: d6	
Gear & Weapons: Bash (STR)				
Powers: <i>Shapeshifter</i> (can flawlessly imitate any man-sized creature with a <i>Smarts</i> roll; for every <i>Raise</i> the deception imposes a -2 penalty to any <i>Notice</i> attempts); <i>Mind Eater</i> (if the Doppelganger eats the brain of a sentient being, it gains their memories and knowledge for 24 hours)				

Dragon:

There are several species of dragon still in existence, though their numbers are much fewer than they were in antiquity.

Blue Dragons are neither the greatest nor the least of dragonkind. They prefer to dwell in dry climates and enslaving lesser beings (such as humans) to serve them. They have an imperious, arrogant demeanor and expect to be obeyed when they speak. Nainarv is ruled entirely by *Blue Dragon Sultans*.

Blue Dragon (WC)				
Strength: d12+7	Smarts: d10	Agility: d8	Spirit: d10	Vigor: d12
Pace: 8 (Fly 24)	Parry: 5	Toughness: 18(14)	Fighting: d8	Guts: -2
Gear & Weapons: Bite/Claw (STR + d8); Tail (STR -2)				
Powers: <i>Lightning Breath</i> (breathes electricity in a 12' long jet; all targets must succeed an <i>Agility</i> -2 check or suffer 2d8 points of Electricity damage. Targets wearing metal suffer an additional 1d8 points of damage. Dragons cannot breathe and attack in the same round); <i>Fly</i> (can fly at <i>Pace</i> 24); <i>Scales</i> (<i>Armor</i> +4); <i>Fear Aura</i> (characters must succeed a <i>Guts</i> -2 check or become <i>Shaken</i> when they first encounter a dragon); +3 <i>Reach</i> ; <i>Improved Frenzy</i> (2 melee attacks per round at no penalty); <i>Hardy</i> (does not gain <i>Wounds</i> when <i>Shaken</i> more than once); <i>Level Headed</i> (draws twice for initiative); <i>Tail Slap</i> (can make a <i>Sweep</i> attack against all targets on their flank)				

Red Dragons are Kings among Monsters. They can lay waste to entire cities with their flaming breath and fearsome strength. These beasts are huge, measuring 40 feet in length and 30 feet in width. Fortunately, a Red Dragon hasn't been sighted in many ages. The learned believe that their species is extinct.

Red Dragon (WC)				
Strength: d12+9	Smarts: d8	Agility: d8	Spirit: d10	Vigor: d12
Pace: 8 (Fly 24)	Parry: 6	Toughness: 20(16)	Fighting: d10	Guts: -2
Gear & Weapons: Bite/Claw (STR + d8); Tail (STR -2)				
Powers: <i>Fire Breath</i> (breathes flame in a cone template; all targets must succeed an <i>Agility</i> -2 check or suffer 2d10 points of Fire damage. There's a 2 in 6 chance that affected targets begin burning. Dragons cannot breathe and attack in the same round); <i>Fly</i> (can fly at <i>Pace</i> 24); <i>Scales</i> (<i>Armor</i> +4); <i>Fear Aura</i> (characters must succeed a <i>Guts</i> -2 check or become <i>Shaken</i> when they first encounter a dragon); +4 <i>Reach</i> ; <i>Improved Frenzy</i> (2 melee attacks per round at no penalty); <i>Hardy</i> (does not gain <i>Wounds</i> when <i>Shaken</i> more than once); <i>Level Headed</i> (draws twice for initiative); <i>Tail Slap</i> (can make a <i>Sweep</i> attack against all targets on their flank)				

Elementals:

Elementals are the raw ingredients of the universe given the semblance of life and sentience. Formed from Wind, Water, Fire and Earth, these beings are summoned into existence by powerful mages who seek to bind the forces of nature to their will.

Air Elementals appear as twisting cyclones with "eyes" of crackling electricity. They are extremely fast and agile.

Air Elemental				
Strength: Var.	Smarts: Var.	Agility: Var.	Spirit: Var.	Vigor: Var.
Pace: Fly 12	Parry: Var.	Toughness: Var.	Fighting: Var.	
Gear & Weapons: Bash (STR)				
Powers: <i>Elemental</i> (Immune to Called Shots, Poison, Disease and Fear, +2 <i>Toughness</i>); <i>Incorporeal</i> (can pass through solid objects; can only be hit by magic or magic weapons); <i>Knockback</i> (target knocked back 1d4 squares on a <i>Raise</i>); <i>Wind Blast</i> (cone template; all targets must succeed an <i>Agility</i> -2 check or take 2d6 points of non-lethal damage); <i>Grappler</i> (+2 to all opposed <i>Grapple</i> checks); Immune to <i>Electricity</i>				

Type	Size	Statistics
<i>Lesser Elemental</i>	3' tall	STR: d6; SMA: d4; AGI: d10; SPI: d4; VIG: d4; PARRY: 5; TOUGHNESS: 6; FIGHTING: d6 (<i>Knockback</i> only 1 square)
<i>Elemental</i>	6' tall	STR: d8; SMA: d6; AGI: d12; SPI: d6; VIG: d6; PARRY: 6; TOUGHNESS: 7; FIGHTING: d8

<i>Greater Elemental</i>	9-10' tall	STR: d12; SMA: d6; AGI: d12+1; SPI: d8; VIG: d8; PARRY: 7; TOUGHNESS: 10; FIGHTING: d10
<i>Primordial Elemental</i>	12-15' tall	STR: d12+2; SMA: d8; AGI: d12+2; SPI: d10; VIG: d10; PARRY: 8; TOUGHNESS: 13; FIGHTING: d12
<i>Elemental Prince (WC)</i>	20'+ tall	STR: d12+4; SMA: d10; AGI: d12+4; SPI: d12; VIG: d12; PARRY: 9; TOUGHNESS: 16; FIGHTING: d12+2; <i>Wild Card</i>

Earth Elementals are crudely humanoid in shape, looking like hastily formed lumps of modeler's clay. They are as implacably tough as the rock they are made from.

Earth Elemental				
Strength: Var.	Smarts: Var.	Agility: Var.	Spirit: Var.	Vigor: Var.
Pace: 4	Parry: Var.	Toughness: Var.	Fighting: Var.	
Gear & Weapons: Bash (STR + d6)				
Powers: <i>Elemental</i> (Immune to Called Shots, Poison, Disease and Fear, +4 <i>Toughness</i>); <i>Heavy Weapon</i> (can inflict siege damage on structures); <i>Knockback</i> (target knocked back 1d4 squares on a <i>Raise</i>); <i>Armor +4</i> ; <i>Burrow</i> (can tunnel underground at <i>Pace</i> 10; unable to attack or be attacked while burrowing)				

Type	Size	Statistics
<i>Lesser Elemental</i>	3' tall	STR: d10; SMA: d4; AGI: d4; SPI: d4; VIG: d8; PARRY: 5; TOUGHNESS: 14(10); FIGHTING: d6 (<i>Knockback</i> only 1 square)
<i>Elemental</i>	6' tall	STR: d12; SMA: d4; AGI: d6; SPI: d6; VIG: d10; PARRY: 6; TOUGHNESS: 15(11); FIGHTING: d8
<i>Greater Elemental</i>	9-10' tall	STR: d12+2; SMA: d6; AGI: d8; SPI: d8; VIG: d12; PARRY: 6; TOUGHNESS: 18(14); FIGHTING: d8
<i>Primordial Elemental</i>	12-15' tall	STR: d12+4; SMA: d6; AGI: d8; SPI: d12; VIG: d12+1; PARRY: 7; TOUGHNESS: 20(16); FIGHTING: d10
<i>Elemental Prince (WC)</i>	20'+ tall	STR: d12+6; SMA: d8; AGI: d10; SPI: d12+1; VIG: d12+2; PARRY: 7; TOUGHNESS: 23(19); FIGHTING: d10; <i>Wild Card</i>

Fire Elementals only have one purpose and desire: to burn the world. These towering columns of searing flame are devilishly quick and their mere touch can cause death.

Fire Elemental				
Strength: Var.	Smarts: Var.	Agility: Var.	Spirit: Var.	Vigor: Var.
Pace: 12	Parry: Var.	Toughness: Var.	Fighting: Var.	
Gear & Weapons: <i>Flaming Touch</i> (+2 to hit; inflicts 2d6 points of Fire damage)				
Powers: <i>Elemental</i> (Immune to Called Shots, Poison, Disease and Fear, +2 <i>Toughness</i>); <i>Incorporeal</i> (can pass through solid objects; can only be hit by magic or magic weapons); <i>Burn</i> (target ignites when hit with a <i>Raise</i> ; burning targets sustain 2d6 points of Fire damage per round until extinguished); <i>Fire Blast</i> (cone template; all targets must succeed an <i>Agility</i> -2 check or take 2d6 points of Fire damage); Immune to <i>Fire</i> ; <i>Damage Shield</i> (anyone who strikes a Fire Elemental takes 2d6 points of Fire damage); Takes double damage from Cold attacks				

Type	Size	Statistics
<i>Lesser Elemental</i>	3' tall	STR: d4; SMA: d4; AGI: d10; SPI: d6; VIG: d4; PARRY: 6; TOUGHNESS: 6; FIGHTING: d8 (<i>Fire</i> damage reduced to 2d4)
<i>Elemental</i>	6' tall	STR: d6; SMA: d6; AGI: d12; SPI: d8; VIG: d6; PARRY: 7; TOUGHNESS: 7; FIGHTING: d10
<i>Greater Elemental</i>	9-10' tall	STR: d10; SMA: d8; AGI: d12+1; SPI: d10; VIG: d8; PARRY: 8; TOUGHNESS: 10; FIGHTING: d12 (<i>Fire</i> damage increased to 2d8)

<i>Primordial Elemental</i>	12-15' tall	STR: d12; SMA: d10; AGI: d12+2; SPI: d12; VIG: d10; PARRY: 9; TOUGHNESS: 13; FIGHTING: d12+2 (<i>Fire</i> damage increased to 2d10)
<i>Elemental Prince (WC)</i>	20'+ tall	STR: d12+2; SMA: d12; AGI: d12+4; SPI: d12+1; VIG: d12; PARRY: 10; TOUGHNESS: 16; FIGHTING: d12+4; <i>Wild Card</i> ; (<i>Fire</i> damage increased to 2d12)

Water Elementals constantly change form as they send out slithering, sinuous tendrils of water in search of prey. These beings are resilient and can drown the living in their crushing embrace.

Water Elemental				
Strength: Var.	Smarts: Var.	Agility: Var.	Spirit: Var.	Vigor: Var.
Pace: 6 (Swim 12)	Parry: Var.	Toughness: Var.	Fighting: Var.	
Gear & Weapons: Non-Lethal Bash (STR)				
Powers: <i>Elemental</i> (Immune to Called Shots, Poison, Disease and Fear, +2 <i>Toughness</i>); <i>Incorporeal</i> (can pass through solid objects; can only be hit by magic or magic weapons); <i>Grappler</i> (+2 to all opposed <i>Grapple</i> checks); Immune to <i>Cold</i> ; Takes double damage from <i>Fire</i> attacks; <i>Drown Attack</i> (anyone successfully pinned by a <i>Water Elemental</i> suffers the effects of Drowning); <i>Knockback</i> (target knocked back 1d4 squares on a <i>Raise</i>)				

Type	Size	Statistics
<i>Lesser Elemental</i>	3' tall	STR: d8; SMA: d4; AGI: d6; SPI: d4; VIG: d8; PARRY: 5; TOUGHNESS: 8; FIGHTING: d6 (<i>Knockback</i> only 1 square)
<i>Elemental</i>	6' tall	STR: d10; SMA: d6; AGI: d8; SPI: d6; VIG: d10; PARRY: 6; TOUGHNESS: 9; FIGHTING: d8
<i>Greater Elemental</i>	9-10' tall	STR: d12+1; SMA: d8; AGI: d10; SPI: d8; VIG: d12; PARRY: 7; TOUGHNESS: 12; FIGHTING: d10
<i>Primordial Elemental</i>	12-15' tall	STR: d12+3; SMA: d10; AGI: d12; SPI: d10; VIG: d12; PARRY: 8; TOUGHNESS: 14; FIGHTING: d12
<i>Elemental Prince (WC)</i>	20'+ tall	STR: d12+5; SMA: d12; AGI: d12+2; SPI: d12; VIG: d12+2; PARRY: 9; TOUGHNESS: 17; FIGHTING: d12+2; <i>Wild Card</i>

Ethereal Prowler:

An *Ethereal Prowler* is a strange panther-like beast that hails from an alternate plane of existence. It only exists partially in this reality and is constantly flickering in and out of visibility. Small packs of these dangerous predators hunt the deserted grasslands of Eastern Middlemark.

Ethereal Prowler				
Strength: d10	Smarts: d8	Agility: d10	Spirit: d6	Vigor: d6
Pace: 8	Parry: 6	Toughness: 7	Fighting: d8	
Gear & Weapons: Claw/Bite (STR+d6)				
Powers: <i>Improved Frenzy</i> (2 attacks per round); <i>Greater Invisibility</i> (can remain invisible while attacking; -4 to be hit)				

Eye Tyrant:

Eye Tyrants are among the most dreaded monsters in the entire world. These floating, 6' diameter globes sport one large central eye and eight smaller eyes on stalks. Each stalk can fire a beam of deadly energy every round. The eyes of the *Eye Tyrant* are vulnerable to called shots.

Eye Tyrant (WC)				
Strength: d6	Smarts: d12	Agility: d6	Spirit: d10	Vigor: d8
Pace: 6 (Fly)	Parry: 5	Toughness: 9(6)	Fighting: d6	

Gear & Weapons: Bite (STR + d4)
Powers: <i>Eye Beams</i> (12 square range; target must make an <i>Agility</i> -2 check to dodge a beam; see below for beam effects); <i>Anti-Magic Gaze</i> (generates a cone-shaped anti-magic field from its center eye; all magic and magic items are suppressed in this field); <i>Level Headed</i> (act on best of 2 initiative cards); <i>Quick</i> (redraw any initiative card that is equal to or less than 5); <i>Fly</i> (Pace 6); <i>Armor</i> +3

Beam	Beam Color	Effect
<i>Disintegration</i>	Sickly Green	Make a <i>Vigor</i> -2 check or get turned into a pile of dust; if you pass the check you still sustain 2d10 points of damage.
<i>Slow</i>	Light Blue	Target's <i>Pace</i> is reduced by half and they act last of initiative for 3 rounds.
<i>Heat Ray</i>	Red	Target sustains 3d8 points of heat damage
<i>Fear</i>	Violet	Make a <i>Spirit</i> -2 check or flee at maximum speed for 3 rounds
<i>Petrification</i>	Yellow	Make a <i>Vigor</i> -2 check or be turned to stone permanently.
<i>Telekinesis</i>	Invisible	Target is lifted into the air and held in suspension for as long as the Eye Tyrant maintains concentration. Target cannot move but can still attack.
<i>Sleep</i>	Sparkly	Make a <i>Spirit</i> -4 check or fall into an instant slumber. Sleeping characters are <i>Shaken</i> when roused.
<i>Death Ray</i>	Black	Make a <i>Vigor</i> -4 check or die

Ghoul:

Gluttonous souls who inhabit bodies of the recently deceased and become corpse-feeding scavengers. The vermin of the undead realm.

Ghoul				
Strength: d8	Smarts: d6	Agility: d10	Spirit: d6	Vigor: d8
Pace: 6	Parry: 5	Toughness: 8	Fighting: d6	
Gear & Weapons: Claws (STR + d4)				
Powers: <i>Undead</i> (+2 to recover from <i>Shaken</i> ; +2 <i>Toughness</i>); <i>Paralyzing Wounds</i> (targets damaged by a Ghoul must make a <i>Vigor</i> -2 check of become paralyzed by the <i>Ghoul Shakes</i> for 1d6 rounds); <i>Weakness: Need to Feed</i> (if a Ghoul downs an opponent, it will immediately spend one round feeding on the body even if combat is still going on)				

Golems:

Golems are magical constructs built out of a variety of materials. Only very powerful Wizards know the Art of Golemcraft; they employ these automatons as tireless servants and guardians. Here are the details for golem construction:

Golem Construction Table

Golem Type	Cost (Materials + Labor)	Construction Time
Straw Golem (Scarecrow)	500 gold	1 week
Flesh Golem	1,000 gold; 6 corpses	2 weeks
Glass Golem	3,000 gold	3 weeks
Clay Golem	5,000 gold	5 weeks
Blood Golem	6,000 gold; 6 corpses	6 weeks
Bone Golem	8,000 gold; 12 corpses	8 weeks
Stone Golem	10,000 gold	10 weeks
Iron Golem	20,000 gold	20 weeks
Gold Golem	120,000 gold	1 year

Law Golem	--	--
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Blood Golems look like *Flesh Golems* that have had their skin flayed off, leaving behind a glistening layer of gore and vitria. They grow stronger as they inflict damage on the living.

Blood Golem				
Strength: d12	Smarts: d4	Agility: d6	Spirit: d10	Vigor: d10
Pace: 6	Parry: 6	Toughness: 7	Fighting: d8	Guts: -4
Gear & Weapons: Bash (STR)				
Powers: <i>Blood Drain</i> (every time the Blood Golem inflicts a <i>Wound</i> , it grows by one size category); <i>Construct</i> (+2 to recover from <i>Shaken</i> ; immune to called shots, disease and poison; 1/2 damage from piercing); cannot <i>Sprint</i> ; <i>Arcane Resistance</i> (+2 <i>Toughness</i> vs. Magic); <i>Gruesome Appearance</i> (when someone sees a Blood Golem for the first time they must succeed a <i>Guts -4</i> check or become <i>Shaken</i>)				

Size Category	Height	Statistics
0	Man-sized (5-6')	No Modifier. This is the Blood Golem's normal size
1	Athlete-sized (7')	<i>Strength:</i> d12+1; <i>Toughness:</i> 8
2	Bear-sized (8')	<i>Strength:</i> d12+2; <i>Toughness:</i> 9
3	Ogre-sized (9-10')	<i>Strength:</i> d12+3; <i>Toughness:</i> 10
4	Giant-sized (12-15')	<i>Strength:</i> d12+4; <i>Toughness:</i> 11. Maximum size

Bone Golems are fashioned from the bones of humanoids splinted together with metal and necromancy. Bone golems are often constructed with multiple arms allowing them to wield an array of weapons.

Bone Golem				
Strength: d10	Smarts: d4	Agility: d8	Spirit: d8	Vigor: d8
Pace: 6	Parry: 9	Toughness: 9(7)	Fighting: d10	
Gear & Weapons: Falchions (STR + d8)				
Powers: <i>Armor</i> +2; <i>Construct</i> (+2 to recover from <i>Shaken</i> ; immune to called shots, disease and poison; 1/2 damage from piercing); <i>Arcane Resistance</i> (+2 <i>Toughness</i> vs. Magic); <i>Multiple Limbs</i> (can make 4 melee attacks per round with no multi-action penalty); <i>Improved Block</i> ; cannot <i>Sprint</i>				

Clay Golems are formed from modeler's clay. While clay golems typically have a humanoid shape their creators sometimes craft them into bizarre and alien forms. Clay golems are often used as tomb guardians along with stone golems.

Clay Golem				
Strength: d12+1	Smarts: d4	Agility: d4	Spirit: d12	Vigor: d10
Pace: 6	Parry: 6	Toughness: 12 (8)	Fighting: d8	
Gear & Weapons: Bash (STR)				
Powers: <i>Construct</i> (+2 to recover from <i>Shaken</i> , ignore wound penalties); <i>Cursed Wounds</i> (Wounds inflicted by a Clay Golem can only be healed with a successful opposed <i>Spirit</i> roll); <i>Armor</i> +4; <i>Size</i> +1; <i>Greater Arcane Resistance</i> (+4 <i>Toughness</i> vs. Magic; +4 to opposed rolls)				

Flesh Golems are among the simplest sort of golems to make. These amalgams of corpse-parts are still fearsomely strong and resilient.

Flesh Golem				
Strength: d12	Smarts: d4	Agility: d6	Spirit: d10	Vigor: d10
Pace: 6	Parry: 6	Toughness: 8(7)	Fighting: d8	Guts: -2
Gear & Weapons: Bash (STR)				

Powers: *Armor* +1; *Construct* (+2 to recover from *Shaken*; immune to called shots, disease and poison; 1/2 damage from piercing); cannot *Sprint*; *Arcane Resistance* (+2 *Toughness* vs. Magic); *Fearsome Appearance* (when someone sees a Flesh Golem for the first time they must succeed a *Guts* -2 check or become *Shaken*); *Berserk* (can reduce *Parry* by 2 to increase damage rolls by 2)

Gold Golems are gifted with sentience as well as supernatural toughness. They are of a size with Iron Golems (about 10' tall and 6000 pounds). When a Gold Golem is defeated it melts down into a pile of gold slag worth about 96,000 gold pieces.

Gold Golem (WC)				
Strength: d12+2	Smarts: d10	Agility: d6	Spirit: d8	Vigor: d12
Pace: 6	Parry: 8	Toughness: 12(9)	Fighting: d12	
Gear & Weapons: Great Sword (STR + d10)				
Powers: <i>Armor</i> +3; <i>Construct</i> (+2 to recover from <i>Shaken</i> ; immune to called shots, disease and poison; 1/2 damage from piercing; ignore <i>Wound</i> penalties); cannot <i>Sprint</i> ; <i>Improved Arcane Resistance</i> (+4 <i>Toughness</i> vs. Magic); <i>Blood of Fire</i> (when a Gold Golem is <i>Wounded</i> , the attacker must succeed an <i>Agility</i> -2 check or suffer 2d6 points of Fire damage from the golem's molten blood)				

Iron Golems are walking battering rams, weighing in at 6000 pounds and standing at a ceiling scraping 10' tall.

Iron Golem				
Strength: d12+3	Smarts: d4	Agility: d6	Spirit: d8	Vigor: d12+1
Pace: 6	Parry: 6	Toughness: 15(9)	Fighting: d10	
Gear & Weapons: Bash (STR+d6)				
Powers: <i>Armor</i> +6; <i>Construct</i> (+2 to recover from <i>Shaken</i> ; immune to called shots, disease and poison; 1/2 damage from piercing); cannot <i>Sprint</i> ; <i>Improved Arcane Resistance</i> (+4 <i>Toughness</i> vs. Magic); <i>Improved Sweep</i> (can make <i>Sweep</i> attacks with no penalty)				

Law Golems are large armored constructs that have been built by Celestials to battle the forces of chaos. These tireless defenders of propriety scour the multiverse in search of individuals who have violated the laws of creation: typically necromancers, demon summoners and chaotic wizards. Their eyes glow an eerie blue from the depths of their highly magic resistant rune-etched plating.

Unlike most golems, Law Golems cannot be made by mortal men.

Law Golem				
Strength: d12+2	Smarts: d6	Agility: d6	Spirit: d8	Vigor: d12
Pace: 5	Parry: 7	Toughness: 15 (9)	Fighting: d10	
Gear & Weapons: Bash (STR + Special)				
Powers: <i>Armor</i> +6; <i>Construct</i> (+2 to recover from <i>Shaken</i> ; immune to called shots, disease and poison; 1/2 damage from piercing); cannot <i>Sprint</i> ; <i>Improved Arcane Resistance</i> (+4 <i>Toughness</i> vs. Magic); <i>Two Fisted</i> (can make two attacks per round); <i>Sonic Fist</i> (inflicts an extra 2d6 points of <i>Sonic</i> damage; target is <i>Deafened</i> on a <i>Raise</i>); <i>Lightning Fist</i> (inflicts and extra 2d6 points of <i>Electricity</i> damage; +4 <i>Armor Piercing</i> vs. metal armor)				

Stone Golems are large animated statues stand about 8' tall and weigh 4000 pounds. They are implacable guardians.

Stone Golem				
Strength: d12+2	Smarts: d6	Agility: d6	Spirit: d8	Vigor: d12
Pace: 5	Parry: 7	Toughness: 13(9)	Fighting: d10	

Gear & Weapons: Bash (STR+d6)
Powers: <i>Armor</i> +4; <i>Construct</i> (+2 to recover from <i>Shaken</i> ; immune to called shots, disease and poison; 1/2 damage from piercing); cannot <i>Sprint</i> ; <i>Improved Arcane Resistance</i> (+4 <i>Toughness</i> vs. Magic)

Grue:

Grues are terrors that lurk in absolute darkness. Though humanoid in form, their long, spindly limbs, black carapaces, underdeveloped eyes and huge slavering jaws give them a distinctly alien appearance. These creatures derive tremendous pleasure from stalking prey before moving in for the kill.

Grue				
Strength: d10	Smarts: d6	Agility: d8	Spirit: d10	Vigor: d10
Pace: 6	Parry: 6	Toughness: 7	Fighting: d8	
Gear & Weapons: Claw/Bite (STR + d6)				
Powers: <i>Infravision</i> (can see in the dark); <i>Weakness: Light</i> (Grues run in fear from light; sunlight inflicts 2d8 points of damage per round); <i>Level Headed</i> (acts on best of 2 initiative cards); No <i>Infravision</i> signature (cannot be seen by <i>Night Vision</i>)				

Hobgoblin:

Generations of selective breeding have produced this race of ideal soldiers. Their mixed orcish, goblin and human heritage gives them a unique blend of strength, discipline and viciousness.

Hobgoblin				
Strength: d8	Smarts: d6	Agility: d6	Spirit: d10	Vigor: d8
Pace: 6	Parry: 7(6)	Toughness: 8(6)	Fighting: d8	
Gear & Weapons: Falchion (STR + d8); Splint Armor (Armor +2); Normal Shield (Parry +1); Heavy Bow (10/20/40 Range; 2d6+1 damage)				
Powers: <i>Infravision</i> (can see in the dark)				

Kobold:

These small, subterranean dwelling reptile men aren't much of a threat individually, but in the large packs that they usually travel in they can be more than a nuisance. They hate the sunlight and only emerge from their cave lairs under cover of darkness to raid.

Kobold				
Strength: d4	Smarts: d4	Agility: d10	Spirit: d6	Vigor: d6
Pace: 6	Parry: 4	Toughness: 5	Fighting: d4	
Gear & Weapons: Small Bow (2d4 Damage; 10/20/40 Range); Small Spear (STR+d4)				
Powers: <i>Infravision</i> ; <i>Cunning</i> (+2 to <i>Stealth</i> and <i>Taunt</i> rolls); <i>Size -1</i> ; <i>Sprint</i> (d10 running); <i>Cowardly</i> (will flee to set up ambushes the moment they lose numerical advantage)				

Lich:

Liches are Wizards of tremendous power who managed to unlock the secret of undeath.

Lich (WC)				
Strength: d10	Smarts: d12+2	Agility: d6	Spirit: d10	Vigor: d10
Pace: 6	Parry: 6	Toughness: 15(9)	Fighting: d8	Spellcasting: d12
Gear & Weapons: None				
Powers: <i>Magical Armor</i> +6; <i>Death Touch</i> (+2 to hit; each <i>Raise</i> inflicts 1 <i>Wound</i>); <i>Undead</i> (+2 <i>Toughness</i> ; +2 to recover from <i>Shaken</i> ; Immune to Called Shots; ignore <i>Wound</i> penalties); <i>Zombie Master</i> (any <i>Zombies</i> created by the Lich are permanent)				

Spells: (50 Power Points): *Bolt* (2; 3d6 damage), *Blast* (6; 3d6 damage L.B.T.), *Puppet* (4), *Zombie* (3), *Dispel* (3), *Fly* (6; Pace 12), *Teleport* (3)

Mind Flayer

These octopus-headed terrors are villainous masterminds of the highest order. A Mind Flayer will never sully itself with physical combat, choosing instead to use its superior psionic powers to blast opponents into a stupor so that it can snack on their brains in a leisurely fashion.

Mind Flayer (WC)				
Strength: d6	Smarts: d12+2	Agility: d6	Spirit: d12+2	Vigor: d8
Pace: 6	Parry: 6	Toughness: 6	Fighting: d8	
Gear & Weapons: None				
Powers: <i>Stunning Blast</i> (can fire a cone shaped blast of psionic energy to disorient foes; <i>Spirit</i> -4 or become <i>Shaken</i>); <i>Mind Control</i> ; <i>Stupefying Touch</i> (+2 to hit; <i>Spirit</i> -2 or lose a die of both <i>Smarts</i> and <i>Spirit</i>); <i>Devour Brain</i> (when a target has lost all <i>Smarts</i> or <i>Spirit</i> , the Mind Flayer can make a touch attack to slay them); <i>Improved Frenzy</i> (can attack twice per round)				

Mist Vampire:

These are vampires who got trapped in gaseous form when their coffins were destroyed.

Mist Vampire (WC)				
Strength: NA	Smarts: d10	Agility: d8	Spirit: d10	Vigor: d6
Pace: 6	Parry: 6	Toughness: 7	Fighting: d8	
Gear & Weapons: None				
Powers: <i>Incorporeal</i> (can pass through solid objects; can only be hit by magic or magic weapons); <i>Life Drain</i> (+2 to hit; make a <i>Vigor</i> -2 check or sustain 1 <i>Wound</i> ; Mist Vampire heals 1 <i>Wound</i>); <i>Undead</i> (+2 to recover from <i>Shaken</i> ; +2 <i>Toughness</i> ; immune to called shots)				

Phantom:

The least of spirit-kind, Phantoms are your typical poltergeists or apparitions. They use their weak telekinetic powers to wield common weapons.

Phantom				
Strength: --	Smarts: d4	Agility: d6	Spirit: d8	Vigor: d6
Pace: 6	Parry: 6	Toughness: 7	Fighting: d6	
Gear & Weapons: Per weapon type (SPI + Weapon Damage)				
Powers: <i>Incorporeal</i> (can pass through solid objects; can only be hit by magic or magic weapons); <i>Undead</i> (+2 to recover from <i>Shaken</i> ; +2 <i>Toughness</i> ; immune to called shots)				

Pine Wight:

Pine Wights are malevolent entities that aren't quite alive or dead. They hunt in the heavily forested wilderness of Varsaxia and look like man-sized walking plants, save for the unholy green light that shines from their eye and mouth holes. Pine Wights emit no sound and have crept up upon many an unsuspecting sentry.

Pine Wight				
Strength: d10	Smarts: d6	Agility: d8	Spirit: d10	Vigor: d8
Pace: 6	Parry: 6	Toughness: 10(8)	Fighting: d8	
Gear & Weapons: Claws (STR+1)				
Powers: <i>Poison</i> (save vs. <i>Vigor</i> at -2 or fall unconscious); <i>Immunity</i> (normal attacks can only <i>Shaken</i> a Pine Wight, not wound it); <i>Weakness vs. Silver & Magic</i> ; <i>Undead</i> (+2 <i>Toughness</i> ; +2 to recover from <i>Shaken</i>)				

Skeleton Knight:

Skeleton Knights are the warrior equivalent of a Lich. They are very powerful undead beings with a lifetime of military experience to back up their necromantic strength.

Skeleton Knight (WC)				
Strength: d10	Smarts: d6	Agility: d10	Spirit: d10	Vigor: d12+2
Pace: 6	Parry: 12(10)	Toughness: 17(11)	Fighting: d12	
Gear & Weapons: Longsword (STR +d8); Kite Shield (+2 <i>Parry</i>); Plate Mail (<i>Armor</i> +6)				
Powers: <i>Undead</i> (+2 to recover from <i>Shaken</i> ; +2 <i>Toughness</i> ; immune to called shots; ignore <i>Wound</i> penalties); <i>Improved Frenzy</i> (can make 2 melee attacks per round); <i>Improved Block</i> (<i>Parry</i> +2)				

Snow Orc:

Much like common orcs in most respects, Snow Orcs live on the isle of Winterbright where they have adapted to withstand the freezing temperatures of that place.

Snow Orc				
Strength: d8	Smarts: d4	Agility: d6	Spirit: d6	Vigor: d8
Pace: 6	Parry: 5	Toughness: 8(7)	Fighting: d6	
Gear & Weapons: Bow (2d6 damage); Short Sword (STR+d6 damage); Leather Armor (<i>Armor</i> +1)				
Powers: <i>Cold Resistant</i> (+2 <i>Toughness</i> vs. Cold Damage; +2 to resist the effects of Cold)				

Spectre:

Evil spirits that hate all life, Spectres are cunning and will use their incorporeality to the utmost advantage, attacking through walls and floors.

Spectre				
Strength: --	Smarts: d6	Agility: d8	Spirit: d12	Vigor: d10
Pace: 6	Parry: 6	Toughness: 9	Fighting: d8	Stealth: d12+4
Gear & Weapons: None				
Powers: <i>Chilling Touch</i> (+2 to hit; <i>Vigor</i> -2 or temporarily lose a die of both <i>Strength</i> and <i>Vigor</i>); <i>Incorporeal</i> (can pass through solid objects; can only be hit by magic or magic weapons); <i>Undead</i> (+2 to recover from <i>Shaken</i> ; +2 <i>Toughness</i> ; immune to called shots); <i>Sire Spawn</i> (anyone killed by a Spectre's <i>Chilling Touch</i> will rise as a Spectre after 1d4 days)				

Umber Hulk:

These 10' tall bipedal insects have carapaces as thick as plate mail, huge mandibles and an arrangement of gem-like compound eyes that can bedazzle anyone who stares into them. Typically found burrowing in the deep earth, Farkinwald has captured some of these dreaded underworld scourges to populate his lair.

Umber Hulk				
Strength: d12+3	Smarts: d4	Agility: d6	Spirit: d6	Vigor: d12
Pace: 6	Parry: 6	Toughness: 16(10)	Fighting: d8	
Gear & Weapons: Claw (STR+d6); Bite (STR+d10)				
Powers: <i>Armor Shell</i> (the shell of the Umber Hulk imparts <i>Armor</i> +6); <i>Improved Frenzy</i> (can make 2 attacks per round); <i>Confusing Gaze</i> (can make a gaze attack to <i>Shaken</i> a target; <i>Spirit</i> -2 to resist); <i>Burrow</i> (can tunnel underground at their normal <i>Pace</i> ; unable to attack or be attacked while burrowing)				

Wizard's Familiar:

Familiars come in many shapes and sizes, but most are small animals that are easily mistaken for pets. Some Wizards with more eccentric tastes may take a small, winged imp as a familiar, but the mainstream

prefers more understated companions. Regardless of form, all familiars have the same basic statistics. Wizards can communicate telepathically with their familiars and see through their senses.

Wizard's Familiar				
Strength: d4-2	Smarts: d10	Agility: d6	Spirit: d10	Vigor: d4
Pace: 6	Parry: 5	Toughness: 4	Fighting: d6	
Gear & Weapons: None				
Powers: Can deliver <i>Touch</i> attacks on Wizard's behalf. The familiar remains "charged" with a <i>Touch</i> spell for up to one day until it successfully touches a target; <i>Very Small</i> (-4 to be hit by ranged attacks); <i>Evasion</i> (can disengage from melee range without invoking an Attack of Opportunity); <i>Sprint</i> (can move at twice their pace and act without incurring a multi-action penalty)				

Wendigo:

A Wendigo is a mythical beast that is native to the island of Winterbright. It is an ape-like beast with thick white fur and huge incisors that hunts the frozen wastes in search of warm-blooded prey. It is unknown how many Wendigos exist but they are certainly rare. Ancient tales indicate that the essence of the Wendigo can be used to create magical talismans that resist the effects of cold.

Wendigo (WC)				
Strength: d12+2	Smarts: d8	Agility: d10	Spirit: d8	Vigor: d12
Pace: 8	Parry: 8	Toughness: 10 (8)	Fighting: d12	Guts: -1
Gear & Weapons: Claws (STR+d6)				
Powers: <i>Fear</i> (must succeed a <i>Guts</i> check at -1 or flee); <i>Immune to Cold</i> ; <i>Night Vision</i> ; <i>Thick Hide</i> (Armor +2)				

Wight:

When a man or woman of supreme willpower lives a life filled with malice, jealousy and evil deeds they sometimes refuse to leave the mortal world behind when they die. These individuals become Wights: desiccated living corpses whose eyes glow with hellish fury.

Wight				
Strength: d8	Smarts: d8	Agility: d8	Spirit: d10	Vigor: d8
Pace: 6	Parry: 6	Toughness: 9 (8)	Fighting: d8	
Gear & Weapons: Claws (STR+d4) or by weapon type				
Powers: <i>Undead</i> (+2 to recover from <i>Shaken</i> ; +2 <i>Toughness</i> ; immune to called shots; ignore <i>Wound</i> penalties); <i>Armor +1</i> ; Immune to <i>Fear</i> (cannot be turned); <i>Vigor Drain</i> (+2 to hit; <i>Vigor</i> -2 or temporarily lose a die of <i>Vigor</i>)				

Zombie:

Shambling reanimated corpses programmed to kill the living.

Zombie				
Strength: d6	Smarts: d4	Agility: d6	Spirit: d4	Vigor: d6
Pace: 4	Parry: 5	Toughness: 7	Fighting: d6	
Gear & Weapons: Bash (STR)				
Powers: <i>Undead</i> (+2 to recover from <i>Shaken</i> ; +2 <i>Toughness</i>); <i>Weakness: Head Shots</i> (a called shot to the head inflicts +2 damage); <i>Fearless</i> ; cannot <i>Sprint</i>				

Campaign Setting:

The world of Skaern is composed of a number of continental landmasses separated by broad oceans. There are three principal landmasses on the side of the world that the characters hail from: Winterbright, Middlemark and Varsaxia. Other continents are rumored to exist on the other side of the world. Their names, if they are known at all, are strange and difficult to pronounce. Perhaps some bold maritime adventurer will discover a safe route to these faraway lands some day?

See "Appendix B" for a listing of random encounters that can occur in these lands and "Appendix E" for more city-level detail.

MIDDLEMARK

Middlemark is a rich continent blessed with an abundance of lush grasslands, food-bearing forests and a range of climates to support a broad spectrum of agricultural endeavors. At various points in Middlemark's history it has been conquered by one Empire or another. About 200 years ago the Alshadar occupied the majority of Middlemark, but the combined might of the younger races eventually proved to be more than the High Men wanted to deal with and they exited these lands permanently.

Middlemark is home to three races of humanity: the Midlanders, the Dwalish and the Benlings. They all rule their own domains (detailed below).

The Benling League:

The Benling city of Denfast has stood for centuries, dating back to the days of Alshadar rule. Located on the edge of a large woodland, Denfast is a major supplier of lumber and woodcrafts to the rest of Middlemark. The Benlings who live here are more cultured than their shire-dwelling cousins but they still maintain a close connection to their rustic roots through close-knit family networks.

Denfast is ruled by a Burgher, a sort of merchant prince that is tied to one of the hereditary trade cartels in the city. A new Burgher is selected from the cartel families every eight years after a lengthy period of bribery and back-room haggling. The city's reputation for shady dealings is well earned.

The Freehold of Arlhagen:

Situated on the shoulders of the Skythrone Mountains, the Freehold of Arlhagen is the ancestral home of the Dwalish people and is the largest population center in northern Middlemark. Arlhagen enjoys perhaps the best natural defenses of any city in Skaern; any invading force would be hard pressed to negotiate the switchback mountain roads that lead to the city's gates.

The Dwalish value their freedom and independence very highly and aren't terribly interested in getting embroiled in international politics. Arlhagen is a haven for people who just wish to live their lives and pursue their craft in peace.

The Kingdom of Rookport:

The "raven and castle" banner of Rookport flies over this proud coastal stronghold and its surrounding townships. Rookport is a thriving trade city that supports a large noble caste. These nobles muster the resources to build Rookport's imposing navy and army. Rookporters are proud of their home and consider it a beacon of civilization compared to the other City-States of Middlemark.

The King of Rookport, Jord Pendalion, has made no secrets about his desire to rule all of Middlemark, if not in fact then at least in name. He's sent ambassadors to Arlhagen to win favor with the Dwalish and hopes to build a coalition against the mages in Merkish, whom he is ever suspicious of. If there is any power on Middlemark that can be said to be rising, it is Rookport.

The Arcanocracy of Merkish:

Merkish is ruled by an aristocracy of wizards. The people of Merkish have welcomed magic into their lives in a way that hasn't been seen since the days of the Alshadar Occupation. The economy of the Arcanocracy flourishes and every citizen enjoys a relatively high standard of living. Magic is woven into virtually every aspect of Merkish life: enchanted street lamps light the streets, dweomered window panes depict illusory scenes and animated conveyances provide free, public transit. A force of man-sized golems work with human constables to dispense law and order. Merkish is a model of what a "mage utopia" might be like.

All is not quite perfection however. The Arcanocracy suffers from strained relations with their neighbor to the north, the Kingdom of Rookport, and has problems at home with anti-magic terrorist groups.

The Free-Port of Lashmere:

Located on the remote eastern shore of Middlemark, the pirate port of Lashmere is a chaotic den of vice and illicit commerce. Lashmere is far enough away from the other powers of Middlemark to be reasonably safe from their navies, and the Pirate Lords who rule the city are careful to moderate how much cargo they steal from Rookport and Merkish. It is said that the Pirates of Lashmere engage in trade with strange races from the East.

VAR SAXIA

Varsaxia is wild country. The native warriors of this wooded land are renowned for their skill in battle but it is their homeland that has made them this way. Life isn't easy in Varsaxia; the dark forests are haunted by all manner of beasts and fearsome dragons are rumored to rule vast swaths of the country. Varsaxia has never been tamed and neither have its people.

The harsh realities of their existence has driven the Varsax to become raiders in order to get the treasure and provisions they require for survival. Farming and ranching are not easy professions in a land with tenacious forests, stony soil and aggressive predators.

The Varsax have declared war on Middlemark numerous times, but each invasion was really just an excuse to bring settlers to the fertile Midlands. With each Varsaxian withdrawal, a few of their families would remain behind and become integrated into Midland culture. For now a tenuous truce exists between the Reavers and the Free Cities of Middlemark.

WINTERBRIGHT

Located in the northern waters of the Small Sea, the frozen island of Winterbright is all that remains of the once sprawling Alshadar Empire. Centuries ago, the leaders of the Alshadar people prepared this place as the final sanctuary for their race, storing within it all of the cultural history and knowledge that they had accrued over centuries. Today the Alshadar are content to quietly devote their lives to study, having outgrown the need to rule over others. They freely engage in commerce with the younger races but are careful to provide only temporary writs of sanction to visiting foreigners.

Alshadar was once part of a comprehensive Empire composed of different administrative districts called *Cantons*. Now only one Canton remains, the Canton of Calaglin. It is from here that the Septarchy, the Alshadar Council of Seven, rules what is left of their dominion.

Appendix A: Spells

Consult the *Savage Worlds Fantasy Companion* for details on most spells. Listed below are new spells specific to this setting and spells that require more explanation than what is contained in the *Fantasy Companion*. A number of spells have also been borrowed from *Advanced Dungeons & Savages*. These are marked with ** and are reprinted here for your convenience.

Learning New Spells:

Spellcasters cannot learn new spells by copying them out of scrolls or tomes. The only way to obtain new spells is by taking the *New Power* edge.

Researching New Spells:

It is possible for an accomplished magic-user to invent brand new spells if they wish, though this is something that should be worked out between the player and the Fatemaster well in advance to make sure that it won't disrupt the campaign.

In general, the task of researching a new spell follows the same formula as that for constructing magic gear. For each Power Point that the spell costs, the magic-user must spend 1 week and 1,000 gold pieces on "research and development". The "tier" of the spell is loosely tied to the amount of Power Points it costs, but is ultimately left to the Fatemaster's judgment. Here are some guidelines for assigning spells to tiers:

Power Points	Tier
1-3	Novice
3-6	Seasoned
5-10	Veteran
10-20	Heroic
20+	Legendary

Once the research period is over, the magic-user makes a *Spellcasting* check (without Bennies or Wild Card dice) to determine the success of their research.

Result	Description
Critical Fail (Natural 1)	Enchantment completely fails; all time and materials are wasted
Fail	Cost Overruns: the cost of the spell increases by 25% in terms of time and materials. Researcher must make an additional <i>Spellcasting</i> check once the additional cost is paid. Fractions round up.
Success	Research Successful: the spell is completed on time but the researcher must pay an additional 25% gold cost to cover unforeseen material requirements.
Raise	Perfect Build: Everything's right on budget & schedule

Example: Lordalf the Conjurer wants to research a new spell he calls *Bonds of Stone*. It would physically restrain a target on a successful opposed roll. Lordalf has worked it out with the Fatemaster beforehand and they agreed that the spell should cost 3 Power Points and should be in the *Novice* tier. The initial research will take 3 in-game weeks and cost 3,000 gold pieces. Lordalf spends the time and money and, 3 game weeks later, rolls to determine the success of his research. His *Spellcasting* skill is d10. Unfortunately, he rolls a 2, which is a "Failure". Lordalf must pay an additional 25% in time and money to salvage his project. This translates to 750 gold and 1 extra week. Lordalf pays the additional expense and, one week later, attempts a second *Spellcasting* roll. This time he rolls a 5 -- a success! However, he still needs to pay an additional 25% gold cost to cover unforeseen material requirements. He pays the extra 750 gold gladly and commits his new spell to memory. The final bill for *Lordalf's Bonds of Stone* was 4 weeks and 4500 gold pieces.

Novice:

Acid Bolt

Exactly as the *Savage Worlds* Power **Bolt** except that if the target is hit with a *Raise* they must succeed an *Agility* check or have one piece of non-magical gear destroyed.

Fire Bolt

Exactly as the *Savage Worlds* Power **Bolt** except that if the target is hit with a *Raise* they catch on fire. A burning target sustains 2d6 points of damage per round until the fire is extinguished.

Floating Disc

Power Points: 2

Range: Personal

Duration: 1 hour (1/hour)

A yard-wide disc of shimmering energy appears and hovers a couple of feet above the ground. The caster can glide on this disc at the same speed as a riding horse (Pace 10; Sprint +d8) or can use it to bear heavy loads.

Force Bolt

Exactly as the *Savage Worlds* Power **Bolt**. If the caster wishes, they can make their *Force Bolts* non-lethal. *Force Bolts* are not considered elemental effects for purposes of calculating damage resistance.

Ice Bolt

Exactly as the *Savage Worlds* Power **Bolt** except that if the target is hit with a *Raise* their *Pace* is halved for 1 round and they act last on initiative.

Lightning Bolt

Exactly as the *Savage Worlds* Power **Bolt** except that if the target is wearing metal armor the spell gains *Armor Piercing* +4

Phantasm**

Power Points: 3

Range: *Smarts*

Duration: 3 (2/round)

Phantasm fills a Small Burst Template with visual and audible illusions under the caster's control. The illusions are generally believable, but if it becomes necessary to create an exact image or voice to fool someone familiar with the original, use a contest of *Smarts*. If the illusionist rolls a *raise* when casting their *Phantasm*, it is more easily believed; targets attempting to disbelieve the illusion suffer a -2 penalty. If a target is wounded by an illusion that they believe in they suffer a level of *Fatigue*.

Summon Ally [Elemental]

Power Points: Special

Range: *Smarts*

Duration: 3 (1/round)

When a Conjurer casts *Summon Ally*, they can choose what kind of elemental they want to summon. The choices are: Air, Earth, Fire and Water. Consult the table below for details. You can find statistics for Elementals in the MONSTERS section.

Rank	Power Points	Type
Novice	3	Lesser Elemental

Seasoned	4	Elemental
Veteran	5	Greater Elemental
Heroic	6	Primordial Elemental
Legendary	7	Elemental Prince

Summon Ally [Spirit]

Power Points: Special

Range: *Smarts*

Duration: 3 (1/round)

When a Theurgist casts *Summon Ally* they summon an entity from the Spirit Realm to do their bidding. Consult the table below for details. You can find statistics for the different types of Spirits in the MONSTERS section.

Rank	Power Points	Type
Novice	3	Phantom
Seasoned	4	Phantom Lord (a <i>Wild Card</i> Phantom)
Veteran	5	Phantom Host (1d4+1 Phantoms)
Heroic	6	Spectre
Legendary	7	Spectre King (a <i>Wild Card</i> Spectre)

Seasoned:

Acid Blast

Exactly as the *Savage Worlds* Power ***Blast*** except that if the target is hit with a *Raise* they must succeed an *Agility* check or have one piece of non-magical gear destroyed.

Acid Field

Exactly as the *Savage Worlds* Power ***Damage Field*** except that all targets adjacent to the caster (friend or foe) sustain 2d6 points of Acid damage. If the caster is struck by a melee attack, the attacker must succeed an *Agility* check or have their weapon destroyed (unless it is magical).

Fire Blast

Exactly as the *Savage Worlds* Power ***Blast*** except that if the target is hit with a *Raise* they catch on fire. A burning target sustains 2d6 points of damage per round until the fire is extinguished.

Fire Field

Exactly as the *Savage Worlds* Power ***Damage Field*** except that all targets adjacent to the caster (friend or foe) sustain 2d6 points of Fire damage. If the caster is struck by a melee attack, the attacker must succeed an *Agility* check or begin to *Burn*. Burning characters sustain 2d6 points of Fire damage per round until they are extinguished.

Force Blast

Exactly as the *Savage Worlds* Power ***Blast***. If the caster wishes, they can make their *Force Blasts* non-lethal. *Force Blasts* are not considered elemental effects for purposes of calculating damage resistance.

Force Field

Exactly as the *Savage Worlds* Power ***Damage Field*** except that all targets adjacent to the caster (friend or foe) sustain 2d6 points of Force damage.

Ghost Touch

Power Points: 3

Range: Touch

Duration: 3 Rounds (1/Round)

This spell makes the target's weapons partially insubstantial enabling them to bypass all armor.

Ice Blast

Exactly as the *Savage Worlds* Power **Blast** except that if the target is hit with a *Raise* their *Pace* is halved for 1 round and they act last on initiative.

Ice Field

Exactly as the *Savage Worlds* Power **Damage Field** except that all targets adjacent to the caster (friend or foe) sustain 2d6 points of Cold damage. If the caster is struck by a melee attack, the attacker must succeed an *Agility* check or be *Slowed*. Slowed characters act last on initiative and have their *Pace* reduced by ½ for 1 round.

Lightning Blast

Exactly as the *Savage Worlds* Power **Blast** except that if the target is wearing metal armor the spell gains *Armor Piercing* +4

Lightning Field

Exactly as the *Savage Worlds* Power **Damage Field** except that all targets adjacent to the caster (friend or foe) sustain 2d6 points of Electricity damage. Against targets wearing metal armor the spell gains *Armor Piercing* +4

Phantasmal Nemesis**

Power Points: 5

Range: Smarts

Duration: 3 (2/round)

From the mind of a single target arises a personal hallucination, a terrifying apparition from the depths of that person's unconscious. No one else can perceive the threat; not even the caster knows what it is. The apparition locks the victim in vicious combat, but what is really happening is a contest of the victim's *Smarts* with the caster's *Spellcasting* skill. Roll once each round, on the victim's turn; the *nemesis* is autonomous and the caster need not be concentrating on the contest. If the victim loses, he is *Shaken*; further *Shaken* results do not cause a *Wound*. If he rolls a 1 on his *Smarts* die, he takes a *Wound*. If he beats the spellcaster with a *raise*, he sees through the delusion and the *nemesis* disappears.

Preserve

Power Points: 3

Range: Touch

Duration: Permanent

This simple incantation protects the touched object from spoilage. This includes the preservation of corpses for later resurrection or food from rot.

Sonic Blast

Exactly as the *Savage Worlds* Power **Blast** except that if the target is hit with a *Raise* they are *Deafened* and suffer a -4 penalty to all hearing-based *Notice* checks and all spell-casting checks (arcane or faith-based) for 1 round.

Sonic Field

Exactly as the *Savage Worlds* Power **Damage Field** except that all targets adjacent to the caster (friend or foe) sustain 2d6 points of Sonic damage. If the caster is struck by a melee attack, the attacker must succeed an *Agility* check or be *Deafened*. Deafened characters suffer a -4 penalty to all *Notice* and *Spellcasting* checks for 1 round.

Water Breathing**Power Points:** 3**Range:** Touch**Duration:** 1 hour (1/hour)

This spell gives the target to breathe water as normally as if it was air.

Veteran:**Acid Barrier**

Exactly as the *Savage Worlds* Power **Barrier** except that if someone crosses the barrier they sustain 2d10 points of acid damage and must succeed an *Agility* -2 check or have one piece of non-magical gear destroyed.

Acid Jet

Exactly as the *Savage Worlds* Power **Jet** except that if the target is hit with a *Raise* they must succeed an *Agility* check or have one piece of non-magical gear destroyed.

Arrow Storm**Power Points:** 5**Range:** 12/24/48**Duration:** Instant

The caster of this spell must fire an arrow or bolt from a bow or crossbow in order to complete the incantation. Upon completion, the caster fires a missile which then multiplies into dozens of projectiles that strike a Medium Blast Template area. This effect counts as a "suppression fire weapon", so the caster must make a *Shooting* roll to determine whether or not the effect hits its desired location. All targets within the area of effect must succeed a *Spirit* check or be *Shaken*. Cover bonuses apply to this roll. Any target who rolls a natural 1 on their *Spirit* check suffers 2d6 damage in addition to being *Shaken*.

Discord**Power Points:** 5**Range:** *Spirit* x2**Duration:** 3 Rounds (1/Round)

This spell amplifies violent thoughts in a group of targets occupying a Medium Blast Template area. If the targets fail an opposed roll (*Spellcasting* vs. *Spirit*) they fly into a rage and attack the nearest ally. Affected targets don't necessarily fight to kill, but they do fight until their allies are incapacitated or until the spell wears off.

ESP**Power Points:** 3**Range:** *Smarts* x2**Duration:** 3 Rounds (1/Round)

This spell allows the caster to detect the surface thoughts of any sentient beings in range. Once per round the caster can "hear" the true thoughts of one target. This immediately reveals any falsehoods or concealed truths. If the target succeeds a *Notice* -4 check they are aware of the probing and can attempt to block it with an opposed roll (*Spellcasting* vs. *Spirit*)

Fire Barrier

Exactly as the *Savage Worlds* Power **Barrier** except that if someone crosses the barrier they sustain 2d10 points of fire damage and have a 2 in 6 chance of catching on fire. A burning target sustains 2d10 points of damage per round until the fire is extinguished.

Fire Jet

Exactly as the *Savage Worlds* Power **Jet** except that if the target is hit with a *Raise* they catch on fire. A burning target sustains 2d6 points of damage per round until the fire is extinguished.

Force Jet

Exactly as the *Savage Worlds* Power **Jet**. If the caster wishes, they can make their *Force Blasts* non-lethal. *Force Blasts* are not considered elemental effects for purposes of calculating damage resistance.

Geas**

Power Points: 10

Range: 3 Squares

Duration: Special

Similar to the *Savage Worlds* Power *Puppet*. *Geas* forces one target to make a *Spirit* roll vs. the caster's *Spellcasting* roll. If the caster wins, he may command the target to perform some task. The task cannot be outright suicidal or otherwise diametrically opposed to the target's interests. The *Fatemaster* may give the target a bonus to resist, or declare that the spell simply fails, if the *Geas* is utterly outrageous. However, commands such as "Climb to the top of Fiery Mountain on the Isle of the Swans," or "Remain here and count the legs of all passersby," are well within the spell's power. While the spell lasts, the target must make all reasonable efforts to fulfill the command. The *Fatemaster* may deny any experience award to a player for a session in which he shirks his *Geas*. The command lasts for one full day, plus one day for each raise the caster rolled above the target's *Spirit* roll. At the end of that time, the target gets a new *Spirit* roll vs. a new *Spellcasting* roll by the caster (regardless of where the two are at the time). If the caster wins, the *Geas* remains in effect for another day, plus a day per raise. If the rolls are tied or the target wins, the spell ends.

Greater Invisibility

Power Points: 7

Exactly as the *Savage Worlds* power *Invisibility* except that it remains in effect even if the target performs standard actions (such as *Fighting*).

Ice Barrier

Exactly as the *Savage Worlds* Power **Barrier** except that it sustains double damage from fire.

Ice Jet

Exactly as the *Savage Worlds* Power **Jet** except that if the target is hit with a *Raise* their *Pace* is halved for 1 round and they act last on initiative.

Insect Plague

Power Points: 7

Range: *Spirit* x2

Duration: 3 Rounds (1/Round)

The caster summons a swarm of biting insects that fills a Medium Blast Template area. The swarm obeys the caster's commands as a *Free Action*.

Swarm of Insects				
Strength: d8	Smarts: d4(A)	Agility: d10	Spirit: d12	Vigor: d10
Pace: 10	Parry: 4	Toughness: 7	Fighting: --	
Gear & Weapons: <i>Bite</i> (All targets in AoE take 2d4 points of damage to their least armored area)				
Powers: <i>Swarm</i> (occupies a Medium Blast Template area; can only be damaged by <i>Area of Effect</i> weapons; can move through contested squares without incurring <i>Attacks of Opportunity</i>)				

Irresistible Dance

Power Points: 7

Range: *Spirit* x2

Duration: 3 Rounds (2/Round)

This catchy melody causes all targets in a Medium Blast Template area to begin capering and prancing like idiots if they fail an opposed roll (*Perform* vs. *Spirit*). Dancing targets suffer a -4 *Parry* penalty and lose all dodge and shield related bonuses (including special powers that involve evasion). The target can still attack and move but makes *Fighting* rolls at a -4 and suffers a free attack of opportunity from every adjacent enemy.

Kinetic Sympathy

Cost: 5

Range: Personal

Duration: 3 Rounds (1/Round)

The caster reflects ½ of all physical melee damage they sustain back upon their attacker. The caster still takes full damage but his attacker also suffers ½ that amount.

Lightning Barrier

Exactly as the *Savage Worlds* Power ***Barrier*** except that if someone crosses the barrier they sustain 2d10 points of electric damage, or 2d12 points if they are wearing metal armor.

Lightning Jet

Exactly as the *Savage Worlds* Power ***Jet*** except that if the target is wearing metal armor the spell gains *Armor Piercing* +4

Mass Disguise

Power Points: 5-7

Exactly as the *Savage Worlds* Power ***Disguise*** except that it affects all friendly targets in a Large Blast Template Radius.

Mass Invisibility

Power Points: 7

As *Invisibility* except that all friendly targets in a Large Blast Template area are affected.

Stone Barrier

Exactly as the *Savage Worlds* Power ***Barrier***.

Telepathy

Power Points: 5

Range: Line of Sight

Duration: 3 Rounds (1/Round)

The spell caster is able to communicate telepathically with any intelligent being they can see. Targeted beings can also reply to the spell caster telepathically.

Tree Walk**

Power Points: 3

Range: *Spirit* x 2

Duration: 3 (2/round)

As the *Savage Worlds* Power *burrow*, except that the caster merges into adjacent plant life instead of the ground, travels in "limbo", and emerges from plant life as well. Both the "entry" and "exit" points must be sizeable masses of vegetation, such as a tree, a clump of bushes, or even thick grass and weeds. The DM rules whether the plants in a particular area are large enough to use.

Heroic:

Anti-Magic Barrier

Power Points: 3/section

Exactly as the *Savage Worlds* Power **Barrier** except that the Barrier only impedes magical spells. Anyone who attempts to cast a spell through an *Anti-Magic Barrier* (friend or foe) must succeed an opposed *Spellcasting* or *Faith* roll against the caster or their spell is nullified. Any magical item that is carried through an *Anti-Magic Barrier* has its properties suppressed for 3 rounds.

Dancing Sword

Power Points: 5

Range: *Smarts*

Duration: 3 (3/round)

This spell creates a sword fashioned out of pure energy that hovers near the caster as if wielded by an invisible swordsman. Once per combat round, the caster can telepathically command the sword to attack any target within range. The sword has the *Improved Frenzy* edge and can make 2 attacks on the same target per round. The caster uses their *Spellcasting* skill to resolve the sword's combat rolls. The energy blade inflicts the same damage as a +1 *Greatsword* (STR+d10+1 damage), has +4 Armor Piercing and substitutes the caster's *Spirit* die for the *Strength* die.

Force Barrier

Power Points: 3/section

Exactly as the *Savage Worlds* Power **Barrier** except that the Barrier has the *Heavy Armor* property which makes it immune to physical weaponry.

Greater Teleport

Power Points: 5+

Exactly as the *Savage Worlds* Power **Teleport** except that the range increments are expressed in miles instead of squares.

The "Graveyards Only" variant of this spell allows the caster to teleport an unlimited distance from any graveyard to another graveyard that they are familiar with.

Mass Healing

Power Points: 15

As *Healing* except that all friendly targets in a Large Blast Template area (including the caster) are affected.

Mass Phantasmal Nemesis**

Power Points: 10

Range: *Smarts*

Duration: 3 (2/round)

As *Phantasmal Nemesis* except this version affects all targets in a Large Blast Template radius and all targets suffer a -2 to their *Smarts* roll.

Nightmare

Power Points: 10

Range: Unlimited

Duration: 1 Day

This powerful ritual causes any single, sentient target to be plagued by terrifying nightmares for one full day. During this time, the target gets no sleep, gains one *Fatigue* level, cannot recharge Power Points and cannot heal naturally. This spell has an unlimited range but can only be cast on targets that the caster knows personally and only affects targets that are asleep at the time. If the target is not asleep, the caster

can suspend the spell, losing only 2 Power Points in the process. The target can attempt to resist the affects of the *Nightmare* by succeeding an opposed roll (*Spellcasting* vs. *Spirit* -2). Sacred barriers will block the effects of *Nightmare*.

Plane Shift

Power Points: 10

Range: Touch

Duration: Instant

The caster, along with anyone he touches, is transported to the Astral Plane when they cast this spell. The Astral Plane is a meta-dimension formed of silvery mists that links all possible realities together. While in the Astral Plane, time moves imperceptibly slow. Astral travelers do not age and do not go hungry. Every mile traveled in the Astral Plane is like 10 miles in the material plane. Gateways to other worlds can be found scattered throughout the Astral Plane, making it a sort of dimensional crossroads. Astral travelers remain in the Astral Plane until they can find a naturally occurring exit or until *Plane Shift* is cast a second time. At the Fatemaster's discretion, the party may run into hostile Astral Plane denizens while *Plane Shifted*.

Prismatic Bolt

Power Points: 2-12

Exactly as the *Savage Worlds* Power **Bolt** except that if the target sustains damage they suffer the secondary effects of an *Acid Bolt*, *Fire Bolt*, *Ice Bolt* and *Lightning Bolt* all at once.

Raise Dead**

Power Points: 30

Range: Touch

Duration: Special

This spell will restore life to the body of a Wild Card who has been dead for no more than one hour, provided most of the body is present, including the head. The caster's skill roll is made at -4, and the raised character must make an immediate *Vigor* roll. If the roll succeeds, he returns to life, Incapacitated and with 3 Wounds. If the *Vigor* roll fails, he can never be *raised*, although he might be brought back with *Resurrection*. *Raise Dead* has no effect on crippling injuries.

Regenerate**

Power Points: 20

Range: Touch

Duration: Special

As the *Savage Worlds* Power *Greater Healing*, except that *Regeneration* will work on permanent crippling injuries. The spell takes 6 hours to cast, and the caster's skill roll is at -4. If the body part is actually missing, it will require several days to grow back: 1d6 days for an eye or finger, 2d6 for a hand or foot, 3d6 for an arm, 4d6 for a leg. Only one attempt can be made for each permanent injury; if the spell fails for any reason, the injury can never be *regenerated*.

Shadow Walk

Power Points: 5

Range: Touch

Duration: 1 hour (1/hour)

The caster transports themselves and anyone they touch to the demi-plane of shadows, a reality that mirrors the physical reality of the senses. While in the shadow realm, the caster and her companions are completely undetectable by any magical or mundane means. Distances in the realm of shadow are compressed; for every mile traveled the caster actually covers 10 miles. Travelers in the shadow realm can see things happening in the physical realm but physical objects appear blurry and indistinct. Shadow walkers cannot interact or communicate with anything in the physical realm (or vice versa). A shadow walker can exit the shadow realm any time they wish.

Legendary:

Earthquake

Power Points: 20

Range: *Spirit* x4

Duration: 1 round

The caster triggers a massive earthquake that tears rifts in the ground, flattens structures and collapses tunnels. Any building or land formation in range reacts as if it was struck by a catapult shot, sustaining 4d6 points of Heavy Weapon damage with an Armor Pierce of 10. All earth-bound targets within range (friend or foe, caster excluded) must succeed an *Agility* -2 roll or be swallowed by a fissure. Targets trapped in a fissure are killed instantly by crushing force (this is a good time to use your bennies, wink-wink, nudge-nudge).

Finger of Death

Power Points: 15

Range: *Smarts*

Duration: Instant

Any single living target in range must succeed an opposed roll (*Spellcasting* vs. *Vigor* -2) or die. Targets that avoid death still suffer 3d6 damage.

Gate

Power Points: 20

Range: *Smarts*

Duration: 3 Rounds (1/Round)

The caster opens a stable portal to another dimension. There are an infinite number of dimensions in the multi-verse -- the caster can open a gate to any realm they can imagine. Gates serve two functions: they allow travelers to pass freely into another realm and they can be used by the caster to summon forth a being from another world. The nature of the summoned being is left to the Fatemaster's discretion and this being can resist the caster's call by succeeding an opposed roll (*Spellcasting* vs. *Spirit*). Gate has campaign changing (and breaking) power; it is advised to work out the uses of the *Gate* spell ahead of time with the Fatemaster so that storylines can be crafted around Gate adventures.

Grand Mirage

Power Points: 15

Range: *Smarts* x4

Duration: 1 hour (2/hour)

The Grand Mirage is the most powerful illusion that can be cast. The caster is able to create town-sized illusions that are convincing to the last detail. With this spell the caster can alter the entire terrain within range and populate it with any illusory creatures he or she wishes. Any targets in range can attempt to make a *Notice* -4 check to realize that they are seeing an illusion. Those that fail will believe it is absolutely real. Any wounds inflicted by illusory creatures will inflict *Fatigue* levels upon those characters that believe the illusion.

Magic Jar

Power Points: 20

Range: *Spirit* x2

Duration: 1 hour (2/hour)

This powerful necromantic spell permits the spell caster to decant his life essence into a specially prepared receptacle. While this spell is in effect, the spell caster's body remains in a comatose state and is defenseless. From the receptacle, the caster can still sense his surroundings normally. Once per round, the caster can choose to try and possess any corporeal being within range of the receptacle. If the caster

succeeds an opposed roll (*Spellcasting* vs. *Spirit*) they evict the target's soul from its body and swap places with it, trapping the target in the receptacle. The caster gains full control of the target's body, including special abilities, but retains their own mind. Once a target resists a possession attempt, they are immune to future attempts. As a standard action, the caster can return to the *Magic Jar*, freeing them up to possess a different being later. If the caster's host body dies, they are automatically returned to the *Magic Jar*. Sacred barriers or *Force Barriers* will block the effects of a *Magic Jar*. If the caster's true body is destroyed while they are *Magic Jarred*, they become a permanent resident of the next host they take (and may very likely need to retire their character).

Meteor Swarm

Power Points: 10-30

Range: Smarts x2

Duration: Instant

This spell calls down a hail of flaming meteorites that bombard a Medium Blast Template area anywhere within range. The incendiary missiles inflict 6d6 fire damage and have a 3 in 6 chance of combusting any targets in the area of effect.

Additional Effect: For double or triple the Power Point cost, the caster can call down up to 2 additional Medium Blast Templates. These do not stack damage if they overlap.

Prismatic Barrier

Power Points: 3/section

Exactly as the *Savage Worlds* Power **Barrier** except that if someone crosses the barrier they suffer the effects of an *Acid Barrier*, *Fire Barrier*, *Ice Barrier* and *Lightning Barrier* all at once.

Prismatic Blast

Power Points: 4-12

Exactly as the *Savage Worlds* Power **Blast** except that if the target sustains damage they suffer the effects of an *Acid Blast*, *Fire Blast*, *Ice Blast* and *Lightning Blast* all at once.

Resurrection**

Power Points: 40

Range: Touch

Duration: Special

This mighty miracle will restore life to any dead Wild Card, as long as any part of the body is available. The character may have been dead for as many years as the caster's *Spirit* die. In a ritual lasting 24 hours, a new body grows, lacking any scars or crippling injuries. The caster's skill roll is made at -4, or -6 if the head is not available, and the resurrected character must make an immediate *Vigor* roll to successfully return to life and full health. If it fails, he can never be brought back by any means.

Simulacrum

Power Points: 20

Range: Special

Duration: Permanent

A Simulacrum is a life-like facsimile of a living person. The simuloid has the exact appearance, mannerisms, sound and even smell as the original. Though the simulacrum doesn't have any of the memories of the individual it is imitating it is cunning and is very good at fast-talking its way through social situations. The simulacrum uses the caster's *Persuasion* skill for purposes of bluffing others. Once it is created, the simulacrum can travel independently from its creator. The caster always maintains a subtle telepathic link with their simuloids. A simulacrum is fashioned from some crude material such as straw, snow or dirt and is given the semblance of life by powerful illusions. If a simulacrum sustains any Wounds, it immediately disincorporates into a pile of whatever matter it was made from. A caster can only have one *Simulacrum* at a time.

Solipsism**Power Points:** 20**Range:** *Smarts* x2**Duration:** Special

This spell traps the targeted creature in a prison constructed from their own mind. If the target fails an opposed roll (*Spellcasting* vs. *Smarts* -4) they fall into a catatonic state and become completely absorbed in an illusory world built from their thoughts and memories. While trapped in a *Solipsism*, the target believes nothing is amiss -- the live out their imaginary life just as if nothing had changed. If their body is not cared for, the target will eventually waste away and die. The *Solipsism* can only be ended by the caster, or by the caster's death.

Symbol**Power Points:** 10**Range:** Touch**Duration:** Instant when Triggered

This is the most powerful sort of divine ward that can be conceived. Hierophants inscribe these runes to safeguard holy relics and sacred spaces. The caster traces a faintly glowing glyph upon any object or surface that activates when touched or read. Each glyph is encoded to deliver a different effect upon the target that triggers it (see below)

Symbol	Save	Effect
Fear	None	All targets within a Large Blast Template area become <i>Shaken</i> and flee at their maximum possible speed from the glyph.
Insanity	<i>Spirit</i> -4	The target becomes instantly insane. They gain the <i>Major Delusional</i> hindrance.
Sleep	<i>Spirit</i> -6	The target falls into an instant deep slumber
Death	<i>Spirit</i> -2	The target dies

Appendix B: Encounter Tables

Draw a card once per day to see if the party stumbles across any encounters while traveling overland. If the result of the draw is a face card, draw another card and consult the appropriate table below.

Eastern Middlemark Wilderness

Card	Encounter Name	Encounter Description
2	Goblin Slavers	A group of 3d4 goblin warriors have descended from the mountains. They are looking for humans to enslave. There's a 50% chance they have a Shaman with them and a 25% chance that they have 1d4 bound captives.
3	Benling Gypsies	A clan of 6d6 Benling Gypsies passes by with their colorful wagons. There's a 50% chance they try to steal something from the party.
4	Hobgoblin Soldiers	A platoon of 3d10 hobgoblins marches past with a Captain in the lead. If they notice the party, they will accost them.
5	Wild Herds	50% chance of flightless birds and 50% chance of beef cattle. These herds can be driven to stampede if they are spooked.
6	Benling Herdsmen	2d4 Benling ranchers mounted on small ponies are driving a small flock of sheep, beef cattle or domesticated ostriches. If the party chooses to camp with them the ranchers will share news and food.
7	Adventurers	A band of intrepid explorers is hiking through this area in search of adventure. There's a 50% chance that they are of evil disposition and will attempt to waylay the party. The band is composed of 1d6 mixed class adventurers.
8	Midland Traders	An escorted caravan of Midland merchants trundles past. They will gladly stop to trade and share news with any travelers they meet. 2d4 mercenary guards protect the caravan.
9	Battle!	Sounds of battle reach your ears. Draw twice more to determine the combatants.
10	Arachnaurs	These hideous man-spider hybrids nest in the Eastern Forests of Middlemark. A small band of 2d4 Arachnaurs shadow the party, looking for an opportune time to attack.
J	Beastman Warband	These abominations began appearing from the eastern hinterlands a couple of decades ago. They are a wild mix of men and various animals: rams, bears, goats, hounds, etc. A band of 2d8 Beastmen are hunting nearby the party.
Q	Monastery	You come across a remote monastery housing 4d6 Monks, Adepts and Pilgrims. Randomly determine which deity they venerate (see Appendix C).
K	Ethereal Prowler	A small pack 1d4 Ethereal Prowlers stalks the party. Make a <i>Notice</i> -2 check to detect a disturbance in the surrounding vegetation.
A	Benling Shire	This small community of 1d4 Benling families makes a living from farming and ranching. They live in simple turf cottages.
Joker	Alshadar Fortress	You find an old abandoned fortress from the days of the Alshadar occupation. There's a 25% chance that another group of creatures has claimed this place as a lair (draw again). With minimal repairs, this fortification could be made functional again.

Maritime Encounters

Card	Encounter Name	Encounter Description
2	Storm	High seas and ferocious winds threaten to capsize you. Make a <i>Boating</i> -4 check to avoid taking on water.
3	Ghoul Pirates	A ghost ship crewed by 4d5 slaving ghouls bears down on you.

4	Doldrums	You suddenly lose all of the wind in your sails and are effectively stalled. Draw a card each day; if the result is a face card the winds return.
5	Varsaxian Raiders	A Varsaxian Longship is sighted on the horizon. It holds 2d10 armed crewmen
6	Merchantman	You see a merchant cog riding low in the water off your bow. They are laden with trade goods for sale in far away ports. They will regard strange vessels with suspicion. The vessel has a complement of 10d4 crew and 2d8 marine guards.
7	Rookport Navy	A war galleon bearing the standard of Rookport draws near to signal your captain. If the party remains pleasant, the galleon exchanges news and then continues its patrol.
8	Merkish Frigate	The distinctive profile of a mast-less Merkish Frigate slides into view. They will not pause for conversation unless hailed.
9	Sea Battle	You happen across a naval engagement between a pirate or raider ship and a merchant or naval ship.
10	Pirates	The merchantman off your bow suddenly hoists a black flag -- thar be pirates! There are 10d4 pirates on board.
J	Plague Ship	A vessel flying the yellow plague flag bobs listlessly in the distance. There's a 50% chance that the crew on board is already dead.
Q	Favorable Winds	The sea smiles on you; your ship can sail at 2x its normal pace. Draw a card each day; if the result is a face card the favorable winds return to normal.
K	Merchantman	You see a merchant cog riding high in the water off your bow. They've just offloaded their cargo and are heading home, but will pause to share news. The vessel has a complement of 10d4 crew and 2d8 marine guards.
A	Uncharted Isle	You chance across a speck of an island that doesn't appear on any map. There's a 50% chance that it is habitable and a 10% chance that it holds buried treasure.
Joker	Leviathan	The fabled Leviathan breeches the surface of the waves. There's a 25% chance it will destroy the party's vessel.

Northern Middlemark Wilderness

Card	Encounter Name	Encounter Description
2	Brown Bears	1d4 Brown Bears are foraging nearby. They will ignore the party unless they are directly threatened.
3	Goblin Slavers	A group of 3d4 goblin warriors have descended from the mountains. They are looking for humans to enslave. There's a 50% chance they have a Shaman with them and a 25% chance that they have 1d4 bound captives.
4	Bandits	"Your money or your life!" 2d6 Bandits bar your path demanding tribute. There's a 50% chance they are led by a higher-level captain.
5	Dwalish Woodsmen	A party of 2d4 Dwalish woodsmen are busily harvesting resources.
6	Dire Wolverine	An irate dire wolverine hunts nearby. There's a 50% chance that it will lash out at the party for disturbing its territory.
7	Abandoned Camp	This is an abandoned hunting camp. It looks like a safe place to rest. There's a 25% chance that the hunters will return. There's an equal chance of the hunters being Goblins or Dwalish.
8	Dwalish Steaders	You come across a neatly constructed Dwalish Steadholt. 1d4 pioneer families live here. While initially suspicious of outsiders, they are happy to trade lodging for goods and news.
9	Cave	You find a natural cave. There's a 50% chance it is occupied (draw

		again) and a further 25% chance that it connects up with a network of underground passages.
10	Midland Traders	An escorted caravan of Midland merchants trundles past. They will gladly stop to trade and share news with any travelers they meet. 2d4 mercenary guards protect the caravan.
J	Hobgoblin Soldiers	A platoon of 3d10 hobgoblins marches past with a Captain in the lead. If they notice the party, they will accost them.
Q	Adventurers	A band of intrepid explorers is hiking through this area in search of adventure. There's a 50% chance that they are of evil disposition and will attempt to waylay the party. The band is composed of 1d6 mixed class adventurers.
K	Ogres	1d6 Ogres prowl this area, searching for easy meat and shinies. There's a 25% chance that they are accompanied by a Hill Giant leader.
A	Rookport Cavalier	A well armored knight with his entourage in tow rides past. He will act with disdain toward the party unless there is an obvious person of quality among them.
Joker	Keep	You can discern the battlements of a castle keep on the crest of the next hill. There's a 50% chance that the lord or lady is evil in disposition. The keep has a full garrison of 20 guards.

Southern Middlemark Wilderness

Card	Encounter Name	Encounter Description
2	Waystation	You come across a traveler's Waystation created by the Mages of Merkish. It has amenities such as hot water and air conditioning provided by bound elementals. There's a 25% chance that friendly travelers are already resting here.
3	Bandits	"Your money or your life!" 2d6 Bandits bar your path demanding tribute. There's a 50% chance they are led by a higher-level captain.
4	Wild Dogs	A pack of 4d4 feral dogs announces their presence with a cacophony of barks and howls.
5	Undead	3d4 undead creatures shamble toward the party. They are a mix of zombies and skeletons.
6	Battle!	Sounds of battle reach your ears. Draw twice more to determine the combatants.
7	Midland Traders	An escorted caravan of Midland merchants trundles past. They will gladly stop to trade and share news with any travelers they meet. 2d4 mercenary guards protect the caravan.
8	Ghost Town	This abandoned village is in a state of advanced decomposition. There's a 50% chance that it is inhabited (draw again).
9	Wild Herds	50% chance of horses and 50% chance of beef cattle. These herds can be driven to stampede if they are spooked.
10	Trolls	1d4 Trolls. There's a 50% chance they are aware of the party's approach and are hiding in Troll Holes.
J	Adventurers	A band of intrepid explorers is hiking through this area in search of adventure. There's a 50% chance that they are of evil disposition and will attempt to waylay the party. The band is composed of 1d6 mixed class adventurers.
Q	Merkish Guildsmen	1d4 Merkish Wizards with 2d4 bodyguards pass by on some unspoken errand. If hailed politely they will respond in kind but they spare no more moments than necessary in conversation.
K	Gnolls	You encounter a small hunting party of 2d4 gnolls with 1d4 Wild Dogs on leashes. Also called "Jackalmen", these intelligent beast-men are

		cunning trackers who will wait for an advantageous moment to strike.
A	Wizard's Tower	You come across a door-less tower on top of a lonely hill. There's a 50% chance that the Wizard who owns the place is home. In any case, there's little hope he's interested in seeing uninvited guests.
Joker	Rogue Golem	A masterless golem roams the countryside, destroying anything in its path. There's an even chance of it being a Clay, Stone or Iron golem.

Varsax Wilderness

Card	Encounter Name	Encounter Description
2	Abandoned Camp	This is an abandoned hunting camp. It looks like a safe place to rest. There's a 25% chance that the hunters will return. There's an equal chance of the hunters being Kobold or Varsax.
3	Kobold War Band	A group of 4d4 kobold warriors have emerged from their cave lair. They are searching for food and money. There's a 50% chance they have a Sorcerer with them.
4	Game Sighting!	You see a magnificent trophy animal in the near distance (i.e. a stag, boar or bear)
5	Varsax Hunting Party	2d4 Varsaxian warriors are hunting for game. They don't take kindly to intruders in their lands.
6	Wolf Pack	You hear ominous howling in the distance. 3d4 wolves stalk the party.
7	Overgrown Ruin	The shattered and overgrown remains of a stone fortress litters the area. There's a 50% chance it is inhabited (draw again) and a 25% chance that it holds lost treasure (roll on treasure table)
8	Settlers	You come across a crude homestead occupied by 1d4 hardy Varsaxian families
9	Kobold Raiders	There are sounds of battle nearby! 4d4 kobold warriors are attacking Varsaxians or game animals (50% chance of either)
10	Black Elf Traders	A caravan of strangely overdressed humanoids approach offering items in trade. They speak with an unrecognizable accent.
J	Pine Wights	1d4 Pine Wights creep toward the party. Roll a <i>Notice</i> -2 check to detect the approach of these camouflaged horrors.
Q	Unicorn	A skittish unicorn sees the party and darts away. 25% chance of being a rare Black Unicorn.
K	Werewolf	A lone werewolf shadows the party. 50% chance of being in human form.
A	Forest Giants	1d4 Giants are hunting in this area. They aren't really looking for humans so it's quite possible to evade the dim-witted brutes.
Joker	Dragon	A dragon flies overhead. There's a 50% chance it lands to harass the party. Dragons can be mollified by treasure or lore -- or the promise of a snack.

Winterbright Wilderness

Card	Encounter Name	Encounter Description
2	Blizzard!	Punishing winds and snow flurries pummel you! The storm lasts for 1d4 hours during which the party members gain one <i>Fatigue</i> level per hour unless they find shelter.
3	Snow Orc Warband	2d4 Snow Orcs are traveling past. If the party fails a <i>Notice</i> check opposed by the Orcs' <i>Stealth</i> check, then the Orcs attack.
4	Thin Ice	The ice underfoot is perilously thin. Everyone must succeed an <i>Agility</i> check or fall through into freezing water. Freezing victims gain one <i>Fatigue</i> level per minute unless they are given emergency warmth.
5	Alshadar Mage	A lone figure gliding on a disc of energy sails past the party. He will

		pause if hailed and provide basic assistance but has an urgent appointment to attend at his destination.
6	Seal Poachers	2d4 Poachers from Varsaxia and Middlemark have secretly made landfall here to hunt for seal pelts. They just want to be left alone but will fight if they think the party will turn them in. They have a ship nearby.
7	Cold Snap	The temperature suddenly plunges to dangerous levels. Characters who are not resistant to cold immediately gain one <i>Fatigue</i> level and must succeed a <i>Vigor</i> -2 check or suffer the effects of frost bite to a random appendage (i.e. nose, finger, toe, etc.)
8	Ice Skimmer Caravan	A bizarre contraption that looks like a cross between a sailboat and a sled comes gliding by with a crew of 2d4 Alshadar merchants. They will pause if hailed and can be persuaded to offer rides.
9	Snow Orc Ambush	Succeed a <i>Notice</i> -4 check or stumble into the middle of a Snow Orc Ambush. 3d4 Orcs attack with ranged weapons before closing in to finish their victims off.
10	Frost Wolves	A pack of 2d4 Frost Wolves howls mournfully. They bear down on the party at full speed.
J	Frost Wisp	You see strange lights off in the distance. It looks like a party is approaching! The wisp will try to lead the party on to some thin ice so that it can feast upon their cries of anguish when they break through.
Q	Polar Bears	1d4 Polar Bears are hunting nearby. There's a 50% chance they take an interest in the party.
K	Wendigo	The legendary Wendigo is the most fearsome predator of the frozen north. Its dreadful howls echo around the party. There's a 25% chance that it will stalk the party and seek to take one member as a meal.
A	Ice Elemental	Infused by the strange sorceries of this land, an unbound Border Elemental composed of Ice bars your way.
Joker	Frost Giant Castle	In the distance you spy an enormous castle that appears to be carved from ice. Inside are the dead remains of Frost Giants. There is a 100% chance of finding a Treasure Trove here but undead Frost Giant guardians will attack anyone who tries to take it.

Appendix C: Deities

These are the major and minor Deities on Skaern. They are worshipped in all lands by all people.

Card	Deity Name	Portfolio	Alignment	Deeds
2♣	Cerdic	God of Truth & Illumination	Good	Meditation
3♣	Ducoda	God of Blacksmiths & Craftsmen	Neutral	Making things
4♣	Kyrene	Goddess of Scholars & Wisdom	Good	Learn new skills
5♣	Endatha	Goddess of Silent Waters	Good	Quiet contemplation
6♣	Nomos	God of Dreams	Neutral	Inducing sleep
7♣	Balmora	Goddess of Madness	Evil	Inducing hallucinations
8♣	Herebu	God of History & Lore	Neutral	Learning new knowledge
9♣	Ghalorn	God of Ingenuity & Artifice	Good	Inventing something new
10♣	Sholooth	Goddess of Doorways & Possibilities	Neutral	Changing your routine
J♣	Ygdra	Goddess of Time & Destiny	Neutral	Weaving
Q♣	Nyxera	Goddess of the Moon	Neutral	Fornication
K♣	Nalb	God of Alchemists	Neutral	Brewing potions
A♣	Arcanus	God of Magic	Neutral	Researching new magic
2♦	Tinuval	God of Music	Neutral	Performing music
3♦	Polpero	God of Trade & Wealth	Neutral	Making Money
4♦	Skelper	God of Revelry & Gambling	Neutral	Drinking & Gambling
5♦	Finbar	God of Travelers	Neutral	Donate to Inns
6♦	Omard	God of Cities & Buildings	Good	Participating in government
7♦	Ileso	Goddess of Fortune	Neutral	Taking risks
8♦	Phalen	God of Beggars	Good	Donating to the poor
9♦	Sulijess	Goddess of Justice & Law	Good	Respecting local laws
10♦	Morwenna	Goddess of Night & Shadows	Evil	Animal sacrifice
J♦	Winlock	God of Sailors	Good	Buying drinks for sailors
Q♦	Shessik	Goddess of Lies; The Thiefwife	Evil	Spreading falsehoods
K♦	Elora	Goddess of Imagination & Art	Good	Creating art
A♦	Rilestu	God of Deception & Trickery; Father of Thieves	Evil	Taking money from others
2♠	Rowan	Goddess of Heroism & Honor	Good	Selfless Bravery
3♠	Halzar	God of Sun & Fire	Good	Destroying Evil
4♠	Vorist	Goddess of Bloodshed & Revenge	Evil	Taking an eye for an eye
5♠	Ardagon	God of Protection & Defense	Good	Defending the weak
6♠	Danth	God of Summer & Youth	Good	Physical exercise
7♠	Hondmar	God of the Blade	Neutral	Hours of sword practice
8♠	Anwyn	God of the Hunt	Neutral	Hunting for Trophies
9♠	Targamant	God of Soldiers	Good	Leaving no man behind
10♠	Ildrath	God of Ruin & Destruction	Evil	Donating to anarchists
J♠	Jeruku	Goddess of Salt & Sorrow	Evil	Making people cry
Q♠	Asero	God of the Sky	Good	Championing freedom
K♠	Cromlech	God of Death & Afterlife	Evil	Burying the dead
A♠	Karn	God of War & Valor	Neutral	Excellence in battle
2♥	Shyessa	Goddess of the Woodlands & Forests	Neutral	Protect Woodlands
3♥	Ransul	God of Earth, Stone & Mining	Neutral	Donating gemstones
4♥	Kelsi	Goddess of River & Sea	Good	Fishing
5♥	Malos	God of Disease & Famine	Evil	Catching diseases
6♥	Jardox	God of Snow & Winter	Evil	Surviving Hardship
7♥	Bansule	Goddess of Autumn & Harvest	Good	Feeding the hungry

8♥	Teldria	Goddess of Peace & Hospitality	Good	Being a good host
9♥	Shar	Goddess of Storms	Evil	Donating to the Sea
10♥	Mikasti	Goddess of Love	Good	Honoring loved ones
J♥	Rusk	God of Beasts & Nature	Neutral	Living off the land
Q♥	Belwyn	Goddess of Rain & Springtime	Good	Planting crops
K♥	Alesta	Goddess of Fertility & Birth	Good	Having kids
A♥	Quilessa	Goddess of Healing & Medicine	Good	Curing the sick
Joker	The Jongleur	The Cosmic Fool	Neutral	Making people laugh

Each deity is associated to an *Aspect*. This archetype generally describes the sort of people who tend to worship a particular god. The four Aspects are: Warrior, Mage, Rogue and Priest. Below you can find short descriptions of each deity listed according to the Aspect that they belong to.

Warrior Aspect

Rowan is the Goddess of Heroes and Adventurers. It is common to say a prayer to her before entering a dangerous or unknown situation. She is the torch against darkness; the light against fear.

Sigil: Torch

Halzar the Crusader is the God of Quests. He champions the active destruction of evil wherever it may be found. One of his minor aspects is bravery in battle which makes him a popular god with warriors of any description.

Sigil: Flaming Sword

Vorist the Blood Mother hungers for the infliction of pain, bloodshed and wounds. She gives battle madness to berserkers and kindles the spark of revenge that can drive men to murder.

Sigil: Bloody Claw

Ardagon the Protector is the Holy Shield, the defender of the weak, the lawful and the innocent. He is the patron deity of watchmen and guards, many of whom wear his pendant around their necks. It is customary for warriors to burn personal offerings to Ardagon before setting out on a long campaign.

Sigil: Shield

Danth represents fitness and strength. His worshippers believe the body is holy and should be kept in the most perfect and beautiful state possible.

Sigil: The Human Form

Hondmar the Blade is the God of Martial Excellence and the Master of All Weapons. His followers are monk-like in their devotion to proper weapon form and technique. They are the foremost weapon instructors in the world.

Sigil: Daikatana

Anwyn is the God of the Hunt and the Patron of Spearmen. Anyone who makes a living from bow and spear will say a prayer to Anwyn before letting their weapon fly. Huntsmen and rangers call Anwyn the *Revealer of Trails*.

Sigil: Stag-Horned Helm

Targamant is the God of Soldiers and is Ardagon's brother. He is revered by the foot soldiers of all armies and safeguards his worshippers against the everyday hardships of campaigning. Those who have been inducted into Targamant's mysteries will set aside any differences after a battle and share ale and fire with former foes.

Sigil: Sword over Shield

Ildrath the Lord of Ruin is the God of Sieges and the punisher of bad generals. His sword will smite down anyone who joins battle without being properly prepared.

Sigil: Crumbling Tower

Jeruku is the Goddess of Salt and Sorrow. Her purview is the aftermath of war. She is the *Wailing Widow*, the stewardess of all things that war takes away.

Sigil: Woman in a Funeral Shroud

Asero is the God of the Sky but his portfolio also includes archers and anyone who lives to pursue liberty & freedom. A Bowman will often say a silent prayer to Asero as he draws back his bowstring, hoping that the Sky Lord will bless his arrow's flight.

Sigil: Arrow

Cromlech is the God of Death and the Afterlife. War is Cromlech's reaping ground. All who die belong to him and his devout priests insure that the proper burial ceremonies are observed.

Sigil: Key

Karn is the Patron of War and the favored god of all true fighters. He revels in all aspects of war and bestows his blessings upon the most valorous combatants. Winning is the only thing that matters to an adherent of Karn, no matter the cost.

Sigil: Battle-axe

Mage Aspect

Cerdic is the God of Truth and Illumination. His followers are scholars and scientists, men and women of learning and questioning intellect. He is the steward of new ideas.

Sigil: Starburst

Ducoda the Master Crafter is revered by all smiths and craftsmen. His steadying touch guides the hands of his followers so that they can produce items of peerless quality.

Sigil: Hammer

Kyrene is the Goddess of Wisdom, the keeper of tradition and the teller of tales. The Seeresses of Kyrene are said to be able to glimpse the future, but really this talent is just a skillful trick born of their keen understanding of human nature.

Sigil: Scroll

Herebu is the Guardian of History and the patron of librarians and book keepers. His priests also serve as the protectors of tombs and other places of historical significance.

Sigil: Tome

Endatha of the Silent Waters is the Goddess of Introspection and Meditation. Her followers preach that the path to enlightenment lies through Pure Emptiness, a state of rationality stripped of all emotion.

Sigil: Eye

Nalb is the God of Alchemists and the keeper of the secrets of transubstantiation. All alchemists and herbal doctors pay their respects to Nalb so that their concoctions will be as efficacious as possible.

Sigil: Potion Flask

Nomos is the mysterious God of Dreams. No one has seen his face because he works through many forms and guises. His priesthood, if it exists, is unrecognizable.

Sigil: None

Ghalorn the Inventor is the God of Engineers, Architects and Builders. The study of mathematics falls within his portfolio. A number of trade guilds pay homage to Ghalorn in their secret initiation rites.
Sigil: Drafter's Compass

Sholooth is the *Keeper of Doorways* and the warden in charge of watching the paths between the planes of reality. She is mysterious and alien; her worshippers are willfully cryptic and obscure.
Sigil: A Misty Arch

Ygdra is the *Time Crone*, the *First Woman* and the *Weaver of Fate*. Priests and Priestesses of Ygdra are skilled at divination but are reluctant to use their powers for fear of disrupting Fate.
Sigil: Hourglass

Balmora is the sister of Nomos and the Goddess of Madness. Her sub-dominion is the Realm of Nightmares, upon which she feeds.
Sigil: A Mass of Tentacles

Nyxera is the Patroness of Witches, the Goddess of the Moon and the keeper of women's secrets. She oversees the rites of her all-female priesthood and lends their fearsome curses power.
Sigil: Full Moon

Arcanus is the Patron of all Magic-Users and is called the *First Archmage*. He represents the apex of magical achievement and is the inspiration for new spells. Indeed, he is credited with inventing most of the magic spells that are currently in use.
Sigil: Mage's Staff

Rogue Aspect

Finbar the Traveler is the patron of wanderers, gypsies and free-spirits. He encourages his followers to see as much of the world as possible and to never stop journeying.
Sigil: Boot

Polpero is the God of Wealth and Commerce. His priests are all successful merchants and his temples serve double duty as banks. Nothing is more sacred to Polpero than the acquisition of coin.
Sigil: Gold Coin

Skelper is the God of Gambling, Drinking and Debauchery. His churches are actually gaming houses where the wine flows as freely as the wagers. In Skelper's faith, being devout means staying out all night partying.
Sigil: Dice

Tinuval is the Patron of Bards and Musicians. He is the father of all music and his portfolio includes beauty, proportion and the sublime pleasures of the mind.
Sigil: Mandolin

Omard is the Patron Deity of Burghers, Mayors and Castellans. He represents the forces of civilization, law, and the elevation of mankind above the ranks of beasts.
Sigil: Two Towers and a City Wall

Iesso is the Goddess of Fortune. While her wild younger brother Skelper keeps watch over gamblers, Iesso manages the tides of good and bad luck. She is one of the more popular deities amongst thieves.
Sigil: A Circle divided in White and Black halves

Phalen is the God of Beggars and the Patron of the Downtrodden. He preaches a message of compassion and charity toward the less fortunate.

Sigil: Hand

Sulijess is the Goddess of Justice and the *Bane of Thieves*. Rogues will make offerings to Sulijess before committing a crime in an effort to misdirect her wrath. Thief-Catchers and law officers seek Sulijess' guidance when tracking fugitives.

Sigil: Scales of Justice

Morwenna is the Goddess of the Undead and the *Mistress of Shadows*. She is the Mother of Vampires; her worshippers often serve as thralls and familiars for these unliving fiends.

Sigil: Black Circle

Winlock is the patron of all sailing folk. Called the *Celestial Navigator*, offerings are made in Winlock's name to insure safe voyages and strong winds.

Sigil: Sextant

Shessik the Thiefwife is Rilestu's paramour and the *Queen of Lies*. She whispers into the ears of schemers and plotters everywhere and grows stronger with every deceit.

Sigil: White Mask

Elora is the Goddess of Inspiration and Creativity. She is the *Muse of Artists* and the patroness of poets. Along with her brother Tinuval, Elora represents the courtly arts.

Sigil: Quill Pen

Rilestu is the *Father of Thieves*, the God of Deception and Trickery. Every Thieves Guild keeps a shrine to Rilestu near at hand so that a share of their ill-gotten spoils can be shared with the *Dark Godfather*.

Sigil: Black Mask

Priest Aspect

Shyessa is the Goddess of Nature and the Keeper of Forests. Her priesthood is composed entirely of druids who conduct their rituals in the wild places of Skaern.

Sigil: Tree

Ransul the Delver is the God of the Deep Earth. The treasures of the earth are his gifts to bestow. Miners consider Ransul to be their patron and will send prayers to him before breaking ground on a new dig.

Sigil: Gemstone

Kelsi is the Goddess of the Sea, Rivers and Lakes. The creatures of the water are her children and the life-giving properties of water are attributed to her blessing. Fishermen everywhere pay homage to Kelsi and hope that she will favor them with a bountiful catch.

Sigil: Fish

Malos the Plague-Bringer is the God of Disease and Blight. The pox-ridden flagellants who worship him are blessedly few in number, but when one of them passes through town you can be assured that the locals will shower him with gifts to appease his grim lord.

Sigil: Skull

Jardox is the God of Winter, Strife and Hardship. His priests value toughness above all else, the ability to ignore pain and endure discomfort. The Church of Jardox is most popular in Varsaxia, where the locals share his view that life is something to be wrestled into submission.

Sigil: Snowflake

Bansule is the Goddess of Autumn and the Bestower of Harvests. Farmers keep a small shrine to her in their homes so that they can pray for healthy crops. Virtually all Harvest Day festivals are connected to Bansule's religion in some way.

Sigil: Sheaf of Wheat

Teldria is the Goddess of Peace and Hospitality. Her followers are often sought out as diplomats and arbitrators to help resolve disputes between rival parties. It is generally known that the Church of Teldria will offer shelter and succor to any guest, no matter how despicable they may be.

Sigil: Dove

Shar is the Goddess of Storms and Disasters. Sailors irreverently refer to her as the *Storm Bitch* but are always careful to toss her a superstitious offering when they do so.

Sigil: Thunderbolt

Mikasti is the Goddess of Love and Passion. At one time or another she has flirted or mated with all of the male gods in the pantheon (and several of the female gods). She can make anyone desire her.

Sigil: Two Joined Rings

Rusk is the *Lord of Beasts* and the God of Nature's creatures. Farmers and animal handlers are his primary worshippers, but a hunter may also beseech Rusk to ask for the blessing of a successful hunt. Rusk's portfolio includes shape shifting creatures as well.

Sigil: Laurel Crown

Belwyn is the Goddess of Spring, Rebirth and Renewal. Farming communities all around Skaern venerate her and her sister, Bansule, as the twin divines of agriculture.

Sigil: Rosebud

Alesta the All-Mother is the Goddess of Women, particularly mothers and midwives. She is the embodiment of domesticity, the keeper of the hearth fire and the dutiful steward of the household. Pregnant women make regular offerings to Alesta to insure that their offspring will be healthy.

Sigil: Hearth fire

Quilessa is the Goddess of Healing and Compassion. Her priests operate hospices in virtually every settlement to tend the injuries of common folk.

Sigil: Chalice

The Jongleur is unaspected. Commonly known as the *Cosmic Fool*, he is the wildcard of the pantheon. He keeps no priesthood and doesn't bother himself with the concerns of mortals. His duty is to keep the stars and planets of the Cosmic Sphere in constant motion. These celestial bodies are the orbs that he juggles.

Sigil: A Ring of Multi-Colored Balls

Appendix D: Accomplishments

When creating an NPC on the fly, it can sometimes be difficult to come up with a detailed back story for that character from whole cloth. This "Accomplishment Generator" is intended to give Fatemasters an easy way to produce a series of past exploits that an experienced NPC may have accomplished at some point during their careers. These exploits round out the character's history and give them more background than a typical thumbnail sketch would.

The Accomplishment Generator can also be used as a quick "Scenario Generator" if the Fatemaster is looking for some plot point or complication to throw the party's way during a gaming session.

Feel free to use or discard this as you wish, it is merely intended as a gaming aid.

Novice Accomplishments:

Straightforward tasks and errands that would be posted on the public message board in any village. Bounties that could be claimed by any soldier of fortune. Work fit for mercenaries.

	1st Draw	2nd Draw	3rd Draw
2	Lawfully captured	A gang of bandits	For personal reasons
3	Hunted and Killed	A group of orcs	For profit
4	Rescued commoners from	A goblin warband	For the City of Rookport
5	Returned stolen gold from	An adventuring party	For the Freehold of Arlhagen
6	Explored a dungeon occupied by	Varsaxian raiders	For the City of Merkish
7	Tracked down and located	Evil cultists	For a religious institution
8	Gathered intelligence on	Rebellious peasants	For the Canton of Calaglin
9	Protected a town from	Undead creatures	For a village of farmers
10	Repelled a siege by	Enemy soldiers	For the City of Denfast
J	Competed for a treasure against	A kobold warband	For a mysterious contact
Q	Escorted a caravan past	A band of beastmen	For poor & innocent peasants
K	Thwarted a plot by	An evil wizard	For a guild or secret society
A	Reclaimed lands from	A thieves guild	For a private benefactor
Joker	Recovered a minor artifact from	A Giant	For a Deity

Seasoned Accomplishments:

More difficult or sensitive missions that would require the services of proven adventurers. Personal favors for people of influence and importance. Specialist work.

	1st Draw	2nd Draw	3rd Draw
2	Lawfully captured	An army of bandits	For personal reasons
3	Hunted and Killed	An army of orcs	For profit
4	Rescued commoners from	An army of goblins	For a courtier from Rookport
5	Returned stolen gold from	An army of kobolds	For a Dwalish Councilman
6	Explored a dungeon occupied by	An adventuring party	For Merkish Guildsman
7	Tracked down and located	An army of beastmen	For a Head Priest or Bishop
8	Gathered intelligence on	An undead horde	For a Prefect of Calaglin
9	Protected a town from	A rival City-State	For an influential merchant
10	Repelled a siege by	An evil church	For the Burgher of Denfast
J	Competed for a treasure	A rebellious Lord	For a wealthy, mysterious contact

	against		
Q	Escorted a caravan past	A coven of Wizards	For a coalition of Tradesmen
K	Thwarted a plot by	Warring Thieves' Guilds	For a Guild's inner council
A	Reclaimed lands from	A band of Giants	For a wealthy, private benefactor
Joker	Recovered an artifact from	A Drake	For a Deity

Veteran Accomplishments:

Quests for heroes who have an established reputation that precedes them. Missions that require the services of a bona fide Hero.

	1st Draw	2nd Draw	3rd Draw
2	Lawfully captured	A millennial throng of beastly humanoids	For personal reasons
3	Hunted and killed	A legendary animal	For profit
4	Rescued nobles from	Ghosts & Specters	For a Noble Family from Rookport
5	Returned stolen jewels from	A band of Elementals	For the Dwalinarch
6	Explored a dungeon occupied by	An adventuring party	For an Arcanocrat
7	Assassinated	A band of golems	For the Hierophant of a church
8	Stole from	A strange, new army	For the Septarchy
9	Protected a city from	An evil Hierophant	For one of the richest people in the world
10	Repelled an invasion by	A Powerful Warlord	For the Burgher of Denfast
J	Competed for magic items against	An Archmage	For a wealthy, mysterious contact
Q	Smuggled rare treasure past	Deadly Assassins	For a City Councilman
K	Thwarted a plot by	An army of Giants	For a Guildmaster
A	Reclaimed lands from	A band of Drakes	For a wealthy, private benefactor
Joker	Recovered a major artifact from	A Dragon	For a Deity

Heroic Accomplishments:

Truly epic quests that require the talents of the greatest heroes in the land. Kingly recognition and rewards. World-spanning quests that pit the heroes against mastermind level villains.

	1st Draw	2nd Draw	3rd Draw
2	Captured	A throng of Giants	For personal reasons
3	Hunted and ended	A plague of Undead	For lands & titles
4	Rescued royal heirs from	A generational curse	For the King of Rookport
5	Returned stolen magic items from	An adventuring party	For an Extra-Planar Magnate
6	Explored an epic catacomb occupied by	A bizarre, alien monstrosity	For the High Magus of Merkish
7	Banished	An army of Ghosts	For a Deity
8	Stole from	A strange, new Empire	For the Septarchy
9	Protected a Kingdom from	An army of constructs	For one of the richest people in the world
10	Repelled a major invasion by	A band of Demons	For a King from a foreign land
J	Competed for magic items	An army of Elementals	For a powerful Archmage

	against		
Q	Smuggled a one-of-a-kind treasure past	An army of Drakes	For the Mayor of a major city
K	Thwarted a regicide by	A band of Dragons	For a Guildmaster
A	Reclaimed lands from	A Lich	For a wealthy, private benefactor
Joker	Recovered a major, intelligent artifact from	An Elder Dragon	For a Forgotten God

Legendary Accomplishments:

The stuff that myths are made of. Exploits that will be sung about for generations. The crowning achievement of an adventurer's career. Battles against world-threatening foes.

	1st Draw	2nd Draw	3rd Draw
2	Captured	A throng of Elementals	For personal reasons
3	Hunted and ended	A life-eating vortex	For a crown
4	Rescued a Deity from	An adventuring party	For a King
5	Returned stolen divinity from	A sentient catastrophe	For an Extra-Planar Magnate
6	Explored an epic catacomb occupied by	Warring Empires	For a castle
7	Banished	An extra-planar army	For a Deity
8	Stole power from	A magical virus	For a circle of Deities
9	Protected the world from	An alien divinity	For a King's ransom
10	Repelled a planetary siege by	A band of Elder Dragons	For eternal fame
J	Competed for the lives of millions against	An army of Dragons & Drakes	For a wish
Q	Smuggled extra-planar refugees past	A band of Liches	For god-like power
K	Thwarted a decide by	An army of Demons	For control of a City-State
A	Reclaimed another dimension from	A Demon Lord	For immortality
Joker	Recovered a unique, god-forged artifact from	A Deity's Avatar	For a Forgotten God

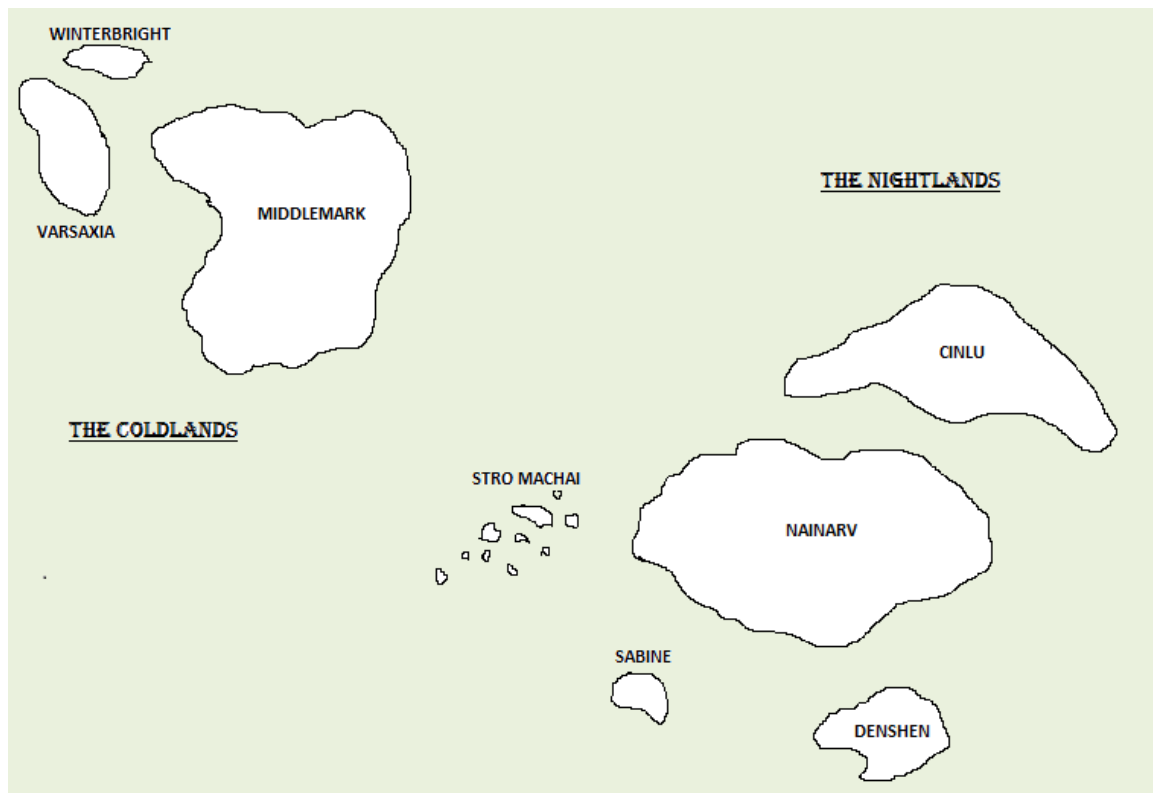
Appendix E: Gazetteer

This section is intended for the Fatemaster only but can be read by players to give them a fuller sense of the major points of interest in this campaign setting.

A comment on Army notations: Multipliers indicate a troop type's worth relative to a regular infantryman (so a single *Veteran* with a x2 multiplier is worth 2 regular infantry). This boosts the troop's value for purposes of calculating each army's troop ratio. When determining casualties for troops with a multiplier, divide the casualty number by the multiplier. In other words, if an attack would normally result in 1000 regular infantry deaths, it would only kill 500 veterans.

A troop type listed with a positive modifier applies this bonus to their side's *Battle Roll*. Modifiers of the same type do not stack with each other (i.e. if one unit gives a +1 *Magic* bonus and another gives a +2 *Magic* bonus, only the +2 would apply). The different categories of battle modifiers are: *Cavalry*, *Artillery*, *Magic*, *Skill* and *Monster*. Some units may also receive a bonus to *Morale* checks.

The world is broadly divided into two sections: a temperate western hemisphere and an equatorial eastern hemisphere. Westerners refer to the East as *The Nightlands* out of a superstitious and chauvinistic belief that the sun never shines there. Likewise, those who dwell in the East refer to the Western hemisphere as *The Coldlands* for similar reasons. The major settlements of those lands are detailed below.



THE FREEHOLD OF ARLHAGEN:

Population: 12,000

City Watch: 160

Army: 1,800 (1000 Regular Militia (x1); 600 Mercenary Veterans (x2 + 1 *Morale*); 200 Elite Champions (x3 + 1 *Morale* and *Skill*))

Arlhagen:

Arlhagen is the ancestral home of the Dwalish race. It is widely regarded as the most naturally beautiful city on this side of Skaern, set before a back-drop of snow-capped mountains and crisp blue skies. Arlhagen's strong, stone walls make it one of the best fortified cities in Middlemark.

The city is ruled by an elected official called the *Dwalinarch*. This figure doubles as a sort of mayor and governor and is supported by a City Council that sees to the city's day to day affairs. The office of Dwalinarch is one that has great cultural significance to the Dwalish -- in the days before civilization the Dwalinarch was regarded as a spiritual leader and "chief of chiefs" among the Dwalish tribes.

Crime is largely kept under control by Arlhagen's dedicated and meticulous City Watch but the occasional circumspect gang manages to thrive here. Certain black market potions get sold through fronts out of the city's Potion Market but the "Black Alchemists" who support this trade are careful to keep a low profile. The most recent problem concerning the local constabulary is the increase in drug-related violence. Gangs of "potioned up" lunatics have been roaming the streets at night hassling civilians and foreign merchants. These potion-addled thugs exhibit a super-human strength and tolerance for pain that has given the City Watch a great deal of trouble. Bounties are in place to identify and eliminate the source of the drugs.

Arlhagen's economy is based on hand-crafts, for which the Dwalish are famous. Their metal goods in particular are the finest in Middlemark. Arlhagen also quarries the best building stone and produces refined gems and ore from their extensive mines.

The Dwalish maintain a standing militia to see to the defense of Arlhagen but have no professional army. They are not interested in flexing their muscles militarily, only in insuring the safety and security of their home.

The Concordium

This band of meddlesome rangers maintains a lodge on the outskirts of Arlhagen where they will occasionally gather to discuss matters of private strategy. Locally the rangers are well-tolerated because they help to keep the surrounding wilderness free from hostile influences but abroad the Concordium has a reputation for upsetting established authorities. Their lodge is for members only but Concordium Stewards will meet with visitors who wish to contribute to their agenda in some way.

The Delters Consortium

The Delters Consortium is the largest mining concern in Arlhagen. It is composed of several mining companies who chose to pool their resources so that they could control a majority of the local ore market. Though the Delters have been accused of using strong-arm tactics to maintain their monopoly, they are such generous donors to local charities that the people of Arlhagen tend to look the other way.

Grunholt Tavern

If you ask some random person in Arlhagen where to go for food and drink, they will likely recommend Grunholt's. This expansive tavern and inn plays host to raucous revels that continue nearly unabated from dawn until dusk. The quality of the local ales are fantastic and the food is succulent. Abner Grunholt, the owner and brewmaster, is one of the most popular people in town and would probably be Dwalinarch for life if he wanted to be.

Grunholt's Special Reserve Ale is famous throughout Middlemark; it's considered the best in the world and commands an extortionate price on the open market.

The Potion Market

The craft of brewing magical draughts is an old pastime in Arlhagen. The local Guild of Alchemists runs this marketplace, which operates around the clock providing home cures by day and exotic rarities by night. Many visitors who come to Arlhagen do so because they are searching for some rare cure-all in the Potion Market. The City Watch maintains a close eye here because of recent troubles with potion-related violence and Black Alchemy. The Guild is actively conducting its own investigation because the increased crime has been bad for their business.

The Singing Caves

Named for the ghostly music that is produced by the perpetual wind that blows through these water-formed caverns, the Singing Caves are both a natural wonder and a place of great spiritual significance for the Dwalish people. Whenever a new Dwalinarch is sworn into office, the ceremony is conducted here. The entrance to the caves is actually within the city's walls though the network of caverns extends deep into the surrounding mountains. The caves are mostly tame today but spelunkers tell tales of strange creatures that continue to live in the deepest galleries, some of which sound quite fearsome.

The Sworn Shields

If you need caravan guards or bodyguards, there are none better on Skaern than the Sworn Shields. This mercenary company hires itself out solely for protection services; they never take military contracts. Most members of the company are ex-soldiers who want to earn an honest living without wading in blood. The company's main chapterhouse is located in downtown Arlhagen, near the market, and their shield-toting members are a common sight around town. The Sworn Shields are usually hiring new recruits and many an adventurer has started their career as a scout or outrider for the Shields.

The Free-Port of Kesselmir:

Though not officially a part of Arlhagen, the Free-Port of Kesselmir is important because it provides the merchants of Arlhagen with a harbor that isn't controlled by foreign customs officials. Located about 2 to 3 days ride north of the city through a narrow pass in the Skyshield Mountains, Kesselmir is a smuggler's haven run by a retired adventurer named Torsten Valdane. A local militia maintains basic law and order but for the most part anything goes in this town. The Alshadar government operates a small trading house here and it is not uncommon to see sailors from that cold land walking the docks of Kesselmir with the usual smugglers, fences and rogues that call the Free-Port home.

The Caledwyr Forest:

This pine forest covers most of the terrain between Arlhagen and the Kingdom of Rookport. It is typically cool, damp and oppressively dark. The forest is named for the Caledwyrion Kings who once ruled this region over 1000 years ago. Their barrows and the ruins of their castles can still be found scattered throughout the North.

Caledwyr is seldom traveled but is generally safe. Apart from the odd goblin raiding party or bandit gang the only threats a traveler is likely to encounter here are wild animals.

The Skyshield Mountains:

The largest mountain chain in Middlemark is the Skyshield Mountains. The range extends from the Caledwyr Forest in the west to the Dawnwood in the east and covers most of the northern expanse of Middlemark. The Dwalish people have lived in and amongst these mountains for countless generations. Their ancestral city of Arlhagen is perched on the shoulders of these mighty peaks.

Numerous dales and valleys are scattered throughout the range. These fertile oases provide shelter and forage for rugged pioneers who choose to live far from a city's laws.

WINTERBRIGHT:

Population: 36,000

City Watch: 240

Army: 9,000 (5850 Regular Infantry (x1); 650 Veteran Infantry (x2 + 1 *Morale*); 2250 Battle Mages (x10 + 2 *Magic*); 250 Mercenary Legends (x10 + 2 *Morale* and +3 *Skill*))

Calaglin:

The last Canton of the Alshadar Empire, Calaglin is a place of beauty and majesty. The architecture here is larger than life with arches that soar 100 feet into the air and slender corkscrew towers that climb toward the clouds. There is a subtle magic woven into everything that the Alshadar produce.

Since the days of the Empire the Alshadar have been ruled by a council called the Septarchy. The Septarchs serve for life, or until they choose to retire, and are responsible for governing Calaglin as well as guiding the Alshadar people. Septarchs are chosen for their roles based on merit. Only the best and the brightest can lead. Each Septarch is responsible for overseeing a ministry that controls some aspect of the state. The seven ministries are: defense, intelligence, commerce, education, public works, foreign policy and magic.

The organized criminal element in Calaglin is carefully watched and controlled by the Septarch of Shadows, the minister of intelligence. Nothing nefarious happens in the city without his leave. There's an odd sort of calculation employed by the intelligence ministry to allow a "certain amount" of criminal activity per year but if any group or individual oversteps these unknown boundaries, they are swiftly and harshly punished.

The chief export of Calaglin is culture. Most books are still written by Alshadar scribes and their works of art are widely considered to be the most refined. The only known Truesilver mine on Skaern is located a short distance from Calaglin, so weapons crafted from this rare metal are also traded in controlled quantities.

Militarily the Alshadar no longer maintain the vast army that was once the pride of their Empire, but they do maintain an active defense force of mages and warriors that are some of the most elite soldiers on Skaern.

There are unfounded rumors that Calaglin is built upon the tomb of the last White Dragon and that much of the Alshadarian knowledge of magic and ancient lore comes from inscriptions contained within the dragon's sepulcher.

The Gray Tabernacle

This guild of thieves operates semi-legitimately in Calaglin. They have close ties to the Septarch of Shadows and are often used as an intelligence apparatus for the State. The guild occupies a large cathedral in Calaglin's *Stone Yards* neighborhood and uses tunnels located in the attached graveyard to discreetly enter and exit the city. When they aren't working on assignments abroad for the Septarchy, the Gray Tabernacle engages in smuggling and high-end burglaries.

Starfall Keep

This fortress is the home of the Midnight Armigers, the most renowned mercenary company on Skaern. The Armigers were once Alshadar's most elite infantry unit but when the Empire folded, they chose to privatize their services. Company leadership is very choosy about which contracts the Armigers will and will not take. They never march against Alshadar and will often accept jobs on faraway continents. To this end, the company maintains its own small navy and has chapterhouses in several foreign cities.

Since the decline of the Empire, the Midnight Armigers have opened their ranks to non-Alshadar members, but they only accept members with sterling references and an international reputation.

The Scintillarium

The most ancient school of magic on this side of Skaern, the Scintillarium is where most Alshadar mages receive their training. The school's towers of smoky quartz are perhaps the most eye-catching architectural feature in a city full of structural wonders. The headmaster of the Scintillarium is also the Septarch of Secret Wisdom, the minister of magic. If someone is seeking ancient lore, there is no library on Skaern better equipped for this than the Scintillarium's.

THE BENLING LEAGUE:

Population: 53,400

Army: 13,350 (11,000 Irregulars (x0.5); 2,250 Regular Militia (x1); 100 Elite Champions (x3 + 1 *Morale and Skill*))

Denfast:

Population: 15,000

City Watch: 200

Denfast is the home city of the Benling race but is called the "City of Thieves" almost everywhere else. While it is true that the criminal underworld operates more or less in the open in Denfast it is not an especially dangerous place. For the Benlings, material things are meant to be transitory and when something is purloined, it is not done so out of malice but out of curiosity. Only the most crude sort of fellow would resort to violence -- it takes all the sport out of an honest bit of thieving.

Denfast is ruled by a Burgher who is elected every eight years during a convention of the city's trade cartels. These elections are characteristically corrupt; usually the side with the best bribes wins. The Burgher is a figurehead for the most part -- true power is held by the cartels and their monopolies -- but the Burgher is allowed to fix certain markets in his favor and can fleece the local thieves' guilds in the name of 'taxation'.

Most underworld activity in Denfast is run by the Gypsy Clans that live here. They are very close-mouthed around outsiders but will deal with people who are properly introduced by a trusted associate. The Gypsies have rivalries with each other that are centuries long and centuries deep, resulting in gang wars that seem to have lost all sense and purpose. There isn't much in the way of an organized police force, though the Burgher and the cartels do hire Thief-Catchers and Sheriffs to hunt down any criminals who manage to offend too many factions.

Benlings have a gift for commerce and the lion's portion of their economy is based on banking and commodities trading. The countryside around Denfast is ideal for farming and timber so agricultural goods form the foundation of the local markets.

Denfast doesn't maintain a standing army but if the city is threatened, the Gypsy Clans will set aside their differences and rise up as an irregular force to combat any invasion. Nothing is quite so implacable as a Gypsy with a blood feud.

The Burgher of Denfast has been having a lot of problems lately with Ratmen infesting the sewers of his city. He suspects they came from the Eastern Forest and somehow penetrated Denfast's storm drains, which let out into a small tarn east of the city. He's willing to pay a generous bounty for each Ratman corpse that is brought to the Sheriff's office.

The Acquisitorium of Rilestu

This is the largest Church of Rilestu on Skaern. If Denfast can be said to have a patron deity, the Father of Thieves would be it. In addition to being one of the largest thieves' guilds in the city, the priests of the Acquisitorium also provide a full range of clerical services. It is considered "bad luck" to rob from or tax the priests so they have managed to build up quite a fortune which they keep secured in the catacombs beneath their cathedral. The Priests of Rilestu live by the motto "*Thieves Prosper*" and will gladly give sanctuary to any rogue on the run.

The Malenko Family

The Malenko Family runs one of the most successful trade cartels in Denfast. The current Burgher is Stavros Malenko, the clan's favorite son. Though their star is currently ascendant, the Malenkos must maintain a constant vigil over the movements of their competitors. The Storoi and the Laukastos would like nothing better than to see the Malenkos brought low.

The Laukastos Combine

This trade cartel controls the majority of Denfast's foreign trade. Their teamsters have a stranglehold on the distribution of goods. More so than their competitors, the Combine maintains an active trading presence in the other cities of Middlemark. The leaders of the Combine pride themselves on seeing "the big picture". While they would love to control the Burghership, they also want to cultivate as much power abroad as they can.

The Storoi Syndicate

Of all the trade cartels in Denfast, the Syndicate is the one that is most likely to resort to leg-breaking to get what it wants. The markets they control are held in an iron grip; if anyone tries to cheat the Storoi or break one of their franchise agreements they will be visited by Syndicate Enforcers promptly. The benefit of Syndicate membership is knowing that you will strike fear into the hearts of your competitors.

Clan Dimitriu & Clan Radescu

These two Gypsy clans are the most influential in Denfast. Most Benlings can claim at least a drop of blood in their lineage from one if not both. The Dimitriu and Radescu have a generational hatred of each other. Because of some ancient slight that nobody can remember anymore, these two clans have been fighting and hexing each other for hundreds of years. When they aren't trying to put one over on each other, the clans blithely rob as many people as they can. Thieving comes as naturally to these Gypsies as breathing does to all living things.

The Plunderbund

The Plunderbund is a small group of powerful merchant princes who have colluded to secretly control banking in Denfast. The membership of the Plunderbund is secret, but it is suspected that powerful members of all the trade cartels form its Board of Directors. The Plunderbund operates behind the scenes to skim as much gold as they can off the financial markets of the city. Nobody knows what their ultimate aims are (besides getting rich) but they get connected to just about every strange happening in the city whether it is warranted or not.

Lonshire:

Population: 3,000

Town Watch: 20

This farming village is, for the most part, unremarkable except for its size and location. Only a couple days ride south of Denfast, Lonshire is where a lot of the League's small farmers congregate on Market Days to peddle their produce. Folk here are simple and hard-working but know how to enjoy a drink and a smoke when the day's labors are done -- there are more taverns here *per capita* than anywhere else in the League.

Twylteg:

Population: 1,200

Town Watch: 8

Twiltyg is a logging town bordering the *Dawnwood*. It produces the finest wood products in Middlemark. Being one of the oldest settlements in the League, Twiltyg has strong gypsy roots and folk here keep tight to the Old Ways. Superstitions run deeper in Twiltyg and many residents will talk about their Fair Folk ancestry as a point of pride.

Westhill:

Population: 7,500

Town Watch: 50

Westhill is a town on the rise, charting a course toward becoming a full-fledged city some day. The town enjoys robust trade with the Duchy of Ostbury and has grown fat on commercial taxes. The Burgher of Westhill has wisely reinvested these profits in improvements to the town, including a city wall, a sewer system, paved streets and a covered market. The sound of new construction is almost as constant as the clink of coins in Westhill.

The Lanternblack Guild:

This modestly sized guild of smugglers and thieves has flourished as Westhill has grown. They are involved in the usual rackets: black marketeering, larceny, robbery and extortion. The larger guilds in Denfast haven't tried to move in on the Lanternblackers yet but they have begun to send agents to assess the situation in Westhill.

The Dawnwood:

The largest forest in Middlemark, the Dawnwood forms the eastern border of the Benling League and stretches almost as far as the southern coastline. The forest is mostly wild and uncharted. Some Benling logging camps operate on the forest's western edge but for the most part it belongs to the beasts of nature.

A race of strange beings called the *Fair Folk* dwell in the Dawnwood. These small, sprite-like beings are distant cousins of the Benlings. Indeed, the pointed ears and slight stature of the Benlings can be attributed to this shared ancestry. The Fair Folk don't reveal themselves to strangers and are so scarcely seen that many doubt their existence.

The farther east one goes into the Dawnwood the more feral and dark it becomes. Ancient caves obscured by undergrowth lead deep into the earth, providing passage for beings from the *Underworld* to emerge on Skaern's surface. Among these, the Arachnaur race in particular has claimed a large portion of the eastern Dawnwood for themselves. Their webbing festoons the branches of the trees there, adorned with the bones of drained victims.

At the heart of the forest resides a grove of ancient treants who have lived in this forest since the *First Age*. The Fair Folk regard these sentient trees as gods and often come to them seeking guidance and advice.

THE FREEPORT OF LASHMERE:

Population: 8,000

City Watch: 25

Army: 900 (675 Irregulars (x0.5); 200 Veteran Marines (x2 + 1 *Morale*); 25 Elite Champions (x3 +1 *Morale* and *Skill*))

Contrary to the assumptions of most, Lashmere does very well for itself considering it is a haven for pirates and thieves of all descriptions. The Free Port is ruled by a triumvirate of Pirate Lords who meet in weekly 'parlays' to settle matters of government. Each controls their own private army of followers who take turns keeping the peace in Lashmere's streets (which basically means killing anyone who irritates them).

The banking guild called the Numismatists maintain a branch in Lashmere, unbeknownst to the ruling powers in the West.

A strange navy has been sighted recently in the eastern seas. Called the "Red Sails" by the local pirates, they attack ships indiscriminately which has been causing problems for Lashmere's reputation abroad. Even the Sea Ogres, who are no strangers to those waters, warn about the predations of the Red Sails. The Pirate Lords have been trying to figure out how to put a stop to their activities but they have no apparent base of operations.

Captain Bonn Rieger, Pirate Lord of Lashmere

Bonn Rieger is the son of another famous Pirate Lord, Bloody Jack Rieger. He's a buccaneer who is equally comfortable working the streets as he is working the deck of a ship. Some people call him "Bonny Jack" after his father but he prefers the shorter Bonn. Bonn is popular around the Free Port. In addition to being a member of the ruling triumvirate he's also the head of the city's largest thieves' guild.

Captain Slortha Graalmok, Pirate Lord of Lashmere

Slortha Graalmok is a female Sea Ogre from a far off land who, through guile and magic, worked her way up to the title of 'Pirate Lord'. She maintains a small but well respected crew of monstrous humanoids, including ogres of various descriptions, trolls and giants.

Captain Zephriam Nightsail "The Dead Reckoner", Pirate Lord of Lashmere

Zephriam Nightsail is undead. He died at sea over a century ago and walked back to Lashmere as a Wight. After everyone got over the initial shock they realized he hadn't come back from the dead to exact any kind of revenge, he merely wanted to regain his seat as one of the city's pirate lords. Naturally, he has served in the post longer than any other Pirate Lord, and shows no signs of giving up any time soon. His crew is fiercely loyal to him. For being undead and evil, he's not as bad a ruler as you might think. It is largely due to his guidance that Lashmere has become the trading power it is today.

Saskia the Red

Saskia the Red is one of the foremost brokers of magical items in Middlemark. Though records indicate that she should be nearly 100 years old, she still appears to have the smooth skin of youth and a shapely figure. She will not go out in public without wearing veils and her customary red robes. Saskia pays protection to all of the Pirate Lords, so anyone who tries to rob her will find themselves dead thrice-over.

THE ARCANOCRACY OF MERKISH:

Population: 60,000

City Watch: 800 (including 80 Golems)

Army: 15,000 (10,000 Regular Infantry (x1); 4,000 Light Cavalry (x1 + 1 *Cavalry*); 250 Artillery (x1 + 1 *Artillery*); 3,750 Battle Mages (x10 + 2 *Magic*); 2000 Golems (x5 + *Unbreakable Morale* + 3 *Monster*))

Merkish is a powerhouse among the City-States of the young races. Since the exodus of the Alshadar, Merkish has become the premier magical power on Middlemark. Their University produces more spell casters than the other cities of Skaern combined. Naturally, this makes their neighbors somewhat nervous; there's always the whispered threat that Merkish might try to use its magical advantage to conquer the whole of Middlemark. For their part, the Merkish are reasonably content to let their domain

spread organically, preferring instead to dominate the continent through trade. The mage-aristocrats of Merkish have become quite fabulously rich.

The Arcanocrats who rule Merkish form a legislative body of two hundred members that meet in the Twilight Rotunda to vote upon measures of civic and national interest. One can only become an Arcanocrat by peer nomination, which usually requires great wealth and/or high-ranking position within the University. A "High Magus" is appointed from the ranks of the Arcanocrats every few years. The High Magus is chosen from whichever political party currently controls the majority vote.

The well-ordered streets of Merkish are policed by a combination of human constables and man-sized iron golems. Called the "Night Watch", this golem force patrols around the clock, never needing to pause for rest or sustenance. All of the golems in the Night Watch have been "awakened" magically so they are sentient and have personalities like people do. The only criminals bold enough to defy the Night Watch are the Tinkers, a gang of anti-magic terrorists that orchestrate acts of property destruction against the Arcanocrats.

Merkish's great fortune has been built upon manufactured goods. The factories of Merkish churn out magical and non-magical wares with stunning efficiency. The use of "magical automation" has streamlined the labor involved in making most common items.

While the Kingdom of Rookport may have the largest standing army, there are few who would deny that the Arcanocracy has the most powerful army. At sea, the Elemental Armada controls Merkish's interests abroad. This famous navy is composed of mast-less, metal hulled windjammers, elemental-powered ships that can outstrip any vessel on Skaern. On land, the notorious Iron Regiment, an army composed of skilled Battle Mages and a full company of titanic Iron Golems, safeguard Merkish's borders all the way to the Lothiel River.

The Ossuary

This is the headquarters of the organization known as the *Bone Merchants*, Skaern's "Necromancers-for-hire". Anyone with the coin to pay can hire resurrection and healing services from the Bone Merchants -- even those who can't will be offered a loan with unfavorable terms to pay for services. It is even possible to purchase expensive "Resurrection Insurance" that includes safe extraction and resurrection from virtually any location. People who borrow from the Bone Merchants are *geased* until they make repayment in full. These *geases* usually involve a term of indentured servitude until a debt is repaid.

The Foundry District

While most of Merkish is kept in a state of pristine order, the Foundry District is a soot-smudged collection of forges, warehouses and assembly plants. This is the beating heart of Merkish's financial empire. Most low-born citizen work in this part of town, but an increasing amount of the labor is being handled by golem drones who never tire or need payment. The criminal gang that calls itself "The Tinkers" is based somewhere in the Foundry District. They perform routine acts of sabotage against the factory machinery and attempt to sow unrest among the human workers.

The Numismatists

The Numismatists are a banking guild run by a powerful consortium of Wizards and Conjurers. They operate the most secure bank in Skaern out of a heavily guarded pocket dimension. Specially keyed portals to this dimension are installed at each branch of the bank, allowing the construct tellers to pass goods back and forth from the vaults. No one knows who works the other end of the transaction, though many have spent exorbitant sums to try and figure it out.

The Proving Ground

This large, walled off arena is used by the Mages of Merkish to test out new magical inventions. It is also where the city holds its seasonal "Arcane Games", a gladiatorial contest where wizards pit different

golems and magical constructs against each other for fame and profit. The Games are perhaps the most anticipated event in the entire city.

The Twilight Rotunda

This is the center of government in Merkish, where the Wizards of the Arcanocracy decide policy for their domain. The beautiful white dome of the rotunda is the most striking feature of the Merkish skyline. Inside the building is kept in perpetual twilight. An illusory night sky is painted on the ceiling of the dome and the different ministers of the Arcanocracy work beneath it by witchlight.

University of Merkish

The largest and most well-known center of learning in Skaern. While there are schools in Calaglin that are more prestigious, no one can beat the University of Merkish for resources. All forms of magic are taught here, even disciplines that might be considered frivolous or dangerous elsewhere. The Headmasters of each department are among the mightiest and most powerful mages of any age.

The Ruin of Standholm

Several days ride east of Merkish is the ruined city of Standholm. In the years before the Invasion of Emperor Traxilant this region was part of the Kingdom of Melarid and Standholm was one of that Kingdom's major cities. Standholm was a strategically significant supply point and would change hands several times as the forces of Traxilant marched across the region.

Quite suddenly, under circumstances which lead some to suspect an act of magical terrorism, the citizens of Standholm fell stricken by a virulent plague that killed every last man, woman and child in the city. When the dead began to rise as bloodthirsty zombies and ghouls, the armies of Traxilant and Melarid erected a wide cordon around the plague site and declared the area forbidden.

To this day, nobody goes near the site. Periodic bands of shambling zombies will wander outside the cordon and lay waste to some remote fortress or settlement.

THE KINGDOM OF ROOKPORT:

Population: 122,000

Army: 30,500 (15,500 Irregulars (x0.5); 6,000 Regular Infantry (x1); 2000 Veteran Infantry (x2 + 1 *Morale*); 500 Artillery (x1 + 1 *Artillery*); 3000 Light Cavalry (x1 + 1 *Cavalry*); 2000 Heavy Cavalry (x2 + 2 *Cavalry*); 500 Knights (x3 + 2 *Morale* + 2 *Cavalry* + 2 *Skill*); 1000 Battle Mages (x10 + 2 *Magic*))

Caelwick:

Population: 4,800

Town Watch: 32

Located far to the southeast of Rookport City, Caelwick is the most distant barony in the Kingdom. Most of Caelwick's residents are simple farmers or craftsmen. Since neighboring Ostbury consumes the greater portion of commerce with the Benling League, Caelwick has little opportunity to enrich itself through trade. By extension, Baron Caelwick has the least amount of influence at court and must content himself with being the master of his modest domain.

Because it is far from the center of power, Caelwick has to deal with the threat of bandits and Merkish adventurers more than the other Vassals of the Crown. While the River Lothiel provides a natural barrier against Merkish encroachment, the Baron cannot afford to patrol its entire length, leaving ample opportunities for persistent adversaries to slip through.

Yormond:

Population: 6,000

Town Watch: 40

The Barony of Yormond sits astride the northern trade road that links Rookport to Arlhagen. Much of this road borders against the Caledwyr Forest, making it a popular spot for highwaymen to set ambushes. As a result, the Baron devotes most of his military resources to keeping this road safe for merchant travelers. Yormond itself is a reasonably prosperous town of solid stone construction.

Ishmoor:

Population: 9,600

Town Watch: 65

Ishmoor is Rookport's stalwart shield, guarding the Kingdom against Merkish advances from the south. The Duke of Ishmoor is the King's Field Marshal and can often be found at court dispensing military orders to the commanders of the King's regimental forces. In addition to his military duties, the Duke also maintains his own private spy ring that routinely sends deniable assets into contested territory to gather intelligence on Merkish troop movements. He is a man of tremendous influence and is the sort of person that could, were he less honorable, make a realistic grab for the Throne someday.

Ostbury:

Population: 18,000

Town Watch: 120

The Duchy of Ostbury is the easternmost fiefdom in the Kingdom of Rookport. It borders the Benling League and safeguards an important trade route into that land. Ostbury is large and wealthy; its farmers grow most of the food that the Kingdom eats. The Duke is a man who enjoys the finest things that life has to offer. He is a noted patron of the arts and a significantly player at court, where he uses his wealth to curry favor with the King.

Norkirk:

Population: 12,000

Town Watch: 80

Norkirk's proximity to Rookport City almost makes it feel like a suburb of that metropolis. The barony is a quiet and lawful place that is popular with the City's wealthy merchant class, many of whom maintain private dwellings here. The most notable feature in Norkirk is the *Cathedral of Ardaagon*, a massive gothic church that has stood since the *Second Age of Kings*, nearly 700 years ago. Every King and Queen in Rookport has commenced their coronation ceremony in this ancient church.

Rookport City:

Population: 40,000

City Watch: 275

Rookport is a city that has grown steadily in stature and wealth since the departure of the Alshadar. If you ask most folks what the biggest and most influential city in Middlemark is, they'll likely say it's Rookport unless they live south of the Lothiel River.

Rookport is a classic monarchy ruled by a hereditary King. Powerful vassal lords within the King's court hold a variety of appointments and are in charge of keeping the Royal Bureaucracy running. Good service is rewarded with lands, titles and incomes, making Rookport one of the most aggressively expansionistic powers on Middlemark.

Crime is as prevalent in Rookport as it is in any other major city. The wealthy nobles who live off of Rookport's "High Street" present an especially enticing target for would-be burglars. The King's Guards dispense justice fairly and efficiently, taking suspected criminals before the Magistrate for review and sentencing. Those found guilty are imprisoned in one of Rookport's several tower prisons.

The economy of Rookport is multi-layered and balanced, featuring bustling maritime trade and locally made goods such as furniture, clothing and jewelry. The nobles of Rookport like to openly display their wealth so it is not uncommon to see their homes, carriages and garments festooned with opulent finery. The capital is supported by a number of client towns whose primary function is to grow food for the urban population of Rookport.

Rookport can raise the largest army of any power on Middlemark. In addition to rank-and-file troops and cavalry, the King can call upon his Arcane Dragoons if necessary. The Arcane Dragoons are Rookport's answer to Merkish's Iron Regiment. They are a brigade of mounted Battle Mages and Adepts trained in skirmish tactics to disrupt and demoralize enemy armies.

Docktown

The lower portion of the city is informally known as Docktown, a place of rough commerce and mean revelry. Aside from the usual rabble that one has to contend with in a harbor district, a gang called the Merry Satyrs have been causing quite a stir here lately. The Merry Satyrs are a wild, violent gang of costumed noblemen who go slumming in Docktown to stir up trouble a couple nights a month. Mostly they only get up to some simple assault, but there have also been rapes and a couple of murders attributed to them. The Constable of Docktown would like to get his hands on them but they have influential benefactors.

The Dueling Green

This large, beautifully maintained pitch is used for legal duels by gentlemen who wish to settle their personal differences outside of the magistrate's court. On any given day, a number of sword-toting bravos can be found strutting here, looking to sell their blade to some noble's cause. When there are no honor duels to fight, these bravos will sharpen their skills against each other for boasting rights.

The House of a Thousand Doors

From the outside this place looks like any other wealthy merchant's manor house but inside is a pocket dimension of colossal size. The interior looks like a lavish estate with countless gilded doors and never ending hallways. The Wizards and Conjurers who live here operate a private magic school for those who can afford the expensive tuition. Students live on premise in one of the virtually limitless apartments.

Rook's Roost

The Royal Castle of Rookport is dressed in unblemished white stone so that it looks like something out of a myth. The King and his ministers rule from here, in the heart of Rookport's noble quarter. Petitioners who wish to bring business before the King must first work (and bribe) their way through his network of courtiers and royal guards.

The Starlings

One of the more flamboyant thieves' guilds around, the Starlings are based somewhere out of Rookport's noble district. They only commit crimes against the nobility and specialize in burglary. The guild's leader, a female thief known as Wren, is reputed to have a particular appetite for objects of art. The Starlings take special pleasure in disguising themselves as nobles and attending high society parties so that they can pick up on choice gossip and reconnoiter locations for future jobs.

THE RUINS OF LOTHIEL:

The Canton of Lothiel was once the seat of Alshadar power in Middlemark. The City-Port occupied the estuary where the River Lothiel bleeds out into the Small Sea. When the Alshadar departed these shores they meticulously destroyed the city, attempting to leave nothing behind that would give any of the Young Races an advantage over the others.

The Ruins are a flashpoint of hostilities between the armies of Rookport and Merkish. Both maintain fortified camps on either side of the river and send in regular patrols to try and hold as much of the dead city as they can. Tomb robbers attempt to illegally excavate any treasures they can find without getting captured by military patrols.

VARSAZIA:

Population: 55,000

Army: 26,000 (8,500 Irregular (x0.5); 10,000 Regular Infantry (x1); 4,500 Veteran Infantry (x2 + 1 *Morale*); 3,000 Named Men (x3 + 2 *Morale* and *Skill*))

Gravsten:

Population: 5,000

Town Watch: 2,000

One of the stoutest fortresses in all of Skaern, Gravsten has withstood five dragon attacks, two forest giant invasions and a horde of Pine Wights. It occupies the top of a crag that commands a tremendous view of the Western Varsaxian wilderness. Gravsten is not a large city at all, containing only the Jarl's household troops, thralls and vassals, but it is of great strategic importance to the King in Saxborg.

Law and order is maintained by the Jarl's personal army. In typical Varsaxian fashion, they deal suddenly and violently with any criminals, not wishing to waste their lord's time on judicial deliberations. Gravsten is so small that if someone started stealing everyone else would know about it very quickly.

Gravsten is primarily a military outpost and doesn't have much in the way of an economy, except for trade with the mysterious Black Elves. Black Elven refugees have been trickling in from some unknown war happening underground. At first the Jarl of Gravsten feared invasion and mobilized to do battle with the elves, but the elves sent emissaries with gifts and convinced the Jarl to offer sanctuary instead. Now the elves are active trade partners and are helping to put Gravsten on the map.

Though his war host is the smallest of Varsaxia's Jarls, his contains more *Named Men* than any other.

Castle Gravsten

The Jarl of Gravsten rules his domain from here. The walls of Gravsten are famed for their toughness, having withstood a number of brutal monster attacks. The Jarl is a great warrior and commands a lot of respect with the other chiefs of Varsaxia. He takes his duty as "Margrave of the West" very seriously and is a solid King's Man.

The Ratskeller

The Ratskeller is a tavern that was destroyed in the last dragon attack. In fact, the dragon's bleached bones adorn the ruins of this ale house. Undaunted, the owner rebuilt his bar in the tavern's original cellar and reopened as the Ratskeller. It's now more popular than ever.

Svartborse

This relatively new fixture in Gravsten is a marketplace dedicated to the foreign wares of the Black Elves, who began trading with the Varsax a few short years ago. The Svartborse also doubles as a refugee camp; the Black Elves are in the process of erecting homes here as they create a permanent settlement. Only a

handful of the Elves ever speak to the local Varsaxians, and then only with the fewest possible words and the softest of voices. Most of their communication is accomplished through elaborate hand signals. The Black Elves wear concealing head wraps that disguise their features when they conduct business with surface folk.

Karlsted:

Population: 10,000

Town Watch: 4,000

This is where the first Varsaxians made landfall when they came to their new land. Karlsted is a rich Jarldom with access to good farming land and abundant fishing waters. The castle called *Oldstone* overlooks the town and is the home of Varsaxia's richest Jarl. Long ago Oldstone was the seat of the first King, before the clans were united; the Jarls of Karlsted can all claim a connection to this royal blood.

Rimegate:

Population: 6,000

Town Watch: 2,250

The northernmost holdfast in Varsaxia is Rimegate. It is a key shipping port and naval base, occupying a spit of land that protrudes into the Small Sea. Being located as far north as it is, it is often very cold in Rimegate and it isn't uncommon to see ice floes in the harbor well into Spring. The locals cope with the weather by digging deep cellars beneath their homes and heating them with oversized hearths, turning them into cozy caves. *Icemark* is the fortress of Rimegate's Jarl; it is a pretty forlorn posting but the soldiers who man its walls are among the toughest warriors in Varsaxia.

Saxborg:

Population: 25,000

Town Watch: 10,000

Saxborg is, without a doubt, the most civilized place in Varsaxia and one of the most active ports on the Small Sea. The feared reavers of Varsaxia call Saxborg home, resting up here between maritime raids. The spoils won in these expeditions form one of the major pillars of the local economy.

Saxborg is ruled by the King of the Varsaxian people and his chiefs. Several times a year, when he isn't off hunting, reaving or wenching, the King will receive petitions from his throne in the *Vardhall*. Most day to day government activities are left to the King's appointed seneschals and chancellors.

Being a criminal in Saxborg is a dangerous calling since there are no laws against murdering thieves in broad daylight so long as the victimized party has the flimsiest of evidence in their defense. The city is part of the Varsaxian King's fief and his soldiers maintain order here at sword point.

Only a raving fool would try to assault Saxborg directly. Virtually every man in the city (and most of the women too) have pulled an oar or swung a sword in the King's service at some point in their lives. The entire population can be mustered to fight if necessary.

Bloodguard Hall

The home of the Bloodguard mercenary company is a large, smoky hall near Saxborg's busy harbor. The Bloodguards have a reputation for taking on any sort of mercenary work -- even the most unsavory kind -- and revel in the fear that this reputation produces. Bloodguard sellswords can be found all over Saxborg. They are easily spotted because they all wear the blood-stained pauldrons that are the badge of their fellowship.

The Borse

Saxborg's permanent market is called the Borse. It features an odd mix of local crafts and second-hand goods plundered from raids, so it is possible to find just about anything here. An association of pawnbrokers and fences called the *Geldring* skim the best loot off the market and sell it in secret auctions that cater to collectors and rogues from all across Skaern.

Ravenblack Tower

The Varsax don't have a tremendous magical pedigree but in recent years they have done what they can to foster the magical arts so that they don't fall too far behind the cities of Middlemark. By decree of the King, Saxborg's foremost wizard, a mage named Culdigahn, founded Ravenblack Tower. He has taken on a large number of apprentices and hopes to turn those few that don't die during training into respectable Battle Mages.

Vardhall

The Vardhall is the center of Varsaxia's government. This massive longhouse is where the Thanes and Jarls of the Varsax gather annually to boast and barter with one another for political favors. The *Cyning*, the King of the Varsax, keeps a throne here, though he only occupies it during the Moot.

The Sepulcher of the Sleeping Giant:

Before human settlers came to Varsaxia, the island continent was ruled by a race of giants who dwelt in the Varsaxian Highlands. Ages of unchallenged rule caused the giants become decadent and slothful. They stopped maintaining their mountain castles and gave up the intellectual pursuits that once defined their greatness. In the twilight of their existence, the last of the great Giant Kings erected a tomb and interred himself in a gilded coffin. Placing himself in an enchanted slumber, he solemnly promised not to return until a champion from his people braved the trials of his sepulcher to awaken him.

Now the stuff of legends, no one really believes in the story of the Sleeping King anymore. However, the Forest Giants that currently prowl the wilderness of Western Varsaxia are the debased cousins of these once mighty builders. If they had enough wit to understand their own history one of them could attempt to awaken their Sleeping King and usher in a new Age of giant rule.

CINLU:

Long ago, dragons ruled the jungle continent of Cinlu. For centuries they existed in relative peace amongst their kind, using their powerful magic and keen minds to create servitors from the lesser beasts of their domain. It wasn't until humans began to appear on their shores that their pre-eminence was challenged. The humans hungered for the bones and scales of dragons, from which weapons and armor of matchless virtue could be made. Wars were waged; both sides sought the extinction of the other. Inevitably, mankind, with its seemingly indefatigable numbers began to wear the dragons down. In their final days, the *Dragon Lords of Cinlu* were hunted down and slain by three hero-companions: Sarcross Kiel, Galagorn and Nyth Drimmen.

Each hero founded a city in their name and settlers soon came to populate these cities, drawn by tales of rich lands and dragon treasure. The exploits of the trio were recorded in an epic poem called the *Saga of the Kiel*, one of the oldest surviving oral histories on Skaern. To the people who came to settle Cinlu it is their most sacred cultural artifact and the heroes immortalized in its verses have the stature of demigods to this day.

The Cinlu people are brawny and bear a strange, passing resemblance to the people of Varsaxia, though unlike the pale people of that cold land the Cinlu are well adapted to living in warm climates. Dragon motifs adorn all of their architecture and hand-crafts.

Galagorn:

Population: 25,000

Army: 10,000 (2,500 Irregular (x0.5); 5,900 Regular Infantry (x1); 1,500 Veteran Infantry (x2 + 1 *Morale*); 100 Named Men (x3 + 2 *Morale* and *Skill*))

The hero Galagorn was Sarcross Kiel's sword-brother and closest friend. He founded this city to watch his friend's back for all of eternity. A colossal statue of the founder stands on a hill overlooking the city and stares east into the trackless ocean. The residents of Galagorn descend from warrior stock but are not as blood mad as their kin in Sarcross Kiel. Instead, they focus their combative energies against the ever-present jungle that encroaches menacingly on their city walls. The people of Galagorn are interested in progress and, eventually, with restoring ties to the Coldlands where legends speak of a *Lost Clan* that has taken root in a faraway place called Varsaxia.

Galagorn is ruled by a *Seneschal* who is selected every four years from the ranks of a *Warrior's Council*. The Seneschal is usually chosen for a combination of his fighting prowess and heroic accomplishments. A group of advisors picked from the other classes of Galagorn society assists the Seneschal with the day-to-day tasks of governance.

The Graywatchers:

The Graywatchers are a collection of mages, priests and monks who live in a dockside sanctuary in Galagorn's harbor district. Apart from their mystical preoccupations the Graywatchers serve as a storm warning service for the local sailors. The Seneschal's chief advisor is usually picked from this order.

The Vigilant Companions:

This mercenary brotherhood can trace its roots back to Galagorn's original war band. The members of this kinship place a high value on honor and courage. They won't accept a contract unless the work is heroic; they only undertake deeds worthy of song. Many of the Companions are adventurers in their spare time and are just the sort of hirelings that an expedition or party of campaigners needs.

Sarcross Kiel:

Population: 35,000

Army: 12,500 (3,200 Irregular (x0.5); 6,250 Regular Infantry (x1); 2,500 Veteran Infantry (x2 + 1 *Morale*); 550 Named Men (x3 + 2 *Morale* and *Skill*))

This city is the Capital of Cinlu and domain of the *Kiel*, Cinlu's Supreme Warlord. Originally founded by the famous hero of the same name, Sarcross Kiel is perpetually riven by strife between nine *Warrior Houses* that all trace their lineage back to the First Kiel. Every year, picked warriors from each of the Houses make war on each other for the honor and privilege of leading the unified clans in seasonal raids. It is a system that the original Kiel put into place to insure that his people would never lose their martial edge and succumb to the weak leadership of evil councilors.

The Singers of the Kiel:

This college of warrior-bards holds an exalted position in Cinlu society because these singer-skalds are responsible for memorizing and reciting *The Saga of the Kiel*, the greatest and most elaborate epic poem ever conceived. The Singers are welcome wherever they travel and can move freely between the warring households, a fact that makes them valued as message carriers and news bringers.

The Zocalo:

The Zocalo is a gigantic market that sits in the largest plaza of Sarcross Kiel. It is one of the only parts of the city that is declared neutral: warriors from different factions are forbidden to shed blood in this place.

The banking guild known as the *Numismatists* run a brokerage here that arranges the exchange of plundered goods for coinage and sundries.

Nyth Drimmen:

Population: 8,000

Army: 0

Nyth Drimmen is a city of arcane mystery. Deep in the middle of Cinlu's lethal jungles, the present day city sits at a location that has been occupied, in one form or another, since before recorded history. The current incarnation of the city was raised by a wizard of the same name, one of Sarcross Kiel's famed companions. Nyth Drimmen used an army of summoned earth elementals to raise heaps of granite above the jungle canopy and constructed redoubts of solid stone upon these artificial promontories. Precarious rope bridges connect these rocky islands to one another and to elaborately constructed tree houses so that the residents of the city do not have to contend with the predators stalking the jungle floor.

The wizards of Nyth Drimmen don't maintain much in the way of a standing army -- they don't really need to. They are defended by weeks of spider-infested jungles on all sides and have enough magical firepower to easily put down an invasion force numbering in the tens of thousands.

The Emerald Cabal:

The Emerald Cabal is the oldest known Mage's Guild in the world with a pedigree stretching back over 1500 years. They were the original settlers of Nyth Drimmen before the eponymous Archmage claimed it as his seat of power. The green-robed members of the Cabal are practitioners of *Elder Magic*, the first spells taught to humans by their dragon overlords. These spells are primal and powerful but lack the subtlety or refinement of spells from more recent eras. Emerald Cabalists are arrogant and haughty; they see other magic-users as dilettantes practicing a bastardized version of "real" magic. Over the centuries, the Cabalists have wrapped layers of myth and mysticism around their Order so that they carry themselves like priests of some ancient religion. Indeed, if it can be said that Nyth Drimmen has a religion, it would be dragon cult of the Emerald Cabal.

The Gloombinders:

When dragons ruled Cinlu they imported human slaves to serve as a manual labor force and food source. Sometimes these slaves would manage to escape bondage and flee into the cover of the jungle. Those that weren't killed outright by the deadly environment gradually learned the skills necessary for survival and formed tenacious tribal communities under the shadowy canopy. As these tribes grew closer to nature they began to develop a new style of magic called *Witchcraft*, an art that blended a mastery over the plants and beasts of nature with hexes, curses and blood magic. Once the last of the Dragon Lords were overthrown, the tribes re-emerged from the jungle and formed a coven called the Gloombinders, taking their place among the guilds of Nyth Drimmen.

They remain ardent rivals of the Emerald Cabal, whom they still view as dragon apologists.

The Stormcallers:

This guild was formed about 600 years ago during the *Age of New Twilights* when the Demon Prince *Levoch Xevil* made Nyth Drimmen his temporary home. Levoch brought knowledge of *Elementalism* with him and taught it to his closest disciples, forming them into his personal bodyguard and naming them the Stormcallers. After the demons were banished, the Stormcallers remained and quickly became one of the major factions of Nyth Drimmen. Their brand of magic uses the elemental forces of fire and air to unleash wide scale destruction.

DENSHEN:

Population: 63,000

Army: 15,750 (7,000 Regular Infantry (x1); 5,000 Marines (x2 + 1 *Skill*); 1,000 Scorpions (x1 + 1 *Artillery*); 2,750 Elite Monks (x3 + 3 *Skill*)

This island nation was once the home and capital of the culturally influential *Denshen Dynasty*, one of the greatest human empires to ever rule on Skaern. The power of that regime has long since faded; all that remains is the diminished capital city and some nameless fishing towns. A huge volcano which serves as a natural forge for producing the famed pottery and weapons of the region sits at the heart of the island.

Nightglass:

Population: 3,000

City Watch: 20

This small town is perched perilously close to the caldera of *Kurokasai*, Denshen's still active volcano. The buildings of Nightglass are made entirely out of a magically hardened obsidian that is immune to the effects of lava. During any of Kurokasai's infrequent and mild eruptions, the citizens of Nightglass simply need to lock their doors tight to remain safe from the lava flows. The magic involved in creating these miraculous structures is a closely guarded secret.

Nightglass is primarily a town of artisans. The people that live here create unsurpassed works of pottery, glassblowing and metal-smithing and have done so for many, many generations. Anyone who is willing to brave the journey up Kurokasai's black slopes can make a fine profit buying and selling the local crafts, but they had best bring a stout supply of gold with them.

The Observatory:

This center of astronomical studies is the best of its kind on Skaern. Located at the summit of Kurokasai, on a clear night it commands some of the best views of the heavens and, as such, is a popular place for astrologers and astronomers alike to congregate. The Observatory also houses a small Mage's College that incorporates star-gazing and divination into its required curriculum.

Talishanter:

Population: 50,000

City Watch: 8,000 (Monks & Adepts)

At one point in its history, Talishanter was the center of the civilized world. The Emperors of the Denshen Dynasty controlled a dominion that spread across the Nightlands. From their ancestral palace, *The Iron Keep*, the Emperors commanded dread legions and a navy that was the scourge of the seas. Those days of glory are now long gone. Today the Iron Keep is the home of the Archon, Denshen's present tyrant, and Talishanter produces more fishermen than foemen.

Denshen has a proud martial arts tradition and Talishanter is its hub. There are *Dojos* all over the city dedicated to pretty much every school, style and technique imaginable. When called upon the Monks and Adepts of these fighting schools augment the local city watch, making the streets of Talishanter some of the safest in the world. All martial arts practiced on Skaern have their roots in the *Four Principles* of Denshenese unarmed combat (Strike like Fire; Dance like Wind; Yield like Water; Grasp like Stone).

The Fuliginous Society:

Along with *The Reckoners*, the *Fuliginous Society* is one of the two largest and most powerful Assassin's Guilds on Skaern. The black cowed members of this organization accept jobs all over the globe but their main chapterhouse and training ground is in Talishanter. Whereas the Reckoners are your typical amoral murderers who will take down any mark for the right amount of coin, the Fuliginous Society operates in a more mysterious fashion. They are selective in the missions they accept and will sometimes pull off a job for free if they believe the cause is worth their interest. As such the members of this organization believe

that they are purer and more professional in their craft than other hired killers. This elitist attitude tends to attract the deadliest and most accomplished mortality workers to their fold.

Many of the assassins in the Fuliginous Society are trained martial artists, magic-users or both. They pride themselves on using any tool necessary to get the job done.

Philosopher's Square:

This large plaza is filled every day with martial artists from different schools practicing their forms. Sparring matches often break out when one practitioner formally challenges another to defend their school's honor. The teachers, or *Sifus*, of these practitioners come to the Square to watch their pupils and to size each other up.

The Garden of Loo-Quin:

Over 1000 years ago, when the Denshen Dynasty was at its apex, the Emperor Loo-Quin annexed a small island located near the Imperial homeland and built upon it a magnificent palace. The palace was surrounded by a lavish garden of such beauty that it became the envy of every other ruler on Skaern. Loo-Quin turned the place into his personal pleasure dome, filling it with concubines and servants. To discourage unwanted visitors, Loo-Quin enchanted the island with powerful misdirection spells so that no one but him would remember how to get there. Loo-Quin would spend the rest of his days there and, after many years of absence from the Iron Keep, his Imperial Crown passed to one of his ministers.

Hundreds of years later, a band of adventurers from Denshen decided to form an expedition to find the Emperor's lost island. Their exploits would become the subject of a popular epic poem, *The Gardens of Loo-Quin*. According to the poem, the band did indeed manage to find the island but, after being subjected to the "Nine Temptations of Loo-Quin", only one of the explorers managed to return to tell the tale. The survivor's account tells of tremendous riches, vast topiary mazes, exotic animals and sensuous lamia who charmed and fed upon the crew.

Others since have tried to find the island but none have been able to pierce the secrets of the Garden of Loo-Quin.

NAINARV:

This desert continent is ruled by *Blue Dragons* that lord over a race of human slaves. Each dragon has set themselves up as a *Caliph* who serves at the pleasure of the *Padishah*, an Elder Blue Dragon named Khosteji.

The soldiers of Nainarv use magical dragon-crafted *Shock Lances*, spears imbued to inflict electrical damage. What they may lack in martial training and discipline these soldiers make up with sheer numbers, ferocious zeal and their magical weapons.

All of the major cities in Nainarv are named after the dragons that rule them. They are detailed below:

Arghazi:

Population: 30,000 (10,000 slaves)

City Watch: 400

Army: 7,500 (2,500 Slave Infantry (x0.5, -1 *Morale*); 4,500 Regular Spearmen (x1 + 1 *Magic*); 500 Battle Mages (x10 + 2 *Magic*))

Ruled by *Arghazi the Wise*, the city that bears his name is nestled in the foothills of the Sandspire Mountains overlooking the deserts of Southern Nainarv. It is the smallest of the four *Caliphates* and is considered the cultural center of Nainarv. Arghazi hoards knowledge like other dragons hoard treasure. The Lyceum and college that he has founded are arguably the best in the Nightlands.

Unlike the rest of the Caliphates, magic is not strictly regulated in Arghazi. The Caliph wants to encourage magical innovation and welcomes arcane practitioners of all disciplines in his city.

There are rumors that Arghazi has passed away and that his ministers have taken over governance of the city. The truth is that he has actually unlocked the secret of *Lichdom* after centuries of study and has undertaken the change. He has purposefully cancelled all face to face audiences to prevent any outsiders from knowing the truth. Once his mortal form fully decays he plans to reveal himself again and challenge Khosteji's dominion over the Caliphs.

The Lyceum of Arghazi:

Scholars from all of the Caliphates come to Arghazi learn from the Masters of its famous Lyceum. This sprawling library contains tomes on virtually any subject and the sages who catalog these books are among the foremost academics in their particular fields. Prospective students must pay an expensive tuition to gain access to the Lyceum but serious philosophers consider this well worth the cost.

Khosteji:

Population: 80,000 (30,000 slaves)

City Watch: 1,075

Army: 20,000 (7,000 Slave Infantry (x0.5, -1 *Morale*); 10,000 Regular Spearmen (x1 + 1 *Magic*); 2,700 Veteran Spearmen (x2 + 1 *Magic* + 1 *Morale*); 300 Battle Mages (x10 + 2 *Magic*))

Khosteji holds the distinction of being the largest city in the world. It is the home of the *Immortal Padishah*, an Elder Blue Dragon who holds oaths of fealty from the other *Dragon Caliphs*, making it the *de facto* capital of Nainarv. The Padishah's massive *Eternal Palace* occupies a full quarter of the city and is rumored to extend for untold miles underground.

The Golden Basilica of Halzar:

Worship of the Sun-God, Halzar, is popular in Khosteji. The *Immortal Padishah* tolerates the religion because it helps to keep the slaves and other lower classes in line. The shining golden dome of Halzar's basilica is the centerpiece of the city's skyline. Linen-clad priests congregate here three times a day to give benedictions and succor to the infirm.

The Red Mages:

Local law requires all magic-users to be members of the *Red Mages*, an organization that regulates and controls all magic in the Sultanate of Khosteji. Members of this group augment the local watch and help to manage any arcane or divine disturbances that may occur. Visiting mages can pay a modest fee to be issued a set of red robes; they must wear these garments for the duration of their stay.

Sheska:

Population: 45,000 (15,000 slaves)

City Watch: 600

Army: 11,250 (3,000 Slave Infantry (x0.5; -1 *Morale*); 6,000 Regular Spearmen (x1 + 1 *Magic*); 2,000 Light Cavalry (x1 + 1 *Cavalry* + 1 *Magic*); 250 Battle Mages (x10 + 2 *Magic*))

Located on the most extreme point of Eastern Nainarv, Sheska is a sea-port named for *Sheska the Storm Mother*, the onetime consort of Khosteji. Sheska is a prosperous fishing port that possesses some of the best agricultural land on this otherwise desiccated continent.

Sheska dwells in a palace called the *Azure Tower*, a beautiful, sky-colored spire that occupies the very center of her city. From here she can survey the land for scores of miles in any direction.

The bulk of Nainarv's naval strength moors in Sheska's harbor. The captains of the fleet all dye their beards bright blue and strut about the city's streets like bantam roosters, occasionally getting into honor duels over some obscure slight. Even though these *Bluebeards* often behave like spoiled nobles, the people of Sheska consider them to be heroes and protectors and will readily look the other way when one of them does something indiscreet.

Zarthik:

Population: 60,000 (20,000 slaves)

City Watch: 800

Army: 25,000 (4,000 Slave Infantry (x0.5, -1 *Morale*); 14,000 Regular Spearmen (x1 + 1 *Magic*); 6,000 Veteran Spearmen (x2 + 1 *Magic* + 1 *Morale*); 1,000 Elite Champions (x3 + 1 *Morale* + 1 *Skill* + 1 *Magic*))

Located a short distance from Nainarv's northern coastline, Zarthik is one-part military fortress and one-part trade hub. The city is ruled by the youngest of the *Dragon Caliphs*, a wyrm named *Zarthik Skysplitter*. Unlike his brethren Zarthik often shows himself, choosing to roost on the exposed rooftop of his palace when the desert sun reaches its zenith.

Blood sport is popular in Zarthik. The Caliph likes to watch his tiny subjects murder each other for meager prizes while a crowd of their peers cheer deliriously. Bouts are featured weekly in Zarthik's *Grand Arena* with the most successful contestants enjoying celebrity status and substantial bounties.

Zarthik houses the largest professional army on Nainarv. It is kept in a state of perpetual readiness to repel any invasions from *Cinlu*, which happen on an almost annual basis. All able-bodied citizens are expected to fulfill a term of military service so if the need is great Zarthik can raise a levy of reservists that would increase the army's size by 50%.

The Ashes of Gol-Duan

In the *Age of Black Desires*, a now extinct race of dragon-men erected a fabulous city in the deserts of Nainarv. They called the place, in their tongue, Gol-Duan and from there held sway over a great expanse of rolling dunes. Gol-Duan provided a haven for all monstrous races to assemble in the name of peaceful trade, an oasis in a world dominated by humankind.

Though the rulers of Gol-Duan did their utmost to maintain good relations with neighboring human settlements, this wasn't an Age noted for its tolerance. Animated by fear and suspicion, the coastal-dwelling humans banded together and formed a crusade against Gol-Duan. An army of holy warriors calling themselves the *Argent Alliance* spear-headed this mission to eradicate the City of Monsters. After years of bloody struggle, the crusaders succeeded and genocidally razed Gol-Duan.

Centuries have passed and the foundations of this mythic city have been swallowed by the dunes. Still, every once in a while, a sandstorm will uncover some portion of Gol-Duan and relic-hunters will be whipped into a frenzy as they scramble to pry treasures from the ruins before the sands reclaim the city again.

STRO MACHAI:

Population: 35,000

City Watch: 225

Army: 8,750 (8,000 Ogre Infantry (x5 + 1 *Monster*); 750 Ogre Marines (x5 + 1 *Monster* + 1 *Skill*))

Stro Machai is an archipelago located about 1000 miles (290 nautical leagues) southeast of Lashmere that is also the ancestral land of the *Sea Ogres*, a brawny race of green-skinned mariners and magicians. It is considered the *Gateway to the West*, the closest point between the *Nightlands* in the East and the *Coldlands* in the West. Commerce is important here and a number of maritime powers maintain trade

posts in these islands. Though monstrous looking, the Sea Ogres are civilized and broad-minded in their attitudes toward foreigners. In their current diminished state they have come to rely on diplomacy more than martial excellence to insure their survival.

Ten Shards:

This collection of small cities was forged from the remnants of the great *Republic of Arlech* when it fell to Imperial predations over 300 years ago. It is the capital of *Stro Machai* and the home of the Sea Ogre race. Each of the "Shards" is actually located on a separate island, though they are all located close enough to one another that a simple rowboat could navigate between them. The Shards are loosely federated; they share tax and trade laws and have a common navy but each is governed independently by a *Lector*, a steward appointed by the people of each Shard to safeguard the living history of the *Machai* and to arbitrate disputes. The position is largely honorary and symbolic but has roots that go back to the days of the Republic, so it is accorded a certain spiritual significance amongst the Sea Ogres.

The Sea Ogres still live most of their lives on the waves. The waterways between the Shards are always thick with boats carrying goods and people from dock to dock. Boat racing is an especially popular pastime here. The annual *Ten Shards Regatta* is the social event of the year. It is a timed race around all of the Shards, following the most treacherous and aggressive lines. The champion of this event is feasted and feted like a King.

Cromlech's Bailey:

The most popular deity in Stro Machai is *Cromlech the Gatekeeper*. The ogres believe that he was actually a member of their race and not a human as most claim; insinuating anything other than this can cause considerable offence. Worship of Cromlech has become especially poignant in the centuries following Arlech's destruction because many feel it was his displeasure that allowed the disaster to happen.

Though small shrines and icons to Cromlech can be found all over the Shards, *Cromlech's Bailey* is a proper temple of cyclopean scale. Behind its huge doors, the Bailey provides all the usual services that one can expect to find in a church.

Ten Shards Tong:

This ring of smugglers and thieves operates out of a cave that can only be accessed by diving several fathoms underwater off of *Razorfin Reef*. The Tong has been in existence for several generations and specializes in the movement of black market contraband goods. They count amongst their members some of the best sailors and boat pilots in all of the Shards. Humans are not allowed to join the ranks of the Tong but a few do affiliate with the gang as brokers and "facemen". Nearly all business is conducted through these liaisons.

The Blacksea Marines:

These specially trained Ogre commandos are the first responders to any external threat that faces Stro Machai. Skilled in aquatic and land-based assault, the Blacksea Marines are a devastating force in their home waters. The unit operates out of a fortified barracks located on one of the more remote Shards. Black uniformed marines can be found walking the streets of the city at any hour.

The Seaspun Minaret:

The Sea Ogres have a long and prestigious magical history though the influence of their Art has waned in recent centuries. The *Magi* of the Seaspun Minaret keep these magical traditions alive. Constructed entirely from living coral, the Minaret is one of the architectural wonders of the world. Normally the Magi will not take human students, but if someone were to gain the recommendation of a *Lector* an exception would probably be made.

The Ruins of Arlech:

At one point in history, Arlech was the wealthiest and most influential city in all of Skaern. It was the jewel of the *Machai*, the Sea Ogres -- their highest achievement. During the *Third Age of Kings*, the Emperor Traxilant invaded Arlech and put it to the torch, sacking all of its riches and slaying its populace. The ogres who lived there scattered and settled on a number of small islands, forming a confederacy of city-states that would one day become *Ten Shards*.

Today the ruins are the subject of much interest for treasure hunters and archaeologists. The locals have even started up a sort of cottage industry around supplying the needs of brave adventurers who attempt to pierce Arlech's depths. If asked, a long-time resident of this region will tell prospective fortune seekers that much of the ruin is submerged under water and that the unquiet souls of Arlech's murdered populace still roam its porticos and broad avenues, so they should plan accordingly.

THE PRINCIPALITY OF SABINE:

Population: 18,000

City Watch: 250

Army: 250 (250 *Witchguards* (x10 + 3 *Magic*))

This city-state occupies a tiny, fertile island between *Stro Machai* and *Denshen*. It is ruled by an eponymously named *Wizard-Queen* whose powerful magic has kept this place safe for at least 550 years. Sabine is famously neutral and has become a popular place for the wealthy and dissolute to spend their fortunes in leisurely bliss. The markets here cater to a finer class of customer selling art, jewelry, highly trained slaves and the world's best dweomercraft goods. Those who can afford a *Peerage* become exempt from virtually every law and are able to indulge their every lascivious whim without fear of reprisal from Sabine's black-jacketed *Witchguards*.

Very little is known of the Wizard-Queen herself. The island was once the property of the *Denshen Dynasty* but fell under the control of an unnamed "Sorceress" during the *Age of New Twilights*. It wasn't until around 930 S.R. that emissaries appeared in courts across Skaern proclaiming the *Queenship of Sabine Mellith* and the founding of her *Principality*. A brief war followed as Denshen tried to press their historical claim over the island but they were single-handedly thwarted by Sabine's obscuring enchantments and summoned beasts. Sabine is either immortal or has stumbled upon some secret formula for slowing the aging process. On the few occasions that she has actually been seen it is reported that she retains all of the virtues of youth.

Sabine was the one-time consort of the first Emperor Traxilant and had at least one child by him. The present whereabouts of the scions of this bloodline are unknown.

Appendix F: Character Creation Tarot

This alternate method of character generation can be used by players who want to entrust their character concept to fate.

Step 1: Deal 3 cards to each player.

Step 2: In turn, have each player reveal one card. Refer to Table 1 and present the associated ethical question to the player. Record their response to each question, taking care to note down the class preference associated to their response (listed in parenthesis).

Step 3: Tally up the player's decisions to produce a "Class Preference Score". Consult Table 2 to determine which class the player has chosen.

Table 1: Ethical Questions

Card	Name	Question	Responses
2 ♣	<i>Choice</i>	In one hand you hold a white wand; in the other a black wand. Both radiate great power. Which do you keep?	A. Discard both. Wands are just sticks. (Warrior) B. Keep the White one for it must be good and the Black one must be evil (Priest) C. It does not matter, keep a random one (Mage) D. Try to keep both – only a fool gives away power (Rogue)
3 ♣	<i>Consequence</i>	A gypsy offers you one of three seemingly identical magical wands but do not know their properties. A highwayman approaches the gypsy's wagon seeking to rob you – what do you do?	A. Quickly grab all three and attempt to make your getaway (Rogue) B. Blast the knave with the wand you chose (Warrior) C. Attempt to convince the robber that your wand would destroy him and to seek easier prey elsewhere (Priest) D. Test all three wands on the rogue to discover which has the best effect (Mage)
4 ♣	<i>Concordance</i>	A new law is passed requiring all wizards to register themselves with the local government. The measure is intended to assuage the fears of the peasantry, who are suspicious of all things magical. How do you react to the measure?	A. If registration will not interfere with the pursuit of your craft you will comply (Mage) B. Are the peasants required to register their dangerous farming implements? You flat out reject this prejudicial law. (Rogue) C. You have nothing to hide. You comply. (Warrior) D. It is important to respect local laws. You comply. (Priest)
5 ♣	<i>Ruin</i>	You are engaged in a standoff with a Wizard of considerable power. Both of you have wands pointed at each other. How would you resolve this conflict?	A. Convince your opponent that neither party has the upper hand and agree to call a draw (Priest) B. Target your opponent's wand so that you can destroy it and gain the upper hand (Mage) C. Attempt to distract your opponent with a bluff so that you can gain an

			<p>advantage (Rogue)</p> <p>D. Attack first with everything you have in an effort to kill your opponent (Warrior)</p>
6 ♣	<i>Falsehood</i>	A man has ridden into your village claiming to possess great magical powers. Most people seem quite taken by him, but you know he is a charlatan and fraud. What do you do?	<p>A. You publicly accuse the liar and challenge him to prove his powers beyond all doubt. (Warrior)</p> <p>B. You meet privately with the charlatan and entreat him to stop deceiving these simple villagers. (Priest)</p> <p>C. You publicly question the fraud's powers and ask him to perform feats you know he is incapable of. (Mage)</p> <p>D. You discreetly approach the fraud and threaten to expose him if he doesn't cut you in on the action. (Rogue)</p>
7 ♣	<i>Truth</i>	You are a scholar who has discovered some grim truth that could affect the lives of millions. Fearing general pandemonium, your colleagues threaten to discredit you if you publish what you know. How do you react?	<p>A. You intentionally leak what you know to the public and claim your research was stolen, freeing yourself from blame. (Rogue)</p> <p>B. You cannot stand by and allow some frightened old men to badger you. You publish to spite them. (Warrior)</p> <p>C. The welfare of the many outweighs the concerns of the few. You publish with clear conscience. (Priest)</p> <p>D. You are a loyal servant of knowledge and truth. It is your academic duty to publish what you know. (Mage)</p>
8 ♣	<i>The Star</i>	You happen to stumble across a magical artifact of great power. What is your first instinct?	<p>A. Use the artifact to enhance your own abilities, making you a more powerful person (Mage)</p> <p>B. Use the artifact to subvert people to your will so that you can take their possessions (Rogue)</p> <p>C. Use the artifact to defeat your rivals and gain the reputation of conqueror (Warrior)</p> <p>D. Use the artifact to destroy the forces of evil (Priest)</p>
9 ♣	<i>The Hanged Man</i>	You are a powerful wizard. People come from miles around to receive your magical blessings. One man asks if you will restore his dead child to life. How do you respond?	<p>A. You politely refuse. Some magic is not meant to be used. No good can come from Necromancy. (Priest)</p> <p>B. You accept on the condition that the man fully understands the ramifications of his request and willingly accepts the costs (Mage)</p> <p>C. Accept the job and charge double</p>

			<p>the regular amount, since the man is clearly desperate (Rogue)</p> <p>D. You refuse and instruct the man to accept reality and stop relying on wishes to attain his desires (Warrior)</p>
10 ♣	<i>The Burden of Power</i>	You are given an item of great power for safekeeping. It is capable of satisfying your wishes, but every time you use it, an innocent must be harmed. What do you do with this item?	<p>A. Only use the item in the most dire of circumstances when drastic measures are called for (Warrior)</p> <p>B. Keep the vile device under lock and key where no one can be harmed or tempted by it (Priest)</p> <p>C. Study the item and try to discover a way to overcome its reliance on harming innocents (Mage)</p> <p>D. Use it early and often on innocent strangers (Rogue)</p>
J ♣	<i>The Apprentice</i>	You are an apprentice to a Master Wizard. His tutelage is dull but you are making steady progress. You desire to learn faster. What do you do?	<p>A. When the wizard is away, borrow his books and try to learn on your own (Rogue)</p> <p>B. Tell your Master you can do more and demand tougher assignments (Warrior)</p> <p>C. Knowledge will come with time. Submerge your desires and refocus your efforts on studying the lessons you are given (Priest)</p> <p>D. Perform flawlessly on your given assignments to prove to the Wizard that you're ready for more challenging work (Mage)</p>
A ♣	<i>The Magician</i>	You are an accomplished Wizard. A man comes to you seeking to know the true nature of magic. How do you answer him?	<p>A. Magic is an elemental energy which obeys specific laws that can be studied and exploited. (Mage)</p> <p>B. Magic is simply a learned skill just like anything else (Rogue)</p> <p>C. Magic is like a wild and willful beast which must be tamed by its user. (Warrior)</p> <p>D. Magic is the mystical force that binds all things in the Universe. (Priest)</p>
Q ♣	<i>The Sorceress</i>	You encounter a fortune teller at a carnival. She claims to be able to read your future. Do you sit for a reading?	<p>A. No. You place your trust in faith and do not worry needlessly about the future (Priest)</p> <p>B. Yes. At the very least it should be entertaining and you can study her technique (Mage)</p> <p>C. Yes. You don't know if she's for real but you figure any information about your future is better than none (Rogue)</p> <p>D. No. It is all pointless superstition</p>

			anyway. (Warrior)
K ♣	<i>The Archmage</i>	A powerful wizard grants you a single wish. What do you wish for?	A. You wish for super strength (Warrior) B. You wish for world peace (Priest) C. You wish for immortality (Mage) D. You wish for 1000 more wishes (Rogue)
2 ♦	<i>Wager</i>	You and another man are placing a bet on the outcome of a bare-knuckle fisticuffs match between seemingly equal opponents. How do you make your wager?	A. Await the outcome casually and pay any losses with false coin (Rogue) B. Win or lose, plan to go double or nothing and fight the winner yourself (Warrior) C. Leave the matter completely up to chance; select a random fighter (Priest) D. Convince the other man that your fighter is weaker in some way and that you should therefore receive odds (Mage)
3 ♦	<i>Parsimony</i>	You desperately need to borrow money from a miserly old man. He is loath to part with any coin – how do you convince him?	A. Appeal to reason, and explain that you will pay him back with generous interest (Mage) B. Wait until he goes to sleep and then rob him blind (Rogue) C. Beat the old man until he gives you what you want (Warrior) D. Convince the old man that to give freely of his gold in this life will guarantee great riches in the afterlife (Priest)
4 ♦	<i>Entitlement</i>	You inherit a large sum of money. What do you do with your newfound riches?	A. Set aside a portion to do charitable works and live modestly (Priest) B. Enroll in university and use the money to improve yourself (Mage) C. Shrewdly invest the money and try to double it (Rogue) D. Buy yourself everything you've ever wanted and live like a king for as long as possible (Warrior)
5 ♦	<i>Poverty</i>	You are destitute and hungry. What do you do to survive?	A. Get a job, work hard, and squeeze as much money from your labors as you can (Warrior) B. Accept charity and devote your life to giving back the blessings you received (Priest) C. Seek whatever gainful employment you can and aggressively pursue promotion so that you need never be poor again (Mage) D. Beg, borrow, steal – do whatever it takes to make the most money for the least effort (Rogue)
6 ♦	<i>Charity</i>	Your coin purse is full and your life	A. Tip your cap and say you'd be

		is good. You meet a beggar on the road asking for alms. What do you do?	happy to give money in exchange for something of value (Rogue) B. Rebuff the beggar and tell him to get a job (Warrior) C. Gladly part with a coin and try to help the beggar lead a more productive life (Priest) D. Ignore the beggar knowing that if you give him charity now he will not have incentive to find work (Mage)
7 ♦	<i>The Laborer</i>	You estimate that at your current level of employment you could achieve a healthy retirement in 20 years. What do you do?	A. Seek ways to wisely invest your money so that you could retire sooner and work as little as possible (Mage) B. Quit your job to find a riskier trade that could potentially pay ten times what you were making before (Rogue) C. Work hard, dominate your profession and try to attain additional compensation by defeating your competitors (Warrior) D. Relax, work steadily and try to keep work and life in balance (Priest)
8 ♦	<i>Wheel of Fortune</i>	A bony, cloaked Reaper offers to let you spin the Wheel of Fortune. Seven outcomes will give you wealth, but the eighth outcome is instant death. What do you do?	A. Decline. Riches are temporary anyway and are not worth your life (Priest) B. Weigh the risk vs. reward and spin the Wheel if the reward is sufficient. Besides, everyone dies sooner or later. (Mage) C. Decline. If you were the Reaper, you'd rig the game. Don't trust him. (Rogue) D. Spin the wheel. The odds are in your favor. If you lose, you can always fight the Reaper. (Warrior)
9 ♦	<i>The Maiden</i>	You are presented with the choice of marrying the love of your life, a simple but beautiful woman, or entering into a loveless marriage with a well-dowered, ugly woman. How do you choose?	A. Marry your true love, get sons by her and have glorious sex (Warrior) B. Marry for love. Nothing could be better in life. (Priest) C. Marry for money. It is possible that love could blossom later. (Mage) D. Marry for money, then cheat on the ugly woman with your beautiful mistress (Rogue)
10 ♦	<i>The Windfall</i>	Walking down a busy street, you come across a fat coin purse filled with gold. How do you react?	A. It's your lucky day! Keep the money. Easy come, easy go. (Rogue) B. Pick up the money. If no one tries to claim it, it's yours. (Warrior) C. If no owner presents himself, take the money to the nearest Church and donate it to charity (Priest) D. Take the money to the local

			constable and try to locate the owner. Perhaps the owner's gratitude would yield richer rewards? (Mage)
J ♦	<i>The Thief</i>	You chance upon a man on the road who greets you in friendship. You share a meal and part company, after which you discover your coin purse is missing. What do you do?	<p>A. Contact the local constable and seek justice through legal channels (Mage)</p> <p>B. Smile and count the contents of his coin purse, which you managed to steal while you ate (Rogue)</p> <p>C. Track the man down and command him to empty his pockets, or else (Warrior)</p> <p>D. Carry on normally. These things happen, and more money is bound to cross your path later (Priest)</p>
A ♦	<i>The Devil</i>	A rich acquaintance of yours offers a substantial, no interest loan. He claims it is a gift and that he's only interested in your friendship but hints he may need you to do some trivial things for him later on, as a friend. What is your reaction?	<p>A. Gracefully decline the money while accepting his offer of friendship, freely given (Priest)</p> <p>B. Interrogate the man more deeply about the nature of the services he might require. If he is evasive, decline the money. (Mage)</p> <p>C. Take the money. If he tries anything funny you can always use it against him (Rogue)</p> <p>D. Take the money. He can't make you do anything you don't want to do (Warrior)</p>
Q ♦	<i>The Empress</i>	A wealthy, older woman asks you to abandon your life's pursuits and become her servant. She promises a comfortable life in exchange for your loyal service. How do you respond?	<p>A. A life of comfort is a life of boredom. You decline. (Warrior)</p> <p>B. Empty material comforts cannot compare to the riches of a free man's life. You decline. (Priest)</p> <p>C. The woman's riches would give you immediate wealth and status which could be used to further yourself in other ways. You accept. (Mage)</p> <p>D. You have been striving for a life of comfort your whole life anyway. You accept. (Rogue)</p>
K ♦	<i>The Emperor</i>	You are the king of a very large domain. How would you use your rank and power?	<p>A. I would create a prosperous kingdom where everyone is encouraged to pursue commerce and wealth. (Rogue)</p> <p>B. I would be a strong ruler that would promise his subjects power and protection (Warrior)</p> <p>C. I would do my best to be a wise ruler who listens to the needs of his subjects and provides for them (Priest)</p> <p>D. I would promote education across my kingdom and strive to have the</p>

			most intelligent and cultured subjects (Mage)
2 ♥	<i>The Lovers</i>	You have met someone whom you know in your heart to be the absolute love of your life, but your duties require you to live apart. What do you do?	<p>A. You cannot allow sentiment to get in the way of the task at hand. You promise to return to your love later, but fulfill your obligations first. (Mage)</p> <p>B. Duties?! Ha! A man can always find new duties. You skip out and elope with your soulmate. (Rogue)</p> <p>C. You see no reason to give anything up. You sweep your love off her feet and take her with you. (Warrior)</p> <p>D. You strive to maintain a long-distance relationship with your new love until your duties permit you to return to her. (Priest)</p>
3 ♥	<i>Amity</i>	After many years your path crosses that of a childhood friend whom you shared many pleasant years with. This friend has fallen upon dire times. What do you do?	<p>A. There is nothing sweeter in life than friendship. You help your downtrodden friend in any way possible. (Priest)</p> <p>B. It makes you feel good to see an old friend. You offer to help them get themselves back on their feet so long as they're willing. (Mage)</p> <p>C. You buy a couple rounds at the pub and talk of old times but part ways in the morning. (Rogue)</p> <p>D. Nobody can be considered beat while they're still breathing. You offer your friend encouragement and camaraderie but nothing more. (Warrior)</p>
4 ♥	<i>Lust</i>	You are taken with a maid who is promised to another man. She shares your affections and flirts with you shamelessly. How do you respond?	<p>A. You permit your passions to run wild and engage in a sultry affair. If the maid's betrothed wants to make an issue of it, you'll challenge him to a duel. (Warrior)</p> <p>B. As much as your heart wills it, it is not right to indulge in senseless passion. You tactfully deflect her flirtations. (Priest)</p> <p>C. This can only lead to a sad conclusion. You ignore the maid's advances and maintain a civil bearing. (Mage)</p> <p>D. Hey if she wants it, who are you to say no? You indulge in an illicit affair and then skip town when the heat catches on. (Rogue)</p>
5 ♥	<i>Waste</i>	You are unlucky in love. All of your relationships seem to end in ruin and you wonder if you will	<p>A. Whores. (Rogues)</p> <p>B. Pah! Love is only a distraction anyway. You continue to live your life</p>

		always be alone. What keeps you going?	just as you would in any case. (Warrior) C. This is just another of life's trials. You carry on steadfastly, realizing that your luck could turn at any time. (Priest) D. Perhaps it is your strategy that is flawed. You experiment with new methods to attract a mate. (Mage)
6 ♥	<i>Youth</i>	You are young and in love with your childhood sweetheart. Your whole life is spread out before you. What will you do?	A. You will enjoy the relationship while it lasts but always keep an alert eye on your future prospects. (Mage) B. You enjoy as many tumbles as you can and then hit the road. Life is too full of possibilities. (Rogue) C. You marry your lover, knowing that your feelings cannot possibly be in doubt. (Warrior) D. You marry your lover so that your love can be allowed to fully blossom. (Priest)
7 ♥	<i>Desire</i>	You've met the woman of your dreams but she scarcely notices you. How do you win her attentions?	A. Try to be near her as often as possible and hope that she eventually comes to appreciate your quality. (Priest) B. Figure out what she values most and then visibly acquire the maximum amount of that thing. (Mage) C. Spy on her and thwart her other suitors secretly. (Rogue) D. Directly tell her how you feel and ask her to the next dance. (Warrior)
8 ♥	<i>The Hermit</i>	You have everything you could want in life but still feel empty. On a whim you decide to give up everything and start over. Why?	A. Having wasn't as much fun as Taking. You miss the thrill of the hunt. (Warrior) B. You were too caught up in things and began to lose sight of yourself. You need time to focus on just being you. (Priest) C. Your life became too full of distractions. You need some solitude to clear your head and sharpen your mind. (Mage) D. The more you had, the more people pestered you for things. You don't want to feel tied down. (Rogue)
9 ♥	<i>Indulgence</i>	You are a man of influence and have many suitors. Three women of noble birth all vie to become your future wife. How do you handle them?	A. You sample the goods as much as possible and avoid marriage at all costs. (Rogue) B. You try to shag all three but eventually settle on the most beautiful one. (Warrior)

			<p>C. You are seeking lifelong companionship so you select the woman with the best disposition. (Priest)</p> <p>D. You select the woman who will best enrich your bloodline, reputation and bank account. (Mage)</p>
10 ♥	<i>Plenty</i>	You are blessed with an abundance of good fortune. Your larder is always stocked, your wine cellars full and you never want for gold. How do you enjoy your riches?	<p>A. Prudently partake of your bounty to insure lifelong supply. (Mage)</p> <p>B. Throw the best parties, invite only the wealthiest guests and scheme with them to earn greater wealth. (Rogue)</p> <p>C. Ha! You've made it! Do whatever it is that pleases you until the day you die. After all, you can't take it with you. (Warrior)</p> <p>D. Save for yourself a modest but fulfilling share and donate the rest to charity. (Priest)</p>
J ♥	<i>The Rake</i>	An attractive young woman has professed her undying love for you and would do anything you ask. How do you accept this gracious gesture?	<p>A. Overcome by her gesture, you profess your own love and propose marriage. (Priest)</p> <p>B. You caution her against giving herself too freely before truly knowing you. You begin courting her. (Mage)</p> <p>C. Ha! Too easy by half! You take your fill of the strumpet and move along. (Rogue)</p> <p>D. You share her passion and give in to lust, come what may. (Warrior)</p>
A ♥	<i>The Poet</i>	You are in love with an unattainable woman, the Queen of the realm. How do you express yourself to her?	<p>A. Something remains unattainable only if you refuse to take it! You will undergo any quest she commands to win her favor. (Warrior)</p> <p>B. You write elegant songs and poems extolling her beauty, so that she can hear how you feel. (Priest)</p> <p>C. Knowing you can never really be together, you instead offer your services as a confidante and advisor, serving loyally for life. (Mage)</p> <p>D. You insinuate yourself amongst her courtiers and strive to become her secret paramour. (Rogue)</p>
Q ♥	<i>The High Priestess</i>	A childhood friend that you love deeply is locked into a marriage with your liege lord. One day she confides to you that your lord abuses her, but begs you to keep the matter secret. How do you react?	<p>A. You sneak into your lord's home and threaten him while he sleeps, promising death if the abuse continues. (Rogue)</p> <p>B. Overcome with rage, you storm your lord's palace and call him out publicly. (Warrior)</p>

			<p>C. You respect your friend's wishes and keep her secret, seeking to aid her in discreet ways. (Priest)</p> <p>D. You keep the secret for the time being, but begin gathering evidence of the abuse for later action. (Mage)</p>
K ♥	<i>The Hierophant</i>	You are a man grown and the time has come to leave your birthplace and build your own life. Which way does your heart lead you?	<p>A. The most prudent course is to build upon the foundation already set by your family. You inherit your father's affairs. (Mage)</p> <p>B. You make off with the mayor's comely daughter and take as much pleasure from the world as you can. (Rogue)</p> <p>C. It is time to leave the past behind and to follow your own heart wherever it may lead. (Warrior)</p> <p>D. It is time to serve something larger than you. You enlist in your King's service. (Priest)</p>
2 ♠	<i>The Gambit</i>	You come across two men engaged in a duel to the death. Both ask for you to aid them in defeating the other and promise great rewards in return. What do you do?	<p>A. You join the fray in an effort to subdue both combatants, sparing their lives. (Priest)</p> <p>B. Realizing this is none of your affair, you leave both men to their senselessly bloody business. (Mage)</p> <p>C. Do nothing until one of the men wins, then kill the victor and loot both bodies. (Rogue)</p> <p>D. You take the part of the weaker looking fighter without hesitation, hoping for a good contest. (Warrior)</p>
3 ♠	<i>Sacrifice</i>	You are a foot soldier in a bloody war. You see an enemy soldier charging on your commanding officer's blindside. How do you react?	<p>A. You call out to your C.O. and cover his back immediately. (Warrior)</p> <p>B. You throw yourself at the enemy, risking all to save your commander's life. (Priest)</p> <p>C. You shout a warning and attempt to slow the attacker's charge with a ranged attack. (Mage)</p> <p>D. You look the other way. What's another dead officer except a chance for you to get promoted? (Rogue)</p>
4 ♠	<i>Valor</i>	While fighting a pitched battle, you chance across the enemy commander. He is unguarded and you have a clear path to him, but by attacking him you will open up a breach in your lines. What do you do?	<p>A. Wise men say only fools rush in. You decide to let some one else die in single combat. (Rogue)</p> <p>B. Now is your time for glory! You charge the enemy leader and slay him. (Warrior)</p> <p>C. Personal glory doesn't interest you so much as making sure the mission gets carried out. You dutifully stay in</p>

			<p>your ranks. (Priest)</p> <p>D. In the grand scheme of things, breaking ranks will cause more harm than good, so you hold your position. (Mage)</p>
5 ♠	<i>Strength</i>	A ruffian comes into town and begins pushing around the common folk. How do you respond to his bullying?	<p>A. You convince the townspeople to form a militia and deal with the problem themselves. (Mage)</p> <p>B. You convince the ruffian to use his strength for a purpose and begin extorting money from the townsfolk. (Rogue)</p> <p>C. You call the ruffian out and give him a taste of his own medicine. (Warrior)</p> <p>D. You stand up to the ruffian to give the townspeople courage by your example. (Priest)</p>
6 ♠	<i>Rashness</i>	Though you are unskilled in the ways of war, you chance upon the man who killed your older brother in a duel and desire revenge. How do you take it?	<p>A. You approach the man and promise him that justice will be served when the time is right. (Priest)</p> <p>B. You do not reveal yourself to the man but learn as much as you can about him so that you can plot his eventual ruin. (Mage)</p> <p>C. You follow the man home and look for an opportunity to ambush him. (Rogue)</p> <p>D. You grab the closest weapon at hand and charge him. (Warrior)</p>
7 ♠	<i>Cowardice</i>	A fellow soldier loses his nerve in the heat of battle and attempts to flee. What is your reaction?	<p>A. You apprehend the coward and toss him bodily back into the fray. (Warrior)</p> <p>B. It is natural for men to become overwhelmed by fear in battle. You close ranks and attempt to rally morale. (Priest)</p> <p>C. You assess the situation and calculate whether or not you should join him, based on the disposition of your forces. (Mage)</p> <p>D. He might be on to something. You flee with him. (Rogue)</p>
8 ♠	<i>Honor</i>	You are bound by oath to serve an unscrupulous lord who routinely evades the King's taxmen. Your lord commands you to cover up his schemes. What do you do?	<p>A. You agree to do this, and then sell your lord out to the King for a reward. (Rogue)</p> <p>B. Though it pains you to do so, you obey your lord under the defense of following orders. (Warrior)</p> <p>C. Though you are bound by honor, your lord is also honor-bound to the King, so you report his crimes at once. (Priest)</p>

			D. You try to convince your lord that the only logical conclusion of this scheme is discovery and capture. You urge him to choose another course. (Mage)
9 ♠	<i>Cruelty</i>	You have tracked down and captured a bitter rival who took out your eye in a duel many years ago. How do you treat him?	A. You tie him up and frog-march him to a cell where you can hold him for ransom. (Mage) B. You kill the swine so that he can never get revenge on you. (Rogue) C. An eye for an eye! You maim him as he maimed you. (Warrior) D. You show him that you're the greater man and release him with the knowledge that you could've had his life. (Priest)
10 ♠	<i>The Champion</i>	You are one of the final two contestants in the King's Tourney. You have the advantage over your opponent, who is down on one knee defending himself against you. With the King and his court watching, what do you do?	A. You offer your hand to your opponent so that he might stand and defend himself properly. (Priest) B. You hold your attack and offer your opponent a chance to yield honorably. (Mage) C. You kick your weakened opponent on to his back and put your sword through his visor. (Rogue) D. You continue pummeling your opponent until he gives up, dies or falls unconscious. (Warrior)
J ♠	<i>The Soldier</i>	You are a hardened military campaigner who has seen many wars. What wisdom do you impart to a group of raw recruits?	A. Trust your training and the man at your side if you want to live. (Warrior) B. There's no reason to fear death, everyone dies eventually anyway. Just take it one day at a time and believe that you'll pull through. (Priest) C. Only the lucky and the smart survive, so keep your wits about you and try to get yourself promoted. (Mage) D. The key to staying alive is staying out of the way. Flatter whomever you must to get assigned to the General's staff. (Rogue)
A ♠	<i>Death</i>	Your lord commands you to execute an enemy of the crown in front of the whole court. How do you respond?	A. You would not profit by displeasing your lord, so you carry out the sentence quickly and cleanly. (Rogue) B. Your lord's enemy is your enemy. You carry out the execution with gusto. (Warrior) C. You beseech your lord to show his magnanimity and imprison the man instead. (Priest) D. Not wishing to dirty your hands,

			you convince your lord that branding and exile would be a far more satisfying punishment. (Mage)
Q ♠	<i>Lady Temperance</i>	Your fair lady wife, whom you love dearly, has a black scoundrel of a brother. You catch her brother committing treason, the punishment for which is death. Your wife pleads for leniency. How do you reply?	<p>A. This is a matter for the courts of the land. You arrest your wife's brother and let justice take its course. (Mage)</p> <p>B. You force the brother to pay ransom for his life and your silence. (Rogue)</p> <p>C. The laws are clear. You carry out sentence against this criminal and remind your wife that she must obey you. (Warrior)</p> <p>D. Your brother-in-law is not beyond redemption. You agree to ignore his crime in exchange for his promise of good conduct. (Priest)</p>
K ♠	<i>Lord Wrath</i>	You are a powerful warlord who has just conquered a rival nation. How do you treat the survivors?	<p>A. Violence must be tempered by mercy to forestall future hostilities. You spare the survivors and offer them a chance to rebuild their lives. (Priest)</p> <p>B. You force the conquered people to adopt your culture and customs, gradually turning them into naturalized citizens of your empire. (Mage)</p> <p>C. You force the survivors into vassalage, tax them mercilessly and kill their leaders. (Rogue)</p> <p>D. You enslave the survivors and decimate them at the first sign of rebellion. (Warrior)</p>
Joker	<i>The Fool</i>	You have surrendered all of your earthly wealth, abandoned those that you love, laid down your arms in defense of your beliefs and forsaken all that you have learned in life. Why did you do this?	<p>A. It takes real courage to lose everything and start over again, but life for you is all about new challenges. (Warrior)</p> <p>B. The riches of earth are transitory. It was no great loss to lose that which you never esteemed highly in the first place. (Priest)</p> <p>C. A man is never poor while he retains a conscious mind. Sometimes the path to wisdom requires fresh beginnings. (Mage)</p> <p>D. You were probably drunk and you regret this decision immensely. (Rogue)</p>

Table 2: Dilemma Outcomes

Dilemma Outcome	Class	Class Description
Warrior, Warrior, Warrior	Fighter	A man-at-arms skilled in the use of weapons and armor. A soldier.

Warrior, Warrior, Rogue	Duelist	A swordsman who fights with a combination of finesse, braggadocio and trickery. A swashbuckler.
Warrior, Warrior, Priest	Paladin	A crusader or knight templar who does battle in the name of divine causes.
Warrior, Warrior, Mage	Weapon Master	A warrior who has elevated the study of weapon use to a high art and/or science; a <i>kensei</i> .
Rogue, Rogue, Rogue	Thief	A burglar, pickpocket, cutpurse and crook. Someone who commits crimes for a living.
Rogue, Rogue, Warrior	Brigand	A thief who relies on brawn as well as stealth. A highwayman or robber.
Rogue, Rogue, Priest	Thief-Catcher	A principled rogue who has decided to use his nefarious talents to capture thieves and right wrongs.
Rogue, Rogue, Mage	Charlatan	A street magician who is adept at misdirection and legerdemain.
Priest, Priest, Priest	Cleric	A religious official who serves a particular church or deity. Can invoke miraculous effects through prayer.
Priest, Priest, Warrior	Monk	An ascetic, principled warrior who combines unshakeable faith with martial prowess.
Priest, Priest, Rogue	Pilgrim	An itinerant priest with a more worldly skill set than your typical temple cleric.
Priest, Priest, Mage	Theurgist	A priest who is able to speak to the spirit world and can bind spirits to do their bidding.
Mage, Mage, Mage	Wizard	A channeler of arcane power who uses rituals and incantations to produce sorcerous effects.
Mage, Mage, Warrior	Battle Mage	A mage skilled in combat magic and military tactics. An arcane soldier adept in the use of staves and wands.
Mage, Mage, Rogue	Illusionist	A mage skilled at creating phantasms and glamers. A master of shadow magic and deception.
Mage, Mage, Priest	Conjurer	A mage skilled at bargaining with extra-dimensional entities. A summoner of demons and elementals.
Warrior, Mage, Priest	Adept	A "perfect weapon" blending skill at arms with combat magic and divine protection.
Rogue, Warrior, Mage	Assassin	Highly trained killer that blends martial arts with stealth and dark magic.
Priest, Rogue, Warrior	Ranger	Solitary woodsman and tracker who has a spiritual connection to the natural world.
Mage, Priest, Rogue	Bard	Traveling minstrel and jack-of-all-trades that is adept at blending into a variety of roles.