

HEROES OF TERRA

PLAYER'S GUIDE



HEROES OF TERRA PLAYER'S GUIDE

Written and Developed by: Jeremy Puckett

Cover Illustration: Storn Cook and Bruno Balixa

Interior Illustration: Bruno Balixa, Shaman's Stockart, Tequila Sunburn, Forrest Imele

With thanks to the my awesome group of players: Chisa Puckett, Marguerite Collier, "Evil" Joe Lamothe, Michael Adair, Jonathan Culler, Neil Moore, Eric Cline, Bill Adams, Mark Weber, and Chris "Big Ro" Cansler.

**Dedicated to Chisa, my lovely wife.
Always and forever.**



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



TABLE OF CONTENTS

Introduction	5
Character Creation	7
Character Archetypes	10
Races of Terra	13
Skills	27
Edges and Hindrances	30
Gear and Equipment	39
Setting Rules	46
Powers and Magic	50
World of Terra Primer	62





INTRODUCTION

Welcome to *Heroes of Terra*, a campaign setting for *Savage Worlds Deluxe Edition*.

Herein, readers will discover the plight of the mandragora people and their kingdom, under assault from the Dragon Emperor of the kappa, and his many dark allies. In a land where hope dwindles daily, the only chance for salvation lies in heroes from another world, a legendary parallel universe known to the inhabitants of Terra as “Earth.”

Terra is a magical world full of dinosaurs, terror birds, floral sorcery and saurian savagery. Players may well recognize many of the ideas and concepts in this game—albeit in a strange and twisted fashion, as though through a funhouse mirror.

THE PREMISE

Heroes of Terra is intended to be a love letter to classic pulp-adventure fantasy of the early twentieth century and a winking homage to

the popular video games of the early 1980s. Think of the setting as “John Carter of Mario World” or “Conan, but as an Italian plumber instead of Arnold Schwarzenegger.”

Because of these disparate influences, *Heroes of Terra* is designed to work on two different levels: first, as a grinning tribute to everything video game nerds loved about early-generation Nintendo and Atari games; and second, as a nonstop action-adventure setting as fast, fun, and furious as any other *Savage Worlds* setting.

Because this setting is an homage and a satire, not a parody, it’s not presented as a “funny” or “joke” setting. Things can get downright dark in the world of Terra—but the general tone is one of free-spirited heroism, high action, and pulp adventure. The heroes are intended to be good guys and the villains are intended to be bad guys, though there are nuances on both sides.

If your group loves classic pulp fantasy, old-school video games, or just dinosaurs (and who doesn’t?), then *Heroes of Terra* is probably for you!

THE HEROES

Humans are rare and considered nearly demigods in Agaric—also called *the Mandragora Kingdom*—and they are common, and it is from this world of epic power that the kings and queens of the mandragora have long drawn their champions.

Agaric's ruler can use the ancient magics laid into the land itself to call through the Warp Tunnels to Earth, allowing the kingdom to choose its most adept champion. These champions are then called to the kingdom and find their way there through the Tunnels—a journey that can be extremely disconcerting at the best of times.

On Earth, humans number in the faceless billions, and most have long given up hope of being special amidst the seething crowds. The enormous number of humans living in their world—each innately connected to magic itself—has

shriveled the amount of magic controlled by each. When brought to a magic-rich world such as Terra, humans find themselves filled with legendary strength, speed and endurance, and many develop unique mystical talents as well. Known as “warpers” or “plumbers” because of their connection to the Warp and its currents, these powerful heroes have the potential to change the world in their passage.

These mighty heroes are not alone, however, and many of Terra's inhabitants still fight for their own freedom. From the faithful and loyal Mandrake Guardsmen of Agaric, to renegade kappa who have turned on their evil Dragon Emperor, to surviving members of the High Blossom Courts, powerful in the magic of the land, many stand ready to fight the darkness.

Earther or Terran, it matters not—what truly matters is power, wisdom, and courage.

Do you have the strength to stand for what is right? Now is the time for heroes!

CHARACTER CREATION



Welcome, heroes! The world of Terra needs you!

Before beginning character creation, you may want to review the new options available to characters in this setting—check out the new Edges, Hindrances, and Skills in the next section, and have your GM look over the Setting Rules on page 47.

Still, creating a Hero of Terra is as easy as any other Savage Worlds setting. Just follow the few simple steps below.

STEP 1 - RACE

In the world of Terra, humans are rare at best—but in some ways they are the central characters of the story.

The reopening of the passage between the worlds and the return of humans to Terra is a major part of the setting's interest, and the writing of this book assumes that most or all of the characters in a given group will be humans.

Still, there are many races that share Terra—sometimes to their

mutual dissatisfaction. See the **Races** section (page 13) for more information about the most common races of Terra.

Terran races are slightly more powerful than those from other Savage Worlds settings. Rather than using the race creation rules (*Savage Worlds Fantasy Companion*) to aim for a +2 overall bonus, Terran races are generally balanced at +3.

STEP 2 - TRAITS

Characters are defined by attributes and skills, collectively called "Traits," and both work in exactly the same way. Attributes and skills are ranked by die types, from a d4 to a d12, with d6 being the average for adult humans. Higher is better!

ATTRIBUTES

Pick your Attributes as described in *Savage Worlds Deluxe Edition* (page 16). Every character begins with a d4 in every Attribute and has 5 points to raise all of them to higher die types (maximum d12).

SKILLS

Starting heroes have 15 skill points to distribute among their skills. Skills cost 1 point per die type up to the skill's linked Attribute, and 2 points per die type thereafter.

Players familiar with *Savage Worlds* will want to look at the altered skill list on page 27. Particularly, several skills have been combined for *Heroes of Terra*, and a new skill (Socialize) has been added.

DERIVED STATISTICS

Calculate your secondary statistics—Pace, Parry, Toughness, and Charisma—as usual.

STEP 3 - EDGES AND HINDRANCES

Take a look at the removed and altered Edges and Hindrances below before making your choices. As well, the new Edges and Hindrances on page 30 might appeal to you.

Altered Hindrances: Habit (minor and major), Young.

Altered Edges: Adept, Ace, Mr. Fix It, Noble, Soul Drain, Thief, Wizard, Woodsman

Prohibited Edges: Champion, Holy/Unholy Warrior, Linguist, Mentalist.

STEP 4 - GEAR

Every character has a collection of personal effects that helps him or her survive the challenges and dangers of Terra. Most humans have been snatched away from their home world, leaving their possessions behind, but they have still managed to accumulate things in their journeys. Natives of Terra are often wanderers or nomads, staying one step ahead of their many enemies; they too have little to their name.

Starting characters have 500 gold coins to purchase equipment.

At the GM's discretion, human characters can have one small piece of Earthly gear for free; this is something they had on their person when the Warp dragged them across to Terra.

As an example, a human police officer might have had his gun and a full load of ammo on him when he came through the Warp. He can't really buy more bullets, but given some resources and basic knowledge, he could perhaps make more.

STEP 5 - BACKGROUND DETAILS

Finish your character by filling in any history or background you care to. Ask yourself why your hero is where she is and what her goals are. Or you can just start playing and fill

in these details as they become important.

You might also want to talk to the other players. Maybe your characters know each other right from the start. Or you might collectively decide to optimize your group a bit and

ensure you've got a good assortment of skills and abilities. If so, make sure you're playing what you want to play.



CHARACTER ARCHETYPES

While every hero is unique, many of them fall into broad categories. This section is intended to give players ideas for quickly building a character and jumping into play. Each archetype comes with a short list of suggested Skills and Edges to help get players started on the path to building their new character.

Fully fleshed out versions of these archetypes can be found in *Heroes of Terra: The Mushroom War*.

ACORN WARRIOR

Dozens of small monasteries dot the Mandragoran Kingdom, not dedicated to any faith but rather to the improvement of self. The athletic unarmed fighters of these monasteries are known as Acorn Warriors, and many of them—yourself included—have become warriors in the resistance against the kappa.

Suggestions: Martial Artist, Fighting d6+, Healing d6+

ARTIFICER

You are highly skilled with machines, especially the mystical constructs sometimes called magitech. Using your powers, you have built a wondrous device—or maybe more than one—that gives you the edge you need to stay ahead of the kappa legions.



Suggestions: Arcane Background (Artificer), Magitech d6+, Repair d6+

CAVALRY KNIGHT

You once served the Mandragoran Kingdom as a cavalry warrior — either as a mounted knight, or as a knightly mount if you are a quetzal. Either way, you're used to heavy armor, pounding charges into battle, and the clash of armies.

Suggestions: Steady Hands, Fighting d6+, Riding d6+

EARTHER EXILE

You were just having a normal day in the park when this crazy green tube opened up under your feet and sucked you into a bizarre world where talking lizards and angry mushrooms are trying to kill you. Your new best friend is a fern and you can throw fireballs from your hands. What a life!

Suggestions: Common Bond, Notice d6+, Taunt d6+

ENTERTAINER

You are skilled in a variety of performance styles, singing, dancing, poetry, and more. Your performances bring joy to the hopeless and comfort to the pained. You are popular enough that even the kappa can't touch you in public — not unless they want a riot.

Suggestions: Charismatic, Notice d6+, Socialize d6+

FLORAL SORCERER

You are a trained magus, able to speak to plants of all kinds and implore their spirits for aid. Your willpower, words, and spirit can shape reality. You also are probably quite good at other kinds of speaking. While the most famous floral sorcerers and of the mandragoran race, every living being has the potential for magic inside them.

Suggestions: Arcane Background (Floral Sorcerer), Flowerspeak d6+, Persuasion d6+

FORMER GUARDSMAN

You once protected the Mandragoran Kingdom with spear and shield. No more. You were ordered to flee when the capital fell, and ever since you've been fighting a one-person war against the kappa. You once marched on the open field of battle, but now you rely on hit-and-run tactics to survive.

Suggestions: First Strike, Fighting d6+, Stealth d6+

FUNGAL BERSERKER

You are a myconite, once one of the faceless hordes serving the Dragon Emperor — but now, something has changed. You have a sense of yourself as a person, as an individual, not just as part of a vast mushroom colony. You still feel the rage inside you, bubbling and boiling its way out, but you feel

something else too. Perhaps this is what others call “empathy”?

Suggestions: Berserk, Fighting d6+, Intimidation d6+

LOST BLOSSOM

You were born into privilege and luxury, an aristocrat of the Blossom Courts. Your whole life has been spent in debate, games, and pleasant distractions. Until the kappa came and burned your manor, that is. Now you’re on the run, bereft of your servants and fighting to survive. How crude it all is.

Suggestions: Noble, Persuasion d6+, Socialize d6+

PETTY THIEF

You were making a decent living in one of the fortress-cities of the Kingdom before the lizards came and messed everything up. Now you spend as much time dodging patrols as you do picking pockets—and the pickings are getting *real* slim. Unless you help get rid of the kappa, you’re not going to be able to make an indecent living for much longer.

Suggestions: Thief, Climbing d6+, Repair d6+, Stealth d8+

RENEGADE TRIBAL

The kappa have become corrupt. You were raised as a proud nomad in the desolate wastes of the Blight, and you remember the old ways from before the Dragon Emperor and his dreams of conquest. All you want is good food, a healthy mate,

and strong hatchlings, but as long as the Emperor lives, you face a life of conscription and slavery. Not while you have claws!

Suggestions: Sweep, Fighting d6+, Survival d6+

RUIN DELVER

Forebear ruins are fascinating places! Sure they’re full of traps and monsters and hazards, but they’re also full of treasure and history. But mostly treasure. You’ve been picking ruins since you were young, and you’ve made a decent living at it. With the kappa stepping up their efforts at scavenging old Forebear sites, though, pretty soon there won’t be much left for you.

Suggestions: Ruin Picker, Notice d8+, Survival d8+

SHY KILLER

You’ve worn a mask almost your whole life—not just the literal one that all pudicans wear, but a figurative one that hides your true purpose. You masquerade as a common merchant or musician, but you secretly eliminate people dubbed threats by the Grandfather Trees. Recently, the kappa have been giving the orders instead, which doesn’t suit you at all. Now you’ve turned your subtle skills against the tyrant lizards.

Suggestions: Assassin, Climbing d6+, Fighting d6+, Stealth d8+



RACES OF TERRA

The world of Terra is a magical land filled with more races than just one. Where Earth experienced a cataclysmic meteor strike that killed off the dinosaurs, Terra never went through such a trauma, leading to the eventual evolution of sentient saurians, a number of plant- and fungus-based races, and stranger creatures still.

In addition, humans from Earth have occasionally found their way to Terra in times past, and the amazing powers they inevitably develop have made them nearly legendary among the people of the Mandragora Kingdom.

HUMAN

The inhabitants of the semi-mythical world of Earth are called “humans.” These warm-blooded mammals are apparently descendants of the primate survivors of a Great Extinction that never occurred on Terra. The same meteoric impact also deadened Earth to its innate mystical energies, leaving humans incapable of wielding magic on their home world. When they cross the Warp into Terra, however, eons of dormant ability suddenly flares into unique innate magical abilities. What these

talents will be is unpredictable, but such powers are rarely subtle.

- **Adaptable:** Humans are descended from clever primates, making them more adaptable than most of the races of Terra. They begin play with a bonus Edge or 2 extra skill points (player’s choice).
- **Clueless:** Since they’re from another universe entirely, humans that wind up on Terra usually aren’t very sure of what’s going on. They lack an understanding of local history, culture, flora, fauna, geography... Quite frankly, they’re lucky that the locals speak something approximately like English. Humans suffer a –2 penalty on Common Knowledge rolls on Terra.
- **Innate Power:** Humans are creatures of magic in Terra (and on Earth as well, though the magic level there is low), giving them innate access to powers that other creatures must study. Every human gains Arcane Background (Channeler) as a bonus Edge, ignoring that Edge’s normal prerequisites.



MANDRAGORAN

At one time, the mandragora were the dominant species on Terra, having long since spread their blossom markers across the face of the supercontinent and driven most of the animal races out of their territory.

A terrible darkness festered in the hearts of their greatest enemies, however, and that darkness has recently made the mandragora a besieged people. The kappa have struck back against their ancient foes, and now the Mandragora Kingdom of Agaric is in shambles. It is a dark time for the proud blossom children.

A mandragoran looks surprisingly like a human, with the exception being their very smooth skin, which lacks both pores and body hair, and their garishly colored eyes. The mandragora tend to stand somewhat taller than the average human as well, with their heights somewhere between six and seven feet, though they are proportionally thinner and thus weigh about the same. Female mandragora tend to be slightly taller than males.

Most mandragora have blonde or red hair, though a rare few with brown or black hair are known, and their eyes are luminous and brightly colored, virtually every shade of the rainbow. Mandragora “hair” is actually a fibrous extension of their body, though like human hair it has





no pain receptors. Young mandragora have pale skin, shading toward brown as they grow older.

- **Environmental Dependence:** Mandragora are highly susceptible to pollutants, impurities, and other factors that an animal species would be able to shrug off with ease. They suffer a -2 penalty to resist poison, disease, heat, cold, and other environmental hazards.
- **Photosynthesis:** Mandragorns eat and drink like humans, though they also photosynthesize. As long as a mandragoran has access to sunlight, he needs only half as much food as a human to remain healthy.
- **Potent Sorcery:** Mandragora have an innate well of life force, giving them +5 Power Points if they have the Floral Sorcery Arcane Background. Because of this innate well of Power Points, all mandragorans can learn the Flowerspeak skill and use any magical floral bloom whether they have an Arcane Background or not.
- **Spirited:** Mandragora are strong-willed, charismatic, and have great faith, in the universe and in one another. They start with a d6 in Spirit instead of a d4.

MYCONITE

The fungal berserkers of the kappa king and the front line in any kappa war march, the myconites are distant cousins of the noble mandragora.

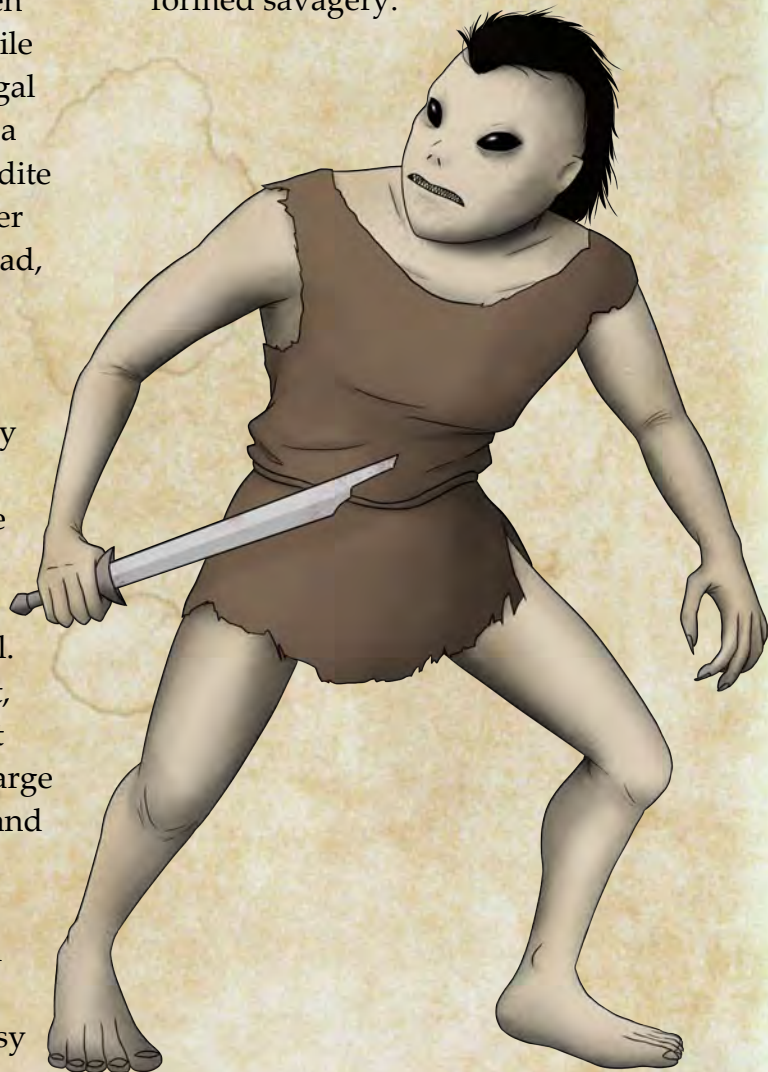
A generation ago, the myconites suddenly united under a common banner—that of the Dragon Emperor. No one in the Mandragora Kingdom knows how this coup was achieved, but it has proved an incredible boon for the kappa armies.

Myconites are smaller than even humans, but they fight with a tenacity and vigor that makes even the hardest warrior nervous. While they are best known for their fungal berserkers, not every myconite is a raving savage. Even the most erudite of them, however, is still a member of a society that eats their own dead, has nothing resembling a family unit, and views other life as little more than compost waiting to happen. Their alien mindset rarely makes for good company. A few myconites have broken free of the mysterious control of the Dragon Emperor, and these are often surprisingly friendly and cheerful.

The average myconite is a squat, humanoid shape around four feet tall. Their heads are slightly too large for their bodies, they lack noses, and their fang-filled mouths are extremely wide; most myconites have a significant underbite, with fangs jutting up from their lower jaws. What hair they have is greasy

and knotted, growing in a wild mane from their heads down their backs, and their eyes are an unnerving black. A myconite lopes rather than runs, sometimes using their hands to aid in running.

A myconite's feet have poorly-differentiated toes, almost seeming to be webbed, and have short black claws instead of toenails. Myconites have no gender differentiation; they are neither male nor female, and they reproduce asexually by budding off large spores. Their overall appearance is one of half-formed savagery.



- **Fungal Growth:** As a fungus-based life form, myconites suffer very little from the environment and heal extremely fast. A myconite ignores all penalties when making natural healing rolls, including wound penalties and any penalties for a lack of medical attention. Additionally, myconites gain a +2 bonus on Vigor rolls made to resist negative environmental effects. Finally, a myconite can make a natural healing roll every day, rather than every week.



- **Infra-vision:** Myconites can see in the infrared spectrum, halving attack penalties (round down) for bad lighting.
- **Small:** Myconites only stand around four feet tall, making them significantly smaller and lighter than either humans or mandragora. They suffer a -1 penalty to Toughness.
- **Tough:** Myconites take a beating very well despite their size. Their entire cultural drive is based around survival of the fittest, leading them to be quite hard to kill. They start with a d6 in Vigor instead of a d4.
- **Ugly:** Myconites are unpleasant to look at by most standards. They suffer a -2 penalty to Charisma.

KAPPA

Soldiers of the Dragon Emperor and descendants of the ancient tyrant lizards, the kappa are a reptilian race bound for glory and conquest.

A generation ago, a charismatic and powerful kappa seized control of one tribe after another, finally declaring himself Dragon Emperor of all kappa and making war against the Mandragora Kingdom. His control of the myconites was an incredible aid in the war effort, and he has since proven able to command the loyalty of all manner of fell beasts and tribes.

Many kappa believe that total victory in the war is near, but a tiny number of kappa have turned against their own, however, calling the despotic rule of the emperor an affront to their traditional tribal way of life.

Kappa stand roughly eight feet tall and weigh over 500 pounds, massive and powerfully built saurians with a tough but flexible hide. Many kappa have small crops of horns rising from their head or back, and their mouths are filled with razor-sharp fangs. Most kappa are either a dark or light green in color, though a rare few have exhibited other shades, and yellow or brown highlights are not uncommon.

Despite their size and bulk, kappa have surprisingly good manual dexterity. Their most unnerving habit to outsiders is their tendency to

use the bodies of their honored dead as raw materials for weapons and armor—bone spears, rigid leather armor designed to look like turtle shells, clubs studded with teeth, and so on. Kappa commonly speak of “carrying my grandfather into battle” with pride.

- **Bloodthirsty:** Anyone with any sense is afraid of the kappa. They are cold in demeanor (if not in blood) and relish the thought of snapping bones and rending flesh in battle. They suffer a -4 penalty to Charisma with other, less bloodthirsty races.
- **Large:** Standing around eight feet tall (or even taller for older kappa), a kappa is significantly taller and bulkier than a human. They are Size +1, and this greater size grants them +1 to their Toughness and carrying capacity multiplier.
- **Low Light Vision:** The kappa lands are dim and unpleasant places where the skies are constantly choked with ash. Kappa ignore penalties from Dim and Dark lighting.
- **Mighty:** Kappa are strong and powerful of limb. They start with a d6 in Strength instead of a d4.



PUDICAN

Another distant cousin of the mandragora, the pudica are a humanoid plant race more closely related to Earthly trees than to flowers or fungus.

Few people are really sure of what the pudica look like, since their cultural tradition demands that they cover their bodies completely when in the company of other races. This extends to the wearing of complicated ceremonial masks, which are said to be individually crafted for each pudican and as much an indicator of identity as a human's fingerprints. These habits have led the mandragora to call them "the shy folk."

What little is known of shy folk culture indicates that it is deeply intellectual, with an economy based on ideas and deep thoughts.

Without their covering garments, pudica are thought to be humanoid in shape, and the few glimpses gained of them in this state have revealed them as having bark-like skin, brown or ebony in color, and liquid, sap-colored eyes. In public, they wear concealing robes, gloves and boots, as well as ornate wooden masks.

- **Clever:** The pudica prize intelligence and have a great deal of it themselves. They start with a d6 in Smarts instead of a d4. Additionally, pudica can advance their Smarts to d12+2 before





Legendary Rank, and up to $d12+4$ using Legendary Edges.

- **Shy:** The pudica don't deal well with outsiders. Their cultural distance and inability to relate well with others causes them to suffer a -2 penalty to Charisma with all other races.
- **Slow:** Pudica have shorter bodies than most other races, though they aren't as small as myconites. They have a Pace of 5.
- **Stoic:** The pudica distaste for emotion leaves them unmoved in the face of terror, shame or sorrow. They gain a $+2$ bonus to Fear checks as well when defending against Intimidation, Taunt, and Smarts tricks. Pudica treat any Charisma bonus or penalty as though it were 2 points less than its actual value. (Thus, a mandragora noble with $+4$ Charisma would only have $+2$ for rolls against a pudica, while a kappa with a -4 penalty wouldn't seem so bad to them, treating it only as -2 .)
- **Toolkit:** A pudica's natural ability with manufactured objects and their grasp of advanced engineering principles makes them invaluable as craftsmen and architects. They gain a $+2$ bonus on Repair rolls and are always considered to have at least basic tools on hand.

QUETZAL

A distant cousin of the kappa, quetzals are tree-dwelling saurians that have adapted to their lofty homes by evolving to something partway between a dinosaur and a bird. Quetzals are smaller than kappa, about the size of humans, and have long avoided conflict with other races due to their own natural skittishness. With the march of the kappa army, however, the quetzals have finally begun to come down from the forests to fight on the side of the mandragora. No love is lost between the predatory kappa and the omnivorous quetzals.

Quetzal society is mostly peaceful. Because of their unusual body shape and wing-structures, quetzals largely eschew clothing and armor, though they are willing to don them in time of need. Quetzals are keen and quick, clever and incisive, though their lack of materialism has stunted their cultural development.

To the human eye, quetzals are quite strange-looking. These saurians have a somewhat hunched shape, seeming to lean forward, their long tails jutting out behind them and their arms held slightly in front. Their feet are large and clawed, and their heads large but narrow.



Their most striking feature is their combination of scales and feathers, both in bright colors and patterns. These feathers cover their arms and tails most thickly, creating a sort of wing-fringe, and some quetzals also have large “manes” of colored feathers.

Quetzals cannot speak any non-saurian language because of their vocal structure, but they can understand others easily enough, and those that interact with outsiders usually find ways to communicate.

- **Agile:** Quetzals are quick and nimble from a lifetime spent among the treetops. They start with a d6 in Agility instead of a d4.
- **Fast:** Quetzals are somewhat faster than other humanoids, starting with a Pace of 8 and a running die of d8. (A Quetzal with the Fleet-Footed Edge has a Pace of 12 and a running die of d12.)
- **Gliding:** A mature quetzal cannot fly without significant wing-strengthening exercises, but all adult quetzals can use their wings to improve their jumping ability and slow their falls. Quetzals add 1” to their base jumping distance, and they suffer half damage from falls as long as they are conscious and able to move freely.



- **Jumpy:** Quetzals are highly-strung and easily startled. They suffer a -2 penalty on Fear checks and rolls made to resist Intimidation.
- **Keen Senses:** The quetzal have highly attuned senses of sight and smell. They gain +2 on Notice rolls.
- **Mount:** The strange body posture of a quetzal can make finding gear for them difficult at times, but they have learned that it makes possible a symbiotic relationship with other humanoids. Quetzals can act as mounts for any humanoid of Size +0 or smaller, ignoring the “rider’s” weight for purposes of encumbrance. While mounted on a quetzal, the rider checks his Fighting against his Riding skill or the quetzal’s Agility, whichever is *better* for determining his maximum mounted Fighting skill. While carrying a rider, the quetzal gains +1 Armor.
- **Non-Vocal:** A quetzal cannot speak any non-saurian language. This gives them difficulty being understood by outsiders. They suffer a -2 penalty to Charisma when dealing non-saurians and a -2 penalty on Flowerspeak rolls.



SKILLS

The skill list in the *Heroes of Terra* setting is somewhat different than in the core *Savage Worlds* rules.

The full skill list is shown below, with new and combined skills receiving new descriptions. Unless otherwise noted, a skill uses the same rules as found in the *Savage Worlds Deluxe Edition* core book.

Skill	Linked Attribute
Climbing	Strength
Fighting	Agility
Flowerspeak*	Spirit
Healing	Smarts
Intimidation	Spirit
Investigation	Smarts
Knowledge	Smarts
Magitech*	Smarts
Notice	Smarts
Persuasion	Spirit
Repair*	Smarts
Riding	Agility
Shooting	Agility
Socialize*	Spirit
Stealth	Agility
Streetwise	Smarts
Survival*	Smarts
Swimming	Agility
Taunt	Smarts
Throwing	Agility
Vehicles*	Agility

*Indicates a new skill for the *Heroes of Terra* setting.

Flowerspeak (Spirit)

This is the arcane skill for the Floral Sorcery Edge. Use this skill to cast spells and use magic.

Additionally, you speak the language of flowers—you may communicate with any plant-based life form (including those derived from mold and fungus) as though you shared a language. This may or may not help you depending on the plant's Smarts, but at the least you can get a general impression of the plant's motivations (even if it's just "sit in the sun and grow" or "hunt and devour animals").

Magitech (Smarts)

This is the arcane skill for the Artificer Edge. Use this skill to activate and build magitech devices, ranging from force field belts to steam-powered jet packs to chainsaw-bladed swords.

Repair (Smarts)

The functions of the Lockpicking skill are folded into Repair for *Heroes of Terra*. This means that the Repair skill is used to pick locks, disarm traps, and set traps in addition to its usual functions.

Socialize (Spirit)

You are passable at the arts and pastimes of your culture, whether music, painting, or gaming. The higher your level in this skill, the more types of socialization you are familiar with and the better your skill with them. Use this skill to impress others with your refinement, artistic merit, or defeat others in petty contests, like gambling or knowledge of cultural trivia.

Socialize is affected by a character's Charisma modifier.

Survival (Smarts)

The functions of the Tracking skill are folded into Survival for *Heroes of Terra*. This means that the Survival skill is used to follow tracks, using the Tracking Modifiers table (SWDE 27).

Vehicles (Agility)

You have a basic ability to pilot or drive any artificially crafted conveyance, from a covered wagon to an airship. This skill is frequently used with the chase rules.

LANGUAGES AND TERRA

The common language of a *Heroes of Terra* game is the lingua franca of the Mandragoran Kingdom, a language that scholars usually call *Root*. Any hero called through the Warp from Earth finds themselves speaking Root rather than their own

native language while on Terra; they can recognize the difference and even force themselves to speak in their real native language, but it seems awkward and foreign while on Terra.

Any character native to Terra is assumed to have learned Root at some point prior to the beginning of the campaign. While there are dialect variations of Root depending on location, these are primarily cosmetic and do not impede communication (unless it would be funny or dramatic).

Each of the major races of Terra speaks their own language as well, though these are broadly grouped by mandragoran scholars into four language "families": *Saurian* (spoken by the kappa and quetzal), *Fungal* (spoken by the myconites), *Branch* (spoken by the pudicans), and *Ancient* (the language of Forebear ruins).

There is also *Flowerspeak*, the language of mages and scholars, which can be used to communicate with any plant-based life form on a basic level. This means that a mandragoran sorcerer who knows Flowerspeak can still talk to myconites and pudicans without knowing their languages; their replies would be very basic and vague, but knowing Flowerspeak would let him understand them to some degree.

Except for Flowerspeak, any character who wants to learn a racial

language can do so by finding a teacher and putting a rank in the Knowledge (Languages) skill. Each die step gives the character another language known.

Generally, every major NPC will speak either Root or Flowerspeak (or both), and an inability to communicate with another character should only ever come up as a plot point. Not being able to talk to NPCs is more frustrating than fun for most

groups, so assume most people can just talk to each other.

The major exception to this suggestion are the quetzal—their inability to speak any language other than Saurian doesn't prevent them from communicating in other ways, and should generally be played for laughs rather than as an excuse to exclude a quetzal's player from the conversation.



EDGES AND HINDRANCES

As noted in Character Creation on page 7, the following Edges and Hindrances have been altered or removed from *Heroes of Terra*.

- **Altered Hindrances:** Young.
- **Altered Edges:** Ace, Adept, Gadgeteer, Mr. Fix It, Noble, Soul Drain, Thief, Wizard, Woodsman
- **Prohibited Edges:** Champion, Holy/Unholy Warrior, Linguist, Mentalist.

Some versions of the altered Edges only have slightly different requirements based on the different skills list for the game, while others have their flavor altered for the setting. Any altered Edge has been reproduced here with changes noted in the text.

NEW AND ALTERED HINDRANCES

The following Hindrances are new to the *Heroes of Terra* setting, or changed significantly from the core rules.

Weak-Willed [Major Hindrance]

You might be brave on the battlefield, but the idea of being laughed at in public makes your stomach churn. You suffer a -2

penalty on rolls made to resist Tests of Will and tricks.

Slowpoke [Major Hindrance]

Your get up and go just got up and went. You draw two cards in combat and act on the worst. If you draw a Joker, you use it normally and ignore this Hindrance for the round.

You cannot take the Quick Edge. However, you can improve your reactions by taking the Level Headed Edge (though not during character creation). Taking Level Headed allows you to draw one card and act normally; Improved Level Headed grants you two cards, and you act on the better of the two.

Young [Major Hindrance]

You are younger than most people who risk their lives for profit and glory. This Hindrance has been altered from the *Savage Worlds* core rules.

A Young hero cannot raise any physical attribute or any skill linked to a physical attribute above d6 until he becomes an adult and starts with 4 Attribute points instead of 5.

If the hero's race starts him with a physical attribute at d6 or higher, he can advance that attribute one die type before reaching adulthood.

Additionally, the character suffers -1 Toughness, as though Small.

On the plus side, young heroes tend to be pretty lucky. They draw one extra benny at the beginning of each game session. This is in addition to any additional bennies gained from such things as the Luck or Great Luck Edges.

If the character should live long enough to mature, the Hindrance doesn't have to be bought off. He's already paid the price for the Hindrance by starting at a disadvantage. He stops getting the extra benny when he becomes an adult, however.

Special: Fungal races like myconites cannot take this Hindrance, as they are generally born almost fully grown and mature within days or weeks.

NEW AND ALTERED EDGES

The following Edges are new to the Heroes of Terra setting, or changed significantly from the core rules.

Savage Worlds Companion Edges

The following Edges were originally printed in the *Savage Worlds Companion* series but are considered appropriate for a *Heroes of Terra* campaign. Their requirements have been changed as noted here.

Destiny's Child (*Adventure Deck*):

This Edge is used with the *Heroes of Terra* Adventure Deck setting rule.

Necromancer (*Horror Companion*

p.5): Novice, Spirit d8+, Arcane Background (Floral Sorcery), Flowerspeak d8+, Knowledge (Magic) d8+

Scamper (*Fantasy Companion*

p.8): Novice, Agility d6+, Size -1 or smaller

Improved Scamper (*Fantasy*

Companion **p.8):** Seasoned, Scamper

Sunder (*Fantasy Companion* 8):

Novice, Strength d8+

Improved Sunder (*Fantasy*

Companion **p.8):** Seasoned, Sunder

BACKGROUND EDGES

Arcane Background (Artificer)

Requirements: Novice, Smarts d6+

Arcane Skill: Magitech (Smarts)

Starting Power Points: 10

Starting Powers: 1

Artifice is the creation of strange and powerful devices. It differs from regular magic in that some element of binding is involved rather than simply drawing upon energy for an instant.

Artifice is identical to the **Arcane Background (Weird Science)** Edge from *SWDE*, except that it uses a different skill and has slightly different requirements.

Kappa and pudica are the most enthusiastic practitioners of artifice, though not the only ones.

Mandragora and quetzal particularly dislike using the artificial magic of engineering, while myconites generally aren't smart enough to grasp its tenets. Still, some artificers of every race exist.

Maintenance: Because artificers are not generating a power themselves, they do not suffer penalties for ongoing power maintenance like floral sorcerers and channelers.

Arcane Background (Channeler)

Requirements: Novice, Vigor d6+

Arcane Skill: Special (see below)

Starting Power Points: 20

Starting Powers: 1

You have magic itself running through your veins. In some ways, your powers are purer than those of a sorcerer or artificer, though more difficult to develop. All humans have the innate capacity to channel magic, but only those that come through the Warp to Terra gain access to enough power to develop that ability.

Unlike sorcery or artifice, each power is its own skill and has no linked attribute (and thus counts as “lower” than its linked attribute for purposes of advancement).

For example, a channeler with the *armor* power has an Armor skill to activate it; if he later gains the *bolt* power, he must train a Bolt skill to use it. (If a channeler learns multiple variants of the same power—such as learning both *fireball* and *thorns*—

then the same skill works for all of the variants.)

It is more expensive for channelers to improve their powers, but they have more Power Points, which allows them to use their powers more often. Best of all, a channeler never risks harming himself or others with his powers—the power either works or it doesn't.

All human characters gain this Edge for free in Heroes of Terra. They gain one power as normal and start with a free d6 in the skill to use that power. Non-human channelers are rare to the point of legend, with only a handful being born in a given generation.

Inner Focus: A channeler's powers primarily work on himself. Any power that can be used offensively works normally, but any power with a beneficial effect other than *healing* or *greater healing* has its Range changed to “Self” for a channeler. The GM has final call on what constitutes a “beneficial” power in this context.

Power Ranks: Channelers ignore Rank requirements for any non-Legendary power.

Maintenance: Channelers suffer maintenance penalties just like floral sorcerers (*SWDE* 103).

Arcane Background (Floral Sorcerer)

Requirements: Novice, Spirit d6+

Arcane Skill: Flowerspeak (Spirit)

Starting Power Points: 10

Starting Powers: 3

You have learned the “language of flowers,” the ephemeral secrets of magic that run through the natural world. You can listen to the spirits of plants and animals, commune with the guardians of the sky, and hear the constant babble that fills every living place. This communion gives you access to powers far beyond those of mortals. The best sorcerers also know that it gives them incredible responsibility—to use their powers wisely, to support the living world, and to act as the bridge between flesh and spirit.

The arcane skill of a floral sorcerer is called **Flowerspeak** (or more formally, *floriography*). It represents the ability to speak the language of flowers, understanding the combinations of emotion, thought, and spirit that make magic possible. As a sorcerer grows in understanding, he is said to know the true names of more flowers and spirits.

While the mandragora are the most common practitioners of floral sorcery, its practice is not limited to them. Anyone with the desire to



learn and a love for nature can learn to hear the flowers speak. Kappa generally despise the “soft” and “weak” followers of floral sorcery, but a few kappa sorcerers are known to exist.

Speech: The ability to speak to the spirits is an important facet of floral sorcery. If a floral sorcerer cannot speak clearly, he suffers a –2 penalty on his Flowerspeak rolls. A floral sorcerer that cannot speak at all cannot use magic.

Backlash: When a floral sorcerer rolls a 1 on his Flowerspeak die, regardless of his Wild Die, he is automatically Shaken. The spell may still work if the Wild Die is a success, but the sorcerer is Shaken at the resolution of his action.

Maintenance: Floral sorcerers suffer the standard penalties for maintaining multiple powers at once (*SWDE* 103).

Noble

Requirements: Novice, special (see below)

The world of Terra has many types of nobility and aristocracy—and each race has its own idea of what makes someone “noble.”

As per the description in the core rules (*SWDE* 33), all Nobles gain +2 Charisma for their powerful bearing and aura of command and the Rich Edge for their access to better gear and funds. Each race has its own requirements for noble rank, as described below.

Mandragoran: The aristocrats of Agaric are expected to be skilled conversationalists, debaters, and gamblers. A mandragoran noble must have Socialize d6+.

Kappa: The kappa have tribal leaders and priests rather than traditional aristocrats, but they fulfill the same function. A kappa noble is expected to defend his position constantly, so he must have Fighting d6+.

Quetzal: The leaders of the quetzal race are the coatls, magnificent winged saurians who act as priests, messengers, and arbiters. Because of their race’s general poverty, quetzal nobles gain the Acrobat Edge rather than Rich, and they must have Climbing d6+.

Other Races: Humans, myconites, and pudicans do not have a nobility to speak of, and so cannot take this Edge.

COMBAT EDGES

Dart Cloud

Requirements: Seasoned, Agility d8+, Quick Draw, Throwing d8+

You can throw a large number of small weapons in one quick motion, filling the air with deadly steel.

When you use knives or darts as thrown weapons, your Rate of Fire is 3. You can draw and throw as part of the same action when performing this maneuver. You suffer the usual –2 penalty to attack rolls for using a

weapon with a Rate of Fire greater than 1 when you use this Edge.

Leaping Attack

Requirements: Novice, Agility d8+, Strength d6+, Extraction

The gravity on Terra is less than that on Earth, enabling some truly spectacular leaps. Many Terran combat styles have evolved to take advantage of the momentum that can be built up during such jumps.

If you move at least 2" before making a Fighting attack, you gain a bonus on your damage roll equal to half the distance you moved.

Phalanx Fighter

Requirements: Novice, Strength d8+

The mandragora developed the art of fighting with both spear and shield, but the kappa were more than happy to take the style for their own and turn it against its creators.

You can wield a spear one-handed while using a shield in the other hand. If you are adjacent to another character with this Edge, you gain +1 Armor.

POWER EDGES

Soul Drain

Requirements: Seasoned, Arcane Background (any but Artificer), Knowledge (Magic) d10+

This Edge works identically to the version in the core rules (SWDE 38), but its requirements are different.

PROFESSIONAL EDGES

Champion of Terra

Requirements: Human, Novice, Arcane Background (Channeler), Spirit d8+, Fighting d8+

This Edge works identically to the Adept Edge (SWDE 39) but has different requirements.

Magus

Requirements: Novice, Spirit d8+, Arcane Background (Floral Sorcerer), Flowerspeak d8+, Knowledge (Magic) d8+

You have trained in a formal apprenticeship to hone your magical powers, either at the hands of another magus or in one of the Robed Colleges of sorcery. You have earned the right to style yourself "magister," showing your prowess with magic.

This Edge works identically to the Wizard Edge (SWDE 40) but has different requirements.

Magitech Engineer

Requirements: Novice, Smarts d8+, Arcane Background (Artificer), Magitech d8+, Repair d8+

You have resolved the mechanical underpinnings of magic, allowing you to produce short-lived devices that fit your specifications.

This Edge works identically to the Gadgeteer Edge (SWDE 39) but has different requirements.

Mandrake Guardsman

Requirements: Novice, Spirit d6+, Strength d6+, Socialize d6+, Fighting d8+

The former elite guard of the Mandragora Kingdom, the Mandrake Guardsmen were the personal defenders of the Blossom King. Most have been slain in the years since the fall of the kingdom, but a few survived and some have passed on their training to new recruits.

Mandrake Guardsmen add +2 to their damage when fighting enemies of the Mandragora Kingdom, including kappa loyal to the Dragon Emperor, and gain +2 to Toughness when suffering damage from such sources. The GM has final say on what constitutes an “enemy of the kingdom,” but generally any creature openly loyal to an enemy nation would qualify, while a random hungry florapede probably doesn’t count, even if it’s trying to eat a nobleman.

Additionally, a Mandrake Guardsman gains a fine spear, a fine shield, and a full set of fine +2 Armor (breastplate, helmet, greaves, and bracers) at no cost.

Master Craftsman

Requirements: Novice, Smarts d10+, Repair d8+

This Edge works identically to the Mr. Fix It Edge (SWDE 39) but has different requirements and is not limited to artificers.

Ruin Picker

Requirements: Novice, Notice d8+, Survival d8+

You excel at getting by on little to nothing, as well as finding everything you could need from the land itself.

You gain a +2 bonus on Notice rolls when scavenging and a +2 bonus on Survival checks made to find food and shelter in the wilderness.

Additionally, when you successfully scavenge an area for supplies, you double the normal results (2d6 × 2 gold coins on a success or two cards on a raise).

Scout

Requirements: Novice, Notice d8+, Survival d8+

You are a master of avoiding trouble in the wilderness. Whenever a group you are part of draws cards for an encounter, draw twice and pick whichever card you prefer.

Thief

Requirements: Novice, Agility d8+, Climbing d6+, Repair d6+, Stealth d6+

This Edge works almost identically to the core book Thief Edge (SWDE 40).

A character with this Edge gains a +2 bonus on Climbing and Stealth in urban environments, as well as Notice and Repair rolls that relate to traps, locks, and similar devices.

Woodsman

Requirements: Novice, Spirit d6+, Stealth d6+, Survival d8+

This Edge works almost identically to the core book Woodsman Edge (SWDE 40).

A character with this Edge gains a +2 bonus to Stealth and Survival rolls made in the wilderness.

RACIAL EDGES

These Edges have specific racial requirements and can only be taken by characters of the appropriate race.

Coatl

Requirements: Quetzal, Seasoned, Agility d6+, Strength d6+

You have exercised the muscles in your torso and upper limbs far beyond the normal limits of your race's half-wings.

You can truly fly, though not if you are suffering any encumbrance penalties. You have a flying Pace of

6", with Climb 0. You can "run" while flying. You cannot effectively use your hands while flying, since your wings are part of your arms.

Kudzu

Requirements: Mandragora, Novice, Vigor d8+

Most mandragora wilt and wither in the hot, dry sun or the cold, wet winters, but you just keep on keeping on like the hardiest of weeds.

You do not suffer from the Environmental Dependence racial disadvantage. Additionally, you need only half as much food and water as normal to avoid fatigue (so only one-quarter that of a human).

Mystic Bond

Requirements: Novice, Human, Arcane Background (Channeler)

Humans from Earth often find that their strange, mystical powers can "bend" the rules of reality ever so slightly in order to keep things working the way the human thinks they should.

A human channeler with this Edge picks one piece of non-restricted, non-expendable equipment that he could reasonably have brought with him to Terra. This could be a pistol, a cell phone, a laptop computer, or even a motorcycle or automobile. The character does not have to pay for this item from his starting coins.

Whenever the human uses the bonded item, he may pay 1 Power Point as an action to have it work normally for whatever amount of time would be reasonable. A gun has its ammo capacity replenished, a car acts as though it had a full tank of gas, a laptop has its battery fully recharged, or a cell phone can make calls to Earth normally until its battery runs down.

The player and the GM should work out the exact details of the bond's effects, and the GM has final say on whether a piece of equipment is appropriate or not.

Steel Scales

Requirements: Kappa or quetzal, Novice, Vigor d8+

Your scales are harder than normal. You gain +2 Armor to all of your body locations except those that cannot possibly be armored (such as your eyes).

Terribly Mysterious

Requirements: Pudica, Novice, Spirit d6+

You have turned the legendary shyness of the pudica into an art form. Your emotions—if you have any left—are almost impossible to read, and you seem to fade from sight when not being watched closely.

You gain a +2 bonus on Stealth checks. Additionally, opponents are always considered to be inactive against your Stealth checks initially regardless of how alert they are. This does not apply to taking the last step (*SWDE* 27).

Tooth and Claw

Requirements: Kappa, myconite or quetzal, Novice, Strength d6+

You have vicious natural claws or a bite. You gain a natural attack that inflicts Str+d4 damage. You are always considered armed as long as you can bring your fangs or claws to bear.

WEIRD EDGES

Lotus Eater

Requirements: Novice, Vigor d8+

You have a particular affinity for the natural floral magic of Terra. When you devour or imbibe any floral magic item, including mandrakes and lotus flowers, you double the duration of their effect. For such items without a duration, you double their raw effect (GM's discretion if interpretation is required).

GEAR AND EQUIPMENT

The people of Terra vary in their cultural and social levels, though most societies range from stone age hunters and gatherers to late bronze age empires. Most common people still rely on barter and trade rather than exchanging money. Still, folk within the area of influence of either the Dragon Empire or the Mandragora Kingdom know the import those two powers place in minted coinage.

The most common form of money in the civilized regions of Terra is the gold coin. Whether this is the round, embossed *rosacea* of Agaric or the rectangular, rough-edged *k'ruk* of the Dragon Empire, these gold coins are accepted as currency by most people through the known world. Ancient coins from previous eras are just as good in the eyes of most, and the majority of people will take trade or barter in everything from chickens to pretty stones.

Characters in *Heroes of Terra* start with 500 gold coins to purchase their equipment, representing items they have bought, scavenged, stolen, or been gifted before game play begins.

MATERIALS

Most weapons and armor in the world of Terra are made from bronze or iron rather than steel. This makes

them somewhat less reliable than objects made on Earth. This makes most weapons and armor come in three grades: crude, average, and fine.

Some cultures are still using stone, bone, or wooden weapons and armor instead of metal. Such “crude” objects may be bought for half the listed price, if the GM agrees that a crude version is appropriate. A few steel weapons and armors from Earth or master smiths also exist; these “fine” weapons cost double the listed price.

For normal weapons, if the wielder rolls a 1 on the skill die (regardless of the Wild Die), he must attempt an Agility roll or the weapon breaks. A crude weapon risks breakage on a roll of 1 on either the skill die or Wild Die, and the Agility roll is at -2. A fine weapon only risks breakage on a critical failure, and gets +2 to the roll.

Armor also risks degrading in Terra, though not as severely. Whenever a character wearing armor attempts a soak roll and rolls a 1 on his Vigor die (regardless of the Wild Die), the wearer must attempt an Agility roll or the armor degrades by 1 point until repaired. Armor degraded to +0 is destroyed.

Crude armor suffers this penalty every time the wearer suffers a

wound or rolls a 1 on either die in a soak roll. Fine armor only risks damage when the character suffers a critical failure on a soak roll. Shields degrade the same way as armor.

IMPROVISED WEAPONS

In the world of Terra, nature itself can be a source of weapons for the canny.

Even in the wilderness, a character can make a Survival roll at -2 to find a small improvised weapon as an

action; on a raise, this can be a medium weapon, or a large weapon with two raises.

These weapons take the form of fist-sized nuts, trees easily uprooted and used as clubs, or even more exotic things, like bladeflowers or thorn daggers.

All improvised weapons are considered to be made of “crude” materials in *Heroes of Terra*, whether found in nature or not.

Hand Weapons

Type	Damage	Weight	Cost	Notes
Blades				
Dagger	Str+d4	1	25	+2 to Stealth rolls made to conceal weapon
Needle sword	Str+d4	3	150	Parry +1
Short sword	Str+d6	4	200	
Wave sword	Str+d6	6	500	AP 2
Long sword	Str+d8	8	300	
Great sword	Str+d10	12	400	Parry -1, 2 hands
Chains and Bludgeons				
Club	Str+d4	2	10	
Pugil gloves	Str+d4	1	20	Still considered unarmed
Staff	Str+d4	4	20	Parry +1, Reach 1, 2 hands
Chain	Str+d6	8	200	Ignores shield Parry and Cover bonus
War hammer	Str+d6	8	250	AP 1
Maul	Str+d8	16	400	AP 2, Parry -1, 2 hands
Axes and Picks				
Axe	Str+d6	4	200	
Battle axe	Str+d8	8	300	
Great axe	Str+d10	12	500	AP 1, Parry -1, 2 hands
War pick	Str+d6	6	250	AP 1
Pole Arms				
Spear	Str+d6	5	100	Parry +1, Reach 1, 2 hands
Glaive	Str+d8	15	250	Parry +1, Reach 1, 2 hands
Lance	Str+d8	10	300	AP 2 when charging, Reach 2, only in mounted combat

Ranged Weapons

Type	Range	Damage	RoF	Cost	Weight	Min. Str.	Notes
Bow	12/24/48	2d6	1	250	3	d6	
Crossbow	15/30/60	2d6	1	500	8	d6	AP 2, reload
Dart	5/10/20	Str	1	5	1	–	see below
Flamecaster	5/10/20	2d6	1	350	5	–	AP 1, 6 shots, Reload 2
Javelin	3/6/12	Str+d6	1	30	4	d6	
Kappa cannon	25/50/100	4d6	1	2000	75	d8	AP 4, Heavy Weapon
Shell bomb	3/6/12	2d6	1	50	4	–	Explosive, Small Burst
Sling	4/8/16	Str+d4	1	10	1	–	uses Throwing skill
Throwing axe	3/6/12	Str+d6	1	50	2	–	
Throwing knife	3/6/12	Str+d4	1	25	1	–	

Ammunition

Ammo	Weight	Cost	Notes
Arrow	1/5	1/2	
Arrow, chisel	1/5	5	AP 2
Arrow, slayer	1/5	1	+1 damage against humanoids
Cannon shell	10	50	see below
Crossbow bolt	1/5	2	AP 2 (standard crossbow)
Flame ball	1/10	10	AP 1 (standard flamecaster)
Sling stone	1/10	1/20	Can be found for free with a Notice roll and 1d10 minutes searching

Armor

Type	Armor	Weight	Cost	Notes
Personal				
Leather	+1	15	50	Covers torso, arms, legs
Breastplate	+2	15	150	Covers torso
Bracers	+2	5	75	Covers arms
Greaves	+2	10	100	Covers legs
Helmet	+2	4	75	Covers head
Silk weave coat	+2	25	350	Covers torso and arms
Plate corselet	+3	25	400	Covers torso
Plate arms	+3	10	200	Covers arms
Plate leggings	+3	15	300	Covers legs
Heavy helmet	+3	8	150	Covers head
Shields				
Small shield	–	8	25	+1 Parry
Medium shield	–	12	50	+1 Parry, +2 Armor to ranged shots that hit
Large shield	–	16	150	+2 Parry, +2 Armor to ranged shots that hit

Common Gear

Item	Cost	Weight	Notes
General Gear			
Backpack	25	2	
Bedroll	25	4	
Blanket	10	2	
Candle	1	–	Provides light in a 2" radius, burns for 1 hour
Flint and steel	2	–	
Grappling hook	50	2	
Hammer	10	1	Can be used as an improvised weapon, Str+d4
Lantern	25	3	Provides light in a 4" radius
Lantern oil, 1 pint	2	1	Fuels lantern for 1 hour
Lockpicks	100	1	Necessary tools for Repair to pick locks
Parasol	25	2	+1 to Survival rolls in hot environments
Quiver	10	1	Holds 20 arrows or bolts
Rope, 10 feet	10	5	
Shovel	5	5	Can be used as an improvised weapon, Str+d6, two hands
Soap	1	–	
Tent	50	10	
Tool kit	100	5	General tools for Repair skill
Torch	5	1	Provides light in a 4" radius, burns for 1 hour
Waterskin	5	1	Holds 1 gallon of water
Clothing			
Boots	20	–	+1 to Vigor rolls to avoid Fatigue from forced march
Camouflage clothing	50	–	+1 to Stealth rolls in appropriate environment
Common clothing	20	–	
Desert clothing	50	–	+1 to Vigor rolls to avoid Fatigue in hot environment
Formal clothing	200+	–	+1 Charisma with people of high social status
Winter clothing	50	–	+1 to Vigor rolls to avoid Fatigue in cold environment
Food and Shelter			
Average meal	5	–	
Cheap meal	2	–	
Fancy meal	20+	–	
Trail rations	25	10	Food for 1 week
Room, shared	5	–	
Room, private	10	–	
Room, elegant	20+	–	+1 to natural healing checks for spending 1 week
Travel and Mounts			
Riding bird	250	–	
Riding saurian	150	–	
Carriage ride	5 per day	–	
Ship passage	3 per day	–	

EQUIPMENT NOTES

Dart: Not the barroom darts most Earthers are familiar with—these are metal shards as long as a man’s hand and fletched for smooth throwing. When a dart strikes an armored target, roll 1d6; on a roll of less than or equal to the target’s Armor rating, the dart is ruined.

Flamecaster: This weapon resembles an oversized Earth revolver with a long bronze tube and a heavy revolving cylinder. Rather than firing bullets, it cracks alchemical spheres that burst into flame and shoots out incandescent balls of burning chemicals—not unlike a weaponized Roman candle. Crude flamecasters can’t be created.

Kappa Cannon: One of the major advantages gained by the kappa in their recent war with the mandragora is the discovery of a chemical compound they call flame powder. This and their metallurgical skills have allowed them to build primitive black powder cannons. A kappa cannon is meant to be a mounted weapon and suffers a –4 penalty to hit if not mounted. Reloading a kappa cannon takes three actions; these can each be performed by a different character, so a kappa crew of four gunners can fire and reload each round.

Pugil Gloves: These padded, weighted gloves are a favorite of brawlers. They consist of heavy leather gloves backed in metal, with

the knuckles braced with bronze or steel.

Riding Birds and Saurians: A riding bird is a person-sized flightless avian capable of carrying a single rider. A riding saurian is a quadruped lizard capable of holding two riders. Statistics for these animals can be found in *Heroes of Terra: The Mushroom War*.

Shell Bomb: Among the new weapons of war crafted by the kappa are so-called “shell bombs.” The original ones were created by taking a hollowed-out turtle shell, filling them with black powder, and lighting an oil-soaked rag stuffed in the neck hole. Modern shell bombs are shell-patterned brass or bronze spheres about the size of a clenched kappa fist, filled with black powder and shock-sensitive blast paste. They have a tendency to blow up when exposed to fire; if someone carrying a shell bomb is Shaken or wounded from a fire-based attack, he must make an Agility roll or have all of his shell bombs detonate at once.

Sling: A character can use either the Throwing or Shooting skill when using a sling.

Wave Sword: A well-crafted curved blade with a single edge, the wave sword was popular among the Mandrake’s elite guards before the fall of Agaric. Wave swords cannot be bought as crude weapons, and most of them are fine quality.

SPECIAL MATERIALS

Several special materials exist in Terra, metals and minerals infused with the magic of the world and unknown on Earth. As well, many plants exist on Terra that do not exist on Earth, some with properties that are not regarded as magical by the natives but would seem at least unusual to humans.

The rarest and most valuable of special materials on Terra is the red-gold metal known as orichalcum. This magical alloy of gold and copper—called *tumbaga* by the pudica and *tok'l* by the kappa—is known from ancient times to be the backbone of many powerful artifacts.

Though much of the knowledge of the Forebears is lost, orichalcum weapons and armor are still considered magnificent additions to any hero's arsenal. Orichalcum weapons and armor are virtually impervious to harm; they never risk degradation or breakage unless a foe intentionally acts to destroy them. However, such items cost five times the listed cost.

Adamant is another important magical material on Terra, a sort of mystically resonant quartz crystal capable of acting as an orgone battery. Small shards of adamant are vital for artificers' devices, but larger pieces can be used by any arcane character to provide a backup supply of Power Points.

An adamant shard costs 500 gold coins per Power Point it can hold. Shards do not recover Power Points on their own; they require casters to fill them with their own essence first. When casting, an arcane character can use his own Power Points and those from a shard freely, but not from multiple shards at once. Filling an adamant shard takes one minute of meditation per Power Point, and the caster's Power Points recover normally thereafter. Adamant shards larger than 10 Power Points are extremely rare, though Power Points reserves as large as 20 have been found in Forebear ruins.

Many varieties of silk are common in Agaric, thanks to the many silkworms and silk spiders that live in the forests and hills of northern Lemuria. All but the most poverty-stricken mandragora peasants wear silk clothing rather than bark-cloth, and silk-weave can be crafted into armor even tougher than leather when soaked in special resin.

BLESSINGS OF THE LAND

The world of Terra is a living place, full of spirits. Most of them cannot communicate with people directly, but they can offer inspiration, aid, or influence to their champions, as well as hindrance and harassment to their enemies.

The most common form of aid is the growth of magical flora, which can be imbibed, devoured, or otherwise used for benefit. These magical plants remain fresh almost indefinitely once picked, but most can only be used once before their magic is spent.

A few rare magical plants (and a few rarer magical animals) have longer lasting effects—some are even permanent. Such blessings are a powerful sign of favor from the land, however, and their abuse can cause the land to take that blessing back. Some gifts cannot be rescinded, though. Such artifacts are highly prized by both the forces of good and evil, since they are only power and potential—not judgment or justice.

Full details for game masters on the powers of blooms, lotuses, and mandrake roots can be found in *Heroes of Terra: The Mushroom War*.



SETTING RULES

ADVENTURE DECK

The *Heroes of Terra* campaign uses the *Savage Worlds Adventure Deck*. If you do not own a copy of the *Adventure Deck*, you can ignore this setting rule, but you will need to remove the *Destiny's Child Edge* (page 31).

JUMPING AND FALLING

Gravity on Terra is slightly less than that of Earth, even though the two worlds are theoretically quantum doubles of one another.

A character can jump 1" horizontally from a dead stop, or up to 2" with a "run and go." A successful Strength roll grants an additional 1" of distance per success and raise, to a maximum amount equal to the base distance. So a character jumping horizontally from a dead stop could jump a maximum of 2" with a success on the Strength roll, while a running jump could achieve 4" with a raise on the Strength roll.

This is an important rule to remember when dealing with creatures that have greater than normal base jumping abilities. For example, quetzals can use their wings to propel themselves on

jumps, adding 1" to their base jumping distance. This allows a quetzal to jump up to 4" with a raise on the Strength roll from a dead stop, or up to 6" with two raises on a run!

Falling damage is likewise reduced on Terra due to the slightly lesser gravity. Falling damage is 1d6 per 10 feet fallen, to a maximum of 10d6.

Snow and Soft Ground: Falling into snow or soft ground reduces the damage to 1d4 per 10 feet fallen, to a maximum of 10d4.

Water: A fall into water reduces the number of dice rolled by half. A character who makes a successful Agility roll instead dives and takes no damage at all, though he is still Shaken if he fell more than 50 feet. The Agility roll suffers a -1 penalty for each die of damage the character would be taking.

SIZE AND LOAD

Though it does not explicitly note a connection between the two in the normal *Savage Worlds* rules, larger creatures can carry proportionally more weight.

To represent this, large creatures add their Size modifier to the amount of weight they can carry. Smaller creatures, conversely,

subtract their Size modifier from their carrying capacity multiplier.

As an example, a normal creature can carry five times its Strength die in pounds of weight. A creature of Size +1 could then carry six times its Strength die, while a creature of Size -1 could only carry four times its Strength die.

The Brawny Edge alters this amount by adding +3 to the creature's carrying multiplier (so from $\times 5$ to $\times 8$ for a normal-sized creature, or from $\times 6$ to $\times 9$ for a larger one and $\times 4$ to $\times 7$ for a smaller one).

ADVANCEMENT

Gaining experience and advancing Rank works as normal in *Heroes of Terra*, with two slight alterations:

New Skills: Taking a new skill at d4 does not cost a whole advance; instead, gaining a new skill at d4 costs half an advance, just like increasing a skill lower than the linked attribute.

Once per Rank: Any "once per Rank" advancement (such as taking the Power Points Edge, or increasing an attribute) can be delayed until later; if you don't take it during a given Rank, you can always take it later at any time, though not more than once every other advancement. (As usual, post-Legendary characters can take "once per Rank" advancements once every other advancement.)



SCAVENGING

In the wake of the Dragon Empire's attack on Agaric, much of the civilized area of the Mandragora Kingdom lies in ruins. Those parts of it that aren't ruined are far too poor to simply give away supplies most of the time, even when they might want to aid the resistance. Because of this, heroes spend an inordinate amount of time doing odd jobs to make ends meet or scavenging in the ruins of a once-mighty civilization.

When the GM decides a location could have salvage of some sort, the player characters may attempt a Notice roll. With success, the character finds 2d6 gold coins or an equal amount of trading goods he can use as money the next time he finds a merchant. In addition, if the player gets a raise on this roll, he may draw a single card from a fresh action deck to determine a special item.

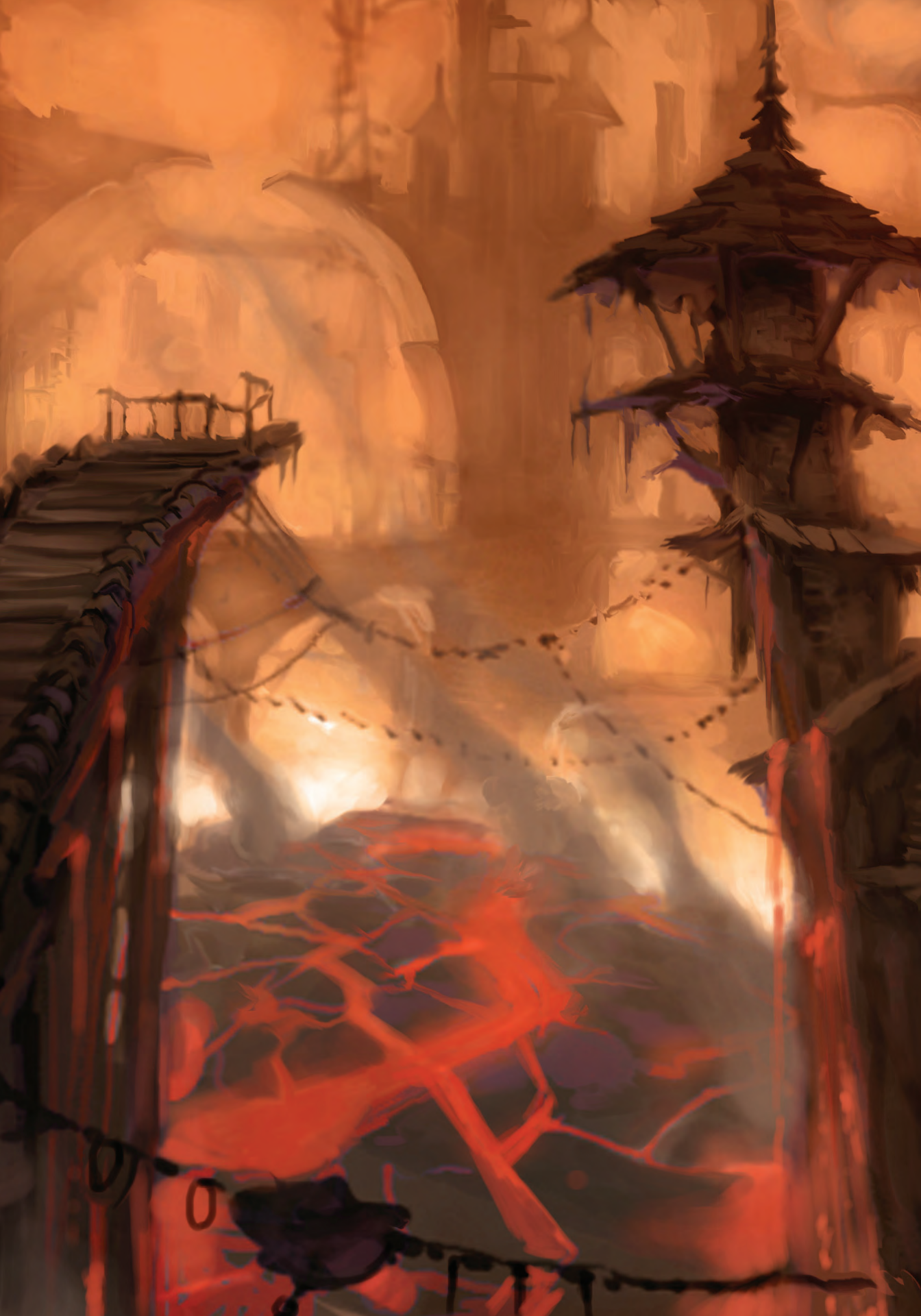
Most places have already been picked over to some degree or other, whether by the kappa armies or by other survivors. Check the table below for some possible modifiers and the time it takes to perform such a search. Keep in mind that any

search taking more than a few hours probably also calls for an encounter check.

Additionally, though many places have been picked over, there are always chances for goods to be found due to the existence of storage blocks. A common practice during times of war in ancient times was for the peasantry to store up food, weapons, and money in small caches, then seal them in stone and mark them with runes of preservation before burying them for emergencies.

Many such storage blocks were misplaced, lost, or forgotten during the tumultuous periods of Terran prehistory, leaving them to be found by the dozens in the modern day. The runes of preservation keep their contents fresh almost forever. Whenever a scavenging result indicates a huge bounty where one has little chance of existing (which can happen due to dice rolls), feel free to have the characters discover a storage block.

Full details about scavenging, including the scavenging tables, can be found in *Heroes of Terra: The Mushroom War*.



POWERS AND MAGIC

Magic still lives on Terra, and many creatures have adapted to take advantage of the world's natural magical energy. Floral sorcerers, artificers, and channelers can all use that magic in conscious ways—similar ways, but different in appearance and method. In the *Savage Worlds* rules, those differences are trappings.

Listed below are some of the trappings that powers can take in *Heroes of Terra*, along with changes to the basic power based on those trappings.

When multiple different trappings are listed, each trapping counts as a different power. For example, the *bolt* power can be learned as *fireball*, *lightning bolt*, or *thorns*; a floral sorcerer who knows *fireball* would need to take the New Power Edge to learn *thorns* as well.

Some trappings are merely descriptive, and these can change with the GM's permission, but any mechanical benefit must come with the New Power Edge.

Armor: This power generally manifests as a toughening or thickening of the caster's hide. For plant humanoids, this normally looks like bark; for saurians, it looks like a shell or spikes. Human channelers generally gain a suit of

glowing phantom armor. Artificers generate force fields, or have suits of armor that collapse into a belt buckle when not being used.

Banish: On Terra, this power works on ghosts and other undead creatures, disrupting their connection to the mortal world. Floral sorcerers invoke the names of hawthorn and ash, woods associated with life. Channelers pour out their own unquenchable life force to snuff the living dead. Artificer devices that use *banish* often look very similar to back-mounted vacuum cleaners.

Barrier: Three common variants of *barrier* exist—*flame wall*, *stone wall*, and *thorn wall*.

- *Flame wall:* This wall is not solid. Instead, it deals 2d6 points of damage to anyone leaping through it. Anyone who takes damage from the wall must attempt an Agility roll or catch fire (SWDE 83).
- *Stone wall:* This is the default version of *barrier* as presented in the core rules.
- *Thorn wall:* A *thorn wall* only has a Toughness of 8 and opponents suffer no penalty on Climbing rolls made to scale it. However, due to the sharp protrusions covering the wall, anyone who

climbs the *thorn wall* suffers 2d4 points of damage per round.

Beast Friend: When taking this power, the caster must determine which of the following categories of creatures it works on: bug creatures, plant creatures, dinosaurs and birds, mammals, or aquatic creatures. The power can be taken multiple times to affect different sorts of creatures.

Blast: Five common variations of this power exist—*meteor strike*, *magma eruption*, *acid splash*, *flash freeze*, and *swarm blast*.

- *Acid splash:* Poisonous vapors flash through the air, burning and searing the flesh and lungs of targets. If any target is Shaken or wounded from this power, their armor (if any) must make an immediate degradation check.
- *Flash freeze:* The air turns blue and cold, turning vapor to ice instantly. Those that take damage from the *blast* (even if not Shaken or wounded) must attempt Vigor rolls (at a –2 penalty if the caster succeeded with a raise) or suffer a level of cold-based Fatigue.
- *Magma eruption:* The ground beneath the targets ruptures and spews volatile molten rock in all directions before closing back up. Any creature Shaken or wounded by this power risks catching fire (SWDE 83).
- *Meteor strike:* Regular impacts by stones from the sky are a

common feature on Terra, and this power evokes that image. If this power is used under an open sky, it automatically gains AP 2. Otherwise, it behaves as the core rules power.

- *Swarm blast:* A sudden appearance of stinging, biting insects can ruin anyone's picnic. The power has its damage decreased by one die type (so 2d4 or 3d4 instead of 2d6 or 3d6) but on the caster's next turn, it deals its damage again, decreased by one die (so 1d4 or 2d4).

Floral sorcerers induce the weather to change, or call forth damaging flowers. Artificers are fond of crafting small black metal spheres that explode on contact, or huge magnets that generate concentrations of the elements. Channelers call on Terra for aid—and Terra answers.

Blind: There is no typical manifestation of this power. It can appear as a blinding flash of light, a spray of mild poison in the eyes, or shadows that cling to the target's face. There are no special trappings for this power.

Bolt: This is the most common attack power for floral sorcerers and artificers. It comes in five normal variations—*fireball*, *lightning bolt*, *frost bolt*, *shadow bolt*, and *thorns*.

- *Fireball:* A fist-sized ball of fire appears in the caster's palm, which he then flings at his foes.

Any creature Shaken or wounded by this power risks catching fire (SWDE 83).

- *Frost bolt*: A frigid blue knife of ice launches from the caster's fingers at his enemy. Those that take damage from the *bolt* (even if not Shaken or wounded) must attempt Vigor rolls (at a -2 penalty if the caster succeeded with a raise) or suffer a level of cold-based Fatigue.
- *Lightning bolt*: The caster's outstretched fingers ripple with electricity before a thunderous bolt lashes out. The *bolt* from this power gains AP 2 against characters wearing metal armor.
- *Shadow bolt*: Favored by kappa necromancers, this black bolt of doom simply snuffs the life from its targets. Those that take damage from the *bolt* must attempt Vigor rolls (at a -2 penalty if the caster succeeded with a raise) or suffer a level of non-environmental Fatigue.
- *Thorns*: Razor-sharp thorns and bladed petals whirl from the caster's hands to shred unarmored foes. The *bolt* from this power gains AP 1 against characters wearing non-metal armor or inflicts +1d6 damage against completely unarmored foes.

Floral sorcerers speak the names of nettles, briars, and sunflowers—great defenders of the plant kingdom. Artificers build devices

that Earthers might call “ray guns” or “beam emitters.” Channelers summon the raw forces of nature to aid them.

Boost Trait: In *Heroes of Terra*, *boost/lower trait* has been split into *boost trait* and *lower trait*.

This power allows a caster to improve his or another's attributes or skills. It usually takes the form of physical expansion even for mental improvement—the target's muscles bulge or his head gets bigger, and so on. A variant of this power exists for specialists.

When this power is taken, the character can choose to specialize in one specific trait (Strength, Smarts, Shooting, Climbing, and so on); *specialized boost trait* has a duration measured in minutes rather than rounds.

Burrow: Rather than disappearing and reappearing, the character takes on some mole-like characteristics and digs super-quickly.

Burst: This power produces a powerful cone of energy. Three normal variants of this power are common on Terra—*flame breath*, *snow storm*, and *leaf storm*.

- *Flame breath*: The caster breathes in air and breathes out pure fire. Any creature Shaken or wounded by this power risks catching fire (SWDE 83).

- *Leaf storm*: A swirling cloud of leaves and petals tears through the air, slicing and pricking those caught in it. Unarmored foes caught in the *burst* suffer one extra die of damage; armored targets double their Armor bonus against damage from this power.
- *Snow storm*: A frigid blast of arctic wind and blistering snow rips through the air. Those that take damage from the *burst* (even if not Shaken or wounded) must attempt Vigor rolls (at a –2 penalty if the caster succeeded with a raise) or suffer a level of cold-based Fatigue.

Floral sorcerers often seem to breathe out the damaging element, while artificers build weapons that strongly resemble Earthly flamethrowers.

Confusion: For floral sorcerers, this power usually manifests as hallucinatory spores or pheromones. Artificers have a tendency to use flashing lights and annoying noises. Channelers lean toward strange mental powers that affect a target's mind directly.

Damage Field: This power has four common variants—*phoenix aura*, *grave chill*, *storm cloak*, and *thorn cloak*.

- *Grave chill*: The target is surrounded by a frigid aura of wintry cold. Those that take damage from the *burst* (even if not Shaken or wounded) must

attempt Vigor rolls (at a –2 penalty if the caster succeeded with a raise) or suffer a level of cold-based Fatigue.

- *Phoenix aura*: A burning halo surrounds the target, looking almost like the image of a flaming bird. Any creature Shaken or wounded by this power risks catching fire (SWDE 83).
- *Storm cloak*: A maelstrom of thunder and lightning garbs the recipient. The damage from this power gains AP 2.
- *Thorn cloak*: The target is covered in a growth of thorn-covered vines, or horrific bone spikes burst through his skin. Either way, the power deals one less die type of damage (2d4 or 2d6); however, the venom encrusting the thorns or spikes inflicts damage again on the recipient's next turn unless he succeeds at a Vigor roll at –2.

Darksight: This power takes a myriad of forms, from conjuring belladonna drops to creating artificial light-amplifying lenses.

Deflection: Floral sorcerers generally use this power by conjuring a powerful shield of wind around themselves, while artificers create glowing fields of force. Channelers sometimes create rainbow-colored force fields, though simply becoming faster than the eye

can follow is a common manifestation of this ability as well.

Detect/Conceal Arcana: Floral sorcerers that use this power learn the true name of magic in the language of flowers, hearing it as though whispered to them, or they create a babble that conceals those names. Artificers usually rely on seeing mystical auras through crystal lenses or applying chemical sprays that conceal orgone signatures. Channelers have moments of pure, uncanny knowledge or simply command magical auras to be silent.

Disguise: The disguises conjured by this power are always illusory, though these illusions function across all senses.

Dispel: Floral sorcerers negate the magic of others by speaking the proper phrases in the language of flowers. Artificers disrupt others' connections to orgone with devices that emit magical radiation (and often look like tuning forks). Channelers can simply crush magic through will.

Drain Power Points: This power has no standard means of functioning, but it always has a visible component as the orgone is drawn out of a person or object.

Elemental Manipulation: The various elements of this power are

individual powers, as though each was a different trapping. There is also a fifth element in Terra: *wood*.

- *Wood:* The caster can affect a pound or less of unattended wood as though it were expertly whittled. With an existing wooden object, he can repair it as though using his casting roll as a Repair check. For the duration of the power, the caster can choose to leave no tracks on grass and break no branches from his passage, giving foes -1 on Survival rolls to track.

Entangle: This power is a particular favorite of floral sorcerers, since it gives nature the animation needed to fight back against enemies. Floral sorcerers animate existing plant life or grow new plants spontaneously, while artificers rely on glue bombs or other chemical reactions. Channelers generally seize their foes in telekinetic tendrils of force.

Environmental Protection: Floral sorcerers using this power generally surround themselves in an aura of faintly glowing orgone, while artificers create elaborate survival suits (the most common are diving suits that are often known as "frogmen"). Channelers simply walk through the hottest volcano or deepest ocean as though it were a pleasant day.

Farsight: The recipient's eyes are generally marked in some way, whether a faint glow or a series of elaborate goggles.

Fear: Floral sorcerers whisper the secret names of deadly plants. Artificers use subsonic emitters or artificial scent glands from terrifying creatures for the same effect. Channelers become apparently larger than life, surrounded by an aura of incredible power.

Fly: Artificial wings, whether made of leaves, feathers, or brass, are the most common manifestation of this power. Channelers are typically borne aloft on wings of rainbow-colored light.

Greater Healing: Floral sorcerers call on the spirit of the green mandrake, the symbol of new life. Artificers inject subjects with synthetic mandrake extract. Channelers lay hands on their target and share some of their own boundless life force; a channeler can use this power on himself or others, unlike most beneficial powers.

Growth: In *Heroes of Terra*, *growth/shrink* has been split into *growth* and *shrink*.

Floral sorcerers tap into the power of the land, calling on the spirit of the crimson mandrake and its ability to induce growth. Artificers create chemical compounds that artificially

use the same means. Channelers directly call on the same source that crimson mandrakes get their power from, becoming huge and mighty.

Havoc: Though the exact means differ, this power uses orgone to impart kinetic energy to inanimate objects, flinging them in all directions.

Healing: As per *greater healing*.

Intangibility: The recipient has his body placed slightly out of phase with reality, partially entering the Warp. This allows him to see other incorporeal beings and objects even if they would normally be invisible.

Invisibility: The caster bends light around himself in a rainbow shimmer, disappearing from sight when the glow dissipates.

Light: This power produces either a floating globe of light or causes a touched object to glow brightly, at the caster's choice.

Lower Trait: In *Heroes of Terra*, *boost/lower trait* has been split into *boost trait* and *lower trait*.

Floral sorcerers speak withering words, killing the flow of orgone into the target's body and mind. Artificers often use poison-dart shooters or beam guns that fire harmful radiation. Channelers simply remind the universe that they

are mighty—and everyone else is weak.

Obscure: Floral sorcerers conjure spores and leaves to fill the air, reducing visibility to nil. Artificers fill the area with clouds of opaque smoke. Channelers turn light to dark, blotting out an area from all sight.

Pummel: Floral sorcerers call upon powerful gusts of wind and make the earth itself ripple in anger. Artificers generate kinetic blasts with their devices. Channelers clap their hands and rend the air asunder.

Puppet: Floral sorcerers use a combination of pheromones and mind-altering pollen to seize control of a victim's will. Artificers use brain-wave helmets or drug injectors for the same effect. A channeler using this power generally holds out his hands and glowing strings connect themselves directly to the target, turning the victim into a living marionette.

Quickness: Floral sorcerers move more quickly than normal, while artificers slow the local passage of time to seem faster. Channelers can take either approach, depending on their focus.

Shrink: In *Heroes of Terra*, *growth/shrink* has been split into *growth* and *shrink*.

Floral sorcerers call on the essence of the blue mandrake, a magical plant that reduces the size of those that inhale its spores. Artificers use synthetic essence of the same source, either as inhaled pollen or injected serum. Channelers twist space to reduce their foes in size.

Slow: Like *quickness*, whether this power involves actual speed or altering the flow of time depends on one's power source and flavor.



Slumber: Floral sorcerers exude pollen and pheromones that render others extremely sleepy, usually accompanied by a soft lullaby. Artificers use injections or gas for the same effect. Channelers make a shushing noise, sometimes including a finger over their lips, and their target just falls asleep.

Smite: This power generally involves inscribing runes on a weapon or channeling some sort of

energy into it for destructive purpose. Five major variations exist—*rune blessing*, *flaming sword*, *frost brand*, *storm blade*, and *blossom sword*. Despite references to blades or swords, these powers work equally well on any weapon as in the core rules.

- *Blossom sword:* The weapon grows sharp protrusions, not unlike thorns. Any weapon with this power used on it inflicts +4 damage against unarmored targets; armored targets increase their Armor by +2 against this weapon.
- *Flaming sword:* The weapon bursts into flames that harm it not, though they are horribly damaging to foes. Any creature Shaken or wounded by a weapon enchanted with this power risks catching fire (SWDE 83).
- *Frost brand:* The weapon glows blue and emits an arctic chill that even the wielder can feel. Those that take damage from this weapon (even if not Shaken or wounded) must attempt Vigor rolls (at a -2 penalty if the caster succeeded with a raise) or suffer a level of cold-based Fatigue.
- *Rune blessing:* The caster carefully inscribes runes on the weapon in his own blood; these runes burn with power until they wear off. This version of the power works just like the core rules power, except that the duration is



measured in minutes instead of rounds.

- *Storm blade*: The weapon affected by this power must be made of metal, and it crackles with lightning after being enchanted.

The weapon's AP increases by 2.

Floral sorcerers howl words of battle, filling their weapons with power and might, often causing them to be surrounded by thorns or glowing energy. An artificer must actually build a new weapon for this power; the weapon behaves like a normal one when not "powered up." Channelers fill their weapon with their own essence, lending their inner power to those weapons.

Speed: Like *quickness*, whether this power affects the recipient's actual speed or the flow of time is a matter of the user's style and focus.

Stun: Floral sorcerers shout triumphantly in the language of flowers, deafening their foes. Artificers use light and sound projectors to create an effect someone from Earth might call a "flash-bang." Channelers look sternly at those who have offended them, stopping them in their tracks.

Succor: Floral sorcerers whisper the names of curative plants, bestowing their grace on others. Artificers inject allies with bolstering drugs. Channelers lay hands on others, sharing their bountiful life force; like

healing and *greater healing*, channelers may use this beneficial power on other characters.

Summon Ally: The specific set of allies summoned by this power is changed for *Heroes of Terra*. Floral sorcerers call upon flower-themed spirits, artificers build small helpful machine creatures, and channelers summon allies that strongly resemble chess pieces.

See the end of the Bestiary section of *Heroes of Terra: The Mushroom War* for more information about summoned allies.

Telekinesis: Floral sorcerers speak the true name of objects, giving them brief animation. Artificers use kinetic projectors, moving objects with solidified orgone. Channelers concentrate and things move.

Teleport: Regardless of the exact means, the caster uses this power to temporarily access the Warp, moving from one place to another without crossing the space between. This often manifests as the sudden appearance of a green metal tunnel or tube that the caster leaps into, or being swept away by a tiny whirlwind.

Wall Walker: Floral sorcerers call on the power of insect spirits for their agility, while artificers often build automated climbing rigs to help

them. Channelers just walk up walls as though they were floors.

Warrior's Gift: Floral sorcerers rarely use this power; when they do, they call upon the mighty tree spirits for prowess. Artificers use alchemical reagents to distill combat experience into transferrable form. Channelers just allow themselves to become the great warriors they were always meant to be.

Zombie: The ability to infuse orgone into a corpse to create a short-lived servant is regarded as an ugly use of magic by most floral sorcerers, if occasionally useful. An artificer device to create zombies often resembles a crackling Tesla coil, regularly shocking the corpses into mobility. Channelers can force life into the dead with sheer will.

- **More Powerful Undead:** At Veteran Rank, this power can be used to create dry bones or ghosts. At Heroic Rank, it can generate ghûls or specters. At Legendary Rank, the caster can create revenants or wraiths. A caster can only have a single revenant or wraith under his control at one time, regardless of his casting abilities.

NEW POWERS

Flower Scent

Rank: Novice

Power Points: 2

Range: Touch

Duration: 10 minutes (1/minute)

By manipulating his pheromones or those of others, the caster induces the target to give off a pleasant smell that charms and delights others. The target of this power increases his Charisma by +1. On a raise, the character gains +2 Charisma instead.

While this power is active, the character may perform a Test of Wills another character using Persuasion, opposed by Smarts.

If the casting succeeded with a raise, the recipient may perform group Tests of Will against all characters within a Large Burst Template; such a group effort affects everyone in range, friend or foe alike.

Trappings: Floral sorcerers speak the names of pleasant flowers, gaining their scent. Artificers inject synthetic pheromones into the target. Channelers gain incredible presence and a personal aura of power.

Invulnerability

Rank: Heroic

Power Points: 5

Range: Touch

Duration: 3 (2/round)

The target begins to glow brightly, spilling energy out of his body as flashing star motes and rainbow

coruscations. May the world tremble at his power.

The recipient of this power becomes nearly impossible to kill. For the duration of the power, the hero receives a free Soak roll any time he would suffer a wound. If he is Incapacitated, he automatically stabilizes and suffers no injuries.

On a raise, the target also gains the Hardy monstrous special ability, meaning that a second Shaken effect does not inflict a wound.

Trappings: Floral sorcerers fill themselves with a limitless well of orgone, tapping into the very life force of Terra to avoid harm. Artificers build devices that generate rainbow-shimmering force fields. Channelers seem to glow from within, a bonfire of life energy that bleeds star-like embers.

Leap

Rank: Novice

Power Points: 2

Range: Touch

Duration: 10 minutes (1/minute)

The target of this power can jump greater distances than normal, even considering Terra's lesser gravity. Each success and raise adds 1" to the target's base jumping distance.

Trappings: The grass and trees come to a floral sorcerer's aid, flinging him skyward and catching him safely upon his return. An artificer's device is probably something like a pair of spring-loaded boots. Channelers simply

make powerful leaps, ignoring the clutch of gravity.

Scan

Rank: Novice

Power Points: 1

Range: Smarts × 2

Duration: Instant

Knowledge is power. Being able to judge the relative strength of a foe before engaging him in combat can be highly advantageous.

With a successful arcane skill roll, the caster discerns target's Parry and Toughness relative to his own (higher, lower, or equal). He also learns the target's highest skill, though not that skill's die type. If the target has more than one skill at the same die type, the caster learns all of them.

On a raise, the caster also learns all of the target's Edges and Hindrances (if any), as well as any specific weaknesses or vulnerabilities possessed by the target.

Multiple Targets: The caster can affect up to five targets at once by spending 1 Power Point per target.

Trappings: Floral sorcerers whisper into the Warp, and the whispers that come back speak the strengths and weaknesses of their foe. Artificers build complicated crystal-lensed scanners that display arcane symbols. Channelers look into their enemies' hearts for their hidden truths.

Venom Touch

Rank: Veteran

Power Points: 4

Range: Touch

Duration: 3 (1/round)

Nature is beautiful—but also deadly. This power takes advantage of the poisonous and venomous aspects of the natural world to inflict harm.

After casting the spell, the caster can deliver his poison as a successful touch attack (+2 Fighting). Victims must make a Vigor check or suffer a

wound. The Vigor check is at -2 if the caster scored a raise on his casting roll.

Trappings: A floral sorcerer's hands become covered in aconite, belladonna, and nightshade flowers, dripping with deadly poison. An artificer's device probably looks something like a huge syringe, glowing with toxic fluids. Channelers disrupt the very life force of their victims with a touch, tearing the orgone out of their souls.





WORLD OF TERRA PRIMER

TERRA FIRMA

Terra is a vast world that exists alongside Earth, parallel to the so-called “real world” and in many ways reflective of it. The origin of Terra lies in Earth’s distant past, a time when the two worlds were one and magical energy was plentiful.

Sixty-five million years ago, when dinosaurs still walked the earth and flowering plants were a relatively new development, a single world — Gaia — was the sum of known existence.

Gaia thrived and numerous species were on the fast track to sentience, following evolutionary paths that were sustained by the large amounts of life energy (which scholars call *orgone*) produced by the planet. Thriving colonies of self-aware fungus lived in the shallow seas, primitive saurians began experimenting with tools, ocean-dwelling mammals sang songs that reshaped the world around them, and not a small number of the new flowering plants were beginning to communicate with one another.

PARADISE LOST

Everything came crashing down with the collision of a rogue meteor. The so-called “planet killer” came very close to wiping out all life on Gaia. Had it struck deeper in the ocean or further inland by a few scant miles, the devastation would have been too great to overcome. Self-aware in its own way, the orgone field of Gaia could feel itself being torn away in the calamitous strike. Like any living thing, it sought to stay alive.

In a desperate effort to survive and to sustain as much of the life that maintained it as possible, it pushed sideways through space-time, in essence splitting reality into many fragments.

In one of them, the meteor strike killed off three-fourths of the planet’s life forms in what humans would later term “the Great Extinction,” an event that essentially lobotomized the orgone field and left a magic-poor world behind.

In another possible world, the meteor strike never happened at all,

missing the planet by a scant few thousand kilometers, and life continued on as normal with no indication to the primitive species that anything untoward had occurred at all.

Thousands of lesser fragments sprang into being like pieces of a broken mirror, but these two were the strongest and most “real” of all the possible worlds. A unified Gaia was lost forever, and the two sister-worlds would become Terra and Earth.

The two worlds remained locked in a stable quantum orbit, only a thin layer of probability separating them. Tendrils of the orgone field were still intrinsically linked to the Earth dimension, unable to separate from its magic-dead sibling without destabilizing the entire universal substrate. The two could never be separated without both being destroyed.

EARLY TERRA

The earliest known sorcery-using civilization, called “the Forebears,” built mystical jade-wrought tunnels that could instantaneously transport travelers from one place to another.

Once created, the tunnels went from one point to another, and no place else. So many transit pipes were created that they twisted in among themselves in great clusters

through the Warp, necessitating centralized stations from which to adjust the magical devices and act as travel hubs. Legend speaks of great underground caverns that were the destination of hundreds of transit pipes, through which thousands of people traveled every day.

Little is known of the time of the Forebears, though many of their great legacies remain. It is said that they achieved many wonders, including the creation of great flying castles, building enormous underground cities, and even traveling to Terra’s green-and-blue moon. In time, however, their great civilization came to an end.

As far as anyone can tell from examining their ruins, they simply disappeared one day, as though the entire population vanished without a trace. In their absence, many of their inventions began to malfunction. The Warp Tunnels, always delicate at the best of times, fell into general disuse when their functioning became prone to disastrous error. Some of them are still active, however, and brave souls sometimes attempt their use when time is of the essence.

The malfunction of so many magical objects that relied on the Warp strained the connections between Terra and Earth even further, tearing open tiny rifts between the two dimensions. Most of these rifts have been far from anything resembling civilization. A

small number of them have brought humans into Terra over the past several thousand years, resulting in the Terran discovery of their sister world.

TERRA AND EARTH

While some Terrans have attempted to cross over to Earth, the few survivors of these expeditions have likened surviving on a magic-poor world like Earth to a human being held underwater and told to grow gills before he drowns. Terra's magic-dependent life forms wither and die on Earth in a matter of hours or days, just long enough to leave behind legends of demons, angels, and monsters.

Humans and Earth-native life, on the other hand, find their natural abilities greatly increased by exposure to Terra's magic-rich environment. Because of their increased magical capability, humans who have come to Terra almost inevitably become legendary heroes (or rarely, villains).

Some of the most potent human heroes of Terra's past are regarded as true legends on Earth as well, while others are unknown on Earth, mere missing persons who never came back. The most powerful humans are very nearly demigods to those they have aided, and the appearance of humans on Terra

almost inevitably heralds a time of great deeds and struggle.

While Terra and Earth have had limited contact through the Warp Tunnels over the last ten to twenty millennia, the greatest periods of activity were in very ancient times (roughly ten thousand years ago), during the classical era of Earth history (from about five thousand to about three thousand years ago), and the modern era (since the fall of the Mandragoran Kingdom about five years ago).



TERRAN GEOGRAPHY

Like a butterfly flapping its wings and forming a hurricane halfway across the world, the small changes between two parallel worlds gradually build and make them indistinguishable.

At the time of the fated meteor impact sixty-five million years ago, there were two supercontinents and a third subcontinent that would eventually become India on Earth. The northern supercontinent was composed of the land masses that would turn into North America, Europe, Asia, and Africa, while the southern supercontinent comprised South America, Antarctica, and Australia. Earth historians refer to these two super-masses as Laurasia and Gondwana.

Terra experienced divergent continental drift such that the landmasses are virtually unrecognizable to Earth natives, even if they could somehow see a map of the whole world. Few explorers have gone beyond the coastal waters of the primary supercontinent, known as Lemuria.

There are extensive archipelagos in the Tethys Ocean to the east of Lemuria, but the expanse of water beyond is wracked with storms and dangers. Rumors of at least two other continents exist, and some ancient records exist to indicate that

they are called Mu and Hyborea, and that the Forebears at least had some sort of regular contact with those lands.

The primary focus of *Heroes of Terra* is the Lemurian supercontinent, and particular the eastern and southern portions of that landmass. Further details about the world of Terra can be found in *Heroes of Terra: The Mushroom War* and future supplements about the continents of Mu and Hyborea.

LEMURIA

The southernmost section of the Lemurian continent is home to the mandragora civilization and the temperate rainforests of the quetzal. A cracked and dangerous swath of land known as the Maze separates southern Lemuria from northern and eastern Lemuria.

The eastern reaches of the supercontinent are called *the Blight*, the desolate and volcanic homeland of the kappa, while the southeastern coasts are humid, fetid swamps.

Central Lemuria is as large a region as the southern and eastern portions of the supercontinent put together, a land of burning, sandy deserts, gradually giving way to vast grasslands to the west, and to tundra in the north. The continent is known to stretch all the way to the north pole, and the southernmost islands of the



Map is a work in progress
and does not reflect final
version of product

Mandragora Kingdom are tropical regions near the equator.

Beyond the burning deserts of central Lemuria and the rainforests of western Lemuria are stretches of unaffiliated lands that were once the heart of the Forebear kingdom.

Ruins of the Forebears are scattered all across Lemuria, but they seem to have the highest concentration in the western reaches. Perhaps the lack of a widespread civilization in the west simply left more ruins untouched, while the southern ruins were all looted and stripped millennia ago.

No known Forebear ruins exist in eastern Lemuria, and this has long deprived the kappa people of the advances that come with exploring such ruins for artifacts. It is entirely possible that the volcanoes and constant earthquakes of the Blight destroyed all of them long ago—or that something the Forebears built caused the Blight in the first place.

EVOLUTION AND TERRA

When the meteoric impact occurred, the course of evolution on Terra continued on its merry way, unfazed by the cataclysm that proceeded to rock Earth. Where the extinction of all major land animals on Earth paved the way for mammals—particularly primates—

to rise to dominance, Terra suffered no such losses and saw the continued prevalence of dinosaurs. As well, because of the remaining high levels of magical energy on Terra, quite a few plant species eventually developed mobility and sentience.

Terra's land mammals are mostly marsupials, with a few small placental mammals for variety. Many marsupials have gained great size, but none have developed sentience or anything resembling intelligence. The large ground marsupials are still few and far between; most large mammals are ocean-dwellers or subterranean.

A few of the small, clever primates have begun to show tool-using ability, and with another few million years they might even start using language. For now, though, the surface of Terra belongs entirely to the saurian races and the plant races.

Besides the dozen or so intelligent races known to inhabit Lemuria, there are any number of creatures common to Terra but alien to Earth. Carnivorous plants on Terra have grown to sizes unheard of on Earth, as have arthropods (particularly beetles) and many sea-dwelling invertebrates.

Where mammals would fill an ecological niche on Earth, that niche on Terra is usually filled instead by dinosaurs, birds, mobile plants, or the rare marsupial.

For example, a common beast of burden for mandragora and kappa alike is the highly-armored ankilllo (similar to the ankylosaurus). Many kappa tribes keep a flock of mimus (a relative of the ornithomimus) on hand for eggs and meat. Similarly, mandragorans are skilled apiarists and virtually every village or town has vast hives of domesticated bees (which can be up to the size of a horse) whose honey is used in the same way that humans would use milk—as a drink, as a food component, as a flavoring agent, and as a skin care product.

RACES OF TERRA

Terran saurians are not reptiles, but rather dinosaur-descended species more like scaled birds. Almost all of them are warm-blooded, and while most are oviparous, not a small number of them bear live young. As with reptiles and birds, male and female saurians are almost indistinguishable except by their coloration and size.

Saurians occupy a middle niche between reptiles and birds, the same place occupied by their dinosaur ancestors. Many primitive birds fall into this same category, covered with both feathers and scales, and quite capable of flight. Many true birds exist on Terra, but most feathered fliers are still quite clearly

saurian relations. Kappa and quetzals are both examples of sentient saurian races, though a few others exist as well.

Plant-based intelligent life is extremely odd by Earth standards. Most plant races have a basically humanoid form—indeed, most humans would be hard-pressed to tell a mandragoran apart from their own species from more than a dozen feet away.

Plant races, however, eat only small amounts of food—enriching vitamins, mostly—and can go without ingesting any solids for days or even weeks at a time as long as they have access to plenty of sunlight and water. A plant-based life form deprived of sunlight would respond the same way as a human deprived of food: a slow descent into fatigue and death.

Two distinct branches of plant humanoids exist: one derived from “true” plants, such as the pudica and mandragora; and the other descended from fungus and molds, like the myconites. While both are regarded as part of the same group on Terra, human scholars would recognize plants and fungi as separate clades.

SORCERY AND ARTIFICE

Magic is a real and ever-present force in the world of Terra. Scholars refer to the field of life energy that permeates the world as “orgone,” though the uninitiated often call it mana instead.

Orgone is created by living things, most of whom produce far more of it than they need for simple survival. Most creatures only ever use their orgone to live, unable to tap the excess for any other purpose. Some creatures have the ability to utilize their orgone instinctively for magical effects, such as flight or defense, but even this isn’t considered “real magic” by most people.

The orgone field that stretches across Terra is sometimes known as “the spirit world” because of the invisible creatures of pure energy that dwell within it, though it is more properly called *the Warp*. The “spirits of the Warp” can range from the ghosts of the once-living, trapped as orgone constructs of pure thought after death, to spirits of nature, beings that exist as the gestalt consciousness of an entire species of life or a region of wilderness.

The ability to consciously perceive orgone and utilize it for extraordinary effects is what most people call magic, though a more technical term might be “orgone

manipulation.” Scholars divide magical pursuits up into four broad categories: hedge magic, sorcery, artifice, and channeling.

HEDGE MAGIC

Hedge magic is the practice of ritualized behavior to perform magical effect; in essence, a hedge magician knows one or two “spells” gained through long hours of rote practice with no understanding of the underlying principles—like a chef who can only cook out of his recipe book, and only with specific ingredients.

Hedge magicians are common throughout the world, but are only barely considered practitioners of magic by the more powerful scholars of orgone theory.

The most visible and common hedge magicians in the modern world are the kappa *Doom Priests*, individuals who claim to be blessed with magic by the kappa ancestor spirits. Doom Priests are lethal but limited, pale shadows of true sorcerers.

SORCERY

Sorcery is the more powerful version of hedge magic, the ability to open oneself to the orgone field that suffuses reality and use one’s conscious will to guide it. Where a hedge magician is a short-order cook or a rote chef, a sorcerer is a master of improvisation and theory alike,

able to turn the power on hand into a variety of amazing effects.

While most sorcerers in Lemuria are also scholars, willpower is more important for the manipulation of orgone than refined intellect. Many powerful sorcerers throughout history have virtually disdained “book learning” in favor of direct communion with the spirit world.

The dominant school of sorcery on Terra is *floral sorcery*, the mandragora discipline sometimes called “the Blossoming Path.” This form of sorcery involves speaking the language of the spirit world—the language of flowers—and shaping reality with words and the meaning underlying them.

Rumors speak of other schools in distant corners of the world, but few within the reach of either Agaric or the Dragon Empire are familiar with them.

ARTIFICE

Artifice is the practice of building semi-magical devices to channel and focus orgone. Sorcerers manipulate magical power through will and focus, while artificers build objects to do the “heavy lifting” for them. This gives them shortcuts to greater raw power but less versatility.

Sorcerers often look down on artificers for needing “crutches” to make their powers work, and for turning away from the natural world in favor of brass, steam, and smoke.

Artificers are far more than mere tinkerers, however.

An artificer’s devices—sometimes called *magitech*—work in the hands of even the least magical person. While the mandragora have always distrusted magitech, the kappa embrace it and the pudica practically live it.

CHANNELING

The rarest form of magic is channeling, the ability to “channel” raw orgone through one’s body to produce direct alterations in the fabric of reality. A sorcerer needs to focus his will to use magic, but a channeler simply *wants* something to happen—and it does!

While a channeler’s ability to throw fire from his hands seems superficially similar to a sorcerer’s ability to do so, the sorcerer knows the difference—and is terrified by it. A channeler speaks no magic words, shapes no sorcery, requires no tools other than his own soul. In short, the powers of a channeler are miraculous and inexplicable, even to other spellcasters.

All humans are innate channelers in the world of Terra, but such casters are rare to the point of myth among the other races.

THE MANDRAGORAN KINGDOM

Just over fifteen hundred years ago, at the same time a human king called Arthur was uniting his country in a shining nation, the mandragora were coming out of a time of tumult.

Dozens of small city-states had battled with one another for centuries in the so-called Flowering Wars, conflicts in which small-scale skirmishes and highly ritualized combat were used to determine the primacy of one city-state over the others. After one such Flowering War turned into a lethal debacle, consuming several city-states completely, the mandragora stood aghast at their own actions. They needed a better way.

From the carnage of war emerged a warrior-scholar named Magnolius, of the Clan of the Rose. Magnolius proposed a unified kingdom, bringing all mandragora together under one banner and giving all local rulers a say in the governance of that kingdom. He was initially met with opposition, until he showed the sincerity of his proposal by eschewing all of his own lands and holdings, and placing his daughter Rosaria on the high throne, with himself as a mere advisor.

The high ruler of the kingdom would thus own no lands, hold little

property, have no resources but those granted to him by the will of his advisory council. In exchange, he would have the ability to arbitrate disputes fairly and impartially, and the right to muster an army to protect the kingdom from outside threats. This ruler would eschew his or her personal name, becoming known only by their clan name and the title “Mandrake,” after the mystic roots that blessed the land in times of need. They called their unified land *Agaric, the Mandragoran Kingdom*.

The lesser rulers accepted these terms and heralded in the reign of the Rose Queen, first Mandrake of Agaric. The aristocratic council that guided the monarch would become known as the Blossom Court, eventually also referring to the bureaucracy that maintained its power.

Hardly any real challenges to Agaric’s power would arise over the next thousand years, as the Mandrake line passed from mother to son, father to daughter, uncle to niece, and from one family to another. Many great wonders were achieved during this time, including the foundation of a great academy designed to teach the sorcerous ways of the Blossoming Path, schools to bring basic literacy to all mandragora of all social classes, and built a vast network of roads across the face of the kingdom.

This is not to say that all was peaceful during this time. The Mandragoran Kingdom faced numerous minor threats, but nothing that threatened the existence of the kingdom as a whole. Minor rebellions would occasionally crop up as lesser nobles sought to improve their station at the expense of the kingdom as a whole. Border skirmishes with other races occurred as the kingdom slowly expanded and consolidated. Trade routes and agreements with distant lands were established, even a few island-nations across the expanse of the vast Tethys Ocean. The kingdom thrived.

A generation ago, during a time of greater than usual prosperity, rumors began to reach the Blossom Court of rumblings in the lands held by the barbaric kappa. While kappa raids for slaves, food, water, and trinkets had been common in the past, the kappa were known to be a race in decline. Their poor resources and frequent infighting had left their population depleted and the remaining tribes fractious. These new rumors, though, suggested that the kappa had restored their numbers and somehow united under a single banner—a battle standard showing a mighty dragon in full flight.

The Blossom Court advised the king against provoking the kappa, who were surely not as organized or unified as the distant reports

suggested but who could still become a nuisance if they were antagonized. The king listened to their advice—to his later sorrow.

THE MUSHROOM WAR

Five years ago, the kappa came boiling out of the deserts and mountains of their homelands in a horde so massive that it shook the ground for miles in every direction. The marching legions could drink rivers dry and scale defensive walls on ramparts made from the broken bodies of their slain.

The ruthlessness, efficiency and sheer power of the attacking force shocked the Mandragora Kingdom into a panicked response, throwing ill-prepared soldiers at vastly greater forces and effectively devastating the kingdom's army long before the kappa ever reached anything important.

Like a knife pointed at the heart of the kingdom, the kappa army tore its way straight to the great capital, Rubeus. The Blossom Court scattered to the four winds while the king and his remaining legions stayed behind to face the oncoming horde.

On the highest parapets of Castle Corundum, the Dragon Emperor himself descended to face the Mandrake in single combat. Though armed with magic, weapons of

orichalcum and adamant, and the faith of a kingdom, the Sunflower King was no match for his opposite number in a fight, and he died on the Dragon Emperor's claws before a horrified populace. The banner of the dragon flew above the mighty castle, and the kappa celebrated with days of looting and destruction.

All seven of the great fortress-cities of the kingdom have now fallen to the kappa, leaving the mandragora people in the hands of a cruel enemy captor. The remnants of the Blossom Court have formed a resistance movement, using guerilla tactics against the vastly superior force to harass the kappa and waste their resources. The Court's hope is to make the war so costly to the kappa that they simply decide to leave the kingdom. A few nobles have considered appeasement, offering to make the kingdom a willing satrapy of the Dragon Empire in exchange for limited autonomy — and, of course, an improvement in their own position.

The common people live in terror of the kappa. Though they are cruel and vicious, holding mandragora life in low regard, they have proven adequate administrators of their new holding. Most regions of the kingdom live as they once did, only that they now pay tribute to the Dragon Emperor instead of to their own leaders, and that their taxes are somewhat higher. A few places, however, have become nightmares

of kappa industriousness, turning the populations of entire villages into slaves for mining, smelting, or other heavy labor that the kappa themselves eschew. What few rights the average mandragora peasant had before are nothing now — the tyranny of the kappa has replaced the rule of law.

Hope still exists in the land, however. It is common knowledge that the Dragon Emperor has kept the king's only daughter and heir alive in captivity for some unknown reason. Her survival has served as a rallying point for kingdom loyalists who believe that her rescue would result in a mass uprising against the kappa. Others of a more mystical bent speak of the land and the monarch being one in spirit, and they point to the reappearance of the magical pyreblooms and mandrakes as a sign that all is not lost.

A few whisper that the Warp has opened again, disgorging humans into the kingdom for the first time in generations. If these legendary heroes have once more returned to Terra, then the kappa are in for a rude awakening.

THE RETURN OF HUMANKIND

The orgone flows of Earth were far smaller than those on Terra because of the ancient cataclysm that killed the dinosaurs. Humans had evolved to utilize the available magic to its

absolute limit, becoming a race composed almost entirely of natural magic-users.

Before the Ice Age on Earth, humanity built several great magical civilizations. The greatest of these became known to later peoples as Atlantis, though it is likely that the natives of that storied island knew themselves by a different name.

As the human population increased, however, the available amount of orgone on Earth dropped precipitously. The magical civilizations drew so much power that they began to suck their world dry. A cataclysm of some sort was inevitable, one that knocked humanity back to barbarism and sundered their connection to their magical history.

A few generations after that cataclysm, during a time of barbarism and dwindling magic, the Forebears were building their great civilization on Terra. Their Warp Tunnels gave passage between Earth and Terra, allowing small numbers of humans to travel between the two worlds.

Humans walked on Terra as mighty heroes and demigods, praised as saviors by the ancestors of both the mandragora and the kappa. On Earth, the energy leaking from the Warp Tunnels allowed a brief resurgence of magical ability not seen in generations. A few creatures from Terra crossed to Earth as well,

giving rise to legends of monsters and demons.

At some point, the Warp closed off. Whether because of Earth's dying magic or some other reason, the walls between the worlds sealed up. Humans became legendary on Terra, and magic itself faded into myth on Earth. Billions of humans walked the skin of their world, blind to their great potential. They built societies, made war, and did all the things humans do—but they did it without magic.

Five years ago, the Dragon Empire came surging out of the Blight, washing over the green lands of Agaric like a scaled plague. The Dragon Emperor slew the Mandrake of Agaric and stole away his only heir, scattering the Blossom Courts to the wind and putting his own saurian governors in command of the captured lands.

Around the same time, the Warp Tunnels began opening again, almost as if the land itself wanted the escaping courtiers to succeed in their efforts to hide from the Dragon Empire.

More than that, the Plumb tore open, admitting humans to Terra in numbers for the first time in millennia. No one knows how many humans have crossed the Plumb to Terra, but even one would be too many for those invested in the status quo...



COMING SOON! HEROES OF TERRA: THE MUSHROOM WAR

WATCH FOR IT ON
KICKSTARTER!

