



WINGSPAN
GAMES

STEAM LORDS OF VENUS



JUMPSTART

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A black and white illustration of a dinosaur, possibly a T-Rex, wearing a suit and tie, standing on its hind legs.

STEAM LORDS OF VENUS

INTRODUCTION

Steam Lords of Venus is a new steam opera setting for use with *Savage Worlds*. This is the Venus of early science fiction and fantasy, filled with dangerous dinosaur-filled jungles, active volcanoes, and strange wonders of technology. The Venusians have been enslaved for thousands of years, first by otherworldly demons, and then by other Venusians who learned to control the demons. They have successfully liberated themselves and continue to fight for freedom in the face of corrupting demons and the bloodthirsty Cytherean Empire.

Early in Venusian history, all were slaves to the otherworldly Zahrinn, who are commonly referred to as demons. These demons used their captives to build cities, entertainment, and for their blood. Demons would build their own little fiefdoms and then use Venusians as pawns to act out elaborate games, battles, and even wars to fight for their amusement. Venusians, provided little education by the demons and having no way to record history, whisper tales of these dark times as a reminder of where they came from and how much they have to lose. Eventually, one Venusian learned the secret of controlling the Zahrinn and binding them to his will. Most legends say that Cythereus tricked the Zahrinn and bound three demon kings each into a massive gemstone, called the demonstones, and in doing so forged the Pact of Blood. The Pact, in simple terms, states that Venusians who swear to the pact are guaranteed servitude by all Zahrinn in exchange for providing blood.

In the time that followed, Cythereus used the power the demonstones granted him and instructed his followers in the way of the Pact and taught them to summon and control the Zahrinn, binding them in servitude. The Cytherean Empire was born, and at first, the Venusian blood they used to summon and control the demons was minimal, primarily volunteered by apprentice binders. As time passed though, binders sought to become more powerful and wanted more control and they summoned an ever greater numbers of demons. The blood they needed to summon and control these demons led to the formation of the blood-caste, composed of criminals, political opponents, and those who did not possess the wealth to defend themselves.



As the blood-caste grew, more Venusians began to chafe at Cytherean rule. Early on, few rebellions were successful, as the Venusian Wilds, filled with carnivorous plants, dinosaurs, and even the occasional free-roaming demon are dangerous and there were few places to go outside the protection of the great cities. Some did survive though, and developed a new way to fight the demons and the empire. The mineral calorium, once an alchemical curiosity, was used to power steamcore engines. In turn, mechanists used these engines to create machines and weapons that could be used to free more people.

The first recognized mechanist, Najia Ehre, built a large suit of steamcore-powered armor to match the fighting power of the demons and used it to start a rebellion at the edge of the empire. Soon she had built dozens more suits and amassed hundreds of followers. With a daring strike and alliance she liberated Lucinia and the island of Piscenia in one stroke. For the first time in their history, Venusians were truly free. In her lifetime, First Knight Najia would free the entire western continent from the Cytherean Empire, but could never liberate the oldest and largest city, Athrak. Her greatest legacy, though, was leaving all Venusians with the spirit of freedom.

Steam Opera

This setting takes place on a Venus that never was, with great city-states separated by hundreds of miles of jungle, swamp, and volcanic plains filled with dinosaurs, demons, and a dying empire quite literally fueled by blood. Steampowered technology takes place of the high-technology of space opera, but the themes of high adventure, larger than life villains, and the wonders of exploration remain. To the people who live in this world the technology of the mechanist and the formulas of the alchemists are like magic.

The “how” of the technology is not so important as the “why” and how it affects the people and the world around them. Just one example is the lightning ships, which travel thousands of miles across the storm-ravaged skies bringing news, passengers, and cargo between the distant cities, much as a spaceship would do in a space opera setting. The lightning ship has transformed a supercontinent that once took several months to cross into one where the same distance can be spanned in days. This has changed the ways that the Venusians interact and brought them closer together while introducing a host of new conflicts.

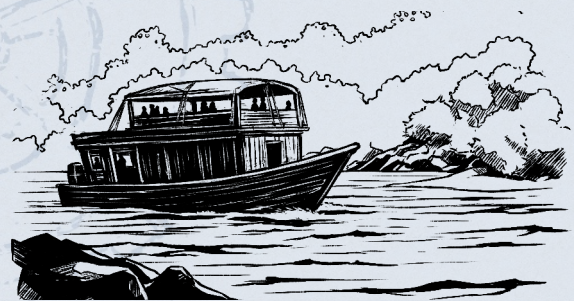
After hundreds of years of stalemate, a new knight, Alessa Ro, has taken up the mantle of freedom-fighter and called upon the cities free of the Empire to liberate Cytherean Athrak. After several crusades, which would shortly free Athrak and then be repelled by the Empire, Alessa’s Free Cities League was able to liberate Athrak one final time and push the Cytherean’s beyond the high plains surrounding the city. The city and the *calorium*-rich high plains surrounding it, needed by both the Venusians to power steamcore technology and the Cytherean’s to empower blood to summon more powerful demons, still remain in conflict.

The Mechanist Revolution

Since the time of Najia, the mechanists have been rapidly seeking to outdo each other in a revolution of technological advancement. The *calorium*-powered steamcore has been used to create powered iron suits to fight demons, massive vehicles to tame the jungles, steamboats to quickly navigate the many rivers, and weapons that can bring down dinosaur and demon.

However, it is the most recent great invention that has captured the imagination of the people, the lightning ship. With the discovery of levitate, mechanists have created flying ships to navigate the stormy skies of Venus. The lightning ships have allowed the people of Venus to communicate and travel like never before, bringing the city-states closer together, but also introducing new strife among them. Furthermore, not all are happy with this great discovery. For a long time prior to the invention of the lightning ship, steam-powered riverboats were used by the Piscenian river barons to dominate river trade and travel, a monopoly which lightning ships threaten to destroy.

Alchemists, once well-respected and sought after for their wisdom, also feel that the mechanists have stolen their secrets and brought down the great alchemical traditions. Alchemists now gather in covens to protect their remaining secrets. The mechanists themselves are often their own worst enemy as well. Mechanists attract followers as they race to be the first to create a new invention to show the world. These followers often engage in acts of sabotage and espionage against the rivals of their patrons.



Adventuring on Venus

Life on Venus is driven by its long day and night cycle. The slow rotation of the planet, drives the sun slowly from west to east, giving 77 Venusian days from sunrise to sunset, and an equally long night. The day/night cycle dominates the movement of trade, and even the way of life. At night, carnivorous plants, giant insects, and dinosaurs adapted to night stalk the Wilds. During the day the temperature rises and violent storms boil up quickly, but it is safer to travel and move across the continent. Those caught in the Wilds during the night-cycle unprepared are rarely heard from again.

While life in the Wilds is dangerous, Venusians are not content to sit in the relative safety of the cities. Scholars fund expeditions to the Wilds to find ancient Zahrinn temples or seek out legends of lost colonies from those who tried to escape the Cytherean Empire. Mercenary companies patrol the land outside the cities to hunt down wild demons, or rival city-states laying claim to resources. The Cytherean Empire is not content to remain in their volcanic strongholds as well, agents work to destabilize the Free Cities and with so much unexplored lands, hidden fortresses protect a network of Cytherean binders and their demonic hosts.

SETTING RULES

The following rules from *Savage Worlds*, as well as a few unique rules for this setting are recommended for the default adventurous tone of this setting.

Conviction

Venusians are passionate people inspired by their triumphs and their tragedies. Strong conviction is a trait present in the great heroes of Venus. Academician Loric of Theorica has theorized it is the great passion of Venusians that makes them desire freedom and can protect them from the corrupting nature of demons.

Fanatics

This rule is recommended for Cytherean villains, who whether they admit or not, have been corrupted by the demons they control. Their summoned demons enforce their will, and a binder condemns all those who stand against them to have their blood used to fuel their conquests. Their devoted followers and summoned demons literally sacrifice their lives to protect the binder.

High Adventure

Whether in the cities or in the Wilds, all Venusians are survivors and have picked up tips and tricks to survive daily life. Martial arts, even as sport, are a part of daily life for Venusians, and they often have something to surprise their opponents with when they need it.

Sweltering Heat

Even during the cooler times of the night-cycle, the Venusian climate is hot and humid. Wearing heavy clothes and armor for long periods of time is uncomfortable and fatiguing. For each hour wearing armor in the wilderness or extreme environments, an adventurer must make a Fatigue roll with a penalty equal to the amount of armor they are wearing. Failure means they gain a Fatigue level.

Unarmored Hero

Outside of the heavy steam knight's armor, most Venusian armor has been ineffective in protecting from the flora and fauna of Venus as well as the demons. Personal armor has proven cumbersome in a world with high heat and humidity, so it has never seen significant development. Venusian fighting styles often promote quickness and agility, allowing them freedom of movement. As such they are accustomed to fighting without armor.

NEW EDGES

Arcane Background (Alchemist)

Arcane Skill: Alchemy (Smarts)

Starting Power Points: 20

Starting Powers: 3

The mixing of materials found in nature is the root of alchemy and alchemists surround themselves with the trappings of their work; crystals, plants, and animals. Alchemists spend much of their time mixing batches of their formulas or out in the wilds searching for new ingredients.

Arcane Devices: Alchemists automatically have the Artificer edge, which allows them to create Arcane Devices. They have the further restriction that all of their creations must use the consumable option.

Malfunction: Alchemical mixtures don't cause Fatigue when they suffer Backlash. They Malfunction instead (see *Savage Worlds*).

Arcane Background (Mechanist)

Arcane Skill: Mechanist (Spirit)

Starting Power Points: 15

Starting Powers: 2

The mechanist is an inventor, tinker, scientist, and creator all rolled into one package. They create amazing devices, gizmos, and machines that create astonishing effects. Unlike the strict formulas of alchemy, the mechanist seems to forge their devices straight from their imagination. The steamcore, lightning generator, and hundreds of other inventions started off as mechanist creations before being replicated and mass-produced.

Arcane Devices: Mechanists automatically have the Artificer edge, which allows them to create Arcane Devices. They must always use devices for their powers.

Malfunction: Mechanists devices don't cause Fatigue when they suffer Backlash. They Malfunction instead (see *Savage Worlds*).

Knight's Training

Requirements: Novice, Vigor d8+

The character has been trained in the use of steamcore-powered knight's armor and weapons. Without this training it is difficult, but not impossible to operate the armor or accurately wield the heavy weapons associated with it. Without this training all physical actions receive a -4 penalty when wearing knight's armor.

NEW GEAR

Kits

Most adventurers have a lot of specialized gear that they need for their profession. Alchemists require the equipment to mix and brew their formula, mechanists need tools to repair their armor, and every good explorer requires tools for collecting artifacts, etc. Kits generally contain all the tools and gear required to perform the tasks of a profession, within reason and at the GM's discretion. (5 lb, \$100)

Knight's Armor

This steamcore-powered armor was invented to give Venusians a fighting chance against demons. Since then, the knights who wear the armor have become an iconic symbol of the Venusian fighting spirit. The calorium used to power the armor can keep it running at full-steam for a day, and a successful Repair roll can refuel the armor, assuming a source of calorium is available.

Getting into and out of the armor takes quite a bit of time as well. Without rushing it takes about ten minutes to get in the armor, strap into the fittings, and power it up. Getting out of the armor takes about 1 minute, but an emergency exit can be performed, using only an Action with a successful Athletics Test, otherwise it takes the entire round.

Those without specialized training can use the armor, but have a -4 penalty to all actions performed while wearing the armor. Knight's Armor provides cooling and is not subject to Sweltering Heat.

Mercenary Knight's Armor: Armor +9 (Heavy Armor), Pace 8 (Run d10), Increase wearer's Strength die by two die types while worn. Weight 600 lbs.

Lamellar Armor

This armor, composed of overlapping leather or metal plates is one of the most common types worn by Venusians. This armor is most often worn as just a



tunic which provides some cooling but still is subject to Fatigue when being worn.

Piscenian Raider

Armored and fast, the Piscenian raider is one of the more feared sights on the rivers of Venus. They are clad in iron armor from front to back, even the rear paddlewheel. This raider has Heavy Armor and has a Medium Autobolter on a pintle mount facing forward, and two fixed Light Autobolter to the port and starboard.

Piscenian Raider: Size 7 (Large), Handling -1, Top Speed 8 MPH, Toughness 20(8), Crew 8+30.

River Cutter

These small steamboats have shallow drafts and side paddlewheels allowing them to navigate the smaller rivers and streams of Venus. Cutters are built with overpowered steamcores, further reducing their carrying capacity, but make them fast, or able to power their way through most obstacles. This boat has a Light Autobolter fixed to the front.

River Cutter: Size 6 (Large), Handling +2, Top Speed 12 MPH, Toughness 8(2), Crew 5+10.

Steambolter

These rifles use a small steamcore to rapidly reset a spring-loaded bolt launcher. They come in a number of varieties, but this represents the most common model, which holds six bolts in a reloadable chamber and rapidly reloads and fires. A standard calorium charge can power the steambolter for weeks.

ARMOR & WEAPONS

VENUSIAN ARMOR

Item	Bonus	Min Str	Weight	Cost
Cloth / Light Leather				
Heavy clothing, light lamellar, soft leather.				
Tunic	+1	—	5 lbs	20
Leggings	+1	—	5 lbs	20
Cap	+1	—	1 lbs	10
Thick Leather / Tough Hides				
Boiled leather, dinosaur hides.				
Tunic	+2	—	8 lbs	40
Leggings	+2	—	7 lbs	20
Cap	+2	—	1 lbs	5

SHIELDS

Type	Parry	Cover	Min Str	Weight	Cost
Standard					
Small	+1	—	—	4	50
Medium	+2	-2	d6	8	300
Large	+3	-4	d8	12	400

HAND WEAPONS

Type	Damage	Min Str.	Weight	Cost	Notes
Medieval					
Axe	Str+d6	d6	2	200	
Dagger	Str+d4	d4	1	50	
Knight's Blade	Str+d10	d10	20	500	Reach 1, Only useable with Knight's Armor.
Shortblade	Str+d6	d6	3	150	
Spear	Str+d6	d6	5	100	Parry +1, Reach 1, two hands.

RANGED WEAPONS

Type	Range	Damage	AP	RoF	Min Str.	Weight	Cost
Bows and Steambolters							
Ghalayan Bow	12/24/48	2d6	1	1	d6	3	300
Hand Steambolter	12/24/48	2d6	2	1	d8	10	450
Steambolter	15/30/45	2d8	2	2	d8	15	650

Notes: Holds 6 bolts.

VEHICULAR WEAPONS

Type	Range	AP Rounds	HE Rounds	RoF	Cost
Steambolters					
These vehicle-mounted weapons act as Heavy Weapons.					
Light Autobolter	30/60/120	2d10, AP2		3	3500
Medium Autobolter	50/100/200	2d12, AP4		2	7000



WHISPERS ON THE RIVER

PREMISE

A group of adventurers is tasked with retrieving a powerful artifact from a jungle crash site somewhere along the Athr River between the city-states of Athrak and Piscenia. Joining a Piscenian riverboat crew, they make their way past river hazards and disembark to search the jungle for the downed lightning ship that was carrying the artifact. The jungle presents its own difficulties, and so does the crash site, which is beset by rogue demons called ravagers. After recovering the artifact, the adventurers learn that it can communicate—it's a marble bust that has a powerful demon bound inside it. The demon repeatedly offers to help the party—all it will cost them is a bit of blood for each use.

The adventurers make their way back to the boat, finding themselves presented with further opportunities to use the demon's abilities (or not), both in the jungle and on the river. On the final leg of their river journey, the party faces off against a larger riverboat captained by a rival Piscenian—this one a powerful river baron. The baron knows about the artifact the party has found, and wants it for his own purposes. Unfortunately for the baron and the adventurers, so does a Cytherean agent who flies in on a flame-breathing wyvern. The adventurers must fight, persuade, or flee their adversaries if they don't want to give up their prize—while the prize itself enjoys making things difficult for them.



INTRODUCTION

All the adventurers have been recruited for an important mission and begin aboard the *Driftwood*, a steampowered river cutter. Her skipper, a tall, brown-skinned, tough-looking woman named Ubri Varrasco, has asked the party to undertake the mission on behalf of the Free Cities League. Feel free to change this hook if your players need an alternate mission structure, such as if they are all Steam Knight mercenaries.

"Thank you for coming. I need a team with your skills to help with a matter of importance to the Free Cities League. A Cytherean agent recently stole an important artifact from Athrak and escaped in a small lightning ship. He got almost to the river here before a pursuing dactyl riders shot him down. Your mission is to search the area of crash in the jungle ahead and locate the artifact and the thief, if either survived."

"The artifact in question is called the Bust of Cythereus. As the name implies, it is a stone carving of the head of Cythereus, the Venusian who pioneered demon summoning. The artifact had been in the Athrak museum since it was liberated from Cytherean binders during the war. We don't know if the Cythereans have a reason for wanting the bust beyond its sentimental value for them, but as free Venusians, we don't want to risk letting them get hold of it, either."

After the adventurers have a chance to talk to Captain Varrasco, ask any questions they might have, and stow their gear, the boat gets under way, headed downriver. Consider having each player narrate a detail about the boat, her skipper, or her crew as they set out on their voyage.

Free Cities League

Initially formed for the purpose of liberating Athrak from the Cytherean Empire, the Free Cities League has continued beyond the crusade as a loose political confederation. Their primary role has been as the council government for Athrak and protecting against demonic incursions. In Venusian cities, the League is met with varying levels of support and cooperation.

As the Cytherean threat recedes, support for the League has waned among a few of the member cities, but others see it as essential as a force for ridding Venus of demons. While a few league operatives are idealistic volunteers in support of a Venus free of the Cythereans and their demons, most are mercenaries.

PASSING GATORSAUR TERRITORY

The ship makes good time for a few hours—until it encounters a group of three massive gatorsaurs. The *Driftwood* has entered their nesting area! Any adventurers who succeed at a Notice roll spot them on the riverbank as they splash into the water and head toward the boat. If nobody spots them, the beasts slam against the boat and knock 1d4 sailors overboard.

The gatorsaurs' goal is to defend their territory (roughly the nearest half-mile of river including both banks) by killing all intruders—including the boat. During this combat, the gatorsaurs alternate between attacking people in the water and ramming the boat itself. If they run out of human targets, a gatorsaur attempts to snatch one off the boat (giving it a -4 penalty assuming its intended victim has Medium Cover).

The crew of the *Driftwood* can help in the defense of the ship. In addition, the ship has a light autobolter mounted on a railing at the bow. The weapon starts out damaged, though, and it requires a successful Repair Task to get it working again. Any character can spend their movement for a turn to relocate the autobolter to a different mount; the ship also has mounts at the stern and one on each side.

At the start of the adventure the boat holds 10 crewmembers plus the adventurers. Don't hesitate to kill some of them off when appropriate. This voyage isn't supposed to be a pleasure cruise. Just make sure to save enough to crew the boat (at least 5) or they won't be able to reach the final encounter!

☛ **Captain Ubri Varasco:** See **Supporting Players: Venusians**.

• **Gatorsaurs (3):** See **Supporting Players: Flora and Fauna**.

• **Riverboat Crew (10):** See **Supporting Players: Venusians**.

ENTERING THE JUNGLE

The next few hours pass uneventfully, and the boat arrives at a natural landing on the river's eastern bank. Captain Varrasco says that the crashed lightning ship (and its cargo) should be about ten miles due east from this point, based on the report from the dactyl riders who shot it down.

If the party wishes to take any sailors along for extra muscle, have an adventurer make a Persuasion roll (to convince Varrasco or the sailors themselves). Success rounds up 1d4 sailors for the mission, while a raise collects 1d4+2. The captain will keep enough sailors to operate the ship.

Traversing the jungle takes a few hours. If you wish to add a little spice to the journey, roll or choose an item from the Jungle Encounters table below. Monster stats are listed in **Supporting Players**.

JUNGLE ENCOUNTERS	
Result	Encounter
1	Fatigue risk due to exertion, dehydration, or bites from wildlife. Any characters failing a Survival roll suffer a level of Fatigue.
2	A grove of 1d4 bloodwillows. They attack using surprise unless an adventurer succeeds at a Survival Test
3	A group of rogue ravagers (1 for each adventurer) squabbling over the carcass of a small gatorsaur.
4	A gatorsaur in the distance charges.



THE CRASHED SHIP

When the party reaches the crash site, read the following:

The jungle ahead has been disrupted by the crash of a small lightning ship, which you see lying in a trench it dug into the jungle floor before coming to a rest. Broken branches lie scattered about, along with fragments of the ship's hull.

The lightning ship is a small craft, consisting of one 10-yard-long deck, one piloting compartment, and a broken propeller at the back. Damage to the ship is extensive, and it is no longer airworthy.

Searching the ship reveals the following sight in the piloting compartment: near the helm, a body is lying over an open wooden chest as a number of ravagers prod at it. The ravagers attack when they see the adventurers.

The Dead Man

Here lies the body of the Cytherean who stole the chest from Athrak and flew it away in this crashed ship. He's dressed in a simple tunic-and-pants outfit common in Athrak. It appears that the man died from wounds he suffered in the crash, though closer examination also shows blood on his sheathed dagger and a fresh slash on his palm.

The Chest

This is what the party is here for. The open chest is made of wood and is 2-by-2-by-1-feet in size. Inside the chest lies a human head carved out of marble (see the Bust of Cythereus sidebar for details). The marble artifact is wrapped in straw to protect it, and the straw and marble both are coated in blood from the Cytherean.

When anyone first picks up the bust, the character holding it hears a voice whispering in their head: "At last...a rescuer worthy of me." The Game Master may choose to present this fact in the open (which might facilitate information sharing and collective storytelling) or in private with an aside or by passing a note (which can encourage a mood of suspicion or paranoia).

The Bust of Cythereus

Many years ago, before the war ended, a powerful Cytherean named Krin bound the demon Zantagumel into a marble sculpture. The sculpture the binder chose was the bust of Cythereus; she did this as an act of spite, knowing that demons have no great love for the first binder, the forger of the Pact of Blood that compels the Zahrinn to serve humans in exchange for blood.

The bust of Cythereus changed ownership several times before being acquired by the liberators of Athrak

during the last war. The free Venusians didn't know it was a demonbound item, so it remained in storage until a Cytherean spy discovered it while searching the great library in Athrak, initiating the events that led to this adventure.

Technically, Zantagumel can speak telepathically to anyone he can sense within Smarts range of the Bust, but he prefers to only communicate with those holding it. See Talking to Zantagumel for more details.

Zantagumel cannot use any of his Powers unless he has a supply of blood (see below) and unless someone else asks him to. Thanks to the dead Cytherean thief, Zantagumel currently has a small pool of 5 Power Points. After that, he will need a blood donor to do anything else. More on that, too, in Talking to Zantagumel.

Zantagumel is a powerful demon and can use any Power that's appropriate for what the adventurers ask for. He must simply be able to pay the blood cost, which is one point of blood for each Power Point. Anyone offering blood takes one level of Fatigue and the demon receives one Power Point. Zantagumel knows three Powers of Seasoned rank or less. Rather than choosing the three, the Powers table in *Savage Worlds* can allow the GM to tailor the demon to requests the adventurers may make. Once three Powers are chosen though, that is the limit of Zantagumel's knowledge.

If the Bust of Cythereus is destroyed, Zantagumel appears in physical form to torment them. See his full stats in the Supporting Players section. This can even happen "off screen," for example if the adventurers fear the demon so much that they abandon the artifact.

- **Ravagers (2 per adventurer):** See **Supporting Players: Demons**.

TALKING TO ZANTAGUMEL

The party can talk to the bound demon any time they wish, whether they do so before leaving the crash site, while hiking back to the ship (as detailed in the next encounter), or later in the adventure. It might be fun to have such a discussion interrupted by a random encounter.

At first, Zantagumel will only communicate with the person holding the bust. If this turns out to be fun for the players, having to pass the bust around, consider having it continue to work that way. Or to facilitate more conversation, let others nearby start to hear Zantagumel's words as well, either because they have held the bust previously or because the demon's ability to reach new minds is growing.

Roleplaying Zantagumel

Zantagumel is patient, silver-tongued, and deceptive. He generally tries to avoid talking about himself, instead offering to help the adventurers overcome the various obstacles they encounter and trying to learn more about each party member. Zantagumel wants the adventurers to use him until they rely on him, so that he can try to lead them into increasingly immoral actions.

In **Zantagumel's Q&A** there are a number of possible answers to the common questions that adventurers may ask. Any answer he makes will be as elusive as possible, always giving the feeling that he knows much more than he is letting on.

RETURNING TO THE DRIFTWOOD

On the trek back to the ship, give Zantagumel an opportunity to show his worth. Roll or choose a random jungle encounter and make it more difficult in some way (such as increasing the number of foes or the difficulty of a Trait roll). During the encounter, Zantagumel asks for permission to help the party. If an adventurer says anything that could be interpreted as accepting his offer, Zantagumel uses a power to help out (such as shooting a bolt of fire at an attacking bloodwillow). Remember that Zantagumel can spend Game Master Bennies. Using a power depletes Zantagumel's blood supply, so he will need to convince a party member to donate some blood if they want his help again.

As the party reaches the river shore, call for Notice rolls. Whoever succeeds (or comes closest to it) spots a scrawny, two-foot-tall misshapen humanoid looking intently at them from the branches of a tree. It takes to the air and flies away when it sees it's been spotted. (If you feel bad about not giving the adventurers a chance to shoot it out of the air, give them all a Benny as compensation.) This creature is an imp, a minor demonic minion the Cythereans like to use for spying, and it's the reason we'll see Cytherean interference at the end of the adventure.

When the party gets close enough to the river bank, Captain Varrasco hails them, welcomes them back aboard, and asks about their mission progress.

Game Masters can provide a hint or two that the *Driftwood* crew is curious about the artifact the party has recovered. Let the adventurers catch some of them trying to catch a glimpse of it, or overhear them whispering about what it might be. Consider providing distinctive details about especially curious sailors to make them memorable—we've provided a few examples in the riverboat crew stats in **Supporting**

Players. This will all set the scene for when someone tries to steal the artifact at the climax.

WHISPERS ON THE RIVER

During the trip back upriver, Zantagumel looks for additional opportunities to help any of the adventurers he has communicated with and encourage them to use him more. Use the River Encounters table below to give him that chance. Do this as often as you like. If the party is having too little difficulty to need Zantagumel, feel free to spend a Game Master Benny to make things harder, whether by rerolling for an adversary or by introducing a new complication, such as having logs damage the boat.

RIVER ENCOUNTERS	
Result	Encounter
1	Several logs are floating from upstream toward the boat. The pilot is overwhelmed and needs assistance, which could come in the form of one or more adventurers either providing Support or working to divert/split up/destroy the logs.
2	Rapids! Anyone failing an Athletics or Boating Test either falls, gets bumped about, or gets seasick, taking a level of Fatigue. On a Critical Failure, one falls into the river!
3	1d4+1 gatorsaurs attack from upriver.
4	A brightly-colored insect flies in and steals a valuable piece of equipment and flies away. Even shooting the insect down (at a -4 ranged attack) isn't a great solution because the item will fall into the river

Crew Conflict

Hint that some of the sailors are starting to covet the artifact. Even if the party has been secretive about it, crew members seem to know that something of value is in the adventurers' possession. (This is because Zantagumel is communicating empathically, making the sailors feel the desire to possess the bust. Even if the party is doing as he wishes and using his powers, this is a demon who enjoys chaos.)

If the adventurers fear the artifact so much that they throw it overboard or otherwise dispose of it, the adventure can still proceed on course, with the following modifications:

- Captain Varrasco is furious that the party let a potentially powerful item get away.
- The adversaries the party encounters in the upcoming finale are convinced that the party has the artifact they seek, whether they do or not, so they fight them for it either way.

- It is possible that the demon inhabiting the Bust of Cythereus could escape it after leaving the party's possession—such as by having the bust destroyed by a gatorsaur or some other underwater threat. If this seems plausible, then let Zantagumel return in the next scene (using his “unbound” stats) to attack the adventurers who wronged it!

CUSTODY BATTLE

A few hours after the adventurers return to the ship, while still en route back upriver and less than an hour from their destination, another riverboat, this one about twice the size of the *Driftwood*, intercepts her from ahead. Captain Varrasco scowls and identifies the boat as the *Diamondback*, captained by legendary river baron Filian Mox.

The *Diamondback* intercepts the *Driftwood* and Baron Mox's voice calls out:

“Ahoy there! I've heard from mutual friends of ours that you're carrying some dangerous cargo. You should hand it over so nobody gets hurt.”

Mox knows of the party's mission and assumes that they have retrieved the artifact. The adventurers have a few options.

Parley

The adventurers might try to convince Baron Mox that it would be smarter or safer for him to stay away from the artifact. Run this as a social conflict (see Social Conflict in *Savage Worlds*). With a result of zero tokens, the Baron is unconvinced—cut to Fight, below; with 1-3 tokens, he is only willing to forget about the artifact if the adventurers give him something else of value; with 4-5 tokens, he drops his plan to acquire the artifact; with 6 or more, he actively helps the adventurers when combat breaks out with another party.

Speaking of which: At a dramatically appropriate time—perhaps right when the Baron has decided to accept or reject the adventurers' argument—interrupt whatever is happening with some Third-Party Complications, detailed below.

Fight

Baron Mox is willing to fight to obtain the artifact; if it is clear the adventurers won't give him the artifact—and they haven't persuaded him otherwise—he initiates combat by telling his men to open fire! Mox's forces consist of himself, 20 sailors (use Riverboat Crew/Pirates in Supporting Players), and the weapons mounted on his Piscenian raider.

The round after combat starts, another combatant joins the fracas—see Third-Party Complications, below.

Flight

If the *Driftwood* tries to flee, run this as a chase (see Chases & Vehicles in *Savage Worlds*). Note that the *Driftwood* is faster but the *Diamondback*'s main gun shoots farther. Let Captain Varrasco handle any Boating tests (rolled by a player), unless an adventurer wants to do so. Chase Complications can include any of the items on the River Encounters table.

After a round or two, add the Third-Party Complications (below) to the chase (having the wyvern join the pursuit while the traitorous crew acts aboard the *Driftwood*). The wyvern is much faster than either ship, so outrunning it won't be an option.

The *Driftwood* can escape *Diamondback* by either succeeding at the Flee action (in the Chase rules) or by evading the pursuing ship until the Game Master decides the fun of the chase has run its course.

Third-Party Complications

Cythorean Arrival

Before things are resolved with the *Diamondback*, a screeching sound heralds the appearance of a flying creature the adventurers recognize as a wyvern. These aerial demons are commonly used to carry large gondolas for transporting Cythorean binders, and this is indeed what's happening here. The piloting Cythorean binder attacks, intent on acquiring the artifact. He orders the wyvern to swoop down and use its demonfire ability on the *Driftwood* or the *Diamondback* (Game Master's call, and he might switch targets later). During the wyvern's first attack run, two ravagers per player air-drop from their perches on the creature's back. The Cythorean will retreat if it looks like the wyvern will be killed or all of the ravagers are killed; he has no desire to engage in a losing battle.

Traitorous Crew

As a final wrinkle in the multi-party conflict now under way, at some point in the action a *Driftwood* sailor tries to steal the bust. They might attempt this with stealth during combat, or may take a more direct approach by switching sides and attacking the adventurers. If you want even more chaos here, make it several sailors!

☛ **Captain Ubri Varrasco:** See Supporting Players: Venusians.

☛ **Baron Filian Mox:** See Supporting Players: Venusians.

☛ **Varus, Cythorean Agent:** See Supporting Players: Venusians.

- **Wyvern (1):** See **Supporting Players: Demons.**
- **Ravagers(12):** See **Supporting Players: Demons.**
- **Riverboat Crew (Any Surviving):** See **Supporting Players: Venusians.**
- **Pirates (20):** See **Supporting Players: Venusians.**

CONCLUSION

If they manage to defeat or elude all the parties in the multi-sided conflict, the adventurers will be able to safely reach the Piscenian Islands, where they are able to take the Bust of Cythereus to a Free Cities League embassy for safekeeping. The League's representative thanks the group for their hard work. This would also be a good opportunity to award an Advance to each of the adventurers.

AFTERMATH

Even though the bust was successfully recovered, the League still has a lot of questions about the artifact and the demon that it contains. Here are a few adventure seeds and loose end suggestions that can lead to further adventures:

- The Free Cities League leadership needs an experienced team to take the demonbound artifact to the University of Theorica for further research.

The trip from the Piscenian Isles to Theorica is not particularly dangerous, but the artifact seems to have attracted a lot of attention.

- If Varus managed to escape, he is still a danger and seeking the Bust. He may be tracking the *Driftwood* and those who have the artifact using his imp. Captain Varrasco contacts the adventurers after a few weeks have passed with news that some of the crew have gone missing, and she thinks it has something to do with the mission.
- In Athrak, the League Council is concerned of a greater conspiracy at work and has followed up reports of other items going missing. Even more concerning to the council is the fact that a Cytherean agent was capable of stealing and piloting a lightning ship.
- If Baron Mox was forced to flee or escape, he may also want revenge. Someone put him onto the trail of the artifact and that group may want to find a way to steal it back and recover it.

While most Venusians are highly distrustful of demonbound artifacts and have a hatred of the Cytheran Empire, there are many who would still use the demons for their own gain.

The empire that once ruled all of the Venusian cities through blood and fear has been driven back. The Venusians and their cities, for the first time in their history are free to choose their own destiny and not everyone agrees on the path of that destiny. Welcome to Venus, where the adventure has only just begun.



Zantagumel's Q&A

The adventurers can talk to the bound demon anytime they wish, whether they do so before leaving the crash site, while hiking back to the ship, or later in the adventure. At first Zantagumel will only communicate telepathically with someone holding the bust. However, he can communicate telepathically with anyone within range if he chooses.

Who / what are you?

I am Zantagumel, one of the Zahrinn.

Are you a demon?

Ha. I am Zahrinn, a proud race of powerful entities from a land far away. But yes, you Venusians like to call us demons.

Are you evil?

Persuasion test:

Failure: "By no means. I am simply trying to live my life, like you good people. Such a life as I can have, that is, trapped in a stone head."

Success: "In the past, some may have called me that. I think you shrewd people can see past that, and realize how I can help you."

Can you get free of this item? / What if the bust is broken?

I am uncertain. The destruction of my marble home might free me, or it might destroy me.

How long have you been bound to this bust?

Many years as you perceive time. I have seen generations come and go.

What can you do?

My abilities are nearly limitless! However, I cannot act on my own, I must be asked. This restriction was placed on me by the binder, Krin. Also, as you know, I must taste human blood in order to alter nature.

Who bound you?

Krin, a long-dead binder. She was an interesting conversationalist, but otherwise inconsequential. She was too hesitant to use me...and feed me.

What do you think of Cythereus? / Krin? / Binders? / Cythereans?

They meddle too much in the affairs of Zahrinn. I'd much rather work with smart, helpful people like you.

What do you feed on / Why do you need blood?

Blood sustains me and gives me my power. As you must feed on the flesh of plant and animal, so are we sustained by blood.

Where do you come from?

I am from the Burning City, in a place called Zahrinn.

Is it another planet? Is it hell?

I don't know how to explain what it is. I'd rather talk about how I can help you.

What can you tell us about the man who stole you?

Persuasion test:

Failure: "I didn't know him. He wanted to take me to his binder friends, so they could make use of my power."

Success: Failure text, plus: "He tried to make me keep him alive by feeding me his blood, but...I chose not to. I knew you were coming, and I think I'll like you better."

What do you want? / Why do you like us?

Persuasion test:

Failure: "I can sense that you are destined to be a powerful influence in this world, and I want to be a part of that."

Success: "The Cythereans are weak. I've seen into their souls. I think your side will make better use of me."



SUPPORTING PLAYERS

VENUSIANS

☛ **Ubri Varrasco, Captain of the *Driftwood***

Captain Varrasco is a tall, brown-skinned, tough-looking woman. She wears her hair short and her clothes utilitarian (the better to reach her sword). Varrasco expects excellence from her crew at all times, and extends this expectation to the adventurers during this mission. The captain supports the cause of the Free Cities League wholeheartedly, and has run missions for them since the organization's founding. (During combat, remember that Varrasco's Natural Leader edge lets her help the adventurers with her Command and Tactician edges.)

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

Skills: Athletics d8, Battle d6, Boating d10, Common Knowledge d6, Fighting d8, Gambling d4, Intimidation d10, Notice d6, Persuasion d6, Shooting d6, Stealth d6, Survival d6

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

Hindrances: Loyal (Minor)

Edges: Command, Natural Leader, Soldier, Steady Hands, Tactician

Gear: Dagger (Str+d4), Shortblade (Str+d6)

☛ **Baron Filian Mox, Captain of the *Diamondback***

Even without his steam-spewing brass leg, Baron Mox would be an imposing figure, tall and stocky and steely-eyed. Mox excels at getting what he wants, but

he's more greedy than stubborn and can be manipulated by a smart opponent. In close combat, Mox likes to remain in the background inspiring his crew until things require a more direct touch--then he activates his lightning leg and wades into battle.

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

Skills: Athletics d8, Battle d8, Boating d10, Common Knowledge d8, Fighting d10, Gambling d8, Intimidation d8, Notice d6, Persuasion d8, Shooting d6, Stealth d6

Pace: 5; **Parry:** 7; **Toughness:** 8

Hindrances: Arrogant (Major), Greedy (Minor), Ruthless (Minor), Slow (Minor, or Major if prosthetic leg is removed)

Edges: Brawny, Command, Fervor

Gear: Lightning Leg (built-in steamcore can power a crackling electrical damage field once per encounter for 5 rounds), Shortblade (Str+d6)

Riverboat Crew/Pirates

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

Skills: Athletics d6, Boating d6, Fighting d6, Navigation d6, Notice d6, Shooting d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 5(7)

Edges: Steady Hands

Gear: Light lamellar tunic (+2), Shortblade (Str+d6), Steambolter (15/30/45, 2d8, RoF 2, AP 2).

Varus, Cytherean Agent

Deep within Venusian territory, Varus leads a cell of operatives working to disrupt unity among the Venusian people. Working for the Binders, he has access to a number of demons to do his bidding, as long as he can keep them fueled with blood.

He pilots his mount with quiet intensity. In combat, he remains on his demon for as long as possible and tries to escape if the beast is killed. The rider has the wyvern attack whichever ship or individual is between him and the Bust of Cythereus

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

Skills: Athletics d8, Fighting d8, Intimidation d6, Notice d6, Riding d10, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Hindrances:

Edges: Dodge

Gear: Leather Tunic (+2), Shortblade (Str+d6)

FLORA & FAUNA

Bloodwillow

As carnivorous trees go, bloodwillows are some of the more peaceful looking. Each of these large trees has a canopy of dark red whiplike drooping branches that extend in a dome for several meters around a thick trunk covered in pulsing tubules that look like veins. A bloodwillow will remain motionless until animal life moves under the canopy, then it grasps its prey by using its branches like tentacles, grabbing them and wrapping them up to digest them slowly.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d10, Vigor d6

Skills: Athletics d6, Fighting d8, Notice d10, Stealth d8

Pace: -; **Parry:** 6; **Toughness:** 14(2)

Special Abilities:

- **Armor +2:** Thick bark.
- **Grasping Branches:** Bloodwillows can attack with 4 grasping branches at once. If severed, a branch spurts mildly acidic blood.
- **Living Plant:** These are trees, and as such they are Fearless and have a Weakness to fire (causing them to take an additional 2d6 damage from fire).
- **Regeneration (Slow):** Bloodwillows heal when they've recently fed.
- **Size 6:** It's got a thick trunk, deep roots, and a 30-40 foot wide canopy.

Gatorsaur

Lurking in rivers and swamps, the massive gatorsaur watches for prey in the water or along the shores. They often live in large family packs and are

aggressively territorial. They have little fear of anything. Juvenile gatorsaurs use the alligator/crocodile profile in *Savage Worlds*.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+5, Vigor d10

Skills: Athletics d10, Fighting d10, Notice d8, Stealth d6

Pace: 8; **Parry:** 7; **Toughness:** 16(2)

Special Abilities:

- **Armor +2:** Thick hide.
- **Aquatic:** Pace 10.
- **Bite:** Str+d10.
- **Death Roll:** When gatorsaurs bite they clamp on and violently thrash and roll to rip their prey apart. When a gatorsaur hits with a Raise its bonus damage is a d12 instead of a d6.
- **Size 7:** Twenty five to thirty feet long from nose to tail, gatorsaurs are one of the largest river predators on Venus.



Gorasaur

These jungle-dwelling dinosaurs have a large horn on their nose and a single horn protruding from their skulls. They are about half the size of the triceratops, but far more vicious. They charge and drive off anything they see as a threat, which as far as most scholars can tell is everything, including other gorasaurs.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Athletics d8, Fighting d8, Notice d10, Stealth d4

Pace: 12; **Parry:** 6; **Toughness:** 12(2)

Special Abilities:

- **Armor +2:** Dinosaur hide.
- **Horns:** Str+d8.
- **Size 3:** Gorasaurs only stand about four feet tall at the shoulder, but their compact frame holds 1,800 pounds of charging dinosaur.

Jungle Glider

These small, feathered raptors arms and legs double as wings. They are clumsy fliers, but can leap and glide

long distances. Common in the jungles near Ghalaya, their bright plumage and quirky personalities make them popular pets and animal companions.

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

Skills: Athletics d8, Fighting d6, Notice d10, Stealth d6

Pace: 7; **Parry:** 5; **Toughness:** 5

Edges: Alertness

Special Abilities:

- **Bite/Claws:** Str+d6
- **Flight:** Jungle gliders have a Flying Pace of 12".
- **Size -1:** These small raptors are only three feet long and weigh forty pounds on average.

DEMONS



Ravager

These demons make up the bulk of the Cytherean armies. Wild packs of them still roam the high volcanic plains near Athrak, remnants from the war. They savagely attack without regard for their own safety, swarming their opponents and tearing at them with razor sharp claws, capable of ripping through all but the heaviest armor.

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

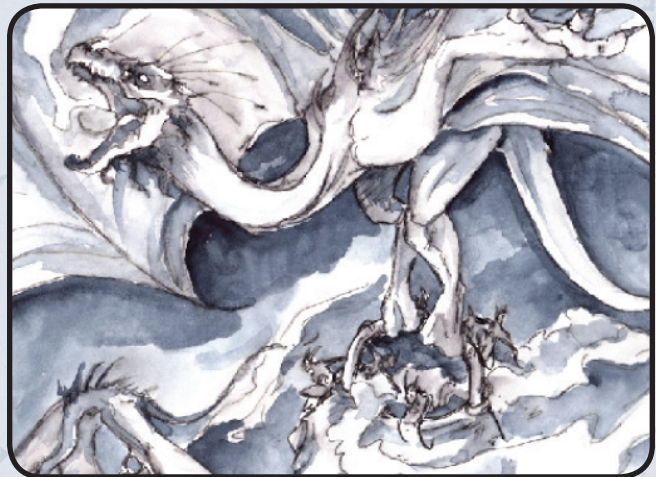
Skills: Athletics d8, Fighting d8, Notice d6, Stealth d4

Pace: 7; **Parry:** 6; **Toughness:** 7(1)

Special Abilities:

- **Armor +1:** Demon hide.
- **Claws:** Str+d8 (HW).

- **Fearless:** Ravagers are immune to Fear and Intimidation. They do still react to being Taunted.
- **Frenzy:** They always attack with fury, making two attacks per Action with a -2 penalty to each attack.
- **Hardy:** They do not suffer a Wound from being Shaken twice.
- **Infravision:** Halve penalties (round down) for bad lighting.
- **Summon Rating:** 3



Wyvern

These flying demons are summoned by the most powerful binders as mounts, using them as flying command centers, or just to invoke terror. They can rain down fire on and their enemies and have even brought down lightning ships. Cythereans like to design fancy palanquins for the wyvern to carry when using them as transportation. Another favored tactic is to fill iron cauldrons with ravagers and drop them on their enemies.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d6, Stealth d4

Pace: 4; **Parry:** 6; **Toughness:** 15(2)

Special Abilities:

- **Armor +2:** Demon hide.
- **Bite/Claw:** Str+d8
- **Demonfire:** Wyvern's breathe fire for 2d8 damage (see **Breath Weapons** in *Savage Worlds*). This fire does damage as a Heavy Weapon.
- **Flight:** Wyverns have a Flying Pace of 20".
- **Hardy:** The creature does not suffer a Wound from being Shaken twice.
- **Infravision:** Halve penalties (round down) for bad lighting.
- **Size 7:** Wyverns are 20 feet long and have a 40 foot wingspan.
- **Summon Rating:** 15

☛ Zantagumel (Bound)

In his bound form, the demon inhabits a life-size gray marble bust of the first binder, Cythereus. The representation on the bust has short hair combed neatly and a look of determination on the face.

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

Skills: Common Knowledge d6, Notice d8, Taunt d12, Spellcasting d10

Pace: -; **Parry:** -; **Toughness:** 10

Edges: Arcane Background (Magic)

Special Abilities:

- **Bound to a Vessel:** The demon is bound physically to an object, in this case the Bust of Cythereus. It can perceive the world around it through this object using its telepathic sense as if it could see and hear normally. Its Toughness serves as the object's Hardness. If the object is destroyed (see Breaking Things in *Savage Worlds*), the demon is released from the object.
- **Feed:** To use its power the demon must get blood. It can absorb blood through its vessel.
- **Powers:** 3 Seasoned or lower
- **Power Points:** 20. He cannot recover Power Points without Venusian blood, with one Fatigue level of blood being equal to one Power Point.
- **Summon Rating:** 15
- **Telepathic Communication:** The demon can communicate telepathically with anyone in Smarts range.
- **Zahrinn:** Infravision, Fearless.



☛ Zantagumel (Unbound)

Should Zantagumel be freed from his vessel, use these statistics. Freeing him from the vessel also frees him from the Blood Pact, making him more dangerous. The formless demon is limited in power, though he has greater mobility and is difficult to kill.

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

Skills: Common Knowledge d6, Fighting d6, Intimidation d8, Notice d8, Stealth d10, Taunt d12, Spellcasting d10

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

Edges: Arcane Background (Magic)

Special Abilities:

- **Flight:** Formless demons fly at Pace 12".
- **Formless:** These demons have no physical form and exist as a shadowy ethereal presence. Notice checks to spot them are at -2. They are just material enough to manipulate objects and can be damaged, but all damage rolls are reduced by 2. No additional damage from Called Shots, ignores 1 point of Wound penalties, doesn't breathe, immune to disease and poison.
- **Gaseous Form:** Can maneuver through any non-solid surface, pass through cracks in doors or windows, bubble through water, etc.
- **Powers:** 3 Seasoned or lower
- **Power Points:** 20. It cannot recover Power Points without Venusian blood, with one Fatigue level of blood being equal to one Power Point.
- **Summon Rating:** 15
- **Telepathic Communication:** The demon can communicate telepathically with anyone in Smarts range.
- **Zahrinn:** Fearless, Hardy, Infravision

AKI LADAGA

STEAM KNIGHT

Having just recently graduated from the Lucinian Military Academy, Aki just missed joining the crusade to liberate Athrak from the Cytherean Empire. In this time of relative peace the mercenary companies have stopped recruiting knights, and he has been seeking any opportunity to prove himself. With a recommendation from Academy's Knight-Marshall he has been given knight's armor and a chance to prove himself with the Free Cities League.

Tradition: Lucinian

Lucinia, located in the central continent is one of the safest of the Venusian cities, but they have a strong military tradition. From a young age most Lucinians train in martial arts, and every capable Lucinian is required to spend some time in the city's militia. As a Lucinian, Aki receives a +1 Parry, which is already factored into his Parry.

ATTRIBUTES

d8	d4	d6	d6	d8
Agility	Smarts	Spirit	Strength	Vigor

SKILLS

d8	d8	d8	d8	d8	d8	d8	d8	d8
Athletics	Common Knowledge	Fighting	Notice	Persuasion	Repair	Shooting	Stealth	Survival

6	8	6(15)
Pace	Parry	Toughness

WOUNDS

-1

-2

-3

INC

-2

-1

FATIGUE

Edges: Knight's Training

Hindrances: Loyal (Minor), Code of Honor (Major)

Gear: Knight's Armor, Knight's Sword (Str+d10), Shortblade (Str+d6), Armor Maintenance Kit

TUVERAL KALA

LEAGUE AGENT

Tuveral has always been a survivor. During his childhood in Athrak, his mother led a resistance to Cytherean rule and she was condemned to the blood-caste where she eventually wasted away. When he got older, he took up her cause and continued to work with the resistance, eventually linking up with the Free Cities League in their crusade to liberate Athrak. Since then he has tirelessly worked to thwart the Empire in any way he can.

Tradition: Athrakite

As a native Athrakite, Tuveral has lived through the multiple crusades leading to the liberation of Athrak and has seen the worst of the Cytherean Empire. As a liberated Athrakite he has a deep-seated hatred of the Cythereans and receives a -2 penalty to any Persuasion rolls when dealing with them.

ATTRIBUTES

d8	d6	d6	d6	d6
Agility	Smarts	Spirit	Strength	Vigor

SKILLS

d8	d6	d6	d4	d6	d6	d8	d8	d6	d8
Athletics	Common Knowledge	Fighting	Intimidation	Notice	Performance	Persuasion	Shooting	Stealth	Thievery

6	5	5(7)
Pace	Parry	Toughness

WOUNDS

-1

-2

-3

INC

-2

-1

FATIGUE

Edges: Charismatic

Hindrances: One Eye (Major), Suspicious (Minor), Loyal (Minor)

Gear: Light Lamellar Tunic, Shortblade (Str+d6), Steambolter (Range 15/30/45, Damage 2d8, RoF 2, AP 2)

CHEN DARA VEN

MECHANIST

Sitting in a workshop is boring work better left for Theorican researchers; a true mechanist proves the superiority of their inventions by displaying them to the world! Solandra is the most important city in the League, and Chen has been chosen to represent them to the world.

Tradition: Solandran

The city of Solandra is the first Venusian city to see the sunrise each year, and every Solandran believes their city represent the rising future of the Venusian people: A shining ideal of gumption that all Venusians should strive to achieve.

ATTRIBUTES

d6	d6	d8	d4	d6
Agility	Smarts	Spirit	Strength	Vigor

6	2	5
Pace	Parry	Toughness

SKILLS

d4	d4	d6	d8	d6	d6	d4	d8	d4
Academics	Athletics	Common Knowledge	Mechanist	Notice	Persuasion	Repair	Shooting	Stealth

WOUNDS

-1

-2

-3

INC

-2

-1

FATIGUE

Edges: Arcane Background (Mechanist), Artificer, Bolster, Luck

Hindrances: Arrogant (Major), Loyal (Minor), Overconfident (Major)

Powers: Bolt, confusion. **Power Points:** 15

Gear: Dagger (Str+d4), Mechanist's Kit

Crystal Pulse Eminator (15 PP): Chen's current invention is the crystal pulse eminator using a lightning generator and an array of tuneable crystals to create its effects. It can flash a pattern of light to disorient his opponents (Confusion), or fire a focused beam (Bolt).

THEYA ZEE

RAPTOR TRAINER

The vast Wilds of Venus are dangerous enough without rogue demons, Cytherean operatives, and mechanists prospecting for new minerals to exploit for their machines. When Ghalaya joined the Free Cities League and the Athrak crusade, Theya volunteered in hopes of becoming a force for driving more demons out of the Wilds and to keep an eye on what the city-states are doing in hopes of protecting her home in the jungle.

Tradition: Ghalayan

Dozens of treetop villages make up the collective of Ghalaya. The people their do their best to live at one with nature, but keep all others at a relative distance making them outsiders. As a Ghalayan, Theya has Jungle Swiftess giving her a Pace of 8 and a Running die of d8.

ATTRIBUTES

d8	d6	d8	d4	d6
Agility	Smarts	Spirit	Strength	Vigor

8	5(6)	5(7)
Pace	Parry	Toughness

SKILLS

d8	d6	d6	d4	d8	d4	d4	d8
Athletics	Common Knowledge	Fighting	Healing	Notice	Persuasion	Shooting	Stealth

WOUNDS

-1

-2

-3

INC

-2

-1

FATIGUE

Edges: Beastmaster

Hindrances: Outsider (Minor), Driven (Major, Protect the Wilds)

Gear: Dagger (Str+d4), Ghalayan Bow (Range 12/24/48, Damage 2d6, RoF 1), Light lamellar tunic (+2), Spear (Str+d6, Parry 1), Rex the Jungle Glider (use Jungle Glider stats in **Supporting Players**).

MARI BREN

ALCHEMIST

Mari has always been a good student, but in her dreams she always pictured herself exploring the Wilds. Every time she put her name in for an expedition there was always an excuse to pass over her. "Too weak" they would say, or "Can't see", or a million other excuses. Quitting the University, she volunteered to work as a specialist for the Free Cities League in exchange for a chance to see the world for herself.

Tradition: Theorican

The Great Theorican University dominates every aspect of life in the city of Theorica. As a Theorican the love of learning drives Mari's curiosity to discover the secrets of the world.

ATTRIBUTES

d6	d10	d6	d4	d6
Agility	Smarts	Spirit	Strength	Vigor

SKILLS

d4	d6	d6	d4	d8	d4	d4	d8
Academics	Alchemy	Athletics	Common Knowledge	Fighting	Persuasion	Research	Occult

6	3	5
Pace	Parry	Toughness

WOUNDS

-1

-2

-3

INC

-2

-1

FATIGUE

Edges: Arcane Background (Alchemist), Artificer, Investigator

Hindrances: Curiosity (Major), Bad Eyes (Minor), Can't Swim (Minor)

Powers: *Healing*, *smite*, *stun*. **Power Points:** 20

Gear: Alchemist's Kit, blue crystal spectacles, Daggers (Str+d4)

The following represent the consumables that Mari usually has prepared:

Malto's Balm (6 PP): This is a common healing formula used by most alchemists. This uses the Heal power.

Stingroot Solution (4 PP): Harvested from the stingroot plants found nearly everywhere, this formula can be used to coat weapons with a dangerous poison. Smite power.

Thunder Bombs (3)(2 PP): Clay jugs filled with an explosive powder. She carries three of these for the Stun power.

Big Thunder Bomb (6 PP): A larger container of explosive powder to use the Stun power with a Medium Burst template.