

TOTEMS OF PLAYERS



THE DEAD GUIDE

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Know, brave wanderers, that we live in the dawn of a terrible new age. Our great-grandfathers speak of an age undreamed of, a shining time of plenty, when the wilderness was not so wild to us and the earth was our mother who provided all things. That was before drought and famine set each tribe at the throats of its rivals. Before the sorcerer-slavers came across the salt-foamed sea from Atlantis and stole a generation of our people, or the Sea Wolves turned the coast into a red tide of blood and slaughter.

Before the Shenites and Skadians came with their new gods and strange ways, and before we knew the fear of Ruskar war parties. More ominous still are the dark storm clouds gathering on spiritual horizons. The spirits were once our guides and allies, but now, with the coming of the mists, terrible beasts that have no place in a sane world stalk through the otherworldly vapors. Our future is pregnant with dangers unimagined. Stay awhile and sit by the warmth of the fire, for it is a wise youth who will listen to what an aging warrior has lived to know.

- Unknown Elder

TOTEMS OF THE DEAD PLAYERS GUIDE

AUTHOR'S DEDICATION

THIS BOOK IS DEDICATED TO THE MANY FRIENDS, FANS AND PLAYTESTERS WHO HELPED THIS DREAM BECOME REALITY, AND TO REBECCA, MY LOVING WIFE AND RUTHLESS BARBARIAN QUEEN.

Setting Created by: Matthew E. Kaiser

Written By: Matthew E. Kaiser, with additional writing by David Viars and Steve Ellis

Edited By: Piotr Korys, Donna Burke, and Michael Gosack

Project Manager: David Jarvis

Art Direction: David Jarvis

Cartography: Keith Curtis

Cover Art: Nick Greenwood

Graphic Design: Aaron Acevedo

Interior Art: Tomek Tworek, Jason Walton, Bradley K. Mcdevitt, Joseph Wigfield, Storn Cook

Layout: David Jarvis

Play testers and Feed back: David Viars, Jackie Matalavage, Shawn Watts, Shane Wheeler, Nick Riley, Mike Tousignant Andrea "Lord Lance" Parducci, Nick Nundahl, Greg Miller, Molly Creighton, Maria Greenwood, Eric Baker, Nicolai Sthyr-Nielsen, Peter Emanuelsen, Rasmus Strandridder, Henrik Nielsen, André Schmidt, Marcus Burggraf, Jon Ginsberg, Allison Giordano, Andrew Showers, Darek Rauch, Jeremy Kelly, Jon Jankowski, Jack Berberette, Shawn Maynard, Curtis Lyon, Sarah Lyon, Heidi Levin, Zach Cameron, and the mysterious Steve(!), M. Scott Welker (GM), Chuck DeHoag, Sam Doolittle, Will Koella, Mike Reglein

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INTRODUCTION

CHAPTER ONE: INTRODUCTION TO THE UNTAMED LANDS

"There is no literary work, to me, half as zestful as rewriting history in the guise of fiction."
- Robert E. Howard to H.P. Lovecraft

Welcome to *Totems of the Dead*, a sword and sorcery fantasy setting loosely based on pre-Columbian Native American legends and history, including the attempted settlement of the Norse colonists in the Americas. While the world of *Totems of the Dead* bears some resemblance to the history and mythology of our own world, it is a distinct place with its own history, inhabitants and geography. Similar to the Norsemen of our own history, the Skadians of *Totems of the Dead* journeyed to a new world across the sea and attempted to colonize it. In *Totems of the Dead*, this colonization effort was largely successful, and a small Skadian nation now lives and grows along with its neighboring native chiefdoms amidst the *Untamed Lands* of this beautiful, yet dangerous, new world. Now a new wave of invasions has arisen, from the bloodthirsty Ruskar from the icy northwest to the Atlanteans invading the eastern shores.

HOW TO USE THIS BOOK

This book presents a sword and sorcery setting inspired by Native American history and mythologies, just as Eurasian history and mythologies have informed and inspired countless fantasy settings such as Robert E. Howard's world of Hyboria. The continent presented here may be used on its own, as a self-contained setting, or be added alongside your own favorite Eurasian-inspired fantasy continent as a sort of "new world" for your characters to explore alongside the fantasy version of the "old world."

Totems of the Dead is presented here as a setting for the *Savage Worlds* rules system, so you will need a copy of the *Savage Worlds* core rules to play. Specifically, this book assumes you are using this setting with either the *Savage Worlds Explorer's Edition* or the *Savage Worlds Deluxe Edition*.

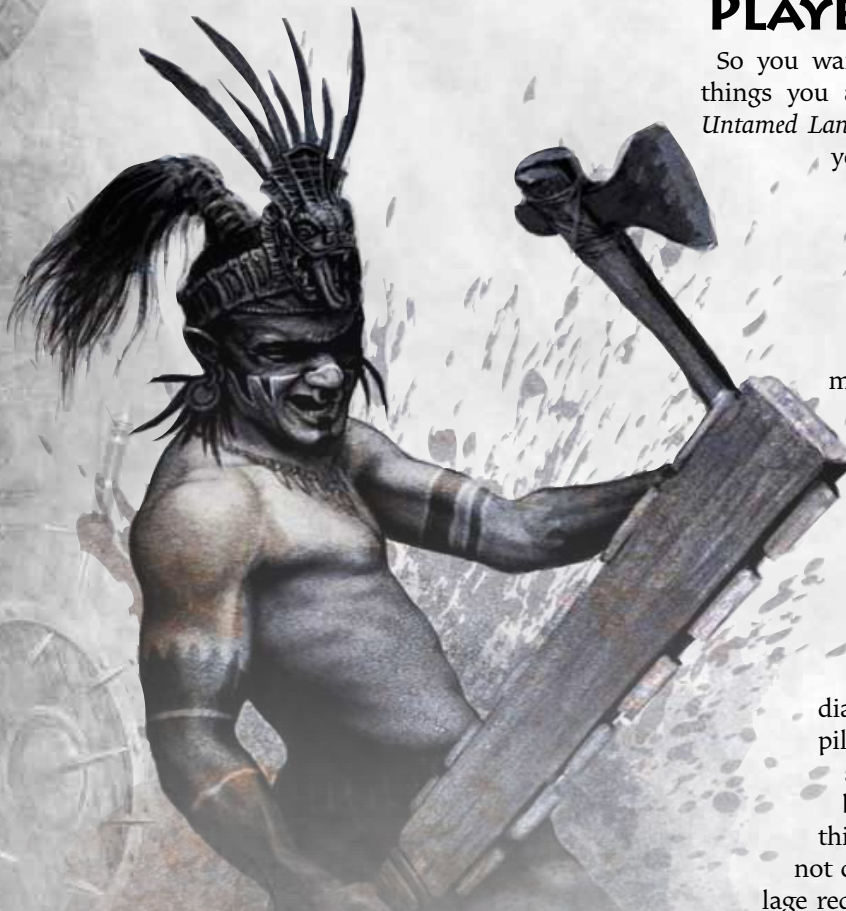
PLAYER INTRODUCTION

So you want to be a hero? Then there are some things you are going to need to know about the *Untamed Lands* and what has shaped them over the years. Once, this land enjoyed an unparalleled age of peace and prosperity, but now the days grow dark.

The great civilizations, under internal and external pressures, threaten to devolve into barbarism or worse. Raiding, war and death grow ever more common, allowing the crows and vultures to grow fat on the wound-feast.

THE COMING OF THE SEA WOLVES

The first contact that the natives of the *Untamed Lands* had with the Skadians was not with settlers. The first Skadians came not to stay, but to burn and pillage. Silver, copper, gold and precious stones were not the only prizes sought by Skadian raiders as they looted anything of value and burned what they could not carry away. They painted village after village red with blood up and down the coast and made off with womenfolk, precious metals, turquoise, jade and shell alike.



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The native tribes were taken wholly by surprise by the first wave of Skadian raiders, who called themselves the “wolves of the sea.” The indigenous peoples had met and traded with vessels from across the oceans before, but they were unprepared for the sudden unbridled violence of the Sea Wolves. The natives also found themselves hard-pressed to penetrate the Skadians’ thick armor or parry their sharp iron blades, which could slice through wooden spear-haft and hide shield alike. These sporadic yet bloody invasions continued for nearly forty years before the first Skadian settlements were established.

SETTLING OF THE SKADIANS

After forty years of the Sea Wolves’ raiding had passed, two clans of Skadians made the long voyage to the new world. These Skadians called themselves the Oesir and Einheir, and both groups had come not to raid, but to settle in this new land. Since their arrival, they have spread to build large settlements and cities. After an initial period of upheaval and widespread warfare, they have established their territories and in some cases integrated with the native populace. Relationships with nearby tribes vary widely, but it is not unusual to find Skadians living among native cities or see families of native people dwelling among the Skadians in their settlements.

THE FOUNDING OF SHEN

Around the same time the first Skadian settlers came to the northeastern coast, another people crossed the western ocean to build a thriving trade city on the far coast among the Grandfather Mountains tribes. These Shenese, as they came to be called, arrived in strange ships bearing all manner of exotic trade goods. They had navigated the great water, sighting their course by the stars. Shen began as a small trading outpost where ships from afar would arrive and depart, loading and unloading untold treasures. As business boomed, even in spite of the growing

“They came without warning, these wolves of the sea, these long-bearded devils, these dragon-men. I was returning from the hunt with my brothers when we saw great billows of black smoke rising from our village. Fearing the worst, we dropped our quarry and ran toward our burning homes as men possessed. My heart became a drum, thumping out a desperate tempo matched only by the pounding of my feet.

As we neared, the blood-curdling discord of battle met our ears. Our sides heaving, eyes stinging with sweat, we redoubled our efforts. The wind shifted, carrying the stench of burned hair and charred flesh. The suffocating smoke choked my lungs, but still I ran, outpacing the others.

Hot cinders blew past my face. Finally, I rounded the last hill and saw with my eyes what my labored heart already knew. My village lay in ashes. My tribe lay in the shattered shapes of the dead and dying. Tears blurred my vision, but whether their cause was stinging cinders or the sudden grief, I cannot recall. I only remember that terrible retching wail ringing in my ears so loud it drowned out all other senses. I know not how such a noise could come from human lips, yet it was the sound of my own screaming as I gazed hatefully at the striped sails disappearing across the great salt water.”

- Black Fox Running

threat of piracy, Shen blossomed into a beautiful, heavily fortified city-state. Today, Shen has become one of the wealthiest cities in the *Untamed Lands*, importing silk, steel and spices, as well as a wide variety of exotic wares. Along with the trade goods, the Shenese brought unique alchemical formulae and sophisticated styles of unarmed combat which spread among some of the local native peoples.

“My sons were afraid. They told me to attack, to drive these hairy-faced strangers back to the sea. I said to them, ‘Patience. Their weapons are powerful, and a battle would cost us many lives. These men are different from those that came before. See how they have brought their women and children with them. Look at the homes they now build. You do not bring women and children or build nice houses when you have come to fight. They are here to settle, and if we can befriend them before our enemies, we can benefit from their alliance and their trade.”

- Chief Hurinak

“Since the first day I laid eyes upon it from across the water, this land has ensorcelled me. It is as if the colors are more vibrant, the contrasts deeper. I have never seen trees so straight or leaves so green. The first light of morning has never warmed my heart so, and the darkness never before chilled my very soul.”

-Baelin Erickson, Skadian settler

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TURMOIL AMONG THE SPIRITS

While the most obvious conflicts in the *Untamed Lands* arise from the cultural clash between the Skadian settlers and the native tribes, there are other conflicts brewing among the spirits of the land. Not long after the Skadians began to travel from Middangeard and settle in the new world, they were followed by a slower migration of fearsome creatures and other mythical beasts from those faraway lands. Just as the Skadians displaced some of the native tribes as they etched out their own niche in the new world, so too are these foreign monsters coming into conflict with local spirits as they vie for territory and influence.

Not only has this conflict between native spirits and Skadian monsters caught the human nations up in the crossfire, but it has also upset the spiritual balance of the land. Ancient evils that had been imprisoned or otherwise kept in check by more benevolent beings are now free to wreak havoc again.

RISE OF THE WENDIGO

The Wendigo is arctic ice personified- a cold hunger incarnate. The strength of the Wendigo is gained by devouring the still-beating heart and the flesh of your own kin. It is one of the most feared spiritual entities of the *Untamed Lands*, and since the coming of the Skadians and the beings that followed them to this land, the Wendigo's influence has been



"The spirits of this land are angry. The Skadians came and took our land, but they did not give that land the proper respect. They are the ones who have enraged the spirits. Now, I fear the Skadians have not come alone. Their arrival heralded the immigration of strange monsters and spirits from their own frozen lands across the sea. The monsters of Middangeard have made war on the spirits of this land, and in doing so have awakened ancient and terrible spirits that have lain dreaming in our land since before we ourselves were placed upon it. Creator preserve us... Creator save us all."

- Nakomi the Bear-Heart Woman

"There are evil things in those woods, out there in the dark. Things that could make a hardened warrior scratch out his own eyes to save himself from beholding such horrors. Should you meet one, pray for a swift escape or a quick death."

- Sidgurd the Mad, Skadian warrior

extending ever southward from its arctic realm of influence. As its power increases, more anthropophagous cults arise and more humans are distorted by unspeakable acts of cannibalism to become the Wendigo's horrifying minions.

REVENGE OF THE SERPENT PEOPLE

The Sheti snake-brothers and their serpent folk ilk lurk mostly-hidden in the desolate southwestern reaches and humid jungles of the south. They are descendants of an ancient pre-human civilization, who bitterly remember an age when the world belonged to them, and the land had not yet known the footfalls of the scale-less ape-things known as mankind. Now the power of the snake people is rising, and serpent cults are spreading across the human lands. There are dark whispers in inhuman tongues vowing to forgotten gods that the children of the snake will rise up from the shadows and reclaim the land for their serpentine kin. Even now they bide their time with cold-blooded patience, preparing to strike at the heel of the embattled human civilizations when they are weak and weary.

THE AWAKENING OF ELDER EVILS

The current conflicts in the material and spiritual realms have begun to awaken ancient beings of power that have long slumbered and dreamed beneath the land itself since time immemorial... possibly since before

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time itself existed. These strange forces come from beneath the earth and sea and from beyond the stars, brought forth from hibernation into terrible wakefulness. These dark powers seek servants to fulfill unnatural appetites best left untold. Some are incomprehensible horrors capable of unmaking the world if their powers are allowed to grow unchecked.

A TIME OF SORCERERS

With the spirit world in turmoil, the present age is a golden one of singular opportunity for wielders of the dark arts. The benevolent spirits are at their weakest and evil entities are waxing to a new zenith of unholy power. Those magi and corrupt shamans who abuse spiritual power for their own insidious aims can tap into these dark energies to perform rituals and ensorcelments of hitherto undreamed of power and magnitude. Black magicians and necromancers alike grow mad with power, corrupted by their appetites and devilish machinations.

A WORLD IN DECLINE

The age before the coming of the Skadians was one undreamed of. Great civilizations such as the Mound Raisers, Stone Shapers and Zipacans flourished in a verdant land, but these pinnacles of civilization are dead and gone, leaving distant descendants and ruined husks of civilization behind. The current civilizations, while great in their own right, have yet to match the glory of the bygone age. Now they lie on the brink of crumbling. Even as the spiritual world is in turmoil, the natural world is changing. The barren badlands and desert wastes are spreading. Agricultural yields are falling, placing a strain on the centers of civilization that had grown fat and decadent on the great bounty the earth once provided. The resultant famine has altered inter-tribal relations. Old enmities grow fiercer, while new rivalries ignite across the land. Landlocked tribal confederacies must go to war to expand their territories and feed the population centers of their shining cities.

To make matters worse, rumors have come up from the southern reaches that the sun is dying. The Skadians whisper of a coming apocalypse, a time of destruction they call Ragnarok, the 'doom of the gods.' Many believe that several worlds were each formed and destroyed in turn before this one came to be. Are these truly the last dawning days for this world? Perhaps the growing darkness can be beaten back and a brighter future dawn on the world. But who has the cunning, the bravery and the strength? Now, more than ever, the world needs heroes.

POINTS OF LIGHT

The wilderness of this world is far more dangerous

"The wilderness did not seem wild to our ancestors. There was a time when our people lived in harmony with the landscape, and the earth was our provider and mother to our people. Now all of that has changed. Dark things have awoken in the forests. Corrupted spirits walk among us, driven toward madness and evil.

Some blame these evils on the arrival of the Skadians, but I think that would be giving the pale race far too much credit. Things are not right in the spirit realm, and our world is suffering because of it."

- Taminak, Elder Shaman

than that of our own. Humans gather in villages and communities not only for companionship but also for mutual protection. The wild lands are crawling with monsters, spirits and other perils. Some are mischievous, others are malign, but all can be dangerous if encountered unprepared. Further away from civilization lurk darker things still. Nameless horrors born of nightmares dwell in the deepest shadows, burrow within the earth and slumber beneath the waves. Keep a quick wit, a strong spear arm and a fleet foot, as you may need each to survive when the other two fail you. Most of all: remember that some unknowable terrors are better left in darkness than brought out into the light.

A FEAST FOR CROWS

The current age is one of strife. Crop failure and the growing scarcity of game have increased tensions between chiefdoms. With food and resources stretched thin, thievery, piracy and raiding are on the rise. War looms just around the corner, even among people who were once peaceful and content. The Skadians have made many enemies and disrupted the local balance of power while carving out their kingdoms with swords of iron. Meanwhile, strange men invade from the northwest, and the armies of the southern empires seek to push their influence ever northward, sacrificing their war captives to bloodthirsty gods. The rivers run red, and the carrion birds grow fat on the rising tide of bloodshed.

THE ATLANTEAN WARS

Everyone has heard tales of the mythic Isle of Atlantis. Most of it is false myth and tall-tale of a shining island kingdom. Some call it the peak of civilization, possessed of magic and technology beyond anything seen elsewhere in the world. The reality is much more terrible. Many have forgotten that

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Atlantis was once the center of a vast empire that subjugated much of the *Untamed Lands* under its oppressive rule. The dark truth is Atlantis is ruled by tyrannical sorcerer-kings who are in turn servitors of the dark god Dagun. Together they exert their draconian law over a society built on the backs of slaves taken from near and far by raiding parties of sorcerer-slavers.

Over a hundred winters ago, the Atlanteans invaded the *Untamed Lands* again. Despite fierce and bloody resistance, they might have swept over most of the continent in a crimson tide of war, but their onslaught was halted in its beginning stages by an opportunistic military coup back on Atlantis. The Atlantean armies were recalled to squelch the revolutionaries and to restore the old order in their homeland. What few forces left behind were easily routed by various tribal confederacies and alliances. The imperial Atlantean forces crushed the rebellion, forcing the few surviving rebels to seek refuge in faraway lands. During this time of civil strife a number of escaped slaves and Atlantean rebels have come to the *Untamed Lands* to etch out a life as wandering barbarians. A sizable group of the Atlantean rebels held together as they retreated into the shadows of the *Untamed Lands*. Known as the Black Sons of Atlantis, these merciless raiders have become the stuff of nightmare and legend, feared by all who hear their name.

Though Kharmal-Dagun lies slain, five of his original circle of nine loyal Sorcerer-Kings survived the rebellion and have now restored order to their homeland, crowned a new God-King from among their number and rebuilt their military might. Once more, the ever grasping ambitions of the Atlanteans have turned their attentions towards the *Untamed Lands*, and Atlantean forces have begun landing on the eastern coast, fighting to establish new military fortresses and reclaim old ones. Without the rebellion, few could have withstood the original advance of the Atlantean phalanxes, and only time will tell if any can stand and prevail against this new wave of invaders.

BLOOD IN THE SOUTH

The great Maztlani Empire, with its mighty step pyramids and vast, well-trained armies, has long been feared by the smaller civilizations to the north. Fortunately, the Maztlani's northern expansion has long been impeded by the Great Barrier Desert and the empire's lack of a powerful navy capable of carrying out prolonged attacks too far outside the empire's borders.

Within the last seven years, the Maztlani have built and completed the Great Coatyl Road, the largest and most heavily engineered road of its kind, cutting through the great desert and linking several strategic oases along its length. With the last bricks be-

Do not fear death in battle, for it is a good death. The souls of the brave dine in the halls of Valhalla before their corpses grow cold. Fear only the straw-death, to die like a coward of illness or old age in your own bed."

- Hagrid Bloodspurter to his thanes

ing laid, the Great Road is open, allowing the rapid movement of trade goods, supplies and troops from the Maztlani empire into the lands to the North that have long been buffered from the empire's influence. Already, the Sun-Emperor seeks to establish military bases in the northlands from which the Empire's power can extend ever further and draw in more war captives to sustain the power of their sacred sun god. Thus far, resistance has been strong, and even a feat



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of engineering such as the Great Coatyl Road does not make the long march through the desert an easy one. Still, the first blood of a great conflict has been spilled upon the sand. Blood follows blood, and full-scale war looms on the horizon.

With the Maztlani warriors came the Blood Priests, as well as Yaurcoan and Amizani mercenaries, each with their own agendas as they explore the lands north of the Great Barrier Desert.

THE RUSKAR INCURSION

The arctic northwestern reaches are the staging grounds for yet another escalating conflict. A race of steel-clad warriors has recently arrived by boat from

the west. For the past ten years they have burned and slaughtered up and down the coast, seeking to gain enough ground to establish their own military bases and colonies on the soil of the *Untamed Lands*. These warriors are as cold and fierce as the frostbitten land of the Firebird, from which they've come to serve the expansionist ambitions of the ruthless Grand Knyaz. They come leading ferocious war beasts and bearing steel, with vodka on their breath and the greedy gleam of blood lust in their eyes. Wherever they go, their cruelly-curved blades weave webs of death, which stain the arctic snow red beneath their booted feet.

PIRATES, RAIDERS AND ROGUES

In a time of relative political instability, the *Untamed Lands* have seen a proliferation of raiding parties, piracy and thievery. The slavers of the northwest and other regions have grown in power and expanded their operations into new lands. Meanwhile, the trade routes along rivers and across the oceans have become targeted by bloodthirsty pirates looking to take anything of value and willing to slit a few throats to get it. Tribal rivalries have reached an all-time high, with skirmishes, raids and warring occurring with increased frequency as the resources of the land become ever scarcer.

ENTER THE FOG

With the coming of the Skadians came the spirit fog. The *Untamed Lands* had been no stranger to natural fog and mist, but none such as this has blanketed the land before. The spirit fog is thicker, so much so that you can feel its weight pressing in on you. There is something else to it as well, a more elusive, yet unmistakably eerie quality that makes your neck hairs stand on end.

The spirit fog is a phenomenon the Skadians are familiar with from their homeland, but whose properties the natives of the *Untamed Lands* are still learning. Its ethereal properties are said to weaken the barriers between the physical world and the spiritual

"I've got one rule to live by out there in the mists... If it isn't human, kill it quickly."

- Hagrid Bloodspurter, advising his thanes

"And if you can't kill it, run like mad."

- Larg the Lucky, Skadian thane

"Shut yer coward mouth, Larg."

- Hagrid



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realms. Not everything one sees in such a fog may be real, as ghosts and illusions abound. Worse, spirits and hellish nightmares alike can gain entrance to our world through this supernatural mist when they would otherwise be completely barred from entry. One should be careful while travelling in such a mist, as travelers may find themselves taking a jaunt into the spirit world or passing through it unknowing, only to inexplicably emerge many miles from their previous location, lost in a strange and distant land. Beware the power of the spirit fog as you enter this land- for you never know what you will find lurking among its ethereal vapors.

LIFE AND DEATH IN THE UNTAMED LANDS

Life is hard, and death comes too quickly and too often to the peoples of the present age. Those who wander from the safety of their communities have plenty to fear in this age of demons, sorcerers and steel-clad foreign invaders. With crops producing less each year and game becoming scarcer, it is all the common man can do to protect and sustain his own tribe.

To the people of the *Untamed Lands*, all of life is connected. In most societies there is little delineation made between art, religious life, politics and law, as each of these is heavily intertwined with the others. Most folk are highly spiritual, attributing a spirit to every river, stone, tree and beast. These and greater, more godlike spirits are all worthy of respect, for theirs is the power to provide for or destroy human life at their whim. Though most people are highly spiritual, the land is not without its unbelievers, dark cultists, blasphemers and religious charlatans. Some find it difficult to keep their faith in these trying times, when ancestral spirits and totemic protectors seem indifferently silent to the plight of the people they are purported to have stewardship over.

To the common man there is a sense that all is not as it should be in the world around them- an unease and dread that gnaws at their soul. They are too occupied with the feeding and survival of their own tribe to see the signs, too preoccupied with their own cultural microcosm to fully perceive the looming dangers that threaten the continent and, perhaps, the whole of the mortal world. The men defend their people and do the hunting and the raiding. The women gather and grind the corn, prepare the meat, craft clothing and care for the children while keeping a wary eye on the horizon. Despite these strong gender roles, both sexes possess equal voice in the running of their communities. Exceptional individuals may break away from the traditional ways to forge their own paths. For these individuals, such existence is not enough, and they go forth into the world

"Old age is not as honorable as a warrior's death, but most people wish for it."

- Ancient Proverb of the Raven People

"A hero is born out of death and disaster whenever a great wrong must be avenged. When the people need a champion, one can grow from the most unlikely of circumstances."

- Takhijue Wolfheart

armed with sword or spear or spell to meet destiny on their own terms. For most people, the traditional ways are those of life and a semblance of security in a darkening world.

A NEED FOR HEROES

The current age is one of chaos and conflict. The whole of the world teeters on the brink, threatening to plunge itself into barbarism and lunacy. The *Untamed Lands* are filled with warring tribes and surrounded on all sides by invading foreigners. The native civilizations are in dire need of heroes if any of them are to survive. Meanwhile, the spirit world is in upheaval, its denizens being driven mad by unknown forces and affecting disastrous changes upon the natural world in their madness. Only the greatest of heroes can stand against the nightmares birthed from the other side and restore the spiritual world to balance before everything descends into nightmare.

If the old legends are to be believed, there are yet heroes in the land who need only to hear the call of adventure. Brave champions of their communities and wandering rogues alike may yet band together to beat back the encroaching darkness, answering demonic beast and vile sorcerer alike with blades of obsidian, steel and flint. Only the brave may go forth to face these shadowy threats, perchance discover some ancient treasures and mirthfully celebrate victory (or harrowing escape) with potlatches, powwows and general carousing. So raise your drinking bowl to the four directions and drink deep, for to the brave belong all things, but only the Great Mystery knows who will live to see tomorrow.

CHAPTER TWO

CHAPTER TWO: HEROES OF THE UNTAMED LANDS

“Fight well. And when it comes your time to die, be not as those whose hearts tremble with the fear of death, who weep their regrets and pray for another chance at life. Instead, walk tall and sing your death song like a hero coming home.”

- War Chief Tencoshem to his outnumbered warriors.

The heroes of the *Untamed Lands* are a motley bunch. Mighty-thewed warriors, wise chiefs, noble kings, exotic merchants, mysterious shamans, foreign mercenaries and desperate thieves make up only a sampling of the rogues gallery of would-be heroes seeking fame and fortune. The following is a brief list of common character concepts:

Alchemist: Alchemy was first developed far to the south in the Yaurcoan Empire. When the Shenese came to the *Untamed Lands*, they brought their own brand of alchemy with them. Since then, the art of using alchemical formulae to unlock supernatural power has grown with each passing year.

Avenger: Life can be cruel in the *Untamed Lands*. Whether you are man or woman, a

mighty chieftain king or a lowly scoundrel, you might come home one day to find your family slaughtered, and your home burned to the ground, if not your entire tribe or village destroyed. When one's entire life is shattered, they must find a new reason to live. Some find new purpose by taking up the bloody cause of vengeance.

Barbarian: A few civilizations, fallen from their former glory, have descended into a state of barbarism. Others, like the Atlantean rebels, have been cast out of their homelands and now wander as landless barbarians who trust in little else but their steel.

Beast Master: The *Untamed Lands* are rife with animals, and the adventurer with the skills to befriend them will find powerful allies in the limitless wilds.

Berserker: Berserkers are among the most elite Skadian warriors, gaining renown for their fearlessness and unbridled fury in battle. Many wear bear skin shirts (bear sarks) into battle as a badge of their status as 'berserkers.' Some are even rumored to be skinwalkers, able to take animal form. More rarely, some cultures may employ these fearsome warriors as the vanguard of an attack or as raiding forces. However they are used, a berserker's battle rage strikes fear in the hearts of even the staunchest warrior.

Blood Magi: While vilified in the northlands, the blood priests of the Maztlani Empire are not inherently evil. These magicians have unlocked the sacred powers inherent in the blood, and use it to weave potent magics.

Colonist: Not everyone living in the *Untamed Lands* is a native. Atlantean outcasts, Skadian colonists and the Shenese are settlers in a strange land. These brave pioneers set out to explore a land that is strange to them, hoping to chart new territories and discover a place to make a life for themselves.

Emissary: In a land of over 500 nations, diplomacy can be crucial to survival.



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Emissaries are the diplomats who represent their tribe's interests and forge the alliances, trade agreements and friendships that will allow their people to prosper.

Escaped Slave: In the *Untamed Lands*, many cultures take war captives as spoils of war. Some cultures practice outright slavery and are invested in a thriving, profitable slave trade. The slave trade is particularly widespread along the Eagle Coast, and in Atlantis, while the City State of Shen occasionally imports and exports slaves overseas. Only a few of these slaves have the exceptional wit, luck, or sheer grit and determination required to regain their freedom.

Glytha: Glytha are female practitioners of the Skadian magic known as Seidr. They serve communities as seers, wise women and battle maidens, guided by their Fylgia spirit animal ally.

Herbalist: There are powerful herbs growing in the *Untamed Lands* if one has the knowledge to find and identify them and the skill to distill their potent essence. Herbalists are valued as medicine men and healers, but can ply their trade equally to deadly and debilitating poisons.

Hunter: Hunters are vital for gathering food in many civilizations and are greatly respected for their skills. In tribal society, the line between hunter and warrior often becomes blurred.

Mercenary: War is commonplace in the *Untamed Lands*, and mercenaries are often in high demand. These warriors forsake ties to their tribe or nation to seek a life of adventure and renown, traveling from one battle to the next like carrion birds.

Messenger: Sometimes, important news needs to be sent to a neighboring tribe, a nearby village or a sister city. In a land with few roads and where magic is rare, information must be carried by dedicated messengers who regularly brave the wilds to deliver their messages and return safely.

Noble: From the decadent royalty of the Maztani and Yaurcoan empires to the blue-blooded lords of the Skadian communities and the lavish mandarins of the city-state of Shen, nobles move through a world of intrigue, influence and power. Dilettante or warrior, nobles demand respect and even fear given their powerful position within society.

Pirate/Raider: The sea dogs of The Pirate Isles, the reavers of the Red Coast, the sea wolves from across the ocean and the river pirates of the great Maskinaw River; Wherever there are valuable goods being transported by water, or easy pickings in coastal settlements, there are pirates. Meanwhile more land-bound communities who possess a strong warrior culture perform regular raids against their enemies.

Rune Caster: The Skadian runic alphabet contains potent mystical power for those who know how to unlock it. Rune Casters act as diviners and advisers to the Skadian nobles and kings.

Sachem: Every group needs a good leader. Chieftains, sub-chiefs, and their families and successors-in-training are the social and political leaders of tribal societies. While a chieftain's duties can sometimes tie him to a particular location, he may also be called to leave his people to lead an important expedition or go on diplomatic missions to neighboring tribes.

Scholar: In a land where written languages and literacy are rare, scholars are highly valued. Their ability to transform the spoken word into symbols and back again is in high demand from those who seek to keep detailed records, preserve oral traditions or decipher ancient hieroglyphs. Scholars may include architects, astronomers, historians, mathematicians or healers to name a few.

Scout: Scouts are the information gatherers of the *Untamed Lands*. Forest rangers and explorers bring back information about uncharted territories, while spies deliver strategic information about the enemy.

Seducer: Not all thieves and tricksters rely on stealth. Seducers are men and women who get what they want through sheer charisma. These master manipulators learn their mark's deepest passions and then control them with whispered temptations, subtle manipulations, half-promises and innuendo.

Shaman: Shamans and medicine men are the religious and spiritual leaders of tribal society. They oversee ceremonies, advise chieftains and tribal kings, attend the sick, keep the sacred laws, and act as the community's liaison to the spiritual world.

Storyteller: Most cultures in the *Untamed Lands* have rich oral traditions. Storytellers range from Skadian skalds to native keepers of the

CREATING A CHARACTER

sacred tales. These orators keep ancestral traditions alive, pass down sacred stories, teach the uninitiated and inspire the masses.

Thane: Skadians have a warrior society. Most able-bodied men are trained to fight and answer to none but their king, whom they are sworn to serve in battle and whose mead hall they are expected to feast at during times of relative peace.

Thief: The *Untamed Lands* are rife with thieves, from the thieves' guilds and street urchins of the largest cities to the tricksters, bandits and outlaws of the wilderness. Anywhere there is something worthwhile to be stolen, sooner or later a thief will likely try to swipe it.

Trader: Traders and merchants of all kinds thrive in the *Untamed Lands*. They brave the ancient trade routes that criss-cross the landscape; following the flow of great rivers and even the vast and dangerous oceans. Wherever there is money to be made by transporting and exchanging goods, merchants will be found—especially if the profit can outweigh the risk.

Tribal Warrior: Tribal warriors are the defenders of their people and the fearless soldiers of their war-chief. Entire tribes rise to power or die out based on the number and prowess of their warriors.

Wanderer: Some men and women find themselves with nothing to tie them down. They revel in the freedom of the open trail and take life head on with nothing but their wits and a ready weapon.

Witch: Not all practitioners of magic are tied to a larger community. Witches are hermits that live alone or in small covens out in the wilderness or on the fringes of tribal civilization.

CREATING A CHARACTER

Creating player characters is easy; just make a copy of the character sheet at the back of this book and follow these simple steps.

1) RACE

In *Totems of the Dead*, you can play a feral one, a skinwalker or a human from one of the following cultural groups: Amizani, Arctic Tribesman, Atlantean Outcast, Bantanu, Buffalo Plains Tribesman, Desert

Tribesman, Eagle Coast Tribesman, Eastern Woodlands Tribesman, Grandfather Mountains Tribesman, Half-Breed Outcast, Shenese, Skadian, Spirit Plateau Tribesman or Southern Empire Citizen.

Each race has its own advantages and disadvantages. Before choosing a specific race, read through its description to make sure it fits with your character concept.

2) TRAITS

Next, you must choose your hero's Traits, which are divided into attributes and skills. Each Trait is rated as a die type (d4, d6, d8, d10 or d12). Your character has five attributes: Agility, Smarts, Spirit, Strength and Vigor. Each of these five attributes begins at a d4, and you have 5 points to distribute among them as you see fit. Each point raises an attribute by one die type (ex: from d4 to d6). No single attribute may be raised above a d12.

Each character also has 15 points to buy skills with. Unlike attributes, your character's skills do not start at a d4. The initial d4 must be paid for with one skill point before it can be raised to a higher die type. The cost of raising a skill by one die type depends on the associated attribute. Raising a skill one die type costs 1 point for each raise up until the skill's die type matches that of the associated attribute. Raising a skill to a die type higher than the die type of the associated attribute costs 2 points.

All standard skills are available in *Totems of the Dead* except for Piloting. Driving is used to maneuver animal-drawn vehicles.

Characters with an Arcane Background have access to special arcane skills. For alchemists, their arcane skill is Knowledge (Alchemy). For practitioners of blood magic, it's Spellcasting. For Sangoma invokers it's Necromancy. For Shamans and practitioners of Seidr, their arcane skill is Animism. Runecasters have Rune Lore as their arcane skill, which is split into three sub-skills, one for each of the three attets: Rune Lore (First Attet), Rune Lore (Second Attet) and Rune Lore (Third Attet). For more on Arcane Backgrounds and their associated Arcane Skills, see the Magic and Sorcery chapter.

DERIVED STATISTICS

Charisma represents a character's bearing, persuasiveness and force of personality, and it is used to modify Persuasion and Streetwise rolls. Your character's Charisma is +0 unless raised or lowered by Edges or Hindrances.

Pace is equal to 6 unless modified by a character's Edges and Hindrances.

Parry is equal to 2 plus half your character's Fight-

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ing die type. Edges, Hindrances and some types of equipment, such as shields, can further modify this number. Note that in *Totems of the Dead*, wearing body armor lowers your Parry by the same amount it raises your Toughness.

Toughness is equal to 2 plus half your character's Vigor die type. Edges, Hindrances and armor can further raise or lower this number. For Vigor scores above a d12, round all fractions down.

Languages are many but easy to pick up and learn in *Totems of the Dead*. All characters may speak (and read if they don't have the Illiterate Hindrance) their native language plus a number of additional languages equal to their Smarts divided by 2. Characters may learn a new language they have heard or studied when they increase their Smarts die, each time they gain a new Rank or when the GM decides they have had sufficient exposure to it (the GM may require a Smarts roll for the latter, gaining basic language skills on a success and becoming fluent on a raise).

See the Available Languages table for a list of languages your character might know at the beginning of play. Other languages exist, including dead or for-

gotten languages and several tongues that have never been spoken by human lips, but these are not typically available for your character to learn.

Most languages in the *Untamed Lands* have no written form unless otherwise noted on the table.

3) EDGES & HINDRANCES

Heroes in *Totems of the Dead* possess special talents and substantial character flaws. It is these unique abilities and weaknesses that really set each character apart and influence the role each character plays in the game.

Characters can take special abilities—called Edges—by balancing them out with character flaws—called Hindrances. Hindrances come in two varieties, Major and Minor. You can take one Major Hindrance and up to two minor Hindrances for your character. A Major Hindrance is worth 2 points, while Minor Hindrances are worth 1 point apiece. The player may then use these Hindrance points to buy additional advantages for their character as follows:

TABLE 2:1 AVAILABLE LANGUAGES

LANGUAGE	REGION(S) USED
Amizanian	Amizani Serpent River region, Yaurcoan Empire
Anazi	Ahabi Desert & Anazi Badlands
Atlantean**	Atlantis & wandering Atlantean barbarians
Bantanu**	Bantanu immigrants from Borea
Kutenai Spirit Tongue	Spirit Plateau region
Maztloan*	Maztlani Empire
Northspeak	Arctic region
Northwestern Tongue	Eagle Coast
Plainsman's Cant	Buffalo Plains region
Ruskar**	Ruskar invaders
Skadian**	Skadian lands
Shenese**	The City State of Shen
Southeastern Tongue	Southeastern Woodlands region
Wigwasa***	Mishupishu Peninsula region
Wildspeak	Different dialects used by each Feral tribe
Woodlands Tongue	Northeastern Woodlands region.
Yaurcoan*	Southern Empires
Yukian Mountainspeak	Grandfather Mountains

* This Language has a written form.

** This Language has a written form and is not native to the Untamed Lands.

*** Wigwasa is a written language that correlates with a regional dialect of the Woodlands Tongue. It is different enough from the spoken form of the language to be treated as a separate language altogether.

CREATING A CHARACTER

For 2 Points You Can:

- Raise an Attribute by one die type
- Choose an Edge

For 1 Point You Can:

- Gain another skill point
- Gain additional goods and gear equal in value to your starting equipment budget (if you started with 400 beads (bd) worth of gear, you gain an additional 400 bd worth of gear and trade goods. If choosing equipment packages, you can take additional packages equal to the number with which you started.)

When selecting Edges for your hero, consider any Background Edges or Professional Edges that might reflect your character's origins and past experiences or professions.

VIOLENCE BEYOND RANK

From marauding monsters and evil spirits to wars and blood feuds, the *Untamed Lands* can be a dangerous place, and its heroes need to be well prepared if they are to prevail. During character creation, heroes may ignore the normal Rank requirements for a single Combat Edge. All other requirements apply normally.

4) STARTING RANK

A character's "Rank" is a rough measure of how powerful they are. As a character adventures and gains experience points, his rank increases, thereby allowing him to access more powerful Edges. A character generally advances to a new Rank for every 20 experience points he has earned, up to the highest rank, "Legendary," at 80 or more experience points. For every 5 experience points earned, you can give your character one advancement.

Each advancement allows you to do one of the following:

- Gain a new Edge
- Increase a skill that is equal to or greater than its linked attribute by one die type
- Increase two skills that are lower than their linked attributes by one die type apiece
- Buy a new skill at a d4
- Increase one attribute by a die type (You may only do this once per Rank, and no attribute can be increased beyond a d12 [see the Professional and Expert Legendary Edges as an exception]. Characters of Legendary rank may raise an attribute every other advance.)

Ask your GM at what Rank your character should begin the game and with how many advancements, if any, he will start the characters with.

STARTING AT NOVICE RANK

Novice characters have very little experience and may lack the overall prowess to survive in the *Untamed Lands*, let alone thrive in any kind of heroic fashion. Some GMs may wish to begin characters at Novice rank to tell zero-to-hero style stories or to reflect heroes whose journeys begin when they are extremely young and inexperienced. Just don't get too attached to a Novice hero, because their life may turn out brutal and short.

Novice characters often begin with no experience or advancements, in which case you can skip down to the next section, which covers your hero's Gear. The GM may decide that complete Novices just won't cut it for their game and may begin Novice characters with up to three advancements. These characters begin with five experience points per advancement.

STARTING AT SEASONED RANK

The default assumption of this book is that your GM will start players out at Seasoned Rank with 20 experience points and four advancements. This reflects heroes that begin the game with an impressive array of abilities and a fair amount of experience under their belts.

GMs who wish to start their heroes out at greater advantage may even choose to start Veteran heroes with up to 6 advancements and 30 experience points.

5) GEAR

Gear for starting characters may be acquired one of three ways: The Fast and Loose method, the Equipment Packages method or the Budget method. Ask your GM which method he or she wants you to use.

METHOD 1: FAST AND LOOSE

The fastest and easiest method is to simply write down whatever basic weapons, armor and equipment your character would be likely to have and ask for the GM's approval. Generally this method means that characters will not be starting out with gear that is specifically listed under a culture they do not belong to. Individually owned mounts and small vehicles might only be available to characters with the Rich Edge. Larger vehicles might be available to those with the Filthy Rich Edge. The GM might also choose to provide every member of the party with some means of transportation such as horses, canoes or a boat small enough for the heroes to crew.

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METHOD 2: EQUIPMENT PACKAGES

A second method is for each character to choose from pre-made equipment packages. Normally each character chooses one weapon and armor package and one general equipment package. Characters with the Rich or Filthy Rich Edge may choose up to an additional 4 or 8 packages respectively, chosen from either category so long as they have at least one of each.

METHOD 3: BUDGET

The third method for choosing equipment is the most time consuming, allowing each character to choose his equipment based on a pre-set budget of bd. Each character starts with up to 400 bd worth of equipment. This is a budget rather than starting funds, so any "unspent beads" disappear. Characters with the Rich Edge have a budget of 1200 bd. Filthy Rich characters have a 2000 bd budget. This method allows characters to begin with special cultural equipment from cultures other than their own, but at a 50% cost increase from the listed value.

CURRENCY ON HAND

In addition to their starting gear, the GM may allow each character a certain amount of starting currency. This currency may be in any form, from beads to coins, jewelry or trade goods. However, for expediency's sake, it is recommended to simply record the total value of these goods in beads without worrying too much about the exact currency carried. Each character has d12x10 bd worth of the local currency or trade goods on hand. Characters with the Rich Edge have d12x30 bd of on-hand currency. Filthy Rich characters have d12x50 bd worth of on hand currency and trade goods.

6) BACKGROUND DETAILS

Now it is time to round out your character by coming up with a short history of who he is. This can

WHAT IS A 'BD'?

The abbreviation 'bd' is shorthand for bead, the basic monetary unit of value used in *Totems of the Dead*. This unit represents an abstract value roughly equivalent to the average value of a single bead made of a precious material such as jade, turquoise or shell. Beads made of clay, dried cedar berries or other mundane substances obviously do not carry the same value. Remember that this is an abstract measure of a character's wealth. A warrior with 500 bd does not literally carry around exactly 500 precious beads, rather that is a measure of the total tradable wealth he carries, including such things as jewelry, wampum belts, furs, shells, copper implements, trade goods, and other valuables.

be accomplished easily by asking yourself a few basic questions about your character's background. For example, who were your character's parents and how did they influence him as he grew? Where was he born, and where did he grow up? Does your character have any siblings? How did your character come to possess his unique set of skills, Hindrances and Edges? What are your character's major goals and motivations? What beliefs, choices, goals or circumstances drive him towards a life of adventure?

Players may also wish to flesh out some information about their character's home community, clan or tribe. The cultural information given in this chapter for each geographic region is very generic, and individual tribes may vary from the information presented there. While *Totems of the Dead* is inspired by history, it is ultimately a fantasy setting, so feel free to get creative and don't be afraid to make things up. Just be sure to run the details by your GM to make sure they mesh with his vision for the campaign.

TABLE 2:2 RANKS

EXPERIENCE POINTS	RANK	EXAMPLE
0-19	Novice	A capable youth with great potential
20-39	Seasoned	A veteran warrior or experienced rogue
40-59	Veteran	A notable war chief or pirate captain
60-79	Heroic	A powerful chief, mighty champion or renowned shaman whose identity is widely known
80+	Legendary	A high king, arch-shaman, or epic hero whose name and deeds are known far across the land

RACE

All player characters are human, at least to an extent. Two types, feral ones and skinwalkers, are at once something less and something more than human, with traits and abilities that set them apart from the rest of humanity. These two groups are treated as their own separate races, while humans are differentiated along broad cultural and geographic lines.

FERAL ONES

The feral ones are a somewhat hairy and bestial human-like race with human facial features vaguely reminiscent of a wolf or predatory cat. They tend to live alone, in mated pairs, or in small packs. They are thought to be distantly descended from humans who got separated from their tribe as children and somehow survived in the harsh wilderness long enough to change into a thing of the wild themselves. Others believe them to be a people who have fallen under a sorcerer's curse, forever to be part animal. If the feral know the truth their origins, they certainly do not speak a word of it to anyone.

Feral packs have a structure that mixes elements of pack hierarchy with the organization of a tribal society. Individual pack structure may vary slightly, but usually the pack is led by an alpha male chief and his alpha female mate. The pack leader may be challenged to ritualized (mostly) nonlethal combat, but in absence of a challenger, the leadership of the pack traditionally falls to his firstborn son. There is a pack-like hierarchy to feral society, but with more sophisticated job specialization. Good hunters are highly valued, but so are gatherers, tool makers, herbalists, trappers and other individuals important to the pack's survival.

A feral male can take on as many wives as he is able to attract, provide for, and keep the peace between. Alpha males usually have between three and five mates with other pack/tribe members having fewer. Most only have one lifelong mate. A female may occasionally try to take on more than one husband, but this often ends in fighting between the males. Mating is usually for life, though some mated individuals may mate for no more than a season before separating. The children are raised communally, though each parent typically takes a particular interest in their own children.

Clothing: Feral ones dress in simple, drab clothing fashioned of animal hides, sometimes adopting similar styles to the local human cultures, though typically favoring camouflage and earth tones over bright colors, sometimes adding bits of landscape to their clothing to help them blend in.

Languages: Feral ones have their own basic language called wildspeak, a guttural language with no written form that incorporates many tonal growls, clicks and hisses. Some learn the languages spoken by local tribes as well. In addition, feral ones have the unique ability to learn to communicate with certain intelligent communal mammals such as otters, prairie dogs, river dolphins or wolves just as they might learn a human language.

- **Berserk:** Feral ones are known for their animalistic ferocity. A feral one begins play with the Berserk Edge.
- **Illiterate:** Feral ones have no written language and begin play with the Illiterate Hindrance.
- **Keen Senses:** A feral one has a keen sense of hearing and smell, giving them a +2 bonus on Notice rolls.
- **Outsider:** More "civilized" races tend to distrust the animalistic and violent temperament of the feral ones just as herd animals become nervous around a mountain lion or wolf. Their Charisma is lowered by -2.
- **Spartan:** Money is a foreign concept to feral ones. They are not accustomed to the ideas of ownership or the concept of material wealth. Feral ones begin play with the Poverty Hindrance.
- **Survival Instinct:** All feral ones are naturally adept at surviving in the wilderness. They start with a free d6 in Tracking and Survival.

Feral Names: Ferals follow no particular conventions when choosing names. Some take local human names, some take descriptive names, and others take the name on an animal they feel a close kinship to.

Female Names: Catara, Cougara, Falcina, Felina, Fox, Kala, Kit, Kitara, Koda, Liona, Lupina, Lynxara, Mancora, Ospreyana, Panthra, Pumara, Purna, Shaynar, Shirka, Vora, Xara

Male Names: Badger, Bageer, Bear, Carnak, Claw, Garr, Guile, Hunter, Kerchek, Kha, Kodiak, Kore, Lynxor, Mane, Maul, Mogleak, Mongrel, Neolith, Rancor, Riptide, Sabertooth, Scar, Scrounge, Sept, Shadow, Snarl, Talon, Tantor, Tartzok, Terk, Tor, Thorn, Tug, Turrok, Wolfen, Worg, Wulf, Wulver

RACES

HUMANS

Humans are versatile and adaptable, capable of both great compassion and terrible violence- limited only by their own abilities, cultural environments and the whims of the gods.

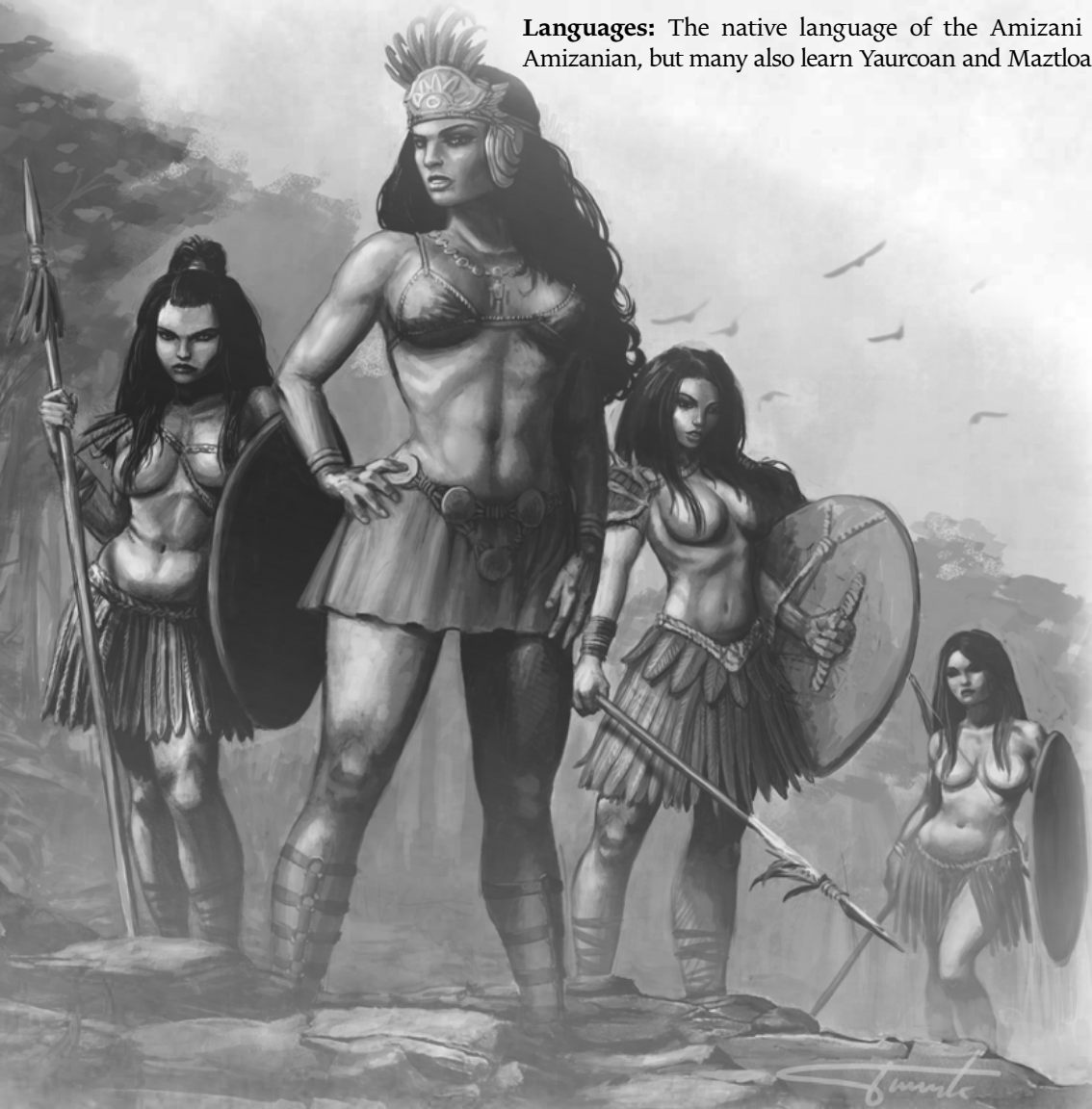
AMIZANI

The Amizani are a matriarchal warrior race from the great Amizani Serpent River that lies far to the south beyond the Maztlani Empire. The Amizani are known for their women warriors, whose skill with spear, bow and blow gun are widely renowned. Generally only female Amizani journey northward into the *Untamed Lands* from their river homes, mostly to do mercenary work. Males do not typically travel far from their homeland and rarely become wandering heroes.

Amizani women are known for their fierce beauty. These well-muscled women have dark hair and skin ranging from a deep brown to darkly tanned bronze. Their hair is grown long, though often braided or bound under a helmet or bandana when preparing for battle. Their eyes are typically a deep brown, though blue and green are seen rarely. As more Amizani women wander further from their home, they mix with other races, so the recent generations may have a wide mix of features commonly found in other ethnicities from which they draw heritage.

Clothing: Amizani typically dress in grass or bark-cloth skirts. They typically wear leather halter tops or go topless, relying primarily on their shield for protection in battle, sometimes accompanied by a helmet or armored plates of wood or bronze on the arms and shoulders. Most Amizani adopt bits of armor from defeated foes. Typically only high ranking Amizani matrons bear gold and other jewelry, trading in their grass skirt for a short gossamer skirt of the finest fabric.

Languages: The native language of the Amizani is Amizanian, but many also learn Yaurcoan and Maztloan.



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- **Bonus Edge:** Amizani gain a bonus Edge similar to other human races.
- **Illiterate:** Amizani have no system of writing and begin play with the Illiterate Hindrance.
- **People of the River:** Amizani begin with a free d4 in Boating and Swimming. They can stay underwater for long periods of time on a single breath of air. Amizani gains a Fatigue level after every 15 minutes of holding her breath. On reaching Incapacitation, the Amizani must make a Vigor roll every minute thereafter to avoid drowning. Once above water, the Fatigue recovers at a rate of one level every fifteen minutes.

Sample Female Names: Aedona, Aete, Agave, Aina, Akantha, Alkithoe, Anaea, Anaxilea, Aromache, Anippe, Archippe, Atanea, Athara, Boro, Bremusa, Derimacha, Evadne, Glaukia, Harmathoe, Kaba, Kachiri, Kirana, Klione, Kokkymo, Ktesippe, Lameida, Maia, Mandu, Matcha, Nakwatcha, Oigme, Parthenia, Polemusa, Potichauna, Pucu, Samampo, Stonychia, Synope, Tatuie, Thermoda, Tuia, Zerynthia

Sample Male Names: Ake, Pacon, Qircamo, Lawi, Moie, Trumak, Awe, Maoira, Rapau, Tari, Achuchi, Jabuti, Mapi, Quando, Uluiru, Wanadi

ARCTIC TRIBESMAN

The cold, hard climates of the arctic north breed a hard and resourceful people. The tribes of the arctic north, dwelling in cities of bone and ice, have the fortitude and ingenuity required to thrive in their unforgiving environs. Sunlight is scarce, making agriculture virtually impossible, so they have learned to subsist on a diet primarily made of meat. They survive as nomads by hunting moose, caribou, seals and woolly mammoths, and fishing the arctic waterways. These game and fish provide not only their staple foods, but also raw materials such as skins for clothing and bones for crafting tools and weapons. Many of these people who remain in the arctic have a close relationship with their dog sled teams that borders on the familial, for the survival of each depends substantially on the other.

Arctic tribesmen have brown skin and black hair, with some men able to grow facial hair while others cannot. Their eyes are usually brown or hazel in color, but sometimes a child is born with electric blue eyes, a trait associated with the potential for great wisdom and magical power. Their body types vary from lean to thick, but all have an underlying frame of tough musculature and a great capacity for endurance necessitated by their arctic environ.



RACES

Clothing: The tribes of the arctic north wear heavy fur clothing, boots and mittens to keep warm in the frigid climate. Women often wear facial tattoos meant to accentuate their beauty. Specialized footwear such as snowshoes, skis and ice skates are employed to aid movement across the arctic terrain. A practical people, traveling arctic tribesmen will readily acquire any tools, weapons or armor from other cultures that they deem useful to their purposes.

Arctic Equipment: Arctic tribesmen may begin play with tools and weapons made of meteoric iron without paying more than the listed price. These items are crafted by a religious order of shaman-smiths called the Angakkuit Iron Shapers, using a variant of the *elemental manipulation* power. Items such as daggers, axes and long blades (equivalent to a shorts word) along with tools can be shaped from iron, fire and faith.

Languages: Northspeak is the native language of the Arctic Tribesmen. Though functionally treated as a single language, it is actually a family of related languages which includes many different dialects that are similar enough for a speaker of one to understand the others.

- **Bonus Edge:** The tribesmen of the arctic north gain a bonus Edge similar to other human races.
- **Illiterate:** The tribes of the arctic reaches have no written form of their languages and begin play with the Illiterate Hindrance.
- **People of the Arctic:** Tribesmen of the arctic north begin with a free d6 in Survival and gain a +4 bonus to Vigor rolls to resist the effects of extreme cold.

Female Names: Anauta, Atuat, Avdla, Eevic, Katsoo, Koodloo, Liak, Millaaraq, Niriuniq, Noayak, Panikpak, Pitseolak, Pitsualak, Puja, Slwooko, Tanana, Ticasuk, Uluriaq

Male Names: Aisivak, Akalayok, Amaqjuaq, Atanarjuat, Baral, Denahi, Eruk, Hanseeraq, Itukchuk, Kenai, Kumaglaq, Loseeoose, Nanook, Norsaq, Oki, Pakak, Pittiulak, Qayak, Qulitalik, Sauri, Sitka, Tanuchuk, Tulimaq, Tungajuaq, Tusilartoq

ATLANTEAN OUTCAST

Atlantis is a mighty island nation located in the eastern ocean. Ruled by a tyrannical God-king and his appointed coven of sorcerer-nobles. The subjects of Atlantis are treated without mercy or compassion, and their leaders are ever grasping for more power. They invade the *Untamed Lands* to capture slaves who are often worked to death or sacrificed in elaborate rituals to feed the unnatural appetites of their dark god Dagun.

Nearly a century ago, there was an uprising of the less favored sorcerer-nobles on Atlantis. The rebels managed to put the vile god-king Kharmal-Dagun to death before the rebellion was crushed by the combined might of the remaining sorcerer-nobles loyal to the dead God-King when they returned home from a mass invasion of the *Untamed Lands*. Of thousands of rebels, only a few hundred are thought to have escaped Atlantis with their lives along with several hundred Atlantean slaves who fled during the short-lived coup. These surviving Atlantean refugees have since sought homes elsewhere. Some survivors are thought to have journeyed further east to the distant lands of Borea and Hyperborea while others, most notably the feared Black Atlanteans, journeyed west into the *Untamed Lands*.

Now the descendants of the surviving Atlantean rebels and escaped slaves are a displaced race. Some say they are a race cursed by the gods to wander forever and bring trouble and death wherever they go. Some Atlantean refugees are loosely organized into a few scattered barbarian tribes while others wander the land aimlessly in search of a new home and a new purpose. Others cling to desperate dreams of vengeance. Though some remember all too painfully where they came from, most Atlantean refugees have been wandering barbarians for so long that much of their own culture has been lost to them.

Atlanteans are dark-haired and bronze-skinned, with mighty frames taut with corded muscle. Their features are hardened and chiseled by the elements. Their eyes range from a muted green to steely blue or a ferrous grey. Giants among men, they stand a full head over most other races, though some have become stooped by hardship. The Atlantean race appears as one that has endured much, yet stands unbowed, and their unruly spirits remain unbreakable.

Clothing: Atlantean men favor simple drab clothing, usually a jerkin and breeches, though some wear little more than a loincloth. The women are only slightly showier, sporting short skirts and corsets which are sometimes dyed in muted colors. As a wandering people, most Atlanteans have adopted bits of armament and dress from whatever regions they travel.

Atlantean Equipment: Atlanteans can buy equipment from the Atlantean Equipment list at no additional cost during character creation.

Languages: The native language is Atlantean, but many also speak Skadian.

- **Atlantean Heritage:** In their veins runs the blood of proud race. Atlanteans can be either Athletic (free d6 Agility), Resilient (free d6 Vigor) or Mighty Thewed (free d6 Strength) - player's choice.

RACES

- **Bonus Edge:** Atlanteans gain a bonus Edge similar to other human races.
- **Outsider:** Atlantean rebels are a people without a home, who find themselves unwelcome wherever they go. They begin play with the Outsider Hindrance.

Female Names: Ailbe, Arlaith, Caitilin, Caitriona, Credhe, Deirdre, Dersagrena, Elinora, Fiona, Gormlaith, Grainne, Isabel, Maeve, Maire, Mairghread, Medb, Megrim, Melilcoma, Mora, Niamh, Nuala, Onora, Orla, Rayne, Ros-Cana, Sibana, Sile, Sorcha, Una

Male Names: Agh, Amergin, Aodh, Brian, Cael, Cailt, Carnun, Cathal, Conchobhar, Conor, Cormac, Cruaidh, Cuchullin, Cul, Comal, Daoal, Domhnall, Doon, Dundan, Eithriall, Eoghan, Fingal, Finn, Fionn, Giallachadh, Hydallan, Madad, Moghcorb, Mongan, Morne, Oscur, Ossian, Seamus, Slaine, Tadhgh, Usnach



BANTANU

The Bantanu have come over the great waters of the Eastern Ocean from the largest kingdom in the distant continent of Borea far to the southeast. To hear the Bantanu tell it, they are descended from the oldest of human civilizations, and the caretakers of the birthplace of all humanity. The Bantanu are a statuesque people, whose skin tone ranges from a light coffee color, to the darkest ebony of the night sky. They have come to the *Untamed Lands* to explore, to learn, to seek fortune, to establish trade colonies, and for some, to plunder. The Bantanu kingdom's people actually belong to several distinct tribes who all claim to have come from the original founders of the Bantanu kingdom. The three largest and most powerful of the tribes are the groups most often found wandering the *untamed lands*.

The Zandi are known for their fierce warrior traditions. They are revered among the Bantanu for their matchless skill in warfare and battle prowess, as well as their jovial and exuberant personalities. The Zandi are also known to be master weapon smiths and tend to create the weapons the rest of the Bantanu use.

The Khokai are recognized as the oldest of the tribes and are the keepers of knowledge among the Bantanu. The Khokai cultivate a persona of mystery about themselves, and are known for their wise council. Each Khokai becomes an authoritative master on at least one subject, often acting as advisors to the royalty.

The Ngonai are the ambassadors, and tradesman of the Bantanu, always willing to traverse into the unknown, and greet it with a smile or sword. Their skill in knowing the natures of men have kept the Bantanu prosperous and safe.

Culturally, the Bantanu do not have a rigid caste system, despite the predispositions of the various tribes. Being deeply spiritual, the leaders of the Bantanu are not born into the position, rather the royalty is chosen among the populace by the Sangoma, the priests of the Bantanu. The Sangoma choose those in the kingdom who possess oracular abilities, and train them to be leaders of the Bantanu people as a whole. Among the various tribes themselves, leaders tend to fall along family lines, though this is not always the case. Their kingdom is old by the standards of human reckoning, and has made several advances in terms of metallurgy, high art, ship building, and alchemical formula. The Bantanu maintain a great trade culture with other peoples, though limit the extent outsiders may traverse into the main Bantanu kingdom. Their trade colonies in the *Untamed Lands*, however, are always open to visitors.

Clothing: The Bantanu are fond of colorful and vibrant clothing, often dying their clothes deep shades of red, violet, greens and yellows. Exotic animal hides are often tanned and worn as a mark of a hunter or warriors prowess, though the Bantanu have mastered the art of making clothing out of cotton as well. The Bantanu often have different sets and styles of clothing depending on the situation at hand. Often they wear rugged and tough clothing while exploring, and colorful and comfortable clothing while relaxing and celebrating. Ceremonial clothing distinctive to one's tribe and occupation is typically worn while engaging in religious practices or rituals of the state.

Languages: The Bantanu kingdom takes its name from the common language which unites the tribes. All Bantanu characters begin play with the language of the same name. The Bantanu often pick up additional languages based on the cultures they interact with such as, Atlantean, Amizanian, and the south-eastern tongue.

- **Bonus Edge:** The Bantanu gain a bonus Edge similar to other human races.
- **Tribal Traits:** The Bantanu receive a different additional bonus based off the tribe they claim heritage from.

The Zande tribe prepare themselves to always be ready for battle. They receive the Quick Draw Edge for free and a d6 in Knowledge (Weapon Making). The best of their culture adhere to a strict warrior code and have the Code of Honor Hindrance, while the worst are simply Bloodthirsty (as the Hindrance of the same name).

The Khokai as the keepers of lore and wisdom of the Bantanu and begin play with a d6 in a Knowledge skill of their choice and the Scholar Edge. The Khokai are insatiably inquisitive and possess the Curious Hindrance.

The Ngonai are well aware of the strength of diplomacy, be it friendly or not so friendly. They begin play with an additional language and a d6 in Persuasion and Intimidation. A proud and adventurous people, the Ngonai begin with either the Overconfident or the Greedy(Major) Hindrance.

Female Names: Bongiwe, Busisiwe, Delisile, Gugu, Khethiwe, Linidwe, Mbali, Msizi, Nolwazi, Nomcebo, Nomsa, Samukelisiwe, Sibongile, Simangele, Siphaphelo, Sizani, Sizho, Thandiwe, Thembi, Zama

Male Names: Amahele, Andile, Ayize, Bongani, Digane, Jabulani, Kwanele, Mandla, Mthobisi, Nathi, Philani, Sandile, S'bonelo, Sifiso, Siphoh, Sizwe, Thabo, Wandile, Xolo, Zethembe.

BUFFALO PLAINS TRIBESMAN

The people of the Buffalo Plains are an enduring people chiseled and shaped by the sun, wind and rain. Over 30 different tribes roam the windswept expanses of the Buffalo Plains. Generally these tribes can be divided into two cultural groups.

The Rovers lead a fully nomadic lifestyle, living in teepees and following the herds of bison across the plains. Their culture is built around the need for mobility, continually following the bison and other seasonal food sources. They may return to the same winter villages year after year, but otherwise they migrate following ancient paths handed down by their ancestors.

The Prairie Tribes are semi-sedentary. These tribes hunt bison, but they also build villages and raise a number of agricultural crops.

Both cultural groups hunt the buffalo, either by frightening them into stampeding over a cliff or by herding them into a narrow canyon or man-made corral where they can be killed more easily. Other hunting methods include hunting down individual buffalo with bow or spear.

Since the Skadians introduced the first domestic horses to the *Untamed Lands*, their use has spread quickly throughout the Buffalo Plains, forming a growing subgroup among the Roving Tribes. This rising "horse culture" makes heavy use of horses as mounts during bison hunts, even interbreeding them with rare breeds of nearly extinct wild horses native to the *Untamed Lands*. Some of the elders from these tribes frown on abandoning more traditional ways of hunting bison in favor of hunting from horseback, but many young people are embracing the use of horses, going to great lengths to acquire and train one.

Buffalo Plains tribesmen vary in appearance, but are typically tall, long legged and lean. These are a people carved by the unrelenting wind and rain, baked by the sun out on the open plain. Their stance seems unshakable; every movement of their bodies appears deliberate and full of purpose. Among most tribes, men and women grow their raven hair long, sometimes gathering it into braids. Their eyes are as brown as the earth they walk upon and hold a distant look as if forever scanning the horizon. The men of these tribes almost never have facial hair, considering those who can grow it strange in appearance. Buffalo Plains tribesmen are known for a habit of announcing their past deeds and accomplishments when introducing themselves.

Clothing: The people of the Buffalo Plains wear simple fringed clothing fashioned from tanned buffalo leather. Men wear buffalo skin shirts or jackets, while

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women may dress similarly or favor simple skirts, dresses or blouses of buffalo hide. Decorative clothing may incorporate several kinds of feathers, including elaborate feathered headdresses, but these items are typically reserved for ceremonial use. A people built for speed, plains tribesmen who travel a lot may adopt items of clothing and armor from other cultures, but they tend to prefer light items that will not greatly reduce their mobility or agility.

Languages: Buffalo Plains Tribesmen use Plainsman's Cant as their native language. Though treated as a single language, Plainsman's Cant actually represents a family of many related languages.

- **Bonus Edge:** Buffalo Plains tribesmen gain a bonus Edge similar to other human races.
- **Illiterate:** The Buffalo Plains tribesmen have no written form of their language and begin play with the Illiterate Hindrance.
- **People of the Plains:** Buffalo Plains tribesmen begin with a free d6 in either Riding or Tracking - player's choice.
- **Swift Runner:** Buffalo Plains tribesmen add a d8 to their Pace when running instead of a d6. If they take the Fleet Footed Edge, their running die becomes a d12 instead of a d10.

Female Names: Angpetu, Chapa, Chapawee, Chluman, Dowanhowee, Ehawee, Eyota, Gedanstemin, Hantaywee, Isnala, Kimimela, Magaskawee, Makawee, Maoneka, Mapiya, Mina, Minnekadawn, Nakewa, Ptasanywee, Sapewin, Tahcawin, Talutah, Tasina, Tateyohna, Wachawi, Wachintonka, Wakane, Warcaziwin, Washta, Wastewina, Wasula, Weayaya, Wehinapay, Wichapi, Wih-munke, Wihakayda, Winona, Witashnah, Wiyaka, Zitkala, Zitkala-sa, Zonta, Zuzela

Male Names: Akechete, Angpetu, Canowicakte, Cetanwakuwe, Chaske, Enapay, Eyanose, Galeske, Huya-Ne, Ishne, Ssnale, Iyotanke, Kohane, Mahkah, Mahpee, Makhpia-sha, Mankato, Maspere, Mato, Matohinsde, Matoske, Maze, Mohe, Odakote, Ohan-zee, Ohiyese, Ptecile, Shappa, Sintay, Sinte, Sunke, Tahatan, Takoda, Tashunk, Tasunke, Tatank'amimi, Tatonga, Tokecha, Wahnahat, Wakoyantake, Wambleeske, Wanete, Wapashe, Wasechun, Watakpe, Wicahpi, Witco

DESERT TRIBESMAN

The barren deserts of the southern lands are home to a people hardened by sun, heat, drought and desert storm. The desert tribes can be divided into two main groups: the adobe tribes of the Anazi Badlands and the nomadic tribes of the Great Ahabi Desert Basin.

The Anazi Badlands tribes belong to over 50 tribes, each with similar yet distinct cultures. These people have largely transitioned from hunting to relying on agriculture and trade to survive. They build large, terraced stone or adobe towns and cities around a central plaza. These "pueblos," usually located on key trade routes and at agricultural production centers, are made possible along the rivers through the use of sophisticated irrigation systems.

The Ahabi Desert Basin tribes are a cultural group made up of over 15 distinct tribes. The people of the Ahabi Desert Basin are hardy nomads who survive in the harsh desert climate by following seasonally available food supplies. They eschew the use of pottery in favor of lighter woven baskets for transporting water, winnowing grass seed, pine nuts and other foodstuffs. These tribes lack permanent settlements, traveling in small family units during the summer and gathering together in small villages in the winter. While there are no permanent settlements, the same winter villages are typically used by the same family groups one year after another.

The desert tribesmen vary greatly in appearance. Tribes from particularly harsh regions tend to be short due to limited nutrition, but others grow tall where food is more plentiful. All have borne the brunt of the sun's heat their entire life, and their skin runs from a dark brown to brownish red. Their hair and eye color tends towards the darker shades of brown. These are a people who not only thirst after life-giving water, but have an unquenchable thirst for life itself.

Clothing: The desert tribes wear a variety of clothing fashioned from animal hides, and often brightly decorated with intricate bead work. Their clothing is light and loose-fitting to suit their hot, arid environment. The clothing of these people is not simply decorative, but also identifies an individual's tribe, status, clan and secret society or guild affiliations. Traveling desert tribesmen may adopt clothing and weapons from other cultures, tending to favor items that are light and easily carried.

Languages: Anazi is the language native to the people of this region. Though treated as a single language, Anazi represents a number of related languages and dialects.

- **Bonus Edge:** Desert tribesmen gain a bonus Edge similar to other human races.
- **Illiterate:** The people of the desert do not have their own system of writing (though they make extensive use of petroglyphs) and begin play with the Illiterate Hindrance. Some learn and use the Maztlani hieroglyphic alphabet (or other writing systems) by buying this Hindrance off,

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either during character creation or later on.

- **People of the Desert:** Desert tribesmen begin with a d6 in Survival and gain a +4 bonus to Vigor rolls to resist the effects of extreme heat. They also require half as much water to survive as the average human.

Female Names: Adzaana, Alopay, Altsoba, Anaba, Bi-ya-neta, Chee-hash-kish, Cumpah, Dezba, Diltchley-ih, Doli, Dos-te-se, E-cla-heh, Guyane, Ha-o-zine, Icimanipi, Ih-teda, Ish-keh, Ishton, K'heehabah, Kai, Nah-de-yole, Nah-dos-te, Nah-thle-tla, Nalina, Nanabah, Nana-tha, Nascha, Nohchloa, Sha-she, She-gha, Sonsee, Sousche, Sy-e-konne, Tah-das-te, Tsinahine, Tzes-tonya, U-go-hun, Wihopawin, Yanaha, Zi-yeh

Male Names: Aditshah, Ashkii, Askado, Atsidi, Beshiltheni, Dah-keya, Daklugie, Dasodahe, Dighin, Dji-li-kine, Eskaminzim, Godi-tso, Gardilthe, Goyathlay, Hashkeh, Hunlona, Ikizhi, Itza-chu, Jlin, Katenay, Kanseah, Kawa, Kaywaykla, Keewatin, Kenoi, Kilchii, Klah, Kutli, Litzoque, Mahko, Moh-tsos, Naabah, Na-binleeth, Nah-bay, Naiche, Nakai, Napi, Nodiskey, Quanah, Sani, Skinya, Tahoma, Taklishim, Tcha-nol, Toclanny, Toh-yah, Tsela, Tsisnah, Ulzane, Yahnozhe

EAGLE COAST TRIBESMAN

Some of the Untamed Land's fiercest warriors come from the Eagle Coast. Here, rich sea harvests provide enough fish to sustain large communities along the coastline, where over 40 distinct tribes flourish. Extended families live in wooden dwellings and are known for their superb wood carvings and wood-working skills. Extended family households gather together with the rest of their communities in ritual dress for religious ceremonies. Neighboring settlements often gather together for special ceremonial feasts called potlatches.

The woodworking skill of the Eagle Coast tribesmen goes beyond the crafting of homes, tools and art. These tribes make ornately carved and painted wooden helmets and thick armors composed of wooden slats braided with sinew and covered in thick hides.

The Eagle Coast folk are a tough people, in their youth as beautiful as the sea despite hands calloused from woodworking, in their old age growing gnarled as a wind-warped tree on a coastal precipice. They are typically black-haired and brown-eyed, though the rare individual possesses a striking sea-green eye color.

Clothing: Young men wear breechcloths woven of cedar bark and wear tattoos and ornate shell jewelry

on their bodies. In battle, they don sophisticated red cedar armor and helmets. In winter, the men don woven mountain goat wool or cedar bark cloaks or cover themselves in animal fat. Women wear ornate skirts of softened woven cedar bark, adding a cedar or wool blanket over their shoulders in winter, also decorated with complex shell ornamentation. On special civic and ceremonial occasions, high-ranking tribal members wear specially woven chilkat blankets over their shoulders. These fringed blankets are woven of mountain goat wool, dog hair and yellow cedar bark, and they bear intricate patterned designs which display the wearer's tribe, clan, lineage and rank.

Languages: The language spoken in this region is commonly referred to as the Northwestern tongue.



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The Northwestern tongue is treated as a single language though it actually consists of many related tribal languages similar enough that speakers of each can understand the others.

- **Bonus Edge:** The tribesmen of the Eagle Coast gain a bonus Edge similar to other human races.
- **Illiterate:** The tribes of the Eagle Coasts have no written form of their languages, and begin play with the Illiterate Hindrance.
- **People of the Coast:** Eagle Coast tribesmen begin with a free d4 in Swimming and Boating. They are excellent divers able to stay underwater for long periods of time on a single breath of air. An Eagle Coast tribesman gains a Fatigue level after every 15 minutes of holding her breath. On reaching Incapacitation, the Eagle Coast tribesman must make a Vigor roll every minute thereafter to avoid drowning. Once above water, the Fatigue recovers at a rate of one level every fifteen minutes.

Female Names: Adola, Aleshanee, Digita, Dildada, Dis, Gaxstalas, Gela, Gowukan, Gundasagee, Gwawina, Gwa'yi, Hemsalus, Hiligexste, Ish, K'esugwilakw, Klekle-tla, Kotseena, Lubilia, Mayaxa, Melidi, Nakoaktok, Pulas, Shawut, Tawuka, Tlatlagwol, Tlasala, Tlawigi, Tlaxtlemtga, Tikilala, Wadzadiliga, Xa, Wi'oma, Yashee, Yeil, Yoome

Male Names: Anotklosh, Comcomly, Chak, DENTALAYU, Edensaw, Gayuklas, Gigexley, Gitsu, Gooch, Gugan, Ha'se, Kah, Keitl, Kunulsak, Menga, Mumuta, Namukw, Nixilagax, Nogad, Noxsole, Nulcistelal, Nunamgole, S'EEK, Six'walas, S'ugeidee, Takus, Tlakwa, Tlugway, Tsah, Tsimasaxyu, Tyee, Udzistales, U'manumptu, Wodzas, Yaye, Xaat, Xuluku, Xwalkw, Xwatis

EASTERN WOODLANDS TRIBESMAN

The Eastern Woodlands tribes are divided into two cultural subgroups: the Northeastern and Southeastern Woodlands tribes. Both tribal groups share some degree of ancestry and cultural heritage with their common predecessors, the ancient Mound Builders.

The Northeastern Woodland tribes consist of more than 40 different tribal cultures. These relatively peaceful people thrive through a mix of hunting, gathering, farming and trading amid a resource-rich landscape, where the forests have plenty of game, and the rivers and lakes teem with fish. Many of these tribes build large permanent or seasonal settlements composed of wooden lodges. The largest cities north of the Maztani Empire are composed in this fashion.

The Southeastern Woodland tribes are some 50 or so distinct tribal groups in the southeastern reaches of the *Untamed Lands*. These tribes mostly subscribe to a warrior culture and engage in regular warfare as a major activity and way of life. Wars are waged not only for power and resources but also for personal and tribal glorification. The warriors of these cultures commonly tattoo their bodies with symbols signifying their combat prowess and military achievements. Religious life focuses heavily on rituals, performed before and after a battle, in which all the warriors participate and invoke spirits of battle, consume medicinals and perform ceremonial dances. Along the coast, these tribes rely heavily on oceanic fisheries, but the majority are inland tribes who rely primarily on agricultural products such as corn and cotton, though they also fish the lakes and streams.

Physically, the Eastern Woodlands tribes are very diverse, though all have the black hair and tanned brown skin that characterizes most Natives of the *Untamed Lands*. Their builds are typically athletic, honed by climbing trees and swimming in the many rivers and lakes common to the region. These people possess no facial hair, a trait that they find very peculiar among the hairy Skadian people.

Clothing: Men typically dress in a leather loincloth, deerskin leggings and moose leather moccasins, along with a deerskin cape or jerkin, augmented with a fur cloak in colder weather. Wealthy sachems wear more ornate outfits decorated with wild turkey feathers. Most men also bear a tobacco pouch hung around the neck, a pouch on the belt for cornmeal and a knife. Women favor full-length deerskin robes. Finer clothing is frequently decorated with porcupine quill embroidery and bead work set in geometric patterns.

To the south, the men often go bare-chested when weather allows, so the numerous tattoos on their arms and torso are visible. These tattoos record an individual's accomplishments, position and prowess.

The Woodlands tribal peoples readily adopt clothing, tools and weapons from other cultures when they travel, often picking up something new in every major region they visit, some even adopting the local style of dress wherever they travel.

Northeastern Languages: The Northeastern Woodlands tribes speak the Woodlands Tongue, which represents a variety of related tribal languages. Note that native speakers of the Woodlands Tongue in the Mishupishu Peninsula region have a written form of the language called Wigwasa, but the spoken and written form are different enough that they must be learned separately like two completely different languages.

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Southeastern Languages: The Southeastern Woodlands tribes speak the Southeastern Tongue. Though treated as a single language, the Southeastern Tongue represents a wide ranging family of related languages that are similar enough that knowing one allows a character to understand the others.

- **Bonus Edge:** All Eastern Woodlands tribesmen gain a bonus Edge similar to other human races.
- **Illiterate:** Some of the Eastern Woodlands tribes, most notably the people of the Mishupishu Peninsula, do possess a system of writing. Such learning is usually only available to scholars. Eastern Woodlands tribesmen begin play with the Illiterate Hindrance. They may choose to use points from another hindrance to buy their Illiterate Hindrance off during character creation.
- **People of the Woods:** Eastern Woodlands tribesmen begin play with the Woodsman Edge.

Northeastern Female Names: Alamata, Awpa-ta-he, Cara, Degonwadonti, Echkway, Ekalaka, Genesee, Geneseo, Jigonhsasee, Ju-ah-kis-gaw, Mahwah, Matowaka, Menasha, Minnehaha, Mitena, Neche, Nakoma, Nahcomis, Nokomis, Odina, Oheo, Onaiwah, Oniatario, Orenda, Shaningo, Shawan, Sheauga, Tammany, Watch-e-kee, Waylumah, Winne-comac, Wyome

Northeastern Male Names: Akando, Akonni, Annawon, Bemidji, Chingach, Deganawida, Gahzaw-que, Ganeodiyo, Garakonthe, Gawasowaneh, Gelemend, Gict-eegaw, Gorm, Gyantwaka, Hadawa'ko, Hopocan, Idquahon, Ka-bes-kunk, Kahgegwa, Keeshoch, Kekata, Kocoum, Mahinge, Mameckus, Manabozho, Na-pow-sa, Nee-ko-man, Okemos, Opachisko, Oshe-mamon, Otetiani, Papunkank, Popotakan, Sachimak, Sagayetha, Samoset, Shingas, Tamaque, Tay-men-en, Tekonsha, Tepakoaset, Teyanoga, Thayendangea, Waukazoo, Waunake, Wusamequin, Yaquen, Zogar

Southeastern Female Names: Adsila, Ah-nee-yoh, Ahawi, Ahuwewega, Ahyokah, Aki, Ama, Aniwaki, Araminta, Aryahmula, Awinita, Byhalia, Catayah, Che-kah-nae, Checoowa, Cheyoka, Choweyuka, Chunyuku, Coahoma, Cootiya, Daka, Galilani, Gayacha, Ghigau, Hiawasse, Huetyah, Immokalee, Inola, Isi, Kah-no-lie, Kahoka, Kayohe, Kinta, Lahtye, Minta, Mohewee, Nakee, Nanye-hi, Oklewona, Ootahye, Ooyoste, Opa, Osyka, Owanah, Panola, Quah-le-yukah, Salali, Situna, Sthaga, Sulah, Talulah, Tayoneh, Taki, Tenese, Tookah, Tstunagiska, Tsula, Tula, Wah-ne-nah

Southeastern Male Names: Ah-le-chah, Ate-lohe, Atgulkalu, Cahinahe, Chate, Che-te-qui,

Chee-la-na-hee, Cholukee, Chukute, Chula, Chusalete, Chutogaste, Chuwanoske, Cla, Degataga, Diwali, Diyahlana, Echuchu, Galegine, Ganundaledi, Gugaytu, Hidihi, Holata, Ieyuste, Kanugee, Kenletah, Kettlechule, Kiliahote, Koi, Kullageenah, Kusune, Micco, Minco, Mohe, Nah-hool, Ne-coo-tie, Nertah-we-hah, Neshoba, Nokosi, Nunne, Oceolo, Okohimunt, Oonale, Oonatage, Oukonunka, Pashme, Sawam, Sequa, Sequoyah, Sinagooyah, Tagotah, Tamela, Tekahatunas, To-she-wa, Tullock, Tsiye, Tsiyu-Gunsini, Umarteskee, Wa-la-na-tah, Waya, Yartunnah, Zonawene

GRANDFATHER MOUNTAINS TRIBESMAN

Nestled within the sheltered valleys of the Grandfather Mountains dwell tribes of hardy mountain folk. The tribes of the Grandfather Mountain region rely on the rich natural resources of their homeland for sustenance and trade. Along the coast they hunt sea mammals such as sea lions and dolphins. Inland, they hunt wildlife such as deer and gather wild nuts and grains. These tribes have established their own monetary system, which uses rare shells for currency. This currency facilitates trade and commerce within the region.

The tribesmen of the Grandfather Mountains are a stocky people, hardy brown-skinned folk with dark hair. Living in a region of mountains and valleys for uncounted generations has made these people highly adept at climbing and negotiating rough terrain.

Clothing: During the warm summers, men wear little more than loincloths, while women wear skirts woven of plant fibers or fashioned from deer skin. In winter, heavy capes and cloaks of fur are added over top of summer clothing, and warm hide moccasins are worn on the feet. Many tribes decorate themselves with tattoos. Even when adopting dress from another culture, these tribal folk avoid covering their tattoos as often as weather and climate allow.

Languages: Grandfather Mountain tribesmen speak the Yukian Mountain Tongue as their native language. Yukian mountain tongue has many different tribal dialects, but is treated as a single language.

- **Bonus Edge:** Grandfather Mountains tribesmen gain a bonus Edge similar to other human races.
- **Illiterate:** The Grandfather Mountains tribesmen have no written form of their language and begin play with the Illiterate Hindrance.
- **Excellent Climbers:** Grandfather Mountains tribesmen start with a free d6 in Climbing.

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- **Sure Footed:** Grandfather Mountains tribesmen gain a +2 bonus to Agility rolls made to keep their footing, maintain their balance or otherwise avoid falling.

Female Names: Anacapa, Awanatu, Elki, Hateya, Helki, Hesutu, Honon, Howi, Huata, Huyana, Kaliska, Kamata, Kono, Kosumi, Kulya, Lanu, Leyati, Lise, Litonya, Liwanu, Lokni, Lusela, Luvu, Malila, Misu, Molimo, Momuso, Mona, Muata, Mulay, Oya, Pakuna, Papina, Pati, Posala, Sanuye, Sapata, Sewati, Sitala, Sonoma, Soso, Suki, Suletu, Taipa, Takenya, Telutci, Tiponya, Tuketu, Tupi, Uzumati, Winema, Wuyi, Yenene

Male Names: Amayete, Awanate, Dasan, Elsu, Helki, Honon, Howi, Huate, Huslu, Huyane, Istu, Kaliske, Kolenye, Kono, Lanu, Liluye, Lise, Litonye, Liwanu, Lokni, Luyu, Malile, Misu, Mitune, Omuse, Pakune, Papine, Pati, Posale, Sanuye, Sewati, Sipatu, Sisquoc, Sitale, Suletu, Taipe, Tolinke, Tukuli, Tunu, Tupi, Uzu-mati, Waune, Wilanu, Wilu, Wuyi, Yutu

HALF-BREED OUTCAST

Not every hero belongs to a single racial or cultural group. Some are born to parents of two very different cultures or find themselves cut off from the culture they were born into, only to be adopted into another culture or taken as a war captive. These cultural half-breeds often find that they do not entirely fit in with either of their parent cultures.

Note that it is entirely possible for a character to be a half-breed by blood but still be wholly accepted in one of their parent cultures. In these cases, use the cultural write-up for the culture they have grown up in rather than treating them as a Half-Breed Outcast. This human cultural background represents characters who are alienated by their mixed heritage.

Clothing: Half-breeds tend to dress in the fashion of one or the other of their parent cultures. They may also mix styles depending on how they see themselves.

Languages: Half-breeds may start play knowing languages common to either of their parent cultures.

- **Bonus Edge:** Half-breeds gain a bonus Edge similar to other human races.
- **Illiterate:** Even half-breeds who grow up in a culture with a system of writing are rarely taught to read and write.
- **Outsider:** Half-breeds do not truly belong in any one culture, and thus are treated as outsiders wherever they go. Half-breeds begin play with the Outsider Hindrance.
- **People of the Fringe:** Half-breeds often find themselves growing up on the fringes of society. Those who survive to adulthood have gained a wide base of survival skills.

Half breeds begin with a free d6 in either Stealth or Survival - player's choice.

- **Strong Willed:** Half-breeds begin play with the Strong Willed Edge.

RUSKAR INDEPENDENT

The Ruskar are a hardy, stout, and pale-skinned people who tend to keep their long dark hair neatly kempt. Many men sport large and well groomed beards and moustaches matched only by those of the Skadians. Eye color ranges from brown to green.

The majority of the Ruskar in the *Untamed Lands* are part of a hostile invading force intent on establishing long term military bases, but not all Ruskar agree with or take part in this tactic. A few fearless souls choose to explore the *Untamed Lands* on their own terms, eschewing the imperial aspirations of their motherland for their own personal agendas. The Ruskar are fierce in battle and in friendship. They will cross axes with any who would challenge them, but are as likely to befriend a foe afterward over boisterous tales and a jug of vodka as retain any animosity toward them.

Clothing: The Ruskar tend to favor thick furs, heavy cloaks and billowing garments that only seem to make their large frames look bigger. Even in warmer climates they favor modest loose fitting clothing. In cooler climates they often sport black fur caps when not wearing a helmet.

Ruskar Equipment: The Ruskar have access to the same equipment as the Skadians (though they use different names and crafting techniques), and can buy equipment from the Skadian Equipment list at no additional cost during character creation.

Languages: Ruskar is their native tongue, but traveling Ruskar tend to pick up the local languages wherever they wander.

- **Bonus Edge:** The Ruskar gain a bonus Edge similar to other human races.
- **Utterly Fearless:** The Ruskar fear little under the sun. Some say it is because they are all at least a little bit mad to begin with. Ruskar begin play with an extra point of Bravery.
- **Hale and Hardy:** Ruskar are highly resistant to poisoning. They gain a +2 bonus to Vigor rolls to resist the effects of poison and extreme cold.
- **Outsider:** Due to the ongoing Ruskar invasion, most wandering Ruskar are treated with mistrust by the other peoples of the *Untamed Lands*. Their Charisma is lowered by -2.

Female Names: Alena, Altani, Anastasia, Anya, Borte, Domna, Dorota, Ekaterina, Fetinia, Galina,

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Irinia, Katarzina, Ksenia, Larisa, Lyudmila, Magda, Marfa, Mariia, Marina, Natalia, Nedelika, Olena, Raisa, Regina, Rozalja, Sofia, Sonya, Stefania, Svetlana, Tatinia, Tatyana, Vera, Zofja

Male Names: Aleksei, Altan, Andreas, Belarus, Bekter, Boris, Chort, Dimitri, Fedor, Foma, Fryderyk, Georgii, Grigorii, Henryk, Iakov, Iakun, Igor, Ivan, Kisel, Konrad, Lev, Lorenz, Maxim, Miloslav, Mixail, Oleg, Oleksander, Pavel, Radoslav, Sergei, Solovei, Stepan, Usun, Vasili, Vladislav, Wilhelm, Yakov, Yuri

SHENESE

The Shenese are a proud and innovative people who came from across the western sea and dwell primarily within the fortified city-state of Shen. Their skin tone ranges from a golden bronze to olive-colored, with intense hazel eyes and raven hair. Many males can grow facial hair, which many nobles and scholars groom into long and elaborate moustaches and beards. There is substantial physical and cultural diversity among these people, owing to their great homeland having once assimilated many neighboring people and cultures.

This mysterious race from across the western sea is known for their great scholars and skilled merchants. They are skilled in the arts of astronomy and alchemy and possess highly evolved forms of meditative shamanism and hand-to-hand combat. The Shenese prize education very highly, emphasizing the 'three perfections,' calligraphy, painting and poetry. Their schools produce some of the lands brightest artists, mathematicians and philosophers. Shenese class and gender roles are strictly defined, but women and peasants who break tradition to become warriors or adventurers are not unknown. Many of the Shenese's greatest folk heroes are in fact women who refused to be constrained by societal limitations. Though the City-State of Shen is ultimately loyal to the semi-divine Golden Emperor who rules their homeland, they have developed a democratic council of representatives elected from among the noble class to govern in matters the emperor cannot effectively deal with from across the sea.

Clothing: Shenese clothing has more variety than most other cultures found in the *Untamed Lands*. The clothing of the poorer classes tends towards a simple, loose-fitting shirt and pants, with nobles favoring long, ornate robes of the finest fabric. Though they may travel widely, most Shenese prefer to maintain their own cultural dress and armament as much as possible, only replacing damaged items and articles that are beyond repair.

Shenese Equipment: Shenese may buy equipment from the Shenese Equipment list at no additional cost during character creation.

Languages: The native language of the city-state of Shen is Shenese. Many Shenese also learn the languages of the surrounding tribes including the Yukian mountain tongue. Literacy is fairly widespread among these people due to an emphasis on education and widespread use of parchment, books and scrolls.

- **Bonus Edge:** The Shenese gain a bonus Edge similar to other human races.
- **Code of Honor:** Honor is extremely important in Shenese society. Each individual is expected to uphold the honor of their family. The Shenese code of honor requires that they honor their elders, obey their parents, keep their word, fight honorably and never surrender to a dishonorable foe. Shenese who adhere to this code and act honorably have the Code of Honor Hindrance. Those who forsake honor are shunned even among their own people and gain the Outsider Hindrance instead.
- **Well Educated:** Shenese society places heavy emphasis on a broad education. Shenese begin with a free d6 in any two Knowledge skills, or alternatively, a free d6 in Healing and any one Knowledge skill - player's choice.

Female Names: Chan, Chang, Chin, Ching, Fang, Feng, Hwa, Hwan, Jia, Lei, Ling, Lyan, Mei, Shan, Shu, Sya, Syau, Ting, Wan, Yan, Yin, Ying, Ywe, Zhi, Zhywan

Male Names: Chyang, Dzung, Fu, Huan, Kee, Kun, Li, Lung, Ming, Po, Rong, Shan, Shang, Shau, Syung, Tai, Wei, Wen, Wu, Yao, Zhemmin, Zhin, Zhou, Zyan, Zhuy

SKADIAN

These frostbitten explorers came from across the sea in dragon-prowed ships. The Skadians are a hardy and fair-skinned race of farmers, explorers, traders and warriors. The Skadians are broken up into three distinct ethnicities.

The Oesir were the first group of Skadians to come to the *Untamed Lands* to settle. The Oesir are the fairest of the Skadian race, often with blond hair, though red and light brown are not uncommon.

The Einheir are similar to the Oesir, but tend to have dark brown, black or even red hair and possess skin tones a shade or two less fair. The Einheir followed the Oesir to the *Untamed Lands*. Historically they integrated into the larger Oesir colonies, but in recent years some predominantly Einheir outposts have sprung up along the frontier. The Einheir generally treat the Oesir as brothers, but conflicts within the Skadian populations occasionally divide them along ethnic lines.

The Sea Wolves are a more brutal faction of Skadians

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who have no permanent settlements in the *Untamed Lands*. They cross the sea in their dragon-prowed ships to burn, ravish and pillage the coastal communities, an act that has earned them the enmity of the Oesir and Einheir as well as the native tribes. The Sea Wolves are ethnically quite similar to the Einheir and are dark-haired and steely-eyed. In addition to the standard Skadian racial traits, Sea Wolves have the “Outsider” hindrance.

Regardless of ethnicity, all Skadians share a common culture. Skadian society tends to be split up into social classes, the Jarls, the Karls and the Thralls. The Jarls are the noble class, including kings, clan leaders, war chiefs and wealthy merchants. Karls are the free citizens, consisting mostly of land owning farmers (called Bodis) but also including most merchants, craftsmen, professional soldiers (called Huskalar) and mercenaries. All men are taught the use of sword, axe and shield. Thralls are the slave caste and can be easily identified by their short hair. These castes are hereditary, but are not fixed, and each person may gain a higher station or fall to a lower one based on their actions and achievements. Even a slave may buy their freedom or earn it in battle.

Clothing: Skadians wear simple clothing of spun and dyed sheep wool. Men wear simple tunics belted over a pair of breeches. Women wear dresses with full skirts and low-cut necklines. Cloaks and thick woolen

undergarments are added for warmth during cold weather. Even when adopting arms and dress from another culture, Skadians seem to favor simplicity and utility over elaborate decoration.

Skadian Equipment: Skadians can buy equipment from the Skadian Equipment list at no additional cost during character creation.

Languages: Skadian is their native tongue, but many also learn local tribal languages.

- **Bonus Edge:** The Skadians gain a bonus Edge similar to other human races.
- **Born Warriors:** Skadians begin with a free d6 in Fighting.
- **Illiterate:** Skadians begin play with the Illiterate Hindrance. While the Skadians do have a runic alphabet, it is typically only used by the most educated individuals. Most Skadians grow up without exposure to written language.
- **People of the Frozen Sea:** Skadians begin with a free d4 in Boating and gain a +2 bonus to Vigor rolls to resist the effects of extreme cold.

Female Names: Anne, Astrid, Berit, Bjorg, Elisabeth, Eva, Gerd, Guthrun, Helga, Hilde, Ingrid, Jorunn, Kari, Liv, Marianne, Marit, Nina, Ragnhild, Randi,



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Solveig, Thora, Thordis, Thorgerthr, Valgerthr, Vigdis, Yngvildr

Male Names: Anders, Arne, Baelin, Bargi, Bjorn, Bork, Einarr, Erik, Geir, Gorm, Grimir, Hadric, Hagar, Haimdul, Hans, Heidrek, Helgi, Hengist, Herg, Hialmar, Hogni, Horsa, John, Ketill, Kjell, Lars, Morten, Niord, Ragnarr, Ririk, Sidgurd, Skuld, Svein, Thorbjorn, Thorgeirr, Thorir, Thorgrim, Thorkell, Thorsteinn, Thorthr, Thomas, Tor, Wulfhere

SOUTHERN EMPIRE CITIZEN

The southernmost reaches of the *Untamed Lands* are home to two massive empires, the Maztlani and the Yaurcoa. These two great empires brim with the best and worst that civilization has to offer.

The Maztlani Empire is a large collection of culturally similar city-states that are constantly vying among themselves for political power. Like its city-states, the Maztlani noble classes are ambitious, constantly maneuvering to better their station. The Maztlani are fierce in love, war and worship, conducting elaborate rituals where important mythological events are acted out by humans subsuming the role of divine entities, being treated as gods among men before becoming blood sacrifices to fortify the gods who sustain the sun's life-giving light. The Maztlani exaggerate tales of their human sacrifice practices as part of their strategy to intimidate the civilizations around them and keep them in a state of submission to Maztlani rule, lest the empire be rocked and toppled by rebellions. The Maztlani possess advanced astrology, engineering and stone masonry, and they incorporate razor-sharp obsidian in their weaponry.

The Maztlani are not a particularly tall people, but are squat and powerfully built. Their eyes, skin and thick hair are dark in color, with strong features and noble aquiline noses. Many sport tattoos and extensive body piercings.

The Yaurcoa inhabit the southernmost known bastion of civilization at the edge of the vast and uncharted southern jungles. They are a mountain people with a young empire, still building their strength and growing in number and territory. While they have yet to obtain the secret of steel, the Yaurcoa are skilled masons, and their metal workers craft battle-worthy weapons and armor from annealed copper and tempered bronze alloys.

Compared to the Maztlani, the Yaurcoa are darker skinned and somewhat lither in build, with high cheekbones and almond shaped eyes, but the two racial groups' physical similarities far outweigh their differences. The men typically wear their black hair cropped at the shoulder, while women grow their hair longer, often wearing it up in a braid or bun.

Maztlani Clothing: The people of the Maztlani Empire favor loose, flowing clothing in their hot climate. Commoners wear clothing made of fibrous cloth, while nobles wear cotton garments and decorate themselves with fine jewelry of gold and jade. Men wear cloth skirts, adding a cloak draped over one shoulder when traveling or in cooler weather. Noble men wear elaborate clothes crafted of fine cloth, wear feathered headdresses and paint their faces with circles of green, red, or yellow. Women paint their faces and hands yellow and wear colorful wraparound skirts cut just below the knee with brightly embroidered and fringed overtunics. These blouses are often sleeveless with ornate necklines. Married women wear their hair in elaborate braids. Men and women both pierce their noses and ears, with the upper classes wearing additional piercings in their lower lip. Traveling Maztlani typically retain their native dress, but may adopt arms and armor from other cultures, showing strong favoritism for weapons that can disable a foe without necessarily killing them, since obtaining living war captives is seen as the ultimate sign of a warrior's prowess.

Yaurcoan Clothing: Yaurcoan men favor loose clothing such as robes, cloaks and ponchos, while women favor long dresses. Both genders sport sandals and woven caps and headbands. Peasants wear simple clothes spun of alpaca wool, while nobles dress more elaborately in fine garments of silky vicuna wool or cotton.

Maztlani & Yaurcoan Equipment: The Yaurcoa and Maztlani people may purchase equipment from their respective culture's equipment lists at no additional cost during character creation.

Languages: The native language of the Maztlani and Yaurcoa peoples are Maztloan and Yaurcoan, respectively. Many also learn Amizanian.

- **Bonus Edge:** Citizens of the southern empires gain a bonus Edge similar to other human races.
- **People of the Empire:** Citizens of the southern empire are well educated, beginning with a free d6 in the Knowledge skill of their choice.
- **Literacy:** The Maztlani city-states and Yaurcoan Empire are among the few cultures with widespread literacy. Unless the character takes the Illiterate flaw of their own accord, they are assumed to be literate in any languages they know so long as those languages have a written form.

Female Maztlani Names: Atotl, Centehua, Chel, Cihuaton, Cuicatl, Hupele, Izel, Malina, Malinche, Necahual, Nenetl, Papan, Quetzal, Teicuih, Teotalco,

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Tepin, Teyacapan, Tlaco, Tlacoehua, Tlacotl, Tlalli, Xiomara, Xoco, Xocoyotle, Yacotzin, Yohaili, Zeltzin

Male Maztlani Names: Acitli, Acopar, Amantalan, Axayaca, Calpiquei, Camatzin, Coatl, Coatlique, Cocozca, Copil, Cuapan, Cuauhcoatl, Cuixtli, Ecatzin, Eyahue, Huemac, Huetzin, Itzcoatl, Matlal, Matlahuicatl, Maxtla, Mazatl, Mixcoatl, Moctezuma, Nochehuatl, Oapaxl, Ollin, Pinotl, Pizotzin, Pochetca, Pochotl, Quauhtli, Tannabok, Tezkel, Tlacaoel, Tizoc, Tlotzin, Tochtli, Tochtli, Tohil, Tototl, Xochitl, Xolotl, Yaotlz, Zolin

Female Yaurcoan Names: Aca, Anarque, Anas, Anta, Cari, Cava, Chaka, Carua, Chacapoya, Chicha, Chic'ya, Choque, Cuca, Cuchi, Cura, Cusi, Huaco, Inguill, Machi, Micay, Oello, Ozcollo, Pillcu, Pinca, Pisco, Polan, Quilaco, Quenti, Quispe, Rava, Runtu, Sisa, Suyu, Tactollssica, Topa, Uarcay, Uritu, Urpi, Ussun, Yaci, Yutu, Yzma, Ziza

Male Yaurcoan Names: Apo, Amaru, Atahulpe, Atoc, Canchari, Capac, Cariapat, Cayo, Chalco, Chiguan, Chilche, Chunchos, Curi, Curiateo, Cuyuchi, Guaman, Guarito, Guaritopa, Huachuri, Huaman, Huascar, Inguill, Ispaca, Manco, Nancoro, Ninan, Orco, Kuzco, Pacha, Pachacuti, Palcon, Parinango, Pascac, Pomacapi, Pucar, Pumi, Puyu, Quilaco, Quizo, Rimac, Roca, Ronpa, Ruminavi, Sayri, Sull, Taipi, Tanqui, Tarque, Tipo, Tiso, Titu, Topa, Umu, Uturuncu, Villac, Yuncailo, Yupanqui

SPIRIT PLATEAU TRIBESMAN

The people of the plateau region belong to over 30 primarily nomadic tribes of hunter-gatherers who hunt deer and small game as well as gather wild fruits and nuts in woven grass bags. They also supplement their diet with dried salmon fished from the region's rich salmon runs. The native communities of the Spirit Plateau live primarily in encampments of teepees and similar temporary, tent-like structures covered in woven tule reed mats.

Amidst the high plateaus, lofty mountains and breathtaking river-valleys of the region, the Spirit Plateau tribesmen grow up with a love of beauty. They decorate tools, clothing and weapons with intricate designs, often employing intricate beadwork and porcupine quills for decoration.

The people of the Spirit Plateau are physically indistinguishable from the tribes of the Buffalo Plains, bearing much the same tall stature, raven hair and sun-burnished skin tone. It is their culture and manner of dress that sets them apart.

Clothing: The tribes of the Spirit Plateau wear clothing and moccasins sewn from treated animal leather,

often ornately decorated with porcupine quills and complex beadwork. Widely traveled plateau tribesmen often adopt the most beautifully decorated bits of clothing and other items they find among the other cultures they visit.

Languages: The people of the Spirit Plateau speak the Kutenai Spirit Tongue, sometimes simply called the spirit tongue. This language has many regional variations, but share enough linguistic basics that a speaker of one dialect can understand the others.

Note: Spirit Plateau tribesmen are statistically identical to Grandfather Mountain tribesmen.

- **Bonus Edge:** Spirit Plateau tribesmen gain a bonus Edge similar to other human races.
- **Illiterate:** Spirit Plateau tribesmen have no written form of their language and begin play with the Illiterate Hindrance.
- **Excellent Climbers:** Spirit Plateau tribesmen start with a free d6 in Climbing.
- **Sure Footed:** Spirit Plateau tribesmen gain a +2 bonus to Agility rolls made to keep their footing, maintain their balance or otherwise avoid falling.

Female Names: Ealaweemah, Elaskolat, Hatalekin, Hallahotsoot, Hessemooks, Hihie, Hoyouwerlikt, Husise, Inena, Kiskio, Lepeete, Motsqueh, Moxmox, Peopeo, Tholekte, Timenna, Toohulsote, Toxouke, Whachumyus, Zya



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Male Names: Allahkoliken, Chuslum, Gosawyien, Hee-oks-te, Heinmot, Hemene, Hinmaton, Hohots, Ilppilp, Kitstsui, Kiyiya, Koolkool, Kusinut, Lapatupt, Netotwe, Pahkatos, Sahrkonteic, Shamkin, Snehee, Tosinlikt, Yalakit

SKINWALKER

Skinwalkers are not a separate race or culture unto themselves. Rather, they are humans born with an unusual ability that sets them apart from their native people. If you are playing a skinwalker you may choose the human culture you were born into, but you do not get any of the benefits normally associated with that cultural background.

Nobody knows why, but one in every thousand or so children born under the full moon is born a skinwalker rather than a normal member of their race. These skinwalkers have the extraordinary ability to assume the shape and affinity of a specific animal. Many are killed outright when their abilities first manifest by a fearful or superstitious community. Others may be lucky enough to be driven into the wilderness as outcast. Whether hunted or fearfully revered, skinwalkers are viewed by many as strange, even demonic, beings.

In human form, a skinwalker's appearance and personality often bears a subtle resemblance to the animal they can change into, but these characteristics are not usually enough to give an individual away as a skinwalker. Most can easily blend into the rest of their native human population undetected. Different cultures respond to skinwalkers with a different mixes of fear and reverence. Some skinwalkers may be forced to hide their true nature from their communities lest they become a feared outcast or even become hunted like a monster.

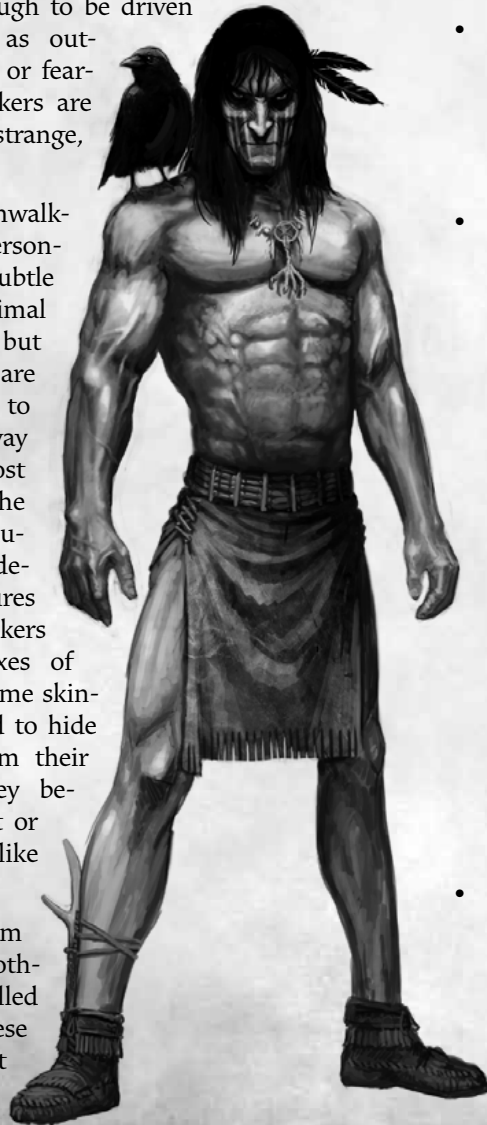
Some skinwalkers form loose alliances with others of their kind, called "moon pacts." These groups often consist of a loose alliance of skinwalkers in a

common area who work together to ensure their mutual survival despite varying degrees of fear, persecution and hatred among their human kin.

Clothing: Skinwalkers typically wear the same style of dress as the human culture into which they were born, or that of the culture in which they currently living. Many skinwalkers seem quite comfortable changing their style of dress on a regular basis, perhaps because such cosmetic changes seem more trivial to one who can change their very shape. A skinwalker is almost never seen without her talisman on her person, whether it is an animal skin or a cloak of feathers.

Languages: As per native human culture. skinwalkers come from a variety of human cultures and are not known to have a language of their own.

- **Illiterate:** Skinwalkers begin play with the Illiterate Hindrance, even if they were born among a people who have a written language. This Hindrance may be bought off like any other.
- **Keen Senses:** A skinwalker has keen senses associated with her animal form (ex: sight for an eagle or scent for a bear skinwalker), giving her a +2 bonus on all Notice rolls and starting them with a free d6 in Tracking.
- **Talisman:** Like a shaman, each skinwalker has a talisman that gives her power. In the skinwalker's case, this talisman is always an animal skin or a cloak of feathers from the animal they can transform into. If the talisman is lost, the skinwalker cannot use her Shapechanger ability until her talisman is recovered. Should a skinwalker's talisman be destroyed, she must succeed on a Vigor roll or immediately suffer a level of fatigue, which may be recovered after 24 hours. A skinwalker may replace a destroyed talisman by obtaining a new skin or feathered cloak of the specified animal type and conducting a bonding ritual that lasts 24 hours and requires a Spirit roll at -2. The skinwalker gains a +1 bonus to the Spirit roll for every additional day she spends performing the ritual. If the Spirit roll is failed, the skinwalker may make another attempt on the following day.
- **Shapechanger:** So long as they possess their Talisman, skinwalkers can use the *shape change* power to take on a specific animal form chosen during character creation. The animal form must be chosen from the forms listed on table 2:3: Skinwalker Beast Forms.



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TABLE 2:3 SKINWALKER BEAST FORMS

ANIMAL	AGILITY	STRENGTH	VIGOR	PACE	SIZE	SPECIAL ABILITIES
Badger	d8	d6	d10	6	-2	Claws (Str+d4), Berserk Edge, Burrow @ Pace 2, Hardy, Small
Bear (any)	d6	d12+1	d10	8	+1	Claws (Str+d6), +2 Notice & Tracking vs. the living
Bird (any)	d10	d4	d6	—	-2	Claws (Str+d6), Flying Pace 12, Small
Coyote/Fox	d8	d6	d6	7	-1	Bite (Str+d4), Fleet Footed Edge, Quick Edge, +2 to Stealth
Deer	d10	d10	d8	8	+1	Antlers (males only, Str +d6), Fleet Footed Edge
Giant Otter	d10	d6	d8	5	+0	Bite (Str+d6), Low-Light Vision, Semi-Aquatic (Pace 8)
Great Cat	d10	d10	d8	8	+0	Bite/Claws (Str+d6), Low Light Vision
Lynx	d10	d8	d8	8	-1	Bite/Claws (Str+d4), Low Light Vision, Ignore Difficult Ground due to deep snow.
Raccoon	d10	d4	d6	6	-2	Bite (Str+d4), Low Light Vision, Small, Thief Edge, +2 to Stealth
Snake	d6	d8	d8	4	+0	Bite (Str+d4), Constrict
Wolf, Large	d8	d8	d8	8	+0	Bite (Str+d6, hit least armored spot on a raise), Fleet Footed Edge
Wolverine	d8	d8	d12	6	-1	Claws/Bite (Str+d4), Berserk Edge, Hardy

Native skinwalkers can choose any animal form, with bears, birds, coyotes, foxes and wolves being the most common. Skadian and Ruskar skinwalkers must choose either bird, bear or wolf as their alternate form and often take the Berserk Edge. Shenese skinwalkers must choose either a badger or a fox. Bantanu skinwalkers typically turn into a variety of bird or great cat.

Weapons, armor and personal effects (including the talisman) are absorbed into the animal form, but other objects are dropped.

While in animal form, the skinwalker retains the Smarts, Spirit and skills and Edges of their human form. They gain the physical attributes of their animal form, including the animal's Agility, Strength, Vigor, size and Pace (see table). In animal form, skinwalkers have no capacity for speech and cannot use any powers they may have. Some items that require fine manipulation may become unusable to the skinwalker in its animal form.

A skinwalker may increase the physical attributes of its animal form in the same way it does its human form. Each such physical attribute increase must be assigned to either the skinwalker's human form or their animal form. Mental attribute increases apply to both forms and thus need only be purchased once.

Skinwalkers & Hindrances: If a skinwalker has taken any physical Hindrances (such as Lame or Elderly), these apply to their animal form as well as their human form.

Skinwalkers & Edges: A skinwalker may lose the use of certain skills and Edges in animal form due to loss of speech or replacing their fingers with paws. Other Edges may be taken to apply specifically to their animal form, such as Edges they only fulfill the prerequisites for in animal form. Other Edges may apply specifically to the animal form's attacks such as Trademark Weapon (Claws).

SKILLS

SKILL NOTES

Driving: This skill is used to drive teams of animals drawing a vehicle of some sort, be it a wheeled cart or a dog sled.

Gambling: Gambling games of various kinds are common in the *Untamed Lands*. The most popular tend to be a variety of dice games and shell games.

Guts: *Totems of the Dead* does not use the Guts skill. This skill and everything it is used for has been folded into the Spirit attribute. If you are using *Totems of the Dead* with other *Savage Worlds* materials that refer to a Guts roll, just use a Spirit roll instead.

Piloting: In the *Untamed Lands*, there are no aerial vehicles to pilot. Riding an aerial mount uses the Riding skill.

KNOWLEDGE SKILLS

The following are the most common Knowledge skill focuses available in this setting:

Alchemy: This focus covers recipes and formulae for creating alchemical items.

Area Knowledge: General knowledge of the surrounding regions beyond what is normally covered by Common Knowledge.

Armor Making: Allows the character to craft his own armor.

Battle & Tactics: This Knowledge focus is used for mass combat and covers knowledge of military tactics as well as tactical sports and games.

Herbalism: This Knowledge focus is used with the Herbalism rules (see the Setting Rules chapter).

History: Provides important knowledge of the past beyond what Common Knowledge would cover.

Law: This Knowledge focus provides more detailed knowledge of the laws in your character's native culture than Common Knowledge, as well as information on the legal systems of other cultures.

Medicine: This Knowledge focus imparts knowledge of diagnostics, forensics and the theory of medicine. The actual treatment of injuries and ailments is covered by the Healing skill.

Occult: This Knowledge focus covers the theory and practice of magic, arcane rituals and other supernatural phenomena.

Oral Tradition: This knowledge focus covers all manner of legends, lore and traditional stories.

Petroglyphs: Generally, an individual can decipher contemporary petroglyphs and other pictographs from their own tribe using Common Knowledge. Deciphering the petroglyphs from an ancient time or a foreign culture requires a Knowledge (Petroglyphs) roll, as does creating petroglyphs that others will be able to decipher complex meaning from.

Religion: This Knowledge focus covers the religious and spiritual beliefs of other cultures. Common Knowledge generally covers such beliefs in your character's own culture.

Tool Making: This Knowledge focus allows your character to build her own tools.

Trading: This knowledge skill covers business, trading, bartering and the relative values of various goods.

Weapon Making: This focus covers the knowledge required to craft weapons.

TRACKING MODIFIERS

In the *Untamed Lands*, the size of a creature affects the difficulty of the Target Number required to track it as shown on the accompanying table. All the normal modifiers from the *Savage Worlds* core rules still apply.

TABLE 2:4 TRACKING MODIFIERS

CREATURE SIZE	TRACKING MODIFIER
Small	-2
Medium	+0
Large	+2
Huge	+4

DISALLOWED EDGES

The following Edges in the core rules have no real place in the *Totems of the Dead* setting:

Ace, Champion, Gadgeteer, Holy/Unholy Warrior, McGuyver, Mentalist, Mr. Fix It, Power Points, Power Surge, Rapid Recharge, Improved Rapid Recharge, Rock and Roll!, Soul Drain, Wizard

NEW AND ALTERED EDGES

The following new and altered Edges are available to characters in the *Totems of the Dead* setting.

BACKGROUND EDGES

IMPROVED ALERTNESS

Requirements: Novice, Alertness

Your character gains a +1 bonus to Tracking rolls and is always considered “Active” with respect to the Stealth rules.

The character can also detect the presence of poison in or on objects they can closely examine by smell or taste. This effect is automatic if the character is deliberately checking for poison, but requires a successful Notice roll if they are not actively poison checking.

BLOOD BROTHERS

Requirements: Novice, Both blood brothers must take this Edge to gain the benefits.

Your character has sworn brotherhood with a close ally, who must also take this Edge. So long as the two characters are within sight of each other, they each bolster the other’s bravery, providing both with a +2 bonus to Spirit rolls against fear effects. The character also gains a +1 damage bonus against any foe who has successfully wounded his blood brother in the same combat. In addition, each character may spend a Bennie on behalf of his blood brother, giving the his blood brother the benefits of the Bennie instead of himself. Characters may only have one blood brother at a time.

BLOOD MEMORY

Requirements: Novice, Spirit d6+

Blood Memory is a strong tie that binds an individual to her tribe or ancestral people. It helps one understand and absorb her people’s cultural values, religious beliefs, and traditional songs and stories.

Blood Memory provides a +4 bonus to Common Knowledge rolls that involve a character’s ancestors, forgotten tribal languages or tribal traditions rather than the normal +2 bonus. The GM may also award a +2 bonus for various Knowledge skill rolls related more indirectly to one’s ancestry and thus not normally covered by Common Knowledge.

GHOST STEP

Requirements: Novice, Stealth d8+, Survival d6+

Your character has the ability to move ghost-like through natural surroundings without leaving any tracks. So long as the character is not running, he

can choose to leave no physical trail behind, preventing anyone from tracking him.

RICH

Mechanically, this Edge is mostly the same as its description in the core book, but the concept of wealth works a little differently among the tribal societies of the *Untamed Lands*. In tribal culture, “wealth” is not so much a measure of how any physical possessions a person has so much as how much stuff they are willing and able to give away to others who need it more. While the Skadians and Shenese, as well as the Maztlani and Yaurcoan Empires, may prescribe to a more modern concept of wealth and its accumulation by an individual, among tribal societies those who have a lot of material wealth are not treated any better unless they give generously to others. In fact, the hoarding of material goods while others go without is strongly looked down upon in many of these cultures.

At the GM’s option, someone with the Rich Edge who gives away all the material goods gained from it could gain a +2 bonus to Charisma with regards to the people they distributed their wealth among. (Filthy Rich allows the distribution of wealth among the surrounding populations as well, extending the range of the bonus.)

SECRET OF STEEL

Requirements: Novice, Smarts d6+

Your character has spent time apprenticed to a blacksmith and has learned the closely guarded process of tempering iron into steel and crafting steel into incredibly durable tools. To craft steel weapons he will also need the Knowledge (Weapon Making) skill, and to craft steel armor he will need Knowledge (Armor Making). This Edge allows the character to create heavy armor (anything with a +3 or higher armor rating) and large bladed weapons (like greatswords) which require steel components.

Steel tools and items are incredibly durable and do not break, dull or tarnish under any but the most extreme circumstances. For this reason, they are highly valued, fetching twice the normal price for such items.

TOTEM ANIMAL

Requirements: Novice, Spirit d6+, Must have completed a Vision Quest

Your character is particularly attuned to one of their totem animals, gaining a rapport with that animal as well as taking on some of its characteristics.

TABLE 2:5 TOTEM ANIMAL BENEFITS

TOTEM	EFFECT:
Armadillo	-2 Pace, +1 Toughness
Badger/Wolverine	+2 to Intimidate
Bat	Dark Vision
Bear	+1 to opposed Strength and Grapple rolls
Bobcat	Ignore Pace penalties for Difficult Ground due to snow and ice
Cougar	+2 Persuasion for leadership purposes
Coyote	+2 to Trick rolls
Crow/Raven	+2 to Taunt and Knowledge (Law) rolls
Deer	+2 to Persuasion rolls made for diplomatic negotiations
Eagle	+2 to Spirit rolls
Elk	+2 to Vigor rolls against Fatigue
Fish/Dolphin	+2 to Swimming rolls
Fox	+2 Stealth
Frog/Toad	+2 to Soak rolls
Hare	Increase running die by 1 die type
Hawk	+2 to Knowledge (Religion) rolls
Horse	+2 to Riding
Lizard/Hummingbird	+2 to opposed Agility rolls
Mole	+2 to Notice while underground
Moose	+2 to resist Tests of Will
Mouse	+2 to Notice rolls to find hidden objects
Otter	+2 to Investigation
Owl	+2 to Notice rolls to find hidden creatures
Porcupine	-2 to rolls on the Fright table
Raccoon	+2 to Agility and Stealth rolls involving fine manipulation
Ram	+2 to rolls against Fear and Intimidation
Skunk	+2 to rolls initiating Tests of Will
Snake	+2 to Climb rolls
Spider/Beaver	+2 to Knowledge (Tool Making)
Squirrel/Monkey	+2 to Climb rolls
Turkey/Parrot	+2 to rolls on the Powwow table
Turtle	+2 to Survival
Wolf/Dog	+2 to assist others in Cooperative Rolls

Choose a type of animal from the ones presented in Table 2:5: Totem Animal Benefits. The character gains a +2 bonus to Persuasion rolls made to interact with that animal. They also gain an additional bonus based on the animal totem chosen.

A character may take this Edge multiple times, choosing a new totem animal each time, but any overlapping bonuses are not cumulative.

COMBAT EDGES

ARMIGER

Requirements: Novice, Agility d6+, Strength d6+
The character is well trained at fighting in armor.
Reduce your armor's penalty to your Parry by 1.

BLIND FIGHTING

Requirements: Seasoned, Notice d6+

The character is trained to fight with little or no visibility. Halve all penalties (rounding down) to your character's Fighting rolls due to darkness, blindness or other forms of impaired visibility. For example, the -1 penalty for dim illumination is negated, and the -2 penalty for Darkness is reduced to -1.

CATLIKE REFLEXES

Requirements: Seasoned, Agility d8+, Fighting d8+, Notice d8+

The character is skilled enough to counter multiple attackers at once. When fighting multiple opponents, your enemies never gain any "gang up" bonuses against you.

HARRYING ATTACK

Requirements: Veteran, Agility d8+, Fighting d8+

This Edge is a running attack that allows your character to attack a foe as she moves past. If the character moves at least 2" before making an attack against an adjacent foe, she may then move away from the foe without incurring a free attack for leaving melee.

MARK OF THE WARRIOR

Requirements: Novice, Intimidate d4+, Knowledge (Religion) d4+

Your character has permanently marked themselves with the fearsome brand of the warrior, through permanent tattooing or ritual scarring. These marks cover the majority of the character's body, including their hands and face. These permanent marks act like war paint (see the Setting Rules chapter) by increasing the character's presence and ferocity in battle. The character gains a +2 bonus to Intimidation and Taunt rolls so long as these marks are visible. These bonuses do not stack with bonuses from songs, dances, war paint, or totem animals.

Being permanently branded as a warrior, the character will be treated as an Outsider (-2 Charisma) by those with the Pacifist Hindrance.

OKICHITAW

Requirements: Novice, Fighting d6+

Your hero is a master of unarmed combat who is never considered 'unarmed.' In addition, your unarmed attacks do Str+d4 damage.

IMPROVED OKICHITAW

Requirements: Seasoned, Fighting d8+, Strength d6+, Okichitaw

As Okichitaw, plus your character's unarmed attacks do Str+d6 damage.

PANTHERISH TWIST

Requirements: Seasoned, Agility d10+, Fighting d10+, Catlike Reflexes, Wildcard

The character is so hard to pin down that enemies trying to gang up on him may end up striking one another in their attempts to land a blow on the elusive hero.

When your character's foes gang up on him, you may immediately spend a Bennie to make an opposed Agility roll with each of them that attacks you directly in the same round. Each foe beaten in the Agility test misses your character completely and must roll their attack against another one of the ganged up assailants as the character twists their body out of the way at the last second before the blow falls.

POUNCE OF THE JAGUAR

Requirements: Seasoned, Agility d6+, Strength d8+

Your character can leap up to half their Pace (rounded down) to make a Fighting roll at +2 and gain a +4 bonus to damage. This leaves them vulnerable, giving them a -2 penalty to Parry until their next action. A pounce attack counts as a Wild Attack that does additional damage.

RAPID FIRE

Requirements: Seasoned, Shooting d10+ or Throwing d10+

Particularly skilled archers and knife throwers can loose a rapid barrage of projectiles, sacrificing finesse for raw speed. When a character takes this Edge, they must choose to apply it to Shooting or Throwing. A character with both Shooting and Throwing ranked at a d10 or better can take this Edge twice to apply its benefits to both Shooting and Throwing.

The character can make an extra Throwing or Shooting attack per round at a -2 penalty to all attack rolls. This attack must be taken at the same time as another Throwing or Shooting attack, though it may target any two foes within a 90 degree arc from the hero who are within range (Wild Cards roll two Skill dice and one Wild Die). The -2 penalty is subtracted from all attacks made that round.

WAR CRY

Requirements: Novice, Spirit d6+, Intimidation d4+

Anyone can give a good battle cry, but your character's can curdle the blood of his enemies and freeze them dead in their tracks.

Your character can make a free Intimidation roll once per battle while they are charging towards one or more foes. Instead of affecting a single opponent, a war cry can intimidate a number of opponents equal to half your Spirit die type. The opponents who are closest to the character emitting the war cry are affected first. In the event of a tie in distance, the player may choose which of the tied foes are affected.

WOLF PACK TACTICS

Requirements: Novice, Agility d8+, Smarts d6+

When ganging up on a foe, your character increases the gang-up bonus by an additional +1 (but still subject to the normal +4 maximum). She also automatically strike the foe's least-armored location when your character scores a raise on a Fighting roll while ganging up.

LEADERSHIP EDGES

BEAST WHISPERER

Requirements: Novice, Spirit d6+, Beast Master

The character is a master at communicating with animals. He may apply the benefits of their Leadership Edges to any animal allies he has.

POWER EDGES

ARCANE BACKGROUND

Requirements: Varies

The Arcane Background Edge is unchanged from the core rule book, only the specific Arcane Backgrounds are different. The following Arcane Backgrounds are available in *Totems of the Dead*: Alchemy, Blood Magic, Rune Casting, Sangoma, Seidr and Shamanism. These Arcane Backgrounds and their associated powers are described in Chapter Four: Magic and Sorcery.

NEW POWER

Requirements: Novice, Arcane Background

A character with the Arcane Background Edge may learn a new power by choosing this Edge. The character must fulfill the spell's rank requirements. Refer to the character's Arcane Background for other restrictions on what spells she may learn. This Edge

may be taken more than once, selecting a different spell each time.

PACT

Requirements: Novice, Arcane Background, Animism or Spellcasting d6+

The character has entered into a long-term pact with a supernatural entity, whether it is a dead sorcerer's ghost, a god, a demon, a Manitou spirit or some other magic wielding entity (chosen by the GM). This entity becomes your Master (as the Blood Magic trait), and can aid you when it wishes. Your character may spend an action to invoke their pact and establish telepathic communication with this entity. The telepathic link lasts until canceled, whether by the character or the pact entity, or until the character becomes shaken, wounded or unconscious. This Edge does not compel the entity to give your character information or other aid unwillingly, though it does allow the caster and the entity to cast powers on one-another as though through a sorcerous link (See the Sorcerous Link Edge later in this section for details).

RAPID RECOVERY

Requirements: Seasoned, Vigor d6+, Arcane Background

Some spell casters are better able to recover from the toll of wielding magic than others. This Edge reduces the time required to regain one Fatigue level lost to backlash to 15 minutes.

IMPROVED RAPID RECOVERY

Requirements: Veteran, Rapid Recovery

The character regains one Fatigue level lost to backlash every 5 minutes.

RITUAL SACRIFICE

Requirements: Novice, Arcane Background

The character can perform the ritual sacrifice of a single living thing to gain a bonus equal to half the victim's Spirit die to the arcane skill roll of a subsequently cast power. Performing a Ritual Sacrifice requires the character to spend a full round without moving or taking other actions to perform a Finishing Move. The casting of the power meant to receive this bonus must begin the round after the sacrifice has been completed. This bonus only applies to a single sacrifice made immediately before casting the power.

If the victim was unwilling and did not have a Smarts die type followed by an '(A)' (animal level intelligence), then the caster must make a Corruption Test. This test is in addition to any Corruption Tests the spell might normally require.

IMPROVED RITUAL SACRIFICE

Requirements: Seasoned, Ritual Sacrifice

Like Ritual Sacrifice, only the character may sacrifice multiple victims. The bonus gained is equal to half the highest victim's Spirit die, with an additional +1 bonus per victim with a Spirit die that is either equal or 1 die lower. These sacrifices can be made consecutively, or all at once by assistants aiding the casting of the power in a cooperative roll. The casting of the power meant to receive this bonus must begin the round after the last sacrifice has been completed.

The caster must make a separate Corruption Test for every unwilling victim that did not have a Smarts die type followed by an '(A)' (animal level intelligence).

SORCEROUS LINK

Requirements: Veteran, Arcane Background (any except Alchemy or Rune Casting)

The character can use a treasured personal item or body part (such as hair or nail clippings) of his victims to cast powers on them even when they are out of the spell's range. So long as the item or body part lies within the spell's range, the caster may target the owner with the spell as if the owner were present in the item's or body part's location.

STRONG CASTER

Requirements: Seasoned, Arcane Background, Smarts d8+, Arcane Skill d6+, Knowledge (Occult) d8+

The character reduces the initial Casting Modifier of all spells by 1, to a minimum of zero.

IMPROVED STRONG CASTER

Requirements: Heroic, Strong Caster

As above, but the Casting Modifier is reduced by 2, to a minimum of zero.

PROFESSIONAL EDGES

GUARDIAN

Requirements: Novice, Agility d8+, Fighting d6+, Notice d6+

Guardians typically include bodyguards and retainers, but may also be anyone devoted to protecting a specific individual. Guardians specialize in shielding their charge with their own bodies, throwing themselves in front of attacks meant for another.

As long as the character remains within 1" of the person under her protection, any attack aimed at her

ward is automatically rolled against the guardian instead. The character receives a Bennie each time she suffers a wound from such an attack during an encounter. If the guardian soaks the wound, she does not gain the Bennie. A guardian may spend an action to switch which person she is protecting or may stop protecting a target as a free action.

HERBALIST

Requirements: Novice, Smarts d8+, Healing d6+, Knowledge (Herbalism) d8+

Herbalists are wizened apothecaries who know the secret properties inherent in every berry, root and herb.

The character gains a +2 bonus on Knowledge (Herbalism) rolls as well as Survival and Notice rolls made specifically to forage for herbs.

MARINER

Requirements: Novice, Agility d6+, Fighting d6+, Spirit d6+, Boating d8+

Mariners include professional pirates, sailors and navy personnel.

The character gains a +2 bonus to Boating rolls as well as Climbing rolls made onboard a ship and Survival rolls made at sea, on an island or in a coastal area.

MERCENARY

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

Mercenaries are skilled sell-swords who make their battle prowess available to anyone with enough coin.

The character gains a +2 bonus to Spirit rolls against fear effects as well as Persuasion and Streetwise rolls made to find and negotiate mercenary work.

MERCHANT

Requirements: Novice, Smarts d8+, Knowledge (Trading) d8+, Persuasion d8+,

The cities of the *Untamed Lands* are home to bustling marketplaces where merchants peddle their wares. Everything from jewelry, silk and jade to quetzal feathers is bought and sold wherever there is a profit to be had. The character gains a +2 bonus to Persuasion and Knowledge (Trading) rolls, as well as a +2 bonus to Notice rolls made to assess the quality of goods. Characters with this Edge may use Knowledge (Trading) in place of Persuasion when bartering.

PERFORMER

Requirements: Novice, Charisma 0+, Persuasion d8+

The words of a talented storyteller, singer, or skald can placate, inspire or roust the common folk to rebellion and lay low the greatest of chieftains and kings.

Performers can use their music to inspire, allowing them to use Persuasion to aid others as per a cooperative action for any skill roll that does not require silence or subtlety (such as Stealth).

A traveling performer can earn room and board for his performances. A successful skill roll and a few hours spent to perform a "set" earns food, drink and shelter for one night. On a raise the performer may be presented with a gift or provided room and board for up to a week (though more performances may be expected if they stay).

SKINWALKER MASTERY EDGES

Skinwalker mastery refers to a series of Edges which increase the power and versatility of a skinwalker's beast form. For every rank a character has achieved they receive one "beast point" and will receive one additional "beast point" for every new rank they achieve. Beast points may be spent on the items found under the different Mastery Edges. A skinwalker character may only ever have one Mastery Edge.

CUNNING BEAST (MASTERY EDGE)

Requirements: Novice, Smarts d8+, Skinwalker

The skinwalker's beast form is enhanced in terms of it's cunning, and intelligence. The skinwalker is particularly more crafty than others of their kind. A beast point may be spent on the following.

- Increase Agility a step while in beast form.
- Add +2 to all Smarts tricks and +2 resistance to Smarts tricks while in beast form. (may only be taken once)
- Increase Pace by +2 while in beast form.
- Increase Tracking die type a step while in beast form.
- Increase the difficulty to hit the beast form with ranged attacks by 1. (may only be taken twice)
- Increase Parry by +1 while in beast form (may only be taken twice)
- Gain +2 to Notice rolls with a particular sense while in beast form. (may only be taken once per sense)
- Increase Stealth a step while in beast form.
- Gain the Edge Level Headed while in beast form. If you already possess Level

Headed, gain Improved Level Headed while in beast form.

- Gain the Catlike Reflexes Edge while in beast form.

HARDY BEAST (MASTERY EDGE)

Requirements: Novice, Vigor d8+ in beast form, Skinwalker

The skinwalker's beast form is incredibly tough, able to shrug off and recover from hardships which would fell lesser creatures. A beast point may be spent on the following.

- Increase Vigor a step while in beast form.
- Gain +2 Armor while in beast form. (may only be taken once)
- Gain the Edge Combat Reflexes while in beast form.
- Gain the Edge Hard to Kill (or Improved Hard to Kill if Hard to Kill is already possessed) while in beast form.
- Gain the Hardy special ability while in beast form. (may only be taken at Veteran or above rank)
- Become Immune to Poison while in beast form.
- Become Immune to Disease while in beast form.
- Gain the Fast Healer Edge while in beast form.
- Gain +2 to resistance rolls against all weather conditions (heat, extreme cold) while in beast form.
- Increase Survival by a step while in beast form.

MYSTIC BEAST (MASTERY EDGE)

Requirements: Novice, Spirit d8+, Skinwalker

Those skinwalkers who possess the Mystic Beast mastery Edge show a greater acumen for the hidden world and may use their powers while in beast form. Many of skinwalkers with Arcane Backgrounds tend to possess this beast mastery Edge, though it is not required.

- Gain the use of the power *detect arcana* while in beast form, using your spirit die for casting roll.
- Gain the Arcane Resistance Edge while in beast form, if you already possess Arcane Resistance, gain improved Arcane Resistance while in beast form.
- Gain the Elan Edge while in beast form.
- Gain the Beast Master Edge, this applies in both human and beast form.

EDGES

- Gain the use of the power *environmental protection* while in beast form, using your spirit die for casting rolls.
- Reduce the difficulty of all arcane skill rolls by 1 while in beast form. (may only be taken once)
- Gain +1 to corruption tests while in beast form. (may only be taken once)
- Force enemies to make a Fear check when first seeing you in beast form. This may be taken an additional time to inflict -2 on your enemies' Fear check.
- Gains use of either the *light* power or the *obscure* power while in beast form, using Spirit as your casting die.

POWERFUL BEAST (MASTERY EDGE)

Requirements: Novice, Strength d8+ in beast form, Skinwalker (Predators only)

The skinwalker's beast form is particularly powerful and strong, almost unstoppable in terms of raw fury. A beast point may be spent on the following.

- Increase Strength a step while in beast form.
- Increase the damage dice of any natural weapon a step while in beast form. (may only be done twice)
- Gain a combat Edge the character does not normally possess, while in beast form. (should the character purchase the same combat Edge for their human form later, they may choose a new Edge for their beast form.)
- Gain the Brawny Edge while in beast form.
- Add +2 AP to the natural weapons of the beast form (may only be taken once)
- Increase Intimidation a step while in beast form.

SOCIAL EDGES

POLYGLOT

Requirements: Novice, Smarts d6+

Your character has a strong knack for languages. When he encounters a new language, he may make a Smarts roll to pick up the language after a few hours of exposure to the language in conversation. On a success, he learns enough of the language to get by. On a raise he becomes fluent.

PROTECTED

Requirements: Novice, Charisma 0+ and either Young, Elderly or Attractive.

Whether due to extreme young or old age—or perhaps great beauty—others feel a compulsive need to protect your character from harm.

When the character is attacked, he may spend a Bennie to cause a willing adjacent ally to switch places with him and suffer the attack in his place. Should that ally suffer a wound, the ally gains a Bennie. No Bennies are awarded if the ally soaks the wound.

WEIRD EDGES

ANIMAL LORD

Requirements: Veteran, Spirit d8+, Beast Master

On a successful Persuasion roll, your character can communicate with any given animal she has encountered sufficiently to ask it to do a single task before going on its way. Examples include fetching an item, delivering a message or bucking a rider. Animals will refuse commands that are suicidal or will cause them certain harm. Commands that require the animal to take a smaller risk or require it to betray a mate or good human caretaker may require a raise on the Persuasion roll to work. Animals who share a special bond with another character, such as a beast master's companion or a wizard's familiar, are immune to this ability.

RAPID SHAPE CHANGE

Requirements: Veteran, Spirit d6+, Ability to Shape Change

The character can change between her human and animal forms once per round as a free action.

SEER

Requirements: Novice, Spirit d8+

Seers are those gifted with the ability to see into the future through various forms of meditation or ritual. The character can cast the *divination* and *greater divination* powers using Spirit as his arcane skill.

LEGENDARY EDGES

LEGENDARY CHAMPION

Requirements: Legendary, Strength d8+, Fighting d12+1 or more

When all seems lost, you are the best last hope.

Increase your character's damage against other Wild Cards by +2. Once per encounter, when your character and her allies are all out of Bennies, the champion may gain a Bennie. At the beginning of her turn, a character with the Legendary Champion Edge may spend a Bennie to negate all Fear, Fatigue and Shaken effects he or she is currently suffering.

LEGENDARY DEFENDER

Requirements: Legendary, Vigor d10+, Parry 9+, Guardian

Your character is the ultimate vanguard and protector of his allies, able to withstand almost any punishment and fated to endure many hardships.

The character gains a +2 bonus to soak rolls. He may make a free Fighting attack against any foe within his weapon's reach that makes an attack, including the casting of offensive spells or powers, that does not include the legendary defender as a target. This preemptive attack is resolved before the foe's attack that triggered it.

LEGENDARY MENTOR

Requirements: Legendary, Smarts d10+, Knowledge (Any) d10+

Rather than seeking greatness herself, the character's destiny is to bring out greatness in others.

The character must select at least one allied character of lower rank as a student. The mentor may select a total number of students of up to half her Smarts. When the mentor assists a student through a cooperative action using a skill they possess at d8 or higher, the mentor gains a +4 bonus to the cooperative roll. Should the cooperative roll bonus provided by the mentor allow the student to succeed where the student would otherwise have failed, the mentor gains a Bennie.

LEGENDARY ORACLE

Requirements: Legendary, Spirit d10+, Ability to cast Divination and Greater Divination

The character has gained great insight into the possible future.

Each time a significant event that your character predicted comes to pass in their presence, the oracle gains a Bennie.

The oracle may spend a Bennie on behalf of another character to help that character bring about or avert a fate that the oracle has foreseen for that character. In order to do this, the oracle must be able to perceive the character at the time of the event.

LEGENDARY SHADOW

Requirements: Legendary, Intimidate d8+, At least one of the following flaws: Arrogant, Bloodthirsty, Greedy, Mean, Vengeful or Wanted.

Your hero has become the quintessential antihero. She is both respected and feared, but few are sure if she can truly be trusted.

The character can use the Fear creature trait once per encounter as an action. She can designate any number of allies automatically immune to this effect.

Once per encounter, the character may gain a Bennie when an enemy Wild Card or an Ally with the Legendary Champion Edge spends one.

LEGENDARY SHAPESHIFTER

Requirements: Legendary, Agility d8+, Spirit d8+, Ability to Shape Change

As an action, your hero can use their *shape change* ability at will. He can take any animal form the *shape change* power would normally allow without requiring any rolls to be made or points to be spent. If he uses this ability to mimic an individual person or animal, he gains a +4 bonus to Persuasion rolls to perform a convincing impersonation.

A Legendary Shapeshifter with the Rapid Shape Change Edge can use both Edges at the same time, instantly taking any form allowed by the *shape change* power without the need for any rolls.

LEGENDARY TRICKSTER

Requirements: Legendary, Agility d8+, Smarts d10+, Charisma 2+, Persuasion d10+, Stealth d10+

Your character is an agent of chaos who embodies the mischievous trickster archetype.

Your character may spend an action and a Bennie to apply his Charisma modifier as either a bonus or a penalty to another character's skill or ability roll. A successful Stealth roll (opposed by Notice rolls from onlookers) ensures that nobody suspects the trickster's involvement. Once per encounter, the character may steal a Bennie from another Wild Card whose skill or ability roll he has influenced in this way.

SUMMARY

TABLE 2:6 PLAYER RACE AND CULTURE SUMMARY

RACE/CULTURE	TRAITS
Amizani	Bonus Edge, Illiterate, Boating d4, Swimming d4, Semiaquatic
Arctic Tribesman	Bonus Edge, Illiterate, d6 Survival, +4 Vigor vs. cold effects
Atlantean Outcast	Bonus Edge, Outsider, d6 in either A, St or V
Bantanu (Zandi)	Bonus Edge, Quick Draw, Weapon Making d6, either Code of Honor or Bloodthirsty
Bantanu (Khokai)	Bonus Edge, Scholar, Knowledge (any) d6, Curious
Bantanu (Ngonai)	Bonus Edge, Extra Language, Persuasion d6, Intimidation d6, either Overconfident or Greedy
Buffalo Plains Tribesman	Bonus Edge, Illiterate, d8 running die, d6 in Riding or Tracking
Desert Tribesman	Bonus Edge, Illiterate, Survival d6, +4 Vigor vs. heat effects
Eagle Coast Tribesman	Bonus Edge, Illiterate, Boating d4, Swimming d4, Semiaquatic
Eastern Woodlands Tribesman	Bonus Edge, Illiterate, Woodsman Edge
Feral Ones	Berserk, Illiterate, Keen Senses, Outsider, d6 Tracking, d6 Survival
Grandfather Mts. Tribesman	Bonus Edge, Illiterate, Climbing d6, +2 to balance related Agility rolls.
Half-Breed Outcast	Bonus Edge, Illiterate, Outsider, Strong Willed, d6 in Stealth or Survival.
Ruskar Independent	Bonus Edge, Outsider, +1 Bravery, +2 Vigor vs. cold effects and poison
Shenese	Bonus Edge, Honor or Outsider, d6 in any two Knowledge skills or Healing
Skadian	Bonus Edge, Illiterate, Boating d4, Fighting d6, +2 Vigor vs. cold effects
Southern Empire Citizen	Bonus Edge, free d6 in the Knowledge skill of the player's choice.
Spirit Plateau Tribesman	Bonus Edge, Illiterate, Climbing d6, +2 to balance related Agility rolls.
Skinwalker	Illiterate, Keen Senses, Talisman, Shapechanger (pick one animal form)

TABLE 2:7 NEW EDGES SUMMARY

EDGE	REQUIREMENTS	EFFECTS
Improved Alertness	N, Alertness	+1 Tracking, & poison detection
Animal Lord	V, Sp d8, Beast Master	Use Persuasion to get animals to perform specific tasks for you.
Armiger	N, A d6, St d6	Reduce the Parry penalty for armor by 1.
Beast Whisperer	N, Sp d6, Beast Master	Your Leadership Edges affect your animal companions.
Blind Fighting	S, Notice d6	Halve penalties due to poor visibility.
Blood Brothers	N, both must have Edge	+2 vs. Fear Effects, Can spend Bennies for Blood Brother
Blood Memory	N, S d6	+4 to Common Knowledge rolls
Catlike Reflexes	S, A d8, Fighting d8, Notice d8	Negates foes gang up bonuses.
Cunning Beast	N, Sm d8, Skinwalker	Choose a new benefit each rank.
Ghost Step	S, Stealth d8, Survival d6	Cannot be tracked.
Guardian	N, A d8, Fighting d6, Notice d6	Intercept attacks meant for your ward.

SUMMARY

TABLE 2:7 CONT.

Hardy Beast	N, V d8, Skinwalker	Choose a new benefit each rank.
Harrying Attack	V, A d8, Fighting d8	Make attacks while moving.
Herbalist	N, Sm d8, Healing d6, Knowledge (Herbalism) d8	+2 to Knowledge (Herbalism) and Survival/Notice rolls to find herbs.
Mark of the Warrior	N, Intimidate d4, Knowledge (religion) d4	+2 Intimidation and Taunt
Mystic Beast	N, Sp d8, Skinwalker	Choose a new benefit each rank.
Okichitaw	N, Fighting d6	Fists considered armed and do d4+Str damage.
Improved Okichitaw	S, St d6, Fighting d8, Okichitaw	Increase unarmed damage to d6+Str
Pact	N, Arcane Background, Knowledge (Occult) d4	Gain a supernatural entity as master
Pantherish Twist	S, A d10, Fight d10, Catlike Reflexes	Foes ganging up risk striking their allies.
Powerful Beast	N, St d8, Skinwalker (any Predator)	Choose a new benefit each rank.
Pounce of the Jaguar	S, A d6, St d8	Increase Wild Attack damage to +4 when leaping.
Rapid Fire	S, Shooting or Throwing d10	Make an extra Throwing or Shooting attack per round at a -2 penalty to all attack rolls.
Rapid Recovery	S, V d6, Arcane Background	Recover Fatigue from Backlash in 15 min.
Improved Rapid Recovery	V, Rapid Recovery	Recover Fatigue from Backlash in 5 min.
Ritual Sacrifice	N, Arcane Background	Make a sacrifice to gain a bonus on a subsequently cast power.
Improved Ritual Sacrifice	S, Ritual Sacrifice	Gain bonuses from multiple sacrifices.
Mariner	N, A d6, Sp d6, Boating d8, Fighting d6	+2 to Boating and Climbing/Survival while at sea.
Mercenary	N, Sp d6, St d6, V d6, Fighting d8	+2 to Spirit vs. fear & Persuasion/Streetwise
Merchant	N, Sm d8, Knowledge (Trading) d8, Persuasion d8	+2 Persuasion & Knowledge (Trading), +2 Notice to assess quality of goods.
Performer	N, Charisma 0+, Persuasion d8	Use Persuasion to assist in cooperative rolls.
Polyglot	N, Sm d6	Pick up new languages faster.
Protected	N, Charisma 0 and Young, Elderly or Attractive	Spend a Bennie for a willing ally to take an attack for you.
Rapid Shape Change	V, Sp d6, Shape Change ability	Change shape as a free action.
Secret of Steel	N, Sm d6	Craft steel armor, tools and weapons.
Seer	N, Sp d8	Gain divination and greater divination using Spirit as an Arcane Skill.
Sorcerous Link	V, Arcane Background	Use target's personal effects to cast powers on them at any range.
Strong Caster	S, Arcane Background, Sm d8, Arcane Skill d6, Knowledge (Occult) d8	Reduce casting modifier of spells by 1.

SUMMARY

TABLE 2:7 CONT.

Improved Strong Caster	H, Strong Caster	Reduce casting modifier of spells by 2.
Totem Animal	N, Sp d6, Vision Quest	Varies by totem
War Cry	N, Sp d6, Intimidation d4	Intimidate foes with a battle cry.
Wolf Pack Tactics	N, A d8, Sm d6	+1 Gang-up bonus & hit least armored location on a Raise.
Legendary Champion	L, St d8, Fighting d12+1	+2 damage vs. wildcards, +1 Bennie when allies' Bennies are spent, Spend a Bennie to negate all Fear, Fatigue and Shaken effects.
Legendary Defender	L, V d10, Parry 9, Guardian	+2 soak, Free Fighting attack against adjacent enemy who attacks someone else.
Legendary Mentor	L, Sm d10, Knowledge (any) d10	+4 to rolls for cooperative actions w a student. Gain a Bennie if you cause the student to succeed.
Legendary Oracle	L, Spirit d10, Divination, Greater Divination	Gain a Bennie when you witness one of your predictions come to pass. Spend a Bennie to help another character bring about or avert their predicted fate.
Legendary Shadow	L, Intimidate d8 and either Arrogant, Bloodthirsty, Greedy, Mean, Vengeful, or Wanted	Fear trait, Once per Encounter gain a Bennie when someone with the Legendary Champion Edge spends one.
Legendary Shapeshifter	L, A d8, Sp d8, Shape Change ability	Shape Change at will.
Legendary Trickster	L, A d8, Sm d10, Charisma +2, Persuasion d10, Stealth d10	Spend an action & a Bennie to apply Charisma as a bonus or penalty to another character's skill roll. Once per encounter, steal a Bennie from a Wildcard affected this way.



CURRENCY

CHAPTER THREE: ARMS AND EQUIPMENT

“Strong armor and mighty weapons are no substitute for a brave heart... but sturdy armor and a good weapon may help a brave heart beat longer.”

- Nimerigar Saying

While the sum of a hero is not his equipment, having the right tool or weapon at a critical moment can certainly help a hero along his many adventures. The following chapter contains a list of the most common armor, weapons and other adventuring gear found and used among the *Untamed Lands*.

CURRENCY

The basic unit of currency used here is measured in beads (bd). These represent the average value of a single bead made from a precious stone such as jade or turquoise, not just any old clay bead. In the *Untamed Lands*, not every culture has a standardized monetary system, and those that do may not always place the same value on the currency used by another culture. The price listings in beads are used to give an abstract baseline value for each item. Buying and selling items may require trading and bartering based on these values more often than literally paying an item's value in actual beads to 'purchase' it.

Other items of value might include precious and semiprecious stones such as jade, turquoise, quartz, jasper, garnet, amethyst, obsidian, amber and Petoskey stone, as well as rare shells, exotic feathers and cocoa beans.

SELLING GOODS

Thievery, piracy and looting are commonplace in the *Untamed Lands*. When selling such stolen or “slightly used” goods, one rarely finds a buyer willing to pay full price, and certainly no self respecting merchant will pay that much.

A Streetwise roll in a town or city generally allows a seller of such goods to unload their unwanted mundane items for a quarter of their listed value. A raise means the seller has found a buyer willing to pay half the listed price. This roll can only be attempted once per week in any given settlement. Failure means that no interested buyer has been found. Selling newly crafted goods works the same, except it yields half-price on a success and full-price on a raise.

BARTERING

Many regions have no fixed price for goods, and some have no standardized currency. In these areas, the price of everything is negotiable.

Trivial exchanges of goods should use the listed prices in beads, the equivalent value of goods, or simply be role-played out in an “I'll trade you this for one of those” fashion. Don't bother making bartering rolls for such minor exchanges.

TABLE 3:1 ROUGH CURRENCY EQUIVALENCIES

CURRENCY	APPROXIMATE VALUE	REGIONAL USE & ACCEPTANCE
Cacao Bean	1/100 (100 per bead)	Southern lands.
Gold Arm Band	100 beads	All.
Gold Coin*	10 beads	Skadian lands and Shen only.
Jade Bead	1 bead	All. Most common in Shen & the South.
Hack Silver*	10 beads	Skadian lands only.
Wampum Belt	100 beads	Coastal tribes, esp. Eagle Coast & Woodlands.
Wampum Shell	1/10 bead (10 per bead)	Coastal tribes, esp. Eagle Coast & Woodlands.
Silver Arm Band	10 beads	All.
Silver Coin*	1 bead	Skadian lands and Shen only.
Turquoise Bead	1 bead	All, particularly in the Southwest tribes.

*Unlike the Skadians and Shenese, who place more value on the material than craftsmanship, most native tribes do not place a particularly high value on gold or silver unless they are crafted into ornate jewelry or art objects. In these cases, the craftsmanship of an item is usually valued more than the exact quantity of gold or silver used. Thus, gold and silver currencies typically exchange at half their normal value among these cultures, if they are accepted at all. Gold and silver art objects tend to gain or lose value based on craftsmanship.

ARMOR NOTES

When making large or urgent exchanges important to the plotline, the GM may call for a barter roll. This is an opposed Persuasion roll, though characters with the Merchant professional Edge can use Knowledge (Trading) instead. On a tie, the two barterers exchange coins and goods at list value. If one barterer beats the other, the loser exchanges their coins and goods at half their normal value. On a raise, the loser exchanges their coins or goods at a quarter of their normal value.

Either side may secretly set a minimum price before the bartering begins. If the result of the barter roll pushes the exchange value of their goods below that value, no deal is struck.

TRADE ECONOMIES

Some areas have no standard currency and give little value to the currencies of other lands. In these regions, goods are not typically purchased with currency; they are traded for with an equivalent value in other goods. These exchanges always use the bartering rules.

CRAFTING WEAPONS AND ARMOR

Some skilled craftsmen can manufacture their own weapons, armor or other equipment. These rules do not allow characters to build particularly large or complex items, but they do allow characters to re-arm and re-equip themselves with common personal gear by crafting it themselves.

Unless stated otherwise, the hero requires raw goods equal to half the cost of the finished item, a set of tools appropriate for crafting the desired item, and a source of heat to work any metal components the item may require or to fire ceramics into a finished product. The GM has the final word on when and where the necessary components are available for crafting any given item.

MATERIALS

The indigenous people of the *Untamed Lands* primarily use stone, bone, animal hide and wood to make their weapons and armor. The art of metallurgy does exist, and many native craftspeople are skilled workers of metals such as brass, copper, silver, gold and unrefined iron. However, all but the finest craftsmen lack the secrets required to temper such metals into suitably durable weapons and armor, though there are notable exceptions (see the Gazetteer chapter).

CRAFTING WEAPONS

Crafting simple wooden staves or clubs requires no

special skills or die rolls unless trying to produce an item of high quality and craftsmanship. Otherwise, weapons are crafted with a Knowledge (Weapon Making) roll against a Target Number = 2 + half the weapon's damage die type (only count one of the two damage dice for ranged weapons). This process takes 1d6 hours, or 1d4 hours on a raise.

CRAFTING ARMOR

Crafting armor requires a Knowledge (Armor Making) roll Against a Target Number = 3 + the armor's Toughness bonus. This process takes 1d6 hours per point of Toughness, or 1d4 hours per point of Toughness on a raise.

CRAFTING OTHER ITEMS

Most mundane personal items and equipment can be crafted with a Repair roll or an appropriate Knowledge skill roll as determined by the GM. Most mundane equipment requires a roll against a basic Target Number of 4 and takes 1d6 hours to craft, or 1d4 hours on a raise. The GM may modify these details for crafting specific items.

SELECTED GEAR NOTES

Cultural Equipment: Some equipment is typically only available among a specific cultural group. During character creation, characters not of that culture must gain the GM's permission and pay double the list price to obtain the item. During gameplay, such items can typically only be purchased from settlements of that culture, and when they are, their price is typically doubled or even tripled.

ARMOR NOTES

Armor Parry Penalties: While manufactured armor increases a character's toughness, it can also be cumbersome, reducing one's ability to evade a blow. In *Totems of the Dead*, a character wearing armor suffers a penalty to his Parry score equal to his armor's Toughness bonus. Armor can never cause a character's Parry to drop below 2.

The Parry penalty for armor is a setting rule intended to make armor more of a tradeoff of protection for agility rather than a simple Toughness bonus.

Armor and Water: Armor can prove dangerous to wear while in the water, weighing a character down and increasing the likelihood

WEAPON NOTES

TABLE 3:2: BARTER ROLL MODIFIERS

Type	Modifier
Used goods	-2
Stolen or looted goods	-2
Goods common to the area	-2
Rare or hard to find goods	+2
Extremely rare goods	+4

of drowning. Subtract the armor's Toughness bonus from all Swimming rolls in addition to any penalties for its weight.

Donning and Discarding Armor: Sometimes, a hero must quickly don or discard their armor as circumstances may warrant. Putting armor on takes 1d6 minutes per point of the armor's Toughness bonus. Removing it takes 2 rounds per point of the armor's Toughness bonus.

Reinforced Armor: Reinforced armor has a Toughness bonus 1 higher than normal armor of its type. An attacker may ignore this extra point of armor with a Raise on their attack roll. Reinforced armor's Parry Penalty is equal to its full Toughness bonus even though 1 point can be bypassed on a Raise.

WEAPON NOTES

Blowgun: Blowguns fire a small dart which does no real damage on its own, but whose purpose is to deliver a poison of some kind. The poison is delivered on a successful Shooting roll, but the victim is still allowed any rolls the poison allows to mitigate or negate its harmful effects. See the Hazards chapter for examples of poisons.

Bola: This weapon can be used to make an Agility Trick roll using the wielder's Throwing skill. On a raise, the target falls prone in addition to suffering -2 Parry and being Shaken.

Coup Stick: A coup stick is a nonlethal weapon that can be used to **count coup** (see the Setting Rules chapter).

Fu: A fu is a small, axe-like weapon.

Ge: A Ge is a hafted weapon with a long, pointed, pick-like blade.

GM'S NOTE ON BASIC GEAR

Don't let your game get heavily bogged down with the mendacities of buying, selling and trading of basic low value items. When in doubt, allow the players easy access to any basic gear that should be reasonably accessible and move the story forward, rather than obsessing over financial minutia. If a little hand waving will help minimize time spent on minor gear acquisition, then go ahead. The characters will often be limited as much by what they can reasonably carry and use as they are by financial constraints.

At the same time, don't punish players too harshly for not thinking to purchase or bring specific mundane items with them. If they need rope or a canoe, make such things reasonably easy to acquire on short notice so the players won't get into a gear hoarding mentality. When purposefully entering an extremely hot or cold environment, assume the characters would have acquired seasonally appropriate clothing if able, even if the player didn't think to announce they were getting some warm clothing before entering the arctic regions. In some remote areas, scarcity of gear and food may become a part of the plot, but don't worry so much about it when the heroes are in or near a human settlement.

Grain Sword: A grain sword is a heavy, curved blade with indentations on the unsharpened end used to catch and break an enemy's weapon.

Horsehead Sword: A heavy chopping blade like a cross between a meat cleaver and a sword.

Lasso: This weapon can be used to make an Agility Trick roll using the wielder's Fighting skill. On a raise, the target falls prone in addition to suffering -2 Parry and being Shaken.

Macatuitl: This slashing weapon resembles a wooden club edged with obsidian blades. These obsidian blades are razor sharp but easily broken, so they must be replaced periodically or the weapon's damage drops to a d6.

Net: This weapon can be used to make an Agility Trick roll using the wielder's Throwing skill. On a raise, the target falls prone in addition to suffering -2 Parry and being Shaken.

Tepoztopilli: This spear-like weapon has a wooden haft and head edged with obsidian blades. These obsidian blades are razor sharp but easily broken, so they must be replaced

MISC. GEAR NOTES

TABLE 3:3 ARMOR TABLE

TYPE	ARMOR	WT.	COST	NOTES
PERSONAL				
Bone Hair Pipe	+1	10	60 bd	Covers torso
Hide Armor	+1	20	100 bd	Covers torso and arms
Hide Leggings	+1	15	75 bd	Covers legs
Hide Sleeves	+1	10	50 bd	Covers arms
Bone Plate	+2	30	300 bd	Covers torso
Wood Slat Armor	+2	25	250 bd	Covers torso
Hide Headgear	+1	-	20 bd	50% chance of protecting vs. head shot.
Wooden Helm	+2	8	50 bd	Covers head, -1 to Notice rolls.
SHIELDS**				
Small Shield	-	8	30 bd	+1 Parry
Medium Shield	-	12	50 bd	+1 Parry, +2 Armor to ranged shots that hit.
Large Shield	-	20	100 bd	+2 Parry, +2 Armor to ranged shots that hit.

**Shields protect only against attacks from the front and to the left (assuming a right handed character).

TABLE 3:4 CULTURE SPECIFIC ARMOR TABLE

TYPE	ARMOR	WT.	COST	NOTES
MAZTLANI & YAUROCOAN ARMOR				
Cotton Armor	+1	15	150 bd	Covers torso. Feathered versions cost double.
Cotton Skullcap	+1	-	25 bd	50% chance of protecting vs. head shot.
Eagle Knight Helm	+2	-	40 bd	Covers head, -1 to Notice rolls.
SHENESE ARMOR				
Reinforced Leather	+2(+1)	20	300 bd	Covers torso, arms, legs. A raise bypasses 1 pt of armor.
Lamellar	+2	30	350 bd	Covers torso, arms, legs
SKADIAN, RUSKAR & ATLANTIAN OUTCAST ARMOR				
Leather Jerkin	+1	9	100 bd	Covers torso, arms
Leather Breeches	+1	6	75 bd	Covers legs
Chainmail Byrnie	+2	25	360 bd	Covers torso, arms, legs
Splint Mail	+2	30	320 bd	Covers torso
Reinforced Chain	+3(+2)	40	600 bd	Covers torso, arms, legs; A raise bypasses 1 pt of armor.
Full Helm	+3	8	60 bd	Covers head, -1 to Notice rolls.
Iron Cap	+3	4	120 bd	50% chance of protecting vs. head shot.

periodically or the weapon's damage drops to a d6.

War Fan: These bladed fans are ideal for parrying attacks.

Whip: If the wielder of a whip scores a raise on their attack roll, instead of doing an extra d6 damage to the target, the target suffers a -2 penalty to their Parry until their next action.

MISC. GEAR NOTES

Animals: Statistics for animals not found in the core book can be found in the GMs Guide.

Alchemist's Tools: Attempting alchemical processes without the proper tools imposes a -2 penalty.

WAR CAPTIVES

Astrologer's Tools: Consulting the stars without star maps or other astrologer's tools imposes a -2 penalty.

Cocoa Drink: Available through trade in most parts of the south, this chocolaty drink is whipped into a froth and flavored with a mix of cornmeal, vanilla and ground chili pepper. It is typically served cold.

Firekeeper Bag: This heavy insulated leather bag is designed to safely hold and transport hot coals from the fire for later reuse.

Flask: Flasks typically hold around a pint of liquid and have some form of waterproof cap or stopper.

Grappling Hook: A grappling hook can be thrown with a range of 3/6/12 and "sets" on a successful Throwing roll.

Lockpicks: Trying to pick a lock without lockpicks imposes a -2 penalty to the roll.

Mortar and Pestle: This equipment is required to make most herbal concoctions.

Peyote: Peyote is a cactus plant that has hallucinogenic properties and can be used as an entheogen to enhance meditation and vision quests (see Herbalism in the Setting Rules chapter).

Psilocybian Mushroom: These mushrooms have hallucinogenic properties and can be used as an entheogen to enhance meditation and vision quests (see Herbalism in the Setting Rules chapter).

Sage and Sweet Grass: These items are ceremonially burned as incense.

Smith's Tools: Attempting to craft metal items without proper smith's tools imposes a -2 penalty.

Snowshoes: Snowshoes eliminate penalties to movement from deep snow and impose a -2 penalty on attempts to track the wearer through snowy areas.

Skates: Wearing skates eliminates movement penalties on ice. They increase Pace by 50% across flat ice but halve Pace on terrain that is not covered in ice.

SPECIAL MATERIALS

Depending on their origin, weapons and armor may be made of a variety of materials. Common mundane materials include wood, stone, bone, copper, bronze and iron. Such materials have no distinguishable mechanical difference.

Some special materials like silver, turquoise or jade allow a weapon to deal full damage to the spirit beings known as Manitou where other weapons would do half damage. The value of these items is around 5x the listed price in bd.

Items made from steel or meteoric iron are considered unbreakable under most non-magical circumstances and are worth around 2x the listed price in bd.

Skis: Skis eliminate movement penalties due to deep snow. They double the wearer's Pace going down snow covered slopes but halve Pace on non-snowy terrain.

Tobacco: Tobacco can be smoked or chewed. It is commonly used as an entheogen to enhance meditation and vision quests (see Herbalism in the Setting Rules chapter).

Torch (1 hour): Torches provide clear illumination out to 4". Expertly made or purchased torches last around an hour. Makeshift torches last about half as long.

Water Skin: A typical water skin holds around 2 quarts of water and weighs 5 lb. when full.

WAR CAPTIVES

Many native tribes practice a limited form of slavery where war captives are captured during battles to be used for small-scale labor, held for ransom or, more rarely, used in ritual sacrifice. These war captives are not typically bought or sold, but are sometimes traded for other slaves or exchanged for the release of war captives. War captives live on the fringes of tribal society and may be used for minor manual labor. Some have had a foot cut off to prevent escape, some are traded, and others are tortured or killed by the families of dead tribal warriors in a grieving ritual. Some of these war captives will eventually become integrated into the tribe, often by marrying war widows, and their offspring are considered full tribe members rather than slaves. The Skadians have a similar system where captives are sometimes taken during battles or raids, taking female as well as male captives.

SLAVERY

TABLE 3:5 MELEE WEAPONS TABLE

TYPE	DAMAGE	WEIGHT	COST	NOTES
AXES & HAMMERS				
Adze, Stone	Str+d4	3	20 bd	
Axe, Stone	Str+d6	2	30 bd	Includes tomahawks
Hammer, Stone	Str+d4	7	25 bd	AP 1 vs. rigid armor (plate mail)
BLADES				
Knife, Flint	Str+d4	1	8 bd	
War Club, Bladed	Str+d6	4	25 bd	AP 1
War Club, Big Bladed	Str+d8	6	40 bd	AP 2, Parry -1, 2 hands
BLUNT WEAPONS				
Club	Str+d4	1	1 bd	
Coup Stick	Str	1	1 bd	Parry+1. See Counting Coup setting rule.
Greatclub	Str+d8	5	2 bd	Parry -1, 2 hands
Lasso (Lariat)	-	3	1 bd	Parry -1, Reach 2, See notes.
Mace, Stone	Str+d6	4	15 bd	Parry -1
War Club	Str+d6	3	20 bd	AP 1 vs. rigid (plate) armor
War Club, Great	Str+d8	5	30 bd	Parry -1, 2 hands, AP 1 vs. rigid (plate) armor
Whip	Str+d4	3	30 bd	Reach 2. Ignores Shield Parry and cover bonuses. See notes.
POLE ARMS				
Harpoon, Stone	Str+d8	10	10 bd	Reach 1, 2 hands
Lance, Flint Tipped	Str+d6	10	15 bd	Reach 2, 2 hands
Spear	Str+d6	5	20 bd	Parry+1, Reach 1, 2 hands
Spear, Light	Str+d6	4	15 bd	Parry+1 when used with two hands
Staff	Str+d4	8	2 bd	Parry+1, Reach 1, 2 hands

TABLE 3:6:RANGED WEAPONS

TYPE	RANGE	DAMAGE	ROF	COST	WT.	SHOTS	MIN STR	NOTES
Atlatl	as dart x2	as dart +2	1	40 bd	1	-	-	

SLAVERY

While most tribes take war captives and subject them to limited forms of enslavement, some tribes engage in actual slave ownership, buying, selling and trading war captives like property, with the children of a slave woman being themselves regarded as slaves from birth. This practice is most widespread along the Eagle Coast, where almost 1 in 4 people is a slave.

The Gwaii and Koloshi tribes and the city-state of Shen are the most active slave traders in this region.

Other slave owning tribes include several coastal fishing tribes such as the Rokanee in the Grandfather Mountains region, the Chaloquin of the Spirit Plateau, the Chaticks of the Buffalo Plains, and the Nunne Confederacy in the southeastern woodlands.

These slaves and their children are seen as human, but are treated as slaves that can be bought and sold, and they are prevented from becoming part of the tribe.

WEAPONS TABLES

TABLE 3:6: RANGED WEAPONS CONT.

TYPE	RANGE	DAMAGE	ROF	COST	WT.	SHOTS	MIN STR	NOTES
Axe, Throwing	3/6/12	Str+d6	1	30 bd	2	1	-	Includes toma-hawks
Blowgun	4/8/16	Poison	1	100 bd	2	-	-	See poi-son used.
Bola	4/8/16	Str+d4	1	8 bd	0.5	1	-	See notes.
Bow	12/24/48	2d6	1	120 bd	3	1	d6	
Bow, Cordage Back	13/26/52	2d6	1	130 bd	5	-	d8	
Dart	3/6/12	Str+d4	1	1 bd	0.5	1	-	
Harpoon	3/6/12	Str+d8	1	10 bd	10	1	d8	
Javelin	5/10/20	Str+d4	1	10 bd	3	1	-	
Knife	3/6/12	Str+d4	1	20 bd	1	1	-	
Longbow	14/28/56	2d6	1	150 bd	5	-	d8	
Net, Throwing	3/6/12	-	1	5 bd	1	1	-	See notes.
Sling	5/10/20	Str+d4	1	6 bd	1	1	-	
Spear	3/6/12	Str+d6	1	20 bd	5	1	d6	
Spear, Light	4/8/16	Str+d6	1	15 bd	4	1	-	
Spear Thrower	as spear x2	as spear +1	1	10 bd	1	-	-	
Throwing Club	3/6/12	Str+d4	1	5 bd	1	1	-	+2 dmg-called shot to legs.

TABLE 3:7: CULTURE-SPECIFIC MELEE WEAPONS TABLE

TYPE	DAMAGE	WT.	COST	NOTES
ATLANTEAN OUTCAST MELEE WEAPONS*				
Bastard Sword	Str+d8	10	400 bd	Parry -1, can be used w 2 hands for +1 damage.
Great Axe	Str+d10	15	300 bd	AP 1, Parry -1, 2 hands
Greatsword	Str+d10	12	500 bd	Parry -1, 2 hands
MAZTLANI MELEE WEAPONS				
Macatuitl	Str+d8	4	100 bd	AP 1 vs. soft armor (cotton, hide, leather)
Tepoztopilli	Str+d8	10	130 bd	Parry+1, Reach 1, 2 hands
YAUACOAN MELEE WEAPONS**				
Halberd, Bronze	Str+d8	15	80 bd	Reach 1, 2 hands
SHENESE MELEE WEAPONS				
Fu	Str+d6	7	40 bd	
Ge	Str+d8	11	80 bd	
Grain Sword	Str+d8	7	90 bd	+1 to break attempts vs. swords
Horsehead Sword	Str+d6	6	70 bd	

WEAPONS AND EQUIPMENT TABLES

TABLE 3:7: CULTURE-SPECIFIC MELEE WEAPONS TABLE CONT.

TYPE	DAMAGE	WT.	COST	NOTES
War Fan	Str+d6	2	60 bd	+1 Parry
SKADIAN & RUSKAR MELEE WEAPONS				
Battleaxe	Str+d8	10	100 bd	
Dagger	Str+d4	1	12 bd	
Broadsword	Str+d8	8	250 bd	Includes pattern welded swords
Refthi Axe	Str+d8	12	100 bd	AP 1, Reach 1, 2 hands
Shortsword	Str+d6	4	150 bd	
Warhammer	Str+d6	8	30 bd	AP 1 vs. rigid armor (plate mail)

* Atlanteans also have access to all Skadian weapons.

** Yaurcoans also have copper and bronze versions of many common weapons such as spears and knives.

TABLE 3:8 CULTURE-SPECIFIC RANGED WEAPONS TABLE

TYPE	RANGE	DAMAGE	ROF	COST	WT.	SHOTS	MIN STR	NOTES
MAZTLANI RANGED WEAPONS								
Tepoztopilli	3/6/12	Str+d8	1	130 bd	8	1	-	
SHENESE RANGED WEAPONS								
Crossbow	15/30/60	2d6	1	240 bd	10	-	d6	AP 2; 1 action to reload

TABLE 3:9: EQUIPMENT

ADVENTURING GEAR

ITEM	COST	WEIGHT
Astrologer's Tools	120 bd	15
Backpack (wicker or hide)	25 bd	3
Bedroll/Bedding	10 bd	4
Birch Bark Scroll (1 sheet)	1 bd/10	1/10
Blanket	20 bd	4
Bowl (wood, stone or ceramic)	1 bd	1
Bowl (copper)	2 bd	1
Dice (bone)	1 bd	-
Drum	10 bd	1
Firekeeper Bag	5 bd+	1
Flask (ceramic, 1 pint)	5 bd	1
Flint and Tinder	6 bd	1
Flute (wood or bone)	5 bd	-
Grappling Hook	60 bd	2
Hammer	25 bd	1
Ink/Dye Pouch	60 bd	1
Leather Game Bag	15 bd	2
Mortar and Pestle	2 bd	-
Quiver (holds 20 arrows/bolts)	10 bd	2

EQUIPMENT TABLES

TABLE 3:9: EQUIPMENT CONT.

ITEM	COST	WEIGHT
Rope (20 yards)	5 bd	15
Shaker (music instrument)	10 bd	-
Smith's Tools	100 bd	5
Snowshoes	20 bd	-
Skates	15 bd	-
Skis	15 bd	-
Torch (1 hr, light in 4" radius)	1 bd	1
Trumpet (clay or horn)	8 bd	1
Water Skin/Jug (empty)	10 bd	1
Whistle	10 bd	1

SHELTER

ITEM	COST	WEIGHT
Large Tent/Teepee	35 bd	20
Small Tent	10 bd	10

CLOTHING

ITEM	COST	WEIGHT
Loin-cloth	1/10 bd	-
Normal Clothing	15 bd	-
Formal/Ceremonial Dress	120 bd	-
Winter Clothing	45 bd	3

FOOD

ITEM	COST	WEIGHT
Alcoholic Brew (per jar)	1/2 bd	-
Cocoa Drink (per jar, cold)	1 bd	-
Cheap Meal	1 bd	-
Hearty Meal	2 bd	-
Expensive Meal	5 bd+	-
Trail Rations/Pemmican (1 wk)	25 bd	10

CEREMONIAL ITEMS

ITEM	COST	WEIGHT
Ceremonial Alcohol (per jar)	1 bd	-
Peyote (1 dose, 5 g dried)	10 bd	-
Psilocybian Mushroom	10 bd	-
Sage/Sweet Grass Bundle	1 bd	-
Tobacco (1 dose)	3 bd	-
Tobacco Pipe	5 bd	-

TRAINED ANIMALS & TACK

ITEM	COST	WEIGHT
Dog (hunting or sled)	60 bd	-
Horse	300 bd	-
War Horse	600 bd	-
Llama (use mule stats)	100 bd	-
Riding Gear	50 bd	-

EQUIPMENT TABLES

TABLE 3:9: EQUIPMENT CONT.

SERVICES

ITEM	COST	WEIGHT
Body Guard (per week)	70 bd+	-
Entertainer	Room & Board	-
Mercenary (per week)	50 bd+	-
Slave*, Attractive	240 bd	-
Slave*, Very Attractive	320 bd	-
Slave*, Literate	+50% list price	-
Slave*, Laborer	100 bd	-
Slave*, Warrior	150 bd (less if rebellious)	-
Slave*, Unskilled	80 bd	-

* Though most heroes would be loathe to become slave owners, these prices also reflect the price to buy the freedom of a slave or an ally taken as war captive.

SHENESE GEAR

ITEM	COST	WEIGHT
Alchemist's Tools	150 bd	15
Parchment (1 sheet)	3 bd/20	1/20

SKADIAN & SHENESE GEAR

ITEM	COST	WEIGHT
Ale/Beer (per mug)	1/2 bd	-
Ale Keg (8 gallons)	5 bd	84
Fire Water/Liquor (per jug)	5 bd	1
Lockpicks	60 bd	1
Manacles	30 bd	2
Whetstone	5 bd	1

TABLE 3:10: LAND VEHICLES

VEHICLE	ACC/TS	TOUGHNESS	CREW	COST	NOTES
Battle Litter	half pace/pace+run	8 (2)	8+2	100 bd	Carried by servants
Royal Litter	half pace/pace+run	7 (2)	8+2	40 bd	Carried by servants
Silla	half pace/pace+run	6 (1)	1+1	10 bd	Carried by servants
Sled	half pace/pace+run	6 (1)	1+2	40 bd	See sled dog statistics
War Sled	half pace/pace+run	8 (2)	1+4	150 bd	See sled dog statistics
SKADIAN & SHENESE LAND VEHICLES					
Cart	half pace/pace+run	8 (2)	1+3	100 bd	See horse statistics
Wagon	half pace/pace+run	10 (2)	1+5	300 bd	See horse statistics

EQUIPMENT PACKAGES

TABLE 3:11: WATER CRAFT

VEHICLE	ACC/TS	TOUGHNESS	CREW	COST	NOTES
Canoe	2/4	8 (2)	1+3	40 bd	
Canoe, Large	2/4	8 (2)	2+6	50 bd	
Kayak (one man)	2/4	8 (2)	1+0	25 bd	
Kayak (two man)	2/4	8 (2)	1+1	30 bd	
Umiak	2/4	10 (2)	9+11	600 bd	
War Canoe	2/6	10 (2)	13+7	800 bd	Acc/Ts is 3/8 under sail
SKADIAN WATER CRAFT					
Long Ship, Drekar	4/10	14 (2)	60+20	5000 bd	Acc/Ts is 5/12 under sail
Long Ship, Snekke	4/12	13 (2)	20+10	2000 bd	Acc/Ts is 5/14 under sail
Long Ship, Roskilde	2/8	15 (2)	80+20	6500 bd	Acc/Ts is 2/10 under sail
Faering	1/2	10 (2)	4+3	100 bd	
Sexaering	1/2	11(2)	7+20	1000 bd	
Knarr/Karve	2/4	14(2)	20+12	4000 bd	Acc/Ts is 2/6 under sail
Scuta	2/6	12(2)	10+20	3500 bd	Acc/Ts is 3/10 under sail

STARTING EQUIPMENT PACKAGES

Characters in *Totems of the Dead* needn't spend excessive time purchasing starting equipment. Just grab one of the following weapons and armor packages and one of the mundane equipment packages and jump right into the action!

WEAPONS & ARMOR PACKAGES

Armiger's Package: Any one-handed melee weapon and any armor with a bonus of +2 or less.

Dual Weapon Package: Any two one-handed melee weapons and any armor with a bonus of +1.

Large Shield Package: Any one-handed melee weapon, a large shield and any armor with a bonus of +1.

Medium Shield Package: Any one-handed melee weapon, a medium shield, any armor with a bonus of +1 and either a Str+d4 damage backup weapon or 2d4 damage ranged weapon.

Ranged Weapon Package: Any ranged weapon that uses the Shooting skill and up to 20 units of ammunition, a quiver, a small shield, any Str+d4 damage backup weapon and any armor with a bonus of +1.

Thrown Weapon Package: Any armor with a bonus of +1, a small shield and up to eight thrown weapons.

Two-Handed Weapon Package: Any two-handed melee weapon and any armor with a bonus of +1.

MUNDANE EQUIPMENT PACKAGES

Boater's Package: Normal clothing; Canoe, Faering or Kayak (with oars); bedroll; flint and tinder; waterskin; 5 days' rations; 10' rope.

Horseman's package: Normal clothing, bedroll, riding horse, 5 days' rations, saddle, saddle bags.

Merchant's package: Formal clothing, blanket, bedroll, map, flint and tinder, 3 torches, 10 days' rations.

Noble's Package: Formal clothing, 50 bd worth of jewelry or other adornment, waterskin.

Scholar's package: Normal clothing, backpack, mortar and pestle, 20 birch bark scrolls, ink.

Warrior's Package: Normal clothing, backpack, bedroll, flint and tinder, 5 days' rations, shovel, waterskin.

Shaman's Package: Normal clothing, backpack, ceremonial clothing, shaker, drum or flute, four bundles of sweet grass or sage, flint and tinder, mortar and pestle, three doses of either Tobacco, Peyote or Psilocybian mushroom.

Thief's Package: Normal clothing, grappling hook, lockpicks, 10' rope.

Traveler's Package: Normal clothing, backpack, bedroll, waterskin, flint and tinder, 5 days rations, 10' rope, 4 torches.

USING POWERS

CHAPTER FOUR: MAGIC AND SORCERY

There is powerful medicine in the land below and the sky above. True magic is a sacred extension of that power through an individual, but there are those who would bend the elements to their own ends, raping the land, grasping beneath the earth and reaching beyond the stars in their all-consuming search for power. These are the dark magicians you call sorcerers... madmen who stare too long into the abyss and lose themselves in it.

- Laughing Wolf, Elder Shaman

Although there is magic in *Totems of the Dead*, this magic is more subtle and sinister than that of the clerics and wizards prevalent in classical high fantasy. In *Totems of the Dead*, magic cannot rain down fiery destruction from the heavens or allow a caster to teleport at whim, but it can move objects, summon spirits, enslave minds and spread terror.

MAKING SPELL-CASTING PLAYER CHARACTERS

Characters wishing to delve into the supernatural arts will need to take an Arcane Background Edge and buy ranks in the appropriate arcane skill.

ARCANE SKILLS

Having the Arcane Background Edge is not enough to become a wielder of supernatural power on its own. To use magic, characters must also have the arcane skill listed for their Arcane Background. Characters wishing to cast spells may put points into their arcane skill just like any other skill.

STARTING POWERS

Characters with an Arcane Background Edge begin with a number of starting powers determined by their Arcane Background. These powers may be chosen from the list of powers made available through their Arcane Background. See Arcane Backgrounds later in this chapter for details.

LEARNING NEW POWERS

Characters with an Arcane Background may learn new powers by taking the New Power Edge. While a character can begin using the new power he has gained as soon as he selects the New Power Edge, he is assumed to have been studying it and slowly gaining mastery of that power for an extended period during the down time between game scenes before he finally becomes capable of using it.

USING POWERS

As an action, a character may declare and then use one of her powers. Actually using the power requires

an arcane skill roll with the spell's Casting Modifier applied as a penalty to the roll.

On a success, the power's effects come into play as they are presented in each power's description. On a failure, the caster suffers from supernatural "Backlash."

Ritual Use: Magic in the *Untamed Lands* is a dangerous force that takes great time and effort to manipulate properly. The Casting Modifiers of some spells are quite high, making them exceedingly difficult to perform in a single action. A spell caster may choose to take more time to cast a particular power. For each full round spent casting a spell, reduce the power's Casting Modifier by 1, to a minimum of zero. When taking multiple rounds to cast a particular power, spell casters must focus their mind and cannot move or perform any other actions, though they do retain their full Parry score.

Once the magician finishes casting his power, it takes effect immediately. Any interruption of the casting disrupts the spell and all preparation time is wasted, forcing him to begin casting all over again.

Note that some powers have fixed penalties to arcane skill rolls, such as a -1 penalty for affecting additional targets beyond the first. These penalties are not part of the Casting Modifier and thus cannot be reduced with additional preparation time.

GROUP CASTING

Multiple casters can band together to cast the same power cooperatively. Each caster joining in the ritual must know the power being cast in order to aid the lead caster. All casters seeking to aid the lead caster must also have an Arcane Background keyed off of the same arcane skill the lead caster is using. So, a glytha and a shaman who know the same power could aid each other since they both use Animism as their arcane skill. Such group casting uses all the normal rules for Cooperative Rolls.

POWER DISRUPTION

A power can be disrupted one of two ways.

During Casting: A spell caster must maintain his concentration while casting a spell. If the spell caster takes any damage during this time, the power he is casting may get disrupted. To maintain concentration,

USING POWERS

the spell caster must succeed on an opposed arcane skill roll against the amount of damage suffered. If he wins the opposed roll, he may continue casting. Failure indicates that the spell has been disrupted, and the caster must begin all over again. A spell caster who becomes Shaken through non-damaging means (such as a Trick or Test of Wills) must succeed on a Smarts roll to maintain concentration (this is not an opposed roll).

Active Spells: A spell caster who has cast a power with a continuing active duration that is listed as a time increment may have her power disrupted if the spell caster takes damage. This works as above, except that if the spell caster fails his roll all of his active powers become disrupted. On a success, the spell caster is able to maintain all his active powers.

A spell caster with active powers who is injured during the casting of a new power only makes a single disruption roll. On a failure, he loses all his active powers and must restart his current casting from the beginning.

CANCELING SPELLS

A spell caster who has cast a power with a duration other than Instant/Permanent may, as a free action, choose to end it at any time before the duration expires.

BACKLASH

When an arcane character other than an alchemist fails an arcane skill roll, the power fails to take effect and the caster becomes Shaken. If he rolls a 1 on his arcane skill die, regardless of his Wild Die, he must roll 2d6 on the Spell Backlash table below. If the roll is a critical failure, the caster rolls 3d6 and uses the sum of the lowest two die results when referring to the table.

TRUE MAGIC VS. SORCERY

Spells are split into two groups: True Magic and Sorcery.

True Magic works in harmony with the natural world and deals primarily with divination and protection. The use of True Magic is typically guided by religious or spiritual beliefs and is often used to spiritually guide the caster's community. Walking the path of True Magic is sometimes referred to as "following the old red road."

Sorcery revolves around harmful spells, dark necromancies and the summoning and control of evil spirits. Sorcerers generally despise most religious and spiritual beliefs, choosing only to serve dark and nameless gods and demonic spirits for their own personal gain. Practitioners of Sorcery are sometimes

TABLE 4:1: SPELL BACKLASH

2D6	EFFECT
2	Rift*: Some slumbering supernatural entity has been disturbed by the caster's futile attempts to manipulate eldritch power beyond his capabilities and punishes the caster for his hubris. The spell caster must succeed on a Spirit roll at -2 or suffer an automatic wound and lose one die in his arcane skill permanently. If his skill die drops below a d4, he permanently loses his Arcane Background and ability to cast spells. On a success, he suffers no wounds but still cannot use his powers for 2d6 days.
3	Spiritual Backlash: The caster suffers an automatic Wound. He also loses the ability to use his powers for d6 days.
4-5	Major Power Drain: The caster suffers a level of Fatigue for 24 hours and can't use any of his powers for a day.
6-8	Minor Power Drain: The caster becomes Shaken and cannot use his powers for d6 hours.
9-10	Major Burnout: The strain of manipulating potent magical energies proves too much for the caster. He becomes Shaken and cannot cast powers for d8 rounds.
11	Minor Burnout: The caster becomes Shaken and cannot cast powers for d6 rounds.
12	Spiritual Synergy: The caster manages to tap some hidden source of power or gains supernatural aid that grants him a +2 bonus on his arcane skill rolls for the next 24 hours.

* At the GM's option, the Rift may also allow some demon or nameless horror to pass into this world or attempt to drag the caster back into some nightmarish abyss. Alternatively, the Rift in space and time may cause a large explosion of raw magical energy centered around the caster (3d8 damage, Large Blast Template, ignores all immunities).

ARCANE BACKGROUNDS

referred to as those who “follow the black road,” though this term is rarely used by those practicing Sorcery themselves.

CORRUPTION

All magic use can carry with it a risk of corruption. Whenever a magician casts a spell classified as Sorcery, or uses True Magic for a wholly evil purpose, she must pass a Corruption Test to resist the dark lure of the black arts.

The spell caster must make a Spirit roll against a TN equal to 2 + half the caster’s Arcane Skill die. The more magical knowledge and power the caster possesses, the more vulnerable she is to corruption. Each time the spell caster fails a Corruption Test, she progresses farther down the Path of Corruption table, gaining new Hindrances.

Some powers have a dual nature with elements of both true and dark magic in them. These powers are treated as True Magic unless the caster is using the sorcerous effect. For example, a shaman with the boost/lower vigor power treats it as True Magic so long as they only use the boost effect. Should they use the power to lower someone’s vitality, the spell is treated as Sorcery and incurs a Corruption Test.

A player whose character has accrued more than four points of corruption may opt to relinquish control of that character to the Game Master, making her an NPC and freeing the player to create a new character of the same character rank. Alternatively, the player and GM may agree to allow the player to continue playing the character through her descent into corruption and madness.

ARCANE BACKGROUNDS

The following Arcane Backgrounds are available in the *Totems of the Dead* setting.

ARCANE BACKGROUND (ALCHEMY)

The character has studied one or both of the two major alchemical traditions in the *Untamed Lands*. The first belongs to the mages of the Yaurcoan Empire, who were the first to develop alchemy in the *Untamed Lands*. The second tradition was independently developed by the Shenese and introduced to the *Untamed Lands* when they came across the western sea to establish the City-State of Shen. While the trappings may vary, these two alchemical traditions work on the same underlying principles.

Requirements: Novice, Smarts d8+, Knowledge (Alchemy) d4, Knowledge (Herbalism) d4

Arcane Skill: Knowledge (Alchemy) (Smarts)

Starting Powers: 2

Power Access: Commonly available alchemical powers include: *bolt, blast, blind, boost/lower trait, burst, deflection, entangle, healing medicine, light, obscure, paralysis, quickness, shape change, slumber, smite, stun*

Power Trappings: Alchemical power trappings include the brewing and administering of various potions, elixirs and salves for beneficial powers, and a variety of acids, poisons, powders or alchemical fire for offensive powers. Offensive powers typically need to be “thrown,” with the alchemical concoction splashed out of a jar, contained in a grenade-like ceramic vial or coated onto a dart.

TABLE 4:2: THE PATH OF CORRUPTION

# TESTS FAILED	HINDRANCE GAINED*
1	Greedy (Minor) and Quirk (Obsession with Sorcery)
2	Mean
3	Vengeful (Major)
4	Bloodthirsty
5	Major Habit (Addiction to Sorcery use)
6+	Major Delusion (GM's Choice)

* If a character already has a Hindrance on this list, he gains the next hindrance down the list. If a character continues to acquire corruption after gaining all the Hindrances on the list, he continues to get a new Delusion with every point of Corruption he accrues as he descends deeper into madness. Generally, once a character has failed four or more Corruption Tests, the Game Master may wish to give the player the option to retire the character to NPC status and begin play with a new one, but this should be a player decision and should never be forced.

ARCANE BACKGROUNDS

Using Alchemical Formulae: Alchemists may mix an alchemical concoction on the spot or create and store one for later use.

Mixing alchemical components on the spot is treated like casting a spell normally.

Alchemical concoctions may also be specifically created to be stored for later use. Stored items take one hour per rank to manufacture and use twice as many components with the normal risk of backlash. The alchemist may lower the casting penalty by 1 for each additional hour spent preparing the concoction. The alchemist should take care that stored alchemical items be kept safe lest they be broken, spilled or activated prematurely, releasing their potentially harmful contents at an inopportune moment.

Many ranged or offensive alchemical items will require a Throwing roll to lob them the required distance, with the powder or vial of chemicals taking effect on impact.

New Powers: Each time an Alchemist learns a new power, he unlocks a new alchemical formula, allowing him to create a new alchemical substance.

Alchemical Components: Creating alchemical preparations requires material components, such as rare minerals and herbs. An alchemist player character begins the game with 10 sets of material components. Each time he casts an alchemical power, he must use up one set of components per Rank of the spell. This component cost is doubled if the alchemist wishes to add stabilizing agents to save a power for later, rather than making immediate use of it. Additional components cost 10 bd each.

An alchemist who lacks sufficient components to use a particular alchemical power suffers a -1 penalty to his arcane skill roll per missing component. Penalties, caused by lack of alchemical components, are fixed and cannot be reduced by spending additional time preparing the power. These alchemical components

are consumed whether or not the power was cast successfully.

Backlash: Alchemy is a difficult art to master. If an attempt to use an alchemical item fails, it signifies that the particular alchemical preparation used is bad. Either it was improperly prepared, or one of the ingredients has spoiled (old reagents, mold, wet powder, etc.). The alchemist cannot re-use that specific power until he has had some downtime to tinker with the formula and fix the problem.

If the alchemist rolls a 1 on his arcane skill die, regardless of roll on the Wild Die, he must roll 2d6 on the Alchemical Backlash Table (note that this is a different table than the one the other arcane backgrounds use). It may be possible to suffer backlash and still succeed on the roll due to the Wild Die. On a critical failure, the alchemist must roll 3d6 and use the lowest two die results when he refers to the Alchemy Backlash Table on page 61.

Distillation: An alchemist may spend a component to purify up to a gallon of water with no additional rolls needed.

Exempt From Corruption: Alchemy works on a very different set of principles than other magic, relying primarily on unlocking the inherent properties of alchemical materials rather than relying on powers residing within the caster's own soul. Due to alchemy's external nature, the use of alchemy never puts the caster at risk of corruption, even when dealing with powers otherwise considered to be Sorcery.

Range: Alchemists using ranged powers must throw their alchemical concoctions at the target in a ceramic vial that shatters on impact or similar vessel to unleash the power's effects. Any power an alchemist uses with a range greater than touch requires a Throwing roll

TABLE 4:3: ALCHEMY BACKLASH

2D6	EFFECT
2-3	Major Explosion: The failed alchemical concoction explodes, doing 3d6 damage to everything within a medium burst template centered around the alchemist.
4-5	Minor Explosion: The failed alchemical concoction becomes unstable and explodes, doing 2d6 damage to the alchemist.
6-9	Noxious Vapors: The failed alchemical concoction gives off noxious vapors that cause the alchemist to suffer a level of Fatigue for 24 hours.
10-11	Instant Activation: The alchemical concoction's intended effect takes place immediately, with the alchemist as the target.
12	Accidental Revelation: By making a serendipitous mistake, the alchemist accidentally discovers some hitherto unknown secret of alchemy that grants him a +2 bonus on his arcane skill roll the next time he uses the same power.

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in addition to the casting roll and is treated as having a range of 3/6/12.

Sharing: An alchemist may lend a pre-made alchemical item or concoction to another character for separate use. To do so the alchemist must make a Knowledge (Alchemy) roll to create the item and instruct the individual in its proper use. If the alchemical concoction has a range greater than Self or Touch, the recipient must also make her own Knowledge (Alchemy) roll to use the item properly. Both rolls have a chance of causing Backlash. This means that it is less risky for an alchemist to use his alchemical concoctions himself, and if lent out, they are best given to other characters with some knowledge of alchemy.

ARCANE BACKGROUND (BLOOD MAGIC)

The character is a practitioner of blood magic, or “Nagualism,” a variety of wizardry practiced among the Maztlani Empire and their ancient Zipacan predecessors. Blood magic is practiced by the Maztlani priests, called chalmecha, who serve both their people and the Maztlani gods, and by magicians called Nagual who do not typically serve a religious function.

Blood magic sorcerers are called Bloodletters and cavort with malignant spirits and demonic entities from beyond the stars.

While many people of the northern lands vilify blood magic and those who use it, this art is inherently no more evil than other types of magic; it simply relies upon the powers that lie dormant in the blood. Typical blood mages use blood sacrifices rarely, only daring to use such extreme methods when carrying out the will of the gods, limiting sacrifices to animals or captured enemies who have consented to an honorable death by sacrifice to the gods.

Requirements: Novice, Smarts d8+, Spirit d6+, Vigor d6+, Spellcasting d4+

Arcane Skill: Spellcasting (Smarts)

Starting Powers: 2

Power Access: armor, banishment, blind, boost/lower trait, concentrate, confusion, creature ward, curse, dark sight, death touch, deflection, detect/conceal arcana, determine conjunction, divination, greater divination, dispel, elemental manipulation, enchant weapon, fear, healing medicine, paralysis, puppet, shape change, slumber, soul exchange, summon spirit, stun, tempest, viper weapon, withering curse, zombie.

Power Trappings: Trappings for blood magic revolve around calling upon the inherent powers of the blood,

ISN'T HUMAN SACRIFICE EVIL?

Some cultures in *Totems of the Dead* occasionally engage in human sacrifice during important rituals or religious missions. While such acts seem despicable and repulsive to modern minds, sacrifice to the gods is seen as a sacred rite among the peoples who practice it. Such sacrifices often involve captive warriors who seek to gain an honorable death and garner divine favor by offering themselves to the gods as a living sacrifice. In these cases, the culture in question does not see a human sacrifice as an inherently evil act so much as a sacred mystery that honors the divine and sustains the world, as no life can exist without death. Cultural values aside, player characters are free to form their own conclusions about this macabre practice.

the very ichor that gives and takes life. Many powers may work by altering the flow of blood in the body of the affected target. Other powers may involve blood letting, or use of the caster's own blood to paint supernatural symbols on a surface or specific object.

Backlash: When a blood mage fails to cast a spell he becomes Shaken. If the blood mage rolls a 1 on his arcane skill die, regardless of the roll on the Wild Die, he must roll 2d6 on the Spell Backlash Table. Note that it may be possible to suffer backlash and still succeed on the roll due to the Wild Die. On a critical failure, the blood mage must roll 3d6 and use the lowest two die results when he refers to the Spell Backlash Table.

Blood Letting: Blood mages can give up some of their own vitality to power their spells. They may either inflict a Fatigue Level or an automatic Wound on themselves in order to gain a +4 bonus on their current Spellcasting roll. This is done by ritualistically cutting or scaring themselves and qualifies as a free action, so it can be done in the same round as casting a spell with no multi-action penalty. The act of bloodletting might render the mage incapacitated, but the spell will still go off assuming they can finish it in the same round.

Blood Sacrifice: Blood mages gain Ritual Sacrifice as a free Edge.

Master: Each blood mage has a master who taught him the basics of blood magic, whether that master is

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a mortal magician, a spirit or a nameless thing from beyond the stars. The master holds power over her pupil, gaining a +1 bonus to Persuasion, Intimidation and Spellcasting rolls made against them. The master may choose to impart some of her power to a pupil, temporarily boosting his arcane skill die type by one step as though using the boost trait power (even if the master does not know that spell). The occurrences of

these benefits and hindrances are typically rare, but may become more or less frequent if the blood mage is working towards or against his master's will (exact frequency of intervention is left up to the GM).

A blood mage who gains a blood mage sidekick with the Sidekick Edge is considered to be his sidekick's master.



ARCANE BACKGROUNDS

ARCANE BACKGROUND (RUNE CASTING)

The character is a vitki or rune caster who has mastered one or more of the powerful runes of wisdom passed down to humanity from the Skadians' patron god Wodinaz. Rune casters are natural adventurers, because learning new runes often requires questing to find a special place of power or ancient creature from which a new rune can be learned. Full knowledge of a given rune is a rare thing, so no teacher can typically impart more than a few new runes, and even such tutors are hard to come by. Other runes may be found buried, carved into the ruins of pre-human civilizations whose secrets may be unlocked after extensive meditation of the rune.

Requirements: Novice, Smarts d8+, Spirit d6+, Knowledge (Religion) d4+, Rune Lore (any) d4+

Arcane Skill: Rune Lore (Smarts). Rune lore is split into three different skills for the three runic sets or "attets"; Rune Lore (1st Attet), Rune Lore (2nd Attet) and Rune Lore (3rd Attet).

Starting Runes: 1 rune

Gaining Runes: A rune caster learns new runes one at a time by taking the New Power Edge.

Backlash: When a rune caster fails to cast a spell he becomes Shaken. If the rune caster rolls a 1 on his arcane skill die, regardless of roll on the Wild Die, the character must roll 2d6 on the Spell Backlash Table. Note that it may be possible to suffer backlash and still succeed on the roll due to the Wild Die. On a critical failure, the rune caster must roll 3d6 and use the lowest two die results when he refers to the Spell Backlash Table.

Casting of the Runes: A rune caster may "cast the runes" by throwing rune-carved stone tablets upon the ground and reading the whims of fate from them. This process acts just like a use of the divination power.

Invoking Runes: A rune can be invoked on the spot to create an instantaneous effect similar to a spell.

Inscribing Runes: Runes can also be inscribed into an item, their effects lying dormant until the rune is activated by a pre-programmed set of conditions (ex: if the rune is read or broken, or if the item is used or



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worn). This process requires the rune caster to imbue the object inscribed with some of his own blood, represented by taking either a single nonlethal wound or a level of Fatigue. A rune caster may empower a number of inscribed runes equal to half his Spirit die type at any given time. If he tries to inscribe a rune beyond this number, the oldest rune's power will dissipate.

Maat & Maug Forms: Each rune has a maat (positive) and maug (negative) form. These forms have different, often opposing, meanings and effects. When a rune caster is invoking or inscribing a rune, he must specify which form he is using. Using the maug form of a rune will incur a Corruption Test.

THE RUNES

The following runes are available to a rune caster. A rune caster can learn new runes one at a time by taking the New Power Edge.

BEORC

Meaning: Growth and renewal
Attet: 3rd **Rank:** Seasoned
Maat Power: *healing medicine*
Maug Power: *pain wrack* (growing pains)

DAEG

Meaning: Day/light
Attet: 3rd **Rank:** Novice
Maat Power: *light*
Maug Power: *illusion* (tricks of the light)

EH

Meaning: Horse
Attet: 3rd **Rank:** Seasoned
Maat Power: *speed*
Maug Power: *paralysis*

EOH

Meaning: World tree
Attet: 2nd **Rank:** Novice
Maat Powers: *boost trait (agility) or quickness*
Maug Powers: *lower trait (agility) or sluggish reflexes*

EOLH

Meaning: Protection
Attet: 2nd **Rank:** Novice
Maat Power: *armor*
Maug Power: *lower trait (vigor)*

ETHEL

Meaning: Homeland
Attet: 3rd **Rank:** Seasoned
Maat Power: *creature ward or elemental manipulation (earth)*
Maug Power: *confusion*

FEOH

Meaning: Wealth
Attet: 1st **Rank:** Seasoned
Maat Power: *disguise* (appear as a wealthy individual)
Maug Power: *bolt* (vs. objects only)

GER

Meaning: Wheel of life
Attet: 2nd **Rank:** Novice
Maat Powers: *darksight or detect arcana*
Maug Power: *obscure or conceal arcana*

GYFU

Meaning: Gift
Attet: 1st **Rank:** Seasoned
Maat Power: *enchant weapon*
Maug Power: *viper weapon*

EGAL

Meaning: Hail
Attet: 2nd **Rank:** Seasoned
Maat Power: *elemental manipulation (air)*
Maug Power: *tempest*

ING

Meaning: Fertility
Attet: 3rd **Rank:** Seasoned
Maat Power: *boost trait (vigor) or entangle*
Maug Power: *curse*

IS

Meaning: Winter
Attet: 2nd **Rank:** Seasoned
Maat Power: *environmental protection (heat)*
Maug Power: *burst (cold damage)*

KEN

Meaning: Torch/warmth/charisma
Attet: 1st **Rank:** Novice
Maat Power: *boost trait (persuasion only) or elemental manipulation (fire)*
Maug Power: *lower trait (Persuasion only)*

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LAGU

Meaning: Water/subconscious

Attet: 3rd **Rank:** Novice

Maat Power: *boost trait (boating or swimming only) or elemental manipulation (water)*

Maug Power: *lower trait (spirit only) or mind reading*

MAN

Meaning: Human

Attet: 3rd **Rank:** Novice

Maat Power: *boost trait (Smarts only) or speak language*

Maug Power: *Lower trait (Smarts only)*

NYD

Meaning: Need

Attet: 2nd **Rank:** Novice

Maat Power: *deflection*

Maug Power: *lower trait (Fighting only)*

OS

Meaning: God

Attet: 1st **Rank:** Veteran

Maat Power: *boost trait (Knowledge skills only)*

Maug Power: *puppet*

PEORD

Meaning: Fate

Attet: 2nd **Rank:** Seasoned

Maat Power: *psychometry*

Maug Power: *grave speak*

RAD

Meaning: Journey

Attet: 1st **Rank:** Novice

Maat Power: *summon beast (only those usable as mounts or beasts of burden)*

Maug Power: *fear (vs. mounts only)*

SIGIL

Meaning: Sun

Attet: 2nd **Rank:** Novice

Maat Power: *environmental protection (cold)*

Maug Power: *blind*

THORN

Meaning: Giant/devil

Attet: 1st **Rank:** Veteran

Maat Power: *banishment*

Maug Power: *summon manitou*

TIW

Meaning: Battle

Attet: 3rd **Rank:** Seasoned

Maat Power: *boost trait (Fighting, Throwing or Shooting only)*

Maug Power: *lower trait (Fighting, Throwing or Shooting only)*

UR

Meaning: Untamed strength

Attet: 1st **Rank:** Veteran

Maat Powers: *boost trait (Strength only) or smite*

Maug Power: *lower trait (Strength only)*

WYN

Meaning: Glory

Attet: 1st **Rank:** Novice

Maat Power: *boost trait (Spirit only)*

Maug Power: *fear*

ARCANE BACKGROUND (SANGOMA)

Sangoma are the priests, healers, and miracle workers of the Bantanu people. Being called to the position of a Sangoma is a sacred task. Sangoma have the all-important position of not only speaking to the Ancestors of the Bantanu for help, but they also play a role in selecting members of the sacred royalty among the populace. To outsiders, Sangoma seems merely a form of necromancy, as its effects are accomplished by speaking to and beseeching the dead. Only foul and corrupt Sangoma, however, become evil necromancers. No pure Sangoma would think of commanding or controlling his ancestors and would sooner die than dishonor them by raising corpses. It is the corrupt Sangoma that are feared and reviled above all else among the Bantanu people.

Within the Sangoma religion, the great god Chakwu is the creator and essence of all things. Chakwu, however, is too great and disinterested to directly interfere in the realms of man. It is the lesser spirits, called Logua, who represent aspects of Chakwu and are worshipped among the Bantanu. It is the sacred duty of the ancestor spirits to carry the prayers of the Bantanu people to the Logua. Ancestor spirits are also called upon to help their living descendants.

Requirements: Novice, Smarts d6+, Spirit d8+, Knowledge (Religion) d4+, Necromancy d4+, Blood Memory

Arcane Skill: Necromancy (Smarts)

Starting Powers: 2

ARCANE BACKGROUNDS

Power Access: Available powers may vary by individual tribe within the Bantanu, however most Sangoma are considered to have access to the following powers: *armor, banishment, boost/lower trait, blind, confusion, creature ward, curse, dark sight, death touch, deflection, detect/conceal arcana, dispel, divination, greater divination, dream/nightmare sending, dream helper, enchant weapon, fear, fly, grave speak, healing medicine, light, paralysis, pain wrack, psychometry, puppet, quickness, sluggish reflexes, smite, soul exchange, speed, speak language, summon manitou/demon, suppress soul, tempest, zombie*

Power Trappings: Sangoma power trappings generally involve the invocation of ancestral spirits and the Logua. Powers that boost the caster's abilities often involve the beneficial possession of an ancestral spirit. Powers that harm foes may involve more malevolent forms of possession or otherwise being hindered by Logua spirits.

Backlash: When a Sangoma fails to cast a spell he becomes Shaken. If the Sangoma rolls a 1 on his arcane skill die, regardless of roll on the Wild Die, he has angered the ancestors and the hero must roll 2d6 on the Spell Backlash Table. Note that it may be possible to suffer backlash and still succeed on the roll due to the Wild Die. On a critical failure, the Sangoma must roll 3d6 and use the lowest two die results when he refers to the Spell Backlash Table.

Speak with the Ancestors: Once per session, a Sangoma may engage in a vision quest simply by sleeping. He forgoes all other necessities, able to eschew isolation, mind altering substances, or fasting. Their spirit roll is made at standard difficulty. Success means the Sangoma meets with an ancestor who will provide information regarding a question the Sangoma has. While this information is typically more useful than what is normally provided in a vision quest, the dead are not omniscient and are bound by certain rules and may not be able to speak as clearly as the Sangoma may wish. Each success on the spirit roll typically provides more questions/information.

Offerings to the Dead: A Sangoma may make offerings to the dead in order to secure their help during the casting of rituals. Typically, this may mean something as simple as a fine meal and alcohol (traditionally palm wine) to be burnt or scattered, but can proceed up to beautiful garments or master work weapons destroyed as gifts to the dead. The bd value of the items and their bonuses are presented below.

5 bd - Example: A fine meal Bonus: +1 to Necromancy Roll.

20 bd - Example: Expensive wine: +2 to Necromancy Roll.

100 bd - Example: Beautiful art or clothes: +3 to Necromancy Roll.

300 bd - Example: A masterfully crafted weapon: +4 to Necromancy Roll.

Bonuses are not cumulative, and only one of each type of offering may be given in a day. Additional offerings beyond this simply anger the ancestors into thinking you are attempting to bribe them, rather than honor them.

Honoring the Dead: For an hour each day, the Sangoma must perform a complex prayer ceremony to his ancestors to maintain their relationship. Failure to perform these prayers results in a cumulative -1 penalty to all Necromancy rolls to a maximum of -8 for each day without prayer which passes. It takes an hour of prayer for each point of the penalty the Sangoma is currently suffering under to appease the ancestors and return the penalty to 0.

ARCANE BACKGROUND (SEIDR)

Seidr is the Skadian magic of song and spell, practiced almost exclusively by women. Trained priestesses who practice Seidr are called glytha, the choosers of the slain. These battle maidens foretell the future of warriors before battle, and war captives are brought before them to be judged whether they are worthy of the honor of a ritualized death or destined to become slaves. Untrained seidr practitioners are known as spakona and are often of dubious sanity.

Requirements: Novice, Female, Smarts d6+, Spirit d8+, Totem Animal, Knowledge (Religion) d4+, Animism d4+

Arcane Skill: Animism (Spirit)

Starting Powers: 2

Power Access: Available powers may vary by clan and tradition, but most practitioners of seidr have access to the following powers: *armor, banishment, barrier, beast friend, concentrate, creature ward, curse, death touch, deflection, divination, greater divination, dispel, elemental manipulation, enchant weapon, entangle, healing medicine, puppet, shape change, slumber, smite, soul exchange, summon animal, summon spirit, tempest, withering curse, zombie*.

Power Trappings: Trappings for glytha powers commonly revolve around supernatural songs and trances or the command of her spirit animal. Many touch-range powers, such as healing medicine or death touch, are delivered with a kiss.

ARCANE BACKGROUNDS

Backlash: When a glytha fails to cast a spell she becomes Shaken. If the glytha rolls a 1 on her arcane skill die, regardless of roll on the Wild Die, she has angered the spirits and must roll 2d6 on the Spell Backlash Table. Note that it may be possible to suffer backlash and still succeed on the roll due to the Wild Die. On a critical failure, the glytha must roll 3d6 and use the lowest two die results when she refers to the Spell Backlash Table.

Soul Projection: On a successful Spirit roll, a glytha can project her soul into the spirit world. To the glytha, the spirit world looks like an idealized world that mirrors the physical world. While in the spirit world the glytha's physical body lies prone and helpless. Her spirit may leave her body to travel in the spirits world at the glytha's normal Pace. The glytha can see the souls of other humans in the spirit world but cannot interact with them directly. However the glytha can see and speak with each person's totem animal or "fylgia" who may then reveal information to their human in the form of a dream. The glytha may encounter other spirits in the spirit world, and she may speak with them if they share a common language. Spirits will range from friendly to indifferent, hostile or even deadly. In order to leave the spirit world the glytha's soul must travel back to the location from which she entered the spirit world to get back into her body.

Trance: A glytha prepares and casts spells from a trance-like state. While preparing or casting a spell, her Parry is reduced to 4 unless it is already lower.

ARCANE BACKGROUND (SHAMANISM)

The character is a religious and spiritual leader among his people. Shamanism covers a diverse set of spiritual beliefs and magical traditions found amongst almost every one of the over 500 distinct cultures found across the *Untamed Lands*. There are even rumors of similar magics woven by the shamanistic priests found in distant Borea, Lemuria and Mu. Despite the myriad differences between the shamans of different cultures, there are some common similarities.

Most shamans discover their calling while on a vision quest, though the exact methods of the vision quest may vary between tribes. Such vision quests often involve seeking solitude in the wilderness to trance and meditate, beseeching the Spirit World for a vision. Such visions are commonly brought by one of the supplicant's personal animal totems that appears to him during the vision quest. Shamans also rely on spirit talismans, the orientation of the four sacred directions, a deep connection to the spiritual world, and contact with animal, totemic, ancestral and tribal spirits.

Requirements: Smarts d6+, Spirit d8+, Knowledge (Religion) d4+, Animism d4+

Arcane Skill: Animism (Spirit)

Starting Powers: 2

Power Access: The exact powers a shaman has access to may vary by spiritual tradition and tribe, but most share a common power set. Unless the GM states otherwise, a shaman can access the following powers: *armor, banishment, barrier, beast friend, boost/lower trait, concentrate, creature ward, curse, detect/conceal arcana, determine conjunction, divination, greater divination, dispel, dream/nightmare sending, dream helper, elemental manipulation, enchant weapon, entangle, healing medicine, shape change, slumber, smite, soul exchange, summon animal, summon spirit, tempest, viper weapon, withering curse, zombie.*

Power Trappings: Trappings for shamanistic powers often include such elements as the burning of tobacco, sage or cedar bark; invocation of tribal or totemic spirits; singing and chanting; the use of drums or bone rattles; meditation or the use of sacred dances.



POWERS

Backlash: When a shaman fails to cast a spell he becomes Shaken. If the shaman rolls a 1 on his arcane skill die, regardless of roll on the Wild Die, they have angered the spirits and the hero must roll 2d6 on the Spell Backlash Table. Note that it may be possible to suffer backlash and still succeed on the roll due to the Wild Die. On a critical failure, the shaman must roll 3d6 and use the lowest two die results when they refer to the Spell Backlash Table.

Native Spirits: A shaman gains a +1 bonus to casting rolls when using True Magic (as opposed to Sorceries) due to a strong personal relationship with the relevant spirits, be they animal spirits, tribal totems, nature spirits or ancestors.

Spirit Talisman: A shaman casts spells by interacting with the spirit world through the use of talismans. A talisman is a sacred object to which one or more spirits are bound. It might take the form of any sacred object from an instrument like a drum or rattle to an article of clothing such as a necklace, ceremonial mask or head-dress. Even an object such as a decorated bone or medicine bag can become a talisman. Each shaman begins with a talisman. Should he ever lose his talisman, his arcane skill rolls are made at -4 until he can regain it or craft a new one.

Making a new talisman and binding a spirit to it generally takes a week's worth of work and a successful Animism roll at -6. Every extra week spent preparing and binding the talisman lowers this penalty by 1 to a minimum of -0. A failed roll ruins the talisman and the process must begin again. A roll of 1 on the Animism skill die can result in backlash just as it does during spell casting. A shaman may only have one talisman at a time.

POWERS

This section lists the powers available in the *Totems of the Dead* setting. In each power's entry, the following information is listed:

Requirements: A few powers list a set of prerequisites that must be met in addition to the power's Rank requirement necessary for a character to learn that power. Most powers do not have this.

Rank: This is the minimum Rank a character must have achieved in order learn this power: Novice, Seasoned, Veteran, Heroic or Legendary. NPC spell casters have no specific Rank and may ignore this requirement.

Casting Modifier: The Casting Modifier (CM) is a negative modifier to the caster's arcane skill roll. He can reduce this penalty by taking extra time to prepare and cast the spell.

Range: The maximum distance between the caster and the furthest target that the power could reach when it is first activated (once cast, it remains in effect for the power's duration unless otherwise stated, even if the target moves out of the listed range). A Range listed as "Spirit" means that a caster with a Spirit of d12 can use the power at a range out to 12" on the game table. Ranges listed as three numbers separated by dashes (ex: 10/20/40) are read just like missile weapon ranges and suffer the standard penalties for each range bracket (0/-2/-4). For these powers, the caster's arcane skill roll is treated as both the casting roll and the attack roll for these powers.

Duration: The total time that the power's effects last in minutes (one minute is 10 rounds), hours or days. Some powers have their Duration based on the Rank of the caster. In the latter case, treat NPC casters as having an effective Rank that is at least equal to his highest Rank power.

For example, a power with a Duration of 1 minute/Rank would last 1 minute for a Novice Character and 4 minutes for a Heroic character.

ARMOR (TRUE MAGIC)

Rank: Novice

Casting Modifier: -2

Range: Touch

Duration: 1 minute/Rank

This power otherwise works as detailed in the *Savage Worlds* core rule book. The armor bonus provided does not have an equal penalty to your parry like mundane physical armor.

BANISHMENT (TRUE MAGIC)

Rank: Veteran

Casting Modifier: -5

Range: Smarts

Duration: Instant

Banishment exorcises a supernatural entity that is not of this world, sending it back to the spirit realm from whence it came. This spell initiates an opposed roll pitting the caster's arcane skill against the target's Spirit. The caster must score a success and beat the target's opposed roll to succeed in the banishing. As a general rule, any creature with the Manitou creature trait can be banished.

BARRIER (TRUE MAGIC)

Rank: Seasoned

Casting Modifier: -1/section

Range: Smarts

Duration: 5 minutes/Rank

This power otherwise works as detailed in the *Savage Worlds* core rule book.

POWERS

BEAST FRIEND (TRUE MAGIC)

Rank: Novice

Casting Modifier: Special

Range: Smarts x 100 yards

Duration: 10 minutes/Rank

This power otherwise works as detailed in the *Savage Worlds* core rule book.

BLAST (SORCERY)

Rank: Heroic

Casting Modifier: -2/-4/-6

Range: 24/48/96

Duration: Instant

Blast is normally only available to alchemists and powerful NPCs. This power otherwise works as detailed in the *Savage Worlds* core rule book.

BLIND (SORCERY)

Rank: Novice

Casting Modifier: -2/-4/-6

Range: 12/24/48

Duration: Instant

This power temporarily blinds a target or targets. Those affected must make an Agility roll at -2 to avert their gaze and avoid the effect (the penalty increases to -4 if the caster got a raise on the attack roll). On a failure, victims are Shaken and suffer a -2 to Parry until their next action. If the target rolls a 1 on his Agility die, regardless of his Wild Die, he is Shaken and fully blind until he recovers from being Shaken. If a blinded character spends a Bennie before their next action, he retains the -2 to Parry as for a normal failure. Blinded victims suffer a -6 penalty to all Trait rolls that require vision and have their Parry reduced to 2.

The caster may increase the Casting Modifier from -2 to -4 to affect all targets in a Medium Burst Template, or -6 for a Large Burst Template.

BOLT (SORCERY)

Rank: Legendary

Casting Modifier: -1 per missile

Range: 12/24/48

Duration: Instant

Bolt is normally only available to alchemists and powerful NPCs. This power otherwise works as detailed in the *Savage Worlds* core rule book. Alchemists can craft this power into devices (in the style of *Howard's "Red Nails"*) and not make Throwing rolls to use.

BOOST/LOWER TRAIT (TRUE MAGIC/SORCERY)

Rank: Novice

Casting Modifier: -2

Range: Smarts

Duration: 1 minute/Rank

This power otherwise works as detailed in the *Savage Worlds* core rule book.

Targeting additional targets: -1 per target after the first.

BURST (SORCERY)

Rank: Veteran

Casting Modifier: -2

Range: Cone Template

Duration: Instant

Burst is normally only available to alchemists and powerful NPCs. This power otherwise works as detailed in the *Savage Worlds* core rule book.

CONCENTRATE (TRUE MAGIC)

Rank: Seasoned

Casting Modifier: 0

Range: Self

Duration: 1 round/Rank

Casters casting or maintaining powers may be disrupted and distracted. The *concentrate* power keeps a caster's mind focused on her magic, even if her body and mind are under assault. On a success, the caster's powers may not be disrupted while this power is active. With a raise, the caster also suffers no penalty to arcane skill rolls for maintained powers.

CONFUSION (TRUE MAGIC)

Rank: Novice

Casting Modifier: -1 per target

Range: Smarts x 2

Duration: Instant

Sowing *confusion* among ones enemies can send them into disarray and place oneself at an advantage. On a success, this power causes the target to make a Smarts roll at -2 or be Shaken. On a raise the roll is made at -4.

The caster may affect up to five targets within range. The Casting Modifier is determined by the number of foes targeted (-1 per target). This counts as a single action using one arcane skill die per target and only one Wild Die.

CREATURE WARD (TRUE MAGIC)

Rank: Seasoned

Casting Modifier: -4

Range: Smarts

POWERS

Duration: 2 hours/Rank

A *creature ward* manifests an invisible barrier that traps or keeps out a particular type of creature chosen when this spell is learned. When a caster takes this spell, he must choose one of the following target groups:

Animals: All natural animals with an "(A)" next to their Smarts die type.

Constructs: Any creature with the Construct creature trait.

Elementals: Creatures composed solely of a single element (air, earth, water, fire).

Casters: Any character who has an arcane background and/or can cast magical spells.

Manitou: Any creature with the Manitou creature trait.

Undead: Any creature with the Undead creature trait.

The caster of the *creature ward* must make his arcane skill roll. On a success, the caster can create a circular ward centered around himself using the Medium Burst template. Creatures of the affected category attempting to cross the edge of the Template must beat the caster in an opposed roll pitting their Spirit roll against the caster's arcane skill total or be unable to pass the ward while the spell remains active.

A *creature ward* not only stops the entity from passing through, but also weakens its ability to harm those on the other side of the ward with monstrous abilities (such as Fear) or ranged attacks. Any abilities or attacks made by an affected creature against a target on the other side of the ward suffers either a -2 penalty or -4 with a raise on the arcane skill roll.

The spell is broken if any living creature the size of a rat or larger crosses the circle.

Variants of this spell are rumored to exist that the caster can place beside himself to either protect others or to summon spirits inside of the ward, thereby trapping them in rather than hedging them out.

CURSE (SORCERY)

Rank: Seasoned

Casting Modifier: -4

Range: Touch

Duration: Special

To *curse* a foe, the caster pits his arcane skill against the target's Spirit in an opposed roll. If the caster wins the roll, the target becomes deathly ill and immediately suffers a level of Fatigue. Every dawn

thereafter, the victim must succeed on a Vigor roll to avoid gaining another level of Fatigue. If already incapacitated, the result of a failed roll is death. A raise on the Vigor roll removes a single level of fatigue from the curse.

The *curse* is negated by three consecutive successful Vigor rolls, or by accumulating enough raises over time to remove all Fatigue caused by the *curse*. A curse can be lifted at will by the caster or negated with the dispel power.

DARKSIGHT (TRUE MAGIC)

Rank: Novice

Casting Modifier: 0

Range: Touch

Duration: 1 hour/Rank

Darksight allows the recipient to see in darkness without having to create a light source. On a success, this spell halves any darkness penalty for the subject (round down). For example, a character in Dim (-1) lighting would suffer no penalty, and one in Pitch Darkness (-4) would only suffer a -2 penalty. On a raise, the spell negates all darkness penalties up to the maximum of -6.

Additional Targets: The character may affect up to five targets by spending a like amount of additional Power Points.

DEATH TOUCH (SORCERY)

Rank: Heroic

Casting Modifier: -4

Range: Touch

Duration: Instant

Death touch is one of the most feared of sorceries, causing living tissue to become black and necrotic and slaying lesser men with little more than a caress. Upon successfully completing this spell the caster must succeed on a touch attack (Fighting roll with a +2 bonus). On a hit, death touch does an automatic wound on a success plus an additional wound for each raise. Characters incapacitated by a death touch die instantly, leaving a blackened mark on their corpse.

DEFLECTION (TRUE MAGIC)

Rank: Novice

Casting Modifier: -2

Range: Touch

Duration: 1 minute/Rank

This power otherwise works as detailed in the *Savage Worlds* core rule book.

Targeting additional targets: -1 per target after the first.

POWERS

DETECT/CONCEAL ARCANA (TRUE MAGIC)

Rank: Novice

Casting Modifier: -1

Range: Sight

Duration: 1 round/Rank or 1 hour/Rank

This power otherwise works as detailed in the *Savage Worlds* core rule book.

DETERMINE CONJUNCTION (TRUE MAGIC)

Rank: Seasoned

Casting Modifier: -1

Range: Self

Duration: Special

Determine conjunction combines several elements of boost trait and divination. This spell allows a caster to determine a special time when the powers that be will aid in the casting of a specific spell. At the time of casting *determine conjunction*, the caster must have a specific spell in mind that she wishes to cast at a future date. On a standard success she will discover a time in the next month during which she can cast that specific spell at a +4 bonus to her arcane skill roll. On a raise, she determines several times (typically one additional time per raise) during which she could receive this bonus, at least one of which will occur within the next week.

DISGUISE (TRUE MAGIC)

Rank: Seasoned

Casting Modifier: -3 to -5

Range: Touch

Duration: 10 minutes/Rank

Disguise allows the recipient to assume the appearance (but none of the abilities) of another person. The base Casting Modifier is -3, plus an additional -1 penalty per size difference between the recipient's natural form and the form of the person he is impersonating. The target cannot be made to look like another humanoid more than two size levels different than themselves. People familiar with the mimicked target can see through the disguise if they make a Notice roll at a -2 penalty. This penalty increases to -4 on a raise. Observers who are not familiar with the person being mimicked make Notice rolls at -4 and -6 respectively.

DISPEL (TRUE MAGIC)

Rank: Seasoned

Casting Modifier: -1

Range: Smarts

Duration: Instant

This power otherwise works as detailed in the *Savage Worlds* core rule book.

DIVINATION (TRUE MAGIC)

Rank: Seasoned

Casting Modifier: -3

Range: Self

Duration: 1 minute

This power otherwise works as detailed in the *Savage Worlds* core rule book.

GREATER DIVINATION (TRUE MAGIC)

Rank: Veteran

Casting Modifier: 0

Range: Self

Duration: Special

Greater divination covers a wide array of rituals which may provide some glimpse of the future. Each divination is centered around a single key question. The nature of the question and the complexity of the information sought determines the time it takes to complete a divination. During this time the caster is subject to disruption. Should a divination be disrupted before it is completed, the spell ends and no useful information is gleaned.

On a successful arcane skill roll, the caster learns the most likely answer to her question. The future always remains clouded, and even the most powerful caster can only determine the probable future which will not always match the way things actually unfold.

Attempting to determine the future too often is not without risk. A character casting *greater divination* more than once in a single week will suffer a cumulative -1 penalty to her arcane skill rolls made for each subsequent casting, thereby increasing the risk of backlash.

TABLE 4:4 GREATER DIVINATION INFORMATION SOUGHT**

DURATION	INFORMATION SOUGHT
Ten Minutes	Trivial information of little real importance, but enough to amaze others.
One Hour	Minor matters such as predicting the weather, crop yields, marriages or births.
One Day	Important matters such as the outcome of a battle, trial or other conflict.
d6 Days	Key information such as the identity of a killer, the weakness of a demonic beast or the location of an important item.

POWERS

DREAM/NIGHTMARE SENDING (TRUE MAGIC/SORCERY)

Rank: Seasoned
Casting Modifier: -3
Range: Sight
Duration: 1 minute

This power causes a sleeping target to be visited by supernatural dreams.

Dreams: The dreams effect of this power simply allows the caster to control the content of the target's dream, delivering any information or images he chooses and is familiar with.

Nightmares: The target of a Nightmare must succeed on a Spirit roll or else roll on the Fear table. If used on multiple consecutive nights against the same target, the victim suffers a cumulative -1 penalty to his Spirit roll, up to a maximum penalty of -5. After 3 consecutive nights of failing to fend off the Nightmares, the victim suffers a level of Fatigue and can no longer recover from lost fatigue during the night until he can successfully shake off the effects of this power.

DREAM HELPER (TRUE MAGIC)

Rank: Seasoned
Casting Modifier: -5
Range: Smarts
Duration: 1 day/Rank

This spell summons a spectral guide which the caster can send out to locate any individual she has met or whose personal possessions she is using as part of the spell. The *dream helper* moves at a Pace equal to the caster's Spirit die and uses the caster's Spirit die as it's running die. The *dream helper* is ethereal, but prefers to walk paths that do not take it through solid objects. It will take the most direct route it can to reach its target and may deliver a single spoken message. Once the target has been located and the message delivered, the *dream helper* then attempts to lead the target along the most direct path back towards the caster.

Note that the dream helper has no means of forcing an unwilling target to listen to its message or to follow it back to the caster. The caster must give the *dream helper* all of its instructions before it sets out to find its quarry.

Some variants of this spell allow the *dream helper* to interact with the physical world as if it had Strength equal to the caster's Spirit die type, and Fighting, Shooting or Throwing skills equal to the caster's arcane skill die type. These variants have a shorter duration, lasting only 10 minutes per rank of the caster.

ELEMENTAL MANIPULATION (TRUE MAGIC)

Rank: Novice
Casting Modifier: -1
Range: Smarts x 2
Duration: Instant

This power otherwise works as detailed in the *Savage Worlds* core rule book.

ENCHANT WEAPON (TRUE MAGIC)

Rank: Novice
Casting Modifier: -2
Range: Touch
Duration: 1 minute/Rank

Some dark monstrosities cannot be harmed by a mortal blade. *Enchant weapon* temporarily imbues a mundane weapon with the ability to harm creatures immune to normal weapons. The weapon's damage remains unaltered (see the smite power for that); it simply gains the ability to overcome immunity to mundane weapons by making the weapon magical.

ENTANGLE (TRUE MAGIC)

Rank: Novice
Casting Modifier: -2 to -4
Range: Smarts
Duration: Special

This power otherwise works as detailed in the *Savage Worlds* core rule book.

ENVIRONMENTAL PROTECTION (TRUE MAGIC)

Rank: Novice
Casting Modifier: -2
Range: Touch
Duration: 1 hour/Rank

This power otherwise works as detailed in the *Savage Worlds* core rule book.

Additional Targets: The character may affect up to five targets by spending a like amount of additional Power Points.

FEAR (SORCERY)

Rank: Novice
Casting Modifier: -2
Range: Smarts x 2
Duration: Instant

This power otherwise works as detailed in the *Savage Worlds* core rule book.

FLY (TRUE MAGIC)

Rank: Veteran
Casting Modifier: -3 (-6 for double Pace)
Range: Touch

POWERS

Duration: 1 hour/Rank

This power otherwise works as detailed in the *Savage Worlds* core rule book.

Additional Targets: The character may affect up to five targets by spending a like amount of additional Power Points.

GRAVE SPEAK (TRUE MAGIC)

Rank: Seasoned

Casting Modifier: -4

Range: Touch

Duration: 2 minutes/Rank

Sometimes, a caster must learn secrets an individual has taken with them to the grave. To those wielding necromantic powers, this is not the obstacle that one might think.

Upon casting, *grave speak* must be targeted at a specific soul. The caster must either know the target's name or have some close personal possession or body part of the target's.

On a success, the ghostly voice of the deceased can be heard and may be questioned. The caster may ask two questions per rank, each question taking about a minute to be asked and responded to.

This spell allows contact with the spirit of the deceased, but provides no guarantee that it will be cooperative or supply truthful information, though the spirit is compelled to give a complete, if sometimes cryptic, answer to each question asked. It is up to the GM to decide exactly what the deceased knows, including anything it may have known in life up to the moment of its death.

If the caster's arcane skill die rolls a 1, regardless of the roll on the Wild Die, some demon or other hostile entity may answer the spell as an imposter instead of the soul sought after. Such malevolent spirits will usually feed the caster false and dangerous information meant to lead her to her death, or worse.

HEALING MEDICINE (TRUE MAGIC)

Rank: Seasoned

Casting Modifier: -8

Range: Touch

Duration: Takes one hour to heal each wound.

Healing medicine repairs recent bodily damage. It must be used within the "Golden Hour," though, for it has no effect on wounds more than one hour old. When used on a wild card, the power heals one wound on a success on the arcane skill roll and heals two wounds on a raise. The arcane skill roll suffers a penalty equal to the number of wounds the victim has taken. When successfully used on an extra who the GM has not declared dead, this power restores the victim to a Shaken state.

Healing medicine can also be used to counter most poisons or diseases if it is used before the poison or disease has run its course. When used in this way, a success halts the progress of the poison or disease, and raises may restore wounds or other harmful effects caused by the poison or disease.

ILLUSION (TRUE MAGIC)

Rank: Seasoned

Casting Modifier: -5

Range: Smarts x2

Duration: 1 minute/Rank

Illusion allows the caster to create false sensory impressions. On a success, the caster can create an *illusion* that affects one sense (sight, sound, touch, taste, smell). On a raise, their illusion affects all five senses. The *illusion* can fill a cubic area up to 1" per rank on a side, though the caster can move the *illusion* around so long as it remains within the spell's range. Anyone interacting with the *illusion* for the first time must make a Smarts roll opposed by the caster's arcane skill roll to see through the *illusion*. On a success, the target identifies the *illusion* for what it is. On a raise, the target can also sense anything that the *illusion* might be covering up as if the *illusion* was not there. Characters presented with proof that something is an *illusion* require no opposed roll, and characters merely informed that something is an *illusion* may make a second attempt at the opposed roll with a +2 bonus.

Illusions have no real substance and thus cannot have any real-world effect other than deceiving one's perceptions. For example, an *illusion* cannot provide actual illumination, warmth or sustenance, though it might provide the sensations related to these things. Illusionary barriers provide no actual physical resistance, and those who try can move through them. Illusionary bridges, floors or other platforms are revealed to be such as soon as someone tries to walk across them only to fall through.

INVISIBILITY (TRUE MAGIC)

Rank: Seasoned

Casting Modifier: -5

Range: Self

Duration: 1 minute/Rank

This power otherwise works as detailed in the *Savage Worlds* core rule book.

Additional Targets: The character may affect up to five targets by spending a like amount of additional Power Points.

MIND READING (SORCERY)

Rank: Veteran

Casting Modifier: -2

Range: Smarts x2

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Duration: 1 min/Rank

Mind reading allows a caster to read another character's thoughts. This requires an opposed roll pitting the caster's arcane skill against the victim's Spirit roll. On a success, the caster can read the target's surface thoughts (what he is currently thinking). The caster can read and understand these thoughts whether or not the caster shares any common languages with the target. Typically a successful Persuasion roll can get the target to think about a specific subject. On a raise, the caster can also delve deeper into the target's mind to retrieve a single idea or fact known by the target that is not part of the target's current thoughts.

LIGHT/OBSCURE (TRUE MAGIC)

Rank: Novice

Casting Modifier: -2

Range: Smarts

Duration: 1 minute/Rank

This power otherwise works as detailed in the *Savage Worlds* core rule book.

PAIN WRACK (SORCERY)

Rank: Seasoned

Casting Modifier: -2

Range: Spirit

Duration: 1 round/Rank

This spell wracks a single target with unspeakable agony. Each round, she must succeed on a Spirit roll opposed by the caster's arcane skill total or suffer 2d4 damage that bypasses armor. On a raise, the target suffers 2d6 damage and pain is enough to render the target automatically Shaken due to excruciating sensory overload.

PARALYSIS (SORCERY)

Rank: Seasoned

Casting Modifier: -2

Range: Smarts

Duration: 1 minute/Rank or until Spirit roll is made

Paralysis allows a caster to slow a foe's movements to a halt. The caster must make an arcane skill roll opposed by the target's Spirit roll. If the caster scores a normal success, the target is slowed and suffers a -2 to Pace, Parry and skills based off of Agility or Strength. A raise causes the target to become completely *paralyzed*, preventing him from moving or taking any actions and dropping his Parry to 2. Every round thereafter, the target can attempt another Spirit roll to overcome the *paralysis*.

PSYCHIC EVISCERATION (SORCERY)

Requirements: The caster must know telekinesis before he can learn this spell.

Rank: Heroic

Casting Modifier: -5

Range: Spirit

Duration: Instantaneous

Psychic evisceration is a devastating attack power that allows powerful casters to damage or remove an adversary's internal organs. On a hit, this power does 2d6 damage that bypasses armor. On a raise, it does 4d6 damage. A target that becomes incapacitated by this spell is instantly slain as one of his vital organs (typically the heart) is telekinetically ripped from his body.

PSYCHOMETRY (TRUE MAGIC)

Rank: Seasoned

Casting Modifier: 0

Range: Touch

Duration: 1 round per month of history reviewed.

This spell allows the caster to read psychic impressions that the past has left behind on any given object. These impressions allow the caster to experience that item's history as if she had been present beside the object to observe all that happened around it at any given moment. A failure yields vague visions of the past that may be false or misleading. A normal success provides the caster with a rapid torrent of visions of the past that provide her with much information but make it difficult to capture all the details. On a raise, the caster has complete control over the visions of the past and can "rewind" them, "fast forward" to a point of interest or pause at a specific moment to drink in every last detail.

PUPPET (SORCERY)

Rank: Veteran

Casting Modifier: -2

Range: Smarts

Duration: 1 minute/Rank

This power otherwise works as detailed in the *Savage Worlds* core rule book.

QUICKNESS (TRUE MAGIC)

Rank: Seasoned

Casting Modifier: -4

Range: Touch

Duration: 1 round/Rank

This power otherwise works as detailed in the *Savage Worlds* core rule book.

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SHAPE CHANGE (TRUE MAGIC)

Rank: Special

Casting Modifier: Special

Range: Self

Duration: 1 hour/Rank

This power otherwise works as detailed in the *Savage Worlds* core rule book.

SLOW (TRUE MAGIC)

Rank: Seasoned

Casting Modifier: -4

Range: Smarts x2

Duration: 1 round/Rank

This power otherwise works as detailed in the *Savage Worlds* core rule book.

SLUMBER (TRUE MAGIC)

Rank: Seasoned

Casting Modifier: -2

Range: Smarts x 2

Duration: 2 hours/Rank

This power otherwise works as detailed in the *Savage Worlds* core rule book.

SMITE (SORCERY)

Rank: Veteran

Casting Modifier: -1

Range: Touch

Duration: 1 minute/Rank

This power otherwise works as detailed in the *Savage Worlds* core rule book.

Additional Targets: The character may affect up to five targets by spending a like amount of additional Power Points.

SOUL EXCHANGE (SORCERY)

Rank: Heroic

Casting Modifier: -8

Range: Spirit

Duration: Special

One of the most potent spells a caster can wield is the ability to tear a soul from its body to house it within another. This power requires the caster to choose two targets within range and make a separate opposed roll of his arcane skill against each victim's Spirit. If the caster fails one of the rolls, the victim who did not beat the caster's roll becomes Shaken and gains a level of Fatigue, but otherwise remains unharmed. A success on both rolls allows the caster to transplant the minds of the two victims, each into the other's body. The transplanted souls retain their mental statistics, such as their Smarts and Spirit, as

well as all their skills and Edges --except those specifically related to the physical body (such as Attractive or Fleet Footed)-- and all mental Hindrances (such as Arrogant, Delusional or Phobia) and other mental Traits. Each victim gains the new body's Agility, Strength, Vigor and any physical Hindrances (such as Lamé or One Arm), Edges (Brawny, Quick and so on) or other physical Traits. The GM makes the final call as to which Traits are kept or transferred.

The spell ends only when the caster wishes it or when he or one of the targets is slain. When the spell ends, souls that have not been freed from their fleshy prisons by death are returned to their original bodies. Souls attempting to return to a body that has since died become mindless, undead zombies.

The caster can select his own body as one of the targets of this spell, in which case he needs only to succeed on opposed rolls with one victim. In this case, the caster inhabits the victim's body, but the victim's soul remains slumbering while lost in time and space for the duration of the spell. Meanwhile, the caster's body lies soulless and appears dead. A caster will typically go to great lengths to protect his defenseless "corpse" while his soul is housed elsewhere.

SPEAK LANGUAGE (TRUE MAGIC)

Rank: Novice

Casting Modifier: 0

Range: Touch

Duration: 1 minute/Rank

This power otherwise works as detailed in the *Savage Worlds* core rule book.

SPEED (TRUE MAGIC)

Rank: Novice

Casting Modifier: -1

Range: Touch

Duration: 1 round/Rank

This power otherwise works as detailed in the *Savage Worlds* core rule book.

SUMMON BEAST (TRUE MAGIC)

Requirements: The caster must know beast friend before he can learn this spell.

Rank: Novice

Casting Modifier: Special

Range: Special

Duration: 1 minute/Rank

This version of *summon beast* only summons normal versions of natural animals, though some powerful caster NPCs may know versions that can call on giant or supernatural versions of some animals.

A character may learn this power at Novice rank, but will be unable to summon particularly powerful

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animals until she has achieved a higher rank. The Casting Modifier varies based on the type of creature being summoned. See the Summoning Table to determine the required rank and Casting Modifier for a given animal. The caster may always summon beasts listed for a lower rank than her own if she chooses.

Summoned beasts are under the control of the caster for the duration of the spell and typically wander away when the spell wears off, though some more aggressive animals may pose a danger to the caster and her allies once the spell wears off. Animals can only be summoned in their native environment. The summoned animals come from the closest terrain of the appropriate type. Generally such summoned animals are assumed to be within 1d10 x 2 yards of the caster when answering the call of the summons.

SUMMON MANITOU/DEMON (TRUE MAGIC/SORCERY)

Rank: Seasoned

Casting Modifier: Special

Range: Smarts

Duration: 1 minute/Rank

Many spiritual entities exist beyond the mortal realm, from benevolent Manitou to foul fiends. The caster has learned to call upon such entities, summoning them to the mortal realm.

This power counts as True Magic when used to summon the summon any of the following Manitou: Jogah (any), Mountain Stormer (Pomola), Spirit Horse, Storm Spirit, Tent Shaker Spirit (Mishtapeu), Thunder Being, Thunderbird (Wakinyan).

This power counts as a Sorcery if used to summon the following malevolent Manitou: Avenging Spirit (Chepi), Dark One (Ewah), Demon (any), Dust Devil (Chindi), Miasma Spirit (Mamaqua), Raven Mock-er, Spectral Hunter (Baykok), Spider-Thing (Dijien), Wolf-Fiend (Nihassa), Woodland Stalker (Bokwus).

Additionally, the GM may choose to allow other creatures with the Manitou creature trait at his discretion.

The Casting Modifier for this spell is equal to half the summoned creature's Spirit die.

The caster can command the summoned creature. If the caster tries to get a spirit to do something against its nature (like trying to get a protective spirit to murder someone) the GM may call for an opposed Spirit roll, allowing the Manitou to return to its home dimension should it win. If the caster rolls a critical failure on her casting roll while summoning a demon or other evil spirit, the entity appears and attacks the caster in addition to other potential consequences of backlash.

SUPPRESS SOUL (SORCERY)

Rank: Heroic

Casting Modifier: -8

Range: Spirit

Duration: Special

This power allows the caster to prevent the target's soul from properly inhabiting its body. The caster must make an arcane skill roll opposed by the target's Spirit. If the caster scores a success, he can suppress his victim's soul within its body. On a raise the caster may choose to instead imprison the victim's soul in an object somewhere outside its body.

A victim whose soul has been suppressed is treated as if she has a d4 Spirit and is considered untrained in any and all skills linked to the Spirit attribute.

Victims whose souls are removed entirely become inanimate, lying in a coma-like state.

These effects persist until the caster voluntarily releases the victim's soul, the magic is dispelled or the caster is killed. If the victim's soul has been removed and placed in a physical object, the spell can also be ended by destroying the receptacle containing the soul.

TABLE 4:5 SUMMONING TABLE

CM	RANK	ANIMAL TYPES*
-4	Novice	1 Small Animal
-6	Seasoned	1 Medium or Swarm of rats, birds, insects, or other vermin, or 2 Small animals.
-8	Veteran	1 Large, 2 Medium or Swarms, or 4 Small animals.
-10	Heroic	1 Huge, 2 Large, 4 Medium or Swarms, or 6 Small animals.
-12	Legendary	2 Huge, 4 Large, 6 Medium or Swarms, or 10 Small animals.
* Small animals are Size -1 or less, Medium animals have Size +0 to +3, Large animals have Size +4 to +7, and Huge animals have Size +8 or larger.		

TELEKINESIS (TRUE MAGIC)

Rank: Seasoned

Casting Modifier: -5

Range: Smarts

Duration: 1 round/Rank

Bursting Barriers: A caster can telekinetically assail a wall or other barrier in an attempt to shatter it, dealing Spirit+d6 damage on a normal success or Spirit +2d6 damage on a raise.

This power otherwise works as detailed in the *Savage Worlds* core rule book.

TEMPEST (TRUE MAGIC)

Rank: Veteran

Casting Modifier: -20

Range: 10 mile diameter

Duration: 2d6 hours

Tempest alters the weather and can create or diffuse violent storms. A successful arcane skill roll allows the caster to alter the weather, either controlling or calming an existing storm, or creating a new one. This spell can create or control storms in an area up to 10 miles in diameter. This spell can only be used when the caster is outdoors.

When tempest is used to create a storm, the resulting rain reduces visibility to Dark Lighting conditions, extinguishes most non-magical fires within d10 rounds and prevents all but the most volatile objects (ex: oil) from catching fire. Within a Tempest, most actions suffer a -1 penalty due to factors such as slippery footing, howling wind and poor visibility. The GM ultimately decides which activities remain unaffected. In particularly dry areas where rain is uncommon (such as the desert), the rain is replaced with a sand or dust storm.

On a raise, the caster creates a more violent storm. Visibility is reduced to 12" and is still subject to Dark Lighting. The ground turns to churning mud that forces any character that runs or performs acrobatics to make an Agility test to avoid falling prone and becoming Shaken. Other effects include flash floods and lightning strikes that can destroy buildings, drown livestock and destroy crops.

Controlling the weather is both difficult and dangerous. The caster of Tempest suffers Backlash if his unmodified arcane skill die roll is 2 or less instead of only on a 1.

VIPER WEAPON (SORCERY)

Rank: Seasoned

Casting Modifier: -2

Range: Smarts x 2

Duration: 1 minute/Rank

Viper weapon transforms a single weapon into a venomous serpent. The caster may use the spell on his own weapon or use it to play a deadly trick on one of his foes. The caster chooses a single weapon within the spell's range and attempts an arcane skill roll. On a success, the weapon instantly transforms into a viper (use the game statistics for the venomous snake in the core rulebook).

The serpent is extremely aggressive and is not under the caster's control (unless the caster subsequently controls the viper using another spell such as beast friend). The snake acts on the caster's initiative and attacks the nearest target. If the caster scores a raise on his arcane skill roll, the serpent they create is considered a Wild Card.

Once the viper is killed or the spell's duration expires, it reverts back to being a weapon.

A rare variation of this spell may allow the caster to fire an arrow as a part of this spell, transforming the arrow into a serpent in midair to bite the target just as it strikes.

ZOMBIE (SORCERY)

Rank: Veteran

Casting Modifier: -4

Range: Smarts

Duration: Special

This power otherwise works as detailed in the *Savage Worlds* core rule book.

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Magic items are rare and extremely valuable commodities in the *Untamed Lands*. As such, no individual tends to hang on to one for too long, as there are usually others trying to steal it for their own use and enemies who, if they cannot take it for themselves, will seek to destroy these powerful and wondrous items.

Alchemical Items: Alchemical items replicate a supernatural power. See the Alchemy Arcane Background for examples of different items and the powers they unleash.

Arrows of Accuracy: These enchanted arrows are said to 'never miss.' They add a +4 bonus to your Shooting roll, but are rare and irreplaceable.

Bottomless Game Bag: These game bags are woven out of woodchuck hair and can hold a seemingly limitless amount, so long as each object placed inside the bag can fit through its two foot diameter opening. These objects do not appear to increase the bag's weight.

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Buffalo Calling Stone: Buffalo calling stones are single-use items, often a stone carved like a buffalo, that can be used to summon a small buffalo stampede the rough size of a large blast template. The buffalo stampede in a straight line unless some obstacle forces them to veer. This effect otherwise works like the *summon beast* power. Buffalo calling stones are most often found in the Buffalo Plains.

Chanunpa Pipe: Smoking the sacred chanunpa, or peace pipe, calms a character, sending him into a state of deep meditation. If smoked for at least 10 minutes, the pipe removes a level of Fatigue from the smoker. The pipe cannot remove more than 1 level of fatigue per person each day. Those within a 3' radius of the smoker must make a Spirit roll at -2 or lose access to rage based Edges and traits such as Frenzy and Berserk for the next hour. Chanunpa pipes can be used to achieve the altered state of mind required to perform a Spirit Walk.

Cloak of the Skinwalker: This cloak is made of an animal skin or feathers from a specific type of bird. The wearer may *shape change* into that bird or animal as if using the *shape change* power, using their Spirit as their arcane skill.

Demon Breaker: These rare flint knives are chiseled from stones found on sacred sites. They do Str+d4 damage and gain a +4 damage bonus against demons, but the knife shatters when it is used to deliver a killing blow to a demon. Demon breakers are most common in the Grandfather Mountains and Eastern Woodlands regions.

Divining Pool: A divining pool allows the user to view remote locations. To do so requires a Spirit roll. If the viewer has been to the location she wishes to see, her roll is unmodified. If she knows some details about the location, the roll is made at -2. If she wishes to view a location she knows little about, the roll is made at -4. A failed roll means the location or object she wishes to view is temporarily barred from the pool's scrying powers until the next day.

Dream Catcher: Anyone sleeping beneath a dream catcher is immune to harmful outside mental influences. This protection ends when the target is awoken or the dream catcher is removed or destroyed.

Drums of Dancing: Any who listen to a rhythmic beat played on these drums must make a Spirit roll at -2 or begin dancing. While dancing, a target's Parry is reduced by 2. This effect otherwise acts just like the *puppet* power compelling someone to dance. The effect ends when the power's normal duration of 1 minute per rank of the player expires, or as soon as the drumming stops, whichever comes first.

Firekeeper Bag of Undying Flame: A firekeeper bag can ignite any flammable substance placed inside, and keeps it smoldering indefinitely so long as it remains in the bag.

Giant Cleaver: This rune-inscribed, pattern wielded longsword does +2 damage against giants. The Giant Cleaver is believed to be a unique item created by the Skadians.

Ghost Beads: Ghost beads are a mystical cedar berry and bead necklace or bracelet that wards off evil spirits and curses. The wearer gains a +4 bonus to resist the *curse* power, and may force creatures with the Manitou or Undead type to remain at least 5' away from the wearer (if able) unless they beat the wearer in a test of wills.

Ghost Shirt: A ghost shirt is a mystical hide shirt that provides impressive protection from physical harm. The ghost shirt gives a +4 Toughness bonus and covers the wearer's torso and arms. Its weight is negligible.

Hoop of Animal Forms: This hoop has the power to change humans who pass through it into animals for the duration of a single night. The hoop's magic does not work if the users of the hoop are being watched secretly by a third party. This transformation lasts as long as the sun is down and otherwise acts as a use of the *shape change* power.

Ikon: Ikons are powerful items of sorcery created by Ruskar magi. They take the form of various reflective objects and relics, most commonly a golden mirror or a silver plated human skull. A character with an Arcane Background other than Alchemy can use an Ikon to gain a +2 bonus to his Arcane Skill rolls, but any power cast in this manner is treated as a Sorcery and incurs a Corruption Test.

Kaiser Blades: A pair of legendary curved blades said to be fashioned from the scythe-like mandibles of a giant insectoid horror conjured from a realm beyond the stars by a mad Ruskar mage who sought to conquer his own people. These curved chitinous blades are razor sharp and nigh indestructible, each acting like a two handed sword with AP 2. One of these blades is said to be wielded by the Ruskar general overseeing the invasion of the *Untamed Lands*, but the other was lost by his predecessor during the initial incursion into these lands and has yet to resurface.

Medicine Bag: A medicine bag is a personal talisman composed of a small sack of sacred items. A medicine bag gives the wearer a +2 bonus to rolls made to resist harmful magic. If the bundle is ever opened to reveal its contents, it loses its power. Some particularly

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potent Medicine Bags also provide some other bonus to the wielder, such as a +1 bonus to a skill such as Healing Fighting, Shooting or Stealth.

Possible Bag: The possible bag can be opened and a command word spoken to summon a buffalo spirit from within the bag (use bull statistics with a d6 Smarts and the Manitou creature trait). This effect otherwise works like a successful use of the *summon manitou* power. Each possible bag can only be used by a specific individual to summon the spirit buffalo four times. If someone tries to summon the buffalo a fifth time, she is answered with an entire herd which stampedes over her (and anyone in her vicinity).

Quilt of Men's Eyes: Anyone looking upon one of these evil artifacts aside from its maker must succeed on a Spirit roll at -2 or else make a roll on the Fear table. Any man who looks upon this quilt must also succeed on a second Spirit roll at -2 or gain the Blind Hindrance for 2d6 rounds. If he rolled a 1 on his Spirit die, regardless of the Wild Die, his eyes are telekinetically ripped from their sockets and drawn in to become part of the quilt, making his blindness last until the quilt is destroyed (at which point stolen eyes, having been magically extracted and preserved, may be retrieved and restored to their owners with a Healing roll at -2).

Sacred Bundle: A sacred bundle is a bag or hide wrapping containing a number of sacred relics such as arrow heads, beads, bones or a pipe, meant for religious ceremonial use. Sacred bundles are owned by a woman, and can only be used in ritual by a man of her choosing. When used in this way, the holder can use the sacred bundle to cast *healing medicine* using his Spirit as his arcane skill, or, if he already possess the healing medicine power, the sacred bundle gives a +2 bonus to his arcane skill roll when using that power. Opening or attempting to use a sacred bundle outside

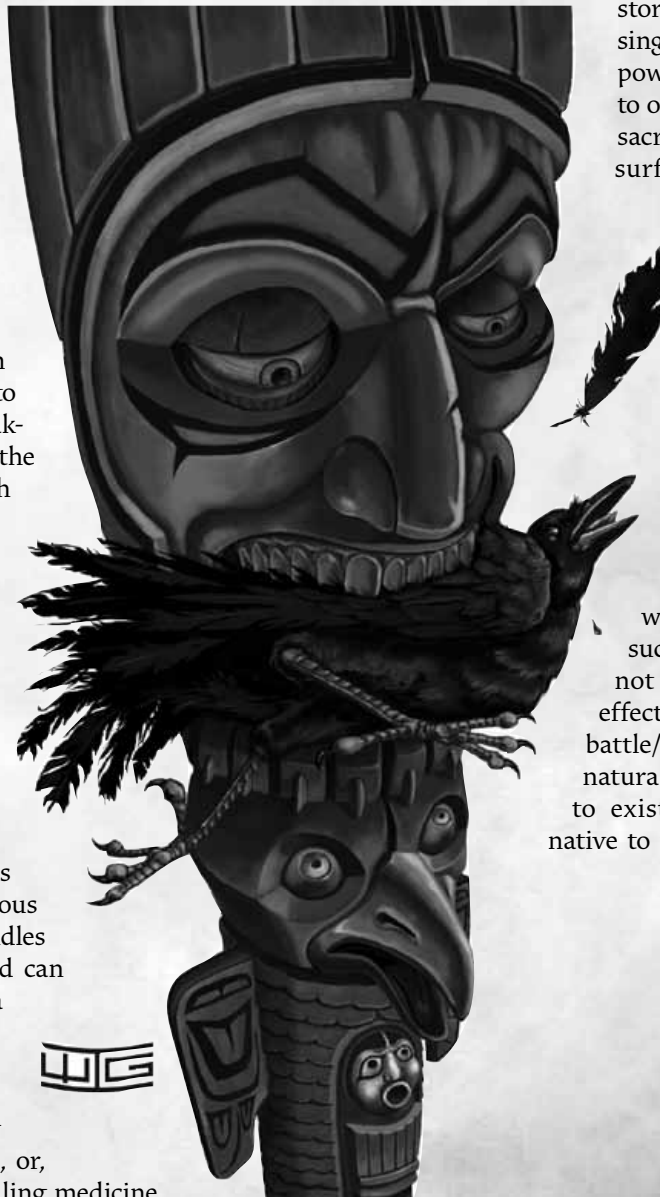
of a ritual context causes the user to make a Spirit roll at -4 or fall victim to the effects of the *curse* power.

Story Knife: These ornately carved ivory knives provide a +2 bonus to rolls made to accomplish a task by telling a story (see the Setting Rules chapter), specifically when used to draw or carve illustrations during the story telling. Story knives are most common along the Eagle Coast.

Totem Pole: Some enchanted totem poles can duplicate the effects of a supernatural power set to trigger under a specific set of circumstances. These totem poles are vertical wooden poles ranging from ten feet to over 100 feet tall. Rules-wise, they act like an inscribed rune (see Rune Casting in this chapter). The

most common totem poles store a single effect (like a single rune), while the most powerful ones may have up to one separate effect for each sacred totem carved into its surface. Totem poles, both magical and non, are found almost exclusively along the Eagle Coast.

War Drums: All who hear these magic drums must make a Spirit roll at -1 or else make a roll on the Fear table. Once a particular target has made a spirit roll against these war drums, regardless of success or failure, she will not be subject to this fear effect again during the same battle/encounter. These supernatural war drums are known to exist among most cultures native to the *Untamed Lands*.



COSMOLOGY

CHAPTER FIVE: SPIRITS, GODS & RELIGION

"Every morning, I go out of my lodge and raise my hands skyward to bless myself with the sun. Outsiders think us to be sun-worshippers, but that is not so. We worship the power behind the sun."

- Etowan, elder priest of Hokiattwa

"There are countless religions among the Untamed Lands. Some would have you believe one over another, but they all hold truth. At the same time, none of them are the whole truth. Religion is but a mortal's attempt to organize and define the unknowable mysteries of the spirit realm."

- Unknown Shenese Philosopher

In the *Untamed Lands*, religious beliefs are heavily integrated into daily life, informing and permeating virtually every activity and institution. Each nation's religion dictates a way of life that most of its people strive to live out on a daily basis.

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The wider cosmology that exists around the *Untamed Lands* is purposefully vague. This section presents the key planes of existence as they relate to the setting and its many religious traditions. These spirit realms are beyond total human comprehension, and they are both difficult and highly dangerous to visit. Typically, only truly legendary heroes travel into the spirit worlds and survive.

THE PHYSICAL WORLD

Many native cultures maintain that the current world is not the first to be created. Rather, there have been a series of three or more worlds that existed before this one. Each world, in turn, fell to disaster when the major inhabitants angered the gods, who destroyed the world in order to create the next new one.

Earth as Goddess and Mother: One common theme among many native religions is the concept of the earth itself as a living deity and nurturing maternal figure to all living things, man, woman, beast and plant.

The World Turtle: Another common religious belief is that the earth was built, and is to this day carried, atop the back of a giant spirit turtle. In most versions the mortal world began as a vast ocean, and some heroic animal spirit had to sacrifice itself to dive to the bottom and bring up a paw full of earth clenched in its drowned fingers. It is from this bit of earth the other spirits built the world on the turtle's back. There are many variations of this belief, including a variant among the Maztlani Empire that the world is carried by a crocodile-like reptile called Cipactli.

Spirits in the Land: While there are several "spirit worlds," not all spirits dwell there. Many spirits are anchored to the physical world. Minor spirits inhabit every rock, plant, river and lake. Humans and animals alike possess their own spirits as well. Some spirits may pass freely between the physical world and the spirituals one, belonging fully to both worlds. Others require special conditions be met in order to influence or enter the physical world.

THE SPIRIT WORLD (MIDEWAE)

This section covers the spirit realm, or Midewae, as it is understood by most mortal denizens of the *Untamed Lands*. To mortals, the true nature of the spirit world is unknowable and incomprehensible, because it is a place wholly beyond our own earthly experiences. Powerful shamans and magicians may gain glimpses into the spirit world, but these fleeting glances are insufficient to fully understand such otherworldly realms. Those power-hungry fools who stare too long into these mysteries in search of power lose their sanity long before gaining total knowledge.

The Eternal Hunting Grounds: Those who lead a good life of bravery and relative virtue are said to go to the Eternal Hunting Grounds after death. Here, they are reunited with the spirits of their dead relatives and hunt the plentiful spirit animals, continuing on in the afterlife in an idyllic version of their lives before death. The Skadians have a similar concept they call Valhalla, where the souls of the brave go to fight and feast until the end of days.

The Dream World: The Dream World is the part of the spirit world most easily accessed by mankind. This is the place our consciousnesses go when we dream or receive visions. While the dream world is believed to be relatively safe by some, others say that those who die quietly in their sleep meet their ends in the dream world. It is a place of illusion and shadow, but these things are experienced as if

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real, since an individual's conscious presence in this spirit realm is itself illusion-like. Everything in the dream world flows and changes, and any given place may be experienced differently by different people and will not necessarily appear the same to the individual on a return trip. In the dream world, anything seems possible, but only those who have learned its secrets know how to tap into this spirit realm's near infinite potential.

Skyland: Skyland is part of the spirit realm that connects to the mortal world high above the clouds. This is the home of the sun, the moon, thunder beings, storm spirits and other spiritual entities that rule the sky. Some say that beyond Skyland, perhaps even beyond the stars, lies a vast blackness where dark and unknowable things dwell.

The Shenese also believe in a celestial realm where the Emperor of Heaven rules over all of matter and motion within his shining temple court and strives to keep the forces of chaos and destruction at bay. The celestial emperor is served by a grand bureaucracy of lesser gods and spirits, each responsible for overseeing the balance and correct action of some aspect of the universe. Every year these lesser entities report to their supervisors seeking to earn another year at their station, or promotion to a higher one. Those who have fared poorly may be demoted or even cast from the very heavens.

The Underworld: Some cultures believe in an underworld, a spirit realm that exists below the physical world. The underworld is thought to connect to the physical world through the deepest caverns and the darkest depths of the oceans. This is a place of evil spirits and damned souls who were unable to earn a place in the Eternal Hunting Grounds.

The Skadians also believe in an underworld they call Hel, ruled by a goddess of the same name who is depicted as half woman and half corpse. The Skadian Hel is a dark and frigid place guarded by the spirit hound Garn, who prevents the souls of the dead from escaping.

The World Tree: Several cultures, including the Skadians, Maztlani and Zipacans, depict the universe as a great tree that represents the axis mundi, with major branches running in the four cardinal directions, and whose trunk connects the terrestrial world to the heavens above and the underworld below.

GODS AND SPIRITS

The *Untamed Lands* are the staging ground for hundreds of religions involving innumerable gods and spirits. This section focuses on some of the more widely acknowledged and worshiped divine entities.

Each god or spirit has the following information listed:

Aliases: Other names the entity is known by (if any).

Aspects: The aspects of reality over which they are attributed power and governance.

Description: A short description of the god or spirit.

Worship: A description of the cult or worship of the entity and how it influences the mortal world.

Note that a specific power list is not given for each god. Any supernatural spells and powers held by their priesthood are taught and maintained by individual tribes or religious cults who typically worship a number of different gods or spirits within a given pantheon, rather than directly granted by the deity in question to dedicated worshippers.

ATLANTEAN DEITIES

The religion of Atlantis is shrouded in mystery. Though they seek empire, the Atlanteans do not practice evangelism and seem reluctant to speak with outsiders about their religious beliefs. What is known, mostly gleaned from exiled Atlantean rebels, is that the Atlanteans worship their sorcerer-kings as living gods, but also acknowledge other dark and mysterious deities beyond the mortal realm. These "outer gods" seem more beings to be feared and served rather than worshiped and loved.

"SPIRIT" VS. "GOD"

In the *Untamed Lands*, the more powerful spiritual entities could just as easily be referred to as either 'gods' or 'spirits.' Many religions in far off lands draw a strong distinction between a god and a spirit, placing the former over the latter in their religious hierarchies. In most of the religious traditions herein, that is not the case. There is no clear delineation between gods and spirits, and such beings are seen as being part of a continuum of power, rather than easily separated classes of spiritual entities.

ATLANTEAN DEITIES

Most of the Atlanteans Outcasts no longer worship any gods since being cast out of their great city. They are a cursed people, doomed to wander. They have, however, brought knowledge of several ancient and powerful gods to the *Untamed Lands*.

DAGUN

Aliases: Poseidolon

Aspects: The Oceans, Aquatic Creatures, Water, Destruction

Dagun is lord of the oceans. It is the ancient god of the first primordial beings to crawl forth from the ocean, as well as their aquatic progenitors. Dagun is the patron god of the Atlanteans.

Worship: Many Atlanteans worship Dagun, but those cast out of Atlantis never speak his name.

DIAB-NERGUL,

THE DISEASED ONE

Aspects: Death, Decay, Disease, Parasites

Diab-Nergul is an ancient and demonic god, barely remembered from Atlantean history. It is the personification of rot, the cancer that eats at the corners of the world. It is associated with disease, particularly those that turn the body and its defenses upon themselves, eating one from the inside. When someone is struck by an illness with no apparent external cause or cure, they are said to be victims of Diab-Nergul's caress. Though rarely depicted, it is often imaged as a corpulently obese humanoid with almost froglike demonic features, oozing pustules and tattered rotting flesh.

Worship: Diab-Nergul has no known worshippers.



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NYID

Aspects: Addiction, Obsession, Overwhelming Compulsion, Possession

Nyid is more a powerful demon-thing than a true god. It embodies the singular overwhelming desire for a single object, activity or purpose that consumes the individual. Nyid is rarely depicted directly in any physical form. It is described solely through its influence on hapless mortals.

Worship: It is said that no one chooses to worship Nyid willingly. Instead, it subverts the desires of weak-willed mortals and bends them into its own obsessive cultists and servitors. Often, it preys upon those who have already succumbed to some other form of addiction or obsession.

SET-APEP

Aliases: Apep, Set, The Coiled One

Aspects: Dark Wisdom, Poison, Secrets, Serpents

Set-Apep is an ancient snake god that the Atlanteans have feared even in the forgotten ages when they still worshiped gods. His worship dates back to pre-human times when serpent-like beasts dominated the earth. Some Skadians equate it with Jotmungard, and many native tribes believe Set-Apep is the same as the feared Snake-Man spirit.

Worship: Some native tribes worship Set-Apep as an aspect of the Snake-Man.

NATIVE DEITIES AND MAJOR SPIRITS

The native peoples of the *Untamed Lands* consist of over 500 independent cultures, each with their own religious beliefs and practices. Collectively, they worship a dizzying myriad of gods and spirits. This section covers only a few of the most common and widely recognized of these entities. Unlike the priests of some lands, the priests and shamans found in this area do not typically dedicate themselves to a single god or spirit, but rather worship all the gods and spirits recognized by their tribe, honoring each at an appropriate time and place.

THE GREAT MYSTERY

Aliases: The Creator, Grandfather Manitou, Great Manitou

Aspects: Creation, Divination, Time, Wisdom

Though referred to in the masculine, the Great Mystery has both male and female aspects. The Great Mystery is thought to be the first spirit, and many hold him to be the creator of the world. He embodies time and its effect on the physical world. A few

religious scholars equate the Great Mystery with the Skadian god Wodinaz, but this is a controversial assertion at best.

Worship: While the Great Mystery is widely accepted among native peoples as the most powerful spirit and the progenitor of all other spirits, he is not often worshiped directly. People will turn to him in important matters concerning the future and the grand scheme of things, but usually turn to lesser, more specialized spirits for more mundane day-to-day concerns.

THE ALL-MOTHER

Aliases: Earth Mother, Nokomis, Sila, Grandmother Manitou, Eagentci

Aspects: Earth, Fertility, Creation, Child Birth, Motherhood

The All-Mother is life and birth personified. Some tribes hold her to be more sacred than all other spirits. To some, she represents the beginning of all life, and to others she literally is the world upon which they live. The latter interpretation is most often used in tribes that do not have a world turtle in their cosmology. The All-Mother embodies, birth, life and the irrepressible drive to reproduce.

Worship: The All-Mother is mainly worshiped by farmers and women. Those who rely on the fertility of the earth or seek fertility within themselves turn to the All-Mother for her blessings.

ANIMAL SPIRITS

Most animals have a spirit associated with them. These spirits are often depicted as larger and more intelligent forms of the animal in question, though many have several anthropomorphic qualities or are shapeshifters capable of taking human form. While such spirits exist for every type of animal, only the most powerful and widely worshiped are covered here:

Worship: Each of the animal spirits is invoked in matters concerning their animal type, or when an individual wishes to call upon their favorable aspects or avert their more negative aspects.

ANIKAPEU, THE FROG GOD

Aliases: Froggoth, Tsathoggue

Aspects: Frogs, Fertility, Water, Sorcery

The Frog God is recognized in many places and goes by many names. Like a frog in winter, it lays largely dormant and hidden, but to those who know how to seek it out, the Frog God can teach great sorceries and bargain for secrets and mysteries.

NATIVE DEITIES

BEAR

Aliases: Masku, Mashkuapeu

Aspects: Bears, Strength, Fearlessness

The Bear Spirit embodies strength and fearlessness. It is most often invoked by warriors, and its worship has been taken up by some of the Skadian berserkers. The Great Bear is often thought to be a physical incarnation of the bear spirit.

COYOTE

Aspects: Coyotes, Chaos, Luck, Mischief, Trickery

Coyote is one of the more powerful animal spirits and certainly the cleverest, if far from the wisest. Coyote is a powerful trickster spirit who has reputedly done many things for mankind, from teaching the use of tools to bringing them fire from the heavens. Coyote is sometimes associated with Lorgi, the Skadian shapeshifting trickster god.

EAGLE

Aspects: Birds of Prey, Leadership, Wind, Wisdom

Eagle is a great chief among the animal spirits. He is a patron spirit of leaders and chieftains everywhere, and many rulers look to him for wisdom.

KAUHU, THE SHARK GOD

Aliases: Kamohoali

Aspects: Death, Hunger, Water

The Shark God is known and feared among all islanders and coastal peoples. This gluttonous god awakes every few centuries to eat entire islands and sink whole coastlines into the sea so that it might satiate his eternal hunger.

RAVEN

Aspects: Ravens, Trickery, Death, Passage to the Afterlife, Knowledge, Mockery, Stealth, Guardianship

Raven is one of the most powerful animal spirits, perhaps surpassed only by Coyote. In many ways, Raven is a trickster spirit similar to Coyote, though Raven is heavily associated with the afterlife and the passage of souls to their final home in the spirit realms. Raven is often equated with the Skadian god Wodinaz.

SAUMEN KAR, THE APE GOD

Aspects: Apes, Cunning, Strength

The ape god is an enigma to most humans. He is lord of simian beasts from sasquatches to swamp apes, strange breeds that sometimes seem more hu-

man than animal. Whether he and his progeny are the progenitors of the human race or have the potential to become the next human-like race to dominate the earth are only a few of the philosophical speculations surrounding this god and his inhuman servitors. The ape god holds many secrets and keeps his own council. Some say that he is worshiped directly by ape and sasquatch in secret cults that far outnumber its meager human worshipers.

SNAKE

Aliases: Snake-Man, Serpent Spirit

Aspects: Snakes, Secrets, Wisdom, Venom

Snake is a secretive spirit of hidden, yet deadly power. A cold-blooded, sinuous, serpentine spirit filled with venom. Though its true shape is believed to be that of a giant serpent, it is often depicted as a human with vaguely reptilian features, rainbow colored skin or scales and bedecked in fine jewelry. Snake is said to be able to alter its apparent age at will and can take any form by shedding his skin. Snake is often equated with the god Set-Apep and Jortmungar, the Skadian World Serpent.

The Snake Spirit has many cults, both human and Sheti Snake-Brother. While some of these cults are relatively benign, others take on a far more sinister role, making animal and human sacrifices to the great serpent and dabbling in dark sorceries.

SPIDER

Aliases: Ikomi, Grandmother Spider, Spider Woman

Aspects: Craftsmanship, Trickery, Wisdom

Spider is a complex spirit with many facets. It is both male and female, both reckless trickster and powerful wise woman. Some native cultures worship Spider's different facets as separate entities, often husband and wife, while others see them as different sides to the same enigmatic spirit. Iyathu, the storm god, is said to be Spider's brother.

WOLF

Aliases: Chibiabos, The Sky Wolf

Aspects: Wolves, Endurance, Hunting, Teamwork, Tracking

The Sky Wolf is one of the lords of the spirit realm. He embodies hunting, teamwork and brotherhood and is invoked by hunters and warriors alike. The Sky Wolf is brother to the hare spirit, a great trickster.

THE WORLD TURTLE

Aspects: Turtles, Earth, Water, Knowledge, Wisdom, Longevity

The world turtle is an enormous physical being that carries the world on its back. This spirit fig-

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ures in prominently with many creation myths and is thought to be the progenitor of all turtles.

EVENING STAR

Aliases: Gendenwitha

Aspects: Beauty, Fertility, Martyrs, Sorrow

The Evening Star is a tragic figure. This feminine entity was placed in the sky by the jealous Dawn to forever separate her from her love, Sondowah the hunter. Some traditions hold that once in the sky, the Morning Star was overcome by her beauty and ravished her, a violent and profane act that sparked the creation of the mortal world.

Worship: The Evening Star is honored by travelers who use her for guidance. Some tribes of the Buffalo Plains honor the role she played in the creation of the world by reenacting it through the Morning Star ceremony.

HASTSI THE RED LORD

Aspects: Racing, Competition, Horses, Travel

Hastsi is the god of racing. Since the introduction of the horse to the *Untamed Lands*, Hastsi has become strongly associated with that animal. He is sometimes depicted as a human, a stag or a horse, but always with ochre-red skin or fur.

Worship: Hastsi is primarily invoked by athletes, runners with urgent messages to carry and any about to embark on a long ride, run, or foot race.

HASTZIN, THE FIRE SPIRIT

Aspects: Chaos, Destruction, Fire, Hunger

Hastzin is an arrogant and vengeful spirit of fire. He is typically depicted as a coal black humanoid spirit with a hideous demonic visage and a body wreathed in flames.

Worship: Those who revere Hastzin often keep sacred fires burning. They gaze into flames to search for omens and read Hastzin's will in the dancing of the fire. Some who revere him make burnt offerings of meat and other foods to curry Hastzin's favor.

HENGUWA, THE THUNDER SPIRIT

Aspects: Thunder, Lightning, Storms, Birds of Prey

Henguwa is the spirit of storms and progenitor of the thunderbirds, all of which serve him. He is often depicted as an enormous eagle or thunderbird, sometimes with multiple pairs of wings. It is said that he has no eyes, yet they shoot lightning, and that he has no legs yet possesses immense talons. Some

religious scholars equate Henguwa with the Skadian god Thorrick.

Worship: Henguwa is commonly invoked by those who seek protection from the storm or to ask for favorable weather.

HÉ'WUHTI THE VIRGIN WARRIOR

Aspects: Battle, Bravery, Strategy, Protection, Virginity

Hé'wuhti is a virgin warrior spirit, master of the bow and spear and a supreme tactician. She is depicted as a beautiful and athletic human woman dressed for battle like a male warrior. She leads a band of warrior kachina spirits to protect her people, particularly during religious ceremonies.

Worship: Hé'wuhti began as a minor female warrior kachina spirit worshiped by the southern badlands tribes. As a warrior spirit that embodies many of the Amizani ideals, Hé'wuhti has since been adopted by many Amizani warriors as their patron goddess.

HOTORU, SPIRIT OF THE WIND

Aliases: Tshiuetinush

Aspects: Wind, Birds of Prey, Messages

Hotoru is Henguwa's mate. She is similarly depicted as a giant eagle or thunder bird of great size, often with multiple pairs of wings.

Worship: As with other weather spirits, Hotoru is prayed to for good weather and beseeched to avert violent storms. Additionally, some of the Skadians have taken up the worship of Hotoru as the eagle that sits atop the world tree of Skadian religion.

IYATHU THE STORM LORD

Aspects: Storms, Disease, Famine, Winter

Iyathu the Devourer is a great and terrible storm god and brother to the spider spirit. Iyathu is often depicted as either a vast whirlwind or a gigantic bison. Although he creates great storms, eats humans and spreads disease, Iyathu is not evil so much as a fundamental force of nature. Iyathu has a long-standing rivalry with Henguwa and his thunder birds, which ranges from good-natured competition to outright war.

Worship: Though Iyathu is a spirit of storms and destruction, he offers protection to those caught in his wake who offer their prayers to him. Iyathu is revered among the tribes of the Buffalo Plains by those who seek protection from violent storms or disease.

NATIVE DEITIES

MORNING STAR

Aspects: Breath of Life, Guidance

Morning Star is a masculine entity from beyond the sky who is associated with the last star to be visible each morning. His is the breath of life and the power to animate any object he chooses. When he is displeased, the Morning Star becomes hidden from sight and cannot be used for navigational purposes.

Worship: The Morning Star is honored by travelers who use his star for guidance. Some tribes of the Buffalo Plains honor the role he played in creation by reenacting it through the Morning Star ceremony.

PAHUA, SPIRIT OF THE MOON

Aspects: Fertility Cycles, Light, the Moon

Pahua is the sister of the sun god. She is a fickle spirit, constantly changing like the phases of the moon. She is depicted as a beautiful young woman with midnight hair and luminous skin.

Worship: Pahua asks those who revere her to be a guiding light in the darkest of times and to protect the helpless from harm.

PELE THE VOLCANO GODDESS

Aspects: Dance, Destruction, Fire, Immolation, Lightning, Volcanoes

Pele is a beautiful and destructive goddess of dance, fire and volcanoes. She is depicted as a beautiful woman with glowing red skin and eyes and hair of fire. She is both beautiful and destructive, though she is said to protect her worshipers, unleashing her fiery wrath on those who would harm them.

Worship: Pele's worship has spread from her lost isle far out in the Western Ocean to the mainland, particularly in regions of high volcanic activity. Her priests revere her out of a mixture of love and fear, and many pray to her for safety from fiery threats like volcanoes and lightning.

SHAKEKSIS THE SPIRIT OF WINTER

Aspects: Cold, Darkness, Death, Ice, Winter

Shakeksis is an evil spirit of cold personified, often depicted as a hideous demonic humanoid with large eyes, predatory icicle fangs, and flesh the pure bluish-white color of freshly fallen snow.

Worship: No one worships Shakeksis for fear of attracting his attention. In the dead of winter, some perform rituals to ward him off by burning prized possessions in a large bonfire.

SHAKAR, SPIRIT OF THE SUN

Aspects: Sun, Light, Fire, Warmth

Shakar is not the sun per se, but the spiritual power behind it, both radiantly life-giving and harshly scorching. He has the power to move the sun across the sky in its great arc and control the intensity of its heat and light. Shakar is said to be second in power only to the Grandfather Manitou himself. If displeased, he can bring oppressive heat and drought or hide the sun's life-giving light from the world so that crops do not grow and the world becomes cold and dark.

Worship: Shamans who revere Shakar must rise to greet the sun every morning. They seek to appease the sun god when he punishes the people either by shining too hot



NATIVE DEITIES

or not appearing at all. Prayers are often sent up to the sun god through bird messengers such as the eagle.

SINDRA, MISTRESS OF THE UNDERWORLD

Aspects: Tragedy, Underworld, Water

Sindra was once a mortal woman married off to a tribe of raven skinwalkers. There she was abused and kept in poverty, despite earlier promises of a wealthy lifestyle. When her father came to visit one year and saw her living conditions he tried to help her escape in his kayak. They were discovered during their flight and the angry raven tribe came after them. Fearful, the father pushed Sindra out of the kayak in an attempt to placate the angry ravens. When Sindra desperately hung on to the side of the boat pleading, her father, mad with fear, cut off her fingers. Many believe that as the arctic waters swallowed her, she descended down into the depths of the underworld to become its queen forevermore.

Worship: Sindra is primarily worshiped by the tribes of the arctic north and is often venerated, particularly for the guidance of departed souls in the afterlife.

SONDOWAH THE HUNTER

Aliases: Alioth, Erkilek, Lord of the Blood Moon

Aspects: Hunting, Marksmanship, Tracking, Unrequited Love

Sondowah is the god of hunting. Although he is usually depicted as an expert human hunter, Sondowah is able to take the forms of many birds and animals. Oral tradition states that he was wooed by the spirit of the dawn, but instead fell in love with the Evening Star, in the ancient time when she lived on the earth as a mortal woman. The spirit of the Dawn grew jealous and placed the Evening Star in the sky, where Sondowah could see her every night, but being a spirit tied to the earth, could never be with her.

Worship: Sondowah is invoked by many hunters before they go on a hunt. He is possibly the strongest ally a warrior can have against the unnatural monsters of this world and the next, as he can impart secret knowledge about how to bring the beasts down.

TOBADIGAN THE WAR SPIRIT

Aspects: Blood, War, Combat

Tobadigan is a shapeshifting spirit of war. He is usually depicted as a powerfully-built human warrior, though its true form is unknown. Tobadigan is said to sometimes interfere with human wars, either taking the shape of a warrior to enter the fray himself, or by increasing the skill and warcraft of one side or the other. When a great hero appears momentarily

on the battlefield who neither side can later identify, Tobadigan is said to have manifested on the battlefield.

Worship: Tobadigan is worshiped primarily by warriors and warchiefs, though many turn to this spirit for aid during times of war.

TORNASSUK, GOD OF THE UNDERWORLD

Aspects: Death, the Afterlife, the Underworld, Water, Wrath

Tornassuk is an ancient spirit associated with the underworld and the depths of the ocean. Commonly depicted with a tentacled body and a seal-like head bearing a multitude of spider-like eyes, Tornassuk is fearsome to behold. Its long arms end in clawed fins and its enormous gaping mouth is a mass of jagged tusks arranged shark-like in multiple rows. It consumes those souls unworthy of entering the Eternal Hunting Grounds after death. Once every few centuries, this wrathful deity has been known to rise up from the underworld and above the waves to satiate its unnatural hunger on the bodies and souls of the living, devastating entire communities and driving all who look upon it mad with terror.

Worship: Tornassuk's cultists worship it out of fear and the dark desire to understand the spirit's sorcerous secrets of power over life and death.

WENDIGO, THE CANNIBAL SPIRIT

Aliases: Atsen, Windigo

Aspects: Cold, Ice, Wind, Hunger, Cannibalism, Predatory Beasts

Wendigo is a terrifying spirit that embodies the harsh coldness of the winter, as well as cannibalism. This shapeshifting spirit can take on many forms from a giant monstrous ghoulish humanoid or giant to a variety of predatory animals. Wendigo is insatiable hunger incarnate, particularly hungering for human flesh. This spirit is often blamed for the 'Wendigo psychosis' responsible for acts of cannibalism among humans, and it is worshiped by those who ritualistically practice cannibalism to gain strength and power. It is said that the Wendigo Spirit gains influence over the starving and can exert almost complete control over those who have tasted human flesh.

Worship: The great Wendigo Spirit is only revered by those who practice cannibalism. Those who have fallen completely under the cannibal spirit's influence contract Wendigo psychosis and become transformed into its loyal worshipers and sub-human servitors.

MAZTLANI GODS

WHITE BUFFALO WOMAN

Aliases: Whope, Ptehehincalasanwin

Aspects: Prophecy, Ritual, Redemption, Virtue

The White Buffalo Woman is a sacred figure somewhere between goddess and mortal that outsiders often have trouble understanding. She is a human woman, a sacred buffalo, a savior and a virgin goddess all at once. She usually appears in the form of a beautiful woman dressed in white, though she has been known to take the form of a pure white buffalo calf. In the past, she has slain the sacrilegious by causing them to disappear into clouds of white and taught human tribes many sacred rituals, including the building of medicine lodges and the ritual smoking of Chanunpa, the sacred pipe.

Worship: White Buffalo Woman is not worshiped as a god, but is revered as a sacred and benevolent spirit by many tribes of the Buffalo Plains.

LESSER SPIRITS

Every animal, plant, body of water and geographic feature has its own spirit. Even the four cardinal directions each have a spirit associated with them. These spirits are each honored in turn during daily life. Before berries are gathered or corn harvested, the spirits of the plants are thanked for their bounty. When an animal's life is taken to feed the village, its departing spirit is thanked for its sacrifice. These small prayers and blessings are a part of daily life, not only for the shaman, but for every member of tribal society.

MAZTLANI GODS & SPIRITS OF THE FAR SOUTH

The great desert has served as a barrier separating the tropical empires of the south from the rest of the *Untamed Lands*. Though the desert can be crossed by experienced travelers, the cultures and religions to the north and south have largely developed independently of one another. The gods and spirits of the far south come from a completely different pantheon than those honored in the north.

CAMAZOT THE BAT GOD

Aspects: Bats, Death, Night

Camazot is the god of bats, and he is frequently depicted as a gargantuan shadowy black bat. He dwells in the underworld surrounded by his monstrous servitors. When displeased, Camazot is said to decapitate his victims and tan their heads for use as the ball in the gods' next game of Ulama.

Worship: Camazot is worshiped primarily by the Zipacans, though he is known throughout the south. His priests attempt to appease Camazot by offering it thousands of insects to be consumed by its bat followers. Camazot is also revered by many inhuman creatures of the night.

CEM-AHZ-NATHOTH

Aliases: That-Which-Cannot-Be-Named

Aspects: The Outer Black, Chaos, Destruction, Void
Cem-ahz-nathoth is not necessarily a single god or spirit, so much as it is the personification of the chaotic powers with which Huitzil battles to keep the sun burning and prevent the mortal realm from being swallowed by the cold chaos of the outer black. Its name is never spoken aloud, and its image is never depicted for fear of attracting its alien attention.

Worship: No sane being would dare worship Cem-ahz-nathoth, though some mad sorcerers invoke its name during blasphemous incantations.

CHALUTHA

Aliases: Chascha, The Goddess Dressed in Jade

Aspects: Chaste Love, Life, Running Water

Chalutha is a goddess of chaste love, rivers and life. She is depicted as a flawlessly beautiful woman in a dress fashioned from jade.

Worship: Chalutha is worshiped in much of the Maztlani and Yaurcoan empires as well as by the Amizanis. Those seeking healing or love often turn to her. Sacrifices are made to her by throwing jade into one of several sacred, bottomless pools of water by the light of the full moon.

CIPACTLI THE CROCODILE GOD

Aspects: Alligators, Crocodiles, Earth, Lizards, Water
Cipactli is a colossal lizard or crocodile-like beast upon whose back the world rests, similar to the northern belief in the World Turtle.

Worship: Cipactli is not widely worshiped by many humans outside the Maztlani Caiman Warriors. It does have several cults among the Sheti Snake-Brothers.

COATLICURATH THE EARTH MOTHER

Aliases: Cihucoatl, She of the Serpent Skirt, Tazolteotl, Teteoinan, Toci

Aspects: Creation, Motherhood, Patron Goddess of Women Who Die in Childbirth

Coatlicurath is the creator of the universe and moth-

MAZTLANI GODS

er to the gods and all celestial beings. She is represented by a monstrous woman with clawed hands and feet, wearing a mass of writhing snakes as a skirt and a necklace of human hearts, hands and skulls. She has two serpents in place of a head, these always being depicted facing one-another. She is a goddess of creation and an insatiable monster of death and destruction, representing both the womb and the grave. Like the earth itself, she both gives life and consumes it.

Worship: Most folks fear Coatlicurath rather than worship her, but she has a few scattered cults that are greatly feared by the general populace. What dark rituals they perform in their subterranean temples is unknown, though whispered rumors tell of such despicable acts as the sacrifice of pregnant mothers and newborn babes.

COATLQUETZAL THE LAW GIVER

Aspects: Air, the Arts, Civilization, Law, Learning, Metallurgy

Aliases: Ehectal, Kukulcan

Coatlquetzal is the patron god of the arts, lord of the air, the founder of metallurgy and giver of the divine law to mankind. He is the arch-enemy of Tezcatli and continually challenges him for the throne of heaven. Coatlquetzal is sometimes depicted in human form, but is more often represented by a great feathered serpent. After falling victim to Tezcatlipoca's trickery, Coatlquetzal was forced to flee across the eastern ocean, but vowed one day to return.

Worship: Coatlquetzal is worshiped mainly by the peoples who resent the dominance of the Maztlani Empire. They pray to Coatlquetzal and keep a vigil for his return, which they believe will mark the fall of the Maztlani Empire and their patron god Tezcatli.



MAZTLANI GODS

HUOTL, LORD OF FIRE

Aliases: Manco Capak

Aspects: Fire, Time

Huotl is depicted as a lizard-headed demon shrouded in flame. It wears armor of gold and red gems. Huotl is lord of fire and the god of time, said to be able to freeze individuals or geographic areas in temporal stasis to serve its own purposes. Huotl is often equated to the fire spirit Hastzin, worshiped in the northern lands, and some claim he is the occasional consort of the volcano goddess Pele.

Worship: Huotl's worshipers among the Maztlani and Zipacans make sacrifices to him by throwing valuable objects into volcanoes or pools of molten lava. These sacrifices are typically made during the waning moon, when this god's influence is at its zenith. Particularly large sacrifices, including human captives, are made to Huotl every 52 years to keep the cycle of time flowing. Huotl's priests are in charge of keeping the sacred temple fires burning that are only re-lit at the beginning of each calendar year, and must be maintained throughout each cycle.

HUITZIL, SUN GOD OF WAR

Aliases: Inti

Aspects: Blood, Bravery, the Sun, War, Patron God of the Maztlani

Huitzil is the Maztlani god of war. He is usually depicted as a perfectly formed human Maztlani man of great strength wearing armor of blue jade and a headdress of hummingbird feathers. His axe is always crimson with blood. It is said that Huitzil takes the form of a recently slain warrior to join one side or the other in great battles, but is careful not to do so in a way that will ensure his side's victory or defeat.

He is engaged in an eternal battle against the darkness of the void and suffers many wounds during his eternal fight. Should he ever fall in battle, the sun will go out, and this world will end, to eventually be replaced by another. Every year, a human sacrifice must be offered to the god to empower him, allowing him to survive and continue fighting for another year.

Worship: The priests of Huitzil sacrifice war captives to him in great numbers, piling their skulls along the walls of his pyramid temples. These sacrifices are meant to strengthen the god in his battle to keep the sun burning.

ITZPALOTL THE WARRIOR GODDESS

Aspects: Death, Paradise, War, Patron Goddess of the Amizanis

This beautiful yet demonic warrior goddess wears a human skull over her face and has black wings tipped with blades of flint and obsidian and bears the claws of a jaguar. She rules over the paradise world of Tamoanchan, where Amizani warrior women go who have died bravely in battle.

Worship: Loved and feared by her worshipers, Itzpalotl is revered among the Maztlani, but her primary cult lies among the Amizanis. The Amizanis invoke her spirit in all things, from hunting and warfare to marriage and funerary rites.

IZCOLIQUI, GOD OF FAMINE

Aspects: Cold, Death, Famine, Starvation

This ancient god is the personification of frost, famine and death by slow starvation. It is depicted as a skeletal warrior figure with a vulture's skull for a head. It is typically shown covered in frost and ice. Izcoliqui slumbers deep within a hidden tomb.

Worship: Izcoliqui has few worshipers. Only those not of sane mind dare to worship in this slumbering god's hidden cults.

MICTECUHTL, GOD OF DEATH

Aliases: Zupay

Aspects: Death, Ill Fortune, Lord of the Underworld

Mictecuhtl is a god of death, whose influence is strongest during the dark of the moon. He is most often depicted as an emaciated walking corpse wearing a necklace of human ears. He is lord of the nine hells of the Maztlani Underworld, and his realm is the source of all misfortune.

Worship: Mictecuhtl's priests make sacrifices to him on nights when the moon is dark.

OROAN THE ECLIPSE GOD

Aspects: Apocalypse, Light and Dark Intertwined, Eclipses

Oroan is the lord of the eclipse. When he rises to blot out the sun, it is a dark omen that catastrophe is imminent. Often depicted as a clawed, horned and bat-winged demon, Oroan leads an army of fiendish things from beyond the stars in an eternal battle against the sun god Huitzil in an attempt to snuff out all light and life and return the universe to eternal cold and darkness.

MAZTLANI GODS

Worship: Oroan's cults are primarily confined to the far south in and around the Yaurcoan Empire, though in recent years the cult has been spreading northward. His cultists hate the Maztlani Empire and its patron god Huitzil, opposing the priests of Huitzil and desecrating their temples at every opportunity.

TEZCATLI, THE JAGUAR GOD OF NIGHT

Aliases: God of the Smoking Mirror

Aspects: Darkness, Destiny, Jaguars, Royalty, Sorcery, Trickery

Tezcatli is the secretive god of the night and sorcery. The Jaguar is Tezcatli's sacred animal, whose spotted coat is likened to the starry night sky. Tezcatli himself is often depicted as a jaguar, though he is sometimes depicted as a human with a black stripe tattooed across his face and bearing an obsidian mirror. It is said that he sees everything and knows all the thoughts and deeds of man. He gives riches and fame to those followers who please him and inflicts illness, poverty and slavery on those who raise his ire.

Worship: The priests of Tezcatli select a handsome young war captive on the fifth month of every year. This captive is kept in the temple where he is dressed and treated like the living incarnation of Tezcatli. For a year he is given anything he might desire and tended by four beautiful women dressed as goddesses. At the end of the year, the captive is sacrificed to Tezcatli by cutting out his heart, and a new war captive is chosen to take on the role of living god. Despite knowing the end they will meet, many war captives fulfill their role willingly, without attempting to escape, choosing instead to enjoy the life of a living god for a short time.

TLALAKKI THE RAIN GOD

Aliases: Chaak, Pariacaca, Kon

Aspects: Drought, Monsoons, Plagues, Rain, Water, Patron God of the Zipacans

Tlalakki, called Chaak by the Zipacans, is a cold and unfeeling reptilian god with large tusks and large, terrifying circular eyes. He is the bringer of rain. During the growing season, his priests sacrifice infant boys on each night of the full moon by cooking and eating them. If Tlalakki is appeased, he will give humanity enough rain to last until the next full moon. Should he find his sacrifices unsatisfactory, he may withhold the rain or send plagues of spiders, frost and hail, food rot, or thunder and lightning.

Worship: Tlalakki was the patron god of the Zipacan Empire, and his cult has persevered, maintaining the god as one of the major deities worshiped among

the Maztlani pantheon. His priests beseech him for life-giving rain and seek his protection from storms, famine, frost and plague.

TLAZOLTE, GODDESS OF VICE

Aliases: Mama Quilla

Aspects: Primal Urges, Purification, Temptation, the Moon, Vice

Tlazolte is the spirit of temptation. She is the primal urge to do as one wishes in spite of cultural, legal or moral restrictions. She whispers in the ears of unsuspecting humans, encouraging them to indulge in the heights of violence and depravity. While she can appear as a flawlessly formed human woman of unearthly beauty, her true form is that of a great demonic humanoid with greasy black skin covered in warts, blazing eyes, fangs and long black talons.



SHENESE GODS

VUCUB, GOD OF SEARING LIGHT

Aspects: Drought, Light, Fire, Rage, Revenge

Vucub is an old god of light worshiped in the heyday of the Zipacan Empire. The god has since been driven mad by its imprisonment in the underworld, believing itself to be the embodiment of the sun, moon, stars and all light itself. Vucub is depicted as a being of light wearing armor made of a thousand unbreakable mirrors and wielding a saw-edged sword that burns with white fire.

Worship: Vucub has several secretive cults who seek to raise their god from the underworld so that Vucub may purify the world with his searing light, burning away the unbelievers who have forgotten the old gods.

XOTEC THE FLAYED ONE

Aspects: Fertility, Flaying, Goldsmithing, Seasons, Spring, Vegetation, Wealth

Xotec is depicted as a humanoid figure wearing the flayed skins of his sacrifices. He is a god of the earth's fertility, new plant life and the cycle of death and rebirth as well as wealth and gold. Legends say he was once a beautiful god with golden skin, but he flayed his own skin to feed humanity just as maize seeds lose their outer layer before germinating. In return, he demands human sacrifices so that he may wear their skins in place of his own.

Worship: During the second ritual month of the Maztlani calendar, Xotec's priests make human sacrifices, offering up their dismembered hearts to Xotec before flaying off the skin and painting it yellow to wear in imitation of the skin that their god sloughed off to feed mankind.

LESSER GODS

Camaxtly: A Maztlani god of fate who can see the future and past of every being.

Itzamna: A god of medicine and alchemy.

Kabrakan the Destroyer: Ancient Zipacan god who will one day awake and split the world open to free his brother imprisoned deep within the earth.

Xochipilli, Lord of Flowers: Xochipilli is the personification of random chance and chaos incarnate. Sometimes he is equated with the Skadian god Lorgi.

Xochiquexal: Xochiquexal, called Chascha Coyllur or Mama Kuka by the Yaurcoa, is a goddess of fertility,

beauty and female sexual power. She is the protector of young mothers and patron goddess of prostitutes.

SHENESE GODS

The Shenese are far more secretive about their religious beliefs than most, and little is known about their religion outside the high stone walls of Shen. What is known is that the Shenese worship a whole pantheon of immortal gods in addition to a living god-emperor who rules their homeland far across the western sea. A few of their better-known gods are listed here.

KARMANU

Aspects: Alchemy, Earth, Knowledge, Harmony, Magic
Karmanu is a strange, elephant-headed god of true magic and alchemy, often depicted in a contemplative kneeling position holding a lotus blossom.

Worship: Karmanu is worshiped primarily by Shenese magicians and alchemists, but also by scholars and other seekers of obscure knowledge.



SKADIAN GODS

LEI-FENG THE PUNISHER

Aspects: Fire, Punishment, Thunder, Vengeance

Lei-Feng is the demonic lord of thunder. He is depicted as a hideous blue-faced devil with claws and wings. He is often compared to other gods of fire, but rarely equated with other thunder gods.

Worship: Those who seek revenge for some wrong may turn to Lei-Feng for aid.

SHANG-YUN

Aspects: Air, the Heavens, Judgment, Forgiveness

Shang-Yun is the Shenese supreme ruler of the heavens, often depicted as either a regal looking emperor with a bald head and a long white beard and moustache, or more commonly as a gigantic twisting serpentine dragon. Shang-Yun is served by an entire court of other gods and spirit servants far too numerous to cover in any detail in this chapter.

Worship: Though all Shenese people pay him tribute, only Shenese nobles are permitted to worship Shang-Yun directly. Common folk must pray to him vicariously through lesser gods and spirits.

THE FOUR DRAGON KINGS

Aspects: Dragons, the Sea, Sea Creatures, Water, Wisdom

Shenese legend refers to four "Dragon Kings" who rule the seas of the world. Since these beings are said to be incredibly powerful but rarely seen, even in legend, they are treated more akin to gods than earthly creatures. Some controversial scholars believe the four Dragon Kings to either be different aspects of the terrible Atlantean sea god Dagun, or his proxies. Most Shenese find this idea to be blasphemous. Comparisons to the Skadian gods Jortmungar and Nidhögr are nearly as insulting.

SKADIAN DEITIES

The Skadians brought the knowledge and worship of many of their own gods with them when they settled in the *Untamed Lands*. Some of these gods are equated with native gods or spirits, while others seem unique to the Skadian belief system.

FENRIR THE WOLF

Aspects: Endurance, Ferocity, Strength, Wolves

Fenrir is an immortal wolf of great strength, said to be able to break any bonds and escape any trap. The Skadian gods decided that Fenrir had grown too dangerous and forged a cord that Fenrir could not

break, and then tricked Fenrir into being tied so that he could display his great strength. The wolf god lies bound for now at the base of the world tree, but will one day grow strong enough to break free and take his revenge upon the gods.

Worship: Though no Skadians worship him, Fenrir's worship has been taken up by many native tribes who honor the Wolf spirit, particularly those who would like to see the downfall of the Skadians and their gods.

FREYANAH, GODDESS OF FERTILITY

Aspects: Love, Beauty, Fire, Fertility, Seidr (witchcraft)

Freyanah is the goddess of fertility, magic and unbridled passionate love. She is sometimes depicted as a voluptuously beautiful woman in a fur cloak and other times as a falcon.

Worship: Freyanah is turned to in matters of love, conception, childbirthing and witchery. She is worshiped by all practitioners of seidr magic.

FRIGGNA

Aspects: Clouds, Hearth, Marriage, Motherhood, Fertility

Friggna is the goddess of clouds, the hearth and motherhood. She is the second and principal wife to the Skadian god Wodinaz.

Worship: Friggna is worshiped primarily by midwives and married women who seek her aid in watching over their families, hearths and homes.

HELGYTHYA

Aspects: Death, The Underworld

Helgythya is the mistress of the underworld, sometimes equated to the native goddess Sindra. Helgythya is depicted as a beautiful young woman on one half and a rotting corpse on the other. She rules her realm, called Hel, with an iron grip, entrapping the souls of the damned with her immortal guard-dog Garn.

Worship: Most Skadians do not worship Helgythya, though she does have several secretive death cults, and her name is invoked by vile necromancers across the land.

JORDI

Aspects: The Primitive Unpopulated and Uncultivated Earth, the Wilderness

Jordi is a primordial earth goddess often equated

SKADIAN GODS



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with the All-Mother worshiped by the native tribes. She represents the undisturbed, wild and uncultivated earth. She is Wodinaz's first wife and is mother to Thorric. She is typically depicted as a comely giantess.

Worship: Jordi is primarily invoked by explorers and colonists who journey forth into the wilds.

JORTMUNGAR, THE WORLD SERPENT

Aspects: Destruction, Serpents, Water

This colossal serpentine deity is said to encircle the earth. On the day of Ragnarok, it will fight against the Skadian gods. It is thought by some to be an aspect of Set-Apep.

Worship: The world serpent has few worshipers among the Skadians, but there are a few scattered cults that make human sacrifices in hopes of appeasing the great serpent to earn its dark blessings and slow its constriction of the world.

LORGI THE TRICKSTER

Aspects: Trickery, Fire, Chaos

Lorgi is a shapeshifting trickster god. He has taken the immortal giantess Angra as wife and their monstrous offspring are Fenrir, Helgythya, and Jortmungar.

Worship: Lorgi has no organized worshipers, but is revered by tricksters, thieves, dragons, giants and any who would sew chaos and discord.

NIDHÖGGR

Aspects: Disease, Decay, Dragons, Fear

Nidhöggr is an immortal dragon and god of decay. It lies coiled in half-slumber at the base of the world tree, eternally gnawing on its roots as it dreams of rot and ruin.

Worship: Nidhöggr is the progenitor of all dragons and is revered by all of his offspring. The dragon god is also worshiped by dark sorcerers, vile necromancers and other corrupt beings who revel in death and decay.

SURTUR

Aspects: Destruction, Fire, Giants, the Underworld

Surtur is the demon god of fire giants. He dwells in a fiery place called Muhspeil. There, he awaits the day of Ragnarok, when he will be freed to burn the world to ashes and slay the gods. Surtur is sometimes compared to the ancient Zipacan demon-god Vucub.

Worship: Surtur is worshiped primarily by fire giants and various demons of the underworld.

THORRIC, LORD OF THUNDER

Aliases: God of the Hammer, The Great Thunderer, Punarr, Tonger, Thunaraz

Aspects: Bravery, Sky, Strength, Thunder

Thorric is a red-haired and bearded god of thunder who is known for his great exploits, continually going on adventures and slaying monsters and giants. His warhammer is a symbol of strength and power. He rides a war chariot drawn by mountain goats.

Worship: Thorric is invoked by warriors and adventurers seeking strength and bravery.

THRYST, GOD OF WAR

Aliases: Tiw, Tiwaz

Aspects: Bravery, Sacrifice, Tactics, War

Thryst is a god of war and glory won in single combat. He is depicted as a hardened warrior wielding a pattern-welded sword, who has one hand severed at the wrist. Legends tell that Thryst sacrificed his hand by placing it in Fenrir's mouth to earn the wolf's trust, allowing the other gods to bind Fenrir with an unbreakable cord. When Fenrir could not break his bonds and the gods refused to untie him, the wolf bit off Thryst's hand.

Worship: Thryst is invoked by Skadians planning an attack, marching into battle or going on raids.

THYRIMYR

Aspects: Cold, Giants, Ice, Winter

Thyrimyr is the god of frost giants. Legend states that his sire was slain by the gods of humanity to create the earth, an act for which he swears to take vengeance on the day of Ragnarok. In the meantime this wicked god demands human sacrifices.

Worship: Thyrimyr demands human sacrifices from his giant subjects, and many a steaming human heart has been offered up on Thyrimyr's altar. On the day of Ragnarok, Thyrimyr will lead the other giants in a final war with the Skadian gods.

WODINAZ, GOD OF KNOWLEDGE AND MAGIC

Aspects: Leadership, Rune Magic, Wisdom

Wodinaz is the all-father of the Skadian pantheon and serves as their god of wisdom and magic. Depicted as a one-eyed old man with a spear, sometimes riding a six-legged horse, Wodinaz sacrificed his own eye at the well of wisdom to gain divine knowledge.

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Worship: Wodinaz is invoked by runecasters and leaders seeking his wisdom and guidance in important affairs. Those seeking wisdom and revelation turn their prayers to him.

LESSER SKADIAN GODS

The following godlike beings are rarely worshiped but are acknowledged to live in the immortal realms of the World Tree and possess godlike powers.

Garn: Garn is the giant immortal hound that guards the entrance to the underworld and prevents the damned souls from escaping.

Hábrók the Eagle: This giant immortal eagle sits atop the world tree and creates the wind with its wings. Atop its head is perched the hawk Vedrfölnir, who watches for danger.

Norns: The three Norns are goddesses of fate, personifying past, present and future. Only they can see the true fate of every other being, from beginning to end. They are sometimes depicted as three women of different races or as three black swans.

Sif: Sif is a minor fertility goddess and wife to Thorrick.

Valkyries, the Choosers of the Slain: These immortal warrior women ride on winged horses. They are only visible to the mortally wounded as they ride down from Valhalla to carry off the bravest of warriors and

take them to their places of honor in the afterlife, fighting and feasting alongside the gods themselves.

THE WILD HUNT

The Wild Hunt is a spectral throng of hounds and mounted hunters, which occasionally appears riding high off the ground at the head of the spirit fog. The master of the Wild Hunt is a powerful figure that rides at the front of the pack in a chariot or sled drawn by spectral hounds, wielding a great spear with which he smites the great monsters driven before him. The Skadians identify this leading figure as the god Wodinaz, though several native tribes who have witnessed the hunt swear the leader is their hunter god Sondowah.

Those who witness the Wild Hunt must make a Spirit roll at -2 or roll on the Fear table. Those who flee risk becoming one of the hunted. Those who stand their ground must make a Spirit roll at -4 or become caught up in the hunt, entering a dream-like state and mounting a spectral horse to join in the Wild Hunt across the sky. Those who participate in the hunt later awake from this dream-like state, Exhausted and many miles from where they started, with only the vaguest memories of the hunt and the fervor with which they pursued any quarry in their path.



SETTING RULES

CHAPTER SIX: SETTING RULES

This chapter contains a variety of optional new rules meant to specifically tailor the *Savage Worlds* rules to the *Totems of the Dead* setting.

ALTERNATE TRICKS & TESTS OF WILL

Tricks and Tests of Will can play a particularly important role in the swashbuckling conflicts of the *Totems of the Dead* setting. These optional rules expand Tricks and Tests of Will to allow a choice between the standard effect and an alternative effect on the chosen target.

ALTERNATE TRICKS (OPTIONAL RULE)

Some GMs may wish to expand the effects a Trick can have in combat, allowing the option to lower the target's attack rolls instead of their Parry.

- **Distracting Trick (Standard):** This works as per the standard Trick, causing -2 Parry and Shaken on a raise to the target.
- **Disorienting Trick (Alternative):** This Trick works just like the standard Trick, except that it inflicts a -2 penalty on the target's attack rolls for his next turn. This penalty increases to -4 on a raise (note: this only affects attack rolls, not all actions).

ALTERNATE TESTS OF WILL (OPTIONAL RULE)

Some GMs may wish to expand the effects a Test of Will can have on an opponent, allowing them to debilitate the target's next action instead of granting a bonus against them.

- **Gaining an Advantage (Standard):** This works as a standard Test of Will, granting a +2 to the next action against target and Shaking the target on a raise.
- **Rattling Your Foe (Alternative):** This Test of Will works the same way, only instead of granting a bonus, the target suffers a -2 to her next Trait roll. The target is still Shaken on a raise.

In some cases involving a seductive character, it may be appropriate to allow the use of Persuasion to initiate a Test of Will.

SETTING RULES AND ONE SHOTS

Totems of the Dead provides a number of new combat options that are meant to provide more tactical options in a fight. These are optional rules which may help spice up combat over a long campaign. If you are only running a one-shot game, you may want to limit the number of new combat options you introduce to the game or leave them out altogether.

BRAVERY & DESPAIR: THE INNER STRUGGLE

Every hero must prove himself. Many of the battles are external, vying with hardships, monsters, villains and other dangers, but each hero has another struggle to prove himself in, and this one takes place within his very soul. The Skadians say that only the brave may live forever in the halls of Valhalla after dying in battle. The tribes native to the *Untamed Lands* also value bravery and believe that each man must earn his place in the afterlife among their ancestors in the Eternal Hunting Grounds.

In addition to his regular statistics, each hero begins play with two additional scores: Bravery and Despair.

BRAVERY

Bravery is a measure of your character's loyalty, worth and courage as measured by her actions.

- **Starting Bravery:** Beginning characters start play with a Bravery score equal to the number of ranks they have attained above Novice. Characters starting at Novice rank begin with a bravery of 0, and characters starting at Seasoned begin play with a Bravery of 1.
- **Gaining Bravery:** Each time a character attains a new Rank, the GM may award her a point of Bravery if her past actions have been characterized by bravery and courage.

The GM may also award immediate points of bravery for particularly courageous acts, but a character's bravery score can never go above their current rank.

Generally an act is considered brave when it clearly

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"No man is without his inner struggles, grandson. There are two wolves fighting within the heart of every man: a silver wolf named Bravery, and a black wolf named Despair."

"But which one wins grandfather?"

"The one you feed the most."

- Elder Entowah to his grandson

puts the hero at significant risk for some purpose beyond her own personal gain. This can include placing herself at risk to aid an ally or loved one, to obey her king, to bring about the will of her god, to defeat a powerful enemy, to uphold her personal honor, or to further a cause greater than herself.

- **Effects of Bravery:** A character whose Bravery score is greater than their Despair may add her Bravery score as a bonus to their Spirit rolls.

A character whose Bravery and Despair scores are tied gains no special bonuses or penalties.

DESPAIR

Despair is a measure of the hatred, shame and cowardice in a character's heart.

- **Starting Despair:** Beginning characters start play with a despair score of 0 and increase it by 1 point if they start play with the Yellow or Major Phobia Hindrances.
- **Gaining Despair:** A character gains a point of despair each time they perform a significant act of cowardice or other shameful or dishonorable act. Examples include:
 - Abandoning your allies in combat while they continue to fight
 - Killing a person without cause (the cause need not be "just")
 - Killing a person unable to fight back (the fight need not be "fair")
 - Leaving a wounded ally behind while fleeing
 - Putting ones allies at a disadvantage for personal gain
 - Betraying a loved one
 - Violating ones code of honor (only applies to those with the Code of Honor or Vow Hindrances)
- **Effects of Despair:** If a character's Despair score is higher than their Bravery, they must add their Despair score to d20 rolls on the Fear Effects table.

A character whose Bravery and Despair scores are tied gains no special bonuses or penalties.



SETTING RULES

COMBAT OPENINGS (OPTIONAL RULE)

In the *Totems of the Dead* setting, skilled combatants can really take advantage of gaining the upper hand on their foes and exploit the smallest opening in their defenses. A character who scores a raise on an attack roll may forgo the +1d6 bonus damage to instead gain one of the following bonuses against the same target as a free action:

- A single bonus action against the same target (ex: standard attack, Disarm, Push/Throw, Grapple, Intimidation Attempt or Trick). If this action requires an attack roll of any kind it is made at a -2 penalty and raises on these secondary attack rolls never result in a second Combat Opening.
- Setting herself or a designated ally up for a +2 bonus to their next Trait roll against the same enemy.

"You hit him high, I'll hit him low."

- Jumba, Obsidian Man warrior

COMBINED ATTACK MANEUVER

Some foes in *Totems of the Dead* are exceedingly tough and may be difficult to damage in combat. To this end, heroes can combine their attacks in an effort to overcome their foe's Toughness. All heroes involved in the combined attack must go on the same initiative, which means the faster ones must hold their action until the last one in initiative order is ready to act.

When all the heroes participating in the combined attack can act, one of them must be chosen to lead the attack. All participants in the combined attack must still be able to target the chosen foe with an attack. All heroes participating in the attack make their attack rolls separately. If the hero leading the attack hits, he adds +1 to his damage roll for every success and raise other heroes score instead of resolving separate damage rolls.

If the hero leading the attack misses, all other attacks are resolved individually in the normal fashion.

A combined attack is similar to a Cooperative Roll, but the attackers are trying to boost the lead character's damage rather than their Trait roll. Any potential Ganging Up bonuses do apply as normal to the attack rolls, however.

COUNTING COUP

Counting coup is an act that allows a warrior to prove her bravery while simultaneously intimidating her foes, and it may occasionally end a conflict before much blood is shed. By counting coup a warrior is attempting a nonlethal strike to prove their prowess in battle.

To count coup, a player must declare their intentions to do so and then make a successful touch attack (Fighting roll with a +2 bonus) with either a free hand or a coup stick. If the touch attack succeeds, her fighting roll total is then treated like a Test of Wills roll opposed by her opponent's Spirit roll. If the Fighting roll has beaten both the opponent's Parry and their Spirit roll, then the target becomes Shaken and the attacker receives a +2 bonus on their next action against them.

If a character successfully counts coup against the leader or champion of an opposing force, and she is neither shaken nor wounded by the end of that round, the warrior who counted coup may make a free Intimidation roll against all of the target's allies who witnessed the action.

If an individual counts coup four or more times against the leader or champion of a particular force without being wounded once, tradition demands they forfeit the battle without further bloodshed, but there are no guarantees.

DANCING

Dancing is a part of daily life for many people in the *Untamed Lands*. Instead of making a dancing skill, such dances are resolved based on the objective of the dance. A dance meant to attract social attention might be resolved with a Persuasion roll. Dances meant to showcase an individual's strength or agility could be resolved by rolling the corresponding attribute. Some dances are ritualized combat maneuvers and, when applied in combat, may be resolved using the existing combat mechanics. Dances meant to access the Spirit World for a vision quest are resolved as per the Vision Quest rules presented in this chapter, or may be used as trappings for various shamanistic powers.

Dance competitions may be resolved based on the Social Conflict rules in the *Savage Worlds* Deluxe Edition, though the GM may allow Agility rolls to be used instead of Persuasion, depending on the nature of the dances used in the competition. Or use Vigor to see who can keep dancing the longest.

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DANCES AS TREASURE

The GM may even use the knowledge of particularly powerful dances as a form of reward for the player characters. Such potent dances may provide a special benefit (determined by the GM) when performed under the right circumstances. Such dances may provide up to a +2 Trait bonus for a specific roll. For example, an exotic dance of seduction might provide a character a +2 bonus on her Persuasion roll to curry favor with a potential lover, or an ancient religious dance may give a bonus to Spirit rolls made to perform a successful vision quest.

To gain this bonus the dancer must succeed on a Knowledge (Religion) skill roll. The dance must be performed for at least 20 minutes (or half that time on a raise) with a specific action in mind to which the Trait bonus will apply. The action that the bonus is intended for should generally be performed either during the dance or as soon as possible after the dance has ended. The bonus is lost if it is not used before the dancer sleeps or begins another dance.

An individual only gains the benefits of the single most recently performed dance. The Trait bonus from a dance cannot be used with other bonuses to the same Trait from songs, chants or war paint. The following war dance is given as an example.

WAR DANCES

Characters who have learned at least one sacred war dance can use it to prepare their minds and spirits for battle. When a character spends at least 30 consecutive minutes performing one of these ritualized dances, she gains a +2 bonus to Spirit rolls for the duration of her next battle. The war dance must be performed again before any given battle to gain this benefit.

HERBALISM

The *Untamed Lands* are filled with a cornucopia of different plants. One with the proper wisdom may learn to unlock the many special properties that various herbs have to offer.

HARVESTING HERBS

Finding herbs requires that the herbalist first decide what kind of herb they are seeking and then succeed on a Knowledge (Herbalism) roll. Each type of herb has a modifier to Knowledge (Herbalism) rolls based on the difficulty of finding and using that herb. The GM may apply additional modifiers to this roll depending on the season and abundance of plant life. Finding herbs in the barren desert or under three feet of snow will be much more difficult than locat-



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ing key herbs in a lush woodland. On a success, the herbalist has found enough herbs for one dose. Each raise yields an additional dose worth of herbs. A failure means that the herbalist could not find the proper herbs. In some situations, the herbalist may be able to buy or barter for specific herbs rather than finding them himself.

PREPARING HERBS

Once the herbalist has obtained the required herbs, she must extract the desired essence from the herbs and prepare it for use. This requires another Knowledge (Herbalism) roll.

Fresh herbs can sometimes be used directly by chewing them or grinding them into a poultice. In this case, the Knowledge (Herbalism) roll required to use the fresh herbs represents harvesting the right part of the plant and properly identifying how the herb must be administered. Fresh herbs can usually be used in this way within a few days after being harvested. Otherwise they can be dried for later use in an infusion, decoction or maceration.

Infusions & decoctions extract the essence of the herbs in hot or cold water. They can generally be prepared in half an hour and have a shelf life of 6-10 days. In most cases, it is best to keep these herbs in dried form and prepare them as needed.

Macerations are herbal essences extracted into plant oils. These concoctions need to percolate undisturbed for nearly two months before they are ready for use, but have a shelf life of approximately five years.

TYPES OF HERBS

The following list provides the broad classes of herbs available in the setting, along with the modifier they apply to related Knowledge (Herbalism) skill rolls and their game effects.

- **Anti-anemia (-1):** Each dose counteracts the effects of the Anemic Hindrance for one hour.
- **Antidote (-1):** Each antidote only works on a specific known poison, chosen at the time of creation. Each dose provides the recipient with a new Vigor roll to overcome the poison's effects.
- **Antihistamine (-1):** Each dose of this herbal concoction negates a Minor Allergy Hindrance or reduces a Major Allergy Hindrance to a Minor Hindrance for 1 hour.
- **Aphrodisiac (-4):** The imbiber must make a Spirit roll the next time she lays eyes upon an individual of the appropriate age, race and gender. On a failure, she becomes enamored with that individual.

For NPCs, add a +4 bonus to their roll on the Reaction Table.

- **Dye/Ink (+1):** Each dose is enough to dye a single garment or to fill 10 birch bark scrolls with writing or cover one individual with war paint designs.
- **Entheogen (-4):** Entheogens are specific hallucinogenic herbs, such as peyote, morning glory seed, seer's sage and psilocybin mushrooms, that can be used to contact the spirit world. On a successful Knowledge (Herbalism) roll to prepare the herbs, the imbiber is allowed a Knowledge (Religion) roll at -2 in order to successfully contact the Spirit World. The imbiber suffers the effects of the Bad Eyes Hindrance while they experience hallucinations for at least 1d10+10 minutes (Up to d4+10 hours for Peyote). If the Knowledge (Religion) roll was successful, the hallucinations are actually visions sent to the user from the Spirit World. The exact nature of these visions and their significance is determined by the GM.
- **Hallucinogen (-4):** If ingested, make a Vigor roll at -2. Hallucinations begin after 2d6 rounds (effectively gaining the Bad Eyes Hindrance plus seeing random visions or illusions) for at least 1d10+10 minutes (Up to d4+10 hours for Peyote).
- **Healing, Specific (+0):** These healing herbal concoctions can only be used to treat a specific kind of injury (bruises, cuts, burns, etc.) chosen at the time of creation. Use of a dose of these herbs grants a +1 bonus to a single Healing roll used to treat the specified type of injury.
- **Healing, Greater (-4):** The recipient may make a Natural Healing roll 24 hours after application. Additional doses have no further effect until 24 hours after the first dose is done working.
- **Immunity Booster (+0):** The imbiber gains a +1 bonus to Vigor rolls made against disease for the next 12 hours. Additional doses have no further effect other than resetting the 12 hour duration.
- **Immunosuppressant (-1):** The imbiber must succeed on a Vigor roll or else suffer a -1 penalty to Vigor rolls made against disease for the next 12 hours. Additional doses have no further effect other than beginning the 12 hour duration over again.
- **Narcotic (-4):** The user must make a Vigor roll or enter a state of euphoria for 2d6 hours. During this time, the user must use an action in order to move, and the drug negates the effects of the Bloodthirsty and

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Vengeful Hindrances as well as the Berserk and Frenzy Edges. Narcotics are highly addictive, and the user must succeed on a Spirit roll at -2 (-4 for particularly addictive substances) or gain narcotic use as a Major Habit Hindrance.

- **Nauseant/Purgative (-3):** The imbiber must make a Vigor roll, or become Shaken with nausea (if he is already Shaken, this does not result in a Wound). The imbiber also vomits, purging any ingested poisons from his system.

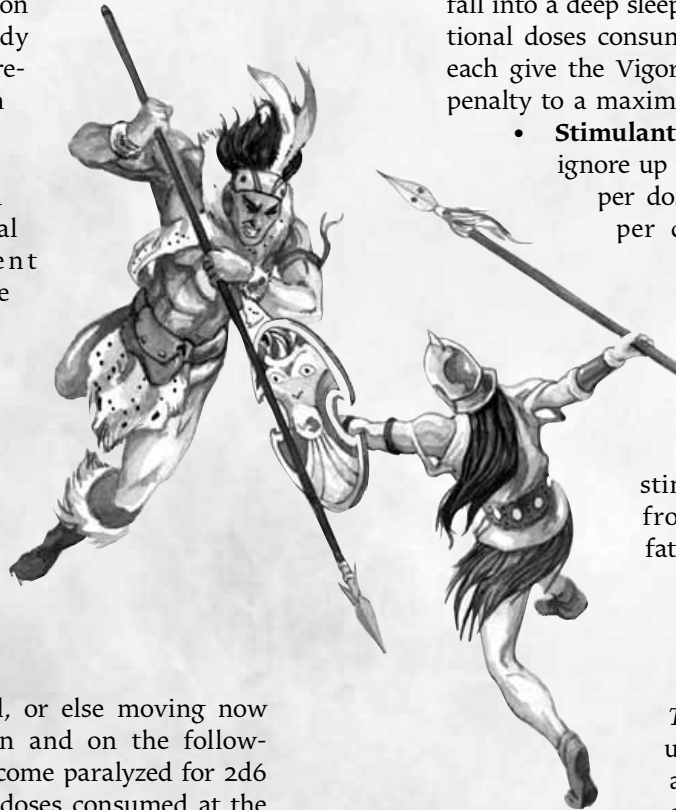
This does not reverse effects of the poison that have already taken hold, but prevents the toxin from doing further damage.

- **Numbing (-1):** A dose of this herbal numbing agent negates a single wound penalty for an hour. Additional doses do not negate further wound penalties, but may extend the duration of the effect.
- **Paralytic (-2):** The imbiber must make a Vigor roll, or else moving now requires an action and on the following round they become paralyzed for 2d6 hours. Additional doses consumed at the same time each give the Vigor roll an additional -1 penalty to a maximum penalty of -4.
- **Poisonous (-2 or -4):** Effects vary by poisonous plant type. The modifier to Knowledge (Herbalism) rolls to locate them is the same as the listed modifier for Vigor rolls to resist each poison's effects. See the List of Poisons in the Hazards chapter for details. Many poisonous plants do not need to be prepared into an herbal concoction to be effective, but doing so can extend their shelf life.
- **Relaxant/Nervine (-2):** A dose of his herb negates the effects of the Bloodthirsty and Vengeful Hindrances as well as the Berserk and Frenzy Edges for 1 hour. During this time, the recipient also gains a +1

bonus on Spirit rolls made against fear effects.

- **Remedy (-1):** Each herbal remedy only works on a specific known disease, chosen at the time of creation. Each dose provides the recipient with a new Vigor roll to overcome the disease's effects.
- **Repellant (+0):** Insects must succeed on a Spirit roll to move adjacent to the affected individual or area.
- **Sedative (-1):** The imbiber must make a Vigor roll, or else moving now requires an action and on the following round they fall into a deep sleep for 2d6 hours. Additional doses consumed at the same time each give the Vigor roll an additional -1 penalty to a maximum penalty of -4.

- **Stimulant (-1):** The imbiber can ignore up to one level of fatigue per dose for up to an hour per dose. This does not remove fatigue levels, and only allows the recipient to temporarily ignore her penalties. Individuals using stimulants can still die from becoming overly fatigued.



NO SPELL POINTS

Totems of the Dead does not use spell points. Magic is an unpredictable and dangerous force that cannot be safely quantified as under the standard spell point

system. See Chapter Four: Magic and Sorcery for details on how magic works in the setting.

PARRY PENALTY

Totems of the Dead is a savage world where wearing armor is more of a tradeoff than an outright bonus. Wearing body armor lowers your Parry by the same amount it raises your Toughness. If you are wearing multiple kinds of armor, use the highest Toughness bonus to determine the Parry penalty. Shields and helmets do not count against your Parry (though some helmets may impede Notice rolls).

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POWWOWS & CAROUSING

The life of an adventurer is brutal and could easily be cut short at any turn, so there is little incentive to hoard wealth for later. Instead, such heroes tend to spend their wealth freely, either lavishing it upon themselves to indulge in food, drink and pleasurable company, or throwing large feasts for the local community, sharing food, drink, song, and stories amid festive music and dancing. At the end of an adventure, if the heroes have accrued a large amount of food or wealth, they may choose to use it to throw a rowdy celebration at a nearby community.

The GM may reward heroes who unload most (over half) of their accumulated wealth in a festive powwow by granting them an extra experience point or allowing them to begin their next adventure with an extra Bennie. Conversely, the GM may withhold an experience point from any adventure from any character who selfishly hoards his wealth without earmarking it towards a specific goal, such as saving up for fine horse or a large boat.

Characters who participate in hosting the powwow by unloading a generous portion of their wealth may roll on the Powwow Table below.

PUSH/THROW MANEUVER

The Trick rules cover throwing someone off balance, but sometimes a hero needs to move a foe around the battlefield by pushing, pulling or throwing them. This is handled similar to a Grapple. First, the attacker must succeed on a Fighting roll to get the upper hand on his foe. Then an opposed roll must be made using either Strength or Agility depending on whether each combatant is relying on brute force or attempting to dexterously use his foe's momentum against them. The attacker's roll is modified by the size difference between himself and his opponent. So a size 0 human will be at a -4 penalty trying to throw around a size 4 giant, but the giant gets a +4 bonus if he tries to push or throw the human.

If the attacker wins, he can move his foe 1" on a success and 2" on a raise. If this movement is enough to throw the foe into a solid object, like a wall or a tree, the attacker rolls Str+d6 damage. This maneuver can also be used to force a foe into hazardous terrain, such as pushing or throwing them into a fire, off of a precipice, or down a set of stairs.

If the foe becomes shaken as a result of this maneuver, he is considered Prone until the beginning of his next turn.

SINGING AND CHANTING

Much like dancing, songs and chants are a part of daily life for most residents of the *Untamed Lands*. Instead of having a separate singing skill, various songs and chants are resolved based on their intent. A song meant to attract social attention or inspire warriors in combat is already covered by the Persuasion skill and Leadership Edges respectively. War chants can be used to intimidate a foe. Songs can be used to distract (using the Trick rules) or they can be used to remember ones oral history (If a roll is necessary use Common Knowledge or Knowledge [Oral history]). Songs may also be part of the trappings of a shamanistic power.

SONGS AS TREASURE

A GM may allow the heroes to discover particularly potent songs as a form of treasure. These songs of power might provide some special benefit (determined by the GM) when sung under the right circumstances. Such songs and chants may provide up to a +2 Trait bonus for a specific roll. For example, singing a powerful Death Song or War Chant while fighting gives the singer a +2 bonus on rolls made to resist fear and Intimidation. A love song might provide a +2 bonus to a Persuasion roll to attract the attention of a potential lover. A traditional song might help one remember the oral history of her people or provide a bonus to an important Common Knowledge or Knowledge (Oral History) roll.

TABLE 6:1: POWWOWS

D8 RESULT

- 1 The character overindulges and awakes the next day with one level of Fatigue.
- 2 The character is refreshed, shedding up to three levels of Fatigue or 1 Wound overnight.
- 3 The character overhears a rumor that may aid them on a future adventure.
- 4 The character attracts the attention of a suitable love interest.
- 5 The character befriends a local contact who may provide useful information in the future.
- 6 A wealthy attendant presents the character with a useful/valuable gift (GM's choice)
- 7 Singers and storytellers re-tell the character's last adventure in nearby communities.
- 8 Singers and storytellers re-tell the story of the character's last adventure far and wide.

SETTING RULES

To gain this bonus, the singer must succeed on a Knowledge (Religion) skill roll. The song must be performed for a period of at least 20 minutes (or half that time on a raise) with a specific action in mind to which the Trait bonus will apply. The action that the bonus is intended for should generally be performed either during the song or as soon as possible after it has been completed. The bonus is lost if it is not used before the singer sleeps or begins another song or chant.

An individual only gains the benefits of the single most recently performed song or chant. The Trait bonus from a song or chant cannot be used with other bonuses to the same Trait from dances or war paint. The 'death song' is given below as one example.

DEATH SONGS

A character who owns a powerful death song is able to overcome her fear of dying and harden her heart to whatever horrors may lay before her simply by singing it. So long as the character is able to sing her death song, she gains a +2 bonus to Spirit rolls against fear effects.

Death songs are different from other songs in that each individual must have her own unique death song for it to have an effect. Singing another person's death song has no effect. A willing individual may 'give' her death song to another person, at which point it no longer holds any power for her.

SPORTS

This section gives a general outline for how team ballgames can be played out using the *Savage Worlds* rules. These guidelines are very generic. Specific sports are described by region in the Gazetteer chapter.

HANDLING THE BALL

In general, a ball or similar object used in a sport is treated similarly to a thrown weapon.

MOVING WITH THE BALL

Generally, all players are assumed to be competent at moving with the ball. If the ball can be carried, the player may move normally. If the ball must be dribbled or kicked while moving, the player in possession of the ball has their effective pace reduced by 1".

THROWING A PASS

To successfully pass the ball to another player, whether by throwing or kicking, the player with the ball must succeed on a Throwing roll. Range modifiers apply. If multiple opponents are directly adjacent to the thrower, they impose a -1 penalty to the throw

for every additional adjacent opponent (similar to a gang-up bonus).

- Success means a good pass has been made, and the receiver may attempt to catch the ball by making a successful Agility roll.
- A Raise gives the catcher a +2 bonus to their Agility roll to catch the ball.
- Failure means the throw was bad, and the ball lands a number of squares away from the intended receiver equal to the number by which the roll missed. The direction the ball lands from the receiver is determined randomly by the roll of a d8.
- Critical Failure occurs when the dice come up snake eyes. This means the ball has been fumbled by the thrower and dropped in an adjacent square, determined randomly by the roll of a d8.

RECEIVING A GOOD PASS

To successfully "catch" a successful pass as a free action, the receiver must make a successful Agility roll. If multiple opponents are directly adjacent to the receiver, they impose a -1 penalty to the throw for every additional adjacent opponent up to a maximum penalty of -4 (similar to a gang-up bonus).

- Success means the pass has been caught.
- Failure means the pass was not caught, and the ball continues to roll 1d8 squares past the receiver in its original direction.

SAVING/INTERCEPTING A BAD PASS

Any player who has an action held when a pass fails may attempt to move to the ball's new destination, assuming it is within their Pace, and make an Agility roll at a -2 penalty to catch the ball.

BLOCKING A PASS

When the opposing team makes a pass through any square a player can reach, he may attempt to block the pass by making an Agility roll opposed by the thrower's Throwing roll.

- Success means you have blocked the pass and the ball drops into an adjacent square, determined randomly by the roll of a d8.
- A Raise means that you can knock the ball a number of squares up to your Strength die roll in the direction of your choosing.
- Failure means the pass continues unhindered.

SETTING RULES

Breaking Things in the *Savage Worlds* core rules.

STEALING THE BALL

You can steal the ball from the opponent who is carrying it by beating him in an opposed Agility or Strength roll (each player decides which ability they are using).

BLOCKING ANOTHER PLAYER'S MOVEMENT

Attempting to inhibit another player's movement is treated like a Grapple. The normal penalties for attacking unarmed are typically ignored in this case. This roll is made at a -2 penalty if you are trying to block their movement without actually grabbing your opponent.

SHOOTING A GOAL

Shooting a successful goal requires making a successful Throwing roll against a TN of 4,

modified by range and size modifiers based on how big the goal is. If the game has a goalie, a shot on goal must both beat the goalie's Agility roll and successfully hit the goal to score. If the goalie wins the opposed roll, he now has possession of the ball. Otherwise, treat the missed goal as a bad pass.

SHATTERED SPEARS AND SUNDERED ARMOR (OPTIONAL RULE)

In the *Untamed Lands*, weapons and armor are far from infallible. Weapons can bend and break, while armor can be hacked off piece by piece. The following optional rules can be used to emulate such wear and tear without any additional die rolls. These rules are intended for experienced players who are already familiar with the game rules and should only be used if they do not get in the way of combat staying Fast, Fun and Furious.

These optional rules only cover accidentally breaking weapons and armor. Characters seeking to purposefully shatter an object should refer to the rules for

SHATTERED SPEARS

If you roll double 1's on a melee damage roll against a target with 2 or more points of armor (ex. wearing a chain hauberk or better armor), your weapon becomes dulled and/or damaged. Thereafter, that weapon suffers a -1 penalty to damage rolls until it can be repaired. If you roll another set of double 1's with a damaged weapon against a target with 2 or more points of armor, the weapon shatters on impact.

Weapons made from steel or meteoric iron never bend or break in this manner.

SUNDERED ARMOR

When an armored character takes damage from a hit that scored a number of raises equal to or exceeding his armor's Toughness bonus (ex: 2 or more raises for undamaged wood slat armor), the armor covering the hit location struck (body, arms, legs or head) is reduced by 1 point. This penalty lasts

until the armor can be repaired.

Armor made of steel or meteoric iron does not degrade in this manner.

VIOLENCE BEYOND RANK

During character creation, heroes may ignore the normal Rank requirements for a single Combat Edge. All other requirements apply normally.

BUYING OFF HINDRANCES

With GM approval, a character can get rid of certain Hindrance by spending advancements. Normally this is a simple matter of spending one advancement to eliminate either one Major Hindrance, or two Minor Hindrances.

Alternatively you can spend an advancement to eliminate one Minor Hindrance and increase a single Skill which is currently lower than its linked Attribute.

In some special cases, such as Hindrances gained through play from failed Corruption tests or rolls on the fright table, the GM may require certain conditions be met before the Hindrance can be bought off in this way, possibly making it the focus of an adventure.



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Some Hindrances that represent a missing body part, old age, or other irreversible physical effects typically cannot be bought off in this fashion.

Just because a Hindrance has been bought off doesn't necessarily mean the character never struggles with it again, it simply means that their former flaw is no longer a significant handicap.

VISION QUESTS

Going on a Vision Quest requires several conditions be met. The character must find an isolated place to meditate, achieve an altered state of mind, successfully perform the required Spiritual meditations and, finally, there must be some piece of information available in the Spirit World to be presented in a vision to the supplicant.

- **Isolation:** Those wishing to embark upon a Vision Quest must find a relatively isolated place to do so, whether alone in the wilderness, or in a sacred building such as a sweat lodge.
- **Altered State of Mind:** The supplicant must achieve an altered state of mind, either by going without food or drink

for four days (see rules for thirst and starvation in the core rule book) or by successfully using an entheogen (see Herbalism earlier in this chapter).

- **Spiritual Meditation:** Those questing after a vision must succeed on at least one Spirit roll. For most Vision Quests, this roll is made at -2, but the GM may apply a larger penalty. If the roll fails, the supplicant will have to wait at least 24 hours before trying again.
- **Spiritual Message:** Sometimes the spirits have something to reveal, and sometimes they have nothing to say. It doesn't matter how many raises the supplicant gets on her Spirit roll if the spirits have no message to give her, and sometimes the supplicant must be turned away empty handed. If nothing else, a successful Vision Quest will typically allow one to discover what her totem animals are (usually 5 in all, one main animal and one for each of the four cardinal directions).
- **Success:** Success will provide the supplicant with a dream-like vision, often presented by her totem animal(s). The information contained in such visions must pertain to the supplicant in some way, however indirect, and is often vague as to its true meaning. Each raise provides an additional hint or clue as to what the vision may truly mean.

WAR PAINT

Characters can use various inks or dyes they have found (see Herbalism) or purchased to paint their bodies with sacred patterns that make them more fearsome looking in battle. If a character succeeds on a Knowledge (Religion) skill roll and is able to spend at least 20 minutes applying war paint before a battle (or half that time on a raise), he gains a +2 bonus to Intimidation and Taunt rolls for the duration of the battle. These bonuses do not stack with bonuses from songs, dances, or totem animals.

War paint must be re-applied between battles to provide continued benefits since it generally becomes smeared or covered in mud and/or blood. War paint generally lasts for one full battle encounter unless washed off or removed before then. If there are no battles, the war paint still wears away over the course of a day.

PERMANENT WAR PAINT

Some warriors choose to permanently mark themselves through tattooing or ritual scarring. Such characters should take the Mark of the Warrior Edge to gain the war paint bonus permanently.

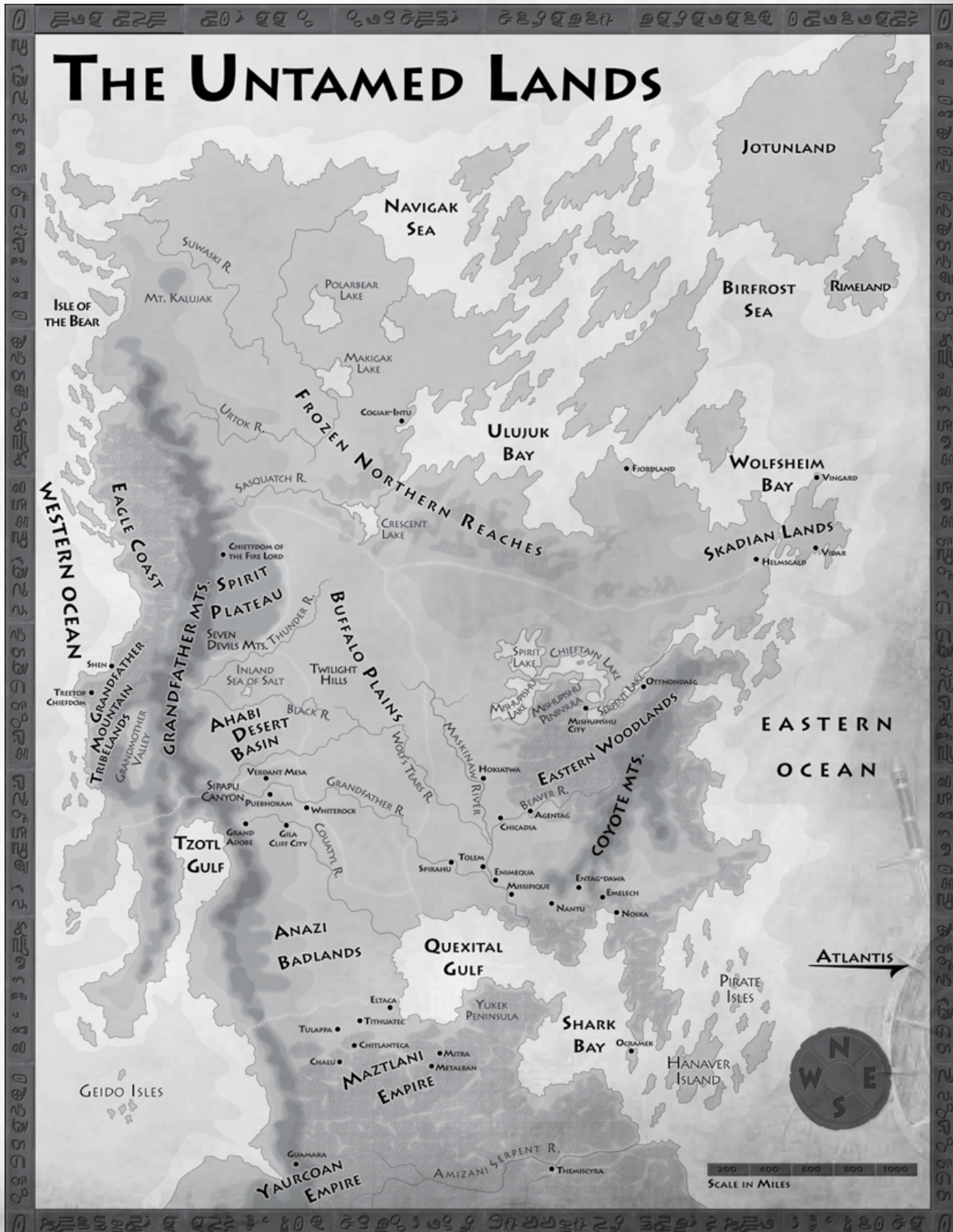


GAZETTEER

CHAPTER SEVEN: GAZETTEER

"Our land is in exactly the right place. When we are on it, we flourish. The further from home we travel, the worse we fare. The creator put our land in exactly the right place. This is where creation began. We are descended from the first people. We did not come here. We were not brought here. This place has always been our home, and we will defend it from any who seek to take it from us."

- Granfather Miguae, Tribal Elder



ATLANTIS

Here you will find descriptions of key regions of the *Untamed Lands* along with specific locations of interest, important events, and details on the local movers and shakers. This information is intended to provide suitable background and ideas for building savage tales of adventure in each region.

WORLD OVERVIEW

This chapter provides a broad overview of the *Untamed Lands* as well as notes on places of interest and adventure.

REGIONAL BREAKDOWN

With vast geographic areas and well over a thousand distinct cultures to cover, this Gazetteer breaks the *Untamed Lands* down into major regions based on the prevailing geography and culture. While sweeping statements are made about the lands and people within these regions, the lands and cultures within these regions are far from homogenous. The GM is given a fair amount of creative license when it comes to the individual cultural traits of a specific tribe.

Furthermore, no culture is an island. When visiting any but the smallest of settlements, and especially in large cities, the heroes should be likely to encounter people from a number of different backgrounds. For example, your typical Skadian city is not going to be a homogenous Skadian population. Skadians will surely be in the majority, but living among them will be natives from the nearby arctic and woodlands tribes who have either integrated into Skadian society, or have formed their own small communities within it. Individuals from these regions, or those originating from even further will likely be passing through as travelers, merchants, mercenaries, messengers, diplomats, or wanderers.

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The oldest civilization in the *Untamed Lands* resides upon the Island of Atlantis. Once the hub of a grand empire that subjugated a majority of the *Untamed Lands* at its height of power, for the past few centuries the Atlanteans have fallen into decline. The empire crumbled as Atlanteans and their God-Kings fell into decadence- the proud courts in the royal ziggurats reduced to the scheming of the grand noble families, the priesthood and their retinues. While the Atlantean nobles scheme and plot, the rest of the island's population waste their days in narcotic dreams, the vices of the flesh and other distractions. Atlantis is a culture slowly dying by its own hand.

Over a century ago the aged God-King, Kharmal-Dagun, decreed that he would stretch his hand beyond the island and once again hold dominion over a grand empire. With much fanfare, the great army

and navy of Atlantis mobilized- though they numbered but a fraction of the conquering forces of old. The inhabitants of the *Untamed Lands* would once again know and fear Atlantis- the riches and slaves returning from the campaigns would inject new vigor into the dying empire's veins.

As the Atlantean military began its campaigns in the *Untamed Lands*, more insidious plots were seeded and took root back home. Within a year, a cabal of sorcerer-nobles succeeded in ending the life of Kharmal-Dagun, assuming power as Kharmal-Dagun's blood still ran warm over his abalone throne in the Great Ziggurat of Ahmid-Harad. Those leading the coup, maddened by corruption and lust, consolidated their power by executing all nobles on Atlantis who failed to participate in the overthrow of Kharmal-Dagun. Thousands of nobles and their families were slain in profane rituals- their blood staining the floors of Ahmid-Harad. The whole of the island became awash in the stench of their blood and decay.

Upon hearing of the vile acts of the coup leaders, the Atlantean military disengaged from their campaign in the *Untamed Lands*- the noble-generals seeking vengeance for the deaths of their wives and children. A year later the Atlantean military landed on their home island in force and were confronted by the coup leaders and their forces. Atlantis consumed itself in blood, fire and the flash of steel.

After almost six months of fighting, the coup leaders were forced back into Ahmid-Harad while their forces held ground around the great ziggurat - but the tide had turned against them. As the remaining strength of the Atlantean forces made their final push into Ahmid-Harad's bloodstained hallways, the coup leaders and their supporters made a last, bloody stand- bleeding the remaining strength out of the Atlanteans while others made their retreat into the *Untamed Lands*. As the last of the coup leaders bled out amidst a burning Ahmid-Harad, the Atlantean Army watched as their enemy sailed beyond the horizon- unable to strike the final killing blow.

The great island was now a city of ashes and ruin. With the battle past, Atlanteans began the restoration of the island. A new God-King, Cruacan-Dagun, was installed and what was once torn down was rebuilt- but not as grand, not as great. Again, the people of Atlantis retreated back into their narcotic slumbers and other diversions, willing to let the days slip by in pleasure and bliss if only to escape the undeniable loss of what they once were. Atlantis's power remains great even as it wanes with each passing year. Now other nations and peoples vie for dominance with the once-great people of Atlantis who slumber away their final days in the sun.

The surviving coup leaders and the remains of their traitorous armies survive in scattered groups in hiding

ATLANTIS

on the mainland to this day. From hidden enclaves in the *Untamed Lands* they plot and scheme towards their eventual return to Atlantis and the death of those who forced them into exile. In mourning and consumed by their own corruption these former sons of Atlantis have painted their glistening armor black, covered their skin with dark and arcane tattoos and ceremonial scars made black with soot. They became the "Black Sons of Atlantis" or "Black Atlanteans".

As the decades passed, the Black Atlanteans became the stuff of myth and nightmare, mere stories told to children- until their black ships appear, issuing warriors who pillage rape and burn without warning. And as swiftly as they appear, the Black Atlanteans retreat, only to fade back into myth.

Endemic Language: Atlantean

Food: Traditional Atlantean cuisine is so highly prepared and processed that few outsiders can recognize the original ingredients of any given exotic dish. Their soldiers carry simpler dried rations meant to be re-hydrated by the addition of water before consumption.

Architecture: Atlantean architecture consists primarily of fine stonework. Most buildings are designed as a series of concentric circular rooms, which may be sub-divided with non-load bearing walls. Columns,

spiral staircases, multi-layered terrace balconies connected by elevated walkways, and gracefully sweeping arches are all hallmarks of Atlantean construction.

IMPORTANT PEOPLES

The threat of Atlantis can take on many forms, from its sorcerer kings to its expansive military forces.

Atlantean Invasion Forces: Atlantis has imperial ambitions, and seeks to subjugate most of the known world under its rule. To this end, they have established a number of military bases on the mainland and have begun sending scouting parties and small invasion forces across the dark sea in high-prowed ships on missions that may take them deep into the *Untamed Lands*. Their weapons and armament are strange to outsiders.

Atlantean steel is stronger, lighter and more durable than that of any other culture, and the armor of their warriors allows them to shrug off the effects of sword, spear and spell with equal ease. Atlanteans are known for their collapsible weaponry. They bear shortswords whose hilts can extend into spear hafts, and large shields capable of collapsing to the size of a buckler, with curved steel plates arranged in a spiral pattern reminiscent of a nautilus shell. Some warriors



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have earned the honor to wear articulated Atlantean plate mail that can be collapsed into a breastplate, or extended to cover their entire form in a shiny metal exoskeleton. Atlantean battle mounts include a number of bizarre beasts, the most common being the primordial OkaChila, which appears to be a cross between a walking fish and a marine lizard, with an armored hide of thick hand-sized scales of a polished purplish-black hue.

Atlantean Slavers: Atlantean society is built on the backs of an extensive slave population. The Atlantean slavers are no mere brutish taskmasters, but rather they are each powerful sorcerers in their own right, wielding their magic to supernaturally bind slaves mindlessly to their will through the use of supernaturally charged iron slave collars.

Atlantean Sorcerers: Atlantis is a vast and powerful island ruled by sorcerers. Atlantean magic is strange and alien to the other magicians of the *Untamed Lands*, and attempting to study it is enough to drive most outsiders mad. The Atlantean sorcerers hold the unique ability to store magical energy, usually collected from the souls of sacrificed slave, in strange blue crystals, which they might later release during a grand ritual. These sorcerers are said to commune with dark spirits that are not of this world or any spiritual sphere known to the people of the *Untamed Lands*.

Black Atlanteans: The Black Atlanteans are a small group of Atlantean renegades who were forced from their shining island kingdom after they staged a coup and were subsequently exiled. Now they are a mysterious people dwelling in shadow, seeking refuge in the ancient Atlantean citadels hidden on the mainland. They seem to have a way to predict the manifestations of the Spirit Mists, using its cover to raid and terrorize larger communities and disappearing before their victims can organize an effective counteroffensive. Some whisper rumors that they are in league with the shadow people, and that they are able to subtly manipulate their more powerful neighbors on the mainland through use of infiltrators, spies and sorceries. Their ultimate agenda remains hidden, but it is clear they hold no love for their old Atlantean brethren.

PLACES OF INTEREST

Atlantis is a dangerous place for outsiders, where only the foolish, the brave, and highly skilled dare tread.

The City of Atlantis: Reaching the island of Atlantis can be tricky for many reasons. Getting there requires a long oversea voyage, and upon arrival you never know what kind of reception you will get. Merchant vessels are generally allowed into the outer coastal

markets of the island, but few foreigners are permitted access to the city proper. Those seeking to get into the city would either have to gain special permission typically only granted to emissaries and messengers, or infiltrate the shining city by stealth and guile.

Thule & Ultima Thule: Thule and Ultima Thule are large islands that lie north of Atlantis, with Ultima Thule being the more northern of the two islands. Here can be found the largest Atlantean settlements outside of their homeland. Ultima Thule serves as a military base and way station for forces heading towards the arctic northerly regions of the *Untamed Lands*.

THE SKADIAN SETTLEMENTS

The Skadians are a hale and hardy race who has many settlements spread out across the northeastern coast of the *Untamed Lands*. Communities are divided into kingdoms that are each ruled by a Jarl. Some kingdoms are gathered together under a high king, but most are independent. Though often referred to collectively as the "Skadian Lands," people of other heritages live and work here, integrating themselves into Skadian society.

While some of these settlements have since attained relatively peaceful relationships with the neighboring tribes, relations with the natives are often strained due to the fact that these settlements sit on land once occupied by the natives, and most of it was taken by force. Tensions have risen in recent years due to food shortages and the growing frequency of the Spirit Mists, both of which some native tribes have begun to blame the Skadians for.

Tribes: The Skadians are organized into numerous clans. Those who have settled in the *Untamed Lands* can be divided into two main groups, the Oesir and Einheir, though other groups exist across the sea in their homeland of Middangeard.

Endemic Language: Skadian

Food: Skadians love their food, and throw lavish feasts in their mead halls. The Skadian diet is primarily grain based, usually cooked into a porridge. Wheat imported from Middangeard is their major crop, though they also cultivate oats, barley and buckwheat. Many communities have adopted the cultivation of corn from the natives. Grain based porridge is sometimes flavored with hazelnuts, acorns or walnuts. Other grain based foods include unleavened flat breads and oatcakes. The Skadians also raise cows and sheep, and hunt and fish.

Skadians brew and consume alcohol in large quantities, believing drunkenness to be a mystical state favored by their god of thunder. Commoners consume

SKADIAN SETTLEMENTS

ale and beer brewed from barley while the upper classes consume mead fermented from honey.

Architecture: Skadians are decent masons, but build most of their structures out of wood. The homes of poorer families are shabby huts made of reeds, and dried mud. Other lower class homes are excavated holes in the ground roofed with branches and straw. Most Skadians dwell within sturdy rectangular wooden longhouses that house entire extended families or clans. The entrances to Skadian homes are low, causing one to duck down to enter a building (-2 to Parry while standing in the doorway), a feature which makes these homes very defensible, allowing a single warrior to effectively guard an entrance against multiple assailants. Kings have grand mead halls where their warriors gather for war councils as well as for drinking and rowdy merriment. All buildings are fenced off from their neighbors to keep livestock from wandering.

MAJOR SKADIAN CITIES

A few of the Skadians' most notable settlements are detailed here.

Fjordland: Fjordland was named due to its resemblance to the fjords common to the Skadian homeland of Middangeard. Since Beirgrad was overrun by an unknown enemy, Fjordland is the northmost coastal

Skadian city. It possesses one of the larger navies in the region. These sailors are mostly volunteers, but press-ganging able bodied men into the navy is not unheard of during times of war.

Helgrad: Helgrad was once the largest of the inland Skadian settlements, but is now nothing more than a ruin. What exactly happened to Helgrad is a mystery, but due to its relative isolation the city died a silent death. Few dare to tread here now among the ruins. The landscape is dotted with Skadian barrow mounds and many believe them to be haunted by the spirits of the dead.

Helmsgald: Helmsgald is the largest of the Skadian settlements and is a place where the heroes can find the best and worst civilization has to offer. There are bustling markets, welcoming taverns, and numerous longhouses as well as thieves, street gangs and pickpockets. The ruthless High-King Nygard rules Helmsgald with an iron gauntlet. He boasts one of the largest military forces in the region and uses them to mercilessly crush any who cross him.

Vingard: Vingard was the first permanent Skadian settlement on the mainland, and has grown to be one of the largest, though it is still dwarfed by Helmsgald. Vingard boasts fertile soil that supports a number of wineries and a thriving farming community. Wine is a relatively new commodity among the Skadians based



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on recipes and techniques imported from Hyperborea. These recipes are closely guarded and highly sought.

Vidar, City of Thieves: Vidar is a Skadian city second in size only to Helmsgald, and twice as dangerous. The king and local authorities are notoriously corrupt, and organized thieves guilds have grown strong enough to practically run the city themselves. Though there is considerable wealth, there is also much poverty here, with expanding slums that are always crowded. This is a place of desperate men, corrupt jarls, sinister schemes, and back-room dealings. Watch your back here lest you find a rogue's knife sheathed in it.

EVENTS

Life among the Skadians is anything but dull. Aside from drinking and feasting in their grand mead halls, there are a number of other events the heroes may take an interest in.

Fertility Rites: While no longer practiced by mainstream Skadian religion, there are some cults who still perform the ancient rites of fertility, sacrificing a young girl in times of poor harvest to ensure the fertility of their fields. Problems arise with the selection of the sacrifice, as few clans want to give up one of their own daughters, but taking one from another clan or native tribe can easily lead to feuding.

Raiding Neighbors: Skadian culture is an opportunistic one in many ways. They seek trade or even alliance with neighboring communities that appear strong, but do not hesitate to raid communities that appear weaker than they are wealthy. In turn, several native communities who have little love for the Skadians are more than willing to respond in kind, raiding the outskirts of Skadian settlements when they appear vulnerable. Heroes may find themselves defending themselves or a community they care about from such raids, or may choose to participate in a raid for a chance at wealth and glory.

Sea Wolf Raids: The Skadian raiders known as the Sea Wolves loot and pillage mercilessly up and down the coast, crossing the ocean to attack fellow Skadian villages and native settlements alike.

The Alting: The Skadian lords and their free subjects gather once a year for a large governing assembly called the Alting. The Alting is presided over by law-speakers and includes any and all of the free people of the Skadian communities who are willing and able to make the journey. The Alting serves an important unifying and peacekeeping function for the Skadians, and is used to settle disputes and avoid tribal feuds and infighting. It is also a place where political decisions are made that affect the larger Skadian community.

This is a gathering for the movers and shakers. Any free man may attend and seek justice before the high council for significant crimes committed against them so long as the accused is also present. Simple matters may be settled with a fine, while more difficult cases are often settled in trials by combat.

RIMELAND

Rimeland is an island to the northeast, to the south of Jotunland. It acts as a key way station for those voyaging between Middangeard and the *Untamed Lands*. This land is dominated by a plateau containing sand fields, mountains, active volcanoes, and glaciers, while glacial rivers flow down through the lowlands and into the sea. Despite its northerly location and glacial activity, Rimeland is warmed by irregular volcanic activity and warm sea currents. This land has been settled by the Skadians. The kingdoms here subsist primarily on farming and fishing. If there were a native people living here before the coming of the Skadians, they have either been completely assimilated or utterly exterminated as there seems to be no traces of any such civilization.

JOTUNLAND

Jotunland is a massive island to the northeast of the *Untamed Lands*, just north of Rimeland. This great island is mostly covered in sheets of glacial ice. Originally home to a number of arctic tribes, Jotunland has subsequently been settled by Skadians and frost giants. Today much of the island is dominated by the kingdoms of the frost giant Jarls, though several communities of natives and Skadians have held on to a small portion of their respective lands and war frequently with both the frost giants and each-other to keep it.

THE FROZEN NORTH

The northern reaches of the *Untamed Lands* are diverse range of arctic and subarctic lands. Summers here are short and the winters are long and deadly cold. Sunlight is alternately scarce or excessive through the seasons, limiting the plants that can grow and thrive here and making agriculture extremely difficult. Much of the land is covered by ice and permafrost. The landscape varies widely from ice flows, glaciers, icy mountains and tundra to vast boreal forests, taiga, and frostbitten prairies.

Tribes: The arctic northern reaches are home to over 40 distinct tribes of indigenous people, each with their own customs, religious beliefs and cultures. The tribes of this region subsist as nomads by hunting game as well as fishing. While these people of the arctic may appear primitive at first glance, a closer look reveals the great ingenuity that allows them to exploit every

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available resource allowing them to not only survive, but thrive among the unforgiving arctic landscape.

Endemic Language: Northspeak

Food: The harsh northern climate greatly limits the potential for agriculture, thus the northern diet is comprised primarily of meat. Major game animals include moose, seal, walrus, whale, polar bear, muskoxen, sea birds, and caribou. Fish is a major dietary staple. Eggs from shore birds are also collected, boiled, and eaten. Some tribes still hold to the ancient methods of hunting woolly mammoth, but these giant beasts are a disappearing breed, with fewer of them roaming the arctic tundra every year. When available this meaty diet is supplemented with foraged and preserved grasses, tubers, roots, berries and seaweed.

Architecture: Housing among these nomadic people varies. During the milder summers they live in tents made of animal hides called tupiks. In the winter, sturdy huts called igloos are built from solid blocks of ice. Other tribes live year-round in large communal pit houses, called barabaras, built on a frame of driftwood or whale bone and covered in chunks of sod with translucent gut skin windows providing light. Religious ceremonies are often carried out in a large, specially crafted igloo called a kagskee. Homes are lit and heated at night with stone oil lamps.

IMPORTANT PEOPLES

The arctic north is a competitive environment with scant resources, and a number of powerful groups vying for territory and resources.

The Cave Dwellers: The frozen north is home to a race of cave dwelling Neanderthal, sometimes called "Skraelingar" by the Skadians that are both physically and culturally distinct from the other tribes of the region. Whether they are human, animal or something in-between is a topic of some debate among other races. What is clearly agreed upon is that the "cave dwellers" are best avoided by those who wish to reach a venerable age. The Neanderthal are highly territorial hunter-gatherers. They primarily prey upon caribou and mammoths but have been known to kill and eat anyone they come across who is not of their tribe. Little is known about their religion beyond the worship of the Great Bear and a faceless female idol with engorged breasts and a distended pregnant torso and their reverence for pregnant women and motherhood.

Angakkuit Iron Shapers: In the northernmost reaches, a sub-group of the Ishigaq has discovered how to work iron ore obtained from fallen meteorites. These shaman-smiths use sacred forges and spiritual discipline to craft iron implements and weapons,

including iron long-knives (treat as short swords). These weapons are unsurpassed in quality and highly unbreakable and highly sought after by warriors, kings, and heroes alike. Rumors say weapons made of "star stones" have unique or special qualities and are capable of killing even the most terrible of monsters.

Other tribes along the arctic's northeastern coastline have learned to craft iron implements using metals scavenged from shipwrecks and other flotsam that are brought in by the strong northwesterly ocean current. This scavenged iron is forged into axes, arrow and spearheads, saws, chisels, drills and knives.

The War Mammoth Riders: Some particularly war-like tribes found in this region capture and train woolly mammoths as battle mounts. These hairy behemoths are used as shock troopers to terrify the enemy and smash through their battle formations. Even the wooden fortifications of the woodlands tribes' cities topple like so much grass before these titanic war beasts.

PLACES OF INTEREST

Far from being a featureless icy wasteland, the arctic region is filled with locales as wonderful as they are dangerous.

Cogiak-Intu, City of Ice: The city of ice is surrounded by some of the best fisheries in the north, but its true lifeblood is that of trade. The central bazaars are legendary for their gleaming beauty in the morning sun. The fish market is said to be the finest in the known world, but many other goods from both near and far are bought and sold here, including some of the lands finest sled dogs.

The Fortress of a Thousand Ghosts: In the frozen northern seas a legendary ice fortress floats freely atop a massive iceberg. Nobody remembers who built this strange fortification and its architecture does not resemble any currently in use by any local tribe. Its original inhabitants appear to be long gone, but the iceberg fortress is believed to be a place of dark magics, haunting ghosts and evil spirits. Few are willing to venture anywhere near it.

Ice Caves: Streams can carve complex tunnel systems through glacial ice. These tunnels tend to be semicircular with relatively flat bottoms or frozen earth and ice, sloping downward towards the very heart of the glacier. These caverns can serve as a handy shelter from an arctic storm but may also house polar bears or evil water spirits.

Isle of the Bear: This lush island off the northwestern coast of the continent is home to giant bears such as the Kodiak and other giant bear breeds. The island is revered as a place sacred to the great bear spirit. The isle of the bear is a massive island that covers over

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3,000 square miles of territory. Despite the isle's rich soil and plentiful forage and game animals, only tribes who revere the great bear spirit dare to tread here.

LOCAL EVENTS

Life in the arctic regions is punctuated by many important events, from cultural sports and remarkable meteorological events to tribal raids and all-out warfare.

Aqsaqtuk (Ice Soccer): The sport of Aqsaqtuk is played on a field of ice where two teams begin play facing each other in parallel lines. The object of the sport is to score points by kicking a leather ball through the other team's line of players and into a goal.

Dog Sledding: The arctic landscape lacks the foliage and warmth required for the use of horses. Here the dog sled is the main form of transportation across the arctic ice. A dog team must be chosen with care to produce a group that can work well together. Here men live alongside their sled dog teams, sometimes treating them, the lead dog in particular, like members of the family. This close kinship is no mystery, as the survival of each depends on the other amidst the deadly arctic landscape. Some of the larger communities host immense dog sled races, where competition can be fierce and the landscape deadly, as any tribe who appears weak may find themselves the target of frequent raiding.

Northern Lights: At night spectral green and red lights occasionally dance in the northern sky. Explanations of these mysterious occurrences vary, but most tribes believe them to be their ancestor spirits dancing around a ceremonial fire in the sky. Sometimes, during these events, ancestral spirits appear in one's dreams to send them on an important spiritual quest, or to warn them of an impending danger to their clan.

The Ruskar Incursion: The Skadians are not the most recent immigrants to the *Untamed Lands*. That distinction belongs to the stoic Ruskar. These fierce and cold-hearted men bear physical resemblance to the Skadians, though their hair is always dark in color and their language and culture set them apart. The Ruskar are trappers and fur traders as well as skilled warriors intent on invading the *Untamed Lands*. They appear to be trying to establish a large permanent colony in the name of their imperial ruler, the Grand Knyaz, but have been hampered by armed resistance from the local tribes. Whatever their ultimate goal, they bring death with them wherever they tread, meting out doom at sword's edge. Their beast trainers lead ferocious armored war-beasts such as polar bears and saber-toothed war cats into battle alongside their elite shock troops.

Ruskar Magi: Even more fearful than the Ruskar warriors are their red robed magi. These sorcerers work their powers through golden mirrors, the silver plated skulls of dead mentors and other strange relics, collectively called "ikons." Individually they are some of the greatest magicians in the known world, but their art takes a hefty toll on the mind, slowly driving each into lunacy. The Ruskar Magi appear to grimly accept their fate as the price of power as they continue to work their arts until the madness takes them. Those who fall to the madness are often sent to the front of the battle-lines to be unleashed upon the enemy to brutally demoralizing effect. These hairy un-kempt wild-eyed men wield terrible magics as they gaze transfixed into their reflective ikons and flagellate themselves with iron chains. Other ravaging magi become wanderers, entering the *Untamed Lands* on some imagined mission, using their supernatural powers of persuasion to amass followers and build a cult to their inner demons and feverishly imagined gods.

Trading Blows Over a Woman: When two men are competing for the attentions of the same woman, one may challenge the other to a formal trading of blows. In this unarmed public duel, the two men take turns delivering and receiving a punch to the head which they are not permitted to dodge (Parry reduced to 2, but -4 to Fighting rolls to land a good blow for a head shot). The winner of this contest of strength and toughness is the first to incapacitate his opponent. These duels are typically nonlethal, but can easily lead to longstanding enmity that may turn murderous.



NORTHEASTERN WOODLANDS

THE NORTHEASTERN WOODLANDS

The Northeastern Woodlands region is a fertile area of temperate forests, wetlands, lakes and streams. Winters can be harsh, but the rest of the year is relatively mild and a wide variety of plants and animals grow here.

Tribes: The people of the Northeastern Woodlands belong to over 40 different tribal cultures. These people benefit from their region's bountiful cropland and rich fisheries, as well as their geographic position along major rivers which makes their cities natural trading outposts. The Northeastern Woodlands region has historically been relatively peaceful compared to its neighboring regions, due in part to its abundant natural resources. This region has historically enjoyed overall political stability, brought about by powerful chiefdoms and tribal confederacies. This peacefulness is relative, since civil strife, raiding, and warfare are not wholly uncommon and have been occurring with increased frequency in recent years. With crops failing, and large population centers struggling to sustain themselves, old tribal tensions have intensified and the entire region threatens to erupt into a series of land wars as landlocked tribal confederacies vie with each other for the farmland and hunting grounds required to feed their people.

Endemic Languages: Woodlands Tongue. The Woodlands Tongue has a written form called Wigwasa found in the Mishupishu Peninsula region, but the spoken and written form are different enough to be treated as two separate languages.

Food: The rich natural resources of this region mean that food is typically abundant and thus minimizes tribal conflicts over food, hunting grounds and other resources. Large permanent communities thrive along the lakes and rivers, fueled by trade and agriculture. The three biggest agricultural staples of the region, beans, corn and squash are planted together in the same field leading to their nickname 'the three sisters.' Other agricultural products include amaranth, barley, goosefoot, marsh elder, maygrass, quinoa, sumpweed, sunflower, and wild rice. Wild roots and berries are also collected, particularly cranberries, raspberries, blackberries, blue berries and strawberries, which may be used in the making of pemmican or baked into a sweet cornbread.

Teas are a common beverage, with pine needle tea being particularly popular among some tribes. The Skadian practice of brewing ale and beer from grain has spread to a number of communities throughout the region as well. Some tribes only use these alcoholic beverages for use in rituals and religious events,

but others have adopted the more cavalier Skadian attitude towards their consumption.

Architecture: The tribes of this land primarily live in domed wigwams or loaf-shaped longhouses built up from a strong wooden frame of saplings covered in hides, woven mats, or tree bark shingles. Conical wigwams are sometimes favored in the northernmost part of this region, while the southern tip of this region contains substantial wooden or reinforced clay wattle-and-daub houses with straw roofs, similar to those favored in the Southeastern Woodlands region. Here, large walled cities have risen up around agricultural and trade centers in this region, the likes of which are only rivaled by the tropical empires to the far south. Communities are typically arranged with the chieftain and sachem's houses and religious buildings near the center of the community, facing a central open space used for meetings and sporting events. Common dwellings form a ring around the outside of the settlement. Communities are typically surrounded by a wooden wall or occasionally a wattle and daub palisade.



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THE INIWEK CONFEDERATION

The Iniwek Confederation is a loose alliance of several powerful chiefdoms, each based around a massive mound city. Originally founded by the ancients known as the Mound Raisers, these great cities are still thriving communities that serve as the military and political power centers of their chiefdoms, as well as being centers for trade and commerce. The three largest of these cities are detailed here.

Agentag, Sacred City of Manitou: Agentag is a chiefdom containing some 2,000 residents that serves as a regional center for agricultural and residential communities for miles around. The city itself covers roughly 100 square acres and is built around a large terraced mound. A sturdy 12ft. tall reinforced wattle and daub wall fortified with bastions surrounds and protects Agentag from invading forces. Agentag is a highly religious community, and home to an order of holy warriors, the Mishkah, who stand ready to serve as guardians against all evils, both mortal and spiritual. However, Agentag is a community in decline, due to poor sunflower and corn yields in recent years. The community leaders believe the gods to be displeased and seek young questers to discover the source of divine displeasure with their city and to perform great tasks to appease the gods.

Chicadia: Chicadia is a massive chiefdom covering some 141 acres. This city surrounded by a wooden palisade with numerous guard towers along its length. Inside these fortifications, royal council houses and temples stand aloft atop eleven separate 30' tall earthen mounds. Ten of these mounds surround a central plaza, with the eleventh and widest (some 500 ft. wide) placed in the center bearing the high chief-tain's home and the temple. Twenty smaller mounds exist in and around the city, most of them bearing important religious and governmental buildings. Once a safe and thriving community, Chicadia is a city haunted by strange monsters. People go missing in the night and there have been sightings of strange beast-men coming down from the mountains and lurking along river banks after dark.

Hokiatwa, City of the Sun: Hokiatwa is the largest city north of the Maztlani Empire, covering an area of five square miles and bearing a population of some 40,000 residents. The centerpiece of the city is the Sun Mound, a massive 14 acre earthen platform that rises some 100 feet and is topped with the grand home of Hokiatwa's priest-king, called the Sun Lord. Hokiatwa also contains over one hundred smaller mounds of varying sizes. These bear the dwellings of Hokiatwa's lesser chiefs, councilors and heads of the craft guilds. The Sun Lord mediates between the creator and his people and is keeper of the sacred

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laws. From atop the Sun Mound, the Sun Lord rules over a vast chieftdom that stretches for miles around and includes many farming communities. Originally a unifying influence in the area, the Sun Lord has been demanding progressively more tribute from his subjects every year, a policy which has sown the seeds of unrest in the region's mightiest chieftdom.

Hokiatwa is the largest center of trade in the Northeast and is connected to over a third of the continent by trade along the major rivers. Almost anything can be bought or bartered for here. Copper and furs are brought in from the Mishupishu peninsula, obsidian is brought in from the far west, mica and crystal from the Coyote mountains, gold and silver come down from the north, and shell comes in from the Quexital Gulf.

LEAGUE OF THREE FIRES

The League of Three Fires consist of three large tribal groups who share common ancestry. They currently occupy much of the region in and surrounding the Mishupishu Peninsula and the surrounding Giantess Lakes.

Turtle Isle: The Turtle Isle settlement is the first permanent community established by the three fires tribes on their migration from the eastern coast. Legends say that the island lies on the back of a giant turtle descended from the mythic world turtle, though inspection of the island reveals nothing out of the ordinary.

Ningarra, City of Waterfalls: Ningarra is a fabled city built atop the widest set of waterfalls in the land, over which some four to six million cubic feet of water cascades downward from three major falls varying in height between 70 and 170 feet. This city displays some of the most impressive architecture in the *Untamed Lands*, with numerous stone and wood buildings protruding from the top and sides of the waterfalls. Though these structures look precariously placed, most have remained in place for hundreds of years, carefully maintained by their residents.

Mishupishu City: This riverside city on the eastern bank of the Mishupishu peninsula is one of the largest among the Three Fires nations. This was the third settlement established along the long migration of the three fires tribes from the coast of the Eastern Ocean. This is where the people of the Three Fires first domesticated wild rice as a major agricultural crop, allowing the population to explode to numbers in excess of 8,000. Some of the region's finest river canoes are built here. As with most large and wealthy settlements, it has attracted a number of thieves and tricksters. The settlement is said to be haunted by a strange red-skinned dwarf who brings

tragedy, storms, and mayhem with him wherever he appears. Below the city is a massive cave complex rich in salt deposits which the community mines.

Manikatwa Island: This beautiful island community is said to be sacred ground, where any can seek sanctuary from their enemies, mortal and spiritual alike. Unfortunately for the strong religious communities residing here, this means that the settlement occasionally becomes the last refuge of a rogue's gallery of suspicious characters who have made powerful enemies.

White Rapids City: This city is built along the Muskrat River near the center of the Mishupishu Peninsula. Its central location makes the city an important strategic point, and it is heavily fortified with extensive barracks-type lodges meant to house warriors passing from one end of the peninsula to the other, and to station reinforcements who can respond to the need for additional forces on any part of the peninsula.

Manitou Island: This remote island community covers some 1,000 acres and lies 3 miles out from the mainland in on the northern edge of the great Chieftain Lake. The waters around the island can be dangerous, and the island itself contains a small inland lake, dense forests, and numerous bogs where inhuman creatures are said to lurk.

Adeligan Island: Adeligan Island is the seventh settlement established by the Three Fires tribes when they came to the Mishupishu peninsula region. This settlement is an important spiritual center where many religious ceremonies and rituals take place. In winter the island is connected to the mainland to the west by an ice bridge. Recently a number of strange spiritual events, from hauntings to demonic possessions have the community in a panic, and greatly in need of heroes.

Flint River City: Along the Flint River lies one of the largest and oldest continuously inhabited Three Fires cities, strategically placed near the fords which allow passage across the Flint River. Its population currently exceeds 11,000. The city's location makes this a highly contested spot, one which enemy tribes are ever seeking to take for their own. The region is rich in the precious flint stone from which the river is named, and the flint knives and arrowheads crafted here are among the finest in the region. A recent flood has uncovered a number of unmarked ancestral grave sites, where the locals are working to fight off grave robbers and rebury the remains before such thieves can desecrate the ancestral remains or make off with the ancient relics buried with them.

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The Mishupishu Coppersmiths: The region in and around the Mishupishu peninsula is rich in copper ore. The tribes of this region share one of the oldest metalworking traditions in the world. Copper ore has been extracted, purified and shaped into weapons and tools in this region since long before the Skadians or Atlanteans discovered metalworking technology. The local smiths have sophisticated annealing techniques to strengthen and temper their copper weapons, armor and implements. Other metalworking techniques used in this region include the crafting of metal foils, soldering, riveting, and the forging of various copper alloys. Some of these metalworkers have learned the closely guarded secret of steel from their Skadian neighbors, but many more smiths still lack such secrets and would go to great lengths to obtain them.

LEAGUE OF THE LONG HOUSE

The League of the Longhouse, sometimes called the Six Nations Confederacy, is the oldest participatory democracy in the *Untamed Lands*, possibly the oldest in the known world. The league is governed by a Grand Council of fifty hereditary sachems who each represent the interests of their people. Each of the six nations within the league is further subdivided into three to eight clans, each named after an animal (wolf clan, bear clan, turtle clan, etc.).

Ottnondaeg, City of Longhouses: Ottnondaeg is a walled city containing numerous longhouses, some of which measure up to 150 ft. in length and house over twenty families. This is the capital of the League of the Long House, and the meeting place of the Grand Council. Recently Ottnondaeg has been beset by strange illnesses. These are believed to be the work of a nigh invulnerable necromancer who dwells in the swamplands and demands tribute, fancying himself the de-facto ruler of the region.

The Great Trail: Graded roadways are rare in the *Untamed Lands*, but the Six Nations Confederacy has blazed a series of dirt roads that stretch from the western Mishupishu Peninsula all the way to the western coast, linking major communities all along its route. While they can be used as warpaths, the main purpose of these roads is to open up overland trade routes as well as facilitate travel, hunting and the gathering of resources along these roads.

OTHER IMPORTANT PEOPLES

The Northeast Woodlands are a densely populated land of many different peoples.

The Michgani: The Michgani are a dwindling race of legendary warriors. It is said that they never surrender, capable of fighting with all the ferocity of a

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wolverine until their lungs no longer draw breath. Of their few remaining number, many have turned to mercenary life.

The Te-rok Alliance: The Te-rok alliance is the unification of two major tribal groups that control a total of eleven small mound cities, each the center of their own chiefdom. The Te-rok are bitter enemies of the Iniwek.

The Tekumesh Tribes: This large tribal group controls a number of small mound cities in the region around the Serpent Mound. They were originally a splinter group who branched off of the Tsenacomacah League and re-discovered their ancestral Mound Raiser heritage. They have tenuous relationship with the Tsenacomacah League and are hostile towards the League of the Longhouse. The Tekumesh are renowned for having some of the greatest storytellers in the land. Though not without its leaders, Tekumesh society is very egalitarian, lacking the defined social stratification of many other societies descended from the ancient Mound Raisers. The Tekumesh religion is highly totemic, and the people raise massive effigy mounds at sacred sites to honor each tribe's totemic spirits.

The Tsenacomacah League: The Tsenacomacah League began as the unification of eight of the most powerful tribes along the western coast. While it is a newly formed league, it is one of the most aggressively expanding tribal confederacies. These tribes are unified under the high-chief Otanan, to whom all the subordinate tribes pay tribute in food and trade goods.

Wannua Confederacy: The Wannua are a tribal confederacy with five major divisions. They dominate the northeastern corner of the woodlands region, and are bitter rivals with the League of the Longhouse, with constant skirmishes between the two groups. In recent years the Wannua have been pushed towards the coast by the more powerful League of the Longhouse, resulting in a desperate search for any way to get the upper hand on their powerful rivals. To make matters tenser, hostilities with several of the Skadian kingdoms are growing even as the Wannua seek alliance with the others.

OTHER PLACES OF INTEREST

There are many strange and intriguing locations to visit among the lakes and woodlands of this region.

Behemoth Cave: Behemoth Cave is the largest subterranean cave complex in the *Untamed Lands*, stretching some 360 miles beneath the Coyote Mountains. Behemoth Cave is home to all manner of strange subterranean creatures, from giant bats and earth

spirits to eyeless cave fish. Some say this cave complex reaches all the way down into the underworld.

Burial Mounds: The ancients of this land, called the Mound Raisers by some, have left behind great earthen mounds that serve as tombs for powerful individuals, some as tall as three stories. While some of these ancient burial mounds may hold the treasures of an ancient culture, some are rumored to be protected by cunning traps, mystical wards, curses and unquiet spirits of the dead.

Dune Bear's Vigil & the Cub Isles: Once legend tells that the great dune and the isles it overlooks were once a mother bear and her two cubs. A less known tale is that the bear shaped dune is a once and future shaman-king, transformed and imprisoned in the sands of the dune by a young enchantress after she lured him to a secluded spot. The two islands are said to have been the shaman-king's acolytes who tried to come across the water to their master's aid but were petrified by the enchantress and turned into islands where she built her summer and winter homes and lived thereafter in an ageless state, gloating over her victory and drawing power from her defeated foes. By her dark magic she may yet live to this very day. Some say that the shaman-king will one day rise from his sandy tomb to take back his kingdom.

Isle of The Maple Drinkers: Somewhere among the thick mists of Spirit Lake lies a lost isle where the people do not hunt, fish or work. This island is home to the rare crimson maple, a tree whose sap is so abundant, that it pours out of any cut or broken branch. This sweetly intoxicating syrup has the power to dull the mind, lulling those who suckle on it into an endlessly dreaming state of half-wakefulness. It is said that those who taste the sweet sap of the crimson maple lose their will to leave the island.

Mound of the Great Serpent: This earthen mound stands three feet high and stretches out to 1,330 feet in length. The mound is a sacred site and sophisticated astrological tool aligned with the solar and lunar cycles, with its head facing the setting of the sun during the sunset of the summer solstice.

Mound of the Underwater Panther: Though smaller than the Mound of the Great Serpent, the Mound of the Water Panther is a similar sacred site which is used for important religious ceremonies.

Mount Katahdin: The highest mountain in the northwestern part of the Eastern Woodlands region, Mount Katahdin, is believed to be the home of a powerful storm spirit.

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Ruins of the Coyote Mountains: The northern branch of the Coyote Mountains contains ancient stone fortresses believed to have once been built by Atlantean invasion forces during ages past before being abandoned. While local tribes have moved into a few of these hidden mountain complexes, most lie abandoned and forgotten by man, and have become breeding grounds for unspeakable horrors born of fear and darkness.

Ruins of the Mound Builders: Aside from the many mound cities still in use, there are a number of abandoned Mound Raiser settlements scattered across the land. Some were abandoned when the local environment changed unfavorably, while others were sacked and never rebuilt, or remain empty due to rumors of powerful curses or hauntings. Some of these ancient cities are said to have extensive catacombs beneath them where the tombs and treasures of ancient kings lie.

LOCAL EVENTS

There are several sports unique to these regions that play an important role in local culture. Sports serve as mock battles through which each tribal group can gauge the strength of its rivals. If a particular rival tribe appears too weak in sports or other mock battles and military feints, the declaration of full scale war is likely to follow. Only the strongest societies can hold on to the best land, as the weak tribes are killed or driven off to less desirable locations.

Chenco, The Hoop and Stick Game: Chenco is a sport played by rolling a stone disc or wooden hoop down the playing field and, once it has come to a rest, contestants on the opposing team each throw a spear at the target. Score is kept by "capturing" the opposing teams' spears. A spear that lands within the target is safe and cannot be captured, but a spear that lands outside the target may be captured if someone on the other team can make the throw. The game is played in arenas as large as 19 hectares with tiered seating for great audiences of spectators. This sport is primarily played among the chiefdoms descended from the ancient Mound Raiser culture.

Lacrosse, The Creator's Game: The ball sport of Lacrosse is played among many Northeastern Woodlands societies, often as part of a religious ritual played out to resolve an important conflict and give thanks to the Creator. Depending on the number of available players, team size can vary from tens to hundreds or even thousands of players. The rectangular playing field may stretch from 500 yards to several miles on a side for larger teams, and the game lasts from sunup to sundown for two to three consecutive days. The object of the game is to score points

by placing a fist-sized ball in the opposing team's goal. The ball may be made of deerskin, clay, stone or wood, and can only be handled using specialized staves with a small basket-like pocket at one end. The players are characterized by a deep spiritual involvement as well as a disciplined warrior-like attitude towards the game.

Pahsaheman Football: Pahsaheman is a popular sport that resembles modern day soccer. Teams are traditionally divided by gender with the men of the community playing against the women. The oval ball is made of deerskin stuffed with deer hair and measures around 9 inches in diameter. The field is typically around 150 feet long with no strictly defined width. There is a goal at each end of the field composed of two 15 foot tall goalposts set around six feet apart. Men are not allowed to catch or handle the ball with their hands except to knock the ball away from an opponent (-1 to Throwing rolls and no Grapples). Women, on the other hand, are traditionally allowed to catch and carry the ball with their hands and may grab the male players. The game is played until twelve goals have been scored total by both teams. A team wins if they scored more than half of the twelve goals.

Powwows: Powwow is a general term applied to religious celebrations and festivals that are open to everyone. Traditional dances, songs and stories are shared at these events. Food and drink flow freely, and merchants and craftsmen tout their wares to visitors coming into the community to attend the festivities. Similar festivals are held in other regions, but they are most common among the Northeastern Woodlands tribes. The biggest and grandest powwows are often those thrown by a hero, or those held in their honor after the completion of a great and dangerous quest.

THE SOUTHEASTERN WOODLANDS

The Southeastern Woodlands region is a diverse area of subtropical woodlands, mountains, and wetlands. The terrain varies widely from beautiful sandy beaches to densely foliated bogs and swamps.

Tribes: There are over 50 distinguishable tribes in the Southeastern Woodlands region. They are a warrior people, engaging in organized warfare as a way of life, attempting to outmaneuver their enemies in a series of raids to vie for military dominance, resources and prisoners, the latter of whom are enslaved or traded for the release of their own captured tribe members. The exploits of a warrior are often tattooed onto his skin for all to see. As crop yield decreases in this once fertile land, the fighting between tribes has intensified. What was once as much sport as war-

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fare is quickly becoming a deadly serious struggle for survival at the expense of one's enemies.

Endemic Language: Southeastern Tongue

Food: The tribes of the southeast are primarily an agricultural people with the exception of the numerous coastal fishing communities. Agricultural staples include beans, corn and squashes. Corn could be ground into meal to make cornbread, sofkee or grits, hoe cake, and cornmeal dumplings or hush puppies. Other common agricultural foods include potatoes, pumpkins, tomatoes, peppers, field peas, and sassafras. Readily available fruits include Muscadine grapes, blackberries and raspberries. Groves of nut trees are also plentiful. Various animals like deer, rabbit, opossum and raccoon are hunted and their meat is commonly cured and smoked over hickory coals.

Architecture: The people of the southeast dwell in fortified wooden towns and cities. Buildings are constructed of wood or wattle and daub consisting of a plaster-like clay mixture reinforced by an internal lattice framework of wooden strips, with a straw roof. Some of these buildings have a sturdy clay or stonework foundation. Many of the larger cities have their principle religious and governmental structures built at the tops of massive man-made earthen mounds.

THE SHEMAYENE CONFEDERACY

The Shemayene Confederacy is a large alliance of chiefdoms that includes six mound cities, the largest among these being the cities of Spirahu and Tolem. The Shemayene people are excellent farmers and architects, building some of the most elaborate mound cities in the area. A highly religious people, they serve the Sky Lord. Their priests are said to commune with spirits and can purify the very soul with sacramental draughts crafted from wild olive leaves.

Spirahu City: Spirahu is the westernmost chiefdom of the Shemayene Confederacy. The city serves as a cultural center surrounded by twenty four smaller towns or suburbs all within a five mile radius. Spirahu itself consists of a large settlement surrounding a leveled plaza where religious ceremonies and games of Chunkey are held. Spirahu is the cultural center of a large chiefdom that contains five smaller mound-based cities. The city is famous for its valuable shell engravings and ornately crafted flint clay pipes, masterfully sculpted into human figurines. The city is also famed for its eagle dancers, who perform at festivals and religious days. As a relatively small city of considerable wealth, Spirahu must face periodic raids from several of the Buffalo Plains tribes.

Tolem City: Tolem is a small city built atop a 10 foot high, 5,298 ft. long embankment fortified with a wooden palisade and ditch located near Bow Lake. This walled city atop the embankment contains eighteen mounds, the largest of which rises nearly 50 feet above the embankment. These flat-topped mounds contain sacred buildings as well as the homes of the city's political and spiritual leaders. The mounds surround two main open plazas where religious ceremonies, festivals, and other public gatherings are held. The mounds are arranged to align with the positions of the sun throughout the year. This heavily fortified city has had to contend with raiding parties from rival woodlands tribes, Buffalo Plains tribes and even a few raiding parties from the southeast badlands region.

THE TENATZA ALLIANCE

The Tenatza tribal groups are notable for their complexly stratified hierarchy of nobility, and their practice of exogamy, with each youth expected to marry someone outside their own tribe, if not from a completely different culture. The Tenatza are agriculturalists and expert canoers. Their chiefs hold absolute power within their chiefdoms without the checks and balances to their power posed by the councils found in most other cultures. Their chieftains are regarded as akin to gods, and they are always attended by servants who sweep the very ground before them and attend their every need. Upon a chief's death their servants and wives are sacrificed so their souls might follow them into the afterlife. In addition to honoring their chieftains, the Tenatza priests primarily worship the sun god and the great serpent spirit.

Enimequa, The Winter City: Enimequa is a walled city containing 23 mounds arranged around two open plazas. At the center of the city, between the two plazas, looms a 55 foot high earthen mound crowned with the high temple. This city produces some of the finest clay pottery in the region. It is referred to as the "winter city" as over half of its population is seasonal, staying in Enimequa during the winter or in times of all-out war, but dispersing to a number of outlying villages in the summer during times of relative peace. The semi-transient population unfortunately makes it easier for rogues and thieves to sneak into and out of the city, and organized crime is starting to take a foothold. Thus far the local priesthood has proven exceptionally resistant to corruption.

Missipique, The Verdant City: Missipique city is dominated by the Jade Mound, a massive earthen mound which covers eight acres with a 770 ft. by 440 ft. base and standing 35 feet high. On top of this massive mound stand five residences for the high priests, as well as two secondary mounds at either end of the Jade Mound's summit, each measuring around 180 ft.

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at the base and 30 ft. high. The secondary mounds house the chieftain's quarters and the temple to the sun at one end and the temple to the moon at the other. In the shadow of the Jade Mound lie numerous wood and clay residences. This is the largest and grandest of the southern mound cities, second only to Hokiattwa in scale and grandeur. Missipique has a large army which is kept well-honed through regular sporting events and military exercises, as well as participating in numerous small scale wars and skirmishes with their rivals.

Grand Temple of the Sun: This dome shaped temple to the sun god is woven of cane mats and painted a deep red hue. The hemispherical roof is surmounted by a trio of eagle statues turned to face the rising sun. The entire complex is fortified with a high wooden palisade. Inside the temple, two elder priests are assigned to attend the sacred fire to keep it burning night and day. Should the sacred fire ever go out, a champion must be sent forth to quest for fire that has fallen from the sky to re-kindle the sacred flame.

NUNNE CONFEDERACY

The Nunne Confederacy is an association of moderately sized tribal chiefdoms who are proud descendants of the ancient Mound Raisers. The chiefdoms are highly independent, and recent economic pressure and food shortages have created significant civil unrest, placing the Nunne Confederacy on the verge of civil war.

Emelech City: The Emelech settlement is built amidst a group of hills that overlook a vast floodplain. Its wooden palisade sits atop a small plateau, and surrounds a large town of rectangular wooden dwellings and large circular earthen mound lodges used for meetings and ceremonies. A pyramidal temple mound dominates the city, rising 55 feet above the plateau, atop which stands an elaborate wooden temple and several supporting structures. Legend states that this mound covers a gateway to the most hellish region of the underworlds, and the mound and temple must be preserved at all costs. Emelech is famed for its large and elaborate spiral staircase that descends from the town to the floodplain below, making the city superbly defensible. The floodplain itself contains rich soil for farming. During the wet season it becomes a large port for canoes to enter and leave along the local river systems.

Entag-dawa City: Entag-dawa is a walled city that contains three major earthen mounds and three lesser mounds. The main temple mound stands 63 ft. high and has a base that covers three acres. The other two major mounds stand 25 ft. and 10 ft. tall respectively. Each of these major mounds supports a thatch-roofed

temple built of heavy logs. Next to the mounds is a raised plaza used for stick ball and Chunkey games as well as to host markets and trading bazaars. The city is fortified with a 12 ft. high semi-circular wooden palisade of hewn logs, which contains guard towers spaced every 80 feet along the wall. Outside the wall is a 10 ft. deep moat that serves both as a military defense and drainage system when the Endag River floods. The city is surrounded by nut orchards with also provide additional cover from enemy arrows. This city boasts advanced metallurgy technology, producing copper tools, weapons, and art objects. The surrounding farmland yields a rich harvest of nuts, beans, corn and squashes. The high chief is aging and has no clear heir, making Entag-dawa a hotbed for political conspiracy as various nobles try to stake their claim for succession.

Nantu City: This walled city contains 32 platform mounds around a large rectangular plaza and lies along the Warrior River. These mounds form the bases for important leaders and council members of the community. The lower classes live in simpler daub and wattle homes on the ground level. The tattoo artists of Nantu city are legendary. In a bygone age they were said to be able to produce tattoos of great power that could bestow great power and combat prowess to the recipient. Most of these master tattoo artists have since disappeared or retired to outlying settlements without taking on new apprentices.

Noska City: This small walled city beside Noska Lake contains six mounds topped with fortified religious and governmental buildings surrounding a leveled ceremonial plaza where public meetings and sports games are held. Noska is known for its beautiful trillium flower gardens and extensive cemeteries of burial mounds. Recently these mounds have been desecrated by an unknown necromantic force, spontaneously causing old bones to rise as undead monstrosities. Unable to solve this crisis, the city is now looking to employ outside help to solve this vile enigma.

Olness City: Olness was the first great city raised amid the cypress forests by the Nunne's mound raiser ancestors. It is still inhabited by the Nunne to this day. While this city's temple mound is dwarfed by that of other cities, Olness also contains a remarkable spiral mound containing a shrine located in the place the Nunne believe to be the sacred center of creation. This city was originally built on the horse-shoe bend of a large river, but now sits on an island due to man-made canals, which double as moats for this fortified city. Its location makes this settlement easily defensible, yet makes it an important center for trade and a gathering place for religious festivals.

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OVERHILL YUNWI

The Yunwi tribes are a great warrior people from seven related clans. Their major settlements are possessed by the “overhill tribes” along the western slopes of the Coyote Mountains. The Yunwi tribes are bitter enemies of the Nunne Confederacy, as they have taken much of the land they now possess from the Nunne when they migrated southward from their homeland in the Northeastern Woodlands region. The Yunwi are ruled by the White Council, a group of elder shamans from the seven clans who rule daily life, and the Red Council, a group of young war-chiefs who oversee all matters of war.

Chertico: Chertico is a sizable city built over the site of an ancient Mound Raiser city that has since become submerged in nearby Lake Cillico. Today it houses a population over 1,000 within the city walls, making it one of the largest settlements of the Yunwi tribes. In recent years the city has been plagued by tlanuwâs nesting in the cliffs above. It is said to be the closest human settlement to the Veiled Lake of Ataga'hi, and adventurers often come here to search for the fabled home of the Uktena serpent.

OTHER IMPORTANT PEOPLES

The southeastern reaches are home to many powerful movers and shakers who might become staunch allies or bitter enemies to the heroes in their adventures.

River Pirates: The waterways serve as major trade routes which connect over a third of the continent, and where there is profit and trade, there is piracy in the *Untamed Lands*. The river pirates are a hodgepodge of ruffians from virtually any and every nationality. These are men and women unable or unwilling to make a more traditional life, instead shoving their war canoes off for fortune and bloodshed.

Swamp Witch Covens: Deep in the swamplands covens of witches are rumored to gather. These women are powerful magicians who seek isolation to become deeply attuned to the spirit world. Only the adventurous seek them out, but the secret knowledge they hold can be invaluable... provided one is willing to pay the steep price inevitably demanded in exchange, for these reclusive witches have need of favors that only the brave and able- can fulfill.

OTHER PLACES OF INTEREST

The southeastern reaches are a vast and complex landscape with many exotic locations to visit and adventure in.

Everglades: This subtropical wetland covers the peninsulas on the continent's southeastern edge. This is a land shaped by water and fire, experiencing frequent flooding in the wet season and drought and wildfires during the dry season. This vast ecosystem contains vast swaths of sawgrass marshes, cypress marshes, estuarine mangrove forests, tropical hardwood hammocks, pine rocklands, lakes, rivers and marine bays. This is a region rife with nature spirits, not all of whom are friendly. In recent years the water table has been falling, an anomaly which the spirits see as a direct result of reckless human activity.

Lost Land of Bimini & the Fountain of Youth: The legendary lost land of Bimini is a lush and prosperous place rumored to exist somewhere on the southeastern coast on an unknown peninsula or island. Here lies a mystical spring of powerful medicine. It is said that drinking from this spring slows the aging process, and the natives of this land who continually drink of its water never grow old or die of old age.

Ocramek Island: Ocramek Island is one of the few mound cities to reside on an island. This small island city serves as a trading post, renowned for its fine pottery and skilled woodcarvers who produce a variety of wooden wares from totemic art objects to tools, utensils, and weapons. Its people must continually vie with the coastal pirates to keep their valuable trade goods.

Pirate Isles: The wealthy merchant ships that come from overseas attract pirates of all kinds. Many of these rogues are based out of the myriad islands in the region, sailing forth in long ships and war canoes to plunder merchant vessels and seaside settlements alike. These pirates are a ragtag bunch or rogues, often coming from a wide mix of racial and cultural backgrounds.

Ruins of the Mound Builders: As in the Northeastern Woodlands region, the landscape of the southeast is dotted with the remains of the ancient cities of the Mound Raisers that have been abandoned and fallen into ruin over the years. These dead husks often end up serving as lairs for lawless rogues or sinister monstrosities lurking in the wildlands.

Stone Crow Mounds: These sacred effigy mounds, rising ten full feet in the center, are built of thousands of chunks of quartzite arranged in the shape of a large bird facing the sun, with a long beak and fan tail. These sites are used for funerary rituals and the cremation of the dead, intended to help the souls find their rightful place in the afterlife by attracting a crow as their guide. Some say those wishing to speak to the dearly departed may do so if they return to the mound they were sent off at under the light of the full moon.

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The Veiled Lake of Ataga'hi: The veiled lake of Ataga'hi is a mystical place continually surrounded by the Spirit Mist. The lake is said to exist somewhere between the physical world and the spirit world. Legends say that no human who seeks the lake can find it, and only the local animals know the hidden paths to the lake. For the few who can find it, the Lake of Ataga'hi is a place of wild beauty. The lake's clear purple waters are fed by springs cascading from the surrounding cliffs. The waters of this lake are rumored to have powerful healing properties (At the GM's option, submersion in the lake may provide a natural healing roll every round). The lake and surrounding shore teem with a wide variety of animals. This place is also the legendary home of the first horned serpent.

LOCAL EVENTS

The semitropical forests, river valleys and swamplands of the southeastern reaches are a place of continual conflict. Many tribal groups engage in regular military exercises as a way of life, jockeying for regional dominance, prodding their neighbors for weaknesses, and keeping their warriors skills sharply honed.

Atlantean Invasions: Of all the coastal regions, this area has borne the brunt of the various Atlantean invasions over the years. Like a dark tide, the invading ships will attack and then subside, only to come back in greater strength in wave after wave of invasions. This conflict is not only played out along the shore, but at strategic locations inland where Atlantean forces seek to subjugate the local populace and establish military bases.

Sports: Many of the same sports enjoyed in the Northeastern Woodlands are also played among the tribal peoples of the southeast. Here, even more so than in the north, they serve as mock military exercises as well as fulfilling an entertainment role.

Traders from Across the Sea: The southeastern coast of the continent is a place where a shrewd merchant can become wealthy overnight and a fool can be ruined as quickly. The region is a hub for overseas trade. Merchants cross the great western water bearing their exotic wares. Most of these merchants are either Obsidian Men such as the Bantanu, Aramae or Skadians. The Bantanu and other tribes of Obsidian Men are tall, well formed and dusky races. They hail from a dark jungle continent sometimes called Borea, a land northeast of Atlantis. The Aramae are a wealthy sunburnt people from a desert land in southern Hyperborea which lies north of Borea. Skadian merchants also cross the sea from Middangeard to trade here.

BUFFALO PLAINS

THE BUFFALO PLAINS

The Buffalo Plains are a vast rolling region of prairie, steppe and grassland occasionally cut by rivers and streams lined by trees and brush. This land is home to massive wild bison herds from which its name is derived. This is an endless flat land of cold winters, hot summers and powerful winds. This region also experiences periodic drought which can combine with high winds to produce massive dust storms.

Tribes: There are over 30 distinct tribal groups roaming across the great rolling grasslands of the Buffalo Plains. These tribes can be roughly divided into two groups; the 'Rovers' who subsist almost entirely by hunting the buffalo herds, and the Prairie Tribes who build villages and raise crops. While the tribes of the Buffalo Plains have always engaged in fairly regular raiding and warfare, the gradual decreasing of the bison herds has intensified these conflicts in recent years. As food supplies grow scarcer and war more frequent, some tribes have favored the care and feeding of their sons and future warriors over their daughters, leading to a disproportionate survival of men and a shortage of women that must be made up for by raiding other tribes for their daughters.

Endemic Language: Plainsman's Cant

Food: The buffalo are the major source of food for most tribes of this region, providing not only meat, but also hide and bones as building materials. Every part of the buffalo has its use. Fish from local rivers and streams are another staple food for many tribes, as are other game animals such as deer. The semi-sedentary tribes also practice agriculture, growing crops like corn, pumpkins, squashes, beans, and tobacco. All of the Buffalo Plains tribes supplement their diets by gathering wild berries, seeds, nuts, and roots.

Architecture: The nomadic plains people live primarily in conical hide tents called tipis, favored for their light weight and ease of transportation. The semi-sedentary prairie tribes also build villages of lodges made of wood and earth, often with clay, mud, or sod molded over a wooden framework.

IMPORTANT PEOPLES

The grasslands of the Buffalo Plains may at first glance appear homogenous and dull, but its people are anything but.

Canotila Confederacy: The Great Canotila Confederacy is a powerful alliance of seven major tribal groups as represented by their seven council fires. The tribal councils of these seven nomadic tribal groups each

select four of their members to convene in a grand council meeting one a year during the summer. The Canotila Confederacy is a valuable ally in times of war, and a fierce enemy. Yet the enemies of this aggressive warrior culture far outnumber their allies, and they have an ongoing rivalry with several woodland tribes belonging to the League of the Three Fires. Their strength in numbers and military might has allowed them to hold great influence in the political spheres of the Buffalo Plains.

The Chaticks: The Chaticks are a large and powerful Buffalo Plains tribal group, with many sub-groups. Fifteen tribes make up the northern Wolf Federation, while the Southern Chaticks bands cover an additional four tribes. These are a sedentary people, establishing permanent villages of substantial earth lodges.

Napi, League of the White Hand: The league of the white hand is a confederacy of three tribal nations who share a common dialect and culture. These tribes largely operate autonomously but share treaties of mutual defense and are tied together through frequent intermarriage. They are bitter enemies of the Xapaaliiia Raven tribe.

Sahíya Nation: Enemies of the Xapaaliiia, and renowned for producing breathtakingly beautiful women. The Sahíya nation is broken up into ten bands which roam independently across the Buffalo Plains, meeting together to hold high council, for religious ceremonies, and to make war upon their enemies.

Xapaaliiia, the Raven People: The Xapaaliiia or raven people are fierce warriors with few peaceful relations. Their most bitter enemies include the Napi and the Sahíya. They have an unusual number of raven skin-walkers among their population.

PLACES OF INTEREST

The rolling plains are far from featureless. Listed here is a sampling of the locales the heroes may come across in their travels.

Buffalo Drive Lanes: Before the horse was introduced to the *Untamed Lands*, the tribes of the buffalo plains relied primarily on drive lanes to take down the life-sustaining bison. The drive lane leads into a funnel-shaped set of barriers made of earth, rocks and brush, leading into a sturdy coral forming a bottleneck with a steep drop over a cliff at the narrow end. Hunters attempt to startle buffalo herds and drive them down the lane and through the coral, causing them to stampede over the drop-off where they plummet to their deaths. The drop-off is graphically named a 'piskun' which means 'deep-blood-kettle.' Any buffalo

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not killed by the fall can be easily dispatched while injured and dazed from impact.

Medicine Wheels: The Great Buffalo Plains are dotted with stone cairns arranged into intricately spoked wheels measuring around 100 ft. in diameter. These medicine wheels serve as both sacred sites and area maps. To those who know how to interpret them, a medicine wheel reveals the direction and distance to important landmarks. Discerning the direction of a specific landmark on a medicine wheel requires a successful Knowledge (Oral History) roll. On a raise, the viewer may also discern the approximate distance to the landmark in question, and any additional information conveyed about the location. The arrangement of the stones can convey meeting times and places for buffalo hunts, local festivals or places where danger is afoot.

The Twilight Hills: The Twilight Hills are a small isolated mountain range oft described as a solitary island of stone and trees amidst a sea of grass. The name of these hills comes from their dark appearance caused by the shade of the trees contrasted to the resplendent brightness of the open plain. This is a sacred site for many plains tribes, considered by some to be the sacred center of the world. Many journey here to perform Vision Quests and to seek revelation from the spirits.

The Creator's Tower: This stone monolith is a natural pillar of igneous rock dramatically rising 1,267 feet above the landscape of the Twilight Hills. Legend says that this great stone pillar was created long ago when a group of small children were playing in the hills when they were attacked by a pair of giant bears. The children prayed to the Creator for salvation, and they were lifted high into the air by this stone column as it rose from the earth. The giant bears tried to climb the stone column, but failed, leaving behind their claw marks on the stone's surface as they slid back to the ground. Some versions of the tale say that the children were then rescued by giant eagles, while other versions say that they rose into the sky to become a constellation of stars.

Yellow Rock Canyon: This canyon was carved out by the Yellow Rock River, named after the oddly colored stones found in its riverbed. This canyon is located on the northwestern edge of the buffalo plains near its border with the Plateau region. The river is a rich fishing ground and game is plentiful in the surrounding mountains and forests. This region is also home to the Yellow Rock Lake at the center of the caldera of the largest active volcano on the continent. Volcanic activity abounds here, from hot springs and geysers to the occasional lava flow. Much of the land here is covered in old lava flows and volcanic rock. A wealth

of obsidian can be found here which the local Xapaa-liia tribe mines and exports in trade. This wealth of obsidian also makes this area a frequent site of raids from neighboring tribes.

LOCAL EVENTS

From tribal raids and skirmishes to capturing wild horses and the thrill of the buffalo hunt, the Buffalo Plains are never a dull place.

Buffalo Hunts: Buffalo hunts can be both exciting and dangerous events for the heroes to take part in. Hunting methods can vary from killing buffalo with spears and arrows from horseback, to intimidating the herd into stampeding over a cliff or buffalo run. Either way, hunters risk being stampeded or gored. Hunters stand to win glory and meat for their bravery, and some hope to one day take down the most quested after buffalo on the plain, the legendary spotted buffalo. White buffalos on the other hand are held sacred and no hunter will touch one lest they incur the wrath of the gods.



BUFFALO PLAINS



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Morning Star Ceremony: Every spring the Chatick tribe carries out the Morning Star ceremony as a ritual reenactment of creation to bless the New Year. Normally this ritual involves the symbolic sacrifice of a young human girl in effigy. However, in some years the Morning Star appears to a tribal warrior in a dream, giving him visions of capturing and sacrificing an actual young girl. The dreamer then presents his visions to the Morning Star high-priest, and if the dream is interpreted as an authentic demand for a human sacrifice, the priest presents the warrior with a ceremonial costume. The dreamer must then lead a volunteer warband to capture a young girl from an enemy tribe. The captive is given to the care of the priests and treated with respect, though she is kept isolated from the rest of the tribe until the day of the ceremony. The girl is then ritually cleansed and becomes the centerpiece of a five day ritual that transforms her into an earthy embodiment of the evening star before being sacrificed upon the rising of the morning star on the fifth night, slain using a warclub and arrows. The girls blood is then used to fertilize a ceremonial garden, thus ensuring the success of the coming years crops, life on the plains, and the continued existence of creation.

Raiding: The Buffalo Plains are a staging ground for numerous intertribal rivalries in which the heroes can get swept up. Battles over hunting grounds are common. Cultural favoritism of male children leads to a shortage of women in many tribes, forcing them to steal women from neighboring tribes during raids. Raiders also seek to capture as much food and as many horses and other valuables they can get their hands on. Such raids often lead to deep-seated enmity and long term tribal feuding.

Ravages of the Storm Spirits: As if life on the open plain was not hard enough, this region suffers from catastrophic meteorological events, some orchestrated by malicious storm spirits who delight in chaos and destruction. While this land is not the only place that suffers such storms, it seems a focal point for some of the more malicious storm spirits.

The Rise of Mount Culture: Though several breeds of horses existed in this land in ages past, most breeds had become extinct during the Age of Eternal Winter, with only a few dwindling populations surviving in a few remote volcanic valleys where they live clustered around hot springs. The coming of the Skadians has brought large populations of horses back to this land through trade and commerce. The massive Skadian draft horses have been bred with the last dwindling populations of the smaller and more agile Eukhon wild horses and striped Hagerman horses, to produce a faster, long legged breed of horse with a medium build. Among many of the nomadic Buffalo

"We have them: the stick and the ball.

We have them, we have them,

Our ball that is played in honor of the sad."

- The Tow-wa Ballgame Song

Plains tribes there is a growing culture based around these horses. Some conservative tribal members warn against relying on these strange beasts from the lands across the great sea, but there is a sizable and quickly growing constituent among most tribes who wish to adopt horses as a focal point of their livelihoods and culture.

A few tribes, most notably the feral packs of the Buffalo Plains, have foresworn use of horses in favor of specially bred riding bison. These hardy beasts are of wild buffalo stock, but are bred to be leaner, faster, smarter, and slightly more even tempered than their wild brethren.

Smoke Signals: While the Buffalo Plains tribes are not the only ones to use smoke signals, their use is most prevalent here. On the open plain, messages can be sent great distances using plumes of smoke created by burning damp grasses or leaves. Each tribe has their own signaling methods, adding meaning to the signal with different colors of smoke or by releasing controlled puffs of smoke from underneath a heavy blanket placed over the smoldering grass. Typically signals sent from part way up a hill or peak signify that all is well, while signals lit at the top of a hill signify that danger is about. Characters can automatically interpret the smoke signals of their own tribe. Correctly interpreting a smoke signal from a different tribe requires a successful Knowledge (Oral Tradition) roll. Smoke signals are most often used to warn of danger, from invading tribes to rampaging monsters.

Tow-wa, The Sacred Ball Game: Tow-wa is a sacred ball game used to alleviate sorrow and heal the sick and injured. First the individuals to be healed rub their chest and arms with the sacred ball before passing it off to the players. Two teams would vie for the ball on an open field, attempting to throw it to a team member who could catch it with a ladle-shaped stick. Otherwise this game is played similarly to lacrosse.

SPIRIT PLATEAU

THE SPIRIT PLATEAU

The Spirit Plateau is a wide flood basalt plateau that lies northeast of the Grandfather Mountains. This is an area of high flat grasslands, savannas, and scrublands. These flatlands are punctuated by mountains, canyons, valleys, and rivers teeming with salmon.

Tribes: The people of the plateau region are primarily nomadic hunter-gatherers belonging to over 30 tribal groups. These people journey from camp to camp bearing their goods and belongings in baskets woven of tough grasses and hemp. The people of this region have an eye for beauty, and are well known for the intricate designs they use to adorn everyday items and ceremonial objects alike.

Endemic Language: Kutenai Spirit Tongue

Food: The nomadic people of the Spirit Plateau hunt game such as bison, deer and elk and small game. They gather many fruits and vegetables, including camas, bitterroot, chokecherry, huckleberry, kouse root, serviceberry and wild strawberry. Fishing is also widespread with salmon being one of the main staples of the region.

Architecture: During the summer the local tribes build long houses from mats of tough tule reeds. In winter large semi-subterranean lodges are shared by several families. These are built by digging a rectangular foundation several feet deep and then constructing a pole frame covered in tule mats or tree bark.

IMPORTANT PEOPLES

The spirit plateau is home to several powerful tribal confederacies.

N'kwalagan Alliance, Lords of Lightning: The N'kwalagan tribal confederacy is an alliance of four major tribal groups known for their powerful storm shamans.

Tsauz Confederation: The Tsauz Tribal Confederacy is an alliance of five matrilineal tribes, each claiming descent from a semi-divine mother who is said to be a mortal daughter of the creator. Individually these tribes had been poor and weak, but since their alliance they have grown ever stronger, becoming one of the most powerful groups of the region.

PLACES OF INTEREST

The Spirit Plateau is a mysterious region with a number of locales teeming with adventure possibilities.

Blue Crater Lake: The strikingly blue waters of this lake partially fill a 2,148 ft. deep caldera left behind by the collapse on an ancient volcano. Local legend holds that the volcano collapsed during a battle between the sky god and the lord of the underworld. This is a sacred site where those seeking Vision Quests go to seek enlightenment from powerful spirits, often by climbing the treacherously steep walls of the caldera.

Chiefdom of the Firelord: In one of the most volcanically active regions of the plateau dwells Amaug the Firelord, a great sorcerer-chief and head of a circle of fire mages. He dwells in a large step pyramid built in Maztlani fashion from volcanic rock. He and his acolytes are said to be able to control earth and fire, with the ability to awaken volcanoes to fiery life or calm them back into smoking slumber. The Firelord is feared and hated throughout the region, but few have the power to stand against him. Neighboring tribes are forced to give the Firelord tribute for fear of his igneous wrath and military might.

The Seven Devils' Mountains: On the southern border of the plateau region the Seven Devils' Gorge lies in the shadow of the Seven Devils' Mountains. Once seven giant man-eating demon brothers lived here and terrorized the local people, but Coyote trapped them in seven pit traps filled with molten copper and turned them each into a mountain. To this day, the region is rich in copper ore splashed about by the giant's death throes. Even with the original seven devils gone, this place seems to be a magnet for evil spirits and sorcerers alike.

Sulphur Springs: These sacred hot springs are said to have amazing healing and purifying properties. Local tribes come here to camp beside the hot springs to bathe in their cleansing waters and heal ailments both physical and spiritual.

AHABI DESERT BASIN

The Ahabi Desert Basin is a vast arid region that includes valleys, basins, lakes and mountain ranges. Most precipitation here is snowfall in the highlands. Of the snowmelt and rain that does reach the lowlands, whatever water that does not evaporate within minutes seeps deep into the soil to supply ground water aquifers.

Tribes: The peoples of the Ahabi Desert Basin are nomads belonging to many different tribal groups who survive by following seasonally available food supplies in the harsh desert climate. They eschew the use of pottery in favor of lighter woven baskets for transportation. Heavy items like grinding stones are not carried with, but rather cached for later use when the tribe returns to the area. Each tribe migrates

SPIRIT PLATEAU

within a well-defined territory centered around a water source such as an underground spring, oasis, lake or wetland. Since water and resources are in short supply in the desert, the locals can be aggressively territorial. Raids between different tribal groups are common, and can easily escalate into feuding or war. As if the harsh environment were not enough, the shifting deserts are home to many strange and bizarre monstrosities.

Endemic Language: Anazi

Food: The harsh climate of the desert basin makes agriculture impossible. The nomadic people who call this unforgiving land home must follow the seasonally available food sources such as grass seed and pine nuts as well as hunt whatever small game the desert has to offer. Fish and waterfowl are gathered at oases. Common game animals include rabbit, herds of pronghorn and deer, as well as desert snakes and lizards.

Architecture: These tribes travel in small family units during the summer and gather together in small villages in the winter. While there are no permanent settlements, the same winter villages will commonly be used by the same family groups one year after another. The nomadic peoples of the Ahabi Desert Basin live in conical hide tents similar to the tipis of the Buffalo Plains tribes. These shelters are favored for their mobility.

IMPORTANT PEOPLES

The people of the desert are a hardy and adaptable bunch. Here are some of the more prominent groups.

The Nimerigar Triad: The Nimerigar Triad is one of the largest tribal groups in this region, consisting of three large tribal divisions, the Northern, Eastern and Western Nimerigar.

Peyote Prophets: Peyote is a small spineless cactus is used as an entheogen to trigger a state of deep introspection and insight and to supplement transcendent rituals such as meditation and Vision Quests. The Ahabi Desert Basin is the place where Peyote was first used as an ethnogeny, but its use has since spread, and is particularly common among the Anazi Badlands tribes. Recently a religious movement has grown up around its use, with so-called Peyote prophets bringing disturbing yet vague news of a coming disaster, a conflict that will cover the whole of the *Untamed Lands* with blood and darkness.

Si-Te-Ca, The River Tribes: The tribes along the Grandfather River have formed a strong tribal alliance in an effort to protect their valuable riverside territory. This alliance is made up of four major tribal groups collectively called the Si-Te-Ca. Issues that affect all four tribes are overseen by a council of nine



SPIRIT PLATEAU

members and a high chief elected by the council. Due to their prime riverside territory, the Si-Te-Ca must constantly fight off other tribes who wish to take over their lands.

The Sunuwavi Tribes: The Sunuwavi are a loose association of over 17 ethnically related nomadic tribes. While these tribes do not hold any kind of formal alliance, each holds close associations with their neighboring Sunuwavi tribes. The Sunuwavi are undisputed masters of their desert environment, and appear to have lived in exactly the same region for thousands of years, if not since the very dawn of man. They defend their ancestral territory fiercely, and do not take kindly to outsiders trespassing or hunting on the lands they hold sacred.

PLACES OF INTEREST

There are a number of interesting locales buried amidst the desert sands.

Buried City of the Siats Ghouls: Somewhere beneath the arid landscape of the Ahabi Desert Basin lies the fabled underground city of the Siats ghouls. This underground civilization is said to be grander than any built by the hands of man, yet it is filled with degenerate, ravening, man-eating tricksters. Some say that the Siats were human once and held a great civilization. If so, the question of how men could have degenerated into such beasts is a mystery.

City-States of the Sorcerer-Chieftains: Amid the harsh desert environment a triad of walled city-states flourishes. These unnatural oases are said to be generated by dark magic, and maintained with the blood of innocents. Little is known about these city-states save that they are each ruled by a powerful sorcerer. Few are permitted to enter, and none but their obsidian girded armies are permitted to leave.

Grandfather River: The Grandfather River is the largest waterway running through the Ahabi Desert Basin, serving as an artery pumping life into the parched desert landscape.

Inland Sea of Salt: Also known as the Lake of the Salt Spirit, this massive salt lake covers approximately 2,000 square miles, though its area varies greatly due to its shallow depth. The water here is extremely saline, even saltier than sea water. The dense salt water allows people to float easily in the lake (+2 bonus to Swim rolls). This lake is home to abundant brine shrimp, shore birds and waterfowl as well as powerful spirits, lake monsters, and a bizarre array of other aquatic monstrosities. The shores of this lake contain oolitic sand, where each grain is coated in a pearl-like shell of lime. This lake contains at least eight

major islands along with a number of smaller isles and peninsulas whose exact number vary depending on the water level.

LOCAL EVENTS

Some of the most important and prolific sacred dances originated from this region.

The Bear Dance: When the first thunder rolls in the early spring, it is time for the bear dance. This dance is done inside a specially constructed corral built around a cedar tree. It is a dance of renewal, meant to honor the bear and call upon its strength after the taxing winter months. The festival lasts for four days, during which time the community joins in song, dance, and the gathering of roots, nuts and berries. During this time the women choose partners for courtship, often leading to marriage. At the end, the dancers leave their plumes on the cedar tree as a symbol of leaving the troubles of the past behind to begin life anew in the spring.

The Ghost Dance: The Ghost Dance is a sacred dance that has been forgotten and rediscovered through prophetic revelation during Vision Quests throughout history. Once lost or forgotten, the Great Mystery only revitalizes this dance through a prophet during the direst of times, when both the physical and spiritual world are threatened. The dance itself is a relatively simple circle dance held around an individual who is leading the ceremony. More important than the dance itself is the belief and conviction of those participating in it. When performed correctly by those of true faith during a time of darkness, the dance is said to be able to call forth ancestral and totemic spirits to help drive away some great evil. It is through the Ghost Dance that the world is preserved and apocalypse postponed.

The Sun Dance: This sacred dance has the power to alter the weather and bring rain. This dance is widespread and has many variations, but they all incorporate some common elements. During the religious ceremony, sacred songs are sung in the tribes native tongue, tobacco is smoked in pipes and given up to the spirits as an offering, and participants pray and fast. Some variations call for participants in the dance to perform ritual piercing of the skin on their chest, arms or back. The dance is meant to honor the Great Mystery with sacrifice and prayer to call for life giving rain or other crucial changes in weather.

The Salt Trade: Salt is the major export of this region, and as demand for this mineral grows, some wealthy merchants have taken to buying large numbers of slaves to harvest salt under the whips of brutal armed overseers. This new trend has caused friction with local tribes, and as disputes over territory and the use of slaves escalate, armed skirmishes between tribal warriors and hired guardsmen are becoming more common.

THE EAGLE COAST

THE EAGLE COAST

The Eagle Coast is a verdant-forested coastline that runs between the great waters of the Western Ocean and the northern arm of the Grandfather Mountains. The climate ranges from temperate to subarctic, though temperature extremes are mediated somewhat by the ocean currents. Rainfall is heavy in this region, which encompasses a large swath of temperate, coniferous rainforest.

Tribes: The people of the Eagle Coast belong to over 40 different tribal groupings, each with their own distinct culture, history and society. The leaders of these communities wear ornately decorated blankets during formal events which display their rank and family heritage. The affluent tribe members display their material wealth through competitive conspicuous consumption by throwing feasts, called potlatches, for their communities. The rich resources of the region help to make the Eagle Coast one of the most densely populated regions of the *Untamed Lands*. Warfare is common in this region as opposing tribes perform raids to establish regional dominance and to capture slaves to use for labor or trade.

Endemic Language: Northwestern Tongue

Food: The tribes living along the Eagle Coast primarily eat a seafood diet, including sea weed, fish, crustaceans and shellfish, supplemented with fruit and berries gathered inland by the womenfolk. Salmon is a major staple during the spawning season when the fish begin swimming upriver. Whales are also hunted and harpooned for their meat. Other foods include terrestrial game such as rabbit and caribou, as well as the meat and eggs of various shore birds.

Architecture: The tribes of the Eagle Coast live with their extended families in large houses built of sturdy wooden planks. These homes are traditionally built of cedar wood and some can house extended families of as many as 50 people. Many tribes mark the entrance of their homes with a totem pole bearing totem animals, guardian spirits and other family crests.

THE FOUR SACRED SECRET SOCIETIES

Life and politics along the Eagle Coast are dominated by secret societies. Four in particular have grown in power and hold great influence and prestige in the region.

Kwast Death Society: The Kwast Death Society are the keepers of the mysteries of death and the afterlife. They paint their faces in white clay and preside over burial and funerary rites. They also commune with the spirits of the dead and other creatures of the underworld such as the bokwus.

Masata, The Cannibal Society: Of the four predominant secret societies of the Eagle Coast, the Masatsa is the most powerful and prestigious. This society is said to have originally been formed by a band of brothers after they killed a powerful man-eating giant to gain his supernatural powers and magical treasures. From these, the brothers learned how to gain knowledge and strength from the eating of human flesh.

The society selects its members, almost all of whom are men. A potential initiate is first kidnapped and taken to a secret location deep into the forest where they are taught the society's mysteries. Few decline membership because doing so means death. Once initiated in secret the new member is presented during a public ritual where the society's origins are recounted, with the initiate taking the role of the man-eating giant in the dance, even biting members of the audience. The society then ritually tames the initiate during the dance. The initiate must eat human flesh without chewing, and then drinks sea water until they vomit to purify their bodies.

Matematsa Magical Society: The Matemasta Magic Society is the most secretive of the Eagle Coast's four sacred societies. This group is comprised of all manner of shamans and wizards who share spiritual powers and eldritch secrets beyond the comprehension of normal folk.

Wingual War Society: The Wingual War Society venerates a war god of the same name who is described as lean, tall and black with steely bat-like eyes. They are the keepers of many war secrets and strategies. They craft magical weapons and armor from cedar wood and build powerful copper war canoes. They hold the deadly sisiutl to be a sacred animal, the favored beast of their war god. The war society gathers to perform sacred dances, including the disease throwing dance with the power to unleash plagues on ones enemies and the Hawin Invincibility Dance, during which society members pierce themselves through the back and thigh skin with skewers hung from the rafters of their lodge to demonstrate their invulnerability and immunity to pain.

OTHER IMPORTANT PEOPLES

The Eagle Coast is a verdant region that provides fertile ground for a rogues gallery of groups and organizations.

Giant Eagle Riders: The high cliffs of the Eagle Coast contain the aeries of the rare and majestic Giant Eagle. Elite tribal warriors sometimes attempt to win the trust of one of these magnificent birds to use as a mount. This ritualized process is difficult and dangerous, involving scaling sheer cliff-faces and trying to

THE EAGLE COAST

establish a connection with one of these giant birds of prey without being eaten or falling to certain death.

Mythic Ancestry: Many of the greatest families of this region claim to be descended from powerful spirits or monsters. These beasts are used in heraldry to signify different ruling families and clans.

Slave Rings: While the tribes of the Eagle Coast are far from the only cultures to practice slavery, and the practice is not universal, this is the region where slavery is most common, with slaves making up as much as a quarter of some tribal populations. Slavers go on wide ranging raids that can reach south into the Grandfather Mountains, east through the Plateau and northeast into the arctic. The largest and most aggressive slave rings are independent businesses that are not attached to a particular tribe, hiring thugs from far and wide as enforcers.

Wood Worker's Guilds: The Eagle Coast boasts some of the *Untamed Lands* best carvers and woodworkers. These skilled craftsmen build all manner of things, from impressive wood lodges and totem poles to wooden weapons, sophisticated wood slat armor, and elaborately carved and painted wooden shields and helmets.

PLACES OF INTEREST

Amidst the cedar forests, mountain valleys, and coastal waters of this region lie a number of interesting locations which the heroes may wish to visit on their journeys.

Barge City: The northwestern Eagle Coast is home to the fabled Barge City, a massive fishing community built atop numerous linked wooden rafts. From there the people set out to sea in massive canoe-like ships to fish and hunt whale.

Mountain Tombs of the Ancients: High in the mountains lie the strange tombs of an ancient man-like race, believed to be the ancient progenitors of many coastal tribes. Only the brave and foolish risk the steep climb to explore these tombs, for they are guarded by eldritch wards, lethal traps, and strange, inhuman sentries.

Ruined City of the Apes: On a remote coastal island lie the remnants of an ancient city not constructed by the hands of man. All evidence, from the broken frescoes, shattered statues, and the dried bones exposed in disturbed graves, indicates that the residents of this ancient city belonged to an ape-like race similar in build to the Sasquatch. However, these ape-like beings exhibit technology far beyond anything the Sasquatches have today. Indeed their tools and

TOTEM POLES

Totem poles are ornate monuments carved from a cedar tree created by the tribes of the Eagle Coast. Totem poles can have many forms and many meanings. Some are used to record legends, clan lineages or historical events or people. Others display religious and cultural beliefs, serve as mortuary structures containing a grave box, illustrate stories or serve as objects of ridicule and reminders of past conflicts or criminal activity. Totem poles used for public ridicule are called "shame poles," and serve as a reminder of an adversary's past crimes or debts.



THE GRANDFATHER MOUNTAINS

architecture were every bit as sophisticated as any human culture, a phenomenon that contradicts nearly every surviving history and legend of the region.

Ruskar Enclaves: Though no permanent settlements have been recorded to date, Ruskar war camps crop up regularly along the northernmost reaches of the Eagle Coast. So far the coastal tribes have been able to beat back the invaders through familiarity with the terrain and superior numbers, but the Ruskar invasion forces have only grown in size and determination over time.

Washinga Rainforest: The Washinga Rainforest is the largest region of temperate rainforest in the known world. It covers a vast swath of land on the west face of the coastal mountains that span the length of the Eagle Coast. This rainforest is primarily made up of conifers, with an understory of broad-leaved trees and shrubs. Most precipitation occurs during the winter, with summers being relatively dry. This temperate jungle holds many secrets, from lost cities to strange beasts unknown in the civilized lands.

LOCAL EVENTS

Potlaches: The tribes of the Eagle Coast measure a man's wealth not by what he has, but by how much he can afford to give away to others. The Potlaches are great festivals where a wealthy leader hosts a grand feast for their community in and around their family home. This is a formal gathering to which the community leaders wear ornate traditional blankets which display their rank and heritage. The festival commonly includes singing, dancing and feasting, as well as bartering and the exchange of gifts. These festivals are typically held in the winter and serve an important function in redistributing wealth among the community during the harsh cold season. Potlaches are often held competitively, with different community leaders each trying to outdo the other with the grandness of the ceremony.

Secret Society Festivals: Each of the four sacred societies holds a number of festivals, often to publicly acknowledge the induction of a new member after they have passed a private initiation. These festivals are centered on a series of sacred dances that hold special significance for the secret society in question.

THE GRANDFATHER MOUNTAINS

This region is dominated by the majestic peaks of the Grandfather Mountains. These make up the central part of the continent's largest mountain range, running several thousand miles along the western

coast and including some of the highest mountains found in the *Untamed Lands*. The center of this region is dominated by the Valley of the Earth Mother, a region of exceptionally fertile land with many productive farms. This entire region is heavily forested and contains some of the lands oldest trees, including the massive and long-lived giant sequoia trees.

Tribes: Over 50 distinct tribes dominate the Grandfather Mountains region. These tribes rely on the rich natural resources of their homeland for sustenance and trade. They have established their own standardized monetary system based on the use of rare shells for currency, which greatly facilitates trade and commerce within the region. Some of the finest and most beautiful baskets are made in this region, woven so tightly that they can be used to carry water.

The tribes here harbor a great fear of the spirits of the dead. The home and belongings of the deceased are burned or buried so that their ghost will not stay and continue to use them after death. It is forbidden to speak the name of a dead person for fear it will call them back from the grave. This fear is not totally unfounded, as this region has suffered more than most from the hauntings of restless spirits and the insidious plots of necromancers.

Endemic Language: Yukian Mountainspeak

Food: Along the coast these tribes hunt sea mammals such as sea lions, porpoises, and dolphins, even harpooning whales. Shellfish, crab and seaweed are gathered from the shore. Inland they hunt wildlife such as antelope, bear, deer, elk, lizards, mountain sheep, rabbits, snakes, squirrels, and various birds. They gather wild nuts, bulbs, roots, fungi, berries, grains, and other seeds. Acorns are specifically cultivated as a major staple to be eaten or ground into acorn flour and made into mush or baked into bread. Roasted grasshoppers and river mussels also serve as prized foods. Sea salt is commonly used to flavor or preserve food. Aside from water common beverages include berry juices, cider, nut drinks, and herbal teas. Meals tend to be eaten as needed according to appetite rather than at pre-set mealtimes.

Architecture: The tribes of the Grandfather Mountains dwell primarily in small huts built of wood, tule or rush mats covered in earth and clay, with conical, rectangular, and dome shaped designs being popular. Some tribes build semi-subterranean pit-houses with their foundations dug into the earth. These huts are usually arranged in communities built in sheltered mountain canyons and valleys. Most communities have a sweat lodge and a large central building used for council meetings and religious ceremonies.

THE GRANDFATHER MOUNTAINS

THE CITY-STATE OF SHEN

The city-state of Shen is a fortified coastal trading community famed for its impressive stone walls. The Shenese people found here come from across the great western sea and are incredibly gifted in alchemy, unarmed combat, astrology, and maritime navigation. The Shenese markets bear a dizzying variety of exotic goods found nowhere else. Jade, silk and spices are the major trade goods that form the backbone of the cities vast wealth and commerce, but one can find virtually anything here. It is rumored that among the Shen live a small number of skin-walkers who can take on the form of a fox or badger.

There is an ugly rumor that the slaves who died while building Shen's massive stone fortifications are buried within the wall itself. There is, however, little evidence to support this gristly legend.

Endemic Language: Shenese

IMPORTANT PEOPLES

Hidden among the mountain peaks and lurking along the coastal waters are a number of groups aside from the Shenese which the heroes may run into during their adventures in this region.

Necromancers of the Jade Skull: The Grandfather Mountains region is plagued by a secretive cabal of

necromancers. Most of their number are former shamans who have turned their back on their gods and their people to pursue an agenda of personal power by delving into the black arts.

Reavers of the Red Coast: Piracy is not uncommon along the western coast, particularly along trade routes with the Northwestern coastal tribes and around the city-state of Shen. These fierce buccaneers are a motely mix of rogue Shenese, tribal outcasts from the Eagle Coast, Desert Basin and Grandfather Mountains tribes and a few odd ruffians from further afield. Among the reavers, where you come from is unimportant so long as you are willing and able to divest merchant vessels of their wealth.

PLACES OF INTEREST

The Grandfather Mountains region is a geographically diverse area with many notable regions and places ripe with adventure.

Lost Isles of Pele: Legend states that far off into the great western sea lies an archipelago of volcanic islands. The exact location of these isles is unknown to most, but they are rumored to be inhabited by a number of small tribes dedicated to a beautiful yet terrible volcano goddess.



THE GRANDFATHER MOUNTAINS

Sequoia Forests: The Grandfather Mountains region is home to the massive sequoia trees. These ancient trees live for thousands of years, growing up to 26 ft. in diameter and 380 ft. tall. Some say that the eldest of these trees have taken on a degree of sentience and possess memories of ages past.

Tar Pits: The Grandfather Mountains region is home to three major tar pits. These lakes of boiling pitch form in places where viscous black bitumen leaks to the surface and coagulates into a tarry morass. These sights are guarded by holy warriors tasked with keeping necromancers at bay, lest they raise undead monstrosities from the ancient bones of prehistoric beasts preserved within the depths of these black pits.

The Treetop Chieftdom: Among the sequoia forests is a large community of treetop dwellings built several hundred feet above the forest floor. This is the hidden treetop chieftdom, where some residents spend their lives without touching the ground. Theirs is a hidden kingdom, and they are loathe to allow strangers they cannot trust to leave once they have found the city. Many are given the choice to stay or die.

Stone Shaper Mountain Fortresses: In recent years, a whole new set of Stones Shaper ruins have been discovered hidden deep within the Grandfather Mountains range, carved into the very living rock of these lofty peaks. For some reason a large portion of this powerful ancient culture seems to have locked themselves inside the very mountains and surrounded themselves with fortifications and deadly traps. Their reasons for doing so have been lost to the ages. It would seem that these great architects were trying to defend themselves from unknown assailants, or perhaps the barriers and traps were meant to keep something in. Regardless, these ancient ruins are dangerous places to wander. Not only are the Stoneshaper's well-crafted traps still deadly, but their ancient halls have become home to the strange things that dwell in dark places.

Valley of the Earth Mother: The northern half of this great valley is so fertile as to be likened to the womb of the earth mother, and supports substantial agriculture. The southern half of the valley is arid and desert-like. The two climates meet in the middle divided by a river delta. The whole valley covers some 42,000 square miles of grassland and tule grass wetlands, contrasting sharply with the rugged hills and majestic mountains that dominate the region. In spring the annual snow melt in the mountains turns much of the valley into an inland lake. This land is said to be a sacred place of power for any shaman who draws his power from the earth itself.



LOCAL EVENTS

The mountain peoples enjoy a good party and throw regular celebratory feasts throughout the year.

Seasonal Feasts: The people of the Grandfather Mountains love feasting, and do so on every special occasion, from weddings to the first salmon run of the year to the first acorn harvest. These events are grand celebrations with plenty of food, singing and dancing.

Ti'-kel: Ti'-kel is the major athletic sport played among the tribes of the Grandfather Mountains region. The ball for this game is made of raw-hide and shaped like a small dumbbell. This dumbbell is laid in a furrow a few inches deep at the center of a level playing field. Two parallel lines are drawn equidistantly from the dumbbell at a distance of a few paces. These lines are where the opposing teams line up at the beginning of the game. Each player is equipped with a short four to six foot staff with which to handle the dumbbell. One champion from each team enters the center of the field on opposite sides of the dumbbell to vie for control of it after it is thrown into the air to start the game. The object of the game is to score points by bowling the dumbbell into the opposing side's goal. The goals are typically set several hundred yards apart.

THE ANAZI BADLANDS

ANAZI BADLANDS

The Anazi Badlands are a beautiful yet arid region of rocky desert, mountains, limestone and granite hills, and river-carved canyons. This area is home to some spectacular sandstone rock formations carved out over the eons by wind and water. The land is dotted with desert plant life such as yucca, cactus, and creosote bush along with various scrub brush.

Tribes: Many of the numerous distinctive tribal groups inhabiting this region share common ancestry in an ancient civilization known as the Stone Shapers. These people are expert stone carvers, masons, potters and architects.

Endemic Language: Anazi

Food: Early tribes of this region relied primarily on hunting. As the region became more arid, livestock died off and game became ever rarer. Agriculture was brought to this region by farmers emigrating from the Maztlani Empire to the south. Sizable towns and cities have since developed around agricultural production centers. Major crops include corn and squashes. Cocoa is brought in from the south by trade.

This region has produced alcoholic beverages since before the arrival of the Skadians, though these alcoholic drinks are typically reserved for ritual use. A drink called tesvino is fermented from corn and used in ceremonies that commemorate important stages in life, such as coming of age, marriage, or the birth of a child. The intoxicating juice of the saguaro cactus fruit is extracted and consumed in large quantities during rituals meant to appease angry spirits and to bring the rain.

Architecture: Housing in this region varies, from sturdy stone buildings carved into rocky cliffs to covered pit houses and multi-level terraced 'adobe' apartments made from stone, wood and a cement-like clay mixture. Regardless of the materials used, these buildings are typically arranged around a central plaza where the community meets for religious ceremonies, festivals, and sports.

Kivas: These subterranean pit-lodges are spiritual places of teaching and religious practice. Some of these sacred buildings are large enough to accommodate over 500 people. The kiva is modeled after the subterranean pit-houses of the ancient Stone Shapers.

THE ANCHAKA

The Anchaka are an ancient race that claims to trace their ancestry back to the ruling class of the Stone Shapers. Their claims of decent are strengthened by their hold of several ancient Stone Shaper

cities, though in recent years they have had to fight their bitter enemy the Yeitso to keep them.

Cochetka Canyon: Once a barren treeless canyon, the people of this region have turned it into a thriving center of trade and commerce. Over 400 miles of graded roads lead into and out of the Canyon along major trade routes. Signal fire stations are erected at high points throughout the canyon to facilitate communication and to help guide travelers through the surrounding desert. This canyon contains innumerable pueblo style towns and cities. Many of these settlements were built by the ancient Stone Shaper culture. This region once served as a major trade capital, but is now in decline, overshadowed by the thriving trade center in the City of the Sky, and some of these once thriving communities now lie in empty ruins.

Puebhokam, City of Wonders: This massive pueblo-style city houses over 1,000 residents in adobe buildings as much as five stories tall arranged in a half circle around a central plaza. Religious ceremonies are held in the 37 kivas built into the city. The City of Wonders is the trade capital of Cochaka Canyon, with an economy centered on the mining and export of precious turquoise shaped into tiles and beads. Much of this turquoise is traded to communities in the south along a trade route known as the Great Turquoise Road.

Verdant Mesa City: The city of Verdant Mesa lies to the north of Cochaka Canyon, which it has in recent years begun to overshadow as the trade capital of the Southwest. This thriving metropolis is carved directly into the living rock of a cliff face. In this egalitarian community adults rotate public work. The women rotate between cleaning, grinding corn, preparing food, childcare, and plastering houses. The men rotate between jobs such as carving, tilling and farming. Even the priests share in these public works.

Whiterock, City of the Sky: This grand pueblo city is built high atop a 367 ft. sandstone mesa, chosen for the locations defensibility against invaders. Only a single hand-carved staircase cut into the sheer sandstone walls of the mesa grants access to this pueblo. Objects too large or heavy to be brought up by the stairs can be hoisted up using one of the pueblo's sophisticated rope and pulley systems. The people here dry farm the arid valley below using a system of irrigation canals.

THE KOHOKO

The Kohoko are excellent farmers, able to use their sophisticated irrigation systems to raise abundant crops in the seemingly barren soil of the badlands, which also makes them a target of frequent raids when famine strikes. The Kohoko are split into two

THE ANAZI BADLANDS



THE ANAZI BADLANDS

major tribes, the river people and the desert people. The river folk hold eight major settlements, the largest of which is known as the Grand Adobe. Their villages consist of loose clusters of houses where extended families live and share a central cooking and eating area.

The Grand Adobe: The 'Grand Adobe' is a fortified village named after the central building which stands four stories high and houses the ruling families. This settlement doubles as a walled stronghold where people from other Kohoko villages flee for protection should their lands be overrun by invaders.

The Great Hokama Canal: The Hokama Canal system is a massive network of irrigation canals located in a salt river valley dug by the Kohoko's ancestors, an ancient tribe of farming peoples called the Hokama. This enormous and sophisticated canal system includes 150 miles of irrigation canals that bring water to enough crops to support over 50,000 people. Much of the corn and other staple foods grown here are exported to help feed many of the large cities of the region.

THE MASUWU

The Masuwu are also descendants of the ancient Stone Shaper people. They live primarily in ten large pueblo cities, the most prominent of which are the Gila Cliff City and Obiri.

Gila Cliff City: Gila Cliff City is actually five inter-linked communities carved into the same cliff face. They collectively cover a 553 acre area. The settlement is named after the gila monster lizards that are common to the area. The triplet cities are located near a series of hot springs where the locals bathe. Though a relatively peaceful community, Gila has recently come under fierce attack by the Sheti snake-brothers.

Obiri: Obiri is the oldest Masuwu village, which has grown to hold some 3000 residents, consolidated from smaller villages that had to be abandoned due to raiders, Sheti snake-brothers attacks and drought. Today Obiri is the major cultural center of the Masuwu people.

OTHER IMPORTANT PEOPLES

The Askani Tribes: The Askani are a large group of six related semi-nomadic tribes allied by a common culture. Their territory even extends into the Buffalo Plains to the northeast. Their culture holds much in common with that of the plains tribes, but many of them have adapted local customs in the badlands, particularly the hogan dwellings of the Yeitso. These people migrated to this land from the far north, and have a well-earned reputation for being skilled

warriors and fierce raiders, and have a tenuous relationship with the Kohoko, whom they have frequently raided for food in the past. In fact their raiding practices have left the Askani with few allies save occasionally the Yeitso tribe.

The Yeitso Tribe: The Yeitso are a tribe closely related to the Askani who also migrated to this land from far to the north. They are a fierce semi-nomadic warrior culture that dwells in eight-sided wooden houses covered in earth called hogans. The Yeitso have acquired much land that once belonged to the Anchaka, though the two peoples seem to have reached a temporary truce due more to a stalemate than to diplomacy. The Yeitso also have a mutual dislike of the Masuwu which currently threatens to erupt into war, but are otherwise on better terms with their neighbors than their Askani brethren.

OTHER PLACES OF INTEREST

The badlands may seem like a beautiful but desolate place at first blush, but there is much to see and discover among its endless stone formations.

The Cliffside Cities: Some of the ancient cities of the Stone Shapers are still inhabited by their descendants, or have been re-colonized by other peoples. These grand urban centers are beautiful to behold, with the appearance of a massive stone palace, where even the common folk live in fine housing. These cities are carved directly into cliff-faces and mountainsides with the seamless craftsmanship required to carve an entire city out of a single continuous piece of stone.

The Pueblos: This region includes numerous adobe-style cities and villages built of stone, wood and clay, called pueblos. These multi-story communities often house between several hundred and several thousand residents. These communities are usually built around a wide-open central plaza where the community can gather for meetings, festivals, religious rites and sporting events. Pueblos are always built in good defensive positions to protect the community from raiders and to aid its defense in times of war.

Garden of the Gods: The Garden of the Gods is an area of legendary beauty and spiritual influence. Spectacular rock formations of red, blue, white and purple sandstone as well as limestone and various conglomerates rise up out on an ancient sea bed that has long since shrunk to a small salt lake. This area is one sought by any who wish to commune with the gods themselves. One should be careful traveling this region however, as it is a focal point for spiritual energies, both benevolent and malicious. Stories tell of gruesome fates for any foolish enough to remain in the garden after dark when nameless spirits of shadow and dread seek the gardens for their own dark purposes.

THE ANAZI BADLANDS

Great Sipapu Canyon: The Great Sipapu Canyon is an immense canyon carved out by the Grandfather River. According to Masuwu legend, this canyon is the hole from which mankind emerged onto this world from the previous dying world. Sipapu Canyon runs some 277 miles long with a width that varies from four to 18 miles and a depth that reaches over a mile deep in some places. This canyon contains a number of cliff-side cities carved into its length, as well as geysers and other signs of volcanic activity. Some areas are beautiful and hospitable to travelers, many of which are settled by the Anchaka. The canyon also contains dark places of mystery where even the locals fear to tread lest they uncover some of the canyon's deadlier denizens or dark secrets.

Eagle Rock: Eagle Rock is a naturally occurring stone formation in the Great Spirit Canyon that resembles a giant eagle. This is a sacred site for the local tribes, who often come here to pray, meditate or go on Vision Quests.

The Great Stone Archways: The northeastern part of this region is home to some spectacular natural sandstone arches. Many of these serve as sacred sites and petroglyph sites where the history of the region and its people is carved into the living rock. It is rumored that within these natural arches lie dormant magic portals that can be opened into the spirit realm.

The Labyrinth Cave of I'toi: This cavern beneath Mount Baboquivari houses a complex maze of rooms, passages and tunnels. This site is sacred to the creator, and tradition requires visitors to bring gifts to ensure their safe return from the maze's uncharted depths. It is said that the twists and turns of the maze represent the choices one has made over their lifetime. Wise choices can navigate the greatest dangers, while foolish choices can send one's spirit promptly to the underworld. It is said that the Great Spirit sometimes appears to the devout who wander the maze and heals them of all injury or sickness.

Petrified Forests: The Anazi Badlands contain most of the Untamed Land's petrified trees. Here one can find entire forests of these mineralized trees. Powerful spiritual forces are said to be at work in these places and few mortals dare to enter these forests of stone. Some claim they are areas where some great evil lays slumbering under the earth, corrupting the land around it. Others believe the transmutation to be the result of an ancient and powerful Stone Shaper ritual of unknown purpose.

Ruins of the Stone Shapers: Scattered among the current living communities of the badlands are the dead husks of an older civilization built by the Stone Shapers, the ancestral progenitors of many of the peoples now occupying the region. Their skill in carving

stone is unmatched even to this day, as evidenced by the remnants of the elaborately breathtaking cities they carved into cliff faces and the stone cities they built with numerous rooms and passages carved into the ground, with some religious complexes extending deep beneath the earth.

LOCAL EVENTS

Life in the badlands is difficult, but it is not without its diversions.

Rainmaking Ceremony: One of the most important rituals of this region is the ceremonial extraction and drinking of the intoxicating juices of the saguaro cactus fruit. The more of the intoxicating juice that is consumed in this ritual, the more rain it is believed to bring in the months to come. As a result drunkenness is not only commonplace, but encouraged during this ceremony.

Sand Painting: Many tribes in this region, the Yeitso in particular, practice the art of sand painting. This ritual is centered around the formation of sacred images and patterns on the ground using colored sand. These paintings are created for healing purposes. The patient is asked to sit within the sand painting to allow healing spirits to carry away their ailment or disease. Once the painting has absorbed the illness, it is destroyed. In game terms, sand painting is a trapping for the Healing Medicine power.

Toka (Desert Hockey): Toka is a popular sport played by the women from many tribes in this region. The object of this field-hockey like sport is to score points by getting a small wooden or leather ball from one end of the field to the other using wooden sticks with a curve at the bottom. The playing field can range in length from one to eight miles long.

The Goalpost Ballgame: The Goalpost Ballgame goes by many names. The game itself is as ancient as memory to the indigenous people of this region. In this sport, one village usually challenges another to a ball game and subsequently negotiates a day and location where the game will take place. A game typically lasts from noon to sundown. The game is played by kicking a small hard leather ball against a single vertical goalpost with a basket or nest at the top. One point is awarded for kicking the ball against the goal post, and two points are given for kicking the ball into the nest. The first team to score eleven points wins the game. The game is played by two opposing teams of 40 to 50 men each. Gameplay is rough with few restrictions on grappling, pushing or jostling and occasionally fights may break out. Spectators abound, and betting goods on the game's outcome is commonplace. Skilled players are often given houses or other gifts in an effort to keep them playing for a particular team.

THE MAZTLANI EMPIRE

MAZTLANI EMPIRE

Endemic Language: Maztloan

To the far south, the arid badlands of the southwest give way to mountains blanketed in thick unyielding jungle. These hills and mountains are broken only by the flat jungles of the Yukek peninsula and a small stretch of arid land in the shadow of the southernmost branch of the Grandfather Mountains near the western coast.

This region is hot and most regions are extremely humid. Heavy rains and violent tropical storms are commonplace, sometimes triggering flash floods, mudslides and avalanches. The dense jungle is home to a myriad of stinging and biting insects, as well as a broad diversity of beasts, spirits, and more sinister denizens of the deepest jungle.

The tropical city-states of the Maztlani and the surrounding jungle are separated from the rest of the continent by a vast and unforgiving desert. While skilled travelers are able to cross this barrier, it has prevented widespread contact with the civilizations to the north. As a result of their relative isolation, the Maztlani have developed technologically and religiously in very different ways than their northern neighbors. The Maztlani people are a populous group numbering in the millions. Over the course of their history they have developed their own unique styles of writing, art, astronomy, and architecture.

Food: Corn is the backbone of the Maztlani Empire's agriculture. Other agricultural products include tomatoes, peanuts, avocados, tobacco, pumpkins, chili peppers, beans and squashes. Turkeys have been domesticated in this region and their meat and eggs are used as a staple food. Common dishes include chili, cornbread, gorditas, guacamole, mescal, mole, pozole, salsa, tacos, tamales, and tortillas. Cocoa is brought in from the lands to the south by trade.

In the Maztlani Empire, alcoholic drinks have been commonplace since long before the arrival of either the Shenese or the Skadians. An alcoholic drink called pulque or octli is fermented from maguey juice, and thought to impart divine power. As such its consumption is reserved for royalty and the priesthood on pain of death. Pineapple beer is more widely available to all but the poorest social classes for more casual consumption. Another drink enjoyed by the masses is an ancient Zipacan drink called balche which is fermented from honey.

Architecture: The Maztlani build their temples, step pyramids and palaces of stone. The houses that the majority live in are simpler constructions built of wood and loam with roofs thatched out of reed.

FALL OF THE TOLEM DYNASTY

The cultural and political foundations of the Maztlani Empire were arguably built by the Tolem dynasty, which enjoyed the benefits of empire for a short period before they were overthrown by the Maztlani. From their once proud capital of Taluna the ancient Tolem people built a budding empire of step pyramids and stone columns carved in the semblance of watchful warriors. As the Tolem grew in wealth and decadence and conquered new lands, their military became stretched thinly across their holdings. Eventually their imperial ambitions outstripped their military might and their empire teetered on the brink of collapse.

To hold on to their lands, the Tolem had to rely increasingly on mercenaries to keep their foes at bay. In that age the Maztlani were the best mercenary warriors in the land, and the Tolem began to hire them exclusively. Their wealth kept the frightfully efficient Maztlani in their employ for many years as the ever growing Maztlani mercenary armies they employed to crush their enemies ate up ever more of their funds. Eventually the Tolem rulers began marrying their daughters into notable Maztlani families and giving out royal titles when their dwindling coffers could no longer keep their Maztlani armies in their service by money alone. Once the Maztlani established themselves among the royal bloodlines and grew in political and military power, they overthrew their Tolem rulers and replaced them with the Maztlani triple alliance.

NOTABLE CITIES OF THE MAZTLANI EMPIRE

The vast empire of the Maztlani contains some of the grandest cities the world has ever known. Here a few of the most notable cities of the empire are listed and described.

Chitlanteca, Floating City of the Eagle: Chitlanateca is the splendorous capital city of the Maztlani Empire. This capital is built atop the Lake of the Divine Eagle. This is a city of many temples, covered in brightly colored mosaics and painted with gold. The city is dominated by a central step pyramid atop which sit the twin temples of Huitzil & Tlalakki, the chief Maztlani gods of sun and rain. This grand temple has been re-built by each Emperor, constructing a larger, grander temple over top the previous ones, creating a layered effect, with each older temple housed inside the one that came after. One of the cleanest settlements of the empire, the city is cleaned daily by thousands of sweepers, its refuse carried away on barges. The thriving markets are filled with profes-

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sional merchants from far and wide who have come to tote their wares.

Chakka, City of Legend: Chakka is one of the empire's smaller cities, but remains one of the most important. Chakka lies in a fertile valley, and is surrounded by many farming communities where beans, chilis, cocoa, corn, gourds, pumpkin, squashes and tomatoes grow. Chakka is a major mining city, located near the Chakka mines, where a labyrinth of subterranean mine shafts delve ever deeper into the earth in search of silver and gold. Chakka's many craftsmen fashion these metals into all manner of ornate objects and jewelry for trade, combining them with alabaster, jade, turquoise, marble and onyx to create exquisite works or art.

Chalu, City of the Devout: Chalu is by far the most religious city in the Maztlani Empire. Here, religious ceremonies dominate daily life, and more sacrifices are offered up to the gods than in any other city. Chalu is a city with many waterfalls, some of which are incorporated into the city's architecture, flowing over and through the cities grandest temples and feeding into the many rivers that bisect the city. Chalu is known for its decadent public baths. The common folk dwell in houses of mud and thatch or stone, depending on their wealth and station. At the center of this city lies the pyramid temple of Coatquetzal.

Tithuatec, City of the Gods: This city is dominated by two massive step pyramids, the Temple of the Sun and the Temple of the Moon. These two massive stone structures are lined by a wide avenue called the Road of the Dead which bisects a massive plaza.

Eltaca: This massive Maztlani city contains many temples, including the Azure Temple and the Pyramid of Divine Echoes.

Tulappa: Tulappa is the former capital of the empire from the days of the Tolem Dynasty. This once grand city is a shadow of its former glory. Once a center of thriving government, trade and religion, the city is slowly falling into disrepair as its population dwindles away. Ancient stone statues of Tolem warriors still stand guard over the city, bearing silent witness to its history.

Metalban, City of Time: This ancient stone city is a complex of wide low-lying buildings with sunken courts accessible by stone staircases. The city is laid out as a massive calendar, its architecture built in alignment with the movements of the stars. Here the Maztlani priests track the passage of time.

Mitra, City of the Dead: Lacking the pyramids that dominate most Maztlani cities, Mitrah is a massive low lying stone complex with numerous plazas. The interior walls of this fortress-city are decorated with stucco and mosaic tiles in intricate geometric designs. Mitrah is heavily fortified, with much of the city built underground.

IMPORTANT PEOPLES

The Maztlani Empire and surrounding regions are home to a dizzying array of guilds, organizations and societies all vying with their peers for power and prestige.

Caiman Warriors: Caiman warriors are elite troops trained to fight in aquatic or swampy conditions. They are expert boaters and swimmers, dressing in armor fashioned from the tanned hides of alligators. Caiman warriors forgo the use of shields, wielding only weapons such as bows, harpoons, obsidian knives and tepoztopilli spears.

Coyote Warriors: Coyote warriors are an order of elite skirmishers and master tacticians. Their order was originally formed during the time of the Tolem dynasty, but their order continues on during the rule of the Maztlani kings. While not as widely renowned

as the Eagle Knights or Jaguar Warriors, they are deadly opponents when able to employ the deadly ambushes and hit-and-run tactics for which they are known and feared. Coyote warriors typically wear a helmet made from the hide of a large canine, but otherwise dress and arm themselves like typical Maztlani warriors.

Eagle Knights: The Eagle Knights are a military order of elite Maztlani infantry. They are found at the forefront of armies and are employed as bodyguards



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to nobles and priests. This order is composed of the bravest and most skilled soldiers of noble birth who have managed to capture the most prisoners in battle. Occasionally warriors of common birth can be admitted for exceptional battle prowess and skill at capturing prisoners of war. Eagle Knights sport cotton armor adorned with eagle feathers, and helmets designed to resemble the head of an eagle, with the warrior looking out of the mask's open beak.

Inga Jungle Tribes: Outside the Maztlani Empire lie a scattering of jungle tribes collectively known as the Inga. Many of these tribes either live in hiding from, or pay some form of tribute to the Maztlani Empire.

Jaguar Warriors: Another elite military order, the Jaguar Warriors are both peers and rivals of the Eagle Knights. Both orders vie for power, glory, and political favor. The Jaguar Warriors dress in armor fashioned from a jaguar hide, carrying circular shield and obsidian bladed clubs, called a macahuitl, as well as atlatls and obsidian edged spears, called tepoztopilli. They are subtle masters of stealth, employing tactics such as ambushes, poison use, and assassination.

Mishtek: This small tribe is viewed as a band of violent barbarians by the civilized Maztlani, but they have gained a reputation as excellent warriors, and their mercenaries are highly valued as a military asset. The Mishtek are few in number, but they are a hardy people, living on the fringes of Maztlani civilization, hiring themselves out as bodyguards and mercenaries. Some claim that the Mishtek are the fabled eighth tribe who will one day bring about the downfall of the Maztlani Empire.

Tonalpouque: These Maztlani priests are the sacred interpreters of the Maztlani calendar. They are the only ones able to formally declare the beginning or end of a particular year, season, month, festival or other cyclical event. They are not only the judges of the temporal present, but prophets of the future. They record prophecies in the sacred tomes of the Tonalamatl and foretell the future of newborn infants.

Zipacans: Though their empire has fallen, the Zipacan people are still around, occupying the northern tip of the Yukek Peninsula that once served as the center for their ancient empire. Today the Zipacans live in independent city-states with no centralized governing power.

Zultec: The Zultec are ancient enemies of the Maztlani, who once held a large civilization of their own. They have been all but defeated, their lands and populations reduced to a fraction of what they once were. The Zultec persevere however, and their hatred for the Maztlani has not been extinguished by their apparent

defeat. They are an angry people smoldering with plots of revenge, ever grasping for some way to bring down their ancient foes though their enemies stand at the height of their power.

OTHER PLACES OF INTEREST

The Maztlani Empire is filled with exotic locales that could provide an interesting backdrop for an adventure.

Azutl, Isle of Herons: This distant island is said to be the place of origin for the human founders of the Maztlani Empire. Here the seven tribes of their ancestors were born out of the seven sacred caves of this holy island paradise. There are rumors of a latter-born eighth tribe who will one day come out of hiding and bring with them the downfall of the Maztlani Empire.

Crater of the Dead Goddess: This great pit measures over 100 ft. in diameter and is surrounded by a low ring of glyph-riddled stonework. Legend tells that this pit was created when an ancient and evil moon goddess was slain in the heavens and her immortal corpse fell to the earth. The seemingly bottomless crater that resulted from the goddess' fall has become her grave, a site of great sorcerous power where all manner of demoniac monstrosities and sorcerers gather to worship the dead goddess.

Floating Gardens: The Maztlani capital contains numerous floating gardens, called chinampa, consisting of raised plant beds built up from the shallow lake bottom, that are used to grow food. More ornate decorative versions of these gardens are sometimes built around the dwellings of royalty.

Great Coatyl Road: This recently completed road connects several oases, allowing relatively quick and safe passage through the harshest southern reaches of the Ahabi Badlands, often called the great barrier desert. This means that migration to and from the southern empires has expanded greatly in recent years, and the Maztlani have begun to cast their imperial ambitions into the northern lands.

Lost City of Gold: Legend tells of an ancient Zipacan city built entirely of gold. Scholars, explorers and treasure-hunters alike have sought this fabled city, but those few who have returned have done so empty-handed.

Oltek Ruins: Though much of this once vast civilization has crumbled to dust or been reclaimed by the jungle, a few magnificent ruins bear silent witness to their greatness. Massive temple mounds still contain the remnants of monolithic stone temples, ornate sacrificial altars where dark rites were enacted, and

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monuments of upright stone slabs called 'stelae,' which still bear worn hieroglyphic writings. Most remarkable of all, perhaps, are the giant human visages, possibly representing long-dead god-kings, carved from solid blocks of basalt, some standing over eight feet high and weighing over twenty tons. Among the ruins one can still find exquisite stone sculptures, terra-cotta statuettes, jade figurines, shards of pottery, and carved stone ceremonial masks.

Cave of the Fallen Star: The Cave of the Fallen Star is a deep cavern in a dark forest rumored to be home to demons. It is a place of unnatural evil, where innocents are dragged screaming to unspeakable fates. It is written that when the gods demanded loyalty of the stars, one named Malcoxotl defied them, falling to earth to dwell in this dark place, surrounding itself with demons and dark sorceries, building the cave up into a shrine unto itself. There this immortal star-being, now called the Insane One, dwells to this day, plotting for the day the sun will be extinguished and it may rise with its demonic servitors to take terrible vengeance upon the gods. Only the Jaguar Warriors dare to tread here, for they know the secret of hiding in Malcoxotl's shadow where the Insane One cannot see them. Deep within the depths of this cave lies a black pool of the Insane One's tears, a vile liquid that means death for any mortal it touches.

Twin Peaks of Tepetl & Ixtuatl: Mount Tepetl is an active volcano. Tepetl lies next to Mount Ixtuatl, another volcano, but one that sleeps dormant. Legend says that Tepetl was once a mighty warrior who

singlehandedly defeated an entire enemy tribe to win the hand of his beloved, the maiden Ixtuatl. Despite his victory, rumor spread that Tepetl had died in battle. Broken hearted, Ixtuatl refused sustenance and died of grief. When Tepetl returned home to find his beloved dead, he prayed that the gods would never separate them. Hearing his prayers, the gods turned the lovers into the mountains that bear their names to this day. Both peaks are now home to numerous shrines, some as high as 12,000 ft., where many journey to beseech the spirits of Tepetl & Ixtuatl for help in matters of love.

The Valley Forgotten by Time: There is rumored to be a hidden rift valley somewhere in the endless jungles of the south where gigantic reptiles from an age long before man still dwell. Some call them 'terrible lizards' or dragons. Some of these prehistoric beasts are so colossal that the very earth quakes with terror beneath their feet.

Yukek Peninsula: This relatively flat peninsula is covered in thick tropical jungle and lies vulnerable to tropical storms blowing in from the east. This fertile peninsula's dense jungles hosts a rich diversity of plant and animal life, and it once served as the cradle of the ancient Zipacan civilization.

Zipacan Ruins: Though much of it has been swallowed by the ever encroaching jungle, many of the Zipacan Empire's stone monuments still stand. Great cities and step pyramids built from cut limestone blocks still stand, with bits of their crumbling stucco plaster finish still clinging to their surfaces.

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LOCAL EVENTS

Maztlani culture is filled with practices that may appear barbaric or strange to outsiders, and could well serve as the basis for an adventure.

Maztlani Warfare: The Maztlani engage in regular wars, often with the primary objective of collecting war captives to be used as slaves or sacrificed in important religious ceremonies aimed at maintaining cosmic balance.

Cannibal Banquets: Though the Maztlani do occasionally practice cannibalism, it is not the barbaric affair that their enemies would have you believe. The decadent Maztlani nobility holds ritualized cannibal banquets on special religious occasions. Typically a powerful enemy warrior is butchered, carefully prepared, seasoned, and served, all in front of noble guests dressed in the finest and most splendid fashions of the empire. The banquet is held in a grand dining hall and scented with flowers and exotic perfumes. Those partaking of the feast are believed to have the physical and intellectual prowess of the cannibalized individual added to their own.

Feast for the Dead: Every autumn, the Maztlani hold a festival dedicated to their goddess of the underworld. Citizens feast, sing dance, and play music to honor their dead ancestors. A group of war captives are made to dance around an ornately decorated flag pole. After the festival, the captives are cast into a sacred fire and burnt as sacrifices to the queen of the underworld. This night is said to be a night of powerful magic, and evil sorcerers can use its influence to cast potent necromancies. Visitations by ghosts and other dark spirits is also more common on this day, with strange happenings and spectral visitations far more frequent than on any other day of the year.

The Flower Wars: In times of famine, the Maztlani engage in ritualized battles mutually arranged with their enemies, called Flower Wars, for the primary purpose of obtaining more war captives to sacrifice to their gods and thus restore cosmic balance to the heavens and fertility to the earth. Occasionally warriors who have proven their greatness in battle before being captured are set free. Some go home, while others choose to remain and be sacrificed in ritual combat where they are allowed to fight alone against overwhelming odds until they are subdued and their brave heart can be removed and offered up to the gods.

Human Sacrifices: While human sacrifice is widespread in the south, the Maztlani civilization practices it on an unprecedented level, a trait for which they are often feared and demonized by their rivals. The Maztlani only practice human sacrifice by removal of the

heart in some of their religious rituals. Four priests hold the sacrificial victim over an altar by their four limbs, while a fifth removes the heart with a sacrificial knife. This is seen as a necessary evil to feed and empower their gods and to keep the cosmic balance. Men and women captured in war are the most common sacrifice. Often the victims are given alcoholic drinks to bolster their bravery, and are made part of a grand ritual where they symbolically take on the role of a divine religious figure before their sacrifice, giving their lives as the gods themselves had to do to create the sun and the moon. Since a sacrificial victim's soul is believed to be taken directly by the gods, their bodies are not given funerary rites, but instead are left undisturbed on the open ground for the animals.

New Fire Ceremony: The New Fire Ceremony is older than the Maztlani Empire itself. Some say it dates back to the time of the first priests. Every 52 years the Maztlani calendar completes its cycle, and the New Fire ceremony must be performed to stave off the end of the world and successfully begin the cycle of time over again. Old household items and idols are burned or discarded and replaced. Meanwhile the populace fasts, abstains from all work, performs bloodletting, practices ritual cleansing, and observes silence until the night passes. Once the stars are visible and the alignment of the heavens is right, all fires in the empire are extinguished. Then, in the sacred temple atop the extinct volcano on Mount Huitzachtlan, a human sacrifice is made to sustain the sun god Huitzil in his continued battle to keep alien forces from the outer void from extinguishing the sun. The sacrificial victim is set ablaze on a large pyre from which torch bearers procure flames to re-light all the temple fires. From the temple fires, all other fires in the city may then be re-lit.

Ulama, the Great Ball Game: Ulama, also commonly known as tlachtli, is a traditional ballgame played with a hard rubber ball in a rectangular court of variable size. The court's floor is packed earth or clay with stone side-walls against which the ball can be bounced. Players strike the ball with their elbows, knees and hips. The object of the sport is to score points on the other team by getting the ball through a small stone circle goal built high up on either end of the court's wall. The game is played both formally and recreationally, with formal games taking on important religious overtones and ritual elements, sometimes incorporating human sacrifice. In extreme cases, the losing team's lives would be forfeit if the priest or king overseeing the event was displeased with their performance, but such penalties are rare and attributed only to tyrants.

THE YAURCOAN EMPIRE

YAURCOAN EMPIRE

Far to the south of the Maztlani, beyond the Zipacan ruins, lies the budding Yaurcoan Empire nestled amid the coastal Andred Mountains. This is a young civilization just coming into the title of empire, but is already becoming a rival to Maztlani civilization. They are masters of architecture, science and metallurgy.

Endemic Language: Yaurcoan

Food: The Yaurcoan diet is based primarily around quinoa, potatoes and corn, all grown in agricultural mountain terraces, and used to make porridge, potato cakes and various corn breads. Alpacas, guanacos and ginnea pigs are domesticated and raised for their meat. Llamas are also raised and occasionally eaten, but are more often used as beasts of burden. Other common foods include fried green tomatoes, blackberries, tamales, tostadas, fried hominy, salsas, and a variety of meat stews.

Common beverages include a corn liquor called saraiaika, a variety of chicha beers usually fermented from corn but also made from manioc, amaranth, quinoa, peanut, potato and cocoa. Nonalcoholic beverages include chicha morada brewed from purple corn, fruits and spices, another drink called “colada morada” made from thickened spiced blackberry juice, and various cocoa based drinks.

Architecture: Yaurcoan architecture consists primarily of expertly crafted mortar-less stonework. Stone temples, palaces and houses make up the breathtaking vistas of their mountain cities. Most cities are heavily fortified with rectangular stone towers and palisades around the city and several tiers of similar fortifications around the raised palace. Expertly graded mountain roads and bridges allow for relatively easy travel among the high mountain ridges of the empire, marking some of the finest and best maintained roadways in the *Untamed Lands*.

IMPORTANT PEOPLES

The Yaurcoan Empire is filled with a wide variety of people and power groups. Here are only a few of the more important organizations that the heroes may run into during their adventures here.

Yaurcoan Alchemists: While the Yaurcoan Empire has its share of hedge wizards and sorcerers, it is best known for its alchemists. These brilliant men and, occasionally, women, are pioneers of a supernatural tradition that blends magic with science, unlocking the inherent magical and chemical properties of key herbs and minerals to powerful effect. Their knowledge of the alchemical arts is matched only by that of the Shenese.

Yaurcoan Metallurgists: The Yaurcoa have incredibly skilled metalsmiths, whose skill in working copper is rivaled only by the coppersmiths of the Mishupishu peninsula. Unlike the Mishupishu copper smiths, the Yaurcoan metallurgists use sturdy copper and bronze alloys to craft most of the weapons used in the region. In addition, some Yaurcoan metalsmiths have learned the secrets of working platinum through a sophisticated sintering technique.

Yaurcoan Stonemasons: The Yaurcoan masons are some of the most skilled in the world, able to fit stone blocks together so perfectly that no mortar is needed. They are renowned for their ability to craft secret doors and passages that are all but invisible to the naked eye.

Pterodaustro Avian Knights: The Yaurcoan army contains an elite order of knight-like warriors who ride giant winged lizards, known as Pterodaustro, into battle. These winged beasts and their riders are trained from an early age high in mountaintop aviaries.

PLACES OF INTEREST

The distant Yaurcoan Empire is a place shrouded in mystery for most northerners. In addition to many as yet unknown locales there are a number of legendary places that may serve as an excellent backdrop for adventure.

Chezenco: Chezenco is the capital of the Yaurcoan Empire. It lies far to the south, where few from the northern lands have tread.

Guamaka, Gateway to the South: Guamaka is the northernmost Yaurcoan city. It also marks the northernmost point in the mountain road complex that links the Yaurcoan Empire, one of the few passable routes through the mountains and jungle valleys of the far southeast. Guamaka is a heavily fortified trade city, continually guarded against the ambitions of the Maztlani Empire.

Isle of Stone Heads: There is an island far to the Southwest where the indigenous tribes carve and erect massive stone heads along the coastline to deify their ancestors. Some of these monolithic stone statues stand up to 33 ft. high and can weigh up to 75 tons. These people believe that the living and the dead have a symbiotic relationship. The living rely upon the spirits of the dead to provide necessities such as health, fertility, good harvests, and good luck. Meanwhile the dead require offerings from the living to attain a better place in the spirit world. The Isle of Stone Heads is ruled by a high chief who presides over nine other clans and their respective sub-chieftains.

THE AMAZANI RIVER BASIN

Royal Baths: Yaurcoan royalty occasionally gather in special stone baths fed by a sacred mountain spring. Here sex and politics may mix, as the Yaurcoan political elite scheme, their every whim or appetite catered to by a small army of retainers and slaves.

Ruins of the Molechi Empire: The Molechi Empire was a great mountain civilization whose iconographic architectural monuments still stand today in various states of disrepair. The remnants of their empire include great huaca monuments, sophisticated river irrigation systems, elaborate and colorful ceramics and exquisite works of gold.

Tortoise Isles: This island archipelago lies virtually untouched by man. These isles lie to the southwest, far from shore amid the vast open waters of the Western Ocean. These islands are named after the gargantuan tortoises who live there. These islands are a place of ancient mysteries, rumored to be an ancient dwelling of the Sheti snake-brothers.

LOCAL EVENTS

There are a variety of events in which the heroes may get themselves caught up while exploring the Yaurcoan Empire.

Festival of the Sun God: The annual Festival of the Sun God is a grand holiday that lasts for nine days and nine nights of dancing, feasting and drinking. The local ruler pours libations of Aqhachicha, a beer brewed from corn, to the sun god. Aqhachicha beer is then served to all in attendance of the celebration.

Human Sacrifices: Similar to the Maztlani, the Yaurcoans practice human sacrifice to strengthen the sun god. The Yaurcoa typically sacrifice their victims by binding them to a wooden post and flaying them alive, beginning at the feet and then working their way upward until victim's entire skin has been removed.

THE AMIZANI RIVER BASIN

The Amizani River Basin is a dense jungle environment with a high canopy reaching hundreds of feet above the ground. Below the rainforest canopies lies the largest contiguous river network in the known world. Much of this wild land remains uncharted, and the depths of the rainforest hold secrets untold and ancient beasts long since extinct in the northern climes.

Tribes: The Amizani tribes dominate this region, though a collection of other tribal peoples also dwell in these jungles.

Endemic Languages: Amizanian and Yaurcoan

Food: Fare in the Amizani river basin is generally simple, with a diet centered around fish, freshwater shrimp, roasted termites, palm nuts, and local fruits and vegetables such as coconut, cocoa beans, daboca fruit, guava, mango, manioc, pineapple, star fruit, a variety of nuts and berries and several spices including cinnamon, cloves and ginger. A beer-type drink is fermented from the manioc plant, and wines are distilled from the daboca fruit.

Architecture: Some tribes build modest huts of grass or tree bark over a wooden framework on the high ground, but most dwellings in this region are sturdy wooden homes built on stilts to keep them above water level during the high waters of the rainforest's torrential wet season. Many rooms have railings instead of walls, consisting of a roof thatched of reed or fern held up by wooden columns over an elevated wooden floor. This allows maximum ventilation in a hot and humid climate. In larger settlements, these stilted domiciles are built together in multi-leveled wooden metropolises.

IMPORTANT PEOPLES

The Amizani River Basin is home to small uncounted tribes. There is no telling what kinds of people may yet dwell in some of the more remote and uncharted areas.

Amizani Tribes: Powerful female warriors skilled with blowgun, bow and spear come up from the southern jungles seeking mercenary work. These warrior women are said to hail from the shores of the Amizani Serpent River, a waterway so big that it contains innumerable islands and one bank is not visible from the other.

Cannibal Tribes: In more remote areas of the jungle far from anything resembling civilization dwell tribes of strange cannibalistic people who bear little resemblance to the natives of this region. No-one is certain where these sharp toothed and mottled-skinned people came from, though some theorize that they immigrated from remote islands off the coast that sank beneath the waves long ago. Whatever their origins, these xenophobic man-eaters pose a threat to any who wander too deep into the uncharted jungles.

Shadur Headhunters: Along the northwestern branches of the Amizani River live a group of patriarchal tribal peoples called the Shadur who are loosely related to the Amizani tribes. The Shadur are best known and feared for their practice of head-hunting, the beheading of enemies for the purposes of making the shrunken heads used in many of the Shadur's religious and spiritual rituals. The shrinking of a head is thought to harness the spirit of the

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victim and compel it to serve the head's owner, as well as prevent the soul of the deceased enemy from seeking vengeance after death. These items are highly sought by necromancers.

PLACES OF INTEREST

The rainforest hides many mysteries for those brave enough to seek them out.

Amizani Serpent River: While parts of Amizani basin are part of the Yaurcoan Empire, this vast river flows southward through the dense jungles of the rainforest.

Canopy Roadways: The rivers are the main conduits of travel in this land, but many rainforest trails and portages also connect key waterways and settlements. None are so breathtaking as the canopy roadways, a vast network of rope suspension bridges that create extensive walkways through the rainforest canopy rising some 180 feet off the ground. These trails allow quick passage between nearby settlements over what would otherwise be a slow trek through swampy or densely foliated terrain.

Themiscyra: Themiscyra is the capital city of the Amizani. It lies on the verdant Isle Thermodonya located amidst the flowing waters of Amizani Serpent River. The city is built entirely on stilts to keep it above water level during the annual flooding of the wet season. This wooden metropolis has up to three levels in some places, one stacked above the other atop tiered wooden platforms. The buildings tend to be rectangular and made of sturdy wooden planks with roofs thatched from large ferns. A central arena serves as a training ground for young Amizani warriors. The men rarely leave the city, but the Amizani women travel far and wide, often serving as mercenaries.

Ruins of Lost Cultures: Much of the history of this land has disappeared down the gullet of a termite. The jungle has reclaimed many ancient wooden cities of which no trace now remains. There are a few rare exceptions, the rare wooden city that petrified before it rotted, or the occasional ancient temple constructed of a strange foreign greenish stone is uncovered from the dense vegetation. Of these few surviving ruins there is no record. Some whisper that the hands of man had no part in the building of these mysterious monuments.

THE WILD AND UNTAMED EXPANSES

There are some lands to which no particular culture has staked a claim and some roaming groups who have no true homeland or definable territory among the *Untamed Lands*.

ATLANTEAN OUTCASTS

A number of Atlanteans have been banished from or fled the tyranny of their homeland. Most notably among them are the Atlantean rebels who took part in the rebellion against their god-king. Bronze-skinned and sullen-eyed, many of these men and women are now wandering barbarians without a homeland. They go wherever they can make a living for themselves, but most have yet to find a place to belong.

THE FERAL PACKS

Scattered across the wilds of the *Untamed Lands* are packs of beings known as the Feral Ones. These wild human-like beings are a bit of a mystery, whether they are humans who have devolved, fallen under a curse, or whether they are a separate race entirely is a matter of scholarly speculation. Whatever their past, the feral ones exist in small groups that share characteristics of both small human tribes and packs of predatory beasts. Each group has its own distinct cultural traits that make it different from the others. Many packs have clearly adopted and subsumed cultural practices from the local human settlements. Some packs seem to coexist closely with groups of intelligent animals such as monkeys, otters and wolves.

THE SPIRIT MIST

Though it seems to have originated in the Skadian homeland of Middangeard, the Spirit Mist is a phenomenon that now appears across the length and breadth of the *Untamed Lands*, blanketing the landscape with its ghostly mystery. Little is known about the Spirit Mist. This supernatural fog seems to appear at random, lasting anywhere from hours to days before moving on or dispersing. Within the fog, strange occurrences become almost commonplace. Spiritual monstrosities seem able to gain access to this world from another through these mists. Spectral images may also appear, but whether they are ghosts or false phantasms remains unknown.

THOSE WHO CAME BEFORE

A gazetteer containing only the people and cultures currently dominating the landscape does not provide

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a complete picture. Each empire is built on the ashes of those that came before. The people of the *Untamed Lands* would not be as they are today without the influence of those cultures that have risen and fallen before them.

RUINS OF THE MOUND RAISERS

The Mount Raisers were an ancient river people who built up huge monuments of earth and rock. Some served as burial mounds, housing complex catacombs beneath. Other mounds served as the foundation for grand temples and fortresses. Still others, called effigy mounds, were shaped like animals and religious symbols. The purpose of many of these has been lost to the ages. Some may have served as places of ritual and worship, and display obvious alignment with the stars and their passages through the sky.

ARTIFACTS OF THE STONE SHAPERS

The Stone Shapers were an ancient culture that began in the southwest and spread from there. These people were master stone-workers, carving spectacular palace-like cities out of cliff faces, and building large kiva pit-temples for their religious practices. These are the primary ancestors of many of the tribes of the southwest, and some of their shining cities are inhabited by their descendants today. Others have fallen into ruin. What they have left behind bespeaks of a sophisticated and powerful culture whose ancient wonders defy comprehension.

RELICS OF THE OLTEK

The Oltek were an ancient race who built the first empire to cover most of the southern tropics, long before the rise of the Zipacan Empire. They built grand cities under the rule of a dynasty of authoritarian sorcerer-kings. Their civilization spread through the region by trade, missionaries and military might.

Their cities included huge earthen temple mounds, monumental stone temples. They worshiped a powerful and frightening rain god who was depicted as a pair of intertwined serpents and was associated with serpents, floods, ice, lightning, hail, mountains and droughts.

FALLEN EMPIRE OF THE ZIPACA

After the Oltek Empire crumbled, the age of the Mayan God-Kings dawned. This dynasty of living gods carved out their own civilization in the fertile flatlands of the Yukek Peninsula and slowly built it up into an empire of their own, with their subjects numbering over ten million among over sixty major stone cities and the surrounding communities.

Then, for reasons lost to the ages, the Zipacan Empire turned upon itself. Farmers took up arms and became soldiers, and the empire crumbled under a massive civil war. The great cities of the Zipaca one by one fell or were deserted and eventually reclaimed by the tropical jungle.

ECHOES OF THE MOLECHI EMPIRE

Much as the Maztlani Empire succeeded the Zipacan Empire, the Yaurcoan Empire is built among the ruins of another once great civilization known as the Molechi. Exactly who these people were is largely a mystery today. The Molechi Empire is believed to have been a great theocratic empire built on a strong agricultural foundation. They reached cultural heights rarely seen outside of Atlantis, ever expanding their borders through war and diplomacy. Then the seeds of the empires collapse were sewn during 30 years of cataclysmic tropical storms and flooding followed by 30 years of drought and famine. Having practiced mass human sacrifice to ensure climactic stability, these events lead to widespread unrest within the remnants of the empire, and bred mistrust of their theocratic leaders and loss of faith in the religion that had helped to hold the empire together. Now their empire is all but forgotten except for the wondrous ruins and ancient treasures they have left behind.

THE SHETI SNAKE-BROTHERS

One of the first great civilizations was not built by the hands of man. The vaguely humanoid serpent people are an ancient race from pre-human times. Theirs is believed to be the first great empire to stretch across the *Untamed Lands*, long before the first ancestral humans emerged onto the landscape. The Serpent People still live to this day, though they are a mere shadow of their former greatness. They bear a cold reptilian hatred of the warm-bloods who have taken over a world they believe to be rightfully theirs, and plot from the shadows to awaken their ancient cold-blooded gods from their millennial slumber to wreak havoc among humankind and elevate the scaled people to a new pinnacle of glory and power.

TOTEMS OF THE PRE-HUMANS

It is said that hidden in the ancient ruins of pre-human cultures like the Sheti snake-brothers and Neanderthal are powerful stone totems. These ancient stone effigies hold the powers of strange and ancient spirits. It is said that, if unlocked from their ancient stone vessels, the powers of these totems could rebuild the world, or destroy it. Fortunately most of these vessels of power are buried in ancient tombs, their powers well hidden and protected by powerful guardians and wards.

ORGANIZATIONS & SECRET SOCIETIES

The *Untamed Lands* are home to many organizations and secret societies that transcend racial, cultural and geographical boundaries. These groups have broad power bases that cover multiple regions and draw membership from multiple cultural groups.

BROTHERHOOD OF THE WOLF

Symbol: A wolf's paw print superimposed over a human hand print

The Brotherhood of the Wolf is a martial brotherhood that teaches spiritual and physical discipline through meditation and unarmed combat techniques. They teach mixed martial arts which combine martial techniques such as kung-fu introduced by the Shenese with traditional spear-fighting and grappling styles.

BUFFALO CALLING SOCIETY

Symbol: A bison skull

The Buffalo Calling Society is a group of tribal leaders, scholars, naturalists, and shamans who monitor the movements of the bison across the Great Buffalo Plains. They teach the proper techniques for revering and hunting the buffalo, and commune with the great buffalo spirit for guidance. They are known for making powerful artifacts for communicating with and summoning buffalo and buffalo spirits.

CIRCLE OF THE BLACK STAR

Symbol: A black spiral inside a ring of red dots

The secretive order of sorcerers known as the Circle of the Black Star is an insidious cult of power-hungry adepts. Their membership includes many wizards, priests and medicine-men that have strayed from the spiritual teachings of their peoples to delve into dark and powerful magics. They practice unspeakable rituals of the darkest arts and commune with nameless things from beyond this world. They hold secrets too terrible for the human mind to comprehend, and many have lost their sanity, if not their very humanity, in their pursuit of personal power. They are said to draw power from a "black star" hidden in the night sky.

CULT OF FENRIR

Symbol: A howling wolf head inside a broken circle
Many natives have taken up worship of the wolf Fenrir from Skadian myth. Where most Skadians see Fenrir as a monstrous beast that must be kept bound, the Cult of Fenrir sees the wolf god as a force of

nature that must be freed, as well as a spirit of vengeance against the Skadians, who have spilled the blood and taken the land of more than a few native tribes.

FALSE FACE SOCIETY

Symbol: A mask whose nose and face are pushed to one side

The False Face society is a powerful network of medicine men, shamans and healers who practice some of the most advanced healing techniques in the land. Their healing practices invoke both the dream world as well as spirits of regeneration and renewal. As part of their healing rituals, members wear specialized ceremonial masks called "false faces." The masks also confer the ability to protect human settlements by calming storms. Anyone healed by the False Face Society becomes a member. Others may claim membership only if they first dream of joining the False Face Society.

MANKANI SOCIETY

Symbol: A five pointed star

The Mankani society is a secretive organization that gathers in a long tent, accepting both male and female members. They are the keepers of the Mankani Ceremony, or Medicine Dance. This sacred dance symbolizes the road of life, and its major stages. The dance is used to pass on esoteric teachings about mystical healing, life and death.

MA-WAN-DA SOCIETY

Symbol: An arrowhead and a white carnation

The Ma-Wan-Da society is a secret union of 15 tribal chiefs, most from the Skadian and Northeast Woodlands tribes. It was first conceived by a Skadian chief as a "Thing" that would call together key Skadian leaders to meet with neighboring native tribes, but has since evolved to include many aspects of a democratically run native confederacy. They meet secretly at pre-appointed times in a hidden sacred grove to discuss matters of state, banding together to extend their influence and shape the politics of the region.

MIDEWIN GRAND MEDICINE SOCIETY

Symbol: A cowrie shell

The Midewin, or Spiritual Mystery Society, is a secretive brotherhood of shamans based primarily in the Mishupishu peninsula and the surrounding areas, but whose influence has since spread to include members of many nationalities across the *Untamed Lands*. The society is organized into local "lodges" or groups of

members from the same region who meet together regularly. Members are organized into four ranks called degrees, each representing a higher level of knowledge and mastery of the mysteries. This society is the keeper and preserver of the written language known as Wigwasa, and is responsible for recording all manner of spiritual and mystical knowledge within their birchbark scrolls and in petroglyphs scrawled on sacred teaching stones. The Midewin guard these scrolls carefully, and will go to great lengths to retrieve one that has been stolen.

MISHUGAMUA SOCIETY

Symbol: An outline of the Mishupishu Peninsula

The Mishugamua Society is a secret organization of priests and shamans. Though it claims to be a long-standing native tradition, in truth the society was begun by a group of Skadian rune priests and Atlanteans who had taken up the native religious and shamanistic practices. Only more recently has the society spread to include a majority of native magicians and shamans. The society's exact goals remain secretive, though they are known to collect and practice many powerful rituals.

MOON PACTS

Symbol: Varies by Pact

Some skinwalkers gather into loosely organized alliances, clans, or covens to work towards a common goal. For most Moon Pacts, this goal is merely survival amid a human world where they are often feared and hated. Some of the larger and more powerful Moon Pacts take on more complex agendas, particularly those involving skinwalkers who wield magical powers beyond their inborn shapeshifting abilities. These have become some of the most powerful witch covens and sorcerer's circles in the *Untamed Lands*.

ORDER OF THE ARROW

Symbol: A hand holding a group of arrows in a bundle

The Order of the Arrow is vigilante groups of archers, woodsmen and bounty hunters who set out into the world to right wrongs and bring order to the most chaotic reaches of civilization, from tiny fringe communities to large cities. They adhere to their own code of honor, never to abandon the helpless to their fate and never to turn down an honorable request for justice and to leave no significant crime unavenged. When a criminal who has evaded justice is found dead with a red-fletched arrow through his heart, it is likely the work of the order.

ORDER OF THE AXE

Symbol: Two crossed axes

The Order of the Axe is a mercenary brotherhood of native warriors who have in recent years added a few Skadian axemen to their ranks. As their name implies, they favor the axe as their weapon of choice, and train all their members extensively in its use.

ORDER OF THE RED TEAR

Symbol: An eye crying tears of blood

The Order of the Red Tear is an evil conclave of blood sorcerers who practice an unholy perversion of Maztlani religious blood sacrifices. The Red Order is not interested in venerating the gods or preserving the sun so much as using the power of blood to fuel their forbidden rituals and dark sorceries. They seek power for its own sake, and crush any who stand against them.

PACT OF THE ENDLESS VORTEX

Symbol: A spiral of white stars on a black backdrop

The Pact of the Endless Vortex is a growing fringe cult of Sheti snake-brothers, skinwalker sorcerers and other strange beings. Once a harmless cult they have long since grown powerful and corrupt through the sorceries they call from the whirling ether. They worship neither god nor spirit, but a force they call the Endless Vortex. The Endless Vortex is purportedly the primordial embodiment of creation, chaos and destruction. They say the universe began with the Endless Vortex, and to the Vortex all things must one day return. The cult appears to be hell-bent on speeding the decay of the universe towards collapse, bringing all things closer to becoming reunited with the Endless Vortex. To this end, they work tirelessly to spread conflict, war and discord, both in the physical realm and in the spirit world.

PRIESTS OF THE BOW

Symbol: A crossed bow and quiver

The Priests of the Bow are a holy order of priest-warriors who claim loyalty to none but the gods themselves, principally the Great Mystery. Though they have no earthly lord, they do sometimes enter the service of a king or chief, but such service only lasts so long as that leader of men is furthering the will of the gods. By what mechanism or ritual these warriors divine the will of the gods is known only to them. Their enemies claim the Priests of the Bow do not represent the gods but serve only themselves.

ORGANIZATIONS

QUILL SOCIETY

Symbol: None

The Quill Society is a secretive network of women weavers. They specialize in producing wondrous garments and quilt work using porcupine quills. Some of their works are said to bear magical qualities. The greatest mystery these women are said to hold is the ability to weave the fabric of fate itself. If they do indeed possess such a powerful technique, they keep it well hidden but they are sought out by those seeking good luck and feared by those they curse.

RATTLESNAKE SOCIETY

Symbol: Two intertwined horned rattlesnakes

The Rattlesnake Society is a network of healers who specialize in the treatment of snake bites and other poisons. Legends say that they were founded by an Anazi Badlands tribesman who married a rattlesnake skinwalker and learned from her people the art of treating snakebites.

ZIBWING HISTORICAL SOCIETY

Symbol: A turtle with a tree growing on its back

The Zibwing Historical Society is a network of religious leaders, story tellers, magicians and scholars who work to preserve the rich history, languages, lore, and storytelling traditions of the land. They preserve such information through rigorous practice of oral tradition as well as recording them on birch bark scrolls and in petroglyphs.

THE LANDS ACROSS THE SEA

The oceans that surround the *Untamed Lands* are not barriers, but highways. There is significant contact with other lands across the vast blue waterways. In your own games, you can make these lands whatever you want them to be, even using fantasy continents presented in other published settings.

This setting refers to these far-off lands in broad and generic terms so that may be used as-is or be easily replaced by analogous fantasy lands and civilizations of your choosing.

BOREA: THE DARK CONTINENT

Borea is a large continent across the Western Ocean located below Hyperborea and to the northeast of Atlantis. This continent is homeland to the Bantanu among many other peoples. It is sometimes called the "Dark Continent" due to its thick jungles with canopies that block out the sunlight, and the obsidian-skinned men who live there. This is a land of savage tribes and great empires, a place of wise

scholars and ruthless warlords. Some of these "Obsidian Men," most notably the Bantanu, cross the sea to trade with the tribes along the eastern coast of the *Untamed Lands*.

EURASHI

If the *Untamed Lands* are the "new world," to the Skadians then Eurashi would be the "old world." This massive continent is located somewhere on the far end of the globe.

CHEN-HAI

Chen-Hai is a populous land of jade and silk far across the Western ocean where the people of Shen originally arose. They crossed the sea navigating by the stars many years ago to establish the city state of Shen as a long-distance trading post and explorer's station. Today ships go back and forth between Chen-Hai and Shen to carry and exchange wares. Shen is not Chen-Hai's only trading post, as it is rumored to be connected to a massive overland trading route called the Silk Road.

HYPERBOREA

Hyperborea is a vast land located above the continent of Borea and connected to Middangeard. When the Atlantean rebels were forced to flee their homeland, some Atlantean refugees came west to the *Untamed Lands* to wander as barbarians, while other survivors fled east to settle in Hyperborea. This is a land of many nations and many people.

LEMURIA

Lemuria is a feudal island-nation with strong spiritual traditions located off the coast of Chen-Hai.

MIDDANGEARD

Middangeard is the cold and unforgiving northern land from which the Skadians came. It is a land of great explorers and warrior kings. The farmlands of this cold rocky environ bears modest yields, and must be supplemented by fishing and periodic maritime raids on the lands to the south.

RUSKLAND

Ruskland lies to the north of Chenhai and is the frozen homeland of the Ruskar people. Subarctic forests, icy tundra, taiga, and snow-capped sierra dominate region.

MU

Mu is an arid continent located to the southeast of Eurashia dominated by aboriginal tribes, bizarre creatures and otherworldly spirits.

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