



SEAN PATRICK FANNON'S



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SHADTAR™

IMMORTAL LEGENDS

PLAYER'S GUIDE



SHAD TARTM

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PLAYER'S GUIDE

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Special Thanks to far too many people to recount here; a full listing will appear the in complete setting book.

Thusly Begun

"We couldn't just stay here, could we?" The Druidess turned to him, waiting for his eyes to meet hers. The Ranger hesitated, staring across the landscape a moment longer. The vibrant colors, the pure scents, the pulsing of Life in the Eternal Forest still moved him at his very core. They sat upon the highest rise, looking out over the treetops, watching the breezes create waves among the leaves. He could hear a multitude of sounds made by the forest creatures for miles. He could see a Fae village in the distance through the trees, their homes in balanced harmony with the natural beauty of their environment.

This was the perfect place for them.

"You know better than I." He finally turned toward her, his face only just betraying his own disappointment. "We will abide a while longer, yes, but our brothers and sisters are moving quickly now. Everyone is maneuvering for a position of power and influence, and Jarek is the farthest along of them all."

"Jarek!" She spat his name, a foul taste on her tongue. The Druidess had more reason than any to hate her dear "brother." The Ranger knew this would be all the motivation he would need to apply, though he felt some small guilt at manipulating her feelings so easily. "He and I do, indeed, have unfinished business. Jarek, Thall, and Norvos must all face the consequences of their actions." Her tan skin darkened further as blood rushed to the surface, her hands trembling with the fury awakened at her memories.

"Yes, but do not let your long-simmering hatred overshadow what must be done. We play at games that require a subtlety we are not born to. We must trust the Raven's judgment in this."

The rage swelling in her features subsided as quickly as it had been summoned, such was the power of her inherently peaceful nature. Her

eyes grew distant as she looked to the sky. A flock of dark-feathered birds floated on a high wind. "Indeed. Tiva's son has sacrificed so much for this. So many years..."

The Ranger put a gentle hand on her shoulder. Again her eyes found his. Even after so many centuries, still that magical thrill pulsed in their blood when they were so close. He kissed her, a heady mixture of passion and tenderness, and they held their embrace for some time.

The Ranger spoke gently into her platinum hair, stroking it tenderly. "He has done no less than he was born to, no less than his heart would command. His love for our daughter is not unlike our own – eternal, commanding, and total. For her, and for all that we sacrificed to create. We do not have sole claim to this task, my One. So many strive with us to protect the beauty that was born of such horror."

He broke their embrace and gestured around them, toward the intricate wonders of the land below. "Though its name be Eternal, this forest is but a reflection of what we struggled to leave in the shattering Spire's wake. We both know that, should Shaintar fall to the Mother and her minions, this place is doomed to decay and shadow. And fall it will if we act hastily, or if we act not at all."

The Druidess closed her eyes a moment, letting her thoughts calm into clarity. "You are, of course, correct, my One. As such, we must wait. And wait. And..." a heavy sigh escaped her, and a tear glistened in the corner of her emerald eye, "Wait."

"Perhaps," a new voice added to the stillness. The Ranger whirled, his reflexes undimmed for all the time that had passed. Even as he assessed the newcomer, he stood ready to draw weapons, ready for battle. The Soulfinder smiled, inwardly pleased that she had managed to sneak up on the master. Of course, she had cheated.

After all, this was her home. No place in the Forest was but a footstep away for her.

"But, my honored guests, you will not have to wait so terribly much longer, I think."

The Druidess spoke first. "You mean...?"

"Indeed, I do." The Soulfinder exchanged a glance with the Ranger. He bowed his head, eyes closing. It was he who spoke next, a mingling of relief and dread coloring his words.

"The Seeker... has been found."

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ABOUT THE AUTHOR

Sean Patrick Fannon has spent most of his adult life connected to the gaming industry in some way. Though his experience has mostly been as a writer and designer (to include work on the Champions and Star Wars lines), he has also handled project management, public relations, sales, customer service, and “booth monkey” duties on many occasions.

In addition to at last bringing his “magnum opus” to life, Sean is also working full-time for the Game Manufacturers Association (GAMA) as the Events Coordinator for the Origins Game Expo. Gaming really is his life, though his wife, Tiffany, and his four “fur babies” – the beagles, Lady and Precious, and the greyhounds, Maggie and Holly – are the center of his universe. They all share a beautiful house in the German Village part of Columbus, Ohio.

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FOREWARD

Intents & Proceedings

This product is at the same time similar and different from anything you've seen before. It is similar in that it provides a great deal of information about a fantastic world for telling epic high fantasy adventures. This product is different in that it also attempts to address real issues for real Game Masters trying to use something they did not create to tell a story that still feels like their own.

Shaintar: Immortal Legends also breaks the mold of the typical *Savage Worlds* product. While the standard format for most *Savage World* books – innovative and effective as it is – suffices for many fans, there is a segment of the *Savage Worlds* fan base that has expressed a strong desire for a fully-realized and expressed setting. *Shaintar* is meant to be that setting.

However, I've not chosen to completely abandon the extraordinary innovations of the *Savage Worlds* model, either. Within the full setting

is the gateway to an extensive Plot Point campaign. Granted, it spans a much larger period of time than most such campaigns, and is presented in multiple books as well. I am hopeful that this break for the norm will be seen as welcome variant, giving you a truly expansive, epic tale to tell and live.

You'll notice one new feature scattered throughout the book. Called "GM to GM," these off-set notes will be where I break from the standard text to, in plain language, explain ideas and thoughts from one Game Master to

another. GMs (and players) can read these notes and end up with a much stronger grasp of what I am trying to communicate and how best to play with the ideas presented. Additionally, these "GM to GM" notes will present variant rules ideas, game mastering techniques, and other ideas that have worked well in my own games and may improve yours.

Very few settings and source-books are written, in my opinion, with a full emphasis on the knowledge that another person has to read the material and figure out how to make it work in their own game. Too often, GMs and players are left trying to interpret what the writer or designer meant. Rather than spin it their own way, these folks actually do want to "get it right," so to speak. (Alternately, they may be all about shifting from the paradigm the writer intended, but it is still easier to vary from what you understand than to deviate from an unknown.) The "GM to GM" sections are one of the ways I'm helping you make *Shaintar* your world as much as mine.

The most successful entertainment properties are the ones that combine innovative and creative ideas with recognizable concepts that the audience can relate to. I make no bones about the fact that I have chosen to use traditional ideas, yet I've also striven to reshape and combine them in new ways to present a unique gaming experience. I hope you enjoy it.

CHAPTER ONE

Shaintar Omnibus

Every great tale has a beginning, and yours begins here, in the realm that is Shaintar. At once familiar and alien, you will come to know it as a place you understand completely, while still being perplexed and dazzled by its mysteries. As you seek out the answers to those mysteries, all the while doing battle with villains and monsters both archetypal and alien, you will come to understand a primal truth –

Shaintar, a world with thousands of years of history behind it, stands on the brink of dramatic, possibly catastrophic change. How this change ultimately manifests, what damage it will wreak, or what growth it will engender, will depend entirely upon... *you*.

OF THE LAND

Shaintar (pronounced “Shine-tar”). The very name speaks of the unique and powerful mythology that defines this world. It is a world of ancient mystery and contemporary intrigue. A world of endless possibilities, both wondrous and sinister. Magic abounds and is a powerful force; yet even magic knows limitations, and a lone hero with a strong blade and a stronger heart may prevail. Shaintar is a world of adventure, a world meant for heroes...

Shaintar is comprised of one primary continent, with around a dozen islands located mainly to the south. Anything beyond a few dozen miles off the coast in any direction is virtually unexplored, as is the land beyond the Everwall Mountains to the north. Scholars estimate the current population at around 121 million as of the year 3121. It is also generally accepted in scholarly circles that Shaintar is a spherical world, but no expeditions have successfully proven this fact.

The climate is generally temperate with four seasons; Spring, Summer, Fall, and Winter. The northern regions are cooler and

prone to harsh winters. The south is warmer, tending towards high humidity. The western regions tend to be more arid than the east.

There is one sun, and the days are approximately 25 hours long. The “Thirteenth Hour” of the night often has mystical or superstitious importance. Each year consists of sixteen months of 33 days each, except the first month of the calendar year, which has been given 34 days to maintain proper balance. That day is often treated as a “free day” in many cultures, meant only for festivals or rest. The most common calendars recognize six day weeks, with the sixth day normally being reserved for worship, contemplation, or rest.

The months are as follows: Falling Ice, First Hunt, Golden Eagle, Planting Moons (the spring months), Red Wolf, Eternal Sun, Thunder Hawk, Festival Moons (the summer months), Dancing Clouds, Forest Dance, Raining Leaves, Harvest Moons (the autumn months), White Stag, Gray Winds, White River, and Dark Moons (the winter months). These names are in common usage in the Kingdoms of Galea and Olara, the Prelacy of Camon, and the Elvish Nation. The days

of the week have various names depending on where one lives. For example, the sixth day of the week is called Rest Day in Galea, Holy Day in Camon, and Jin'tola Hanais in the Elvish Nation (which means "Day of Reflection"). The extra day of the first month is not considered a day of the week. As such, any given date will always fall on the same day of the week each year.

There are three moons that rule the night sky of Shaintar: Unidar, Diadar, and Lianar. Unidar reaches fullness every month, Diadar every two months, and Lianar every four. The three moons share the same fullness cycle; thus they are all three full every four months, and this is often a time of mystical import. Unidar is brightly silver in the sky, Diadar is bluish in coloring, and Lianar is a very pale gray. As might be expected, the three moons can often cause the seas to be quite violent, which is part of the reason that exploration much farther beyond the main continent is almost impossible (though the Mists of the Veil have much more to do with it, by far...)

The main continent is over 1800 miles long north to south and an equal distance wide at its widest point; although this isn't that large compared to, say, North America, it is a tremendous distance to the Medieval-era traveler.

OF THE GODS

According to Elvish (Fae) legends, which are the basis for many other cultural belief systems, the world was created by the entities Shanais and Targon. Targon is often referred to as the Lord of the Land, and Shanais is called the Spirit Mother. It is held that they

DIFFERENT, BUT SIMILAR

It's fun to make a land that is different than the real world, but it's important when you are creating a world that people are meant to inhabit and play in that it remain a place they can relate to in some way.

The basic climates of Shaintar are meant to be pretty recognizable, as are the land areas and the cultures. The cultures mostly evoke European types, while the climates are meant to combine North American and mainly Western European norms.

The actual land mass is approximately the size of Western Europe, with a little of the Eastern areas added to fill it out. This gives a lot of area to travel without becoming insane to manage.

As for the calendar, hours in a day, and the moons, this is probably the greatest departure. Frankly, I did it mainly out of pure inspiration at first, but have since built some fun mythology and other ideas out of it. The three moons do have some mystical importance, and their conjunctions are constant sources of "times of portent." Playing with their impact on sea travel has helped explain why distant shores are so much harder to reach, as well. The calendar was mostly just a fun conceit, but it has come to mean that everyone just lives a great deal longer.

As for the 25 hour days... I just love the idea of a "13th Hour." Another mystical time, set apart from everything else. For me, it was like the idea of midnight lasting for an entire hour, and it is a fun thing to mess around with when you have the gothic forces of Darkness in the mix.

created the world and then brought forth the Ascended to watch over their creation as they moved on throughout the cosmos to create other worlds.

The Ascended are not actually gods, but spirit guides and guardians over Corelisia, the World Between Worlds that is the realm

of spirits. In the cultures that acknowledge them, it is intrinsic in their beliefs that there are no “all-powerful” gods ruling over them, but spirit beings that can provide guidance and even some aid, and that these spirits protect them from the ravages of the Abyss and the Nether, the regions of Corelisia that are home to Demons and Necrolords, respectively.

There were originally five Ascended: Vainar, Ceynara, Dranak, Illiana, and Zavonis. Vainar was raised from the Fae people to be the leader of the Ascended, and his realm was that of Life. As the Soulfinder, he and those who served him were to oversee Corelisia as a whole and guide the spirits of those who died to their places. But Vainar was tempted by the Necrolords, offered power if he would but open the way for their access to Shaintar and the region of Corelisia that surrounds it. The Necrolords are mysterious and dark denizens of the Nether, a place of great evil. They draw their power from Darkness and corrupt the Spirit realm wherever they gain access to it.

Vainar sought to control the Necrolords, believing that if he could accept their power and somehow control it, he could gain control of them and restrict their depredations. He soon discovered the folly of his actions as the power they gave him corrupted his very soul. He now rules over the Necrolords (as he sought to do), but he continues the very destruction and evil he sought to defeat. He is now known as Vainar the Fallen, the Shadowlord.

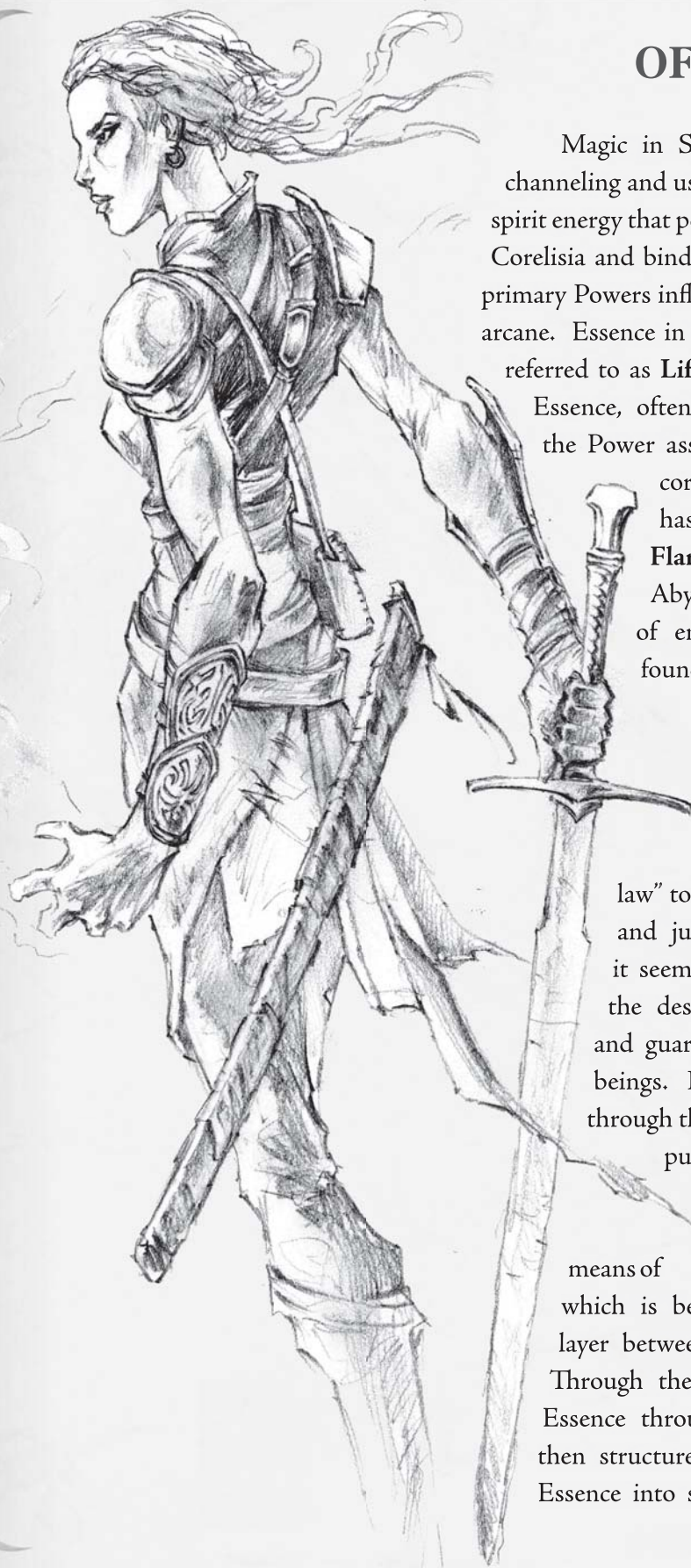
Ceynara was raised from the Humans and set to guard over the gate to the Abyss. Spirits of fallen warriors were often sent to her to aid her battle to fight off the Demons so that they could not ravage Corelisia and gain access to Shaintar. But Ceynara was seduced

by Uldor, one of the great Demon Lords. He offered her the throne as Queen over all the Abyss, and she accepted. Ceynara is now known as the Demon Queen, and Uldor is her Prince Consort.

Dranak was raised from the Dwarves to become Stonewalker, and the earth and all its treasures became his realm. Illiana, raised from the Dregordians, became Waverider, mistress of the Seas and life-giving water. From the Aevakar, Zavonis was raised to become Windmaster, lord of the skies. The three of them worked to raise up Vainar’s sister, Landra, to take on the mantle of Soulfinder. Unfortunately, the doing of this greatly drained their power, and combined with the corruption already present in Corelisia, they are now barely strong enough to withstand the combined might of the Demons and the Necrolords.

In more recent times, however (during what is now known as the “Betrayal War”), another higher being made its presence known. An entity calling itself Archanon (the same name as the false god of the Church of Archanon in Camon) began to grant powers to some priests and paladins. This same entity overtly denounced the Church of the Prelacy of Camon, and caused a new church to be formed – the Church of Light. So far, Archanon has proven a strong and noble ally to the remaining Ascended.

There are many lesser spirit beings in Corelisia, most of which serve one of the Ascended. However, there are many who do not, and many mysteries of the realm of the spirits are yet to be discovered.



OF MAGIC

Magic in Shaintar is created by the channeling and usage of Essence, the force of spirit energy that permeates all of Shaintar and Corelisia and binds all things together. Four primary Powers influence matters spiritual and arcane. Essence in its pure form is the Power referred to as **Life**. There is also corrupted Essence, often called **Darkness**; this is the Power associated with undeath and corruption. Essence also has an antithesis, known as **Flame**; this is the power of the Abyss, the raw destructive force of entropy that threatens the foundation of All That Is.

With the appearance of Archanon, a fourth Power made itself known – that of **Light**. Light is a representation of the “higher law” to which those of benevolent and judicious intent aspire, and it seems to be a manifestation of the desire for order, law, justice, and guardianship by most sentient beings. Light is Essence channeled through this idea and focused to such purposes.

Sorcerers manipulate Essence by means of what they call the Aether, which is best described as an astral layer between Shaintar and Corelisia. Through the Aether, they draw forth Essence through calculated filters, and then structure certain weavings of that Essence into specific spells. Their craft

is very precise and difficult. Ultimately they may go on to hone their craft more efficiently, becoming full-fledged Mages.

Druids are living conduits for the power of the Ascended - they are the vessels of Life. They serve the Ascended, but not as worshipers; they are better viewed as loyal representatives, or even partners in a fashion. The Ascended provide access to Corelisia to wield power and summon spirits, and in return the druids promote the tenets of the Ascended. Druids are chosen by the Ascended, and they often must go on special journeys to seek their final destiny. Once someone takes on the mantle of druid, they are said to walk the Paths.

GM to GM

THE MYSTERY OF ARCMANCY

Although it has been mentioned in some materials found on the Web, you won't find much of anything about arcfire and arcmanancy in this book. It's something that comes up in later material, down the road, as part of the grander storyline started here.

Adepts are practitioners of the Way, and they specialize in manipulating the flows of Essence from their own spirits. Theirs are the powers of the mind and the body; telepathy, illusion, and physical enhancement are all within their grasp with the power of mind over matter they may exert. Adepts most often seek the ways of peace, for peace brings a unity of mind, body, and spirit, which is the desired state for an adept. However, there are those who are corrupted while following the Way, and they wield terrible power.

Necromancers are those who have opened themselves to the magic of the Necrolords, forever damning their souls but gaining them

great power. Through the conduits provided by the Necrolords and opened into Shaintar by Vainar, they can tap into the raw, corrupted Essence of the Nether, wielding the powers of Darkness. Many necromancers will attempt to extend their unnaturally shortened lives by converting themselves into liches or mummies, or else they will seek out vampires to embrace them.

Acolytes are those vile and evil practitioners who serve the Demons of the Abyss. They have given themselves over to the Flame and thus represent destruction and chaos. Acolyte magic comes off as a strange and terrible mixing of sorcery and divine channeling, called Thaumaturgy. Fiery and destructive magics, as well as the summoning of Demons, are the stock-in-trade of acolytes.

Priests and Paladins of the Church of Light channel the Light, a force given unto them by the Lord of Light, Archanon. They must adhere to the codes and expectations of their faith, or they will find that their invocations will not work. The Light is a pure form of power, drawing on both the external forces that Archanon bestows and the inner strength of faith of the Invoker.

Finally, there are the alchemists, those who study the magics inherent in many things found in the world, and who know how to unlock these mystical properties through procedure and ritual. Their efforts manifest in potions, salves, and "bottles of explosive consequences," and what they lack in pure eldritch power they more than make up for in the ability to share what they create with others.

OF THE PEOPLE

The northwest and north-central portion of the main continent is dominated by the human-founded **Kal-A-Nar Empire**, a very violent and tyrannical land ruled by Warlords who worship Ceynara as their “Goddess of War.” In the Northeast, the pale and mysterious *shayakar* (“Shadow Fae”), along with vampire lords and other undead powers, rule over **Shaya’Nor**. **Gobliness Gathers** (a fractured collection of goblin, orc, and ogre clans; their only common ground is mutual defense against the Empire and other threats) are scattered throughout the world, but they are prevalent mostly in the north. On the central west coast of Shaintar’s main continent lies **Dregordia**, an area ruled by the reptilian species known by the name of their homeland, dregordians. East of Dregordia lies what was once the southwestern portion of the Kal-A-Nar Empire, the **Eternal Desert**; it is now under contention as the original rulers of the desert, the humans known as the *Youlin Aradi*, struggle with each other over control. Continuing eastward across the central portion of Shaintar, there is the **Prelacy of Camon**, another human-based nation that is run by the Church of Archanon; the Prelacy practices genocide against the Fae and anyone who uses any form of actual magic, and they seek to make humans (mainly, their “faithful”) the only race in Shaintar. In the mountain ranges just west and south of the Prelacy lies the proud and warrior-led Kingdom of **Olara**, whose human and dwarven people have stood against the invasion forces of the Kal-A-Nar Empire and Shaya’Nor time and time again.

Spanning across most of the southern

portion of Shaintar are the Southern Kingdoms, primary among them being the Kingdom of **Galea**. Within this area (also called The Wildlands) lies the center of the **Fae Nation** (in the forest lands of *Landra’Feya*), although the Fae people span across the world. The Wildlands are also home to the **Malakar Dominion**, a federation of petty tyrants, bandit kings, and criminal overlords that constantly war with their neighbors for control of the Southern Kingdoms. Just south of Galea are the city-states of **Mindoth’s Tower** (a druidic enclave) and **Archanaya** (the home of the “Reformed” Church of Archanon, now called the Church of Light, a branch that has broken with the Prelacy). The southernmost peninsula of Shaintar is the home of the **Freelands**, an area dedicated to ruling itself without nobility, feudalism or despotism. Scattered throughout the Southern Kingdoms are dozens of **Dwarvish Clanhomes**, mostly nestled in or around the various mountain and hill regions.

Off the southwest coast of the continent, there is the island nation of **Korindia**, populated by a mysterious people said to be descended from the mixed breed children of humans and Fae from a time when a terrible plague almost destroyed the latter race. Far to the southeast lie the **Pirate Archipelagos**, a collection of islands ruled by bandit kings and pirate princes. Even farther away, south and far west of Shaintar, lies the island nation of **Nazatir**, home to a sea-borne and sea-bred branch of humanity known for sailing skills and (sadly, since most Nazatirans are peaceful and friendly) piracy.

Scattered across the continent are tribes of Aevakar (winged folk, extremely rare) and Brinchie (a nomadic feline species).

OF HISTORY

In the lands of Shaintar, myth and history are intertwined beyond separation. The great conflicts that have defined the eras of the realm have always been rooted in the primal disparities of the Powers that influence Shaintar – Life, Darkness, Flame and (eventually) Light. Politics and religion are melded into one force, as the Ascended and other greater beings either subtly suggest or overtly exert their will and wishes on their followers.

In ancient times, the influence of the Ascended and the other Greater Beings was so potent and destructive, their conflicts resulted in cataclysmic wars that set back entire civilizations. Only upon the raising of Landra as Soulfinder to replace her fallen brother did this cycle of devastation end, for she used her power and position to enact the Covenants. These mystic seals greatly reduced the direct power and influence beings not native to physical realm could have on Shaintar, invoking a countering price for each

transgression. As such, each Power's advocates had to engage in far more subtle efforts to enact their agendas in the realm of Shaintar, relying on those that honor and serve them to accomplish their goals.

The Kal-A-Nar Empire has striven, time and again, to expand its control farther south, all in the name of Ceynara. The powers that rule Shaya'Nor have always preferred more subtle machinations, orchestrating events and agendas in the shadows of cities and towns across Shaintar. The Prelacy of Camon, ruled solely by the offices of the Church of Archanon since 2835, seeks nothing less than the complete domination of their faith over all the lands of the realm (or so everyone is led to believe). The Malakar Dominion continues to press eastward, trying to reclaim territories lost when Vol Al'Daya founded the Kingdom of Galea in 2405, though most of their successes lie in their shadowy criminal efforts, mostly within the cities of the coasts.

On the front line of each Imperial incursion, goblinish uprising, and foray from Shaya'Nor and Prelacy forces, the stalwart Kingdom of Olara has stood as the beaten, battered, but never broken wall. Landra'Feya, Galea, and the Freeland have always responded to the greater incursions by sending their own armies to stand with the Olarans.



In the times between wars, each nation (and the countless smaller kingdoms, duchies, and city states that lie within the realm known simply as the Wildlands) has provided troops and resources to the organization known as *Grayson's Gray Rangers*. The Rangers have always stood in the Southern Kingdoms to protect the common folk against monsters, bandits, and despots. In the last century, their mission has grown to include acting as a supporting force against incursions from the northern aggressor states, shifting their focus away from acting as peace keepers and sheriffs and more towards military action.

The last century, however, has also been amazingly peaceful. This is mainly due to the unparalleled victory the forces of Light and Life experienced at the end of what is now known as the **Betrayal War**.

Powerful forces waged a terrible war in the physical realm of Shaintar, threatening to tear asunder the very Covenants that Landra had imposed. This was mainly due to a spiritual "loophole" involving Avatars that Vainar and Ceynara combined efforts to exploit. This historic unification of powers and intentions on the parts of Flame and Darkness nearly spelled the end for the forces of Life until the coming of the Light turned the tide. An actual being calling itself Archanon came forth, empowering new followers and those who rejected the hatred of the Church of the Prelacy with powers of Light and faith.

Even with this turn of events, the evil ones might well have won the day had their own treacherous natures not ultimately gotten the better of them. Key to their plan was a portal, located on the island called Og m' Drakar (the Eye of the Dragon) at the center of the great

lake in the north center of Shaintar. Making a play for ultimate power, Vainar betrayed Ceynara and attempted to gain the might of this Dragon Gate for himself. Ceynara's rage was such that, in the final battle at the mouth of the Gate itself, she tore asunder the Veil and cast forth the very essence of her rage into Vainar's avatar form.

Shoving him through the Gate and into the same Void he sought to unleash upon Shaintar in his final madness, she then fell into a deep torpor as the very Gates of Hell slammed shut. Such was the price of the Covenants, resilient and unyielding in the aftermath of the battle.

All of this happened in the year 3021.

OF NOW

The Abyss has been closed off from Shaintar for a century, while the form of Vainar has been lost in the Void and the rest of the Necrolords have fallen in on themselves in disarray. The lands have known a peace and prosperity unlike any time in the last millennia.

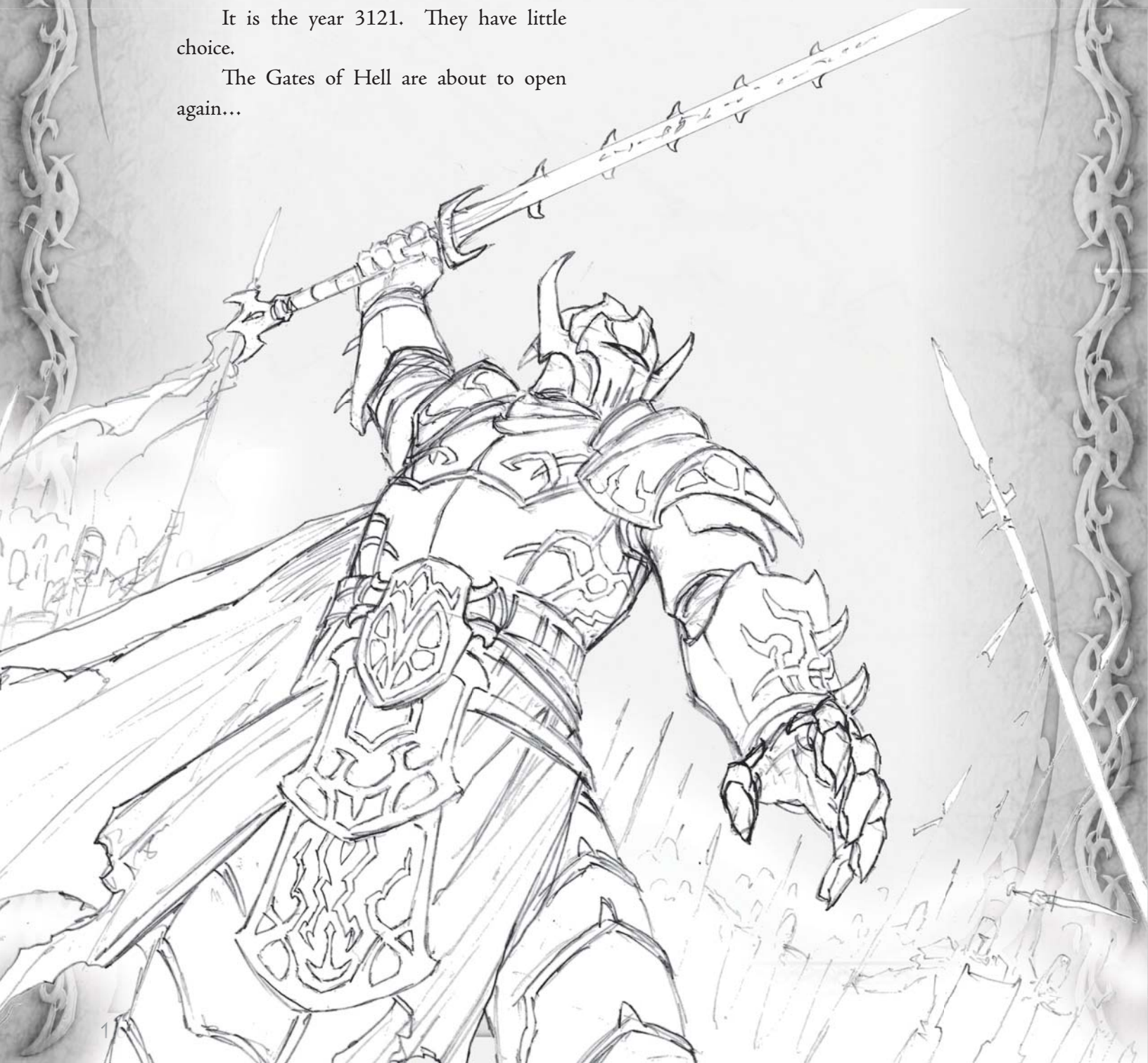
Even so, the Druidic Council of Mindoth's Tower has been highly active in recent years, gathering intelligence and forces in preparation for Ceynara's return to power. Their people range throughout the continent and the islands, looking for any sign of activity from those who serve Darkness and Flame. They have already come across rumors indicating that Vainar has somehow been retrieved from the Void and resides deep in the heart of Shaya'Nor, healing in his avatar form.

Representatives from many lands of Shaintar – Galea, Olara, Landra'Feya, the

Freelands, Korindia, Dregordia, and Nazatir, to name the majority – have been gathering in Mindoth's Tower to meet with the druid's newly-formed Centenium Council. The tone of these meetings has changed dramatically in the last year. No longer a gathering of information, ideas, and long-range plans, the Centenium Council has become a war council.

It is the year 3121. They have little choice.

The Gates of Hell are about to open again...



CHAPTER TWO

Heroes of Shaintar

The Immortal Legends of Shaintar are its heroes, and this chapter gives you all you need to create just such a hero for yourself. What kind of legend you leave is another matter...

THE PATHS OF HEROES

Heroes in Shaintar come from all walks of life. What follows are some possible backgrounds, professions, or other starting places. They are meant to inspire ideas, and to give you a sense of where heroes might come from in the lands of Shaintar.

Grayson's Gray Rangers. They defend the wilder parts of the Southern Kingdoms, the lands surrounded by Galea, Olara, the Malakar Dominion, the Elvish Nation, and the Freelands. Hundreds of city-states, independent duchies, and bandit kingdoms dot the lands, and the only source of law and protection many know is that administered by the brave and stalwart Rangers. Subsidized by the greater kingdoms (as a means of stabilizing the region), the Rangers are populated by all manners of servitors – folks of armed skill, those of mystical prowess, and some who simply have no place else to go and need a new start in life.

They make no bones about screening their ranks. Anyone can join who is willing to serve and has some capacity to do so, but those of dark impulses and intentions will not be taken. The Rangers make ample use of the

magical talents of priests and druids to sense Darkness or Flame in the souls of those who seek to join, and on more than one occasion they've even employed the more direct powers of adepts to know a man's mind before letting him sign on.

AN EXCELLENT PLACE TO START

This is an excellent "default" background for a character, because any other kind of background can be tied into it very easily. In fact, the campaign that is begun in this book is predicated on the fact that the characters are Rangers.

Grayson's Gray Rangers is a perfect tool for getting together diverse characters and giving them a reason to be together. That is, in fact, why I created them. The Rangers mix all types together, and they exist in an area that is fraught with danger and in need of heroes. The headquarters of the Rangers is in a location central to the Southern Kingdoms, and Rangers have a good reason to go just about anywhere.

Of course, players don't mind having characters that have some respect and authority right at the start, either. The charter of the Rangers is such that, in most towns and civilized areas of the Wildlands, they are recognized as legal authorities as well as armed protectors. In the wild, they are the only law that exists. Even outside of what is considered the Wildlands, the Rangers are treated with respect and acknowledgment of their role.

continued...

GM to GM

GM to GM usually as the equivalent of visiting soldiers of rank and distinction with high-ranking or experienced Rangers often treated as knights).

Rangers don't *have* to be woodsy-outdoorsy types; many aren't, in fact. However, the bulk of the rank-and-file are warriors skilled in survival, stealth, observation, and tracking. They tend to favor lighter armor, light weapons, and bows. This doesn't mean a heavily armored knight or city-bred sorcerer has no place in the Rangers, but they will stand out and tend to be used differently in some missions.

For this reason, most player character groups will tend to represent the "oddball" squads that sometimes get put together for non-standard Ranger missions... which is absolutely *perfect* for a good Shaintar campaign!

Those who become Rangers will undergo training that enables them to function well in outdoor settings and on long patrols. Characters who have been Rangers for a time will have some ability in *Survival*, and will likely have training in areas like *Tracking*, *Healing*, and *Stealth*.

As an interesting note (and something many players might want to work with), at any given time about 15-20% of the ranks of the Rangers are populated by soldiers and others sent by the supporting nations.

Knights. In the Southern Kingdoms (where many characters will likely come from), there are two nations that support orders of knights – Galea and Olara. In Galea, it normally requires noble blood to ascend to knighthood, though truly heroic service to the kingdom can result in being knighted. In Olara, it



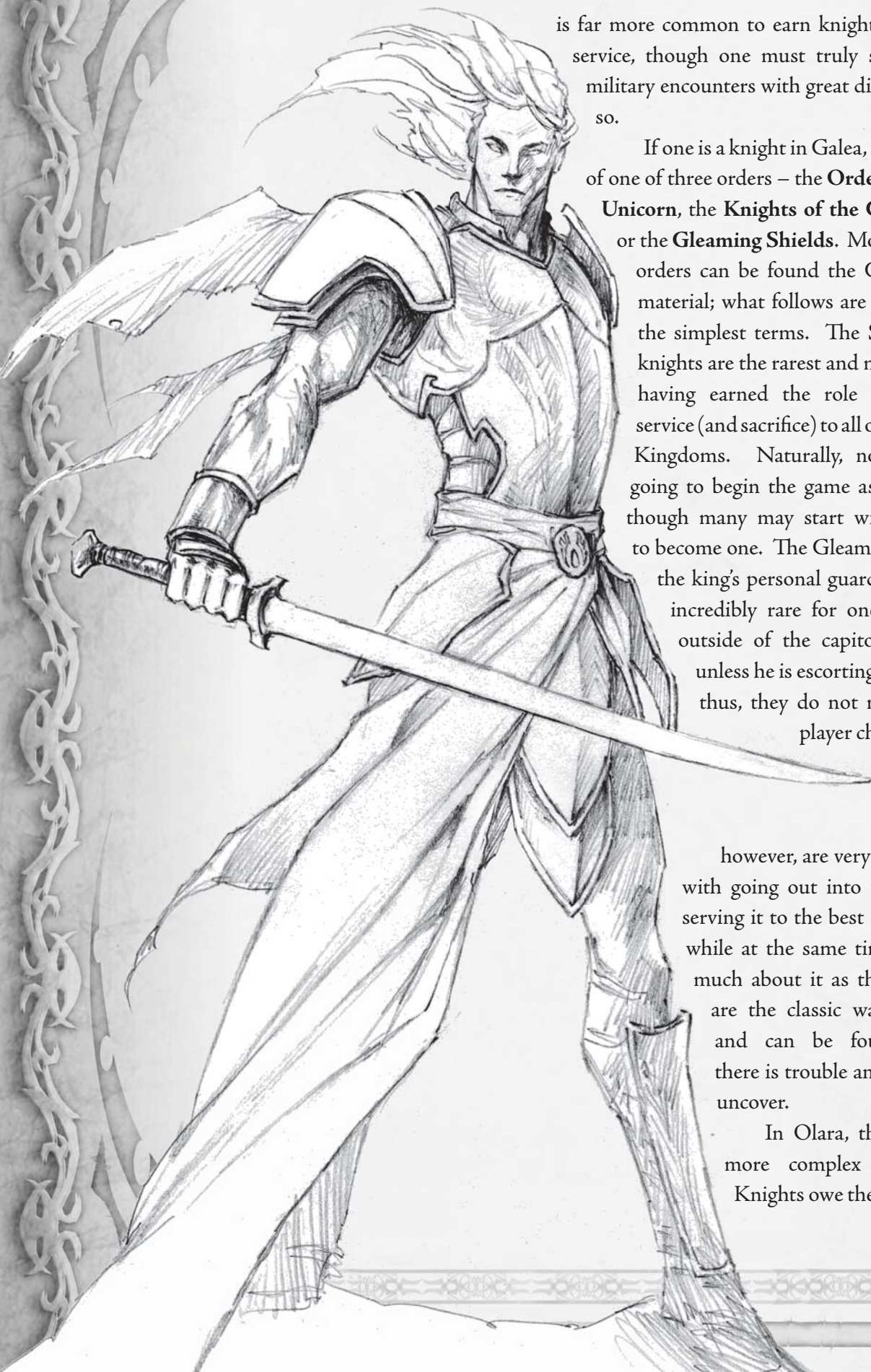
is far more common to earn knighthood through service, though one must truly serve in many military encounters with great distinction to do so.

If one is a knight in Galea, he is a member of one of three orders – the **Order of the Silver Unicorn**, the **Knights of the Golden Torch**, or the **Gleaming Shields**. More about these orders can be found in the Game Master's material; what follows are distinctions in the simplest terms. The Silver Unicorn knights are the rarest and most respected, having earned the role through great service (and sacrifice) to all of the Southern Kingdoms. Naturally, no character is going to begin the game as one of these, though many may start with aspirations to become one. The Gleaming Shields are the king's personal guard; as such, it is incredibly rare for one to be found outside of the capitol of Galadrea unless he is escorting the king (and, thus, they do not make for good player characters). The

Knights of
the Golden
Torch,

however, are very much charged with going out into the world and serving it to the best of their ability, while at the same time learning as much about it as they can. They are the classic warrior-scholars, and can be found wherever there is trouble and a mystery to uncover.

In Olara, things are both more complex and simpler. Knights owe their allegiance to



the noble house that knighted them (though, of course, they owe fealty to the King first). There are military orders (described in the Game Master's material) to which an Olaran knight may belong, but his first duty will always be to his house. Furthermore, there are no "born" knights in Olara; a warrior cannot be knighted until they have more than a few battles under their belt. As such, almost no starting character will be able to be a knight of Olara.

It is *possible* to be a knight of some tiny nation within the bounds of the Wildlands. However, how far such a title will get you is by no means clear or guaranteed. Such "hedge knights" tend to be largely ignored outside of their home territories.

The only remaining path to knighthood is through the Church of Light (described just a little later in this section). Paladins of Light are considered knights in any country that recognizes the Church.

Regardless of background, knights are defined by how they live in the world. As such, a knight will almost certainly have a Code of Honor. Most are Heroic, or at least Loyal, and many have sworn some form of Vow. Knights know how to *Ride*, or they are no real knight. Of course, *Fighting* skill is highly important, though many knights are also quite adept at *Persuasion*. Though most knights are of Noble blood, a good enough back story may negate the need for this Edge.

Soldiers. The man-at-arms. The ex-mercenary. The farm boy called to war. The former guard of nobles or merchants. All men and women trained at arms and combat, now looking for a way to parlay their talents

and experience to some means of living (and possibly a purpose).

Soldiers can come from anywhere in Shaintar, literally. A soldier may have served in the army of a nation, or in the garrison of a city-state, or as a mercenary guarding caravans. For beginning (Novice-ranked) characters, it is highly likely they had little experience before finding themselves in their current situation. They did, however, get training, and they have an understanding of what it means to serve alongside others for a purpose.

Soldiers will, of course, have training in *Fighting*, and many will also be decent at *Shooting* as well. Soldiers often know how to *Ride*, and a soldier with any campaigning experience is likely to know something about *Survival* and *Healing*.

Druids. Followers of the Four Paths can be found all over Shaintar, doing the work of the Ascended and promoting Life as they can. Many druids prefer the peaceful approach of teachers, guides, and nurturers, serving communities and taking care of the natural world in their immediate surroundings. Some, however, have taken up the cause of opposing Darkness and Flame, considering themselves guardians of Shaintar and soldiers in service to the Ascended.

Not surprisingly, the vast majority of druids come from the Southern Kingdoms, where reverence for the Ascended is primary. More than half receive their training at Mindoth's Tower. Most others achieve a basic understanding of their connections to Life quite on their own. These folks usually find a druid somewhere along the way to receive further training.

In more primal cultures, where the formal teachings and rituals of the druids

Prelacy's "Bloody Iron Hand" before they could establish themselves there, the followers of Archanon's new church, t h e

are unknown, such practitioners are considered shamans. Many of the northern gobliness gathers that still honor the Ascended have shamans, as do the barbarian tribes of the very far north.

Anyone channeling the gifts of Life will have a Vow regarding their commitment to the Ascended, and most tend to be Heroic and Loyal as well. Not a few druids are Pacifists (though most, realizing the need to fight monsters of Flame and Darkness, take only the Minor level). Druids will have a strong focus on their Spirit and their *Channeling* skill, and many have the *Knowledge (Cosmology)* skill.

Priests. Though driven from the lands of Camon by the

Church of Light, have been growing in numbers and strength of purpose. Aided by the druids of Mindoth's Tower, they formed the city-state of Archanaya in the lands between the Kingdom of Galea and the Freelands. Many have flocked to their temples and schools over the last century.

Now shrines and even full-blown churches are starting to appear elsewhere throughout Shaintar, as the core leadership has begun sending out missionaries and evangelists throughout the Southern Kingdoms. The followers of the Light are not out to change the beliefs of anyone, or to replace existing structures (at least, not most of them; a few have admittedly fanatical goals that the Church

is trying to curtail). Instead, they want to supplement the support systems of the communities they enter, as well as provide guidance, sanctuary, and protection where it otherwise does not exist. Granted, they want very much for people to embrace the Light as a way of living, though most preach the faith as being compatible with honoring the Ascended.

Many young priests and paladins find themselves a part of this effort, delving into new areas and communities to serve in the best way they can. In that the Church of Light promotes justice, guardianship, and opposition to Darkness and Flame, many paladins and militant priests are sent where such goals are best put to the test.

The differences between a priest and a paladin of Light are mainly in title and long-term goals; a priest seeks, ultimately, to serve somewhere in the hierarchy of the Church, while a paladin seeks no other service than to defend the Church and innocent people from the forces of Darkness, Flame, and the basic evils of Man. Some few servants of Light actually attain status as both priest *and* paladin, and these dedicated souls are greatly treasured by the Church.

Servants of Light will have a Vow regarding their commitment to Archanon and the Church, and most will be Heroic and Loyal. Paladins often have a Code of Honor. *Knowledge* skills in Cosmology, History, and even Politics are considered good choices for priests, while Paladins are obviously trained in *Fighting* and related skills (and most will know a lot about *Riding*). *Persuasion* is also highly valued for such followers.

Adepts. Uncommon and often misunderstood, adepts have a difficult road to travel in Shaintar. While their skills and powers are clearly valuable to the Southern Kingdoms, those same skills and powers are greatly feared and often kept at arm's length (or greater).

The talent to manipulate powers of the mind and body is inherent; one is either born with it or not. As such, most adepts manifest some strange ability over the course of simply living their lives, and then they are faced with the task of trying to figure out how to control it. In more civilized regions, the various orders and training citadels of adepts are known of, and such a person will usually seek them out. Otherwise, he will have to figure out how to use his new powers on his own, or hope that a traveling adept finds him and teaches him.

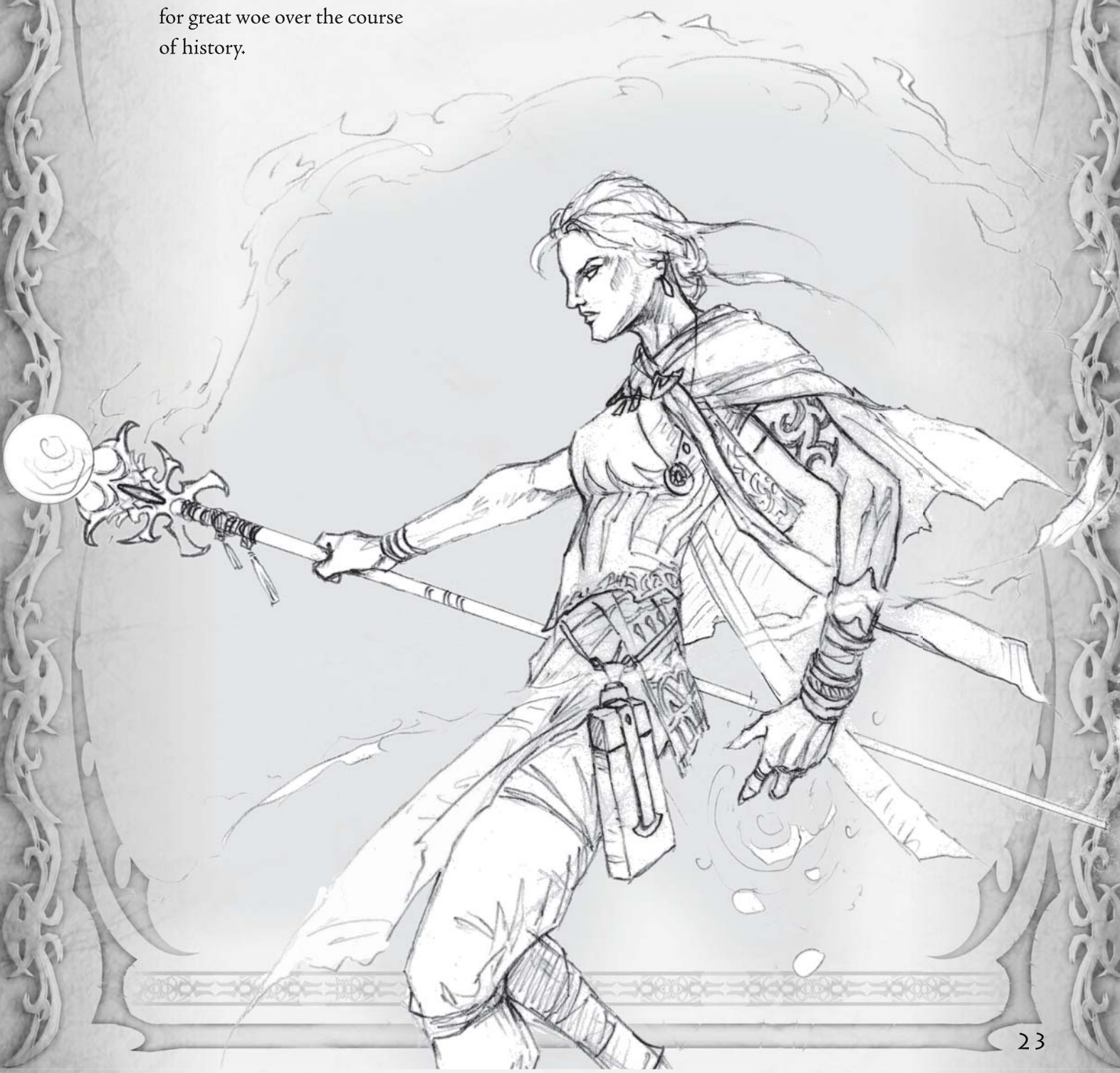
Adepts who are formally trained somewhere in the Southern Kingdoms are usually encouraged to find ways to use their abilities for a greater purpose, in service to the kingdoms and people. The Warrior-Adepts of the Jade Flame are an excellent example of this approach, and their entire history has been about changing the perceptions of the populace at large towards adepts. The Order of the Azure Citadel is another such group.

Adepts will have a strong focus on their Spirit, and almost as strong towards their Smarts. Not surprisingly, many adepts are skilled in *Persuasion* and *Intimidation*, happy to accomplish their goals through force of personality without resorting to their powers. Of course, they will also have a strong emphasis on their skill with *The Way*. Many adepts, trained in the citadels, will have a Vow of some kind, or at least be Heroic in their mentality. The nature of their powers, however, causes

many adepts to develop strange behavioral Quirks and other psychological Hindrances.

Sorcerers. Shapers of destiny and architects of the future – this is what many think of the practitioners of the eldritch arts. Of course, this is not always thought of as a positive thing, for as many who practice sorcery for the common good as there may be, there have been plenty such masters who have done so for great woe over the course of history.

The ability to see the Aether and make it respond to thought and will is inherent, and many begin their path as a sorcerer quite on their own. True mastery, however, comes only when one receives the formal training of a Mage, which almost all sorcerers seek out as soon as they are able.



Like adepts, formally-trained sorcerers are often encouraged to find a form of service that best aids the common good, though the eldritch academies are less doctrinal about such matters than the citadels. Most sorcerers (especially those who achieve the status of Mage) find gainful employment within large merchant houses or under the banner of a nation, often enjoying a life of relative luxury for moderate effort. Quite a few, however, seek out even greater knowledge and understanding by exploring the world around them. Most of these come to believe their gifts are best used against the forces that would destroy what they know.

Sorcerers will have a high Smarts score, and usually a very high Spirit as well. With a primary emphasis on their *Sorcery* skill and their Powers, most sorcerers have little left to put towards other pursuits beyond knowledge, but very often it is an emphasis on many *Knowledge* skills that proves the greatest worth of a sorcerer to companions. The Curious Hindrance is very common among sorcerers, as well.

Alchemists. Delves of the secret places and students of the properties of all things, alchemists are those individuals driven to create wondrous concoctions and items from the gifts the world provides. The early days of any practicing alchemist are spent in deep study and practice, and most translate that to a business in one of the many towns or cities where their trade can net them a fine living.

Some, however, are called to the road, where their talents and skills can serve other purposes. With complex kits crammed into wooden satchels or backpacks, these hardy

individuals go looking for the strange elements they need to make the most wondrous potions and potent items of their trade.

Alchemists pretty much always have a decent Smarts score, as well as a strong *Alchemy* rating and lots of *Knowledge* skills. Like sorcerers, they are often quite Curious. Some, knowing the value of their efforts, can be a little Greedy at times, as well.

Rogues. Thieves. Burglars. Highwaymen. Spies. Pickpockets and néer-do-wells. More than a few such men and women have gone on to have grand careers as heroes, at some point in their lives choosing to use their talents and experience for a cause greater than that of filling their pockets or achieving personal power.

Nations are constantly at odds with other nations, even when there is no war declared. As such, someone with skills in stealth and subterfuge may well find himself in service to one king or another, or possibly a powerful merchant. Others coming from a rogue's background may well have simply had a ban run of luck, or been born in the worst part of town. What they do is done to survive, and becoming good at it was the only way to survive for any time at all.

A character with a roguish set of skills could be literally from anywhere, though the vast majority will be from more urbanized settings. One might even have been a pirate at some time, calling the sea his home and every port along the Southern Coasts his stomping grounds.

Rogues have high Agility ratings, and are skilled in *Stealth*, *Lockpicking*, *Climbing*, *Notice*, and *Streetwise*. Many are also good

at *Investigation* and *Persuasion* (the latter primarily to deal with getting past guards or out of trouble). Most rogues will have a bit of a Greedy nature, and many are Wanted by someone.

Ex-Slaves. It is a sad truth that there are parts of Shaintar where slavery is very much a normal part of society. The Kal-A-Nar Empire uses slaves for all the usual reasons, as well as to fight in their Blood Pits. In Shaya'Nor, slaves are cattle as much as anything, feeding the appetites of vampires, werewolves, and others. Some of the Desert Princes still maintain slaves to work their mines and otherwise maintain their lavish lifestyles. While slaves in the Malakar Dominion probably enjoy the best life that any yoked into another's service might ask for, still are they are denied freedom and forced to work.

Escaping the bonds of servitude is a powerful motivation, and those who manage it are often strong beyond their years and experience. Very often, an ex-slave will simply look for a place to be free and at peace, happily working as a laborer or farmer in exchange for being allowed to live as they choose. Some, however, have too much vengeance in their hearts, or else a deep and abiding need to see that others like them are freed as well. Such men and women will seek out groups of warriors who can help them towards such goals.

Finally, some ex-slaves simply don't know what to do with themselves. These folks will gravitate towards anyone who shows them some kindness and respect, and often they will take up the cause of anyone who calls them friend.

Former slaves will often have notable Strength and Vigor, and those who were forced to fight for a living will be skilled in those ways. Having very limited experiences with life, ex-slaves will often be Clueless, and may have such psychological issues as being Mean, Vengeful, or Stubborn. Those who were worked to hard or fought too many difficult battles may have physical Hindrances as well.

DAMAGED CHARACTERS

This is not a regular occurrence in my games, but every once in a while a player can convince me to let them play someone with a little more experience under their belt. However, rather than give them straight-up experience points, I will instead let them take another Hindrance. This lets them get some added skills or such, but at the same time it represents that the character is a bit more "damaged" than most at this stage. This option tends to make more sense with a character coming from an ex-slave (or similarly tragic) background.

Common Folk. Often, the most compelling heroes are those that come from normal, everyday backgrounds and somehow overcome impossible odds to save the day. The farmer, the laborer, the bookkeeper, the apprentice carpenter – each one of these might have some hidden spark that only needs one moment of destiny to fan into flames.

Such a character can come from literally anywhere, with only the imagination to limit your choices.

One trick to playing a character with a common (read: inexperienced and untrained) background is to hold over points from initial character creation. The Game Master

can then permit such a character to spend them after an initial encounter or traumatic experience, showing a rapid adaptation and ability to learn under fire. In order to better help them survive such an experience, the GM might let them have a couple of extra Bennies to start with (once used, they are gone, though, and these Bennies can **not** be used to roll for Experience).

THE MAKING OF A HERO

Let's delve into the process of creating a character. You will need the core *Savage Worlds* book to accomplish this, as everything that follows is supplemental to that material. The flow is exactly the same – choose a Race, build up your base Traits (Attributes and Skills), choose some Hindrances and Edges, flesh out your Derived statistics, and work out your Gear.

You should also take the Background Details portion of the process very seriously. As a Game Master *and* as the designer of this setting, I encourage Shaintar GMs to rely on the Common Knowledge tool that was created for *Savage Worlds*. Where your character is from, what kind of culture he grew up in, and what kind of work he did before the call of being a hero came along will go a long way towards determining what you get a +2 on, and what you get a -2 on.

THE RACES OF SHAIN TAR

The fantasy genre is well known for having many different races that a player can choose from in creating their character. The following

are the “standard” player character races that may be chosen in Shaintar. However, it is possible for a player to portray almost *anything*; the Game Master must simply decide what is fair and playable in the game to be run.

STARTING AHEAD OF THE GAME

I always start the heroes of my games with a few experience points. “Right off the farm” is hard to pull off well, and most characters in other media – films, television, comics, and novels – actually have either some skill or raw talent over and above the average person to get by early on in their careers.

Granted, in *Savage Worlds*, even brand new Novice characters have a distinct edge in that they are Wild Cards. There's nothing wrong with starting a Shaintar-based campaign with zero Experience Point characters. I guess I just like giving new players a few more “toys” to play with. Starting character with 10 Experience Points, which is my standard, means they are still Novices, but they get a couple of added Edges, or a few more points in their skills, or an Attribute raise to play with.

Since it is likely you are showing the SW rules to at least some of your players for the first time, I think it's valuable to get them a little more excited by saying “and now you have 10 Experience Points added to your character, which means you get two Level Ups to play with before we start.” I promise you, this really adds to their excitement level and jazzes them up even more for the campaign.

High energy at the start of a campaign is a really, *really* good thing.

Some races have **Limited Attributes**. This means they must expend extra effort in raising these Attributes. Such an Attribute costs 2 points to raise at character creation, and requires two Level Ups to raise during game play.

Some races have increased Attribute maximums. This means they can expend Level Ups to gain additional +1 ratings beyond d12, up to the listed maximum. Linked skills can benefit from these maximums as well, but the Attribute **must** be increased before the skill can be taken to that level (unless the Legendary Edges, *Professional*, *Expert*, and *Master* are used; these Edges can also be used to push a skill even higher past the Attribute maximum, if the skill is raised through Level Ups first).



ALAKAR

Alakar ("New Blooded" if translated to Gaele) are members of the Fae (Elvish) race that are closely bound to the mortal realm of Shaintar. They are the result of massive breeding with *Humans* many thousands of years ago (after the Fae were almost wiped out by a necromantic plague meant to destroy them). In fact, *Alakar* are sometimes referred to as "half-bloods" by the more pure of the Fae (although this is rarely said to their face, and only by the haughtiest of their higher cousins). As all Fae, *Alakar* are highly sensitive to the negative properties of Black Iron and Blood Steel.

Alakar can be found throughout Shaintar in all walks of life, although they tend to prefer more natural settings over urban realms. They make up the bulk of the Fae in Shaintar (around 80%).

Alakar tend to be slightly shorter and of lighter builds than *Humans*. Their eye and hair colors, though most often of human ranges, can be almost any color imaginable. *Alakar* tend to live about twice as long as *Humans* (approximately 200 years), though they mature at the same rate (early adulthood at 16-20).

Alakar:

- **Heritage:** *Alakar* have primarily Fae blood and are able to start with a d6 in either Agility or Spirit.
- **Low-light vision:** The blood of the Fae gives the *Alakar* the gift of night vision.
- **Keen Fae Senses:** *Alakar* begin with a d6 *Notice* skill for free.
- **Fae Beauty:** The Fae are inherently

beautiful and graceful, and Alakar start with a +1 Charisma.

- **Weakness:** All Alakar are Vulnerable to Black Iron and Blood Steel (they suffer +2 damage from these sources).
- **Enemy:** All Shayakar and Childer see the Alakar as a racial enemy.

AEVAKAR

Aevakar are a very rare winged offshoot of the Fae. Their total population in Shaintar may number in the very few thousand (though no one actually knows for certain) and they tend to keep to themselves as a race. They were nearly wiped out by the Kal-A-Nar Empire.

As they are Fae, *Aevakar* share the vulnerability to Black Iron and Blood Steel. In addition, being built for flight also comes with a price; their hollow bones and light frame make *Aevakar* particularly susceptible to damage and comparatively fragile next to most other races.

The rare individual that ventures away from their aerie will create a stir wherever they go, which is not always a good thing, since the species has a number of inherent and historical enemies. Any group traveling with a known *Aevakar* will be remembered for certain.

Aevakar have pretty much the same physical traits, size-wise, as *Alakar*. Their hair and eye colors can also extend through the spectrum; though their feathers almost always match their hair in color scheme. *Aevakar* have the same life expectancy as *Alakar* (approximately 200 years), and also mature at the same rate as *Humans* (early adulthood at 16-20 years).

Aevakar:

- **Graceful:** *Aevakar* begin with a d6 starting Agility.
- **Fragile:** *Aevakar* have the Limited Attribute – Vigor
- **Wings:** *Aevakar* have feathered wings that grant them a base Flight speed of 12" (with a "Run" speed of d10). Taking the *Quick Edge* (specified for Flight) increases this to 15" with a d12 "Run."
- **Fae Beauty:** The Fae are inherently beautiful and graceful, and *Aevakar* start with a +1 Charisma.
- **Low-light vision:** The blood of the Fae gives the *Aevakar* the gift of night vision.
- **Keen Fae Senses:** *Aevakar* begin with a d6 *Notice* skill for free.
- **Light Frame:** *Aevakar* suffer a -1 to their Toughness.
- **Weakness:** All *Aevakar* are very Vulnerable to Black Iron and Blood Steel (they suffer +3 damage from these sources).
- **Enemy:** All Shayakar and Childer (especially gargoyles) see the *Aevakar* as a racial enemy.

BRINCHIE

The *Brinchie* are a bipedal race of sentient felinoids who are reputed to come from *Norcan Darr* (a dangerous realm of "demon children"). Highly adaptable, they fit in almost anywhere they find themselves. They are also highly prized as warriors and bodyguards, although their tempers and chaotic nature sometimes hinder their performance in such roles (when the action is slow, at least).

Though gifted in the realms of combat,

Brinchie are capable of following any path. Though not as numerous in Shaintar as some other races, they are easily found almost anywhere, doing almost anything. At one time, there was a significant population of *Brinchie* living as nomadic tribes throughout the southern portion of Shaintar. Those times have faded into history however, and there are very few *Brinchie* the "old ways,"

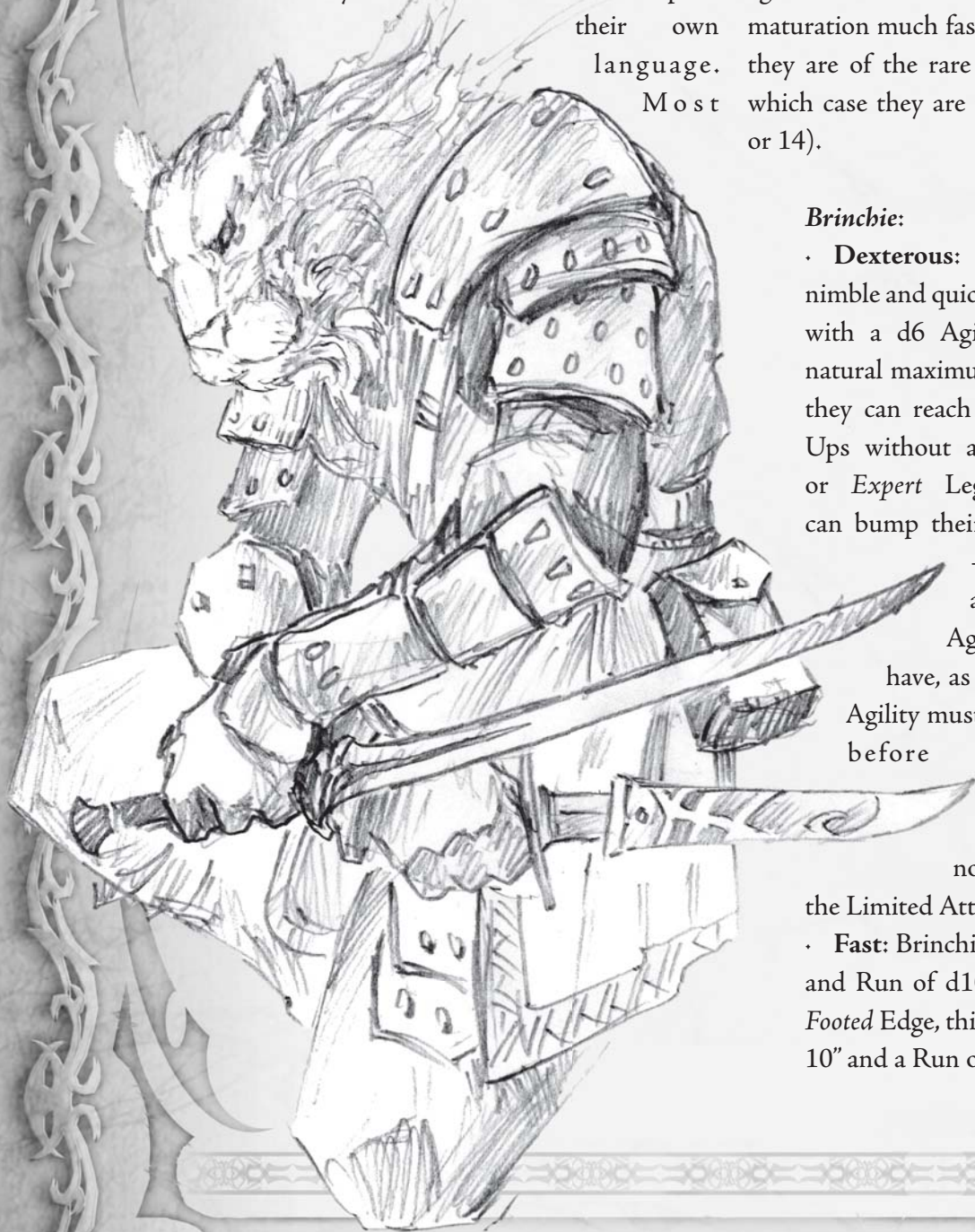
who follow
or even speak
their own
language.
Most

Brinchie are fully adapted to whatever culture and environment they are found in.

Brinchie are very much analogous to cats in terms of builds and fur color. Those bearing more domestic cat traits tend to be small and of light builds, while those showing colorations like those of big cats (lions, panthers, and tigers) tend towards more powerful builds as well. *Brinchie* tend to have life spans of about 80 years, but they physically mature by the age of 11 or so. Emotionally, they don't reach maturation much faster than *Humans* (unless they are of the rare nomadic upbringing, in which case they are rather mature by age 13 or 14).

Brinchie:

- **Dexterous:** *Brinchie* are incredibly nimble and quick on their feet, beginning with a d6 Agility. Furthermore, their natural maximum Agility is d12+2, and they can reach this with normal Level Ups without applying the *Professional* or *Expert* Legendary Edges (which can bump their Agility to d12+3 and +4, respectively). This advantage extends to any Agility-based skills they have, as well, though the natural Agility must be raised to these levels before the skills can go that high.
- **Flighty:** *Brinchie* are not deep thinkers and have the Limited Attribute – Smarts.
- **Fast:** *Brinchie* begin with a Pace of 8" and Run of d10. If they take the *Fleet-Footed* Edge, this is increased to a pace of 10" and a Run of d12.



- **Natural Acrobats:** Brinchie have the *Acrobat Edge* for free (no prerequisites required).
- **Natural Claws:** Brinchie can do lethal damage with their bare hands (Str+1).
- **Outsider:** Brinchie are still seen by many as still being tainted by their *Norcan Darr* origins, and the average person is quite put off by their appearance.
- **Needs Action:** When times are slow, the GM may require a Spirit check; failure means the Brinchie character will become irritable and unfocused (temporarily gaining the *Mean Hindrance*, and suffering a -1 distraction penalty on all Trait Rolls until they get some kind of action.)

DREGORDIAN

The enigmatic and somewhat unnerving *Dregordians* have long mystified the other races of Shaintar. Physical powerhouses that rival *Ogres* in sheer strength and presence, these massive reptilian humanoids are nonetheless given to quiet introspection and cautious action.

This has much to do with the “Inner Beast” each of them must battle constantly – an inner blood rage that bespeaks of their violent, survival-of-the-fittest history. When they first began to move towards civilization, they strove to contain the beast within. To this end, they have developed a highly structured society and personal discipline to maintain what they have created – many *Dregordians*, in fact, have developed mental powers through their discipline. History supports the general belief that *Dregordians* were the first to develop *The Way*.

Dregordians have snout-like faces that look like a cross between a dinosaur and a crocodile, with rows of sharp teeth and small nostrils. They tend towards very large, very powerful builds, on average standing a foot-and-a-half taller than *Humans*. Their scale colors range from every shade of green to rich browns and earthen tones. *Dregordians* usually live to about 120 years of age, and are considered physically and emotionally mature by the age of 15.

Dregordian:

- **Mighty:** Powerful and tough, *Dregordians* begin with a d6 starting Strength and Vigor. Furthermore, their natural maximum Strength is d12+3, and they can reach this with normal Level Ups without applying the *Professional* or *Expert* Legendary Edges (which can bump their Strength to d12+4 and +5, respectively).
- **Ponderous:** *Dregordians* have the Limited Attribute – Agility.
- **Aquatic:** *Dregordians* are naturally amphibious, able to breathe underwater. Their swimming pace equals their *Swim* skill die type in inches.
- **Natural Swimmers:** *Dregordians* gain a d6 *Swim* skill at the start for free.
- **Tail and Claws:** *Dregordians* have natural claws that can do lethal damage (Str+1). Their tail is flexible enough to be used as a weapon, as well, doing Str+1 in non-lethal damage.
- **Outsider:** *Dregordians* are pretty much alien to every other race, both in appearance and mentality.
- **Weakness:** In cold weather conditions

(40 degrees Fahrenheit or lower), Dregordians must make Fatigue-resisting Vigor checks every **hour**; they are automatically *Fatigued* in temperatures below 0 degrees Fahrenheit.

- **Battle Rage:** Dregordians who are in battle must make a Spirit check every round. Failure means they have come under the sway of their bestial nature; they must make *Wild Attacks* for the rest of the battle, and temporarily gain the Bloodthirsty Hindrance. They can spend an action doing nothing else to make another Spirit check at -2 to get out of this state, but only if they are not directly threatened by an opponent.

fondness for all things mechanical, though they are at first warriors and defenders of their homes (having battled everyone for their place in the world at one point or another). Though given to grim dispositions, a *Dwarf* can be a wonderful companion to drink and sing with (if one doesn't mind horrid singing and the occasional friendly brawl).

Dwarves tend to stand about two thirds the height of humans, but have dense and powerful builds. Despite vicious rumors to the contrary,

DWARF

At once open and secretive, the *Dwarves* of Shaintar have played an enigmatic role in the development of the world, a role few outside of their Clanhomes can discern.

Outwardly friendly and hospitable, they nonetheless keep *everyone* at arm's length when it comes to what they are up to deep in their caves.

Physically imposing despite their shorter stature, *Dwarves* give the impression of being immovable and unkillable. They have a



Dwarven women do **not** have beards, and can be quite attractive. Due to their penchant for underground dwelling, *Dwarves* run to the pale, unless they spend an inordinate amount of time outside. *Dwarves* live to an average age of 200 years, reaching emotional and physical maturity about the same time as *Humans* (early adulthood at 16-20).

Dwarves:

- **Stalwart:** Powerful and tough, *Dwarves* begin with a d6 starting Strength and Vigor. Furthermore, their natural maximum Vigor is d12+3, and they can reach this with normal Level Ups without applying the *Professional* or *Expert* Legendary Edges (which can bump their Vigor to d12+4 and +5, respectively).
- **Stoic:** *Dwarves* have the Limited Attribute – Spirit
- **Slow:** Short and stocky, their Pace is 5”.
- **Low-light Vision:** The darkness of the caves requires keen eyes.
- **The Old Ways:** *Dwarves* gain a +2 to all checks (such as *Repair*, *Notice*, and *Knowledge*) involving stone, earth, metals, and mechanical devices.
- **Intestinal Fortitude:** Though not particularly spiritual, *Dwarves* are nonetheless very courageous. They draw strength from their connection with the mountains and stone. As such, the *Guts* skill for them is linked to Vigor instead of Spirit.
- **Cannot Swim:** So dense, a Dwarf sinks like a stone in any water.

DWARVES ARE COOL, THAT'S WHY

GM to GM

Some might wonder why I leave *Dwarves* pretty much as the “standard” they are in any setting. The simple answer is – why mess up a good thing? There are certain things you expect when you think “dwarf” in a fantasy setting, and I don’t care to screw that up.

Alternately, I embrace their traditions and stereotypes and then give them deeper meaning in Shaintar. Their very metaphysical nature roots them in the solidity of stone and earth, and they are the descendants of another race called the “Builders” that had a profound effect on the ancient world. There are, in fact, very deep and powerful mysteries about the nature of the world that the *Dwarves* are very connected to, mysteries that will be revealed over the course of tales and adventures to come...

Oh, and *Dwarves* of the far north have Nordic accents, *Dwarves* of Olara have Germanic accents, and southern *Dwarves* have Scottish accents. Just because.

ELDAKAR

The oldest and most influential of all the races of Shaintar, the magically-gifted *Eldakar* (“Old Blooded” as translated in Galean) are responsible for many of the social and political structures seen across the continent. They created language, laws, and customs that almost every other race use in some way. They are the greatest of the Fae (Elves), with the exception of the extremely rare *Faelakar* (beings of mostly spirit who are almost unseen in Shaintar).

For all their influence, the power of the *Eldakar* has faded in the most recent years as the *Humans* ascend to dominance over the world. They have had to content themselves with advising and guiding the better of the human leaders where they can. To this end, many *Eldakar* venture into the world, looking

for causes and quests they can undertake to better help it (although more than a few have washed their hands of such noble causes and, instead, use their gifts for personal gain or... worse).

Eldakar actually stand slightly taller than *Humans*, but tend to have much slighter builds. Their hair and eye colors range the gamut of hues, and their skin tones range from the palest white to deep and rich browns. *Eldakar*

are truly immortal; though they can die from trauma, disease, and the like, old age will never take a toll on them. Those whose ages reach into the thousands of years will start to show some strain in their features and some dulling of eye and hair colors, but only a trained eye can see it. They reach physical and emotional maturity around the age of 30.

Eldakar:

- **Immortal Grace, Acumen, and Will:** *Eldakar* begin with d6 starting Agility, Smarts, and Spirit
- **Gossamer:** *Eldakar* have the Limited Attributes – Strength and Vigor
- **Low-light vision:** The blood of the Fae gives the *Eldakar* the gift of night vision.
- **Keen Fae Senses:** *Eldakar* begin with a d6 *Notice* skill for free.
- **Unearthly Fae Beauty:** So infused with the beauty of the Fae, *Eldakar* enjoy an inherent +2 Charisma.
- **Magically Sensitive:** *Eldakar* can use the *Detect Arcana* power at will (using their Spirit for their rolls). Those that take up an Arcane Background that provides the ability gain a +2 to *Detect Arcana* attempts.
- **The Price of Immortality:** Living forever takes a toll, as does being part of a culture steeped in mystery and mysticism. All *Eldakar* must choose one additional Major or two Minor Hindrances for no added benefits (*Young* is not an option).
- **Weakness:** All *Eldakar* are *deathly* Vulnerable to Black Iron and Blood Steel (they suffer +4 damage from these sources!).

GM to GM

MY VERSIONS OF “HIGH” AND “WOOD” ELVES

Elves, yes, but I believe they are significantly different enough to be interesting in the context of the world. Once again, this is my effort to mix classic traditions and expectations with some new ideas.

In this case, the “wood” elves – the earthy, less ethereal ones – are actually a result of interbreeding with humans. The “half-elf” issue is addressed elsewhere (see *Korindians*), but in effect, most of the elvish population is made up of those of mixed heritage. This creates some very deep and interesting social concepts to play with.

To break it down in simplistic terms – the *Faelakar* are the first Fae to enter Shaintar. They are spirits made flesh, and can generally be either as they choose. There are hardly any left, so don’t be surprised if you never see one.

Eldakar are the first generations of children the *Faelakar* had. Though born of Shaintar, they are still very strongly linked to their Fae heritage and spiritual natures.

Alakar are those born not only of Shaintar, but with the endurance and diversity of *Humans* flowing in their veins. They are more pragmatically “of the world.”

Shayakar are those *Eldakar* (and, in some rarer cases, *Alakar* and *Aevakar*) who followed Vainar in his fall. **Note** – they are **not** dark skinned; rather, they are quite porcelain and pale.

And *Korindians*? Well, read on...

- **Enemies:** All creatures of Darkness and Flame will seek to kill an Eldakar given any chance.

GOBLIN

The most numerous of the gobliness (which also counts the *Orcs* and *Ogres* among them), *Goblins* are the smallest and quickest of the species. Their natural gifts and incredible olfactory senses (enabling them to track by



scent) make them ideal scouts, trackers, and thieves. However, *Goblins* are quite capable of being anything they wish, and it is only the oppression of their own society that restricts many of them.

On average, *Goblins* are cleverer than their larger cousins. However, their relatively frail nature in comparison to the *Orcs* and *Ogres* is such that only in the most enlightened gathers will a *Goblin* be found to be in a position of authority. This is why many of the most competent will wander into the world to seek their fortunes.

NO HOBBITS, BUT...

I am one of those people who believe the “wee, half-folk” should remain firmly within the lands of Tolkien’s *Middle Earth*. As such, you will find no such beings here. At the same time, I don’t much care for gnomes, seeing them as comical versions of dwarves in most settings, or alternate versions of halflings in others.

However, I do have a race of beings who are small, quick, and clever. *Goblins* fit the bill quite nicely, and can add a lot of depth to roleplay due to their outsider status amongst most people, and their diminished status among their own people.

Although grotesque by *Human* standards, *Goblins* are not “hideous monsters.” They have greenish to grayish skin tones, wide-set features, and large ears. Like most of the gobliness, they have very little to no body hair. Their eyes do tend to glow slightly in the dark, enhancing their generally frightening appearance. *Goblins* tend to physically and mentally mature about age 14, and they tend to live to around 65 or 70.

Goblin:

- **Dexterous:** Goblins begin with a d6 starting Agility.
- **Thin-limbed:** Goblins have the

Limited Attribute – Strength

- **Keen Sense of Smell:** Goblins are naturally blessed with d6 *Notice* and *Tracking* skills at start for free.
- **Thermal Vision:** Goblins have the Monstrous Ability, *Infravision*.
- **Small and Nimble:** Goblins are inherently smaller than everyone else, and grow up learning how to avoid being struck by those larger than themselves as a survival mechanism. Attackers subtract 2 from all attacks against Goblins so long as they are active and aware of the attack.
- **Size -1:** Goblins must subtract 1 from their Toughness for their small stature.
- **Outsider:** All goblinish face some social stigmas, no matter how progressive the society they are in.

HUMAN

Arguably the rising race of Shaintar, the balanced physical and mental traits of *Humans*, combined with their inherent diversity and adaptability, has helped them weather the worst apocalyptic storms and come out stronger in the long run. They have an average lifespan of 100 years.

Although ubiquitous and well-known by any standards, it is worth pointing out that there are many “variants” of *Humans*:

- The massive, powerful, and aggressive *Kalinesh* (resembling the Norse Vikings of old Earth history).
- The dark and beautiful sea-going *Nazatirans* (combining classic Spanish and Mediterranean qualities).
- The proud and stalwart *Olarans* (very Old World Germanic in appearance and

bearing).

- The exotic and swarthy *Youlin-Aradi* (classic “Arabian Nights” appearances).
- The angular and lithe *Camoners* (Old World French and Gallic appearances)
- The sturdy, diverse “average” folk of the rest of the Southern Kingdoms (comparable to the various folks of the British Isles).

Even with these general tendencies, though, there is a great deal of diversity within each cultural group – frail, bookwormish Kal and massive, giant-esque Nazatirans, for example. It is also important to note that, especially within the Southern Kingdoms, it is highly possible to come across human bloodlines with noticeably Fae influences.

Human:

- **Adaptable:** Human heroes begin with one free starting Edge (though they must meet its prerequisites).
- **Diverse:** Humans begin with a free d6 in one skill.

KORINDIAN

One of the more unique races of Shaintar, the *Korindians* are the descendants of a veritable horde of “half-elves” that left the main continent of Shaintar and exiled themselves to a large island off of the southwest coast. They left the tyranny and intolerance of the mainland, led by one known simply as Kor, and founded a new society based on rejecting the ways of the their ancestors.

The *Korindians*, as a society, have developed codes of behavior and ways of life that seem almost alien to their mainland “cousins” – they reject the use of metal for anything,

rely heavily upon what nature provides, and seek harmony with their environment and each other. Among the many things they have developed to this end, the martial art known

as *Kor-In* is most famous (a combination of karate and aikido).

Korindians are a race unto themselves now, expressing many similar traits to *Alakar*, but with their Fae traits much less pronounced. They tend to have rich, light-brown complexions, pale-hued eyes, and darker hair, though the more diverse hair and eye colors of their Fae lineage are not wholly uncommon. *Korindians* usually live half-again as long as a typical *Human* (around 150 years), though they come to mental and physical maturity at about the same time as *Humans* (early adulthood at 16-20 years).

GM to GM NAMES IN SHAIN-TAR

Although I am not going to list a long litany of "typical" names, I thought it would be useful to give a few examples of names I have liked for each of the language groups.

The list is not complete, nor is it particularly even. Much of it is pulled from player characters in my own campaigns. It is intended to spark your imagination, not limit it. It should, however, give you an idea of the kinds of names that capture the style of the regions of Shaintar.

Galean

Male: Valen Danatar, Daniel Argorn, Morgan Barleysbrothe, Robert Skyye, Martin Lyonn, Samuel, Anderin, James Highwind, Donovan Jordan, Michael Longteller, Jerrin Kilgore, Waverly Avanon, Berk Harris, Danforth Roderic Steele

Female: Valinda, Chyrsalia, Koreena, Esmeralda, Shaina, Tanya, Rayn, Minerva, Penelope, Sandra

Olaran

Male: Kern Helt, Gunther Olar, Sebastian Beck, Aevard Thatain, Mulner, Arjen Breck, Lars, Warrick, Rendar Kolle, Johan Marck, Krag Sorensen

Female: Helga, Anya, Erika, Heide, Dierdre, Helena Gildenholt,

Camonere

Male: Jean Dozzere, Luc, Eric Camon, Damon Severance, Bale Gressen, Chartren Guilorme, Niles Caruthers, Tharek D'Avenant, Renee Gendarre, Petyr Renault

Female: Iolie, Leale, Shalise, Antionette, Marie, Melisande,

Kalinesh

Male: Azor, Harrak ki Dorgan, Sarrin Khol, Kezorin, Thalomin Garrsk, Dozir, Karzan ki Marrik

Female: Daisa, Zyaira, Zulya, Kira, Shayann Aradish

Korindian: These traits apply **only** to *Korindians* who follow traditional ways; those wishing to play a non-traditional *Korindian* should choose *Human* or *Alakar* and take the *Outsider* Hindrance

- **Lithe:** *Korindians* have a starting Agility of d6.
- **Low-light vision:** Like their Fae cousins, *Korindians* can see very well in the dark.
- **Trained from Birth:** *Korindians* train in martial arts as soon as they are able to walk. All *Korindians* start with the *Block* and *Dodge* Edges, regardless of prerequisites.
- **The Law of Kor:** Traditional *Korindians* will eschew the use of metal in any form, including for money.
- **Outsider:** *Korindians* are odd by all mainlander standards
- **Weakness:** As all Fae, *Korindians* are vulnerable to Black Iron and Blood Steel (+2 damage from these sources).

Male: Fandir amin Alamaris, Hajim amin Harradas, Akeed amin Kaheel, Hekeen, Undeel amin Izzanoor, Kezeed, Kasir, Evazir

Female: Youlara, Lizann, Issa, Vai Nazatir

Male: Debian Caldera, Juan, Roberto, Miguel, Antony, Vincent, Leonardo, Sailerin Vaindiez, Rayoul

Female: Frela Torpela, Lania, Angelina, Sophia, Allesia, Maria, Julietta, Eva

Fae

Male: Saiderin, Ursan Thay'thia, Phaidus Dimerian, Seremela Falassion, Tar-jai Starborn, Bragen and Torgan, Evoran

Female: Clairen Mohdri, Cyria Eridor, Arianna Silvermist, Doreena Iliana, Rhocad Hawkclaw, Failia Moonsinger, Faesa, Fayshona

Korindian

Male: Kabaan, Makel, Darsh, Tor, Berris

Female: Melania, Kali, Annisa, Jen

Dwarvish

Male: Boulder McCleaver, Kerf Mindril, Cork Granitehand, Gorsin Thunderarm, Kirth McCelfish, Cundern, Merrik, Ferrigan, Gann, Rourk

Female: Torga Ungart, Herra, Mira McCayhan, Layana

Dregordian

Male: Ss'kar, Ssorrin ne Brisstak, Ssithkara, Koress, Sskotoss, Or'ssol

Female: Illiass, Sseeva ni Hesstor, Youliss, Wynass

Goblinessh

Male: Gargium Ott, Trusk, Enoc, Kellian Tuck, Keth, Grundy, Falgor and Thorgrum Vhash, Uk the Axe, Trogash, Ogchar, Shul-kralle, Gaark

Female: Shulla, Grinna, Bress, Ev'cha Hark Brin

Male: Draax, Silvermane, Quickclaw, Quallin Silverclaw, Steelheart

Female: Amber, Marlain, Riza Greenfang, Kellis Runningheart

OGRE

The least numerous of the goblinessh, Ogres are the largest and slowest of the species. Their great strength and size, natural toughness, and ferocity make them the greatest of the goblinessh warriors (although they normally need a *great* deal of guidance and command structure). Like *Goblins* (and *Orcs*, for that matter), Ogres are capable of being anything they want.

Ogres are not inherently very bright or willful, and are thus generally easy to manipulate and control if handled correctly. However, there are plenty of examples of Ogres who defy such expectations and stand quite well for themselves. More than a few, in fact, have used the preconceived notions others have of Ogres to turn the tables on opponents in any endeavor.

By *Human* standards, Ogres seem quite monstrous (they are, in fact, the strongest and mightiest of all the races native to Shaintar). They are not monsters, however, but an intelligent species quite capable of being a part of society. They have greenish to grayish skin tones (though they tend to be more brown than anything), wide-set features, and large ears. Like most of the goblinessh, they have very little to no body hair. Their eyes do tend to glow slightly in the dark, enhancing their generally frightening appearance. Ogres are also the shortest-lived of the goblinessh, typically reaching maturity in their early teens but only living to about 50 or so.

Ogre:

- **Mighty and Resilient:** Ogres begin with an impressive starting Strength of d8 and a starting Vigor of d6. Furthermore, their natural maximum Strength is

d12+4, while their natural maximum Vigor is d12+1. They can reach these ratings with normal Level Ups without applying the *Professional* or *Expert* Legendary Edges (which can bump their Strength up to d12+5 and +6, and their Vigor to d12+2 and +3, respectively).

- **Slow and Pliable:** Ogres have the Limited

Attributes – Smarts and Spirit.

- **Great Strides:** Ogres have a natural Pace of 7" instead of 6".
- **Size +3:** Ogres add 3 to their natural Toughness due to their great bulk.
- **Thermal Vision:** Ogres have the Monstrous Ability, *Infravision*.
- **Keen Sense of Smell:** Like other goblins, Ogres begin with d6 *Notice* skill at the start for free.
- **Monstrous Size and Appearance:** Even among other goblins, Ogres suffer a -3 Charisma due to their appearance and bearing.
- **Large:** Attackers gain +2 to Attack rolls made against Ogres.
- **Bad Eyes:** Ogres are mighty, except where their eyes are concerned; they suffer a -2 on all Trait rolls dealing with seeing anything more than 5" (30 feet) away.
- **Outsider:** All goblins face some social stigmas, no matter how progressive the society they are in.

ORC

Commonly referred to as the "middle goblins," *Orcs* are quite large and tough by *Human* standards. They tend to be just smart enough to outwit the Ogres and get them to do what they want, and they are certainly strong enough to generally command respect and service from the *Goblins*. As such, *Orcs* tend to be the leaders of goblin society.

Due to this, *Orcs* actually have some rather stringent social customs that they observe when dealing with one another. Much as one might expect in a pack of wolves, *Orcs* determine dominance within their own



ranks. When an *Orc* encounters others of his kind, there is a period of time during which the social hierarchy must be sorted out, even if the newcomer is only visiting for a short while. More on this can be found in the Game Master's material on cultures..

Like all goblins, *Orcs* are quite capable of almost any pursuit, and can be found with some regularity in most societies. In general, they tend towards more combative roles where they excel. *Orcs* have the same green-brown-gray colorations as all goblins, with the same wide-set features and large ears, as well as the lack of significant body hair. Likewise, their eyes also tend to glow somewhat in the dark. *Orcs* tend to live around 60-70 years, maturing a little more quickly than a *Human* of the same age (around ages 14-17).

Orc:

- **Strong and Tough:** *Orcs* begin with a starting Strength and Vigor of d6. Furthermore, their natural maximum Strength is d12+2 and they can reach this rating with normal Level Ups without applying the *Professional* or *Expert* Legendary Edges (which can bump their Strength up to d12+3 and +4, respectively).
- **Dim:** *Orcs* have the Limited Attribute – Smarts
- **Thermal Vision:** *Orcs* have the Monstrous Ability, *Infravision*.
- **Keen Sense of Smell:** Like other goblins, *Orcs* begin with d6 Notice skill at the start for free.
- **Bestial Appearance:** Even among other goblins, *Orcs* suffer a -2 Charisma due to their appearance and bearing.

- **Outsider:** All goblins face some social stigmas, no matter how progressive the society they are in.

SKILLS IN SHAIN TAR

The skill system of *Savage Worlds* works just fine for Shaintar, but there are a few clarifications and suggestions that make the system sing a little more in tune with this setting.

Boating

This skill covers pretty much all *physical* tasks with the operation of a ship, to include manning the rudder or wheel. Finding's one way on the ocean, however, will require *Knowledge (Navigation)*.

Driving

Don't bother having anyone waste points on this. If they have reason to be able to manage a cart, wagon, or coach, let it be a Common Knowledge default.

Healing

In Shaintar, this deals with the binding of wounds in a low-tech setting. However, there are magical concoctions, salves, and special plants that those with the right knowledge can make use of. As such, the base rules should work as written. Furthermore, others can make either *Healing* or *Survival* rolls to provide Cooperative rolls (possibly helping to find that special plant that will make the difference). *Healing* can also be used to treat Fatigue, Poison, and Disease in most cases.

A COUPLE OF NOTES ABOUT COMMON KNOWLEDGE

You should really push your players to come up with solid background stories and histories. Make sure they understand that their Common Knowledge benefits depend on the effort.

When I run Shaintar, I often allow “Common Knowledge” rolls that use something other than Smarts, if appropriate. If someone has a professional background in gem cutting, for example, I will let them use their Agility die for any attempt at cutting a gem. Someone with a background in heavy lifting (such as a dock worker) might gain a +2 “Common Knowledge” bonus to any Strength check that involves pure lifting.

One more thing – instead of adding a “Sleight of Hand” or “Pickpocketing” skill, I’ve chosen to leave that in the realm of Common Knowledge. If someone has a thief-like background, they are going to get a +1 or +2 to such attempts, using their base Agility (usually opposed by *Notice*). Furthermore, anyone with the *Thief* Professional Edge will enjoy an added +2 for such activities.

Knowledge

The following are some *Knowledge* focuses that are of regular use in Shaintar.

- **Knowledge (Cosmology):** This skill means the character has understanding of the Four Powers, the greater beings that serve those powers, the Aether, Corelisia, and other major metaphysical concepts.
- **Knowledge (Magic):** This skill deals with the specific processes, theories, and results of all forms of magic. It is used to identify specific properties of what might be sensed with *Detect Arcana*, and to be able to come up with what magical effect might have caused a result being observed.

- **Knowledge (Flame Creatures):** The specific study of the monstrous creatures from *Norcan Darr*, as well as knowledge of other demons and demonic creatures that may invade the lands of Shaintar.

- **Knowledge (Dark Creatures):** The specific study of creatures both undead and beings otherwise corrupted by Darkness.

- **Knowledge (Navigation):** The very specialized (and highly-prized) skill of navigating the seas surrounding Shaintar and the islands.

- **Knowledge (Legend Lore):** A variant of *Knowledge (History)* that deals primarily with tales of heroic adventure, magic artifacts, and mysteries of the ancient world.

- **Knowledge (History):** An incredibly useful skill that would effectively permit the player to recall just about anything on the Timeline when needed.

- **Knowledge (Politics):** Another often-underestimated skill that indicates the character’s knowledge of who is in charge, where, and what relations are like between nations and local authorities.

Lockpicking

It bears noting that *Lockpicking* would also be the appropriate skill for disabling or bypassing a trap. *Notice*, however, would be the appropriate skill for *finding* a trap.

Piloting

No character in the Shaintar setting would have reason to have this skill.

Repair

At first glance, this seems to have little bearing in a low-tech setting. However, it would apply to pretty much any application of tools to a task. Any smith is going to have this skill, as would any character with an "engineering" bent.

HINDRANCES IN SHAINSTAR

Hindrances are an exceptional way to add depth to a character, especially for players who have a little less experience with "immersive roleplaying." In Shaintar, some Hindrances do an excellent job of representing certain specific elements and ideas, so some notes on the matter are warranted.

All Thumbs

There aren't many "devices" in Shaintar as compared to a modern or science fiction setting. However, this Hindrance can still have an impact. Their foibles apply to the use of any crossbow (and they suffer a -2 to their Shooting roll with any crossbow-like device). Doors with intricate locks should be beyond such a character.

Most importantly, there is a class of Gear that will come up in later books that a character with this Hindrance will have certain difficulties with. That's pretty much all that can be said about it, for now...

Bloodthirsty

See the "GM to GM – Bad Guy Hindrances" note about this one.

Code of Honor

See the "GM to GM – Good Guy Hindrances" note about this one.

LANGUAGES

I generally agree that creating language barriers in a game is more trouble than it's worth. However, there are certain character concepts that are enhanced by the idea of being able to speak languages most other people don't know, and it *can* be interesting when there is something happening and being able to speak the language is part of the solution to the problem.

Plus, languages simply add a lot of depth and believability to the fantasy gaming experience. They are expressions of culture, and a sign that not everyone comes from the same place.

For your own campaign, you should feel free to ignore the language issues and just assume everyone can talk to each other that needs to. For *my* campaigns, however, I prefer a little structure.

First off, everyone can speak the language of whatever race or culture they are from (if that race has its own language). In addition, they can speak the prevalent language of whatever region the campaign is based in. For most campaigns, this will be in the Southern Kingdoms, and Glean is the "common tongue."

In addition to whatever regional language and cultural language the character should be able to speak, they may select one additional language for every die code of Smarts they have above d4. Thus, a character with a Smarts of d10 can speak their native tongue, the regional language (which, admittedly, may be the same thing in many cases), and three *additional* languages.

On top of that, a character may choose one additional language for every *Knowledge* skill they *start* with. Choosing a new *Knowledge* skill as a Level Up does not confer a new Language for the character. Thus, the above d10 Smarts character, having 2 *Knowledge* skills at the end of character creation, will have a total of 5 *additional* languages on top of their native tongue and regional language.

If a player wants their character to learn a new language over the course of game play, and the character has reasonable access to a means of learning this language, they can spend a Level Up acquiring the new language. That's all they can do with that Level Up, though.

continued...

LANGUAGES OF SHAIN TAR

Galean. *Human*, “common” language of the Southern Kingdoms, the Freelands, and the Wildlands.

Olaran. *Human*, the language of the Kingdom of Olara and the surrounding areas. Strong linguistic links to Kalinesh.

Camonere. *Human*, the language of the Prelacy of Camon. Also spoken in many parts of Shaya’Nor by the Humans there.

Kalinesh. *Human*, language of the Kal-A-Nar Empire, also spoken by the barbarian tribes east of the Empire.

Aradish. *Human*, the language of the Youlin Aradi (the desert people). Rarely spoken outside of that area.

Nazatir. *Human*, language of the island of the seafaring Nazatirans. Also very common in most of the southern waters.

Malakaran. *Human*, language of the Dominion. Linguistically a combination of Galean, Kalinesh, and Aradish, but anyone speaking just one of those will have a hard time following a native speaker.

Fae. The ancient language of the Elves and all faerie of Shaintar. The *Aevakar* speak a dialect so closely similar that there is little distinction, save in some pronunciations.

continued...

Doubting Thomas

This Hindrance simply doesn’t fit into a land like Shaintar, where magic and the supernatural are very much a part of every day life, or at least part of the common collective knowledge.

Enemy

There are some “stock enemies” that a character can take that make sense in the Shaintar setting. All of the following would classify as a Major Enemy (Minor Enemies are almost always going to be a small gang or lone figure).

- The Prelacy of Camon
- The Malakar Dominion
- The Kal-A-Nar Empire
 - The Az-agkar
 - The Tor-mastak
- Shaya’Nor
- The Brotherhood of the Fallen
- The Clan of the Night
- The Lords of Fire
- The Dragon Cult

All of these are described in greater detail in the Game Master’s material.

Greedy

See the “GM to GM – Bad Guy Hindrances” note about this one.

Shayae. Very close to Fae, but distinctly different thanks to influences of so many beings of Darkness. This is the main tongue of the lands of Shaya’Nor.

Korindian. Similar to Fae, but with many Galean, Kal, and unique words mixed in such a fashion to make it stand out.

Dwarvish. There are as many dialects as there are Clanhomes, but the distinctions are small enough to make common communication not a problem.

Dregordian. The odd language of the *Dregordian* people, difficult to master as an outsider (costs two Level Ups or counts as two languages during character creation).

Goblinessh. The language of *Goblins*, *Orcs*, and *Ogres*.

Brin. The ancient language of the *Brinchie*, not even commonly spoken by most of them anymore (unless the background story suggests otherwise, a *Brinchie* character’s “native” language will be determined by whatever region they are from). There is no written component to the tongue.

“Childer”. The “common” tongue spoken by most Childer (demonic humanoids, including Ratzin, Minotaurs, Thratchen, and Gargoyles) who come into Shaintar. Difficult to learn, and each species of Childer has its own distinct dialect.

BAD GUY HINDRANCES

Shaintar is very much designed to be a heroic fantasy setting, one where there are Good Guys and Bad Guys, and the players are meant to be the Good Guys. I make no bones about this; this is what I love, it's what the best stories in the world are based on, and it's what Shaintar is meant to be.

Does this mean it's impossible to set up and run a campaign based on Bad Guys in Shaintar? Not hardly. If that's what you as a GM want to do, there are certainly any number of approaches you can take to do it.

However, that's not what I do. It's not something I think I will *ever* do, and it's not how I designed the material.

Having said that, there are certain Hindrances that I identify as "Bad Guy" oriented. I do not permit them, or else I highly limit them in such a way that the player knows he's on a short leash with it. In many cases, players will take certain Hindrances and then use them as a license to create overwrought tension and discord in the gaming group. A certain level of internal conflict can lead to excellent roleplaying experiences. However, all too often, these conflicts are gratuitous and utterly destructive to the fun and sense of fellowship one wants to create at their gaming table.

continued...

Heroic

See the "GM to GM – Good Guy Hindrances" note about this one.

Illiterate

It may seem strange, but this Hindrance works just as written in the core *Savage Worlds* book. Most societies in Shaintar are very *socially* progressive, and as such, reading and writing is fairly common.

Loyal

See the "GM to GM – Good Guy Hindrances" note about this one.

Mean

See the "GM to GM – Bad Guy Hindrances" note about this one.

Outsider

This Hindrance is already built into certain races. Anyone playing a *Human* of Nazatiran stock, or from one of the other

Bloodthirsty is one of those borderline GM to GM Hindrances. There are some character backgrounds for which this makes a certain amount of sense. If the player can be trusted to use the Hindrance as a touchstone for good roleplaying and non-destructive character-to-character conflict, you can probably let him take this Hindrance. If the player is likely to use it as an excuse to just be a blood-drenched killing machine, I recommend not allowing it.

The Major level of **Greedy** is another Hindrance I generally just don't allow; it is too primarily geared towards creating deadly character-to-character conflict over something that is not likely to be interesting or a lot of fun for most of the players.

The **Mean** Hindrance has the *potential* to be an interesting and defining aspect of a character. All too often, however, it can be abused as a "free pass" for the player to be a jerk and make the game not enjoyable for other players. I tend to not allow it unless the player impresses me with a good back story and I think I can trust them.

Vengeful is another borderline Hindrance. On the one hand, it can be an excellent defining element for a character's back story. On the other, it can be a license to be a vicious killing machine that goes counter to the goals of the rest of the group. Having a Major level of Vengeance against all undead is probably a pretty solid and allowable Hindrance. Having a Major sense of Vengeance against *Dwarves*, even if there aren't any in the party, is bound to create an untenable conflict.

islands, or from the far north lands that lie between the Kal-A-Nar Empire and Shaya'Nor could easily take this Hindrance as well. As well, a *Human* raised in one of the "Bad Guy" cultures (see the *Enemy Hindrance*) who is trying to be a hero could conceivably be an Outsider.

Other uses of the *Outsider Hindrance* will be entirely contextual, based on the story and where the campaign is set.

Vengeful

See the "GM to GM – Bad Guy Hindrances" note about this one.

Vow

Some of the Professional Edges have a type of *Vow* attached to them, called "Vow: Tenets of Faith." It's pretty simple, really – the character is expected to be a devout and faithful follower of the spiritual path associated with the Professional Edge. The character must stay true to this vow or receive some sort of punishment (which could range from temporary loss of Bennies to losing the ability to use any Arcane Background abilities).

Additionally, some may have another type of *Vow* common in Shaintar – "Vow: Organizational Obligations." This vow would indicate that the character is part of some kind of group (an order of knights, a guild of specialists, or a military group) which includes certain duties and obligations.

GOOD GUY HINDRANCES

As said elsewhere, Shaintar is a heroic fantasy setting, and when I run campaigns in it, I urge my players to create characters that can fit into that thematic frame. This doesn't mean they all have to be white hat wearing goodie-two-shoes, not by a long shot. It just means they have to fit into the story in a way that puts them on the Good Guy side of things.

To that effort, I insist that each player choose at least one of the following three Hindrances as part of their Hindrance package – **Code of Honor**, **Heroic**, or **Loyal**. Each one of these Hindrances encourages the character to have some reasonable reason to "do the right thing" and pursue the storylines that come up.

There are plenty of sources of evil and plenty of wrong things to be righted. The sources are both supernatural and political in nature, and the characters can end up in some very deep, intricate plots. They don't have to be anti-heroes or secret villains (ready to backstab the rest of their party) to have interesting, in-depth experiences in Shaintar.

By requiring at least one of those Hindrances, I ensure that there is at least a significant reduction in unnecessary and destructive party conflict. Furthermore, I make it easier on myself in terms of motivating the characters to get involved in stories that are less about personal gain than they are about serving the cause of Good against very powerful Evil.

EDGES IN SHAIN TAR

The *Savage Worlds* rules are necessarily geared towards simulating almost any possible genre, and they do a wonderful job of it without being too cluttered. However, to reflect some of the unique elements of Shaintar, I needed to do two things – make some notes about the existing Edges in the core *Savage Worlds* book, and add in some Edges that accomplish goals specific to expressing Shaintar.

So the first part of this section will deal with the Edges from the core *Savage Worlds* book, providing some notes and interpretations of how they are best used (or not used) in *Shaintar: Immortal Legends*. The second part will get into the new Edges created for Shaintar, as well as those Edges brought over from other *Savage* sources that fit very well into Shaintar.

CORE EDGE NOTES

What follows are some notes about Edges in the core *Savage Worlds* book and how they apply – or do not apply – to the Shaintar setting.

Arcane Background

Modeled after the *Evernight* setting, you cannot take a “raw” Arcane Background in Shaintar. Instead, you need to access it through a Professional Background (all of which are listed later in this section).

Additionally, it is *entirely* possible to learn a mystical or magical path after character creation, so those Professional Edges that have Arcane Backgrounds are not limited to being Background Edges.

BERSERK

In Shaintar, it's very likely the toughest of characters that end up with this Edge. As such, they are not often hurt and, therefore, don't get as many chances to enjoy the benefits of this Edge as they would like. I permit the expenditure of a Bennie to voluntarily go *Berserk*, and recommend it as a campaign option.

Noble

Make **certain** both the Game Master and player are on the same wavelength where this Edge is concerned. A character cannot have this Edge without GM approval.

Rich and Filthy Rich

Shaintar is not normally a setting that deals with money and the acquisition of stuff. In fact, when I run, I am hard pressed to deal with whatever funds the characters have at any time. These Edges are useful more in the abstract than in specific, because they can determine a general access to resources, rather than a specific income or bank balance.

As a general rule, I don't have anyone bother with *Filthy Rich*; if they want that kind of access, they need to have a *Noble* Background, instead. *Rich* is more than enough to justify a good set of armor, an expensive weapon, and a trained war horse (for example). Additionally, *Rich* characters can generally get what they want in a town or city, especially near their home territory.

Rock and Roll

Useless in Shaintar. Don't bother.

Steady Hands

Anyone wishing to make the most of the deadly combination of being an *Aevakar* and an archer should take this Edge. Using the *Shooting* skill while flying is otherwise considered an “unsteady platform.”

Trademark Weapon

I am generally kind enough to those who use identical weapons (or naturally paired weapons, such as the *Brinchie Rrka* and *Lo-*

sska or the Cavalier Saber and Parrying Dirk) in either hand to count Trademark Weapon once for both weapons. On the flip-side, however, they do *not* get the benefit if they somehow drop or lose one of those weapons.

Leadership Edges

In Shaintar, it is entirely acceptable to break the rules and allow a group of player characters to enjoy the benefits of these Edges if one of their own has one or more of them. I have discovered that allowing this encourages teamwork and gives the Leadership-oriented characters more of a chance to contribute something special to the game.

However, if Wild Cards are going to benefit from the Leadership Edges, the players must willingly submit their characters to the commands of the leader characters. Rather than deal with this overtly, it is best to abstract this idea with an interesting tactical concept. When initiative cards are handed out, the players hold them up for the chosen leader to see. That leader can then trade out the cards, giving higher cards to those most in need and lower cards to those in less trouble or who are better served by waiting.

In this fashion, you (a) extract a price for the player character gaining a benefit from Leadership Edges and (b) give the player of the leader character a sense of tactical influence without bogging the game too much in tediousness.

Soul Drain

Only sorcerers, adepts, necromancers, and acolytes may take this Power Edge.

Ace

Pointless for fairly obvious reasons. The *Seafarer* Edge (new, below) handles the ship-born portion of this nicely.

Champion

You don't take this directly. Take a look at *Paladin* and *Soulguard* (below).

Gadgeteer

Not available to the setting at this time. However, it will come into play in later books...

Holy (and Unholy) Warrior

No player character is going to be an Unholy Warrior at any rate, but the Holy Warrior benefits are attained through the new Edge, *Lightbringer*, below.

McGyver

Like *Gadgeteer*, this one comes into play in later books.

Mentalist

Not taken directly; see *Dreamdancer* below.

Mr. Fix It

No real place for it in Shaintar.

Thief

The +2 bonus should also apply to any Common Knowledge checks that are of an appropriate nature (pickpocketing, forgery, etc.).

Wizard

Not taken directly; see *Mage* below.

Connections

There are *all kinds* of groups (and even nations) this could apply to, so the GM and the player need to work out the details of this Edge before it comes into play.

NEW AND CONVERTED EDGES

What follows are either brand new Edges developed for Shaintar, or Edges

that have been brought in (and probably tinkered with) from other *Savage Worlds* books. The sources that have been borrowed from include *Evernight*, *50 Fathoms*, *Deadlands: Reloaded*, *Necessary Evil* and the *Savage Words Magic Items* addendum.

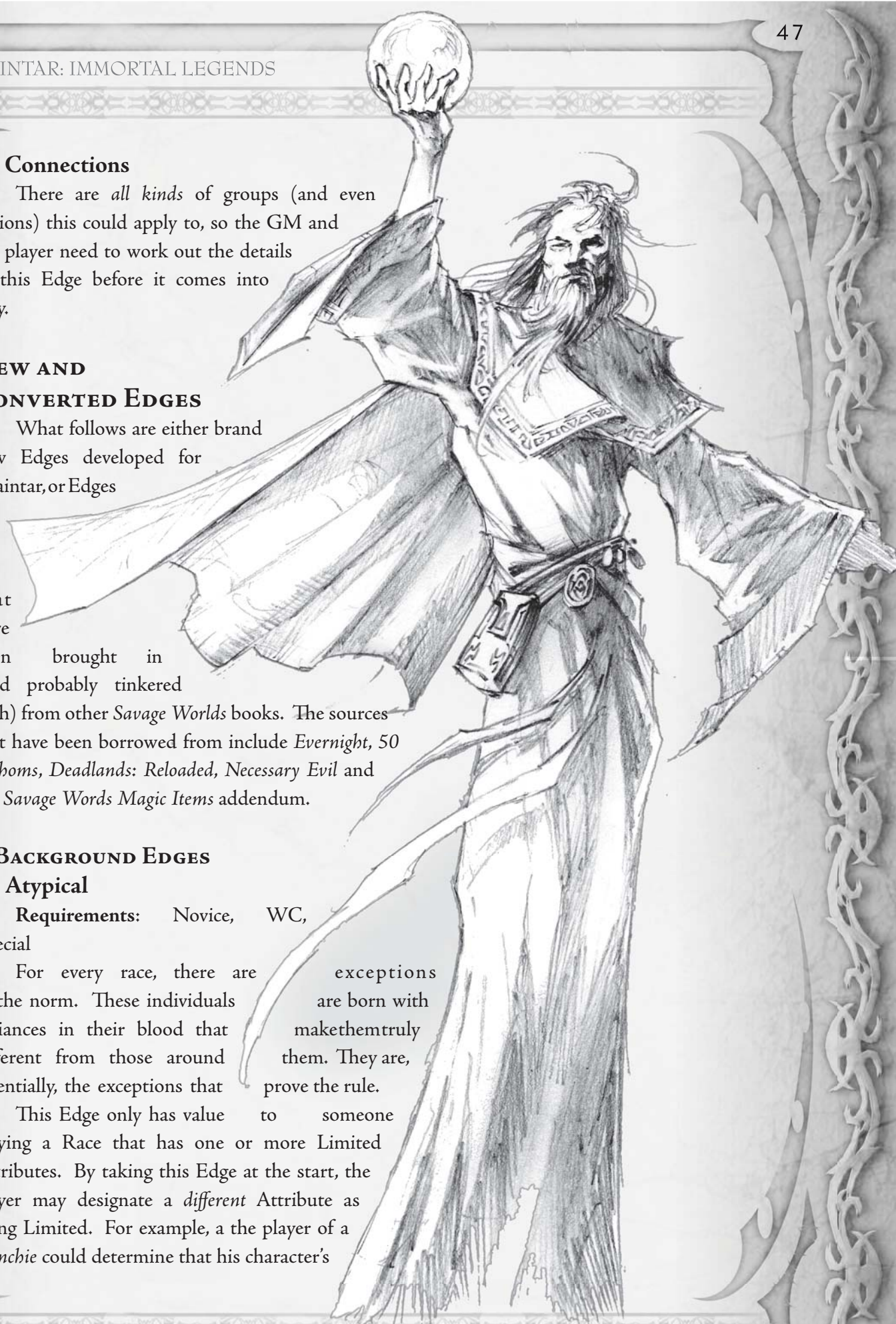
BACKGROUND EDGES

Atypical

Requirements: Novice, WC, Special

For every race, there are exceptions to the norm. These individuals are born with variances in their blood that make them truly different from those around them. They are, essentially, the exceptions that prove the rule.

This Edge only has value to someone playing a Race that has one or more Limited Attributes. By taking this Edge at the start, the player may designate a *different* Attribute as being Limited. For example, a the player of a *Brinchie* could determine that his character's



Strength falls under the Limited restrictions, instead of Spirit, as is normal for most *Brinchie*.

One restriction is that the player may *not* select an Attribute that starts with any bonuses. The player of an Ogre, for example, could determine that his Agility is Limited, instead of his Spirit. He could not, however, select his Strength or Vigor, since both of those start out enhanced for that Race.

Note that this Edge only allows *one* such trade-off. The player of the above-mentioned Ogre could only choose to trade-off for Spirit *or* Smarts, but not both. This Edge may only be taken once.

Brave

Requirements: Novice, Spirit d6+

This is a powerful Edge in any setting with monsters and great terrors, such as Shaintar can be. Unfortunately for most, it's one of those things a character is either born with or he's not (it is a Background Edge and must be taken at character creation). *Brave* characters adds +2 to their Guts checks.

COMBAT EDGES

Charge

Requirements: Seasoned, Fighting d10+

The warrior is experienced at moving across a large distance and getting the most effect out of rushing his foe. He may ignore the standard penalty for Running when making a *Fighting* attack.

Close Fighting

Requirements: Novice, Agility d8+, Fighting d8+

This Edge is for skilled knife fighters, such as might be found in the streets of Lanthor or



Snake's Den, or on the deck of a Nazatiran ship. Those who master such blades are adept at turning the reach of their opponent's weapon against them.

Close fighters move inside most weapons' reach, adding a bonus to their Parry equal to the enemy weapon's Reach +1 for that adversary (against a longsword with a Reach of 0, the bonus would be +1 to Parry; against a *kayakor*, with a Reach of 1, the bonus becomes a +2 to Parry). No bonus is granted if the foe is unarmed or is using a knife or similarly-sized weapon.

Improved Close Fighting

Requirements: Seasoned, Close Fighting

Close fighters with experience learn how to go for vital areas and weak spots for quick and lethal kills. The character with this edge gets a bonus equal to his enemy's Reach +1 added to his *Fighting* roll.

Combat Sense

Requirements: Heroic or Kor-In Student, Fighting d8+, Notice d8+

Truly experienced or properly trained warriors learn to keep track of all foes around them at once. Opponents fighting a character with this Edge gain no Gang Up bonuses against him.

Dark Fighting

Requirements: Novice, Fighting d8+, Notice d6+

By using hearing and other senses, some people learn how to fight in even pitch black conditions with far greater skill than those

around them. Conditions which would hinder the use of hearing or smell will reduce, or even negate this Edge's benefits.

Dark Fighting halves all *Fighting*, *Shooting*, and *Throwing* penalties for lighting conditions (round down). This is *not* cumulative with such abilities as *Low-Light* or *Thermal Vision*, but it will work in even utter darkness.

Dirty Fighter

Requirements: Seasoned

Some fight with honor. Some fight in whatever way makes sure they walk away. This Edge is most likely known by thugs, pirates, and assassins.

A *Dirty Fighter* is particularly good at Trick Maneuvers, gaining a +2 bonus with them.

Really Dirty Fighter

Requirements: Seasoned, Dirty Fighting

A master at capitalizing on every deadly opportunity, the character can, with a successful Trick and the expenditure of a Benny, attain the Drop on his target.

Double Shot

Requirements: Veteran, Archer, Shooting d8+

The archer is trained to knock and fire two arrows at once, increasing their chance to take down particularly tough targets.

The archer can fire two arrows at once, a single shot with a penalty of -2. They must be fired at the same target, and the shot must be within short range. If successful, both arrows hit for their normal damage.

This Edge only works with bows, not other ranged weapons.

Improved Double Shot

Requirements: Heroic, Double Shot

The archer now suffers no penalty in making this shot.

Hold Off

Requirements: Seasoned, Strength d8+, Fighting d10+

The character is skilled at using the reach and size of a larger weapon to enhance their defensive posture. The hero adds +1 to his Parry if using a weapon with a Reach of 1 or more. This is in addition to any bonus already granted by such a weapon.

Improved Defend

Requirements: Heroic or Kor-In Student, Agility d8+, Fighting d10+

The character masters his defensive techniques. A character with this Edge who performs the *Defend* action gains a +4 to his Parry (instead of just +2). He also subtracts 2 from any ranged attacks against him this round, as well as adding +2 to any attempts to evade area effect attacks.

Sunder

Requirements: Seasoned, Dwarf or Strength d10+

Dwarves (due to their extensive knowledge of metals and structures) and particularly strong warriors can learn how to strike weak points in Armor to great effectiveness.

Any hand attack (not ranged) made by someone with this Edge ignores 1 point

of Armor (whether crafted or natural). This stacks with other AP bonuses.

Improved Sunder

Requirements: Veteran, Sunder

As with Sunder, but the amount of Armor ignored is raised to 2 points.

War Cry

Requirements: Seasoned; Orc, Ogre, or Northlander

The larger gobliness are able to learn how to let out great, blood-curdling screams that can cow lesser opponents. The Northlander barbarians are also able to master this, though their technique is a little different (and leans more on their spiritual beliefs in the presence of their ancestors on the battlefield).

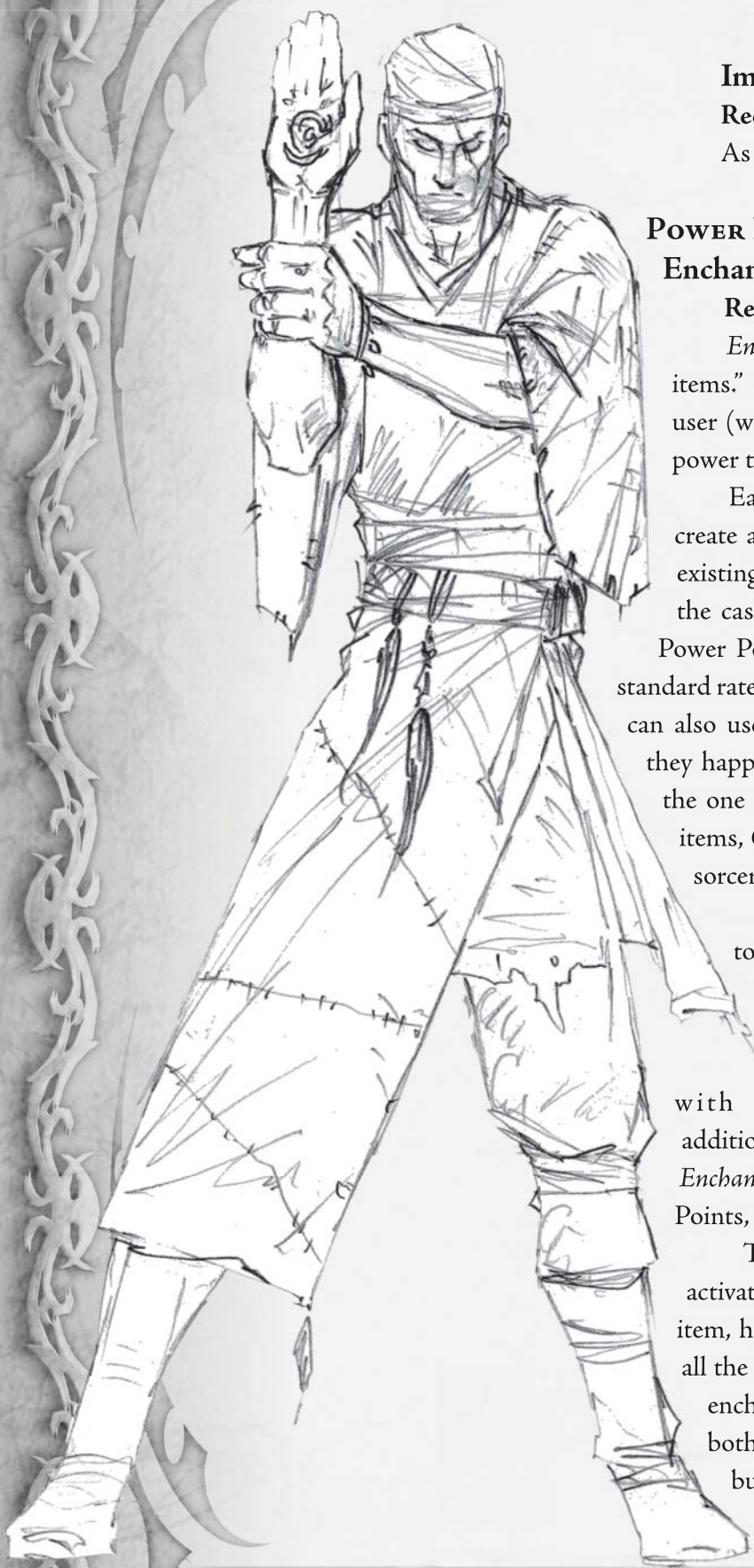
When a *War Cry* is made, place a Large burst template adjacent to the character making the shout. The character makes an Intimidation check against all the targets within, and each target must make a Spirit check against the Intimidation total or suffer the appropriate consequences (see *Test of Wills* in the core rules).

Whirlwind

Requirements: Veteran, Agility d8+, Fighting d8+, Two-Fisted, two weapons

Those who fight with two weapons can become deadly cyclones of carnage with enough practice and training.

The character must make a Running roll, and they must move the total distance indicated. Every individual (friend or foe) that is adjacent to the character on their path is attacked at a flat -4 (in this instance, ignore off-hand or Multiple Attack penalties). If two different weapons are used, simply alternate the damage ratings every other target.



Improved Whirlwind

Requirements: Veteran, Whirlwind

As Whirlwind, but the penalty is reduced to -2.

POWER EDGES

Enchant

Requirements: Veteran, Arcane Artificer

Enchant allows an arcane user to craft “enchanted items.” These are devices which essentially allow the user (whether he’s a caster or not) to cast whatever power the item is imbued with.

Each time the caster takes this Edge, he may create an enchanted item with any one of his own existing powers. The item has the arcane skill of the caster at the time of its creation, and half his Power Points (round down). Items recharge at the standard rate (typically one Power Point per hour). Users can also use their own Power Points with the item if they happen to have the same Arcane Background as the one that created the device (*The Way* for adept items, *Channeling* for druidic items, and *Sorcery* for sorcerous items).

Malfunction: Items created in this way fail to activate if the arcane die roll is a 1, regardless of the Wild Die, but have no further ill effects.

Multiple Enchantments: An item with more than one power does not gain additional Power Points (though if the second *Enchant* Edge is cast by someone with more Power Points, the device gains the higher of the totals).

The user can decide which powers he’s activating when he makes the arcane roll of the item, however. He may also make a single roll for all the powers the device has. A hero carries a ring enchanted with *invisibility* and *armor*, for example, both powers must share its pool of Power Points, but the wearer can decide whether to activate

one of its powers, or both powers with a single roll.

Soul Drain: Characters with the *Soul Drain* Edge may use their Edge to power magical devices.

Magical Substances: See the *Magical Substances* section in *Arcane Artificer*.

Improved Enchant

Requirements: Legendary, Enchant (at least once)

Improved Enchant works the same as *Enchant* with one important exception; the power is “always on” and no longer requires Power Points to use (it has infinite points). The cost, however, is the permanent expenditure of the creator’s own Power Points.

The cost in Power Points is equal to two times the usual cost of casting the power. A wand of Eldritch Explosion (Blast), for example, could be created for 4 points. If the caster wanted the blasts to cause 3d6 damage, the cost would be 8. For 3d6 damage and a Large Burst Template, the cost is 12. Similarly, a suit of plate mail could be given additional Toughness with the expenditure of 4 permanent Power Points via the Armor Power. The device can always do “less” at the user’s whim, such as 2d6 damage for a Blast or +1 Armor instead of +2.

When the device is created, the creator makes a arcane roll. Failure means the Power Points are lost (and at the GM’s fiat, the device is destroyed as well, or it could become cursed!). A success means the power is activated as usual. A raise means the power forever

after activates with a raise (if desired). Relics which are always on (a ring of invisibility, a cloak of stealth, and so on), don’t require an action to activate, but may require an action to “ready.” (The ring must be put on the finger, the cloak pulled over the shoulder, etc.) Thus a ring of invisibility could always be worn and require no activation roll, but the wearer would always be invisible.

PROFESSIONAL EDGES

Adept

Requirements: Novice, Vigor d6+, Spirit d8+, The Way d8+

Adepts are masters of the body and mind, tapping their own internal Essence reserves to maximum potential. They are the most feared of all the users of magic in Shaintar, for theirs is the power to know – and to *change* – thoughts.

On becoming an adept, the character immediately gains the *Arcane Background* (Psonics) Edge, although the adept’s arcane skill is instead called *The Way*, and is based on Spirit, not Smarts. Their Powers are called Disciplines. Adepts begin with three Disciplines and a base pool of 10 Power Points.

Adepts also have “Aura Sense;” they are able to *Detect Arcana* at will, using their Spirit as a check. A *Knowledge (Magic)* check is required to identify what type of magic is at work, and a raise will tell what Power is in effect (if any). Adepts gain a +2 to identify psonic powers.

Alchemist

Requirements: Novice, Smarts d8+, Alchemy d6+

Masters of bubbling cauldrons and strange experiments, the Alchemists are able to create potions, salves, and other concoctions imbued with amazing magical properties.

The Alchemist begins with the *Arcane Background (Alchemy)* Edge. The arcane skill is called *Alchemy* and is Smarts based. The begin knowing four Powers, called Formulae, and a base pool of 5 Power Points. In addition, a beginning Alchemist starts with 1d4+2 potions already prepared. See the Alchemy Arcane Background for more information (later in this book).

Arcane Artificer

Requirements: Seasoned, Knowledge (Magic) d10+, Knowledge (Crafting of the relevant items) d8+, Professional Edge: Sorcerer, Adept, Druid, or Alchemist

True relics are outside the scope of an adventurer's life, but one trained in the creation of magical items might still manage a few devices during his travels. This is most often done by crafting an item by hand and then etching mystical runes and symbols upon it while imbuing it with their personal Essence. This takes great time and energy, however, and more often than not results in failure. Still, a diligent artificer can make some truly amazing devices.

On taking this Edge, the hero may craft (or modify) an item that adds +1 to the user's relevant trait roll, increases the damage of a weapon by +1, increases the bonus of armor by +1, or stores 5 Essence (Power Points) for the owner to use, if they are an arcane user of

the same type as the Artificer. These Power Points recover at the usual rate (1 per hour).

Assuming the artificer is always "fiddling" with devices (not locked in a dungeon, for example), and has adequate tools (normally a box that weighs around 20lbs), he may make a *Knowledge (Magic)* roll at -4, and a relevant *Knowledge (Crafting)* roll at -2 at the end of any session in which he earns an Advance. If successful, the artificer adds another +1 to any item of his choice. This could be his own blade, the cloak of another, or any other item of his choice. The item now adds that bonus to the user's relevant trait or damage roll, or armor rating. No item may have more than a +3 bonus. (Such devices are relics and outside the scope of this ability.)

Magical Substances: When working with inherently magical materials (such as White Silver and Everwood), all rolls involved in giving them magic have a +2 bonus. This bonus also counts when rolls are applied to Enchant or Improved Enchant.

Stacking: Bonuses from enchanted items don't stack, so a sword with +3 (Fighting) wielded by someone with gauntlets having +2 (Fighting) gets only the highest of the two.

Archer

Requirements: Veteran, Agility d6+, Shooting d8+, Marksman; only works with bows

Archers are among the most prized soldiers in any military. Those who train in advanced techniques learn how to master the bow in all conditions, and they can compensate for any difficulties.

Archers reduce all Called Shot, Range, and Cover penalties by 1.

Bard

Requirements: Novice, Spirit d6+, Smarts d6+, Persuasion d8+, At least 2 appropriate Knowledge skills (such as History, Legend Lore, or Politics)

The bringers of news and entertainment around the world, Bards are a respected (though sometimes mistrusted) lot. They are well-educated and well-traveled, taking every opportunity to learn a new tale or a new piece of news. Bards are skilled orators, jugglers, singers, and musicians. They are also capable negotiators, and in many smaller towns they are called upon to arbitrate disputes.

Bards may expect hospitality almost anywhere they go. They also gain a +2 on any *Knowledge* checks that have to do with the stories and lore of Shaintar. Bards all know how to play multiple instruments, sing, juggle, and tell good stories. They use their *Persuasion* skill in performing such feats.

Combat Archer

Requirements: Heroic, Archer, Agility d8+, Fighting d8+, Shooting d10+, Trademark Weapon (bow)

The Azure Feathers. The Silver Arrows. The 3rd Freelord Archery Company. These are some of the distinguished units whose members specialize in combat archery techniques.

Their members train with heavy-duty bows, made from either Ironwood or even Everwood, and they are capable of firing in the midst of a melee. They can also use their bows in hand-to-hand combat very effectively.

Combat Archers may fire their bows



in Close Combat, using the target's Parry as the Target Number. They may also strike opponents with their stout bows in melee (doing Str+1 damage).

Dreamdancers

Requirements: Seasoned, Adept, Spirit d8+, The Way d6+

The Dreamdancer Guild of Adepts trains its members to be masters of the mind. They focus primarily on the areas of telepathy and illusion. Upon completion of his or her training, a Dreamdancer gains the *Mentalist Edge*.

Druid

Requirements: Novice, Spirit d8+, Channeling d6+

Druids are the living conduits of the power and will of the Ascended. They are no mere worshipers; instead, they are partners with the Ascended, working to keep the Four Paths (Nature, Earth, Sky, and Sea) strong and vital in the world. Druids automatically start with the *Vow (Tenets of Faith)* Hindrance (for no added points), and failure to follow the will of the Ascended or committing acts against Life could result in very harsh consequences.

Once initiated as a druid, the character immediately gains the *Arcane Background (Miracles)* Edge, although the druid's arcane skill is called *Channeling* instead of *Faith*. Their Powers are called Gifts. Druids begin with 2 Gifts and a starting pool of 10 Power Points.

Druids also have "Aura Sense;" they are able to *Detect Arcana* at will, using their Spirit as a check. A *Knowledge (Magic)* check is required to identify what type of magic is

at work, and a raise will tell what Power is in effect (if any). Druids gain a +2 to identify powers of Life.

Fencer

Requirements: Novice, Agility d6+, Fighting d8+

In the Prelacy of Camon, they've developed the art of fencing to a fine, disciplined martial form. In the Freelands and the Pirate Archipelagos, the forms are much less structured and far more brazen. The essence is the same, though; masters of the rapier become exceptionally skilled at defending themselves, as well as exploiting opportunities to place a well-aimed thrust.

Fencers gain a +1 Parry while unencumbered, and they gain a +1 to offset any Called Shot penalties. Both of these bonuses require them to be armed with a rapier, saber, or (GM's option) similar light weapon.

Kor-In Student

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

The character, either a *Korindian* or being trained by someone who knows the art, has begun the path of mastering Kor-In. He automatically gains the benefit of being considered "Armed" for purposes of avoiding penalties when fighting unarmed against armed opponents. Kor-In Students also learn how to roll with attacks and stand quickly from being knocked down. If ever a Kor-In Student is knocked back or down, he may make an Agility check to immediately regain his feet, even if he is Shaken.

Kor-In Practitioner

Requirements: Veteran, Kor-In Student, Spirit d8+, Fighting d10+

The advanced Kor-In Student learns how to throw opponents to the ground. By making an attack at -2, he may throw an opponent Prone with a successful strike. He still does damage as normal, and the opponent is unable to rise until his next Action. Additionally, the Kor-In Practitioner may do Lethal Damage with their bare hands at will.

Lightbringer

Requirements: Veteran, Priest of Light, Spirit d10+, Faith d8+

Many are called to the Light, but some few are so driven, so committed that they become living icons of Archanon's Will. These beings are called Lightbringers, and they are Shaintar's greatest hope against the Darkness and Flame.

Lightbringers can invoke the Light Power at will, with no roll and no Power Point cost. They also gain the *Holy Warrior Edge*, usable against all creatures of Darkness or Flame, including their servants.

Mage

Requirements: Seasoned, Sorcerer, Smarts d8+, Knowledge (Magic) d8+, Sorcery d6+

The path of Sorcery is a difficult one. Each practitioner struggles constantly to master the eldritch forces at their disposal. Some achieve a level of mastery that entitles them to be addressed as Mages.

This confers the *Wizard Edge* on the sorcerer (renamed Mage). In addition, he is no

longer subject to the automatic wound effect for a "snake eyes" roll during casting (though he still suffers normal Backlash results).

Order of the Azure Citadel

Requirements: Novice, Adept, Spirit d8+, The Way d8+

The Brothers and Sisters of the Azure Citadel strive for the perfect balance between body, mind, and soul. They seek internal perfection, that they may make the world more sublime by their efforts. They know the history of adepts in Shaintar, and they strive with great effort to improve the lot of adepts in society. To this end, they have a strong alliance with the Order of the Jade Flame.

Such is the unity of their being, a member of this order may spend a Benny to use his Spirit Attribute in place of the normal Trait die he would roll on any one roll he must make. The use of the Benny only applies to a single die roll.

Paladin of Light

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

Paladins of Light are the warrior-champions of the new church. They defend the church, attack enemies of Light, bring law and justice wherever it is needed, and serve as examples to the people of Shaintar. All Paladins of Light are under the *Vow (Tenets of Faith)* Hindrance automatically, and they will likely lose their powers (and possibly worse) if they stray from their walk in the Light too far.

Paladins gain the ability to detect Flame and Darkness at will. They must make a Spirit check, and the ability works in a radius around

them equal to their Spirit. In addition, they gain the *Champion Edge* (and do not require an Arcane Background to do so), usable against all creatures of Darkness or Flame, including their servants.

Priest of Light

Requirements: Novice, Spirit d8+, Faith d6+

Those called to the Light may be blessed by the Lord of Light, Archanon, to channel his holy celestial power to do great deeds in the world. Such priests are not only spiritual leaders, but active agents for the Will of Archanon in Shaintar. All Priests of Light are under the Vow (*Tenets of Faith*) Hindrance automatically, and they will likely lose their powers (and possibly worse) if they stray from their walk in the Light too far.

On becoming a Priest of Light, the character immediately gains the *Arcane Background (Miracles)* Edge. They begin with 2 Powers, called Miracles, and a base pool of 10 Power Points.

Priests also have "Aura Sense;" they are able to *Detect Arcana* at will, using their Spirit as a check. A *Knowledge (Magic)* check is required to identify what type of magic is at work, and a raise will tell what Power is in effect (if any). Priests gain a +2 to identify powers of Light.



Scrounger

Requirements: Novice, Streetwise d8+, Persuasion d6+

Some people are just very skilled at knowing how to find what they need in an urban setting. They know where to look, who to talk to, and how to get a good deal. They can even manage good barter in place of having enough cash.

A Scrounger can make a *Streetwise* check in any city (-2 in towns or large villages) to find a needed item or resource. With a raise, they can get an excellent deal on it, perhaps even getting it for “free” so long as some sort of trade is worked out (usually in the form of a special service). With two raises, they’ve managed to come up with what is needed with more or less no strings attached (GM’s discretion).

Seafarer

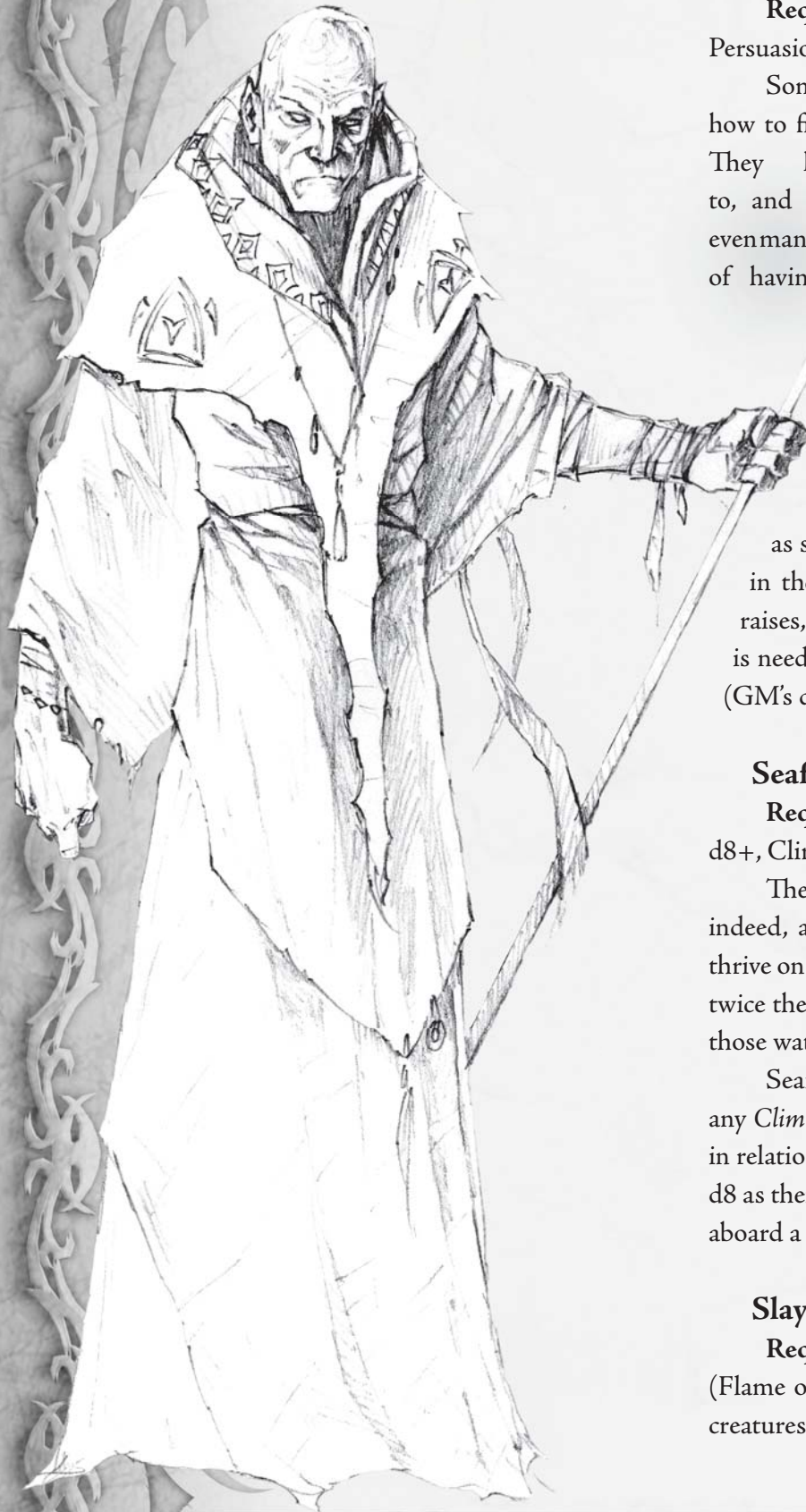
Requirements: Novice, Agility d6+, Boating d8+, Climbing d6+

The seas around Shaintar are treacherous indeed, and it takes a special kind of person to thrive on them. Those that do, however, are worth twice their weight in gold aboard a ship that plies those waters.

Seafarers enjoy a +2 to *Boating*, as well as any *Climbing*, *Survival*, or *Knowledge* checks made in relation to a ship. In addition, they get to use a d8 as their Wild Die for *physical actions only* when aboard a ship.

Slayer

Requirements: Seasoned, Knowledge (Flame or Darkness) d6+, at least 2 battles with creatures of the type in question



Some sense a calling, others are driven by revenge, while still others just become very good at what they do. When this Edge is chosen, the character must declare themselves either a *Demon Slayer* or an *Undead Slayer*.

When fighting creatures of the type the Slayer specializes in, they do not gain +1d6 damage for a raise on their attack roll. Instead, a raise means they double the damage rolled against that creature type. This only affects single-target attacks, not area effect attacks.

Note: If the character has the *Mighty Blow Edge*, their damage is tripled against the creature in question on a Joker.

Sorcerer

Requirements: Novice, Smarts d8+, Sorcery d6+

Sorcerers have an inherent understanding of the Patterns and develop the ability to tap into the Aether to alter reality in some specific way. Most strive to learn even more, achieving the titles of Mage, or even Archmage. However, even a raw, untrained sorcerer can be quite dangerous.

On becoming a sorcerer, the character immediately gains the *Arcane Background (Magic)* Edge, although the sorcerer's arcane skill is called *Sorcery*. Sorcerers begin with 3 Powers, called Principles, and a base pool of 10 Power Points. Any sorcerer with a Smarts of d10 or greater gains the Cantrips Power for free.

Sorcerers also have "Aura Sense;" they are able to *Detect Arcana* at will, using their Spirit as a check. A *Knowledge (Magic)* check is required to identify what type of magic is at work, and a raise will tell what Power is in effect (if any). Sorcerers gain a +2 to identify powers of Sorcery.

Backlash note: Sorcerers tap a dangerous power when they touch the Aether. In addition to being Shaken on a Sorcery roll of 1, if they roll "Snake Eyes," they actually suffer a wound.

Soulguard

Requirements: Seasoned, Druid, Spirit d8+, Channeling d8+, Fighting d10+

Some druids come to see Darkness and Flame as enemies not only to defend against, but to actively seek out and destroy. Such druids become much more martial in their approach, focusing more time and energy on direct combat than most of their brothers and sisters.

Soulguards gain the *Champion Edge*, usable against all creatures of Darkness or Flame, including their servants.

Warrior-Adept of the Jade Flame

Requirements: Seasoned, Adept, Strength d6+, Vigor d6+, Spirit d8+, Fighting d8+, The Way d8+

One of the many special orders of adepts, this one focuses on developing the powers of psychokinesis and biokinesis. Through applications of force and physical adaptation, these adepts train to become warriors as much as users of psionic energy. They also dedicate themselves to acting in a manner that promotes positive images for adepts, often taking roles similar to that of Paladins and Soulguards. The Order of the Jade Flame is akin to that of a knighthood, though they avoid such titles. However, they are regarded in many places in the Southern Kingdoms with the same level of respect.

When Warrior-Adepts successfully use any of the following Disciplines, they

automatically gain the benefit of a raise: Armor, Boost Trait, Deflection, Guiding Force, Smite and Speed. They must still generate a successful roll to gain any effect, though.

LEGENDARY EDGES

Archmage

Requirements: Legendary, Mage, Smarts d12+, Sorcery d12+

Some very few masters of eldritch forces achieve the coveted title of Archmage, and they are truly magical forces to be reckoned with. They no longer master the Patterns – they are integral parts of the Patterns.

Archmages have such mastery over Sorcery, they may cast **two** spells a round (though they still take a Multiple Action Penalty in doing so). Archmages also ignore 1 point of Maintenance Penalties.

Archon

Requirements: Legendary, Lightbringer, Faith d12+, Spirit d12+, Special

The rarest of rare heroes in service to the Light experience a kind of ascension, becoming beings not quite of the world anymore. They attain a celestial quality, becoming a kind of “living angel” in Shaintar.

Archons cease aging, perhaps even losing a few years to return to a state of physical peak. They become immune to all forms of disease and poison, and they only breathe and eat as a matter of choice. Archons are immortals, and are only capable of dying from physical damage done to them. That may prove difficult, however, as they also have Slow Regeneration, gaining a natural Healing roll once per day.

You cannot simply choose to take this Edge when your character reaches Legendary

status. The GM must determine at what point the character is worthy, if ever. You *may* set aside a Level Up, unused, that the GM may then use to reward your character with this Edge should circumstances in the story merit it.

Kor-In Master

Requirements: Legendary, Kor-In Practitioner, Combat Sense, Improved Defend

The character is a true master of hand-to-hand combat. Upon attaining Master status, the character receives the following benefits:

- When performing a *Wild Attack*, he takes only a -1 Parry.
- When Grappling or being Grappled, he may use his *Fighting* skill in place of his Strength or Agility.
- When performing a *Disarm*, he takes no penalty on his attack.

Pathwalker

Requirements: Legendary, Druid, Spirit d10+, Channeling d10+, Knowledge: Life d8+

Druids often choose one of the Four Paths to dedicate more of their effort and studies to. Those who choose Landra’s Path, of Spirit and Nature, become Soulfinders – master healers, true beast friends, and conduits to the spirit world. Those who focus on the Path of Dranak become Stonewalkers – the earth and all within it are their domains. Those who focus on the Path of Illiana become Waveriders – the sea, and all above and below its surface, is their world. And those who focus on the Path of Zavonis become Windmasters

– they who see the sky as their realm.

Whenever a Pathwalker channels a Gift or uses a skill related to his specialty, he uses a d8 for his Wild Die. He also gains the following benefits, per the Path chosen, which can be used at will:

- **Soulfinder:** The druid can see and communicate with any spirits in his vicinity, and the spirits (unless consumed by Flame or Darkness) are generally well-disposed to him. The Soulfinder can also communicate, through telepathy and empathy, with any animal encountered. Finally, a Soulfinder casting Greater Healing may spend a Benny to completely heal all wounds on a target with a simple success, and remove even permanent injuries with a raise.
- **Stonewalker:** With a wave of the hand, the Stonewalker can open a one-foot square hole in soft earth (or half that in stone), or cause a spray of sand or mud that might blind an opponent (+1 to a Trick roll), as an Action. Stonewalkers can sense and identify all stone, gems, and metals within a Large Burst radius around them with a simple Spirit check. Finally, Stonewalkers gain a +1 to their Toughness.
- **Waverider:** The druid can conjure up to a pint of water somewhere within his sight (but not inside living beings) as an Action. A wave of his hand also purifies one gallon of water, whether it be poisoned or simply salt-water. Those who have been poisoned within the last

minute also get a second chance to resist any remaining effects by a Waverider's touch. The Waverider also gains the *Aquatic Monstrous Ability* permanently.

- **Windmaster:** The caster can create lesser air currents to blow out a candle, fan a flame, lift a skirt, or cool his body in oppressive heat (+1 to any Fatigue roll caused by heat). The Windmaster may also blow up dust and debris to gain a +1 to any Trick roll. With great concentration (-2 Parry and Notice checks), the Windmaster can summon winds strong enough to convey a sailing ship at normal speeds, though he must make a Vigor check each hour of doing this or become Fatigued. The greatest gift of this Pathwalker focus is that the Windmaster need never fear falling; they will always float downwards at their Pace and land gently.

This Edge may be taken up to four times; once for each Path.

GEAR IN SHAINSTAR

It is important to note, right up front, that Shaintar is not meant to be a world where asset management and resource hoarding is of primary concern. Heroes should start with what makes sense for their characters, in the context of the story being told. If they are young Gray Rangers, then they will be well equipped with at least basic equipment (and those who are Rich or Noble may have a few extra tidbits). If they are a group of ex-slaves escaping the Kal-A-Nar Empire, they'll likely have little more than sticks, rusted swords, and scraps of leather for armor.

Assuming the characters start in any kind of non-deprived situation, they will get armor and weapons that make sense for their back story, skill set, and attributes. In the accompanying side note, “GM to GM – Load Limits,” there’s a good thumbnail guide for assigning armor. Bear in mind that it would take someone of decent resources to start with plate-and-chain, and only a really extraordinary set of resources would allow a character to begin with plate armor.

GM to GM LOAD LIMITS

Frankly, I don’t pay a whole lot of attention to them. It’s not that I don’t consider the concept a reasonable one, but it’s an extra bit of tedium that just seems to rely more on accounting and management than on cinematic fun. Instead, I pretty much “eyeball” it, mostly relying on the players to be reasonable.

If I catch someone with a d4 or d6 Strength trying to wear heavy armor and carry a maul, I will call them on it, whereas someone with a d10 Strength and Brawny will generally be able to carry most anything they want.

The biggest thing to consider on a fantasy-genre character is their armor. Since I pretty much assign initial gear, I give d4 Strength characters either no armor, or leather. Characters with a d6 Strength get leather, studded, or maybe scale, while d8 Strength characters get scale or chain. Those who start with d10 Strength or better *may* start with plate-and-chain, *if* the story and their background warrants it.

I am not saying you should ignore Load Limits, but I am saying that I mostly do, and I’ve not discovered a terrible lack in my games because of it.

Speaking of armor, it is important to note that Shaintar has a slightly different set of listings for armor. In addition, many other items have been slightly adjusted to fit more naturally with the development and economics of Shaintar. With the exception of the Mundane Items list, you should ignore the gear lists in the core *Savage Worlds* book and use the lists found later in this section instead.

In the typical Shaintar campaign, the heroes are assigned their armor, weapons, and any basic incidental equipment as makes sense for their situation. You should feel free to keep it very simple – “You have basic survival gear and a week’s worth of rations, in addition to your clothes, armor, and weapons.” If you have players who just *want* to be detail-mongers, tell them to come up with a list of specifics and you can then check or cross off what they present.

If you prefer the more traditional approach, that’s fine. All costs listed are in copper pieces (the basic unit of currency in Shaintar which fulfill the role of a dollar in modern currency); a silver piece is worth ten coppers, while a gold is worth a hundred. The average Shaintar character will begin with 500 coppers, while a rich one will start with 1500 and a Filthy Rich one will have 2500.

Something with a “n/a” cost, however, must be found on a quest or granted as a gift. These are literally priceless items.

GEAR NOTES

The following terms and gear notes have pertinence in terms of Shaintar equipment. Note that there are a few new concepts that follow.

AP (Armor Piercing): The weapon in question negates a number of points of armor equal to its AP rating. Note that AP has no effect against natural Toughness, but it will affect the Armor power.

Armor: The amount of additional Toughness granted the character by the item. Rather than deal specifically in locations, suits of armor have a Called Shot Penalty (explained below).

Called Shot Penalty: Suits of armor are rated as being Partial or Full. Most Partial armors provide a -2 Called Shot Penalty, while Full sets normally impose a -4. This indicates the penalty to the attack roll (*Fighting, Shooting, or Throwing*) of

anyone who wants to try and bypass the armor and do damage directly to the wearer's Toughness. This is a nice, streamlined mechanic built into the armors to get away from the more tedious "hit location" effects, and it also gets away from deciding if someone is wearing greaves or van braces or whatever.

If someone makes a successful attack after applying the Called Shot Penalty, they apply their damage directly to the target's Toughness, completely ignoring the protection of

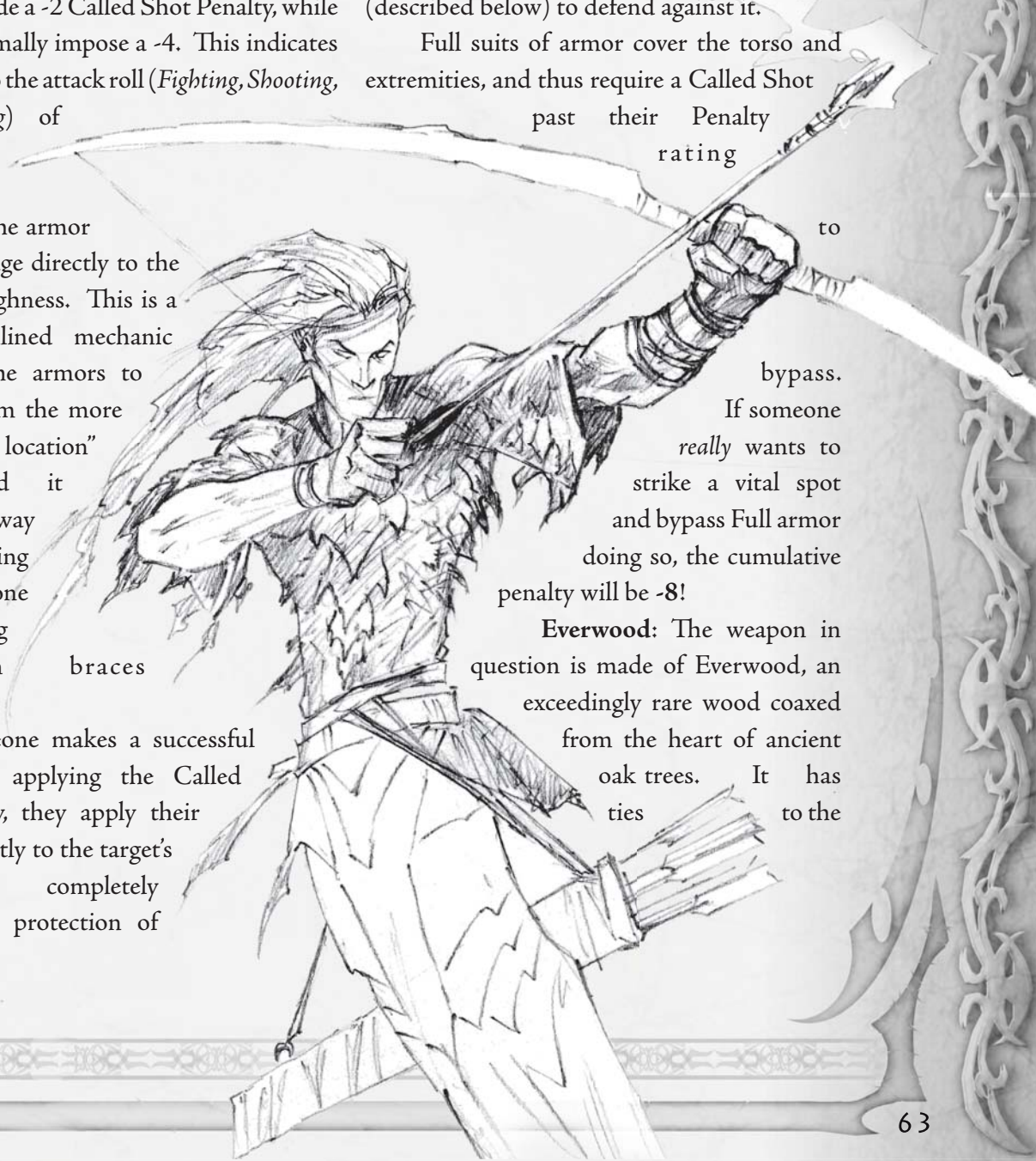
the Armor. They do *not*, however, do any additional damage.

The other Called Shot rules are still fully in effect in Shaintar, and combine nicely with these rules. A Partial suit of armor is considered to cover the Torso and not much else. If someone wants to do a called shot against a limb, they automatically bypass the armor and get the Limb Shot effect. A shot to the Vitals still goes against Partial armor (unless someone wants to take a -6 to their attack), but a Head shot requires a Helmet (described below) to defend against it.

Full suits of armor cover the torso and extremities, and thus require a Called Shot past their Penalty rating

to bypass. If someone really wants to strike a vital spot and bypass Full armor doing so, the cumulative penalty will be -8!

Everwood: The weapon in question is made of Everwood, an exceedingly rare wood coaxed from the heart of ancient oak trees. It has ties to the



power of Life, is easier to enchant, and triggers certain Weaknesses in many monsters.

Helmets: If a character wants to wear a helmet, one is assumed to come with the armor they wear. Like armor, helmets are rated as Partial or Full. A Partial helm applies an added -1 to Called Shots to the Head (for a total of -5) if the attacker wants to do a Head Shot that ignores armor. A Full helm applies a -2 penalty (for a total of -6).

On the downside, Partial Helmets apply a -1 penalty to *Notice* rolls while worn, while Full Helms apply a -2.

Ironwood: The weapon in question is made of Ironwood, a somewhat rare and particularly dense wood.

Minimum Strength: Fighting with a weapon that has a high Strength requirement invokes penalties. Each die code below the minimum means a -1 penalty to the attack roll.

Parry +X: The weapon provides a Parry bonus when wielded. In some cases, this bonus is dependent on the weapon being used in defense instead of to attack (and this will be stated in the Notes).

Range: Ranged weapons have three numbers. Shots taken out to the first number (the weapon's Short range) in game inches suffer no penalty. Shots out to Medium range suffer a -2, while Long Range shots suffer a -4. Note that the *Archer Edge* applies to these penalties.

Reach: Weapons with a Reach rating can strike targets that many game inches away.

2 Hands: Normally, this weapon needs two hands to use. However, the GM may allow characters of sufficient size and strength to wield such weapons one-handed, if it makes

any kind of sense.

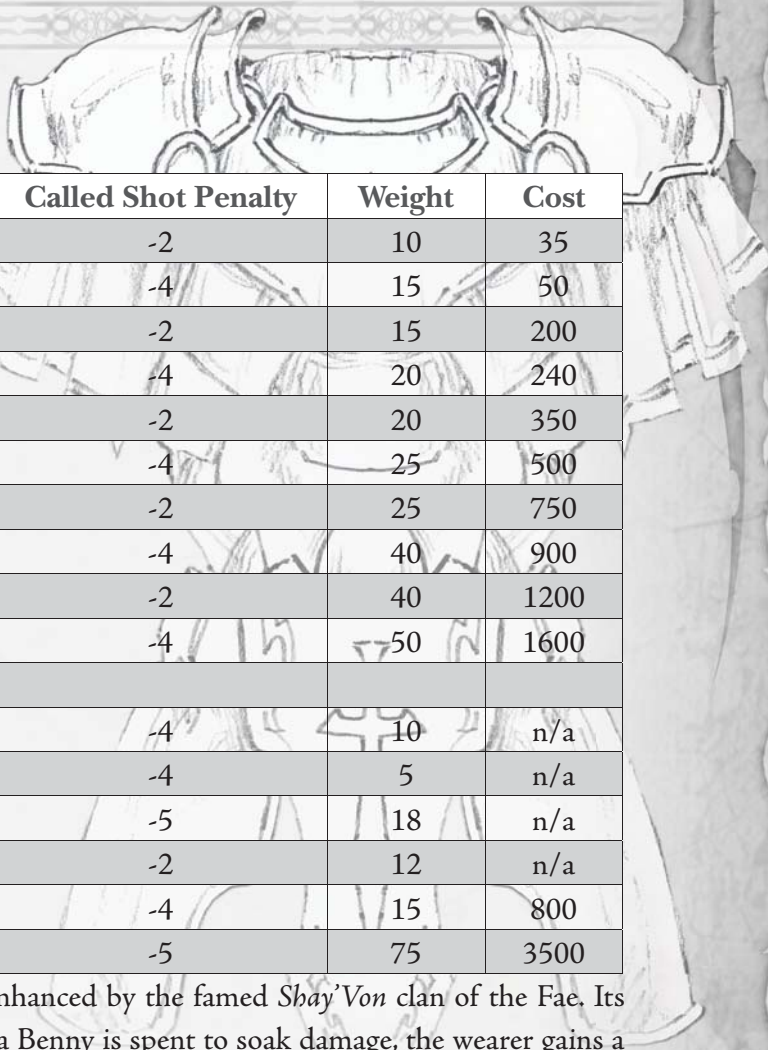
Shields: In addition to providing Parry bonuses in close combat, all shields (except the Tower Shield) provide extra Armor against Ranged Attacks that come from the front. Trying to bypass a Shield's Armor protection with a ranged attack is done at a penalty equal to the Shield's Armor bonus. This penalty is cumulative with other Called Shot penalties.

So if a marksman archer wanted to make a Head Shot (-4) against a Full Helmet (-2) wearing knight with a Large Shield (-2), their total penalty would be -8. They'd best try to get the Drop on that man.

White Silver: The weapon in question is made of White Silver, a rare magical form of silver that gleams like chrome. It is associated with the power of Light, is easier to enchant, and triggers certain Weaknesses in many monsters.

GEAR LISTS

ARMOR



Type	Armor	Called Shot Penalty	Weight	Cost
Partial Leather	+1	-2	10	35
Full Leather	+1	-4	15	50
Partial Scale	+2	-2	15	200
Full Scale	+2	-4	20	240
Partial Chain	+3	-2	20	350
Full Chain	+3	-4	25	500
Partial Plate & Chain	+4	-2	25	750
Full Plate & Chain	+4	-4	40	900
Partial Plate	+5	-2	40	1200
Full Plate	+5	-4	50	1600
White Silver Chain	+4	-4	10	n/a
<i>Shay'Von</i> Leather ¹	+2	-4	5	n/a
Cavalier Armor ²	+2	-5	18	n/a
Korindian Studded ³	+2	-2	12	n/a
Dregordian Scale ⁴	+3	-4	15	800
Dwarvish Plate	+6	-5	75	3500

¹ Designed, crafted, and mystically enhanced by the famed *Shay'Von* clan of the Fae. Its highly magical properties are such that, if a Benny is spent to soak damage, the wearer gains a +2 on their Vigor roll.

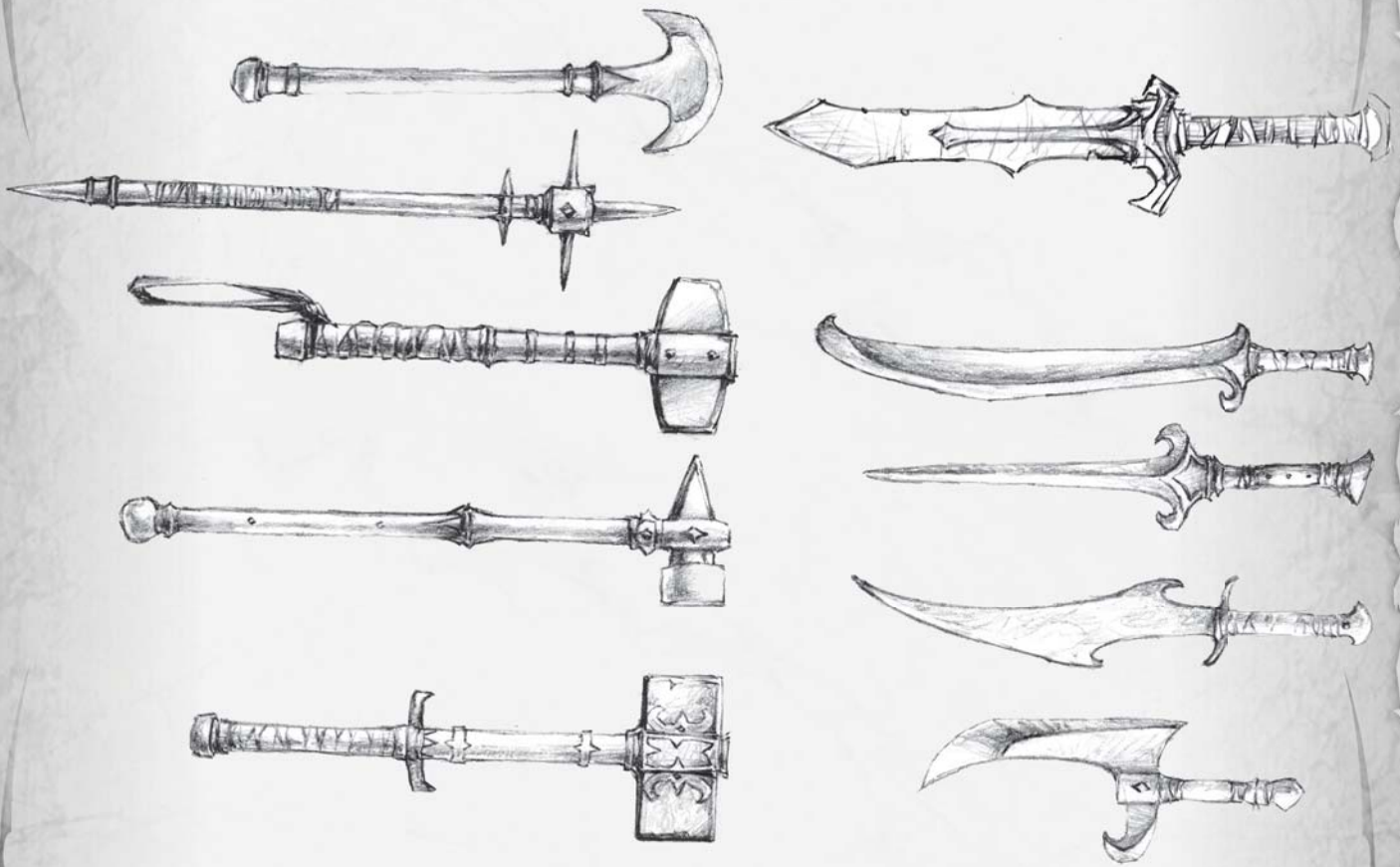
² Designed by great craftsmen in service to the original noble houses of Camon. The unique design and craftsmanship causes some blows to slide off in unexpected ways, granting the wearer a +1 to their Parry. It should be noted, however, that anyone caught wearing this armor in the open in Camon risks imprisonment and execution as a traitor, since the Cavaliers are fully outlawed.

³ Rather than use metals studs, Korindian leather features sea shells, appropriately-shaped stones, and similar objects woven into the leather to provide extra protection. Each suit of Korindian Studded Leather is wholly unique in appearance and form.

⁴ Dregordian Scale literally uses scales from the monstrous drakes that still reside in their jungles.

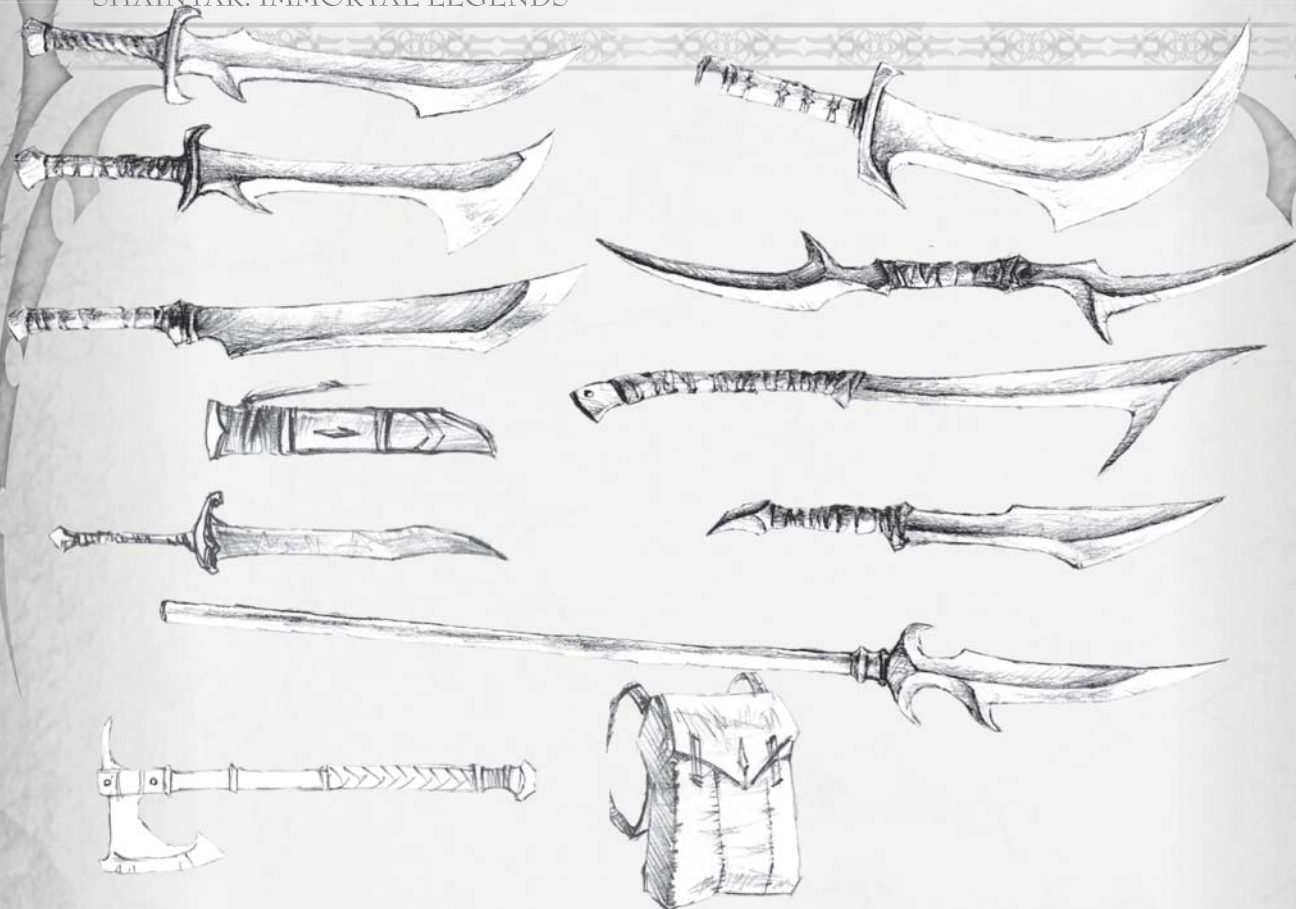
SHIELDS

Type	Weight	Cost	Notes
Small Shield (Buckler)	8	25	+1 Parry
Medium Shield	12	50	+1 Parry, +2 Armor versus ranged shots that hit
Large Shield (Kite, Pavise)	20	100	+2 Parry, +2 Armor versus ranged shots that hit
Tower Shield	30	200	+3 Parry, -1 Fighting, counts as Medium Cover versus ranged attacks (-2 to be hit)

**HAND WEAPONS**

Name	Damage	Weight	Cost	Min. Str	Notes
Axe	Str+2	2	200	d6	
Bastard Sword	Str+3/+4	10	550	d8/d6	First stats, one handed; Second stats, two handed
Battle Axe	Str+3	10	300	d8	
Cavalier Parrying Dirk	Str+1	2	75	-	Parry +1 if used defensively

SHAINITAR: IMMORTAL LEGENDS



Name	Damage	Weight	Cost	Min. Str	Notes
Cavalier Saber ¹	Str+2	3	400	-	
Chuktar (Goblinessh Blocking Blade) ²	Str+4	14	650	d10	Parry +1, 2 hands
Club ³	Str+1	4	5	-	
Dagger	Str+1	1	25	-	
Dwarven Axe	Str+3	8	500	d8	AP 1
Elvish Longsword	Str+3	6	n/a	-	White Silver, Parry +1, AP 1
Flail	Str +2	8	200	d6	Ignores shield
Great Axe	Str+4	15	500	d10	AP 1, Parry -1, 2 hands
Great Sword	Str+4	12	400	d10	Parry -1, 2 hands
Halberd	Str+3	15	250	d8	Reach 1, 2 hands
Ironwood Club ⁴	Str+2	5	50	d6	
Ironwood Staff ⁷	Str+2	10	100	d6	Parry +1, Reach 1, 2 hands
Kal Flail ⁵	Str+4	15	550	d10	Ignores Shield, -1 Parry, 2 hands
Kayakor (Dregordian polearm) ⁶	Str+4	20	1000	d8	AP 1, Parry +1, Reach 1, 2 hands

Name	Damage	Weight	Cost	Min. Str	Notes
Korindian Fighting Sticks	Str+1	2	n/a	-	Parry +1 (only when using 2)
Lance	Str+4	10	500	d8	AP 1, Reach 2 (only when Riding)
Long Sword	Str+3	8	300	d6	
<i>Lo-sska</i> (Brin Longsword) ⁷	Str+3	6	500	d6	
Mace	Str+2	8	250	d8	AP 1 vs Plate or Rigid Armor
Maul	Str+3	20	400	d10	AP 2 vs Plate or Rigid Armor, -1 Parry, 2 Hands
Minotaur Axe ⁸	Str+5	35	750	d10	AP 1, Parry -1, 2 hands, must be Large
Olaran Two-handed Sword	Str+4	15	750	d8	Reach 1, 2 hands
Rapier	Str+1	3	150	-	Parry +1
<i>Rrka</i> (Brin Short Sword) ⁹	Str+2	4	300	-	Parry +1 if used defensively
Saber	Str+2	4	200	-	
Short Sword	Str+2	4	200	-	
Spear	Str+2	5	250	d6	Parry +1, Reach 1, 2 hands
Staff	Str+1	8	10	-	Parry +1, Reach 1, 2 hands
Warhammer	Str+2	8	250	d8	AP 1 vs Plate or Rigid Armor

¹ The Cavalier Saber is light and balanced enough to be useful for fencing and light-weapon fighting.

² A large, brutal blade with prongs and flanges, in many ways similar to a rather famous kind of weapon from a very popular science fiction series, wielded by a race not wholly unlike the goblins...

³ This is for a crafted weapon. Improvised clubs have no cost, but only do damage equal to Str, not Str+1.

⁴ This wood is heavier and more solid, and therefore much nastier to hit people in the head with.

⁵ Huge and frightening, the Kal Flail uses *three* chains, each with a flanged metal ball on

the end. Idiots who try and use one without training (-4 penalty) usually end up maiming themselves (on a 1, take a Wound).

⁶ An elaborate and expertly-designed pole arm, similar to the halberd in form and function. However, each one is a work of art, hand-crafted by Dregordian families off deep and long lineages. It is unheard of for non-Dregordians to use one, and considered a terrible insult.

⁷ It is unclear how or when the Brinchie came into the knowledge of these blades, for their nomadic culture of old could not have come up with such amazing works of metalsmithing. The length of a long sword, but slightly curved and having 3 sharp points at the end of the blade, *Lo-sskas* are lightweight and perfectly balanced.

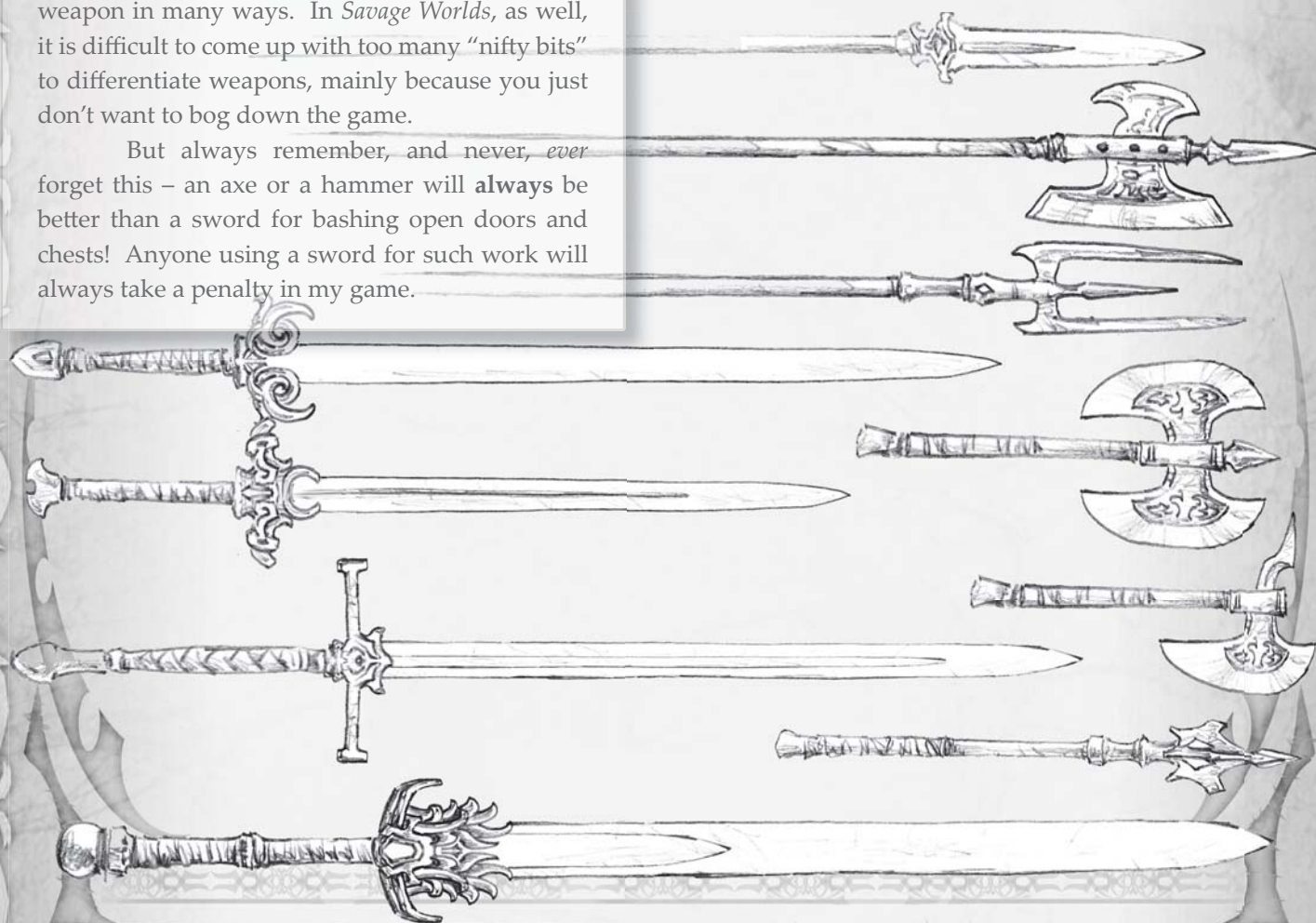
⁸ Self-explanatory, but it bears noting that many Ogres have taken to pilfering these weapons from dead Minotaurs whenever possible.

⁹ Similar in all ways to the *Lo-sska*, except that it is the length of a short sword. By itself, it grants the wielder a +1 Parry if used in defense. However, the ultimate combination is a *Lo-sska* and *Rrka* together; the wielder enjoys a +1 Parry even when attacking with both.

GM to GM SWORDS VS HAMMERS AND AXES

As a general rule, it seems most games slightly favor swords over axes and hammers. Truth is, the sword really was, and remains, a superior melee weapon in many ways. In *Savage Worlds*, as well, it is difficult to come up with too many “nifty bits” to differentiate weapons, mainly because you just don’t want to bog down the game.

But always remember, and never, *ever* forget this – an axe or a hammer will **always** be better than a sword for bashing open doors and chests! Anyone using a sword for such work will always take a penalty in my game.



RANGED WEAPONS

Name	Range	Damage	Cost	Weight	Min Str	Notes
Axe, throwing	3/6/12	Str+2	75	2	-	
Bow	12/24/48	2d6	250	3	d6	
Crossbow	15/30/60	2d6	500	10	d6	AP 2, 1 Action to reload
Dagger/Knife	3/6/12	Str+1	25	1	-	
Dwarven Crossbow ¹	20/40/80	2d6	1000	20	d8	AP 2, 3 shots before reload
Elvish Longbow ²	10/36/72	2d6+1	2000	4	d6	Everwood, Requires Shooting d8+
Handbow ³	5/10/20	1d6+1	700	5	-	AP 1, 1 Action to reload
Sling	4/8/16	Str+1	10	1	-	
Spear	3/6/12	Str+2	250	5	d6	

¹ Damned clever Dwarves figured out how to have a cartridge of three bolts slotted in just so, and gears aligned just so, such that when you cock the mechanism back, there's enough power to fire one at a time before having to reload the whole thing.

² Carved in a very odd and powerful way (more or less, an exotic "recurve" approach), it takes an expert archer to use such a magnificent bow.

³ Believed to have been invented in the Pirate Archipelagos, this is simply a miniature crossbow that can be fired with one hand easily.

OTHER SPECIAL GEAR

What follows are some specialized items that characters may come across, either in shops that cater to those involved in dangerous work, or in the stashes of folks they've had to do battle with. As well, a powerful patron might bestow one or more of these items on a group that is doing a perilous but important service for him.

As a general rule, the average general store should *not* have these items just "lying around." It should require some digging and exploring (an excellent time to make use of that *Streetwise* skill, or the Scrounger or Connections Edges).

Use the prices listed (in copper pieces) as starting points; need and supply will always change things, sometimes dramatically, and a character with a high Charisma bonus and good *Persuasion* skills might get a bargain, if they are crafty enough.

POTIONS

Normally found only in the larger towns and cities, alchemists can occasionally be discovered tucked away in some backwater village or off the beaten path. They will normally have only a very few of the lesser potions, and may have none of the more powerful ones at all.

Where the potion might have a Raise effect, the GM can go one of two ways; either decide that the alchemist is simply good enough that the Raise effect will always happen, or have the player roll a d6 when they actually use it. On a 5 or 6, the Raise effect occurs; otherwise, only the base effect happens. Normal durations apply as per the Power used, with no extended effects.

Bottled Shadows: By unstopping this ebony bottle, which is very cold to the touch, the user causes shadows to flow forth and fill the surrounding area. *Obscure, Large Burst* (2 PP). Cost: 750

Concentrated Essence: Some alchemists have discovered the secret of distilling the pure Essence of magical materials into a cordial that can be ingested, giving the imbiber additional energy to cast spells with. Unfortunately, this is not a “universal” potion; it must be made for a specific style of magic. Those that are useful to Priests and Paladins have no effect for Mages, and those potions brewed for Adepts will not avail Druids. A creative interpretation of *Power Tap* (1 PP). Cost: 500

Curative Cordial: This bittersweet extract of hundreds of plants and fungi, if consumed within 10 minutes of infection or exposure, can cure any disease or poison affecting the victim. This potion is not useful against wounds, however. *Healing* (3 PP). Cost: 1000

Elixir of Might: Warm and bubbly, this concoction burns a bit as it goes down.

Boost Trait, Strength (2 PP). Cost: 750

Elixir of Nimbleness: This liquid goes down so fast, it’s almost like swallowing mercury. *Boost Trait, Agility* (2 PP). Cost: 750

Elixir of Stalwartness: Thick, and sometimes a little crunchy. *Boost Trait, Vigor* (2 PP). Cost: 750

Healing Salve: This thick paste can actually be acquired from some druidic enclaves, as well as alchemists. It is applied directly to wounds, and must be used shortly (within 1 hour) after the wound is suffered. This salve is not useful for poisons or diseases, however. *Healing* (3 PP). Cost: 1000

Potion of Greater Healing: This potion can be used to treat wounds that are hours, or even days old. *Greater Healing* (10 PP). Cost: 3000

Potion of Restoration: This rare and very valuable concoction has a chance of healing otherwise permanent crippling injuries. When used, the GM must roll the Alchemy skill of the creator, or a d6. In the former case, the roll is at -4; in the latter, the potion only works on a 5 or 6. Either way, a successful result requires 1d6 hours to take effect. *Greater Healing* (20 PP). Cost: 7000

The Little Bottle of Explosive Consequences: Only a fool would dare carry too many of these small crystal vials around. To use it, you must shake the bottle rapidly, then throw it hard at the target. When

it shatters, make sure you aren't too close...
Blast, Large Burst, 3d6 (6 PPs). Cost: 2000

ESSENCE-BONDED ITEMS

These are the kind of items masters bestow upon their best students. Spirits may also guide a chosen druid or priest to find one. Faithful paladins and priests, sent out on a mission by the Church of Light, have been known to be granted such items as well. Typically, such a granted item starts with 5 (or, very rarely, 10) Essence contained within. These may be used by those with the same Arcane Background as an additional source of Essence, as per the Arcane Artificer Edge. Arcane Artificers skilled in the particular magical style the item is associated with may also add more Power Points to such items.

Focus Crystals: These crystals are crafted from raw *crysarium*, an oddly-malleable crystalline substance that has begun turning up in mines and digging sites all over Shaintar. This substance is important to Adepts, because it is very reactive to the mental energies they use. All Adepts begin play with a focus crystal; otherwise, their powers are far too taxing to use. These basic crystals, however, begin with no Essence bonded into them. Those lucky enough to find an Arcane Artificer schooled in The Way will endeavor to have Essence bonded into their crystal, while others may be honored by their mentors with the gift of one when they begin their careers.

Holy Symbols: Lovingly and painstakingly forged by smiths loyal to the Church of Light, these White Silver pendants are particularly attuned to the flows of Light. These symbols are a great honor. They are given to the most promising Priests (and those Paladins who also draw from their Faith), and are almost exclusively reserved for those carrying the message of the Church into dangerous areas. The symbols are shaped in the image of the Church – a stylized blue sword, blade down, on a white background.

Everwood Staves: Most artificers who are skilled at imbuing Essence into items will state unequivocally that Everwood is the easiest substance to work with. It seems to just “soak up” the mystical power when the time comes to imbue it into the final product. Though wooden rods, wands, or pretty much anything else made of Everwood will hold Essence just fine, staves are by far the most popular form. This is mainly due to their overall utility, as a weapon, a walking stick, and more. Everwood is also unique another way. It is equally capable of holding the Essence of sorcery as that of druidic channeling. Alchemists and scholars are still puzzling out this peculiarity. A mage who is particularly pleased with his student may bestow such a staff on the apprentice as he sets out into the world, or on a quest for his teacher. Druids, on the other hand, often find Essence-bonded staves while on spirit quests during their meditations and training.

ARCANE BACKGROUNDS AND MAGIC IN SHAIN TAR

The core *Savage Worlds* book gives an excellent foundation for easy, playable magic in a fantasy game.

However, Shaintar is a setting that needs a little more depth and richness to best express the power and influence of magic on the lands and her people.

A key idea to convey up front is this – while the term Power Points is a perfectly reasonable phrase for game purposes, in Shaintar, the source of power that all arcane users make use of is called

Essence. As such, to create the proper feel and sense of place, the GM is highly encouraged to get his players in the habit of calling their Power Points “Essence.”

It simply creates more of a sense of magic and drama to say “My essence is waning” than “I gotta rest, since I’m almost out of Power Points.”

There are seven known forms of Magic in Shaintar: *Alchemy*, *Channeling*, *Faith*, *Necromancy*, *Sorcery*, *Thaumaturgy*, and *The Way*. Two of them – *Necromancy* and *Thaumaturgy* – are not available to heroes (for reasons that will be obvious in their descriptions). Each form of magic has its own style and its own rules. All are described in the following sections.



POWERS

The core *Savage Worlds* book provides an excellent base of Powers to use as spells and mystical abilities in Shaintar. However, a few more are needed to really flesh out the possibilities that are meant to exist in this setting, and they are described in detail in the section that follows.

Just as in any other *Savage* setting, these Powers stand as the base frames on which the “trappings” of the various styles of magic are hung. General descriptions of trappings exist in each style of magic, but there’s not a lot of effort to come up with dozens of spell names. How a spell looks and feels, in Shaintar, is far more important than the name used to cast it.

SOME NOTES ABOUT CORE POWERS

There are two core *Savage Worlds* powers that need slight alteration to better fit in the realm of Shaintar. They are modified as follows –

Boost/Lower Trait

This core power is now broken into two parts, and each one requires an Edge be expended to have access to it. *Boost Trait* is one Power, and *Lower Trait* is the other.

Detect/Conceal Arcana

In Shaintar, one must be able to see the magic in order to wield it. As such, most Professional Edges that grant Arcane Backgrounds also grant the ability to Detect Arcana at will (using the character’s Spirit attribute for any checks regarding it).

It takes an Action, but requires no Power Points to be activated. With a success, the user can sense the presence of magic. With a raise,

they can determine what style of magic is at work. To identify a specific Power at work, a *Knowledge (Magic)* check must be made.

Conceal Arcana is a separate power, requiring an Edge be expended to attain it, just like any new Power.

Elemental Manipulation

This Power is not available in the Shaintar setting. However, its effects (except for Fire) become available to player characters who achieve the Legendary *Pathwalker* Edge.

Greater Healing

It seems there may be a mistake in the core version, since non-permanent crippling injuries go away after all wounds are healed anyway. In Shaintar, the 20 PP version of this power can be used to heal otherwise permanent crippling injuries, though all the same penalties apply.

NEW POWERS

What follows are both new Powers and Powers adapted from other sources (to include *Evernight*, *Screamers*, *Necessary Evil*, *Deadlands: Reloaded*, *Beyond the Veil*, and *50 Fathoms*). I am extremely grateful to draw from the inspirational sources of fellow *Savages*.

Animation

Rank: Seasoned

Power Points: 3

Range: Touch

Duration: 3 (1/round)

The caster is able to make some objects “come to life,” effectively turning them into servitor constructs for a time. Only items that have some conceivable means of movement (statues, tables, and suits of armor are good

examples) can be animated to any reasonable effect. The caster can only animate items of up to roughly human size, though they may animate smaller objects if they wish. Such smaller objects would not have the same statistics as listed below and probably would not be as useful in combat.

Animated objects have no self-will and very limited capacity for interpreting orders. They obey the will of the caster, but only the most rudimentary commands may be given. Animated objects are mostly good for carrying items or fighting.

Animated Stone Object

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d6

Pace: 4; **Parry:** 5; **Toughness:** 11

Gear: Stone Skin (+4)

Special Abilities

- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; piercing attacks do half-damage; constructs do not suffer from disease or poison
- **Fearless:** Animated objects know no fear

Animated Wood Object

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

Skills: Fighting d8

Pace: 6; **Parry:** 6; **Toughness:** 8

Gear: Wood Skin (+2)

Special Abilities

- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; piercing attacks do half-damage; constructs do not suffer from

disease or poison

- **Fearless:** Animated objects know no fear

Arcane Shield

Rank: Novice

Power Points: 1

Range: Touch

Duration: 3 (1/round)

The caster can invoke magical energies to protect someone from other eldritch or spiritual forces.

The caster can temporarily grant the *Edge Arcane Resistance* to a chosen target (including their own person, of course). For a raise, the target is protected by *Improved Arcane Resistance*.

Cantrips

Rank: Novice

Power Points: 1

Range: Smarts

Duration: 1 minute (1/minute)

This spell allows for almost any innocuous effect to be created at the caster's whim as they summon mystic forces to perform minor tasks. These include (but are not limited to) - cleaning, lifting (10 pounds), flavoring foods, mending clothes, writing, ringing bells, causing someone to have an itch or sneeze, changing an object's colors, opening a door, etc.

Clairvoyance

Rank: Seasoned

Power Points: 3

Range: Varies

Duration: 3 (1/round)

Clairvoyance allows the caster to see people, places, and things beyond their normal sight. The range varies depending on how well the arcane skill roll is made. A normal success

gives the caster a range equal to their Spirit x2, with each raise doubling the distance. Walls, doors, and other barriers do not hamper Clairvoyance in any way, though the GM may decide that magical barriers can block it.

Clairvoyance is not quite as good as normal sight. All *Notice* and similar checks take a -2 penalty.

For an additional 3 Power Points, the caster can use their hearing through the Power (with the same penalties applied). The GM may allow other senses, as well, for the same added cost.

Curse

Rank: Heroic

Power Points: 10

Range: Sight

Duration: Permanent

Some casters may call upon great magics or dire spirits to bring great, long-lasting harm to those that cross them.

To do so, the caster pits their relevant arcane skill against the victim's Spirit. If the caster is successful, the victim becomes sick and might even die. The character becomes Fatigued immediately, and each day thereafter he must make a Vigor check (with the appropriate penalties) to resist Exhausted. After becoming Exhausted, he must then pass a Vigor check once a day or become Incapacitated. Once he becomes Incapacitated, he makes a Vigor roll each day to avoid death.

Instead of sickness and death, the Curse may also be used to cause one of the following effects: *Blind*, *Deaf*, *Dumb* (as in unable to speak), *Horrid* (as the Hindrance, *Ugly*, except that the Charisma penalty is -4), *Clumsy* (Agility drops a die type, which cannot be raised until the curse is lifted, and all Agility-

linked skills are at -2), or *Unlucky* (as the *Bad Luck* Hindrance, plus a -1 to **all** rolls).

The Curse can be lifted by the caster or use of the Dispel Power. Additionally, most Curses have some special task or set of circumstances that can be fulfilled to remove them. A caster who clearly states the task, circumstances, or conditions of the Curse's removal to the victim during casting receives a +2 to their arcane skill roll to effect the Curse.

Dazzle

Rank: Novice

Power Points: 2

Range: Smarts

Duration: Instant

The caster is able to create a Medium Burst area of intense light energy, capable of blinding opponents within who do not avoid the attack with a successful Agility check at -2 (a raise forces them to make it at -4). Victims are blinded for 3 full rounds. For an additional 2 Power Points, the area can be increased to a Large Burst.

Blinded characters are at -6 to perform any action that requires vision. In addition, Attackers gain a +2 to target them.

Etherealness

Rank: Heroic

Power Points: 10

Range: Self

Duration: 1 minute (1/minute)

The caster is able to become *Ethereal* (as per the Monstrous Ability in the *Savage Worlds* core rules). The caster can only manifest visibly if they make a raise on their arcane skill roll, and they can only affect the real world if they make *two* raises.

Guiding Force**Rank:** Novice**Power Points:** 1**Range:** Touch**Duration:** 2 (1/round)

Guiding Force increases a target's chance to hit with a ranged weapon. The bonus is +2 for a success, and +4 for a raise.

Illusion**Rank:** Novice**Power Points:** 3**Range:** Spirit**Duration:** 3 (1/round)

Illusion makes a *single target* see something that isn't there, or else see things differently than they actually are. The caster's arcane skill is opposed by the target's Spirit; a success means the target perceives the illusion as real with one of their five senses. Once they examine the illusion with any of their others senses, the illusion is broken. A raise indicates that the target perceives the illusion as real with all of their other senses.

Illusory attacks can never actually wound a target, though they can cause a target to become Shaken (such attacks are made with the caster's arcane skill, but resolved like any *Fighting, Shooting, Throwing*, or similar roll). Passive Illusions, like a wall, take little effort to maintain. The Power Point cost must be met, but only normal maintenance penalties apply. Active Illusions, such as a black cat or phantom enemies, require constant concentration to maintain. The caster may move their normal Pace, but may take no other actions while maintaining such an Illusion.

This Power only works on sentient, living beings. It is useless against animals, spirits, or the undead.

Mend**Rank:** Veteran**Power Points:** Special**Range:** Touch**Duration:** Instant

Casters with this Power can actually mend damage done to objects and structures made of wood, metal, or stone. The caster must concentrate for one full action, then cast the spell on their next, subtracting a penalty equal to the structure's equivalent to wounds on their arcane skill roll.

The cost in Power Points is equal to half the structure's base Toughness (ignore Armor and magical bonuses), if applicable. In cases where such numbers are not known, the GM should simply assign a number (1-3 for most objects, 4-6 for wood buildings, 7-10 for stone buildings, 11-15 for castles).

A success repairs one wound, a raise mends two. For items or sites that do not have wounds measured, the GM can simply decide how many applications of the Power will be needed.

Mind's Eye**Rank:** Seasoned**Power Points:** 2**Range:** Self**Duration:** 3 (1/round)

The caster gains the ability to link their mind into the Aether in such a fashion as to see beyond the normal world. This enables them to see through any form of darkness, and to see invisible entities as well. They can also peek into a room without anyone being the wiser.

Casting this spell allows the user to ignore the effects of Obscure and Invisibility, as well as any normal lighting penalties. In addition,

with a raise, the user can see past doors and walls that are not somehow mystically shielded.

Mind Reading

Rank: Novice

Power Points: 3

Range: Spirit

Duration: 3 (1/round)

Mind Reading allows the caster to read another's thoughts. The caster's arcane skill is opposed by the target's Spirit. On a success, the caster can read surface thoughts and feelings. With a raise, they can probe deeper; they may make a standard arcane skill roll to find any information they are looking for, once per round.

With a second raise, they can detect deep-seated, hidden, and suppressed thoughts and memories (no added rolls are necessary).

At the GM's discretion, targets that are aware they are being read may use focusing techniques, singing out loud, or getting completely drunk to gain a +2 to their resistance roll.

Note that this is *one of the most feared Powers in all of Shaintar*. Practitioners affiliated with moral institutions (specifically the Church of Light) are considered disturbing, but grudgingly accepted. Others have sometimes been hunted down and killed, even when they were only suspected of possessing this ability.

Phantasms

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 3 (1/round)

The caster can create illusory images perceived by a single sense, affecting anyone able to perceive them. For each additional Power Point invested in the casting, an additional sense may be affected; by spending



6 total Power Points, the *Phantasm* will be perceived by all 5 senses (this does include touch, though the illusion has no real Strength and will be dispersed by any force applied in an attack manner). Unlike Illusion, Phantasms create holographic images visible to everyone in the area and cannot cause a target to become Shaken.

Phantasms are normally no larger than a human in size. For 2 added Power Points, the Phantasm covers an area equal to a Medium Burst template, or a Large Burst for 3 Power Points.

Anyone perceiving a Phantasm may make a *Notice* check opposed by the caster's arcane skill roll to "see it for what it is."

Postcognition

Rank: Heroic

Power Points: 3

Range: 1 mile radius or less (see text)

Duration: Varies

By opening their mind to the flows of psychic energy, the caster can catch glimpses of past events in the area. The caster can try to shrink the area of effect to a 100 yard radius by taking a -2 penalty to their arcane skill roll. By taking a -4, they can focus their attention to the area of a Large Burst.

On a success, the caster witnesses a surge of memories, focused on emotionally charged events from within the last 10 years. Each raise allows the caster to see farther into the past (per the GM's discretion). Note that really major, dramatic, or emotion-filled events (such as a murder or a couple falling in love) are always treated as "fresher" memories and, thus, can be witnessed on a normal success regardless of how far in the past they occurred.

After getting a "reading," the caster can make a Smarts roll to try and pick out pertinent pieces of information (based on what they were trying to discover by using the Power). Each raise allows them to attain more information (like an added piece of data). By successfully shrinking the area of the reading, the caster gets a +2 or +4 to their Smarts roll (based on how focused the reading was).

Power Tap

Rank: Seasoned

Power Points: 1

Range: Smarts x 3

Duration: Instant

A caster can use this power to steal Power Points from any other character or creature who has Power Points. To do so, the caster makes an opposed arcane skill roll versus the target's arcane skill. If successful, the user steals 1d6 Power Points with a success, 2d6 with a raise.

Precognition

Rank: Legendary

Power Points: 5

Range: Special

Duration: Varies

Precognition allows the caster to catch a glimpse of possible future events. The intensity of emotion, drama, and importance is a factor – events like disasters, murders, or fatal accidents are easier to pick up than who is likely to walk through the door next.

A normal arcane skill roll is made. Failure means no vision is had, or else the vision is so chaotic (or traumatic) that the caster cannot make any sense of it. On a success, they get a hunch about the future, with no images or

anything concrete (“Wait! We shouldn’t kill that one... we’re going to need him later,” or “We need to get out of this building NOW!”).

With a raise, the caster receives an actual vision, though it may be couched in symbolism that the characters won’t understand until later. Storm clouds with lots of lightning over a castle may represent a siege about to begin, or the vision of a younger sibling who died walking to near a cliff’s edge might represent a local child about to fall off a nearby ledge.

If the caster is specifically trying to learn about a particular future (who will enter the tavern next, or what card will next turn up from the deck), they will take a -4 to their roll, and the GM should make this roll for them, in secret. Regardless of the result, they will get a hunch, but they will have no idea how accurate it is.

Quake

Rank: Veteran

Power Points: 5

Range: Smarts x 3

Duration: Instant

Quake causes a tiny but powerful earthquake that can crush foes and level buildings. It works only upon solid earth; not sand, water, wood, floors, or any other substances. The area of effect is a Large Burst Template centered within the caster’s Range. Victims within the template must make an Agility roll or fall into the hole where they are crushed by earth and stone for 2d10 damage. Those who make the roll cling to the sides and may climb out on their next action. Those who succeed with a raise jump free and may act normally on their next action.

Walls crumble and are breached with

this spell, opening a hole as wide across as the earthquake.

Rending

Rank: Veteran

Power Points: 5

Range: Smarts

Duration: Instant

This grotesque power uses raw force to squeeze, pull, and tear internal organs, bones, and other vitals. A good attack can kill a foe in one quick blast, leaving nothing but a mangled pile of bleeding flesh and busted bones. Regardless of the specific effect and reaction, the attack is an opposed roll between the caster’s arcane skill (at a -2 due to how difficult this Power is to use) and the victim’s Vigor. It is more difficult to use against undead, constructs, or creatures without a beating heart; in these cases the roll is at -4. Success inflicts 1d10 damage, with an additional 1d10 damage per raise, up to a maximum of 5d10. (Two raises, for example, causes 3d10 damage.) Only magical armor protects from this attack on living targets; undead and constructs gain the benefit of their full Toughness.

Sanctify/Despoil

Rank: Novice

Power Points: 10

Range: Special

Duration: Permanent

Sanctify allows the caster to consecrate areas of earth, causing great pain to supernaturally evil creatures that attempt to tread upon it. Alternately, casters of evil natures can Despoil an area, making it anathema to creatures of Light and Life (including Fae). Naturally, a caster may only possess whichever

of these Powers is appropriate for their Arcane Background.

Using either Power takes an entire week of prayer. The caster must remain within the bounds of the area for the entire duration. The area is determined by the GM, but is typically the grounds of a church, a battle, or some other place of importance. If no clear boundaries exist, the area is equal to five times the caster's Spirit in yards.

When the ritual is complete, the arcane skill roll may be attempted. If successful, the area is consecrated. If the roll is failed, the caster must start from scratch. Sanctified or Despoiled areas cannot touch or overlap, and attempting to do so will automatically fail. Unless the area was previously hallowed, it cannot be within 10 miles of any other Sanctified ground. (The same is true for Despoiled areas.) Any supernaturally evil (or good, if appropriate) creature that attempts to enter the sacred ground must make a Spirit roll at each round or suffer a wound.

Silence

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 3 (1/round)

Much like the Obscure Power, except this one creates an area of absolute quiet over a Large Burst area. No sound can be made or heard within the space while the Power is active. This will effectively shut down any use of Powers for all but Adepts (and in later material, those who use Arcmancy).

Size Changing

Rank: Special

Power Points: Special

Range: Touch

Duration: 1 minute (1/minute)

This power allows the caster to alter the size (up or down) of the target. All items carried or worn by a person changed by this spell are also changed accordingly. In the case of weapons, this may mean their damage ratings go up or down (the GM must decide the final effect). If the effect is unwanted, the target gains an opposed Spirit roll (against the caster's arcane skill) to resist the effect.

The effects of changing size are based on the *Size* and *Small/Large/Huge* entries in the *Savage Worlds* core rules. Both positive and negative effects apply when the new size is achieved.

The cost in Power Points is based on the size change desired. Also, the amount of change allowed is based on the Rank of the caster. The following table indicates what is possible, and the cost, based on the Rank of the caster.

Cost	Rank	Size Change
4	Seasoned	Small (-2 Tough and to be hit); Large (+4 Tough, +2 to be hit)
6	Veteran	Great (+6 Tough, +3 to be hit)
10	Heroic	Tiny (-4 Tough and to be hit); Huge (+8 Tough; +4 to be hit)
20	Legendary	Gargantuan (+10 Tough and Strength Damage, +4 to be hit; Attacks vs Small Burst Area, Heavy Armor)

Storm**Rank:** Veteran**Power Points:** 8**Range:** 5 square miles**Duration:** 2d6 hours

Storm summons up a small but powerful squall that can cause vessels to become lost (or perhaps even sink), deter pursuers over land, and even do great damage to a local area. It takes four full rounds of concentration to cast, during which time clouds begin to form overhead. If successful, rain falls, lightning crashes, and a sudden storm manifests over an area 15 miles square and centered on the caster.

The effects of the storm count as Hazards; every 10 minutes a character spends trapped in the full fury of a storm, they should make a Vigor check or suffer Fatigue conditions. In general, expect limited visibility and severe damage to wooden buildings, crops, and ships.

Those with this power can also cause an existing (non-supernatural) storm to become calm in a matter of minutes.

Succor**Rank:** Novice**Power Points:** 1**Range:** Touch**Duration:** Permanent

Succor removes one Fatigue level, or two with a raise. It will also remove a character's Shaken status, if any.

Succor may be used to restore consciousness to those who have been Incapacitated due to wounds as well, though the wounds remain. It does not stop bleeding or otherwise stop mortal wounds from worsening, however. The caster may never use Succor on themselves.

Summon Entity**Rank:** Special**Power Points:** Varies**Range:** Spirit**Duration:** 3 (1/round)

This spell enables a caster to summon an entity appropriate to their style of magic. The being is inclined to aid the summoner and either serves in the name of their common cause or because the magics used to summon it force its service (though it may have a comment about being summoned for minor tasks). Communication is verbal for intelligent, sentient beings, or else through a mental link for less sophisticated beings (who still have their own ways of thinking, mind you).

The stats for such creatures are in the Shaintar Bestiary.

Cost	Rank	Examples
3	Seasoned	Honored Dead, Childer
5	Veteran	Celestial of the First Host, Greater Childer
10	Heroic	Celestial of the Second Host, Demon
20	Legendary	Celestial of the Third Host, Demon Lord

Telepathy**Rank:** Novice**Power Points:** 2**Range:** Any**Duration:** 3 (1/round)

Telepathy is used to communicate mentally with other people. If the target is willing, a normal roll is all that is needed to succeed. Otherwise, the roll is opposed by the target's Spirit. Success allows communication with the target. Only those thoughts and images the participants wish to send can be sensed; anything more requires Mind Reading.

If the caster cannot see their target, they must know and be able to identify the intended recipient in some reasonable fashion. The roll to reach someone under these circumstances is -2 if they are within a mile. It is -4 if they are farther away than that. Reaching someone on another plane of existence (for example, contacting someone in The Eternal Forest from within Shaintar) is beyond all but Legendary casters. (Even then, it is still difficult and at the GM's discretion.)

Each conversation established via Telepathy counts as a separate spell for purposes of maintenance penalties.

Telepathy can be used to speak with entities with whom you do not share a language; communication is based on thoughts and images. However, this can be difficult and is limited to exchanging simple ideas. The stranger the being (spirits, monsters, or beings from entirely different realms), the more complicated even the most basic communication can be.

Transformation

Rank: Heroic

Power Points: Special

Range: Touch

Duration: 3 (1/round); Special

This very powerful and infamous effect allows the caster to transform objects and creatures into something very different from what they currently are. The degree of transformation directly affects the final cost in Power Points, so only the most powerful casters can make truly dramatic changes to things. Permanent changes are extremely costly, and it takes a true master practitioner to permanently change a living being.

Transformations are measured in terms of Categories and Degrees. The Categories are **Size**, **Form**, and **Substance**. It costs 4 Power Points per Category of change applied. In addition, the GM must determine to what Degree the quality of the target has been changed. The Degrees, and their costs, are measured in terms of the following scale:

Degree	Power Points
No Change	0
Very Similar	2
Somewhat Similar	4
Different	6
Very Different	8

Normally a Transformation lasts only for a few rounds. However, for *double* the total calculated cost in Power Points, the effect will last for a full hour. In the case of inanimate objects *only*, the caster may pay *triple* the final cost in Power Points to make the Transformation permanent. Legendary casters may actually pay to make the Transformation of living beings permanent.

If Transformation is used against an unwilling target, they make an opposed Vigor roll to the caster's arcane skill, and the caster suffers a -4 penalty to their roll.

The following are some examples to better guide the GM in determining the Power Point costs of some Transformations:

- Changing a dagger to a sword would be a **Size** change only (4), and the items are **Very Similar** (2), so it would only cost 6 Power Points (12 for an hour, 18 to be permanent).
- Lead to gold – This is a **Substance**

change (4 Power Points), with 3 Degrees of change (the substances are **Different** to a great degree in quality, but they are still both metals). Thus a cost of 10 Power Points (20 for an hour, and 30 to be permanent).

- **Goblin to Dragon** – This is a change in both **Form** and **Size** (a base 8 Power Points right there). The Degree of Size change is **Very Different** (8 Power Points), and the Degree of **Form** change is also **Very Different** (8 Power Points). The total cost for this Transformation is 24 Power Points (or 48 to last an hour; a Legendary caster could permanently change the goblin into a dragon for a whopping 72 Power Points!).

Wallcrawler

Rank: Novice

Power Points: 2

Range: Touch

Duration: 1 minute (1/minute)

Wallcrawler temporarily grants the target the *Wall Walker* Monstrous Ability as per the *Savage Worlds* core rules. The character may move at his normal Pace over all such surfaces, and can Run normally.

Wilderness Walk

Rank: Novice

Power Points: 1

Range: Touch

Duration: 1 hour (1/hour)

Wilderness Walk allows the target to move through the outdoors quietly and without leaving a trace. The magic quiets the sound of the target's footsteps, adding +2 to his Stealth rolls. It also disguises the target's passage, making them impossible to track.

Wilderness Walk cannot be used indoors or in urban settings.



POWERS USABLE BY MAGIC STYLE

Power	Alchemy	Channeling	Faith	Necromancy	Sorcery	Thaumaturgy	The Way
Animation		X		X	X		
Arcane Shield	X	X	X	X	X	X	X
Armor	X	X	X	X	X	X	X
Barrier		X	X	X	X	X	X
Beast Friend	X	X					X
Blast	X	X	X	X	X	X	
Bolt		X	X	X	X	X	X
Boost Trait	X	X	X	X	X	X	X
Burrow		X					
Burst						X	
Cantrips				X	X	X	
Clairvoyance			X	X	X	X	X
Conceal Arcana	X			X	X	X	
Curse				X		X	
Dazzle	X	X	X		X	X	
Detect Arcana		at will	at will	at will	at will	at will	at will
Deflection		X	X	X	X	X	X
Dispel		X	X	X	X	X	X
Entangle	X	X	X	X	X	X	X
Environment Protection	X	X	X	X	X	X	X
Etherealness	X	X		X	X		X
Fear			X	X		X	X
Fly	X	X	X	X	X	X	X
Greater Healing	X	X					
Guiding Force		X	X		X	X	X
Healing	X	X	X	X		X	X
Illusion				X			X
Invisibility	X			X	X		
Light	X	X	X		X	X	
Lower Trait			X	X	X	X	
Mend		X			X		
Mind's Eye	X		X	X	X		X
Mind Reading			X	X			X
Obscure	X	X		X	X	X	
Phantasms				X	X	X	X
Postcognition		X	X	X			X
Power Tap				X	X	X	
Precognition		X	X	X		X	X
Puppet				X		X	X
Quake		X				X	X

SHAINSTAR: IMMORTAL LEGENDS

Power	Alchemy	Channeling	Faith	Necromancy	Sorcery	Thaumaturgy	The Way
Quickness	X	X	X		X	X	X
Rending				X		X	X
Sanctify/ Despoil		X	X	X		X	
Shape Change		X					
Silence		X	X	X	X		
Size Changing	X				X	X	
Smite		X	X	X	X	X	X
Speak Language	X		X		X		X
Speed	X	X	X		X	X	X
Storm		X				X	
Stun		X	X	X	X		X
Succor	X	X	X				
Summon Entity		X	X	X		X	
Telekinesis					X		X
Telepathy							X
Teleport					X	X	
Transformation	X				X		
Wallcrawler	X	X		X	X		X
Wave Runner	X	X			X		X
Wilderness Walk		X					X
Zombie				X			

MAGIC STYLES

The following are descriptions and added information about the seven known styles of magic in Shaintar. Each has subtle, yet important, differences that make for the diverse and rich magical culture in the realms.

You should take note of the Trappings, for these are important roleplaying elements for the style you are using (or experiencing, if you are on the receiving end). In addition, each style description may indicate special properties to be aware of (for example, Sorcery gives the character access to special variants of Powers called *Applications*). Finally, most styles of magic grant the user access to the Dispel Power; in the description, you will find how the use of this Power varies depending on the type of arcana being dispelled.

Alchemy

The application of alchemical principles and ancient lore to create concoctions of enchanted and eldritch power. Alchemists rely primarily on the greatest sources of material power in Shaintar – *Everwood*, *White Silver*, and *Crysarium*, but there are many other potential sources of mystic power that can be used in alchemical concoctions (such as rare flora and fungi; the organs and blood of magical creatures; and holy water).

Requirements: Alchemist concoctions must normally be imbibed to work (which takes an Action), though in some cases, such as the more assault-oriented materials, simply shaking up and throwing the bottle will suffice (hopefully with a good Throwing roll). Still other applications involve applying the substance externally to the target. (For example, Conceal Arcana is usually an oil

THE COSTS OF ALCHEMY

As I've said elsewhere, I don't spend a lot of time managing money in my campaigns. With that in mind, the cost structure of creating potions is designed to allow Alchemist characters to create a reasonable number of potions without making them an effortless money factory.

In Shaintar, a basic potion of Healing should run around 1000 copper pieces. That's 750 for the materials cost (3 Power Points) and 250 for the Alchemist. This makes potions rather expensive, as they should be. Other than an Alchemist, starting characters should not expect to have access to such wondrous concoctions.

While this may seem like a large sum, keep one thing in mind. As much of half of the cost of materials for an alchemical potion comes not from the rarity of the materials, but from the size of the market (the alchemists). There just aren't enough of them in Shaintar to drive prices down. Alchemist characters should look for the cheaper sources available in some larger cities, or try to find some or all of the materials themselves. Likewise, GM's are highly encouraged to reduce the materials cost as much as half for Alchemist characters who take these routes. The idea is that making a potion should be somewhat costly, but not so much that Alchemists can never replenish their supplies.

continued...

applied topically to magical items.) Naturally, alchemy items can be lost or broken. Should the GM feel particularly nasty, they might "go off" under really stressful situations, such as being caught in an acolyte's hell blast...

Trappings: Alchemy may be the most diverse of all the magic forms, and the effects of alchemical concoctions are unique to their creators. One alchemist's healing potion may smell of lilacs and have tiny phantom flowers float out of the bottle when opened, while another's may be a viscous, noxious goo that

The other side of the coin is selling. Alchemists who have established shops in cities and make regular purchases can get better deals from suppliers as well. More importantly, a well known alchemist can charge full price for his potions because of his customers' trust. Traveling or otherwise unknown alchemists will have a hard time finding a seller, much less getting full price. Besides finding someone with that kind of money, it's a matter of trust. After all, anybody can bottle some swamp water and tell you it'll make you fly! The cost of making potions means demonstrations are too cost prohibitive except for the sale of large quantities, which rarely happens. The end result is that most sales happen from known sellers, and usually to known buyers as well.

Are potions valuable and rare? Yes. Can alchemist characters still make them? Yes, with a little money and effort. Can alchemist characters get filthy rich from selling their potions? If they are ready to give up the hero's life and set up shop in a city, perhaps (much like anyone else with Powers). Otherwise, they can make some decent money occasionally, but are far more likely to use their concoctions in the pursuit of more important goals – such as saving the lives of their friends.

must be crammed down the throat of the victim.

In addition to Powers, the GM should consider allowing some Edges to be converted into potions, as well as entertaining any other creative ideas the Alchemist player may have for formulae.

Arcane Background: Alchemy

Arcane Skill: Alchemy (Smarts)

Starting Power Points: 5

Starting Powers: 4

Alchemists are those intelligent, daring souls who study the more "scientific" principles of the Patterns and understand how to unlock

the metaphysical properties of many strange and wondrous substances in Shaintar. Their Powers are called Formulae. They can concoct various potions and similar applications to be carried by themselves or their companions.

When an Alchemist creates a potion, he predetermines how many of his Power Points go into the potion at that time. Once allocated, and the potion is completed, the Alchemist recovers his Power Points at the normal rate.

For example, if an Alchemist were to create a Potion of Flying, he could put 3 Power Points into this potion (giving the user her Pace in flight). These 3 Power Points are unavailable for anything else until the potion is completed and the Alchemist has had a chance to recover them.

When the potion is created, the player of the Alchemist must roll his Alchemy check at that time. Any raise effects are determined then. As such, a good roll (such as a 10) on an Invisibility Potion will mean it is particularly "potent;" the user will enjoy the fully invisible effect.

It normally takes 1 hour and 250 copper pieces per Power Point that goes into a potion. This is assuming proper facilities and resources. Time and costs double under more rudimentary conditions, and can be as much as halved if a cheaper source of materials, or an excellent workspace can be found.

Mishap: The danger to Alchemy is that it is a tricky, sometimes volatile process. If an Alchemist ever rolls a failure, he should roll his skill again. If he rolls a success on the second roll, he simply wastes the time and resources and must start over. If he rolls a second failure, he suffers a Mishap; all potions created that day are gone, the day is lost, and

all currently available resources have been used up or destroyed in the chaos.

If the first roll comes up a 1 (regardless of what comes up on the Wild Die), the Mishap effect automatically occurs. However, the second roll is necessary, anyway.

If the second roll comes up a 1, the Alchemist is caught in a **Kaboom**. Reagents go flying everywhere, something is likely on fire, and the Alchemist (and anyone else directly present at the time) suffers a wound and must roll on the Injury Table.

Channeling

The focusing of the granted powers from the Ascended, manifesting the Four Paths of Life (Nature, Earth, Sea, and Sky). Druids open themselves to channel the Gifts of the Ascended, which are the Powers they have the ability to choose. In many cases, these Powers have different Trappings based on which Path is being channeled. This is, in most cases, more of a matter of style and taste for the caster, since all druids have access to all Paths. However, when a druid chooses to become a Path Walker, the Path of the Gift they cast will have very much greater meaning (see the *Path Walker* Professional Edge for more details).

Requirements: Based on the Path they are channeling from, the druid must have access to the Path nearby in some fashion. This means stone or metal for Earth Gifts, some form of water for Sea Gifts, trees and plants for some Nature Gifts, and a decent amount of space for Sky Gifts. They must also be able to speak, invoking the names of the Ascended and other spirits to grant their desired Gifts.

Trappings: As per the Path, of course – Stone, earth, and metallic effects for Earth; Water and ice for Sea; Wind and breezes (and

lightning!) for Sky; and plants, animals, or spiritual (shades of green) energy for Nature.

Dispel: The Dispel Power works normally against Channeling, Necromancy (the Powers of Darkness), and Thaumaturgy (the Powers of Flame); -2 vs all other types of Powers.

Faith

The invocation of Archanon's mercy, justice, and will upon the realm of Shaintar. Priests and followers of the Light open themselves to the Lord of Light and his celestial host, channeling the miracles they bestow to better serve the goals and mandates of the Light. Those who are particularly faithful and most directly serve the Will of Archanon may even, on occasion, be able to invoke miracles to which they do not normally have access (strictly by the GM's grace and needs of the story).

Requirements: The faithful must be able to gesture and incant the words and songs of the Church to invoke their miracles. If they have only one hand free, they suffer a -1 to their roll. While standing on a particularly blessed piece of ground, or at a sanctified altar, they may gain a +2 to their *Faith* rolls.

Trappings: Bright flashes and pulsing swirls of light, accompanied by celestial choruses of music and song, go with each invocation. The more powerful the miracle, the greater the display, but there is nothing subtle about Archanon or his miracles.

Dispel: The Dispel Power works normally against Thaumaturgy (the Powers of Flame) or Necromancy (the Powers of Darkness), -2 against all other types of Powers, including Faith.

Necromancy

The Powers of Darkness and undeath are the necromancer's to command. They are not available to player characters, however.

Trappings: Darkness, naturally. Cold and frost, creeping shadows, and evil incantations are also the hallmarks of this wicked power.

Sorcery

The manipulation of the Patterns to weave the energies of the Aether into reality-altering spells. Sorcerers master Principles, which are represented by the Powers list available to them. Once they have the grasp of a Principle, they are often able to learn numerous Applications related to those Principles. A sorcerer can learn and cast any Application (as long as they meet the Requirements for it) for the cost of improving a skill that is below its linked Attribute. This means when such a character earns an Advance, the player can choose to raise two skills that fall below their linked Attributes, learn two Applications, or a combination of one each.

Note: Players of sorcerers may well explore coming up with new Applications; the GM should use the Applications below as guidelines.

Requirements: Sorcerers must be able to gesture with at least one hand free (-1 to *Sorcery* rolls if not using both hands), and they must be able to incant the verbal formulae that harness the Patterns to their will.

Trappings: Displays of pure eldritch energy, which is various shades of purple; floating mystic runes dancing around the head and hands of various colors; lots of noise and excitement. Sorcerous magic is not subtle in the casting.

Dispel: The Dispel Power works normally against Sorcery, Necromancy (the Powers of Darkness) and Thaumaturgy (the Powers of Flame); -2 vs all other types of Powers.

Applications

Alain's Unerring Dart

Requirements: Seasoned, Bolt

For +2 Power Points, the range of the Bolt Power is extended to 96, and there is **no** Range Penalty applied.

Auberik's Armor Enhancement

Requirements: Seasoned, Armor, Barrier

For +2 Power Points, the Armor Power is enhanced to negate any Armor Piercing bonus an attacker may have against the target.

Bran's Expanded Awareness

Requirements: Seasoned, Boost Trait, Conceal Arcana

For +2 Power Points, Boost Trait can be cast to enhance Smarts and it will also enhance the target's *Investigation*, *Notice*, and *Tracking* skills by the same amount (one die type, or two with a raise).

Fandrigar's Long Health

Requirements: Seasoned, Boost Trait

For +3 Power Points, Boost Trait can be cast to enhance Vigor, and the duration becomes 1 minute (1/minute). Note that a target's Toughness will, by default, be raised by an increase to Vigor.

Gabriel's Clumsy Oaf**Requirements:** Seasoned, Lower Trait

For +2 Power Points, Lower Trait can be cast to deplete Agility and it will also reduce the target's *Fighting*, *Shooting*, and *Throwing* skills by the same amount (one die type, or two with a raise). Note that a target's Parry is affected by default when Fighting is lowered.

Gabriel's Doddering Fool**Requirements:** Seasoned, Lower Trait

For +2 Power Points, Lower Trait can be cast to deplete Smarts and it will also reduce the target's *Notice*, *Knowledge*, and all Smarts based arcane skills by the same amount (one die type, or two with a raise).

Gabriel's Weak Child**Requirements:** Seasoned, Lower Trait

For +1 Power Point, the target's Strength and Vigor are reduced by the same amount (one die type, or two with a raise). Note that a target's Toughness is affected by default when Vigor is lowered.

Kaine's Piercing Spear**Requirements:** Seasoned; Bolt

For +1 Power Point, the Bolt Power gains an Armor Piercing value of +2. For +2 Power Points, the Armor Piercing value is raised to +4.

Kaine's Tower Bane**Requirements:** Seasoned, Bolt

For double the total Power Point cost, the Bolt Power can be turned into a Heavy Weapon for purposes of dealing with structures and Gargantuan creatures.

Lurien's Battle Enchantment**Requirements:** Veteran, Boost Trait

For +2 Power Points, Boost Trait can be cast to enhance Agility, and it will also enhance the target's *Fighting*, *Shooting*, and *Throwing* skills by the same amount (one die type, or two with a raise). Note that the target's Parry will, by default, be raised by an increase to Fighting.

Ubrek's Inner Strength**Requirements:** Seasoned, Boost Trait, Arcane Shield

For +1 Power Point, Boost Trait can be cast to enhance Spirit and it will also enhance the target's Guts skill by the same amount (one die type, or two with a raise).

Yoz's Siege Ender**Requirements:** Veteran, Blast

For double the final cost of the Blast, the attack is considered a Heavy Weapon for purposes of dealing with structures and Gargantuan creatures.

Thaumaturgy

Thaumaturgy is the power of the acolyte to harness the chaos and destruction of the Flame, as well as to summon demonic forces. These powers are not available to player characters.

Trappings: Never subtle, the Powers of Flame are the fires of the Abyss. Fire and flames, distorted air, waves of heat, and shouted damnations bring this nefarious art to bear.

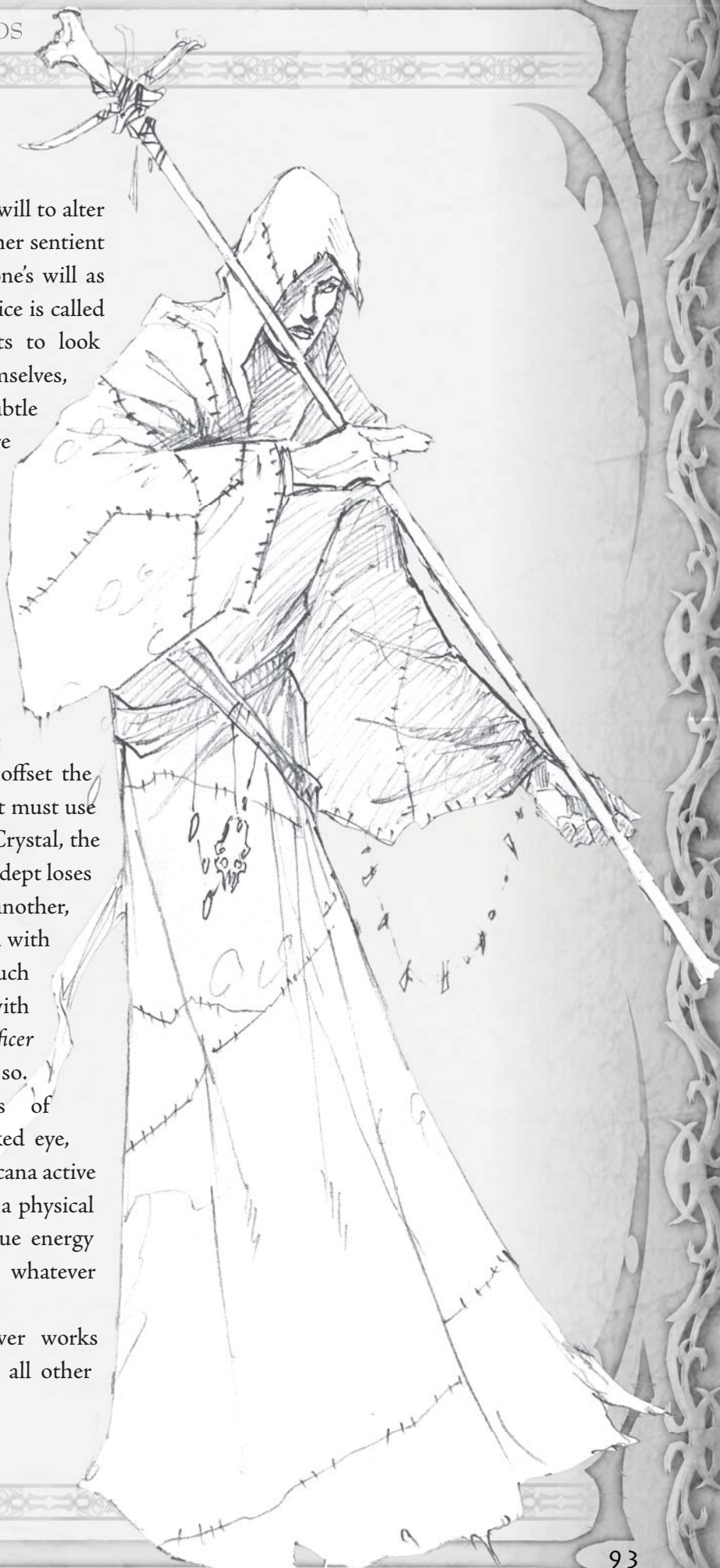
The Way

The focusing of internal strength, spirit, and sheer force of will to alter one's one state or the state of another sentient being, or else the application of one's will as a purely physical force. This practice is called "The Way" and it teaches adepts to look inward, instead of outside of themselves, to master their powers. At once subtle and frightening, adepts are more feared and misunderstood than any other wielder of power. Then again, perhaps they are feared because others understand all too well what they can do...

Requirements: The Way is a taxing form of mystical power, and as such, adepts are trained to use *Focus Crystals* (carved from the mineral substance, *Crysarium*) to offset the drain upon themselves. If an adept must use a Discipline without their Focus Crystal, the Power Point cost is *doubled*. If an adept loses their Focus Crystal and must find another, or decides they would like to bond with another, more powerful Crystal (such as one that has been imbued with Essence points via the *Arcane Artificer Edge*), it requires a Level Up to do so.

Trappings: Many Powers of The Way are invisible to the naked eye, requiring someone with Detect Arcana active to sense what is going on. When a physical manifestation occurs, swirls of blue energy coalesce around the adept and whatever target may be involved.

Dispel: The Dispel Power works normally against The Way; -2 vs all other types of Powers.



CHARACTER ARCHETYPES

Included on the following pages are eight “archetypes.” These are examples of classic heroes in Shaintar. Complete and ready to play, each has been created according to the rules, given their Edges, Hindrances, had their powers selected, and so forth. They have also been given, (and have spent) 10 bonus Experience Points, as per the GM to GM section Starting Ahead of the Game. Gear has been assigned, rather than purchased.

These archetypes are provided for several reasons. For those who don’t want to waste time making characters when there’s adventure calling, simply pick a character you like and go! They also provide an example, both of the style of heroes in Shaintar, and how the rules, Edges, Hindrances, and Powers actually come together to make a character. Some players may also wish to use these as inspiration for their own characters. Others may use them as a literal starting point by taking an archetype and modifying it to suit their tastes.

These archetypes, however, are by no means the only types of heroes in Shaintar. The only real limits are the player’s desires and the Game Master’s approval. After all, it’s your story.



ORC RANGER

"It is said that the gobliness live in the 'between places.' That's fair. We have made our homes throughout Shaintar in the wilderness and on the edges of civilization. Yet it would be folly to think us barbarians, for we have a deep and rich culture, one in harmony with the lands we live.

"I know my way around the wild places, and I feel the pulse of the living lands in my blood. I can find shelter and water for you, lead you when you are lost, and hunt with you – whether our game be a stag for the evening meal, or undead abominations that would corrupt the living lands.

"With axe and bow, I stand ready to defend the lands, and to avenge those who are not strong enough to defend themselves."

AGILITY: d8

SMARTS: d6

SPIRIT: d6

STRENGTH: d8

VIGOR: d8

Pace: 6"

Parry: 6

Toughness: 7 (9)

Charisma: -4 (-2 among gobliness)

Skills: Climbing d4, Fighting d8, Guts d6, Healing d6, Notice d6, Shooting d8, Stealth d6, Survival d6, Tracking d6

Edges/Abilities: Thermal Vision, Brawny



Hindrances: Dim (Limited Smarts), Bestial Appearance, Outsider, Loyal, Vengeful (Minor), Vow (Major): Will defend the lands against Darkness and Flame

Powers: None

Essence: None

Gear: Full Scale Mail (+2, -4 Called Shots), Bow (2d6 Damage, 12/24/48 Range), 20 Arrows, Battle Axe (Str+3 Damage), Woodland Survival Gear

Experience: 10

Rank: Novice

HUMAN ROGUE

"It's a dangerous world, no doubt. Sometimes straight through isn't the best way. Sometimes, around the back and under the cover of night is the way to go to get the job done.

"Don't get me wrong – I love showing off when the time is right. I'm not strictly in this for the money, either, though that's always a nice benefit if you play your cards right and stay alert to opportunities. I just appreciate the power of subtlety and craftiness, and I can help you get things done in ways that don't always draw the wrong kind of attention.

"I know a little about a lot, and if I like what you're up to, I'll come along just for the chance to see something new in the world."

AGILITY: d8

SMARTS: d6

SPIRIT: d6

STRENGTH: d6

VIGOR: d6

Pace: 6"

Parry: 7

Toughness: 5 (6)

Charisma: 0

Skills: Boating d4, Climbing d6+2, Fighting d8, Gambling d4, Guts d4, Lockpicking d8+2, Notice d6, Persuasion d6, Stealth d8+2, Streetwise d4, Throwing d6

Edges/Abilities: Ambidextrous, Acrobat (+2 Agi rolls), Thief (+2 appropriate skills)



Hindrances: Curious (Major), Greedy (Minor), Loyal

Powers: None

Essence: None

Gear: Partial Leather Armor (+1, -2 Called Shots), Short Sword (Str+2 Damage), Dagger (Str+1 Damage), Throwing Knives x4 (Str +1 Damage, 3/6/12 range), Lockpicks, Extra Pouches

Experience: 10

Rank: Novice

ELDAKAR SORCERER

"No one knows the Patterns of magic the way my people do, and I am proud to carry on the tradition of this knowledge. Now, more than ever, those who understand the Aether are desperately needed to stem the tide of what is to come.

"No, I don't know exactly. All I can say for certain is that the threads of the Patterns tremble; as though something tugs on their distant ends. There are whispers in the Aether that Time itself may be facing a great change. These are the kinds of things you learn when you study with ancient masters.

"My time for study is at an end, though. The time to act has come, and I will not hesitate to use both my knowledge and my power for the greater cause. If you understand that, we will do well together."

AGILITY: d6

SMARTS: d10

SPIRIT: d10

STRENGTH: d4

VIGOR: d6

Pace: 6"

Parry: 5 (6)

Toughness: 5

Charisma: 0

Skills: Fighting d6, Guts d6, Investigation d6, Knowledge: Magic d10, Knowledge: Cosmology d6, Notice d8, Sorcery d10

Edges/Abilities: Low-light Vision, Detect Arcana (+2), Unearthly Fae Beauty (+2 Charisma), Sorcerer, Power Points



Hindrances: Gossamer (Limited Strength and Vigor), Enemies (Creatures of Darkness and Flame), Weakness (+4 Damage from Black Iron and Blood Steel), Curious (Major), Ugly (Cancels normal Fae Beauty), Loyal, Vow (Major): Discover the Mysteries Told of in the Aether

Powers: Cantrips, Armor, Bolt, Silence
Essence: 15 (+5)

Gear: Everwood Staff (Str+1 Damage, Parry +1, Reach 1, 2 hands; +5 Essence Bond), Pouches, Scrolls, Quills, Ink

Experience: 10

Rank: Novice

DWARF WARRIOR

"The ancient stories are more than mere tales, it's startin' to seem. The Elders won't say for certain what's goin' on, but many of us are fairly certain the dwarves are smack in th' middle of it.

"I'm not one for waitin' around. Those Olaran lads are gonna have their hands full when the Emperor's hordes come callin', and I mean t' be there helpin' where I can. That is, unless somethin' more important comes along that seems t' need the likes o' me to see it through.

"If yer a decent sort with a genuine need o' help, I probably got time to see ye through to wherever it be yer goin'. After all, the war that's comin' is like to be goin' for a while, I'm thinkin'."

AGILITY: d6

SMARTS: d6

SPIRIT: d6

STRENGTH: d8

VIGOR: d10

Pace: 6"

Parry: 7

Toughness: 7 (10)

Charisma: 0

Skills: Climbing d4, Fighting d10, Guts d6, Intimidation d6, Notice d4, Repair d6, Shooting d6, Survival d4

Edges/Abilities: Low-light Vision, "The Old Ways" (+2 involving metals, stone, etc.), Intestinal Fortitude (Guts based on Vigor), Berserk



Hindrances: Stoic (Limited Spirit), Cannot Swim, Slow (Base Pace 5"), Heroic, Big Mouth, Stubborn

Powers: None

Essence: None

Gear: Partial Chain Mail (+3, -2 Called Shots), Short Sword (Str+2 Damage), Dwarven Axe (Str+3 Damage, AP 1), Crossbow (2d6 Damage, AP 2, 15/30/60, 1 Action to reload), Metal Tankard

Experience: 10

Rank: Novice

KORINDIAN DRUID

"The Ascended may well have worked to bring us together, for long have I walked these lands looking for the right path. My people are not immune to the dangers that come, and some of us have chosen to join the mainlanders in their fight against what comes.

"I do not cherish violence, and would far prefer to heal the sick and injured than bring harm to any. However, I am no child – the demons of the Flame care nothing for Life, and they must be opposed. What training I have and what gifts I've been blessed with are yours, if your path is one where we can do good in a world threatened by great evil.

"I will have no need of coins; such is not the way of my people. You can have my share of whatever... 'money' comes along."

AGILITY: d8

SMARTS: d6

SPIRIT: d8

STRENGTH: d6

VIGOR: d6

Pace: 6"

Parry: 7 (8) (Ranged attacks -1 to hit)

Toughness: 5 (7)

Charisma: -2 (0 among Korindians)

Skills: Fighting d8, Channeling d8, Guts d6, Healing d6, Knowledge: Magic d4, Notice d6, Survival d4, Swimming d4

Edges/Abilities: Low-light Vision, Trained from Birth (Block and Dodge), Druid, Kor-In Student, New Power



Hindrances: Law of Kor, Outsider,

Weakness: +2 Damage from Black Iron and Blood Steel, Vow: Tenets of Faith (Major), Heroic, Pacifist (Minor), All Thumbs

Powers: Healing, Stun, Deflection

Essence: 10 (+5)

Gear: Korindian Studded Leather (+2, -2 Called Shots), Everwood Staff (Str+1 Damage, Parry +1, Reach 1, 2 hands; +5 Essence Bond), Healing Salve (2 doses)

Experience: 10

Rank: Novice

BRINCHIE GUARDIAN

"There was a time when I made a comfortable living working for bad men in the Malakar Dominion. It's not like I really got into what they were about; I just scared people who got too close to the bosses, and occasionally I went to 'explain' things to people who got on their bad side. I made good money, got to see some action occasionally, and people respected me.

"I met this druid passing through the area. Well, to be honest, I was sent to deal with him; the Dominion doesn't much care for druids in their cities. He faced me, all calm and serene, and explained how it was time for me to embrace the power of my past and the potential of my future. I had no clue what he was talking about, but something must have gotten through. Suddenly I realized that it didn't matter how many people respected me. I really didn't respect myself anymore.

"I have skills and talents you probably need. Give me something to believe in, friend..."

AGILITY: d8

SMARTS: d6

SPIRIT: d6

STRENGTH: d8

VIGOR: d6

Pace: 8" (d10 Run)

Parry: 8 (9)

Toughness: 5 (7)

Charisma: 0 (-2)



Skills: Climbing d4, Fighting d10, Guts d6, Intimidation d6, Notice d6, Stealth d6, Streetwise d4

Edges/Abilities: Acrobat (+2 Agility checks), Natural Claws (Str+1), Ambidextrous, Two-Fisted

Hindrances: Flighty (Limited Smarts), Outsider, Needs Action (see text), Overconfident, Loyal, Enemies: Malakar Dominion agents (Minor)

Powers: None

Essence: None

Gear: Partial Scale Mail (+2, -2 Called Shots), Lo-sska (Str+3 Damage), Rrka (Str+2 Damage), Sharpening Stones and Oils for maintaining weapons

Experience: 10

Rank: Novice

AEVAKAR PALADIN

"I know what they say about me. I may be a bit dense, but I'm not deaf. It was never my gift to be especially clever. I am full of faith, though. From the time I first saw the sun come up over the mountains, stared into the twinkling stars of the night, I knew the call of the Light. That has always been enough for me.

"I'm good with a sword. One of the best, really. The sword is Archanon's symbol, indicating His call to defend the weak and bring justice and honor to this land. I'm also gifted with a good voice, and I will speak Archanon's teachings as best I can. I will call for peace and diplomacy where it is possible. It's said that his greatest servants are the angels my people are said to descend from. I hope this is true, for there would be no greater honor in my life than to rejoin the Celestial Aeries and serve the Light forever.

"For now, I will serve here, where the need is great. What will you do?"

AGILITY: d8

SMARTS: d4

SPIRIT: d8

STRENGTH: d6

VIGOR: d8

Pace: 6" / 12" Flight (d10 "Run")

Parry: 8 (10)

Toughness: 5 (7)

Charisma: +1



Skills: Fighting d12, Guts d6, Healing d4, Intimidation d6, Knowledge: Flame Creatures d4, Notice d6, Persuasion d6

Edges/Abilities: Low-light Vision, Wings, Fae Beauty, Atypical, Paladin (+2 Damage against Flame/Darkness, +2 Toughness vs. their attacks; Detect Flame and Darkness, Spirit check in Spirit radius, at will)

Hindrances: Dense (Limited Smarts), **Weakness:** +3 Damage from Black Iron and Blood Steel, Enemies: Shayakar and Childer, Light Frame (-1 Toughness), Vow: Tenets of Faith (Major), Heroic, Loyal, Stubborn

Powers: None

Essence: None

Gear: Full Scale Mail (+2, -4 Called Shots), Longsword (Str+3 Damage), Large Shield (+2 Parry, +2 Armor vs Ranged damage)

Experience: 10

Rank: Novice

HUMAN ADEPT

"Your passions can serve you well, but they may well be your undoing if you do not contain them to your purpose. Oh, my apologies – I am doing it again. We were taught at great lengths to study actions and the emotions that drive them. In this way, we can better understand how to help our friends, as well as how to better defeat our enemies.

"The Azure Citadel has long been preparing for these days, as have our brothers in the Jade Flame. It is my greatest hope to train with them and learn their ways. Combining the strengths of both schools may help me truly prove that Adepts are a vital and important part of the world, to be embraced as brothers and sisters in the great conflicts to come.

"The strength of my arm and the strength of my will are both at your service, so long as your path is one of good intent."

AGILITY: d8

SMARTS: d6

SPIRIT: d8

STRENGTH: d6

VIGOR: d6

Pace: 6"

Parry: 6

Toughness: 5 (6)

Charisma: 0

Skills: Fighting d8, Guts d6, Notice d6, Persuasion d8, Stealth d4, Survival d4, The Way d10, Throwing d8



Edges/Abilities: Adept (Detect Arcana), Order of the Azure Citadel (see text)

Hindrances: Heroic, Vow: Loyal Student of the Azure Citadel, Quirk: Regularly analyzes companions' actions and emotional states

Powers: Mind Reading, Armor, Boost Trait

Essence: 10 (+5)

Gear: Partial Leather Armor (+1, -2 Called Shots), Longsword (Str+3 Damage), Throwing Spear (Str+2 Damage, 3/6/12), Focus Crystal (+5 Essence Bond)

Experience: 10

Rank: Novice





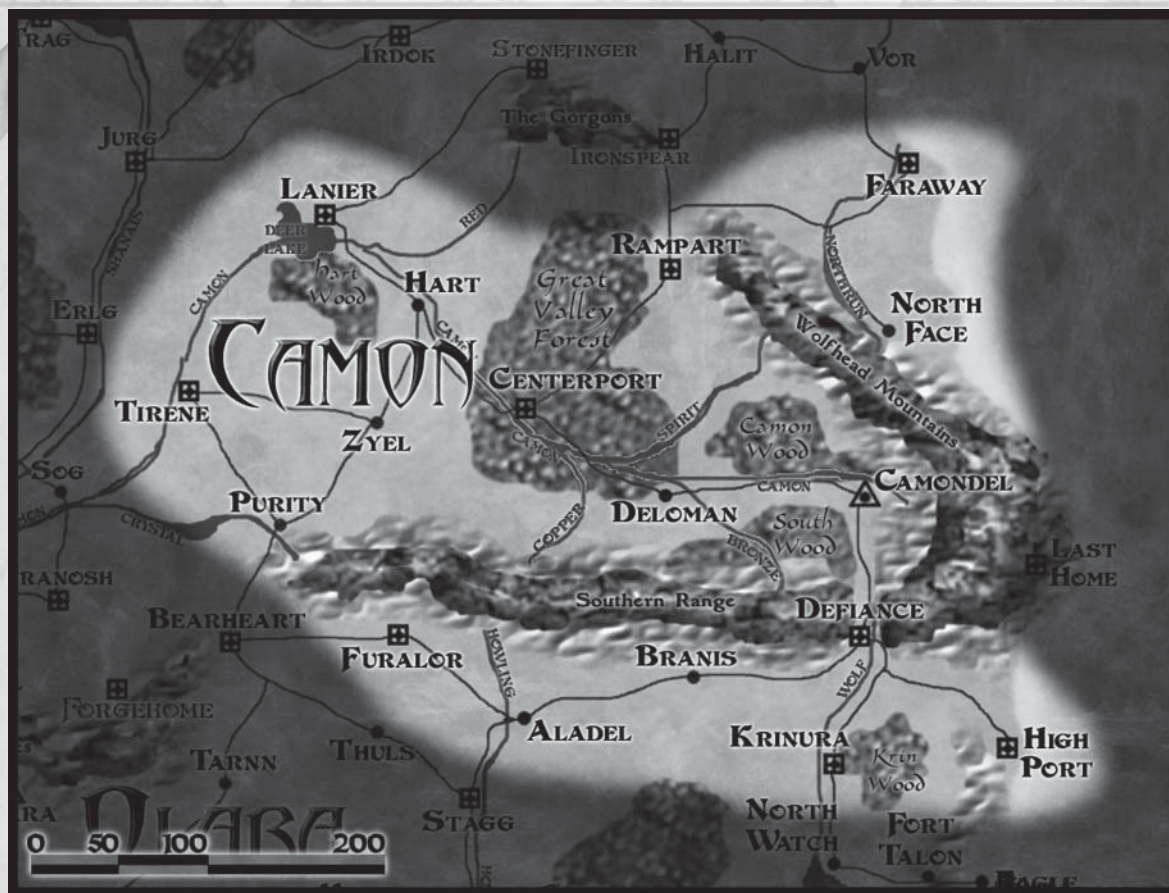
DREGORDIA

The tropical, jungle-covered lands of the lizard-like dregordians. It is said that there are great, thundering lizards, perhaps the offspring of the mighty Dragons, roaming the heart of the jungle, and certainly it a dangerous place for those not prepared or well-guided. Just as they tame their own natures, so do the dregordians tame their land. Exotic goods, sold for great prices in their port cities, flow from the lush, green jungle. Due to the heat and the hidden dangers, it is rare to find other races here.



THE KINGDOM OF GALEA

Given to a moderate, temperate climate, extraordinary farm land, and a sturdy population, this is the most successful and prosperous of the Southern Kingdoms. Since the time of its founding, Galea has always been ruled by a benevolent monarchy, with both kings and queens having sat the throne. A council of Dukes helps guide and rule the lands, and a Council of Rulers, comprised of the other primary factions of the Kingdoms, helps guide the greater hand of this most powerful of nations. Vast acres of farmland, rolling plains, and gentle hills are found throughout the kingdom, as are a few mountains and forests. All races are found here, though humans are the primary presence.



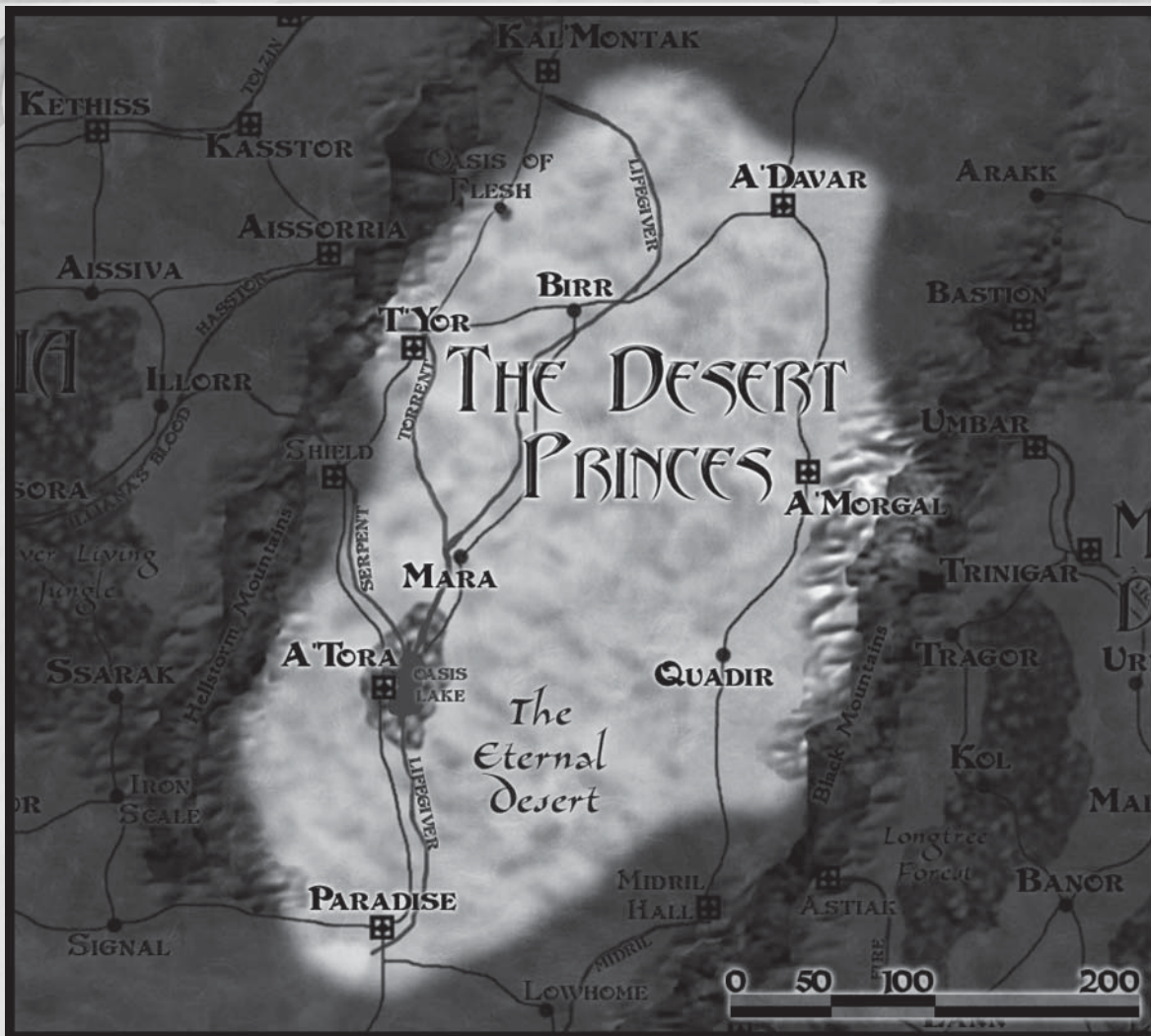
THE PRELACY OF CAMON

Nestled in the life-giving valley of the Wolfhead Mountains, years of war and desolation came to an end as the Church of Archanon rose to bring peace and order. Eventually, the Church took over and brought the lands around it under one rule, whereby church and state are a single, authoritarian entity. Priests rule territories as well as guide their parishes, while paladins carry law and harsh judgment to all who deny the Church's word. The Church struggles for control of the mines in the mountains (the dwarves and goblins are not keen to give up what is theirs), but all else is within their grasp in the prosperous lands they control. None but humans are welcome in a land where the rule of law and faith decree that only humans stand well in the sight of their stern god.



THE ELVISH NATION

Though in truth, all the Fae and their lands are considered part of the Nation, the greatest part of this body lies within the deep forest of Landra' Feys. The Quo-Unias of the elvish people resides in Eldara, their most revered center of law and culture. Masters of husbandry with both flora and fauna, the Fae bring the finest goods of both sources to the Southern Kingdoms. All who are friend to their people are welcome in the wood, while enemies will quickly find their doom in the shadows of the trees. Many other races can be found within the embrace of Landra's favored forest, including brinchie, humans, and goblins. One must look carefully for the towns and cities within the realm, for they are almost one with the land. It is as if they grew out of the ground itself, rather than being built upon it.



THE DESERT PRINCES

The lands of the Desert Princes are a testament to the will of humans to rule even the harshest of realms. Once the cradle of the greatest of the ancient empires, the Eternal Desert is now a vast expanse of sand, dotted with oases and rocky, barely livable areas. Forever locked in cycles of peace and violence, the Princes have never long united enough to forge a unified path. Still, there is treasure aplenty in these strange lands, and the intrepid explorer may well find riches in both coin and secrets here. Sadly, there is also the trade of flesh in some places, and those seeking such trade come from throughout Shaintar to buy and sell the bodies of many unfortunate souls. Not all of the youlin aradi - the humans who make up the largest population of the Desert - hold with such practices, which of course gives yet another reason for the cycles of bloodshed there.



THE FREELANDS

Here, at the “end of the world,” a great experiment is underway. Seeking to escape the tyranny of the northern lands, many folk of all races kept moving southward until they could go no further. Finding excellent farmland, ample forestry, and abundant fishing around and within the peninsula, dozens of small communities sprang up. Each of the communities sought to their own affairs, happy to trade with others but seeking no greater rulers or organization to sign on with. Thanks to relative peace and prosperity, this independent nature took root until it was thoroughly enmeshed in their collective culture. To this day, no king has ever ruled over the Freelands. Their trade councils, gatherings of mayors, and the occasional representation of their interests by the Overlord of Lanthor has always sufficed as the closest thing to a central government they need. Thanks to the tireless efforts of the Freelords of Lone Keep, their autonomy and generally free nature remains a central part of their lives.



THE KAL-A-NAR EMPIRE

In the cold, hard lands of the north, dozens of warlords unified their clans and did battle for the right to rule. Eventually, one rose above all others, and out of the fire of that conflict was born the greatest empire Shaintar has ever known. Huge in scope, covering vast territories, the Empire is ruled with an iron fist. The strong are valued, the weak subjugated or cast aside. Only warriors may truly rule at the highest levels, and Ceynara (known by most as the Queen of Hell) is worshiped as the Goddess of War and Patron of the Empire. Other races, even human bloodlines that are not favored as truly Kalinesh, are enslaved and put to work in the fields, mines, and mills of the realm. Those who are deemed worthy are sent into the blood pits, fighting each other and all manner of terrible creatures for the entertainment of a harsh and decadent society. In the outskirts, there remain Kalinesh clans who remember a nobler, more honorable time, and dream of a day of reckoning.



KORINDIA

Hundreds of half-elves, favoring neither human nor elf parentage, followed the one called Kor across the sea to a great island in the West. There they founded a community in a tropical paradise. Abandoning the use of all metal and adopting a harmonious relationship with their environment, the Korindians have a simple, yet rich life. Masters of unarmed combat and defending themselves with only that which Nature provides, the Korindians enjoy one of the truly unique cultures in Shaintar. Metal and the normal practices of trade are only allowed within the walled port town of Kor' Davine, and visitors into the rest of the islands are carefully watched and prevented from damaging the island with their "mainlander ways." Aside from Dregordia, tropical delicacies and goods can only be found in the western and southwestern islands, and Korindia exports quite a large number of specialty goods that only they can produce. Though there have been rare exceptions, only Korindians are allowed to live on the island, outside of Kor' Davine.



THE MALAKAR DOMINION

In the shadow of the Black Mountains, the would-be tyrants of the Southern Kingdoms licked their wounds after being driven away by Vol' Aldaya. Their descendents remain to this day, lording over the lands and people with both strength and guile. The ruling body is a fractious collection of criminal overlords, scheming politicos, and powerful wielders of magic, carefully balanced against one another in a great game of subterfuge and machinations. Though they have strong trades in mining, forestry, and agriculture, the greatest export of the Dominion is crime in all its ugly forms. Illicit drugs, slavery, and black market goods flow through cities and are smuggled throughout Shaintar. The people are generally left alone, save for the exorbitant taxes and protection moneys they must pay to various guilds.



NAZATIR

Tan skin and colorful clothes mark a Nazatiran wherever he goes, and the clothes are not the only colorful thing about this land. Some call it the “True Paradise of Shaintar,” and there is good cause to do so. Wealthy folks from throughout the land come to Nazatir to enjoy its perfect weather, lush valleys and gentle hills. Only the terrible storms of the seas ever threaten a nearly-idyllic existence. There is enough to eat on the island, but no great source of wealth, which is why more than a few Nazatirans (who have always been masters of the sea) have turned to piracy as a means to increase their fortunes. Though the people do a good trade in such things as olives, color dyes, and exotic clothing, the greatest source of wealth to them is the sea in all its means. Fishing, shipping, and the aforementioned piracy all bring coin to the coffers of their clan leaders. Though the vast majority of the people in this area are human, there is a higher percentage of brinchie here than found in most other places around Shaintar, and a notable number of Dregordians and Korindians.



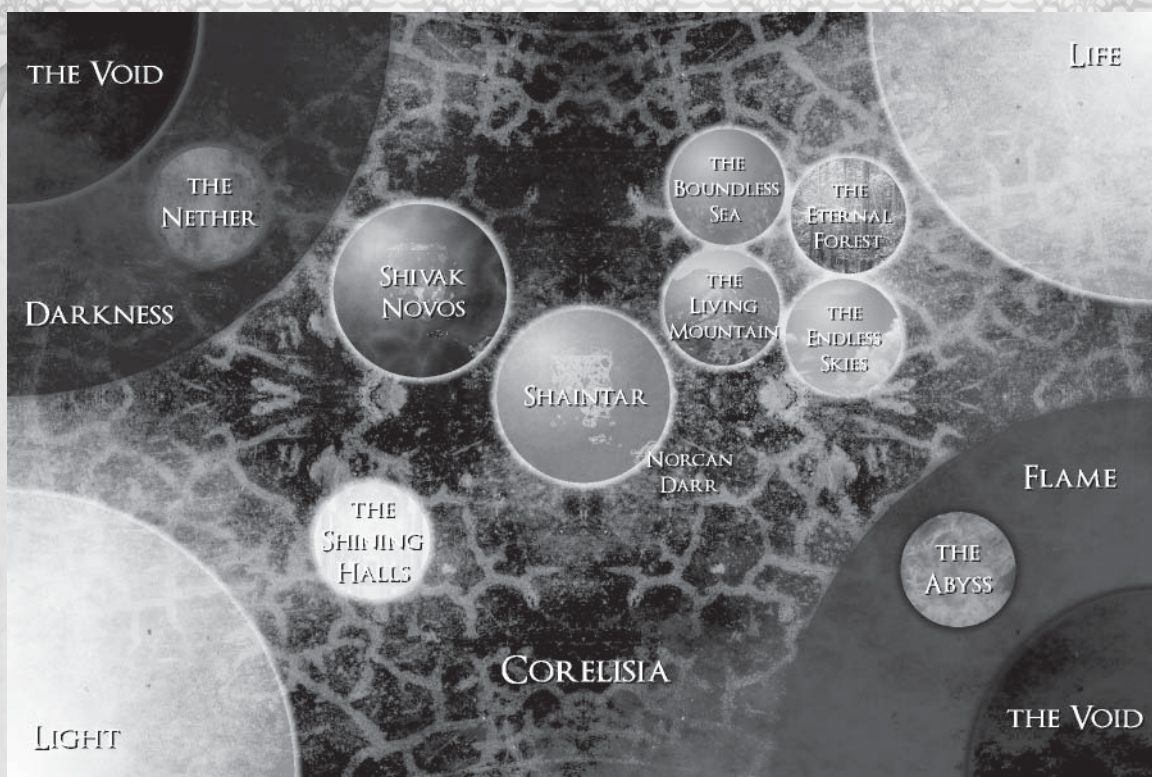
THE KINGDOM OF OLARA

The Forges define both the physical and spiritual heart of Olara, where a large number of exiles from the Empire made their final stand against the onslaught and carved out a nation in the process. Humans and dwarves stand shoulder to shoulder in the military and the mines here, with a long-standing tradition of excellence in both endeavors. The finest arms and armors are crafted here, as is some of the best ale in all of Shaintar. At once dour and friendly, pessimistic and jovial, the people of Olara understand the need to live for the day, as the morrow may well bring another battle and chance for death. While their climate remains in the temperate ranges, their winters run to the harsh while their summers are relatively mild. The land is rich, and if a bit rocky, has a sturdiness and health to it, much like the people. Though humans and dwarves make up the majority of the population, there are a few of every race to be found, including those goblinish clans who have historically stood on the line against the Empire.



SHAYA'NOR

Dark, gothic, shrouded in an almost constantly overcast sky, the predilections of Shaya'Nor's rulers permeate the whole land. Forestry and farming are their main pursuits, but the great majority of the people are mere vassals and peasants, little more than slaves to those who rule them. At the top of the hierarchy are the vampires, werewolves, and necromancer lords. The Dark Council constantly schemes, looking for ways to ensure that, in the end, Shaya'Nor rules all of Shaintar in Vainar's name. Slavery is very active here, and dwarves are executed on sight, such is the ancient hatred the shayakar hold for them. Cold, damp, and given to very harsh winters, Shaya'Nor is an unforgiving and unpleasant land, yet even here, dark and beautiful mysteries might be found if one knows where to look.



THE CELESTIAL MAP

This image gives you a physical representation of the planar “geography” that Shaintar is connected to spiritually. The Four Powers are represented in each of the four corners. It is noteworthy that both the Nether and the Abyss are pathways to the endless Void...

Between Shaintar and the Four Powers lie realms that represent transitions between the physical and the spiritual. Shivak Novos (the Pale Lands) is a Dark reflection of Shaintar, while Norcan Darr (the Hard Lands) is believed to be simply another physical land on the world of Starfall (albeit one much more closely tied to the Abyss). Archanon’s Shining Halls stand as the gateway to the glorious plane of Light, while the Four Paths to Life run through the Boundless Sea, the Eternal Forest, the Living Mountain, and the Endless Skies, respectively.

The spiritual space that connects all of these is known as Corelisia, and within it are many mysteries still unknown to all...

DESCRIPTION: _____

DERIVED STATS	Normal	Modified
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<i>normally 6"</i>	—	Pace	—
<i>2 + half Fighting</i>	—	Parry	—
<i>2 + half Vigor</i>	—	Toughness	—
<i>usually 0</i>	—	Charisma	—
<i>Power Points</i>	—	Essence	—

HINDRANCES

[illegible]

ARMOR	Protection	Called Shot	Notes
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[illegible]

BACKGROUND: _____

[illegible]

GEAR: _____

MONEY: _____

ESSENCE/AMMO:

POWERS	Essence	Range	Duration	Effect
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[illegible]

WOUNDS	FATIGUE
-1	-2
-2	-1
-3	INC
INC	-2
-1	-1

INJURIES: _____

Agility
Smarts
Spirit
Strength
Vigor

SHAINITAR ALLY SHEET

Pace
Parry
Toughness

EDGES AND HINDRANCES:

SKILLS

Climbing
Fighting
Guts
Intimidation
Notice
Riding
Shooting
Stealth
Taunt
Throwing

NAMES

Personality

Notes

FATIGUE

-1
-2
INC

GEAR

Range or Protection

Damage or Called Shot

Notes

AMMO

Full
High
Low
Out

AMMO

Full
High
Low
Out

INC

-2

-1

FATIGUE

SKILLS

Climbing
Fighting
Guts
Intimidation
Notice
Riding
Shooting
Stealth
Taunt
Throwing

NAMES

Personality

Notes

GEAR

Range or Protection

Damage or Called Shot

Notes

EDGES AND HINDRANCES:

Pace
Parry
Toughness

Agility
Smarts
Spirit
Strength
Vigor

NAME: _____
 PLAYER: _____
 RACE: _____
 RANK: _____

	Normal	Modified
DERIVED STATS		

BACKGROUND: _____

DERIVED STATS	Normal	Modified
<i>normally 6"</i>	—	Pace —
<i>2 + half Fighting</i>	—	Parry —
<i>2 + half Vigor</i>	—	Toughness —
<i>usually 0</i>	—	Charisma —
<i>Power Points</i>	—	Essence —

HINDRANCES

[illegible]

ESSENCE/AMMO:

POWERS	Essence	Range	Duration	Effect
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ARMOR	Protection	Called Shot	Notes
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WOUNDS	FATIGUE
-1	-2
-2	-1
-3	
INC	
INJURIES: _____	

Agility
Smarts
Spirit
Strength
Vigor

SHAIN TAR ALLY SHEET

Pace

Parry

Toughness

EDGES AND HINDRANCES:

SKILLS

Climbing
Fighting
Guts
Intimidation
Notice
Riding
Shooting
Stealth
Taunt
Throwing

NAMES

Personality

Notes

FATIGUE

-1

-2

INC

GEAR

Range or Protection

Damage or Called Shot

Notes

AMMO

Full

High

Low

Out

SHAIN TAR ALLY SHEET

Pace

Parry

Toughness

EDGES AND HINDRANCES:

Agility
Smarts
Spirit
Strength
Vigor

SKILLS

Climbing
Fighting
Guts
Intimidation
Notice
Riding
Shooting
Stealth
Taunt
Throwing

NAMES

Personality

Notes

FATIGUE

-1

-2

INC

GEAR

Range or Protection

Damage or Called Shot

Notes

AMMO

Full

High

Low

Out

SHAIN TAR CALENDAR

 UNIDAR
DIADAR
LIADAR

SPRING

FALLING ICE

1ST	2ND	3RD	4TH	5TH	6TH
1	2	3	4 c	5	6
7	8 c	9	10	11	12 •
13	14	15	16 c	17	18
19	20	21 •	22	23	24
25 •	26	27	28	29 ◊	30
31	32	33 ◊	34*		

FIRST HUNT

1ST	2ND	3RD	4TH	5TH	6TH
			1	2	3
4 c	5	6	7	8 •	9
10	11	12 •	13	14	15
16 •	17	18	19	20	21 •
22	23	24	25 •	26	27
28	29 ◊	30	31	32	33 ◊

GOLDEN EAGLE

1ST	2ND	3RD	4TH	5TH	6TH
1	2	3	4 c	5	6
7	8 c	9	10	11	12 •
13	14	15	16 •	17	18
19	20	21 •	22	23	24
25 •	26	27	28	29 ◊	30
31	32	33 ◊			

PLANTING MOONS

1ST	2ND	3RD	4TH	5TH	6TH
			1	2	3
4 c	5	6	7	8 •	9
10	11	12 •	13	14	15
16 •	17	18	19	20	21 •
22	23	24	25 •	26	27
28	29 ◊	30	31	32	33 ◊

SUMMER

RED WOLF

1ST	2ND	3RD	4TH	5TH	6TH
1	2	3	4 c	5	6
7	8 c	9	10	11	12 •
13	14	15	16 c	17	18
19	20	21 •	22	23	24
25 •	26	27	28	29 ◊	30
31	32	33 ◊			

ETERNAL SUN

1ST	2ND	3RD	4TH	5TH	6TH
			1	2	3
4 c	5	6	7	8 •	9
10	11	12 •	13	14	15
16 •	17	18	19	20	21 •
22	23	24	25 •	26	27
28	29 ◊	30	31	32	33 ◊

THUNDER HAWK

1ST	2ND	3RD	4TH	5TH	6TH
1	2	3	4 c	5	6
7	8 c	9	10	11	12 •
13	14	15	16 •	17	18
19	20	21 •	22	23	24
25 •	26	27	28	29 ◊	30
31	32	33 ◊			

FESTIVAL MOONS

1ST	2ND	3RD	4TH	5TH	6TH
			1	2	3
4 c	5	6	7	8 •	9
10	11	12 •	13	14	15
16 •	17	18	19	20	21 •
22	23	24	25 •	26	27
28	29 ◊	30	31	32	33 ◊

AUTUMN

DANCING CLOUDS

1ST	2ND	3RD	4TH	5TH	6TH
1	2	3	4 c	5	6
7	8 c	9	10	11	12 •
13	14	15	16 c	17	18
19	20	21 •	22	23	24
25 •	26	27	28	29 ◊	30
31	32	33 ◊			

FOREST DANCE

1ST	2ND	3RD	4TH	5TH	6TH
			1	2	3
4 c	5	6	7	8 •	9
10	11	12 •	13	14	15
16 •	17	18	19	20	21 •
22	23	24	25 •	26	27
28	29 ◊	30	31	32	33 ◊

RAINING LEAVES

1ST	2ND	3RD	4TH	5TH	6TH
1	2	3	4 c	5	6
7	8 c	9	10	11	12 •
13	14	15	16 •	17	18
19	20	21 •	22	23	24
25 •	26	27	28	29 ◊	30
31	32	33 ◊			

HARVEST MOONS

1ST	2ND	3RD	4TH	5TH	6TH
			1	2	3
4 c	5	6	7	8 •	9
10	11	12 •	13	14	15
16 •	17	18	19	20	21 •
22	23	24	25 •	26	27
28	29 ◊	30	31	32	33 ◊

WINTER

WHITE STAG

1ST	2ND	3RD	4TH	5TH	6TH
1	2	3	4 c	5	6
7	8 c	9	10	11	12 •
13	14	15	16 c	17	18
19	20	21 •	22	23	24
25 •	26	27	28	29 ◊	30
31	32	33 ◊			

GRAY WINDS

1ST	2ND	3RD	4TH	5TH	6TH
			1	2	3
4 c	5	6	7	8 •	9
10	11	12 •	13	14	15
16 •	17	18	19	20	21 •
22	23	24	25 •	26	27
28	29 ◊	30	31	32	33 ◊

WHITE RIVER

1ST	2ND	3RD	4TH	5TH	6TH
1	2	3	4 c	5	6
7	8 c	9	10	11	12 •
13	14	15	16 •	17	18
19	20	21 •	22	23	24
25 •	26	27	28	29 ◊	30
31	32	33 ◊			

DARK MOONS

1ST	2ND	3RD	4TH	5TH	6TH
			1	2	3
4 c	5	6	7	8 •	9
10	11	12 •	13	14	15
16 •	17	18	19	20	21 •
22	23	24	25 •	26	27
28	29 ◊	30	31	32	33 ◊

*THE 34TH DAY OF FALLING ICE IS NOT CONSIDERED A DAY OF THE WEEK.

Wisdom of Heroes

The old dwarf ran the piece of cornbread around the rim of his plate, sopping up the last bit of red gravy. Eldkossa, the heavily spiced dwarven beef roast, was a favorite dinner of his as a child and, although this meal wasn't prepared by a dwarf, the smell and taste still took him back to those easy-going days. Thorg Firearm popped the cornbread into his mouth and wiped the gravy from his lips with the sleeve of his shirt. The spice and peppers ran through his blood, and brought a flush to his face.

"Ah there's the fire" proclaimed the dwarf.

"Had enough?" asked the Olaran barmaid.

"Aye lass, more than enough"

"That's three copper then, dwarf." While many would find her words abrupt, and maybe a little insulting, Thorg knew better. Olarans weren't known for their diplomatic skills. Olarans were straight forward. Thorg admired that about them for dwarves were the same way.

"One second lass" he said, and reached for his purse. A shock ran up his left arm and Thorg grunted in pain. The old warrior stretched and let the joint pop. Thorg eased back into his chair and sighed heavily.

"Need the healer, dwarf?" asked the barmaid.

"Nay, just a friendly reminder of how old I'm getting. That's three copper you say?"

The barmaid nodded.

"I'll pay his tab for him, m'lady" said a light tenor voice. A silver coin plinked down on the table.

She turned at the sound. A man, not yet eighteen years of age, sat down opposite of Thorg. The barmaid scooped the coins into her gloved hand and eyed them cautiously.

"I promise the coins are good.," the young man said.

The woman, speaking as much to herself as anyone, said "You never know when some scum will try and pass off pewter coins as silver." She nodded to the dwarf, adding, "Tell me if you need anything else, Thorg."

"Aye, lass. And thank you, lad." Although Olaran women are taller and broader than most females on Shaintar, there was still a sway in this woman's hips that brought a wry smile to the dwarf's face. Thorg rose from his chair and made his way to the fireplace across the room. The young Frelander noticed the aging dwarf moved with a pronounced limp.

"Consider it payment, sir," the youth called out, but not yet crossing to the fire.

The dwarf raised both of his eyebrows at this, then pulled a small pouch of tobacco and filled his wooden pipe with the pungent leaves. Soaked in wine spiced with cinnamon and clove, the smell soothed Thorg's nerves.

"Payment for what, lad? I've not offered items or services for barter." Thorg pulled a small branch from the fire to light his pipe. He puffed on his pipe enough to let the tobacco glow in the bowl, drinking in the sweet scent.

"I require wisdom," the young man dared, "Wisdom from a hero."

Thorg Firearm limped his way back to the table and gingerly sat down into his chair. "And what makes you think I'm a hero, farmboy?"

"I...how did you know I was raised on a farm?" the Frelander asked.

"Your tan skin and sun-bleached hair means you've spent many an hour in the sun. Your shoulders are the size of cannonballs which says you've done hard labor for most of your life. Your hands are calloused which means you've worked them well, but there's no scars on your arms, so you've never been in a fight." The dwarf stroked his salt and pepper beard. "You are a farmboy."

His ego wounded, the young man puffed his chest, proclaiming "I've been in a fight. I've been in a lot of fights."

"Oh, really? Tell me about these battles then. They must truly be grand." Thorg smirked at the boastful boy.

"I fought down a bully in my town. I smashed his head with a rock and opened a big cut on his forehead. One of his friends tried to interfere but I punched him and broke his nose."

The dwarf belched up a huge cloud of smoke and began to laugh heartily. Tears pooled in the corners of his eyes. "Oh lad, I haven't laughed so hard in all my life."

The young man's eyes narrowed on the old man. "I killed a minotaur once," he said bitingly.

The dwarf wiped his eyes off with his sleeve "Oh ho? A minotaur, you say? Tell me."

"This big bull-man ran into my village, swinging his giant axe. He killed a lot of people." The young man paused. "He gored my father and slung his body into a bog." Forcing himself not to tear up, the youth continued, "Then he came for me. I

pulled my dagger from its sheath. The thing slipped in a pool of blood and fell on top of me." The man's tenor voice grew softer. Almost offhandedly, added "The dagger slipped through his ribs and punctured his heart."

Thorg looked at the boy again. "So you killed a minotaur."

The young man nodded.

"With your knife?"

Again the youth nodded.

"By accident?"

The boy raised his head, glaring angrily at Thorg. A moment more and he stood, loosed a short sword from its scabbard, and held it threateningly at the dwarf. "Why do you mock me?" he challenged, "I would run you through."

The dwarf sighed and tapped out his pipe. "Son put away your pig sticker before I bend you over my knee and spank you with it."

The young man quivered for a moment before thinking better of the situation and slid his sword into its sheath.

"Now sit down," Thorg chided.

The young man sat, chagrined.

"Just what wisdom are you looking for?"

"I want to become a hero," the youth said.

"Why?" Asked Thorg simply.

"Because heroes are admired," the young man stated, as if it were common knowledge, "They're rich, and songs are sung of them. They get all the glory, and they always get the woman in the end."

"Really?" the dwarf smiled, "No one told me about this. I should really talk to somebody about it."

"Are you mocking me again, sir?" the youth asked.

"No. I'm mocking the stories you may have heard about being a hero. You think heroes are rich?" Thorg pulled out his purse and dumped its contents onto the table. Sevens coins, three copper, three silver, and one gold, bounced on the hard wooden table. "You think I'm a hero now?" he said, his voice becoming harder, "This is all I have to my name boy."

"But the songs..."

The dwarf interrupted, "There are no songs sung about me, farmboy."

"Y...yes there are," the Frelander protested, "I heard one. A few months back, I did. I was in Shan and there was this bard there..."

Frowning Thorg questioned, "Was he round, wearing garish blue robes? Did he lisp when he talked?"

"Yes, sir," the young man said, "Yes he did."

The dwarf repacked his pipe. "I hate to burst your bubble boy, but I know the charlatan. His name is Elon Brighty, and his ego has ever more substance than his stories." Thorg grimaced, adding, "Whatever song he may have sung about me is pure rubbish."

"You have to lying sir. I paid this man a good silver to hear the story of how you slayed two gargoyles with just your shield."

The dwarf coughed, swallowing the bile that ran up his throat. "I beat two gargoyles?" he cried incredulously, "With just my shield?" Thorg turned his head to the ceiling in frustration then asked, "Boy, have you ever seen a gargoyle?"

The farmboy shook his head.

"Their claws will flay a man's skin from his bones with one swipe of its hand. Its stony skin will stop any sword bite save for magic ones. If it were ever to sink its teeth into you, it would hold until you die, long after it's broken bone. If you ever meet one underground, you best pray for a swift death. It blends with the stone behind it so well you'll likely never see it until it's too late." Thorg sighed, offering "Even if you were to hurt one, farmboy, it'd just take wing, fly off, and fight another day."

Chided, the boy hesitated to speak further. Seeing the pause in the youth's face, Thorg asked the young man's question for him.

"And the women?" Thorg planted his left foot on the table and pulled back his pants leg to reveal a wooden leg, then end covered by a leather shoe. "What woman would want to bed a hero with a monstrosity like this? Or this?" The dwarf rolled up his left sleeve. The skin on his arm looked as if melted wax had been poured on and left to dry. "Women just love the sight of burned flesh, don't they boy?"

The young man wasn't the only patron in the inn to grow slightly sick at the sight.

"Sometimes at night, I can still smell the flesh cooking," Thorg added.

The farmboy covered his mouth and clutched his stomach to quell the nausea.

The dwarf called out to the barmaid, "Tilya, get this young man a drink before he gets sick on your floor."

The Olaran lass drew a mug of beer from the keg behind the bar. The smell of was enough to catch Thorg's own thirst.

"Best make that two, Tilya," he added.

Tilya nodded and grabbed another mug. When she brought them to the table, the young man grabbed the mug from the barmaid and gulped down half what it held.

"Slow down son," Thorg cautioned, "Drink too fast and you'll be twice as sick as what you're trying to prevent. What is your name anyway son?"

"Andrew," the young man offered, "Andrew Benfellow, from Fadrin."

"Fadrin?" Thorg reflected. "Nice place. Why did you leave?"

The young man shrugged his shoulders. "After my father was killed, there was no way I could keep the farm going by myself. So I sold it to one of our neighbors. I decided to take the money and journey the world to see what was out there."

"And what have you found?" the dwarf asked.

Andrew sighed. "Very little, sir. Lies and backstabbing mostly. I really don't know who I should trust and who I shouldn't. It's all so confusing."

"True, true. You're just young and gullible, my friend," said Thorg, smiling at thoughts of himself when he was the same, "Learning who to trust will come with time and experience. In the meantime, I can only say: Trust no one."

"But how can one go through life trusting no one? It doesn't seem like much of a life if you can't put your faith in others."

"That bard you met in Shan? That Elon Brightly fellow?" The dwarf paused long enough to savor a drink, "Should you have trusted him?"

Andrew sighed, saying, "I guess not."

Thorg continued. "Has there been anyone you've met in your travels that you'd fully trust?"

"No, sir," said Andrew, defeated.

"As well you shouldn't." With this, the dwarf took a long draw off his mug. "Mind you, I'm not saying there aren't ones out there worth your trust. Just be wary of the ones who want your company so much. Usually they just want your purse..." The dwarf puffed his pipe, adding, "...or worse."

The young farmboy crossed his arms on the table and leaned in towards the dwarf. "What about my original question, sir? How do I become a hero?"

"I can't answer that son," Thorg said flatly, "No one should be able to."

"Why not?"

The dwarf drew a deep breathe from his pipe. As he blew the smoke aside he said, "Let me ask you this question: What makes a hero?"

The young man shrugged. "He saves the damsel in distress. He'll jump in front of an arrow to protect his friend. He'll slay a monster to save a village."

"Aye, admirable traits all. But do you know what makes a hero to me?"

Andrew shook his head.

"A hero is the constable who will wade into a bar fight without knowing what who's armed and who's not. A hero is the priest who keeps preaching when no one hears his words. The farmer whose crops don't give the harvest he wanted, but can still feed his family during hard times. That's what makes a hero to me. The everyman that doesn't seek the glory and doesn't get songs sung about him, but keeps facing adversity head on." The older man raised an eyebrow the younger man. "It's

not what you do that makes a hero, it's how it's done... and why."

"So it all depends on what people think a hero is?"

Thorg cocked his head and shrugged his shoulders.

Andrew frowned in thought. "You think I should have kept my family's farm going, don't you?"

"I think you should follow your heart son." The dwarf settled back in his chair.

"Is your heart really into traversing the world and seeking your fortune?"

The young man thought for a moment. "I don't know." He cast his eyes downward.

"Where is your heart?" The dwarf narrowed his eyes thoughtfully at the young man.

"I don't know. I just know it's not at the farm." The youth looked up, as if starting to understand. "It's just not my home, not anymore."

Thorg nodded and lifted his mug again. "I guess it's true then."

"What's that, sir?"

"Home," the dwarf said with hint of a smile in his eyes, "is where the heart is."

"Yes sir, it is." Andrew smiled. As he stood, he placed another silver piece on the table.

"What is that for?" Thorg asked the young man, one eyebrow raised in curiosity.

"For the ale, and," Andrew said, "for your wisdom."

The dwarf nodded and puffed on his pipe again. Andrew turned when he noticed Tilya had walked up behind him. He planted a kiss on the barmaid's cheek as he turned to go. The Olan woman scowled but couldn't help but smile when his back was turned. Thorg Firearm chuckled quietly. Andrew made his way to the door, stopping just as he grabbed the handle.

"Sir, I just want you to know something before I go."

The dwarf nodded.

"I still consider you a hero." Not waiting for a reply, Andrew Benfellow opened the door and passed through.

"And you're my hero, too, old dwarf" Tilya said, leaning over to kiss Thorg on the head as she moved past.

The dwarf huffed and shooed the barmaid away with a wave of his hand.

"Oh, shut up," he chided, but still smiling himself.

Tilya deftly scooped up the coins as she walked away, laughing, and leaving the dwarf to his pipe, his ale, and thoughts of his next adventure.

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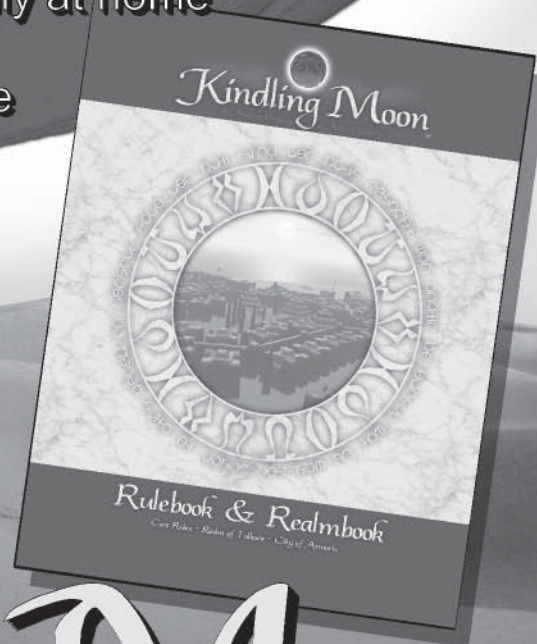
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