

**SAVAGE WAR
OF THE
BURNING SKY**

**GM'S GUIDE
ADVENTURE 1**



TABLE OF CONTENTS

INTRODUCTION	2
Getting Started	2
Adventure Conversion	2
Character Advancement	2
Appropriate Challenges	2
Replacement Characters	2
SKILLS	3
Altered Skills	3
Skill Conversions	3
Saving Throws	3
Knowledges	3
RACES	4
Seela	4
ADVENTURE ONE	5
Act One: The Secret Meeting	5
Act Two: Retrieving the Case	6
Act Three: Escaping the City	7
Act Four: The Gauntlet	7
Act Five: The Inquisitor	7
NPCs	8

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INTRODUCTION

War of the Burning Sky is an epic twelve-part adventure path. The story begins in the free city state of Gate Pass, nearly two months after the assassination of Drakus Coaltongue, the Ragesian Emperor. His successor, Leska, has sent an army to Gate Pass in order to secure her borders – and the PCs find themselves fighting for the Resistance.

This document currently covers only the first adventure, but I will be expanding it to cover the full campaign.

Getting Started

You need to download the [free introduction pack](#) from the official [War of the Burning Sky website](#). It includes the *Player's Guide*, the *Campaign Guide*, and the *Scouring of Gate Pass* (the first adventure). These three documents contain everything you need to run the first adventure of the campaign in D&D 3.5. The official website also includes maps and other resources that can prove very useful.

This document contains guidelines and suggestions for running the adventure in Savage Worlds, but you will also need to download the *Savage War of the Burning Sky: Player's Guide* for the converted mechanics, as well as *Savage Armoury*, *Savage Beasts* and *Savage Spellbook*, all of which are available from [here](#) for free.

Finally, you will need a copy of the [Savage Worlds Deluxe](#) (SWD) core rules. This is the only purchase necessary for running the first adventure.

After finishing the first adventure, you will need to purchase the complete [War of the Burning Sky campaign \(D&D 3.5\)](#) to continue with the campaign. If you already own the D&D 4 version then you can use that instead, but this conversion was based on the 3.5 version, so there may be some minor differences.

Adventure Conversion

The conversion notes presented in this document do not include any of the flavour text. You will need to read through the adventure first in order to understand what is going on, and then use this document as a guideline for running the adventure in Savage Worlds.

Character Advancement

I recommended aiming to award PCs two advances per adventure, so that they gain one Savage Worlds advance for each D&D level they'd normally have earned. I found the first adventure required four sessions to complete, with each session lasting around four hours.

My personal preference is to avoid experience points entirely – I award half an advance per session, and allow half an advance to be used to purchase a new skill, or raise a skill below its linked attribute. However if you follow the standard advancement guidelines in SWD (2 to 3 experience points per session) you should also be fine.

Appropriate Challenges

Character advancement in Savage Worlds is much flatter than D&D, which means starting characters will be much stronger and “high level” characters much weaker. It's also the case that single opponents rarely pose a threat to a group of PCs, which is why it's important to give the BBEG minions. Finally, don't forget that every enemy in Savage Worlds is a potential threat; even the weakest goblin has a chance of killing a mighty dragon with a single lucky blow.

You should bear in mind that PC skill levels aren't tied to level in the same way as D&D skills. A starting character in Savage Worlds can be as competent in their area of specialty as a high level character in D&D.

Replacement Characters

Torrent, Crystin and Haddin have been balanced as valid starting characters. If a PC is killed during the campaign, you can give the player the opportunity to take control of one of those three NPCs.

You may also wish to give them advances as the PCs progress, although they don't necessarily need to advance at the same rate as the PCs.

It's also recommended that you allow the players to control any allied NPCs during combat. However they should make *sensible* decisions, don't allow the players to treat them as expendable cannon fodder.

SKILLS

The campaign includes a lot of situations where PCs are required to make skill checks. If you're confident with Savage Worlds, and there is sufficient descriptive text to make the situation clear, then feel free to wing it. Otherwise you can use the following guidelines.

Divide the (D&D 3.5) DC by 5 and add 2 to determine the Savage Worlds TN, so a DC 5 skill check or saving throw becomes TN 3, DC 10 becomes TN 4, DC 15 becomes TN 5, and so on. Most skill rolls in Savage Worlds are made against a fixed TN 4, with has both the advantage and disadvantage of the player knowing exactly what they need to roll in order to succeed; if you wish to use this approach then DC 5 becomes a +1 modifier to the roll, DC 15 becomes a -1 modifier, DC 20 becomes a -2 modifier, etc.

Altered Skill

Savage War of the Burning Sky doesn't use the Driving, Piloting or Gambling skills. However there is a new skill called Evading, which is described in more detail in the *Savage War of the Burning Sky: Player's Guide*.

Skill Conversions

Whenever the campaign calls for a particular skill check, it is recommend that you substitute it as follows:

Appraise: Use Common or specific Knowledge.
Balance: Use Agility.
Bluff: Use Persuasion.
Climb: Use Climbing.
Concentration: Use Smarts.
Craft: Use Common or specific Knowledge.
Decipher Script: Use Investigation.
Diplomacy: Use Persuasion.
Disable Device: Use Lockpicking.
Disguise: Stealth (change appearance), or more frequently Persuasion (act the part).
Escape Artist: Use Agility.
Forgery: Use Knowledge (Forgery).
Gather Information: Use Streetwise.
Handle Animal: Use Riding, or Persuasion combined with either Beast Bond or Beast Master.
Heal: Use Healing.

Hide: Use Stealth.
Intimidate: Use Intimidation.
Jump: Use Strength.
Knowledge: See below.
Listen: Use Notice.
Move Silently: Use Stealth.
Open Lock: Use Lockpicking.
Perform: Use Persuasion.
Profession: Use Common or specific Knowledge.
Ride: Use Riding.
Search: Use Notice or Investigation.
Sense Motive: Use Notice.
Sleight Of Hand: Use Stealth.
Speak Language: Use the Languages Setting Rule.
Spellcraft: Any arcane skill.
Spot: Use Notice.
Survival: Use Survival and Tracking.
Swim: Use Swimming.
Tumble: Use Agility.
Use Magic Device: Use Spirit.
Use Rope: Use Throwing or Agility.

Saving Throws

Fortitude, Reflex and Will saving throws become Vigor, Agility and Spirit rolls respectively.

Knowledges

In Savage Worlds, the available Knowledge skills are tailored to each individual setting. Only subjects that are important to the setting should have their own specific skill, while everything else comes under Common Knowledge (i.e., a Smarts roll, with +2 for subjects tied heavily to the character's background, and -2 for things they've never experienced before).

The following Knowledge skills are used in *Savage War of the Burning Sky*: Alchemy, Arcana, Bardic Lore, Battle, Engineering, Forgery, History, Nature, Nobility, Planes, and Religion.

Players may still take other Knowledge skills if they wish, but this should be discouraged unless the Knowledge is required for a specific Edge.

If the campaign calls for a Knowledge roll on a subject that none of the PCs have, at your discretion you can allow a Common Knowledge roll at -2, but this should only reveal basic information.

RACES

The races in the *Savage War of the Burning Sky: Player's Guide* have been balanced as follows:

Human

- **Adaptable (+2):** Free Edge.
- **Diverse (+0):** Hindrance for skill point/s.

Dwarf

- **Sturdy (+2):** Vigor (current/maximum) +1.
- **Darkvision (+1):** Ignore penalties up to 12".
- **Stonecunning (+½):** Notice +1 (stonework).
- **Magic Tolerance (+½):** Quarter of an Edge.
- **Short (-1):** Pace 4.
- **Gruff (-½):** Charisma -1.
- **Racial Enemy (-½):** Charisma -2 (specific).
- **Racial Language (+0):** Language requirement.

Elf

- **Low Light Vision (+1):** Dim/Dark lighting.
- **Keen Senses (+1):** Notice +1 (all senses).
- **Graceful (+*):** Maximum Agility +1.
- **Slender (-*):** Maximum Vigor -1.
- **Haughty (-1):** As the Quirk Minor Hindrance.
- **Immunity (+1):** Sleep spells and magic.
- **Racial Language (+0):** Language requirement.

Gnome

- **Innate Magic (+3):** Includes second trapping.
- **Low Light Vision (+1):** Dim/Dark lighting.
- **Speak to Mammals (+½):** Skill d4.
- **Keen Hearing (+½):** Notice +1 (hearing only).
- **Robust (+*):** Maximum Vigor +1.
- **Weak (-*):** Maximum Strength +1.
- **Little (-2½):** Size -1 and Pace 4.
- **Racial Enemy (-½):** Charisma -2 (specific).
- **Racial Language (+0):** Language requirement.

Half-Elf

- **Low Light Vision (+1):** Dim/Dark lighting.
- **Likeable (+1):** Charisma +1.
- **Elf Blood (+0):** Considered both races.
- **Racial Language (+0):** Language requirement.

Half-Orc

- **Strong (+2*):** Strength (current/maximum) +1.
- **Darkvision (+1):** Ignore penalties up to 12".
- **Persecuted (-1):** Charisma -2.
- **Slow-Witted (-*):** Maximum Smarts -1.
- **Orc Blood (+0):** Considered both races.
- **Racial Language (+0):** Language requirement.

Halfling

- **Serendipitous (+2):** Free benny.
- **Courageous (+1):** Half of the Brave Edge.
- **Sneaky (+1):** Stealth +1.
- **Keen Hearing (+½):** Notice +1 (hearing only).
- **Nimble (+*):** Maximum Agility +1.
- **Weak (-*):** Maximum Strength -1.
- **Little (-2½):** Size -1 and Pace 4.
- **Racial Language (+0):** Language requirement.

SEELA

In the second adventure, the PCs encounter a race of fey native to the Fire Forest of Innenotdar:

Seela

- **Low Light Vision (+1):** Seela ignore penalties for Dim and Dark lighting.
- **Fae Charm (+1):** Seela still possess the haunting charm of the fae. They gain a +1 bonus to Charisma, and may ignore the Charismatic requirement if they wish to take the Bard Edge.
- **Gliding (+1):** Seela can glide at their normal Pace, although they cannot gain altitude, and lose at least 1" of height at the end of each round.
- **Keen Hearing (+½):** Seela have exceptional hearing, and gain +1 to listening-based Notice rolls.
- **Stand the Heat (+0):** Seela are not harmed by the fires of their home forest. This provides no protection against other sources of heat or fire, and obviously has no value after the second adventure.
- **Fallow Touch (+0):** The bare flesh of a Seela saps life. Any living creature who spends a full round in contact with a Seela must make a Vigor roll or become Shaken. This requires direct flesh-to-flesh contact, and other Seela are not affected.
- **Spiritual (+*):** Seela are spiritually strong. They can increase their Spirit to d12+1 using normal advances (or d12+2 and d12+3 at Legendary rank with Professional and Expert respectively).
- **Fragile (-1½*):** Seela are physically fragile from their years of torment. They suffer -1 Toughness, and cannot increase their Vigor beyond d10 with normal advances.

Fey Flight

Requirements: Novice, Seela

This is a racial Edge. It allows the seela to fly with Pace 8 and Climb 0.

ADVENTURE ONE

Read the Adventure First

These notes are based on the assumption that you're already familiar with the adventure. If you've not read it yet, you should do so first.

Familiarise yourself with SWD

If you're new to Savage Worlds (or a bit rusty), be sure to read over the rules for tricks, tests of will, opposed rolls, group rolls, interludes, chases, social conflicts, climbing, and breaking things.

Artistic Licence

Some of the encounters use a little artistic licence (such as Flaganus Mortus's use of Taunt). This is to help introduce players to the various mechanics and tactical options available in Savage Worlds.

Combat in the Streets

The roads are icy and slushy, and are treated as difficult ground (halving your movement). Should a character roll snake eyes for an action while moving across the ice, one interpretation of the critical failure would be for the character to fall Prone, and possibly have them slide a short distance and/or become Shaken.

Note that this doesn't apply to alleys and rooftops, where the snow is fresher, and not deep enough to make movement difficult. However moving through virgin snow makes you very easy to track.

Interdistrict Gates

Use the Gate Pass Soldier and Gate Pass Officer stats from the NPC section for the guards. The gatekeeper is treated as a Gate Pass Soldier with the Awareness Edge.

The guards are considered active for Stealth rolls, resolve any Notice rolls as a Group Roll.

Background Information

Use the "skill conversion" guidelines described earlier for resolving Knowledge rolls about Lyceum and the Ragesian Inquisitors.

If nobody has the necessary Knowledge skill, you might instead allow Common Knowledge rolls at -2 (a PC with an appropriate background would negate this penalty with their +2 bonus), but a Common Knowledge roll only reveals the DC 10 information, or the DC 15 information on a raise.

ACT ONE

Characters wishing to unlock the door to the Poison Apple Pub must make a Lockpicking roll. Unless they get a raise on the roll, Torrent hears them, and opens the door before they can finish picking the lock. Inside the pub, the kitchen door can be opened with a standard Lockpicking roll, while the trapdoor on the roof requires a raise (a normal success means it takes so long to open that Torrent calls them down to the meeting).

When the characters meet Torrent, she initially engages in small talk. This is a good opportunity to use the Interlude rules; allow each player to draw a card and use it to describe how they joined the Resistance. Players who introduce their characters in this way should be awarded a benny.

Use Common Knowledge to reveal information about Gate Pass. Information about Lyceum and the Ragesian Inquisitors and Army requires specific Knowledge (use the DC/TN conversion guidelines to determine how much the players discover). If nobody has the necessary Knowledge skill, allow Common Knowledge rolls at -2, but this should only reveal the DC 10 and DC 15 information.

The Ambush

Round 0: Have everyone make a listening-based Notice roll. On a success, they realise the bells outside have stopped ringing. If anyone gets a raise, they also hear the floorboards creak.

Round 1: As normal.

Round 2: Don't bother requiring Notice rolls, or making a Strength roll for the bounty hunters. Just describe the shout and the door cracking under the impact of their charge, and have a bounty hunter yell through a hole where part of the door has broken away (he has heavy cover if anyone attempts to attack him). If the bounty hunter can see one of the players, have him make an

Intimidation roll against them (the bounty hunters should all have Intimidation d6). If the players are new to Savage Worlds, remind them that they can choose to Hold their action.

Round 3: The bounty hunters rush in to attack. There are 2 thugs per PC, half of them are wielding saps and charge towards the PCs, use the Push maneuver to try and knock them prone. Don't forget to give the thugs +2 to their Strength roll if they move at least 3" before performing the push.

The dog makes an attack against the nearest and/or toughest PC, probably with a Gang Up bonus, as well as +2 if the PC has been knocked prone. The remaining thugs are holding crossbows, but they don't shoot this round, instead they make Intimidation rolls against any PCs who aren't yet Shaken, trying to convince them to surrender.

At the end of the 3rd round the ceiling buckles, have everyone (including the NPCs) make an Agility roll to avoid being Shaken, on a critical failure they also catch fire. Finally, 2 scouts (total, not per PC) run down the stairs, followed by a third who is engulfed in flames (he doesn't fight, but if the PCs are doing badly you can have one or two of the thugs use their actions next round to attempt to smother him).

Escaping the Pub

The flaming rubble counts as difficult ground (halving your movement), and characters passing through it must make an Agility roll or become Shaken (this can cause a wound); on a critical failure, they also catch fire. Escaping through a boarded up window requires smashing through the board (Toughness 8) or ripping it off (Strength roll at -2) followed by an Agility or Climbing roll to get through. Exiting the side alley requires breaking through a makeshift wall (Toughness 10) or going out front.

When smashing through the board or wall, use the "Breaking Things" rules from SWD; make an attack against Parry 2, a raise inflicts no extra damage, and the damage dice don't ace.

Navigating Gate Pass

Reward each PC 1 benny for each of the encounters they successfully resolve. You can narrate some of them if you wish to speed things up, but I recommend running at least two of them, to make the siege feel more personal rather than just something going on in the background.

ACT TWO

Use the Gate Pass Soldier and Officer stats from the NPC section to represent the security guards and veteran depository guards respectively. The iron doors have Toughness 12 and 3 wounds, or can be picked with a Lockpicking roll at -4.

When Larion makes a run for it, use the chase rules. He gets an automatic +2 bonus to Agility each round because he's prepared the scene in advance. If a player draws a complication, it means the lantern archon has arrived, the penalties from complications can be due to the archon distracting or blasting them.

The lockers have Toughness 12 (or require a Lockpicking roll at -4), and without the password a fire trap explodes for 2d6 damage (characters can dive for cover with an Agility roll at -2).

Fallen Devil

Treat Flaganus Mortus's wounds as superficial, he's already outnumbered. Have him boast about how the family begged for mercy while he killed them, and how he's going to take his time with the boy - this gives him a +2 situational bonus to Taunt. He taunts (with Taunt d10) and attacks the same round (the MAP cancels out the +2 bonus to Taunt). If his Taunt is a success he'll follow up with an attack (at -2 for the MAP, but +2 because the Taunt was a success, and another +1 for Weapon Focus). If his Taunt is a raise, the target will be Shaken, and he'll use his attack on a different target - but keep track of the fact that he still has a +2 bonus to his next action against the Taunted foe. If the Taunt rolls fails he still attacks, but with a total of -1 to the roll (-2 for the MAP and +1 for Weapon Focus).

The Safe House

The PCs may not need rest or healing (as they're tougher in Savage Worlds), so have Torrent suggest they visit to meet a contact (Buron Watcher) - either for information, or to pass on a message. For example, perhaps she wants to obtain a letter of introduction to Diogenes, who Buron knows is still at Gabal's school?

Mulysa Bahri is trying to rile up the crowd. If the PCs attempt to counter her, use the Social Conflict rules. One of the PCs takes the lead with Persuasion, the others can make Cooperative Rolls using either Persuasion or Intimidation. Characters who attempt to use violence will make the situation

worse; they make a Cooperative Roll using Fighting but each success and raise helps Mulysa rather than the other PCs. Award the PCs 1 benny each if they win the conflict, or 2 bennies each if they win by 5+. If they fail, the priests have to step in to calm things down.

Treat Mulysa as a Wild Card with d8 in Persuasion, and d6 in everything else.

The Elvish Spymaster

If the PCs wish to hunt for the elven spy ring directly (and assuming they at least have enough names and details to make such a hunt viable), resolve it with a Streetwise roll (at -2 if the character isn't an elf). On a success they're able to locate which district Larion or Shealis have been seen visiting, on a raise they're able to locate the safe house.

However while the final decision is up to the players, it's more interesting for the story if the PCs visit Gabal's School. If the players are considering hunting directly, perhaps have Torrent recommend visiting the school first.

Gabal's School

If Diogenes and Shealis have a magical duel, resolve it as three opposed arcane skill rolls, and let the players roll for Diogenes. The character who wins the most rolls wins the match.

PCs can attempt to manipulate the outcome with Cooperative Rolls using either Stealth, Intimidation, Taunt, or an arcane skill.

Ghetto Hideout

Combine the two Notice rolls to avoid tipping off the players; on a success they find the entrance, on a raise they also spot the raven. If they fail the Notice roll they can instead make a Streetwise roll to ask someone else where the entrance is.

Gatemakers Shop

A Notice roll locates the secret door, a raise reveals the trap. Knowledge (Planes) reveals the clue as normal, although if nobody has that skill you could instead allow Knowledge (Arcana) with a -2 penalty.

ACT THREE

Exit Gates

The wall is 8" high (tabletop height) and Climbing rolls suffer a -2 penalty. Every round the PCs spend climbing the wall (either up one side or down the other), they must make a Stealth roll, which the guards oppose with a Notice d8 Group Roll. If the PCs are spotted, the guards will open fire on them. If they make it over the wall, continue making Stealth rolls until the PCs have moved more than 20" away (don't forget that it's difficult ground outside the wall). Suffice to say that this is a really bad plan.

Use Your Charm

A Persuasion roll at -2 (and some gold) will convince Diogenes to help the PCs get out of the city.

The Councilman

A Persuasion roll convinces Erdan to help the party, on a raise he also gives them a parting gift.

You shouldn't need stats for Erdan, but if it comes up just make him a Wild Card with Smarts d8, and everything else d6.

Street Ambush

Combine the Notice rolls: On a success, the PCs notice they're being followed by guardmen, on a raise they see through the disguise. If the PCs get a total of two or more raises between them (either on the same roll or two separate raises) they also spot Rantle.

ACT FOUR

This can either be resolved as a tabletop skirmish, or with the chase rules, depending on whether the players decide to fight or flee. To make this a challenge, there should be 2 thugs and 2 cavalry per PC, instead of total.

ACT FIVE

Instead of a fixed 2 soldiers and 6 skeletons, field 1 soldier and 2 skeletons *per PC*. Have Kralrak and Emran use Agility tricks when possible, taking advantage of their high Agility and Acrobat Edges to distract the PCs while they're busy fighting skeletons or soldiers.

NPCs

Black Horse, Cavalry

This human bounty hunter wears a red armband embroidered with a black horse head.

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

Skills: Evading d8, Fighting d8, Intimidation d6, Climbing d4, Notice d4, Riding d8, Shooting d8

Charisma: -; **Pace:** 6; **Parry:** 7 (1); **Toughness:** 7 (2)

Gear: Chainmail hauberk (+2), longsword (Str+d8), shield (+1 Parry) sap (Str+d4; Nonlethal), composite bow (Shooting; range 15/30/60; 2d6), warhorse

Edges: Steady Hands, Weapon Focus (longsword)

Black Horse, Scout

This half-orc bounty hunter wears a red armband embroidered with a black horse head.

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

Skills: Evading d6, Fighting d6, Climbing d6, Intimidation d6, Notice d6, Riding d6, Stealth d8, Lockpicking d6, Shooting d4

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

Gear: Studded leather armour (+1), sap (Str+d4; Nonlethal), morningstar (Str+d8), light crossbow (Shooting; range 12/24/48; 2d6; AP 1)

Edges: Thief

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

Black Horse, Thug

This human bounty hunter wears a red armband embroidered with a black horse head.

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

Skills: Evading d6, Fighting d6, Intimidation d6, Riding d6, Shooting d6

Charisma: -; **Pace:** 6; **Parry:** 6 (1); **Toughness:** 7 (2)

Gear: Scalemail (+2), sap (Str+d4; Nonlethal), shortsword (Str+d6), shield (+1 Parry), light crossbow (Shooting; range 12/24/48; 2d6; AP 1)

*Crystin Ja-Nafeel

A slender young woman with dark hair and wide blue eyes, Crystin lives on a farm with her father, Haddin.

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

Skills: Evading d4, Intimidation d6, Knowledge (Arcana) d6, Notice d6, Persuasion d4, Repair d6, Sorcery d8, Taunt d6

Charisma: -; **Pace:** 6; **Parry:** 5 (1); **Toughness:** 5

Gear: Quarterstaff (Str+d4; Reach 1"; Parry +1)

Hindrances: Curious, Pacifist (Minor), Loyal
Edges: Danger Sense, Strong Willed, Arcane Background (Sorcery)

Powers: Bolt (magic missile), Detect Arcana (sense magic), Slumber

Special Abilities

• **Trillith Spirit:** If she dies, the trillith leaves her body.

Notes: Balanced as a starting character, and can be used as a replacement PC.

Celestial Dire Badger

A squat badger with gleaming metallic fur.

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

Skills: Evading d4, Fighting d4, Notice d6, Tracking d6

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Berserk, Endurance

Special Abilities

• **Bite:** Str+d4.

• **Claws:** Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Low Light Vision:** No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Burrow:** Can burrow and reappear within 4".

• **Arcane Resistance:** +1 to resist opposed magic, and +1 armour against offensive magic.

• **Resistances:** -1 damage from acid, cold and electricity.

• **Size -1:** Reduces Toughness by -1

*Diogenes

Slightly balding, with a paunch and a laid-back attitude. Diogenes wears blue robes, and is a wizard of Gabal's School.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d8
Skills: Fighting d4, Notice d4, Knowledge (Arcana) d10, Persuasion d6, Repair d10, Spellcasting d10
Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 6
Gear: Dagger (Str+d4), two healing potions, various scrolls, and a wand of charm
Edges: Arcane Background (Magic), Spellduelist
Powers: Deflection (forcefield), Detect Arcana (sense magic), Dispel, Invisibility, Puppet, Puppet (living humanoids only), Slumber, Stun (daze), Summon Ally

* Flaganus Mortus

A veteran wyvern knight, Flaganus has been dismounted and now seeks to escape from Gate Pass.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8
Skills: Evading d8, Fighting d8, Intimidation d6, Notice d4, Knowledge (History) d6, Riding d10, Shooting d8, Taunt d10
Charisma: -; **Pace:** 6; **Parry:** 7 (1); **Toughness:** 9 (3)
Gear: Banded mail (+3), battleaxe (Str+d8, Str+d10 two-handed), shield (+1 Parry), crossbow (Shooting; range 15/30/60; 2d6; AP 2)
Edges: Marksman, Weapon Focus (battleaxe), Weapon Specialisation (battleaxe)

Gate Pass Soldier

A simple soldier wearing a leather jerkin, armed with a sword and shield.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Evading d6, Fighting d6, Notice d6, Shooting d6
Charisma: -; **Pace:** 6; **Parry:** 6 (1); **Toughness:** 6 (1)
Gear: Leather jerkin (+1), sword (Str+d6), shield (+1 Parry), crossbow (Shooting; range 15/30/60; 2d6; AP 2)

Gate Pass Officer

An officer wearing a chainmail shirt, armed with a sword and shield.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Evading d8, Fighting d8, Notice d8, Shooting d6, Knowledge (Battle) d4
Charisma: -; **Pace:** 6; **Parry:** 7 (1); **Toughness:** 7 (1)
Gear: Chainmail shirt (+2), longsword (Str+d8), shield (+1 Parry)
Edges: Command

* Haddin

A grumpy and irritating old man, Haddin has a persistent cough from years of breathing ash-filled air.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d4, Vigor d4
Skills: Evading d6, Notice d6, Fighting d4, Knowledge (Arcana) d12, Knowledge (History) d10, Repair d6, Wizardry d12
Charisma: -2; **Pace:** 5; **Parry:** 5; **Toughness:** 4
Gear: Dagger (Str+d4)
Hindrances: Elderly, Mean, Stubborn, Quirk (Minor, constant coughing)
Edges: Arcane Background (Wizardry)
Powers: Elemental Manipulation (earth), Mind Reading (telepathy), Puppet (living humanoids only)
Notes: Balanced as a starting character, and can be used as a replacement PC.

* Inquisitor Boreus

Wearing animal pelts and a bear skull, with a metal claw strapped to his hand, Boreus is a savage-looking orc.

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Evading d6, Fighting d6, Intimidation d6, Notice d4, Repair d8, Faith d8
Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Gear: Hand claw (Str+d4), brooch of shielding, 4 scrolls of healing, scroll of armour, scroll of protection against chaos, wand of hold portal
Edges: Arcane Background (Miracles), Holy Warrior (works on water creatures instead of evil creatures)
Powers: Burst (burning hands), Detect Arcana (sense magic), Dispel, Elemental Manipulation (water), Environmental Protection (heat and cold), Fear, Healing (cure wounds)
Special Abilities
• **Darkvision:** No vision penalties for darkness (range 12").
• **Reactive Counterspell:** Whenever a spell is cast at him, he may automatically attempt to negate it with an opposed Faith roll.

* Kathor Danava

A leanly muscled human, his armour is marked with sacred symbols, and a broken helmet hangs from his belt.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8
Skills: Evading d6, Fighting d6, Notice d4, Riding d8, Shooting d6, Sorcery d6
Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (3)
Gear: Banded mail (+3), greatsword (Str+d10; AP

1), composite bow (Shooting; range 12/24/46; 2d6), net, two healing potions, two tanglefoot bags, warhorse

Edges: Arcane Background (Sorcery), Trained Rider, Trick Rider, Weapon Focus (greatsword)

Powers: Boost Trait (Fighting), Deflection (shield), Detect Arcana (sense magic)

Special Abilities

• **Trillith Spirit:** If he dies, the trillith leaves his body.

Kiki, Dire Weasel

Kiki has a slender body covered in brown fur, and a mouth filled with sharp teeth.

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

Skills: Evading d8, Fighting d8, Climbing d6, Notice d6, Stealth d10, Tracking d6

Charisma: -; **Pace:** 8; **Parry:** 6; **Toughness:** 6 (1)

Special Abilities

• **Armour +1:** Thick pelt.

• **Bite:** Str+d6.

• **Low Light Vision:** No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

*Kralrak and Emran, Goblin Rogues

These two sly-looking goblins look like trouble.

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

Skills: Evading d6, Fighting d6, Climbing d6, Notice d6, Stealth d10, Lockpicking d8

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 5 (1)

Gear: Leather armour (+1), shortsword (Str+d6), crossbow (Shooting; range 15/30/60; 2d6; AP 2), thieves tools, potion of healing, Kralrak has one human-bane crossbow bolt (+2 damage vs. humans) while Emran has a potion of invisibility

Edges: Acrobat, Thief

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• **Size -1:** Reduces Toughness by -1.

Kurychek, Imp

Kurychek's true form is that of a tiny red skinned fiend, with wings and a scorpion-like tail. However he prefers to assume an animal form while keeping

a low profile, particularly that of a boar, rat, raven or giant spider.

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

Skills: Evading d6, Fighting d6, Notice d8, Knowledge (Arcana) d8, Knowledge (Planes) d8, Repair d8, Spellcasting d6

Charisma: -; **Pace:** 4; **Parry:** 5; **Toughness:** 3

Edges: Arcane Background (Magic), Dodge, Weapon Finesse

Powers: Detect Arcana (sense magic), Puppet (suggestion)

Special Abilities

• **Sting:** Str; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Extraplanar:** Not native to the material plane, and can be targeted by Banish.

• **Flight:** Flying Pace of 8" and Climb 3.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• **Change Form:** Can assume an alternate form as a normal action.

• **Immunities:** Fire and poison.

• **Resistances:** -2 damage from acid and cold.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

• **Size -2:** Two feet tall; Toughness -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Lantern Archon

This celestial creature looks like a floating sphere of pale glowing light.

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

Skills: Evading d6, Notice d6, Knowledge (Planes) d4, Persuasion d6, Shooting d6, Spellcasting d6

Charisma: -; **Pace:** -; **Parry:** 5; **Toughness:** 5 (1)

Edges: Arcane Background (Magic), Level Headed

Powers: Teleport

Special Abilities

• **Armour +1:** Glowing aura.

• **Light Rays:** Shooting; range 12/24/48; 2d6.

• **Low Light Vision:** No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Extraplanar:** Not native to the material plane, and can be targeted by Banish.

• **Flight:** Flying Pace of 9" and Climb 3.

• **Good:** Affected by powers and abilities that work on good creatures.

• **Immunities:** Electricity and petrification.

• **Size -1:** Reduces Toughness by -1.

* Larion Prevarieth

This short, lean elf has blond hair and pale skin. He wears black clothing, with a pouch slung over one shoulder and a rapier hanging from his belt.

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

Skills: Climbing d6, Evading d8, Fighting d8, Notice d4, Stealth d8, Lockpicking d6, Throwing d4, Wizardry d6

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Gear: Studded leather armour (+1), rapier (Str+d4; Parry +1), sap (Str+d4; Nonlethal), dagger (Throwing; range 3/6/12; Str+d4), various potions and scrolls

Edges: Level Headed, Quick Draw, Thief, Arcane Background (Wizardry)

Powers: Detect Arcana (sense magic), Disguise (illusion), Flight (feather fall)

Special Abilities

- **Low Light Vision:** No penalties for dim or dark lighting.
- **Keen Senses:** +1 to Notice rolls.
- **Immunity:** Sleep.

Ragesian Soldier

This powerfully built orc soldier looks like he's itching for a fight.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d10, Vigor d8

Skills: Evading d6, Fighting d6, Intimidation d6, Riding d4, Shooting d6

Charisma: -; **Pace:** 6; **Parry:** 6 (1); **Toughness:** 9 (3)

Gear: Banded mail (+3), battleaxe (Str+d8), shield (+1 Parry), shortbow (Shooting; range 12/24/48; 2d6)

Special Abilities

- **Darkvision:** No vision penalties for darkness (range 12").

* Rantle

This tall, dark-haired scoundrel has a goatee and an arrogant smirk.

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d10, Vigor d6

Skills: Climbing d6, Evading d8, Fighting d8, Intimidation d6, Persuasion d8, Riding d6, Stealth d8, Lockpicking d6, Throwing d8

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

Gear: Chainmail shirt (+2), greatsword (Str+d10; AP 1), dagger (Throwing; range 3/6/12; Str+d4), two healing potions, scroll of burning hands

Edges: Command, Marksman, Sweep, Thief, Sneak Attack, Charismatic

* Renard Woodsman

This man wears black studded leather armour with a billowing cape, and a steel helmet decorated with a silver horse's head.

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

Skills: Evading d6, Fighting d6, Healing d6, Notice d6, Knowledge (Nature) d10, Riding d10, Stealth d8, Survival d8, Tracking d8, Shooting d6

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Gear: Chainmail shirt (+2), helmet (+3), spiked gauntlets (Str+d4), composite bow (Shooting; range 12/24/48; 2d6), warhorse

Edges: Beast Master, Marksman, Woodsman

Sauce, Dog

Sauce is small but aggressive dog, with a dirty coat and a hungry look in his eyes.

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

Skills: Evading d4, Fighting d4, Notice d8, Survival d4, Tracking d8

Charisma: -; **Pace:** 8; **Parry:** 4; **Toughness:** 5

Special Abilities

- **Bite:** Str+d4.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Size -1:** Reduces Toughness by -1.

Shahalesti Soldier

This elven warrior is dressed in chainmail, and is armed with a pair of swords, with a shortbow slung across his back.

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

Skills: Evading d8, Fighting d8, Notice d4, Riding d6, Shooting d8

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

Gear: Chainmail hauberk (+2), longsword (Str+d8), shortsword (Str+d6), shortbow (Shooting; range 12/24/48; 2d6)

Edges: Florentine

Special Abilities

- **Low Light Vision:** No penalties for dim or dark lighting.
- **Keen Senses:** +1 to Notice rolls.
- **Immunity:** Sleep.

✱ Shealis Amlauril

This female elf has pale skin, blonde hair, and glittering blue eyes. She wears red robes over a chainmail shirt.

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

Skills: Evading d4, Fighting d4, Notice d4, Knowledge (Arcana) d10, Knowledge (Planes) d6, Repair d10, Shooting d4, Wizardry d10

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 7 (2)

Gear: Chainmail shirt (+2), longsword (Str+d8), longbow (Shooting; range 15/30/60; 2d6), mithral gloves, eight healing potions, potion of fly, potion of invisibility, potion of jump, wand of magic missiles

Edges: Arcane Background (Wizardry), Summon Familiar (lantern archon)

Powers: Blast (fireball), Bolt (magic missile), Bolt (ray of frost), Deflection (forcefield), Detect Arcana (sense magic), Invisibility, Mind Reading

Special Abilities

- **Low Light Vision:** No penalties for dim or dark lighting.
- **Keen Senses:** +1 to Notice rolls.
- **Immunity:** Sleep.

Skeleton Warrior

Controlled by Inquisitor Boreus, these skeletons are mindless warriors.

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

Skills: Evading d6, Fighting d6, Notice d4

Charisma: -; **Pace:** 6; **Parry:** 6 (1); **Toughness:** 9 (2)

Gear: Chainmail shirt (+2), scimitar (Str+d6), shield (+1 Parry)

Special Abilities

- **Darkvision:** No vision penalties for darkness (range 12").
- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

✱ Smarg "Smiley" Hobbler

A brutal-looking orc, Smiley is Boreus's bodyguard.

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

Skills: Evading d6, Fighting d8, Intimidation d8, Climbing d8, Swimming d8

Charisma: -; **Pace:** 8; **Parry:** 5; **Toughness:** 7 (1)

Gear: Leather armour (+1), silver greataxe (Str+d10; AP 1), potion of growth

Edges: Berserk, Fleet-Footed, Sweep

Special Abilities

- **Darkvision:** No vision penalties for darkness (range 12").

✱ Torrent

A muscular human woman with short white hair and tanned skin, Torrent wears a breastplate decorated with blue waves, and carries a hefty battleaxe.

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

Skills: Evading d6, Fighting d6, Notice d4, Knowledge (Religion) d6, Persuasion d4, Swimming d6, Shooting d6, Faith d8

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 8 (3)

Gear: Masterwork breastplate (+3 armour, Weight 2), battleaxe (Str+d8, Str+d10 two-handed), crossbow (Shooting; range 12/24/48; 2d6; AP 1), pouch containing numerous potions of stand the heat

Hindrances: Heroic, Loyal, Vow (Minor, aid the Resistance)

Edges: Arcane Background (Miracles), Holy Warrior

Powers: Healing (cure wounds), Elemental Manipulation (water).

Notes: Balanced as a starting character, and can be used as a replacement PC.

Warhorse

This powerful and spirited horse has clearly been trained for battle.

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

Skills: Evading d6, Fighting d6, Notice d8, Tracking d8

Charisma: -; **Pace:** 10; **Parry:** 5; **Toughness:** 11 (1)

Gear: Leather barding (+1)

Special Abilities

- **Hooves:** Str+d4.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Fast Runner:** Roll d8 when running instead of d6.
- **Size +2:** Increases Toughness by +2.