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SUNDERED SKIES



THE SUNDERED SKIES

The Draining Sea

The Meeting Place

Runoff Falls

Canopy

Bridgeways

Aria

Dragon's Spine

Heartland

The Shattered City

Plenty

Freedom Isle

Star Crater Isle

Shadowhaven

Deepsky Citadel

Mount Ore

The Flaming Skies



SUNDERED SKIES

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THE SUNDERED SKIES

The Sundered Skies began when another world died.

Millennia ago, a terrible cataclysm shattered a world. What remained was an unknown number of islands floating in a fathomless void. Millions perished in the Sundering, and hundreds of thousands more died during the chaos that followed. Despite the horrors of these times, the races of elf, dwarf, man, orc, and drakin—aided by mostly benevolent gods—survived and flourished in this strange new world.

Now, skyships fly between islands, allowing trade, travel, exploration, and the salvaging of artifacts and material from the pre-Sundering age. Skyship crews face dangerous weather, pirates, and more, while scavengers of ancient ruins often face the undead and other, darker creatures. The churches of the Skies bring together worshippers to pay homage to the gods. The powerful and bureaucratic Trade Council enforces a sky-wide peace, turning a blind eye to several small, clandestine wars continuing in the shadows. Meanwhile, mysterious and arcane secret societies hatch their baleful plans.

Sundered Skies is still a dangerous place.

THE ISLANDS

Islands range in size from those barely large enough for a single tower to a size where they can support several cities. In the inland regions of larger islands, there is often no evidence you are standing on a lump of rock floating in an endless void.

Why the islands float and how they orbit one another—sometimes moving against the strong wind currents that whip between

them—is open to conjecture. Many put it down to the gods. Others claim there is a magically-active mineral within the islands that keeps them aloft. Most do not question the mysteries of their world and simply get on with their lives.

Very rarely, it has been known for an island to fall and either crash into a lower island or disappear into the depths of the void. This terrifying phenomenon is called “landfall.” Sometimes the inhabitants of an island get some warning, such as tremors or smaller landfalls, before the cataclysm. More often they do not.

Collisions with other islands can also happen. Seventy years ago, the city of Spire was destroyed in a catastrophic collision with a previously unknown isle, killing thousands. A group of sorcerers surviving the disaster founded a paranoid guild of astronomers, The Sons of Spire. Now they scour the void looking for rogue islands, anxious to prevent disaster.

The vast empty spaces between islands are plagued with winds that can blow at extraordinary speeds. The inhabited islands are those spared these destructive winds, but many an isle can be found that has been scoured clean, leaving nothing more than wind-eroded bedrock. A permanent twister, called a vortex, forms where predominant airstreams meet, creating a navigational hazard strong enough to tear islands apart.

Unknown forces prevent ships from flying over islands unless they travel at least a mile above it. A ship may approach an island’s edge, but for reasons not fully understood, they are unable to sail closer without also sailing higher.

SUNDERED SKIES



THE VOID & GLOWMADNESS

A vast void fills the spaces between the islands. Wicked winds blow through the void, sometimes at hurricane strength, propelling sailed ships at incredible speeds. Even so, travelers often see nothing for days on end, such are the distances between islands.

The void is bathed in a constant glow of orange light, which comes straight down from above at every point and place. There is no night in the Skies. This glow has two alarming properties. Firstly, sentient humanoid creatures cast no shadows. Structures, trees, and even islands cast shadows as usual, but humans, dwarves, and members of other races do not.

Far worse, though, prolonged exposure to the glow—sometimes called voidlight—drives a humanoid “glowmad.” This creeping, degenerative affliction causes rage and uncontrollable aggression, and if unchecked changes the individual into a bestial, hate-filled savage. Though victims of glowmadness cannot be restored to normality by any known

method, for reasons unknown, animals and non-humanoid sentient creatures, such as dragons, are immune to glowmadness.

Each individual can withstand a different period of exposure before succumbing to glowmadness. Most spend their sleep cycles out of the direct voidglow, as any exposure carries a slight risk. Those unable to find shelter must seek alternate protection, and experienced travelers carry a piece of heavy canvas to avoid the glow’s maddening embraces.

Ship voyages are very hazardous, then, as crew members must expose themselves to the danger in order to complete their journey.

SKYSHIPS

Different races favor skyships of different designs. Dwarven ships are often metal clad steamers, loaded with cannon. Elvish ships have an organic look, and are grown rather than built, with sail-like canopies of leaves that catch the winds. Drakin ships are built to resemble and honor their dragon kin, and are often propelled by a pair of huge wings. Orcish ships are large galleys, rowed by goblin slaves. Humans build sailing ships for the most part, though some use steamers, galleys, or hybrid designs.

Skyships navigate their way through the void using mysterious scrying devices called wayspheres—heavy crystal globes filled with magically charged water with a flint-tipped arrow suspended at their center. Wayspheres are attuned to a ship as part of her launching ceremony.

A navigator must handle rock or dirt from the island to which he wishes to travel no more than thirteen hours before attuning the sphere. Then all he need do is concentrate on the chosen destination and the arrow points the way.

Navigator halls are found in every port and contain earth from all known islands. A nominal fee (typically 10 cogs) allows an hour’s access to the hall. Many captains keep samples from every island they have visited to reduce costs.

THE SUNDERED SKIES

THE TRADE COUNCIL

Trade is the life-blood of the Sundered Skies. No island is self-sufficient and all rely on imported materials. Three hundred years ago, a series of wars raged across the void over resources and trade conflicts.

Slowly, after over 100 years, the wars finally stuttered to a close and truces were called as people tried to understand what had driven them to such madness. Powerful figures in the political, religious, and commercial arenas—led by the Battlelord's warpriests—took steps to ensure a similar tragedy must never be allowed to happen again.

The Trade Council was born.

Island jealously guards their sovereignty. Each ruler is able to pass laws and edicts without input or intervention from other islands. The Trade Council does not get involved unless an island's laws or actions affect trade or threaten the general peace. In such cases, the decrees of the Council take precedence—and it calls upon the militia of every island, as well as its own military might, to enforce its decisions.

Each island sends one representative to the Council meetings at its headquarters in Shadowhaven. In theory, this means rich islands, such as Heartland, have no more influence than any other isle. In reality, richer islands drive the Trade Council policies to their advantage. However, they have to tread carefully lest a coalition of smaller islands defeat them. The balance is delicate.

Much of the Trade Council's work is in organizing food and water transports to remote islands, bankrolling wayfinders, who survey and map the void, and arbitrating trade disputes.

Many, mostly the rich, consider the Trade Council to be an overwhelming success. They point to hundreds of years of sky-wide peace—choosing to overlook the many "silent wars" and constant sabotage that continues unchecked—and so justify their endless bureaucratic debates and filibusters, all the while lining their own pockets.

FOOD & WATER

The void is teeming with life. Huge flocks of bird-like creatures called skylanders roam the Skies, seldom sighting land. Strange, edible, rootless plants, which draw sustenance from the air, are blown wherever the wind may take them. The Skies are vast, and even though life is present in abundance, finding and harvesting enough to feed an island requires constant effort.

Most islands maintain fleets of trawlers that constantly sail the Skies, nets deployed for miles behind them to collect food. Such trawling is dangerous—ships disappear into the void never to be seen again, the victims of pirates, predators, or other dangers—but their role is a vital part of life in the Skies.

Most ships traveling through the void deploy nets. These usually collect enough foodstuffs to feed the crew. Should such a ship collect a surplus, the crew can generally find a willing buyer at the next port.

Most islands support the trawlers' catches by cultivating edible fungi on underisles— islets constantly in the shade of the main island—and harvesting whatever plants or animals their climate supports. Islanders are brutally pragmatic and underisles often also serve as burial grounds. Nothing goes to waste in the Sundered Skies.

Thirst is a constant problem in the Skies. Very few islands have any standing water and lakes are not fed by springs or underground streams, but only by rainfall. Arid islands are forced to bolster their meager rainfall with water imported from more fortunate islands.

Hundreds of leagues above the highest inhabited island floats the Draining Sea—the largest known landmass. Explorers have yet to map it all. The island is covered by a massive glacier, which constantly splinters, spilling ice into the void. The ice thaws as it descends through warmer bands, falling as snow or rain on the islands below. Strong air currents in the higher altitudes bring occasional rainfall to even the most remote islands.

Several orc tribes force slaves and convicts to mine ice from the Draining Sea, ferrying it away, and selling it to islands in need.

SUNDERED SKIES

The Trade Council was founded upon three standing instructions.

1. No island may maintain a standing army. Only the Trade Council is allowed to maintain a permanent military.

Although this law is technically observed by all islands, many maintain a civilian militia, and some of those forces are well equipped and trained, forming armies in principle, if not in name.

Many islands also have perpetual contracts with mercenary bands to provide services to the island. For example, the elven Oakthorn Company, which guards the Willow Queen on Heartland, have been under contract since their inception more than 300 years ago.

2. Only Council registered Skyships may service a trade route.

The Council takes 5% of each cargo as a service fee. This law makes the Trade Council the richest organization in the Skies, as the skylanes are busy and every occupied island has been declared a trade route to or from somewhere. Many ship captains resent this tax and have taken to smuggling or even piracy. Unregistered ships discovered trading are seized and pressed into Council service.

3. Any island or Guild found guilty of waging war on another island is embargoed for one year.

Council warships enforce all embargoes, and any ship that tries to break through is seized or destroyed. Despite this law, many islands and guilds wage clandestine wars, acting through mercenaries engaged in sabotage, assassination, or outright attacks. The largest so-called silent war raging today is the Ale War, a trade dispute between dwarven, orc, and human breweries.

The Council is aware of the silent wars, but as long as they don't threaten to halt trade or cause a large loss of life the Council ignores them. It has been more than 60 years since the last Council-decreed embargo.

CLIMATE

Although the Skies seem boundless, there are laws of altitude. The altitude an island occupies dictates its climate. Those islands found at the higher altitudes are frigid tundra, desolate steppes, or icy mountains. Those found in the lower reaches are wind-swept deserts, rainforests, dank swamps, or even active volcano ranges. Most heavily populated islands are between these two extremes, in the temperate band.

Nobody has ever discovered the limits of the Sundered Skies—if any exist. Sail a skyship too far above the Draining Sea and the air becomes thin and freezing. Even the strongest ship's hull becomes caked in ice and splits, spilling its crew into the void. Sail too deep and the air warms, wood smolders, and iron glows cherry red. The ship must retreat from the depths or burst into flame. The dwarven citadel, Deepsky, is as deep as a ship can safely go.

COMMUNICATION

The distances between inhabited islands can be vast, with many relying on songpriests to bring them news. Trade Council skyships are expected to share information freely on islands they visit in their travels, though other captains often charge a small fee.

If a message has to be delivered quickly, the Couriers' Guild is usually used. Guild messengers are clever, resourceful, and often masters of disguise, not to mention able to memorize even the most complex message.

Each messenger is magically bonded to an ever-burning candle at the guild headquarters, through which a guild diviner can discern the messenger's physical and mental condition. When the messenger dies, the candle goes out and can never be re-lit. Rumor has it the guild masters can even end the life of a messenger prematurely by snuffing out the candle.

Sensitive or illegal messages are usually passed through private couriers, however, and there is good money to be made by those providing such services. Everything has a price in the Sundered Skies.

CHARACTERS

Making heroes for *Sundered Skies* is as easy as creating characters for any *Savage Worlds* game. Detailed below are a number of common character types inhabiting the Skies. Your character doesn't have to be one of these individuals, of course. Feel free to create your own cool character concepts.

Bounty Hunter: Every glowmad has a bounty on his head. Hunting glowmad is a dangerous business however—they are ferocious, canny opponents—and bounty hunters sometimes elect to supplement their income doing less dangerous work, like hunting pirates, or scavenging.

Chosen: Drakin dragon priests who show the correct aptitude and dedication to one day ascend to dragonhood are called the Chosen. Chosen are often sent out into the Skies to learn as much about their world as possible, or elect to follow the life of the adventurer in order to satisfy their curiosity.

Common Folk: Some of the greatest heroes in the Sundered Skies started out as trawler crew or blacksmiths. They did not pursue glory, riches, and fame, but were instead forced upon the path of the hero by circumstance or tragedy.

Double: Open conflict is illegal in the Skies—the violent emotions involved rouse suspicions of glowmadness in those who fight. Doubles represent others in duels and are less prone to glowmadness during the duel since they are not emotionally involved. Typically, these duels are to first blood, but combat to the death can be arranged if the parties are willing to pay enough.

Boughbreaker: Not all elves agree with the enslavement of wildlings. Indeed, some actively work to end it, smuggling wildlings off Heartland. These “boughbreakers” lead dangerous double lives on Heartland, risking death—or worse—should they be discovered, while others roam the Skies masquerading as adventurers, ready to thwart shepherds wherever they can.

Engineer: Engineers worship the Artificer and create magical artifacts. Some engineers make their home on a single island, where they adopt the positions of community leaders and priests. Most wander the Skies, helping where they can, finding adventure during their travels.

Explorer: The Sundered Skies are vast and largely unexplored. Some brave souls have dedicated their lives to exploring the void, hoping to discover riches and wonders.

Ex-Oakthorn: Feared elven mercenaries famed for their bonded, thorn firing armor. Some have been cast out or have become disillusioned with their old companions, and now wander the Skies looking for a new cause or master.

Ex-Shepherd: Shepherds are much-despised elven wardens and controllers of wildling slaves. Their ability to cow wildlings into submission is vital to the elvish economy. Shepherds are sent out into the Skies to track and hunt wildlings who have managed to escape. Occasionally a shepherd's eyes are opened by his experiences in the Skies, and he begins to view wildlings as more than just prey. Some of these shepherds even go as far as to joining the boughbreakers.

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Hunter: With food scarce in the Skies, many make a living hunting the various creatures found in the void. (The meat from a behemoth can feed a small island for weeks.) Hunters are often the first to discover new ruins.

Mercenary: Many mercenary companies offer their arms to factions in the Silent Wars that rage across the Skies. Some warriors have dreams of forming a famous company of their own. Mercenaries know the art of war and expect to get paid to fight.

Noble: Most aristocrats' children never expect to inherit their parents' positions in society, as older siblings gain all the status and responsibility. Instead, they lead a feckless life of privilege, decadence, and boredom. Many of these "second sons and daughters" run away to prove themselves. Some have become renowned scavengers, mercenaries, or adventurers.

Pirate: Where there are those who are willing to work hard to better themselves, there are others who wish to rob, steal, and cheat their way to an easy life. Most pirates are good sky sailors, but some islands are large

enough to support a determined bunch of bandits or cutthroats who terrorize and prey on communities.

Scavenger: The Skies are teeming with ruins from the days before the Sundering, most notably in the Shattered City. Those who are willing to brave these trap-filled, monster-haunted places are sometimes able to recover precious metals and wonders from long ago. Scavengers have been known to uncover mother lodes of valuable equipment during their expeditions. On the other hand, many are never seen again.

Sky Sailor: Some islanders feel the pull of the void and simply must travel to see the Skies, while others see an opportunity for profit and respect. Whatever the reason, many in the Sundered Skies become sky sailors, and help bring much needed food, goods, and gossip to the islands.

Songpriest: Wandering songpriests are the prime source of news and information for most islanders. A skilled songpriest can often get a berth on a ship for free, and rarely has to pay for rooms and board at an inn. Songpriests also serve a vital role on board ship entertaining the crew, staving off the real dangers of boredom.

Sorcerer: Magic is all-pervasive in the Skies. Some have learned to command and shape this magic, bending and even breaking the rules of reality. Such talented islanders are commonly known as sorcerers, and are feared or respected depending on whether they abuse their powers or put them to good use.

Wandering Priest: Some priests become community leaders, living their lives on a single island, setting pious examples for its inhabitants. Others choose the life of the wanderer, traveling where their faith leads, righting wrongs, and easing the suffering of others.

Wildling Fugitive: Wildlings who have escaped slavery lead the life of a vagabond. They must always be on the move, constantly aware a shepherd may catch up with them at any time. Despite this (or perhaps because of it), they have a delight for life witnessed in few other races.



CHARACTERS

MAKING CHARACTERS

Once you have decided what kind of hero you want to play, it's time to figure out your character's statistics. You'll find a character sheet designed for this setting both in the back of this book and at www.peginc.com.

1) RACE

First choose your hero's race. The available races of *Sundered Skies*, a brief description of their culture, their benefits, and the rules for playing them are presented, starting on page 10. Read through them and choose a race.

It's a good idea to read over all the races. Your hero should have a working knowledge of the other people of the Skies and the ways in which they interact.

2) TRAITS

Now it's time to choose your character's attributes and skills. Unless your racial description says otherwise, your character starts with a d4 in each of his five attributes: Agility, Smarts, Spirit, Strength and Vigor. You then have 5 points to distribute among them as you choose. Raising an attribute a die type costs you 1 point, and you may not raise an attribute above d12.

Next, you have 15 points to buy skills (unless your racial description says otherwise). It costs 1 point to buy a skill at d4 and 1 point to raise a skill by a die type as it's no higher than the attribute it's linked to. It costs 2 points per die type to raise a skill over its linked attribute.

All the usual skills are available to you in *Sundered Skies*, except Piloting, Riding, and Swimming. Characters who take an Arcane Background may also purchase the corresponding arcane skill. Those available are Magic, Miracles, and Weird Science.

SECONDARY STATISTICS

Charisma is a measure of your hero's likability, and is added to Persuasion and Streetwise rolls. Your Charisma modifier is +0 unless changed by Edges or Hindrances.

Pace is equal to 6", unless changed by Edges or Hindrances.

Parry is equal to 2 plus half your Fighting die type. Edges, Hindrances, and some types of equipment can modify your Parry score.

Toughness is equal to 2 plus half your Vigor. Edges, Hindrances, and wearing armor can modify your Toughness.

3) SPECIAL ABILITIES

Now decide if you want your hero to have any Hindrances. If so, you may use the points you earn from them to gain one of the benefits below. You may choose one Major Hindrance (worth 2 points) and up to two Minor Hindrances (worth 1 point each).

For 2 Hindrance points you can:

- Raise an attribute one die type
- Choose an Edge

For 1 Hindrance point you can:

- Gain another skill point.
- Gain an additional 500 cogs.

4) GEAR

A hero starts with the clothes on her back and 500 cogs. You'll want to spend some now on armor, weapons, and whatever other gear you want, and you'll need some cash for day-to-day expenses. There's a list of basic gear on page 29.

5) BACKGROUND

Finish up your character by filling out her background. Think a bit about which island she comes from, who her parents were, and what may have happened to her before she embarked upon her adventuring career.

You don't have to go into a lot of detail (unless you want to, of course), but a well thought-out background gives your character depth. Having some kind of background also helps the GM to make compelling stories, weaving your character's history into the fabric of *Sundered Skies*.

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RACES

There are seven races available to your character. Each has its own strengths and weaknesses, so read through and choose a race that interests you.

DRAKIN

Drakin worship and serve the dragons of the Sundered Skies.

Dwelling mainly on a long, narrow island called Dragon's Spine, Drakin carve their homes in the very bedrock of the island, although a small portion stands above ground. These "upper" levels are decorated with carvings and statues dedicated to the drakin's dragon rulers.

Drakin allow the other races of the Skies access to only one city on Dragon's Spine, known as the Foreign Quarter. Though quiet and friendly to the other races, drakin guard their privacy—and some say their hidden wealth—closely.

Hatchlings are taught the lore of their dragon lords, learning their triumphs and defeats. Elders take those with high aptitude into hidden temples, where they become one of the Chosen. Chosen who show great skill, wisdom, and luck have the potential to become dragons themselves.

The transformation from drakin to dragon is long. Most non-drakin in the Sundered Skies are unaware of any direct link between the two races, and consider those rare drakin who do exhibit enhanced draconic features and abilities to be drakin nobles.

Many drakin choose to venture out into the Skies to find their place in the world. Elderly drakin frown upon this wanderlust, often forgetting their own youthful follies.

Slight of build, drakin rarely stand taller than four feet high. Their hairless, scaly skin varies greatly in color from white through deep red to a metallic bronze or gold. Drakin live between 80 and 100 years. Those few who undergo the transformation to dragons live much, much longer.

RACIAL EDGES AND HINDRANCES

Arcane Senses: Drakin can detect supernatural persons, objects, or effects within sight. This includes invisible foes, enchantments on people or items, weird science devices, and so on. Drakin find this taxing and must succeed on a Spirit roll at -2 or suffer a level of Fatigue, which is removed after an hour's rest.

Dragonkin: Drakin have the blood of dragons coursing through their veins. If they choose the Arcane Background (Magic) Edge they start with 15 Power Points.

Small: Drakin are only about 4' tall. Their small size subtracts 1 from their Toughness.

DWARVES

Technology is the domain of the dwarves. Dwarven craftsmen, engineers and miners produce the finest goods in the Skies, from communities, called darkhomes. The most famous is Mount Ore, a vast mountain rich in metal.

The heart of the dwarven race is Deepsky Citadel, located somewhere in the depths of the lower reaches. Deepsky is hard to find, for its earth is only found at the navigator hall of Mount Ore. The Citadel is home to King Bloodaxe's court and The Factory (the holiest of Artificer temples, and the god's avatar in the Skies).

All dwarves venerate the Artificer, Lord of Invention. Deepsky houses the god itself, and most dwarves there have spoken to it directly at least once in their long lives.

A pragmatic race, dwarves are physically suited to hard labor and war-craft. Those few dwarves who study magic almost always follow the elemental tradition, favoring spells that manifest as fire, steam and heat.

King Bloodaxe tries to maintain cordial relations with most other races of the Skies. The dwarves distrust the elves in general, but are not alone in doing so. Occasionally, ancient disputes with orcs also flare up.

Dwarves are stocky, rarely over 5 feet high. They have ruddy skin and dark hair and beards. Almost every male dwarf sports a beard and takes great pride in it. They are

CHARACTERS

very long-lived, often exceeding 250 years of age. Unfortunately, the birth rate has declined alarmingly over the last few centuries, and the nurseries of Deepsky are currently empty.

Each dwarven clan claims to be the master of its craft, such as blacksmithing, carpentry, stonemasonry, or brewing, and clans with similar crafts compete aggressively. Dwarven clan ties are very strong.

Clan elders traditionally grant each dwarf their name, and dwarven names are reused down through the generations.

RACIAL EDGES AND HINDRANCES

Clan Trained: Regardless of profession, all dwarves are taught the craft of their clan. Dwarves begin the game with a free d6 in Knowledge (Craft) skill of their choice.

Low Light Vision: Dwarven eyes are used to the gloom of their darkhomes. They ignore penalties for Dim and Dark lighting.

Loyal: A clannish people, dwarves display strong bonds of friendship to other members of their race and those they call friend.

Slow: Dwarves have a Pace of 5”.

Tough: Dwarves are stout and tough. They start with d6 Vigor instead of d4.

ELVES

Most Elves live on the isle of Heartland, the largest known inhabited landmass. They cultivate the lush deciduous forests, which both provide for and hide their communities. Elves grow their dwellings from the boughs of trees, using a magic known only to the highest ranked leafwardens.

Elves worship the Wild, believing that the island of Heartland is its avatar. A great tree known as the Leaflord (and seen as a manifestation of the Wild's power) stands in the center of the isle, surrounded by the royal Willow Court—the seat of the reclusive Willow Queen.

Nestled between the Leaflord's roots is the Fleshforge, the main temple to the Wild. Here the elves create their slave races, the wildlings and the ferals. Wildlings are used for menial

tasks, while the ferals—larger, less intelligent and more savage creatures—become guards or are set free to patrol Heartland's forests.

Heartland exports timber and foodstuffs, often offering substantial discounts. Few islands take them up this offer, however, as the discounts come with strings attached in the form of elven missionaries who cultivate groves of Heartland trees. These, it is claimed, allow the Wild to take root. This makes many nervous, for the Wild is widely feared.

Most elves consider the wildlings and ferals to be little more than property, believing they can be used and disposed of as needed. This attitude is generally reviled by other races, who are genuinely horrified at the conditions under which the wildlings are forced to live and die.

In the last four hundred years an elven resistance known as the Order of the Raven, or the boughbreakers, has arisen. They work in secret to free wildlings from slavery and overturn the monarchy of the Willow Queen. Each boughbreaker's rebellious zeal was awakened by dreams of a ghostly raven-topped staff floating in the Fleshforge. The source of these dreams is unknown.

Oakthorn mercenaries provide the majority of the Willow Queen's forces. These fearsome warriors are famous for their bonded ironwood swords and thorn-firing wooden armor. The Oakthorn, alongside the bestial ferals and powerful leafwardens, provide the elves with the most powerful standing army in the Skies. Theoretically, the Trade Council can muster a greater force, but this has never been put to the test.

Elven economic and military power has cowed many in the Trade Council, allowing them to effectively seize control of Freedom Isle (see page 60), or the Glowborn Project, as their priests refer to it.

Elves are taller than the average human, usually standing over 6' tall, and are always thin and gangly. Their hair is usually brown, black or even green, with green tinged skin, and each displays one of eight different plant heritages. Elves live more than 300 years.

SUNDERED SKIES

RACIAL EDGES AND HINDRANCES

Agile: Elves are graceful and agile. They start with a d6 in Agility instead of a d4.

All Thumbs: Elves have an inbred dislike of mechanical objects and thus have the All Thumbs Hindrance.

Plant heritage: Elves are part plant and must pick one of the following heritages:

Bark skin: The elf's skin is bark-like, giving +1 Armor.

Blood rose: The hands of an elf with this heritage are covered in dormant blood roses, which may bloom and absorb blood from an Incapacitated foe. This process takes ten minutes, kills the victim, and immediately heals one of the elf's wounds—however he is uncomfortably bloated and suffers a level of Fatigue for one hour.

Ivy crawl: His skin is covered in grasping ivy tendrils that aid climbing attempts. He gains the Wall Walker ability (see the *Savage Worlds* rules).

Nettle touch: His fingers are covered in stingers similar to the barbs found on a nettle. With a successful bare handed touch attack (+2 to Fighting), the target must make a successful Vigor roll or suffer one level of Fatigue—this can lead the victim to become Exhausted, but not Incapacitated.

Perfume: The sweetest perfume surrounds the elf, improving his Charisma by +2.

Spores: The elf's skin may shoot out spores in a Medium Burst Template centered on the character. All those caught in the blast must make a Vigor roll or suffer one level of Fatigue. The elf must make a Spirit check or be left Shaken after making a spore attack.

Thorns: The character's flesh is covered in thorns. He may make an unarmed melee attack dealing Str+d4 damage and gains +2 on Grapple rolls.

Willow Shadow: An elf with this heritage casts a weeping willow shadow. Any who spend at least an hour in his company (including the elf himself) gain +2 on any rolls to resist glowmadness that day.



CHARACTERS

GLOWBORN

Two hundred years ago, a badly abused goblin was abandoned and succumbed to Glowmadness. Instead of a rager, however, it became a tall, well-formed humanoid. The goblin origin was obvious, but he was more intelligent, and stronger. He dubbed himself “glowborn.” The glowborn have appeared with more frequency over the years, though a rager is still the most common result of glowmadness in goblins.

The majority of glowborn live on Freedom Isle, which was designated as the glowborn homeland by the Trade Council after they began appearing in great numbers. However, many resent living under the rule of the elves and have left to seek their fortunes.

Glowborn are a new race, with no clearly defined culture or character. They form groups of affiliation, rather than family—most are not born to a mother, after all. Glowborn loyalty to their chosen friends and “family” is legendary—glowborn crew lay down their lives for one another.

The glowborn are often religious, usually turning to the Lifemother or the Battlelord to give thanks.

Most glowborn dislike orcs and elves: the chief practitioners of slavery. Dwarves and humans are viewed with mild distrust, for they once kept goblin slaves. Glowborn are ambivalent toward the drakin, uncertain how to react to the drakins’ worship of dragons rather than “true” gods. Wildlings and (of course) goblins are seen as kindred spirits.

Glowborn can reach six foot in height, though their goblin origin shows in their fangs and the occasional wart. They usually live between 50 and 80 years.

RACIAL EDGES AND HINDRANCES

Bonus Edge: Glowborn start play with one free Edge of their choice. The hero must meet the requirements of the Edge as usual.

Jaded: Glowborn can still remember their previous lives as goblins, and so start the game with a d6 in Guts.

Loyal: Glowborn form incredibly strong attachments to those they consider family.

HUMANS

Humans are the most numerous race in the Skies—they are able to adapt to any climate and terrain, and live on most isles. Shadowhaven, home to the Trade Council, has the largest human population of any isle, though Plenty comes a close second.

Humans exhibit the best and worst traits of other races. They can be as inventive as dwarves, but also just as stubborn. They have the capacity to be as graceful or zealous as elves, as aggressive or single-minded as orcs, and as insular or curious as drakin.

Every religion in the Skies has human worshippers. There are even those who worship the Alpha and the Wild—although they receive no arcane benefit from doing so. Nearly every human is religious to some degree, though not all are prepared to admit to their devotion.

Humans maintain cordial relations with the other races. There is occasionally friction from trading disputes or misunderstandings regarding language or etiquette, but these are usually quickly forgotten. The majority of island representatives on the Trade Council are human, which helps smooth things over.

Humans are generally dark haired with coffee-colored skin. They rarely live longer than 70 years.

RACIAL EDGES AND HINDRANCES

Bonus Edge: Humans start play with one free Edge of their choice. The character must meet the requirements of the Edge as usual.

Adaptable: Humans start play with 17 skill points rather than 15.

ORCS

Orcs were once the scourge of the Skies. Raiding from war-rafts—villages built from groups of tethered together skyships—they ranged across the Skies, seeking out the weak and unprotected. No island was safe from attack. Orcs have since changed their ways and live in something resembling peace with the other races.

SUNDERED SKIES

Not everyone has forgotten, however. Many elves and dwarves lived through the raids, and occasionally a small group of orcs turn to raiding, reminding all of their history.

Most orcs have retreated to the upper altitudes. Although mainly nomadic, they often congregate on the largest of their rafts, which has come to be called "The Meeting Place." Some orc families, however, have settled on the Ice Isles, where they conduct a thriving business mining the Draining Sea and selling the ice to lower, water-deprived isles.

All orcs worship the Battlelord. His battle lust appeals greatly to their appreciation of both mayhem and honor. It was the Battlelord who commanded them to end their raiding lifestyle and settle into a more harmonious existence with the other races. Nonetheless, all orcs consider themselves warriors first and foremost, and favor large melee weapons, crude crossbows, and heavy armor.

Orcs are more than six feet tall, have skin of mottled greens and browns, and display prominent incisors jutting between their lips. Their hair is always black with a slight green tinge. Orcs are powerfully built; even their runts can best most humans in a wrestling match. Orcs live 70-90 years.

RACIAL EDGES AND HINDRANCES

Big: Orcs are a large race. They typically stand between 6' 6" and 7' tall and have strong, thick bodies. They gain a +1 bonus to Toughness but cannot wear clothing or armor built for the smaller races.

Fearsome: Orcs have a bad reputation. They start with a free d6 in Intimidation

Outsider: Most orcs are considered to be pirates and brigands by common folk and suffer -2 to their Charisma when dealing with non-orcs.

Strong: Orcs are muscular. They start with a d6 in Strength.

Stupid: Orcs aren't the most intelligent of races. It costs 2 points per die type to raise their Smarts during character creation. During play, they may only increase their Smarts every other Rank.

WILDLINGS

Wildlings are created by the Wild in the Fleshforge. Formed from the souls and bodies of animals into small humanoids, their faces and bodies reflect their ancestry. Wildlings have no memory of their forging and are taught what they need to know by other wildlings.

Wildlings are badly treated by most elves: they are retained if they are entertaining or useful, but casually disposed of when their usefulness ends. The life of a captive wildling is usually harsh and short.

An elvish secret society, known as the boughbreakers, smuggles as many wildlings as possible to freedom. Once off Heartland wildlings, who have probably never been outside the shadowed depths of the forest, discover they have one singular advantage over all other races. They do not suffer from glowmadness.

Elves do not give up their property easily, however. Wildlings caught trying to escape their bonds are immediately "put down." Those who do successfully escape must spend their entire lives as fugitives, in fear of shepherds—remorseless bounty hunters who scour the Skies for wildlings who have fled.

Most free wildlings live life on the run, often becoming adventurers and scavengers to survive. There are a few small wildling settlements on remote islands, such as Canopy, where more militant wildlings plan a savage revenge on their former captors. Wildlings are created sterile, so these communities are short-lived.

Wildlings await the appearance of the Alpha, their prophesied savior, who will lead them to freedom. His possible existence is dismissed by elves, but his priests wield divine magic, and some are starting to exhibit other powers. Many believe the manifestation of the Alpha is nigh.

Wildlings are about 3 feet tall, and covered in scales, fur, or feathers, as befits their heritage. They have fully formed fingers and toes, and are all bipedal. Wildlings can live as long as 50 years, though few die of old age.

CHARACTERS

RACIAL EDGES AND HINDRANCES

Determined: Wildlings start with a d6 Spirit instead of a d4.

Fleshforged: Wildlings were created in the Fleshforge. Each wildling character must choose an animal from the table below, from which they were forged, and then gains the corresponding ability or abilities, and the Hindrance (if any). The chosen animal also dictates the wildling's part animal, part humanoid appearance.

Fugitive: All free wildling characters are escaped slaves and so are hunted relentlessly by elven shepherds.

Glowmad Immunity: Wildlings are all immune to glowmadness. They do not cast shadows.

Small: Wildlings are only about 3' tall. Their small size reduces the character's Toughness by 1.

ANIMAL TABLE

Animal	Bestowed Ability
Ant	Start with d6 Strength
Badger	Berserk
Bat	Alertness
Cat	Start with d6 Agility; +2 Climbing; Curious
Chameleon ..	+2 Stealth
Deer	Fleet-Footed
Fox	+2 to Smarts Tricks
Frog	Leap 1d6+2" as an action
Lizard	Fast Healer
Magpie	+2 Lockpicking (includes picking pockets)
Mongoose	Quick
Mule	Brawny
Rabbit	Dodge; Minor Pacifist
Rat	Start with d6 Vigor
Raven	Start with d6 Smarts
Snake	First Strike
Songbird	+2 Charisma
Spider	Wall Walker (see Monstrous Abilities in <i>Savage Worlds</i>)
Tortoise	+2 Armor; Slow (4" Pace, d4 running die)

HINDRANCES

The Doubting Thomas Hindrance is not appropriate for the world of *Sundered Skies*, where magic and mystery are commonplace. In addition, dwarf and wildling characters may not choose the Young Hindrance.

BLOODTHIRSTY AND MEAN

Anyone who exhibits Bloodthirsty or Mean tendencies is viewed with suspicion as they are similar to early signs of glowmadness.

The Charisma penalty for each of these hindrances is increased by 1 to -5 and -3, respectively.

CLAUSTROPHOBIA (MINOR/MAJOR)

In addition to the rules in the *Savage Worlds* rulebook, a character suffering from claustrophobia is reluctant to spend time indoors, even at the risk of glowmadness.

Those with minor claustrophobia suffer a -1 on daily rolls to resist glowmadness. The major version of the hindrance increases this penalty to -2. A blanket penalty is much easier than keeping track of how long a character spends in and out of doors during the day.

GLOW BLIND (MINOR)

Some characters are adversely affected by the distance distorting effects of voidglow. Range penalties are increased by -1 when used out of doors.

GLOWMAD SUSCEPTIBLE (MINOR)

The character is unusually susceptible to glowmadness. Glowmadness rolls are made at -2 (see page 51). The hero also suffers a -2 penalty to Spirit rolls to resist boredom (see page 55).

GOD CURSED (MAJOR)

Your past actions have offended one of the gods of the Skies. Any beneficial spells cast upon you by the god's priests automatically fail. Harmful spells cast by the god's priests do an extra +2 damage to you. Opposed spells cast by the priest also gain a +2 bonus when you are opposing them.

SUNDERED SKIES

EDGES

Several standard Edges from *Savage Worlds* function slightly differently in *Sundered Skies*. The differences are listed along with the new Edges in the following listing.

BACKGROUND EDGES

ARCANE BACKGROUND

Characters may take Magic, Miracles, or Weird Science as an Arcane Background. If they choose Miracles, they follow one of the gods of the Skies. If the hero chooses Weird Science they must worship the Artificer.

For more on Arcane Backgrounds, see the Magic and Religion chapter, beginning on page 39.

BERSERK

This Edge is only available to war priests and wildlings with the appropriate animal heritage. The ability to enter berserk rages is viewed as a gift from the Battlelord, and is respected rather than feared.

CHOSEN

Requirements: Novice, Drakin, Smarts d6+, Spirit d8+, Knowledge (Arcana) d4+, Knowledge (History) d6+

Your drakin is one of the Chosen—a potential dragon. He is knowledgeable about the history of the drakin and dragons, and has taken the first steps on the path leading to ascension into dragonhood. Drakin Chosen are distinctly different to others of their race. Their scales are more polished, and of a brighter hue. They also have non-functioning wings.

The hero gains +2 to any dragon- or drakin-related Common Knowledge rolls.

GLOWMAD RESISTANT

Requirements: Novice

Your character is resistant to going glowmad and adds +2 to glowmadness rolls (see page 51). She also gains a +2 bonus to Spirit rolls to resist boredom (see page 55).

NOBLE

This works the same way as in the main rules, but can only be taken by human, drakin, or dwarf characters.

OAKTHORN ARMOR

Requirements: Novice, Elf

Your hero once belonged to the Oakthorn mercenary unit, and still retain your bonded armor. It provides +3 Armor and weighs 15 pounds. You cannot remove the armor, but can sleep in it without discomfort. The Oakthorn have a bad reputation, giving you a -2 penalty to Charisma.

The armor may fire a volley of thorns at a foe using your Shooting skill (2/4/8, 2d6 damage; ROF 1). The armor has 3 Power Points for this purpose, and each volley uses 1 Power Point. These recharge normally (as the thorns grow back), and are affected by Rapid Recharge. A character with his own Power Points cannot use them on volleys.

COMBAT EDGES

BEASTLING

Requirements: Seasoned, Wildling

Your hero has awakened an inner power, and transforms permanently into a larger, more powerful “battle ready” form.

The character grows to the size of a human, losing the Small Hindrance (as well as the Toughness penalty). The teeth and claws have also grown proportionately, becoming natural weapons that inflict Str+d4 damage. Other than size, the wildling’s appearance remains unchanged.

DRAGON MIGHT

Requirements: Novice, Chosen, Strength d8+, Fighting d8+

The character’s potential dragonhood manifests itself as razor sharp claws and teeth. These count as natural weapons in combat and cause Str+d6 damage.

The drakin has grown to the size of a human—so losing the Small Hindrance and the Toughness penalty.

CHARACTERS

DRAGON HIDE

Requirements: Seasoned, Dragon Might, Vigor d8+

The drakin's skin becomes an armored, scaly hide, giving +2 natural Armor. This bonus does not stack with any armor the character wears.

DRAGON TAIL

Requirements: Seasoned, Dragon Might, Agility d8+

As the hero's progression toward dragonhood continues, he grows a long, heavy tail. This helps him maintain balance and can also be used to knock foes down. He gains a +2 bonus to all Agility rolls involving an element of balance, and a +2 bonus to Agility-based Tricks. His Size increases by an additional +1.

DRAGON WINGS

Requirements: Veteran, Dragon Might, either Dragon Hide *or* Dragon Tail, Agility d10+

The drakin's wings are now able to bear his weight, allowing him to fly at twice his regular Pace with a Climb of one-quarter his Pace (rounded down). His Size increases by another +1.

DRAGON BREATH

Requirements: Veteran, Dragon Might, and *one* from Dragon Hide, Dragon Tail or Dragon Wings, Spirit d10+, Vigor d10+

The Chosen has developed the dragon's most terrible weapon—its fiery breath. She can breathe fire by making a Spirit roll and using the Cone Template. Everyone within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d6 damage and must check to see if they catch fire (see Hazards in *Savage Worlds*).

The drakin cannot take any other action in the round she breathes fire, although she may move as normal. If she rolls a 1 on her Spirit die, she becomes Shaken.



DRAGON FEAR

Requirements: Heroic, Dragon Might, and *two* from Dragon Breath, Dragon Hide, Dragon Tail, or Dragon Wings, Spirit d10+, Intimidation d10+

The character is approaching the final transformation into a dragon, and his very appearance can cause an enemy to freeze in fear.

As an action, the Chosen can cause all non-drakin within a Large Burst template, centered on himself, to make a Guts roll or roll on the Fright Table. The drakin's Charisma modifier (positive or negative) becomes a negative modifier to the Guts roll, and a positive modifier on the Fright Table roll.

GLOW GLIMPSE

Requirements: Seasoned, cannot be a wildling, non-Chosen drakin, provider, or songpriest, Intimidation d8+

SUNDERED SKIES

Some are able to embrace the glow and use it to their advantage. These slightly insane folks are able to give their foes glimpses of their glowmad form.

As an action, the hero may make an Intimidation roll opposed by the Guts of a single target within line of sight. On a success, the victim must roll on the Fright Table. If the hero makes further checks against the target during the same encounter, the victim gains a cumulative +1 bonus to their Guts roll from becoming jaded.

Heroes taking this Edge gain a permanent level of glowmadness and are considered Irritated (see page 51) at all times, with all the penalties it entails.

GLOW FORM

Requirements: Heroic, Glow Glimpse

The hero permanently takes on certain characteristics of his glowmad form. Orcs and glowborn gain a +2 Size bonus (which also adds to Toughness), while other races gain +2 Armor, as detailed under their glowmad form (see page 52).

Heroes taking this Edge gain a second permanent level of glowmadness and are considered Angry (see page 51) at all times, with all the penalties it entails.

LEADERSHIP EDGES

SKY COMMANDER

Requirements: Veteran, Smarts d8+, Boating d10+, Intimidation d8+, Command, must be sole Captain of the vessel when the Edge is used.

Crews who serve under skilled leaders add +2 to their Boating rolls.

POWER EDGES

SOUL DRAIN

This Edge works as normal, but is only available to sorcerers and leafwardens, who may replace the Knowledge (Arcana) requirement with Faith.

PROFESSIONAL EDGES

CHAMPION AND HOLY WARRIOR

These Edges affect undead, demons, and priests as normal. Songpriests who take these two edges can also affect the glowmad.

COURIER

Requirements: Novice, Connections, Streetwise d8+, Investigation d6+

Couriers have traveled the length and breadth of the Skies, delivering messages and packages at the behest of the Couriers' Guild, building up extensive networks of contacts among the merchants of all the major isles.

Gear sought by Couriers is classed as one Rarity Level lower than listed. The courier also adds +2 to all rolls having to do with buying, selling, and finding goods and gear in the Skies. They can stay free of charge at Navigator Halls, where free healing, food and water is also provided.

Couriers can expect to be contracted by the Guild at the most inopportune moments to deliver a message to some far off island.

IRON TITHE

Requirements: Novice, Arcane Background (Miracles), Spirit d8+, Faith d6+, Priest of Artificer

The Factory—the greatest temple of the Artificer—manufactures many of the tools and weapons used throughout the Skies. Much of the raw material is imported from Heartland, Timber and Mount Ore, but some is magically received via ritualized sacrifice.

A steampriest who burns salvage while intoning a prayer to his god magically transports the salvage to the factory, where it materializes in one of the warehouses. In return his Power Point pool is replenished by 1 point for every 100 cogs worth of salvage sacrificed.

LEAF BLESSED

Requirements: Novice, Arcane Backgrounds (Miracles), Spirit d8+, Faith d6+, priest of Wild.

CHARACTERS

The Wild blesses the most pious and able of its followers with additional power. This Edge grants Leafwardens with one extra Plant Heritage (see page 12).

Leaf Blessed may be selected more than once, but only once per Rank.

LIFEMOTHER'S KISS

Requirements: Novice, Arcane Background (Miracles), Spirit d8+, Faith d6+, priest of Lifemother

Skilled Providers can control and direct the flow of fluids through the body, which allows them to heal any Fatigue the target has suffered.

The Provider must touch and concentrate on the injured party for ten minutes for each level of Fatigue, and spend 1 Power Point per level.

MUSKETEER

Requirements: Novice, Shooting d8+

Those who have been trained in the use of a firearm, whether by island militia or service in a mercenary unit, have drilled for many hours and know how to fire and reload their weapons quickly.

Those with the Musketeer Edge can reload a black powder weapon in a single round. The hero must follow all other restrictions for reloading and firing his weapon as normal.

PEACE MONGER

Requirements: Novice, Arcane Background (Miracles), Spirit d8+, Faith d6+, Persuasion d6+, priest of Battle Lord.

While war priests are justifiably famous for their prowess in battle, many forget they have another, more important, role in the Skies—limiting and preventing conflict.

Peace Mongers gain a +2 on Persuasion rolls. Furthermore, their Persuasion attempt affects all within their Spirit die in inches. A roll of 1 on the Persuasion die does not decrease a target's attitude. This Edge does not effect undead, demons, or glowmad.

SCAVENGER

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

Scavengers are those adventurers who make a successful living at raiding ruins for much-needed metal and other relics. These ruins are dangerous places; explorers not only have to deal with traps and guardians, but also the ever-present danger of building collapse. The most successful adventurers have to be observant, agile, and lucky.

Scavengers gain a +2 bonus to Notice rolls in a ruin and +10% to their chances of finding a relic.

SONGPRIEST

Requirements: Novice, Arcane Background (Miracles), Spirit d8+, Faith d6+, Priest of Festival

Songpriests access the knowledge of the Songvaults through their Muse, gaining +2 to Common Knowledge, Knowledge (Legends and Lore), and Persuasion rolls.

Songpriests can also maintain one spell by reciting poetry, singing, or playing an instrument. Maintaining the spell costs no Power Points and the spell lasts as long as the priest performs, regardless of its normal duration. Maintaining the power counts as an action, and the power can be disrupted as normal.

UNTAMED

Requirements: Novice, Wildling; Arcane Background (Miracles), Spirit d8+, Faith d6+; priest of Alpha

As an action, an untamed can change her fleshforged animal ability by choosing from the list on page 15 and making a Spirit roll at -4. With a success, the character can choose a new fleshforged form (along with the new power and any associated Hindrance), but loses the old one.

Her physiology changes to match her new animal origin, though any wildling who knows her can still recognize her.

SUNDERED SKIES

WEAPON WARDED

Requirements: Novice, Arcane Background (Miracles), Spirit d8+, Faith d6+, priest of Battlelord.

The Battlelord rewards his most faithful priests with weapon wards—the priest's piousness turns aside the warded weapon. The priest gains +4 Toughness against one very specific type of manufactured weapon, such as cannonballs, daggers, spears, long swords, and such like.

This Edge can be selected more than once, but only once per Rank. A different weapon must be chosen for the ward each time.

WIND SEEKER

Requirements: Seasoned, Arcane Background (Miracles), Spirit d8+, Faith d6+, Knowledge (Winds) d6+, priest of the Lady of the Winds.

Pious windpriests are able to bless any sail powered ship upon which they travel, speeding the vessel to its destination.

Increase the ship's Handling by +1, and Acceleration and Top Speed by 25%.

SOCIAL EDGES

REPUTATION

Requirements: Veteran

As a result of his deeds (be they good or bad) the hero has earned a reputation across the Skies.

He may add his Charisma to all Intimidation rolls. A negative score is treated as positive for this purpose (and the hero has a bad reputation).

LEGENDARY EDGES

DRAGONKIND

Requirements: Legendary, Dragon Breath, Dragon Fear, Dragon Hide, Dragon Tail, Dragon Wings, Strength d10+

The final stage of the transformation is complete, and the hero becomes a dragon.

The drakin character's hide thickens to provide +4 Armor; claw and bite damage increases to Str+d8; Size increases by another +1 (as does Toughness); damage for fiery breath increases to 2d10. In addition, the hero also gains four steps of Strength. (Each step over d12 adds +1, so d12+1, d12+2, and so on.)

The newly-born dragon is immune to glowmadness, having left her humanoid form completely behind.

DRAGON GROWTH

Requirements: Legendary, Dragonkind

Dragons continue to grow after they have transformed, sometimes even becoming the size of the enormous creatures of legend.

A drakin character may take this Edge more than once—the dragon gains an additional +1 to its Size (and Toughness) each time the Edge is taken. In addition, it increases its Flying Pace by +4" and Climb by +1".

When a dragon reaches Size +4, it is considered Large. At Size +6, the dragon also gains the tail lash ability (see page 143), but it loses its Agility bonus for having a tail and the bonus to Tricks. Once the dragon reaches Size +8, it is considered Huge. Once the dragon reaches Size +9, it is considered Gargantuan.

GLOW SHIELDED

Requirements: Wild Card, Legendary

In recognition of the hero's great deeds, the gods themselves choose to expend a portion of their power in order to shield this legendary character from the horrors of Glowmadness.

The hero never transforms into one of the Glowmad, nor can he ever gain any levels of Glowmadness. However if he has the Edges Glow Form and Glow Glimpse, he still retains the benefits from those Edges. If the character goes on to take these Edges some time in the future he only gains the beneficial properties.

CHARACTERS

"I don't care that we once served the same mistress, the only way you are getting to those wildlings is through me!"



ELVEN EX-OAKTHORN

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

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d8, Shooting d6, Stealth d4, Taunt d4

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 8(3)

Hindrances: All Thumbs, Death Wish, God Cursed, Wanted

Edges: Agile, Oakthorn Armor, Plant Heritage (Willow Shadow)

Gear: Oakthorn armor (+3, 2/4/8, 2d6, 15lbs), ironwood sword (Str+d8, 1 lesser blessing—Alpha, 6lbs), loft oil, backpack (2lbs), sleeping Canvas (5lbs), waterskin (1lb), 30 cogs

BACKGROUND

Once a fanatical member of the Oakthorn, content to follow orders, you gave no thought to the morality of your actions. Everything was to the glory of Heartland, the Willow Queen, and ultimately The Wild.

Then the dreams started.

Every sleep cycle was disturbed by visions of the Fleshforge. Half seen figures struggled pitifully within fleshy cocoons, their desperate cries echoing in your dreams. A raven-topped staff stood in the center of the chamber.

These dreams unlocked a door in your mind. You became sympathetic to both the wildling's plight, and the boughbreakers' goals. Everything came to a head, in a skirmish with a group of boughbreakers. Switching sides, you slew a fellow Oakthorn. You fled from Heartland at once.

Since this betrayal, the Wild has cursed you: beneficial spells cast by leafpriests have no effect and their malicious spells are more potent. Rather than bring you back into the fold, you have sworn allegiance to the boughbreakers: you will never cease trying to bring down the Willow Queen and everything she stands for.

SUNDERED SKIES

ORCISH WARPRIEST

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

Skills: Faith d8, Fighting d10, Guts d6, Intimidation d6, Notice d4, Shooting d6

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

Hindrances: Bloodthirsty, Glow Blind, Outsider, Stupid, Ugly

Edges: Arcane Background (Miracles), Big, Fearsome, Rich, Strong

Gear: Bronze breastplate (+3, 15lbs), bronze greaves (+3, 8lbs), bronze vambraces (+3, 3lbs), silver greatsword (Str+d10, Parry -1, requires 2 hands, degradable, 6lbs), headbanger (4/8/16, Str+d4, Small Burst Template, 3lbs), 2 headbanger skulls (8lbs), sleeping canvas (5lbs), whetstone (1lb), waterskin (1lb), 10 cogs.

Powers: 10 Power Points, *battle lust*, *smite*

BACKGROUND

People believe priests should be kindly, spiritual souls guiding their flock toward enlightenment—you aren't that kind of priest.

Your father, an infamous war raft captain, was captured and executed not long after your birth. You were an angry child, often sequestered, as you showed early signs of glowmadness. Eventually, your frequent rages came to the notice of the warpriests in The Call. They saw your outbursts for what they were—the call of the Battlelord.

You were taken into the priesthood as an initiate. Initially you fought the training, but came to realize the truth. You possess a shard of your god's rage, a shard you use to protect your friends.

"Come on you miserable dogs, fight! Fight like you never have before"



CHARACTERS

"I heard another rumor about the Iron Citadel. Can you imagine what it must be like to see all that iron in one place?"



WILDLING SCAVENGER

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

Skills: Climbing d6, Fighting d8, Guts d6, Healing d4, Lockpicking d4, Notice d6, Shooting d8, Streetwise d4

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

Hindrances: Clueless, Curious, Fugitive, Habit (fastidiously clean), Illiterate, Small

Edges: Determined, Fleshforged (Cat; +2 to Climbing), Glowmad Immunity, Luck, Scavenger

Gear: Leather (+1, 10lbs), flintlock pistol (5/10/20, 2d6+1, 2 actions to reload, 3lb), Stone dagger (Str+d4, degrades 2lb), crowbar (2lbs), hammer (1lb), 15 rounds of shot w/powder (2lbs)

BACKGROUND

You don't remember your "birth"—but then, no wildlings do. Your first memories were of being put to work building a home oak by a cruel shepherd. This hard, back-breaking work continued for a few weeks, and then you were collected along with a dozen other wildlings and delivered to a holding pen.

Neither you, nor any of your fellow captives, knew what awaited—but you knew it wasn't good. Wildlings often disappeared, never to be seen again. You waited several hours huddled together, desperately afraid.

A boughbreaker strike force rescued you before you met your terrible fate. They smuggled you all off the island and shipped you to Canopy, where they told you all to seek new lives.

Consumed by curiosity however, you left Canopy almost immediately, intent on seeing what life was like in the big wide sky. Today you scours ruins for salvage, rarely giving any thought to your previous life, or those you left behind.

Soon this is going to change.

SUNDERED SKIES

DRAKIN CHOSEN SORCERER

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

Skills: Fighting d4, Guts d6, Investigation d6, Knowledge (Arcana) d6, Knowledge (History) d6, Notice d6, Spellcasting d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Greedy (Major), Poverty, Small, Vengeful

Edges: Arcane Background (Magic), Arcane Senses, Chosen, Dragonkin

Gear: Staff (Str+d4, +1 Parry, Reach 1, greater blessing, 8lbs), backpack (2lbs), sleeping canvas (5lbs)

Powers: 15 Power Points, *armor, bolt, boost/lower trait*

BACKGROUND

You've always known you are special—you are Chosen, a drakin who has the potential to become a dragon, a tyrant of the skies. From the moment you hatched, you were immersed in the lore of his birthright, and prepared for the great destiny that awaits you.

However, all this scholarly instruction and training was threatening to send you into a torpor, so you fled the Dragon Spine—unknowingly following the path your instructors wished you to, for a dragon must seek his destiny in the skies. Nothing prepares him better for the long life he has before him.

During your travels you have discovered a desire within yourself for salvage—items and relics prized by the peoples of the skies. You look upon them as the start of the great dragon hoard you will one day gather, and jealously guard every new acquisition. You argue over each new find with others in your party, and always try to take the best pieces for your collection.

Having left your home isle with nothing, you are determined to grow rich and powerful on your long journey to dragonhood.

“You will never defeat me. All I must do is live—your lifespan is but a moment in mine!”



CHARACTERS

"We must all laugh and sing in the face of madness, for it is our best defence against the Lightbringer!"



GLOWBORN SONGPRIEST

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

Skills: Faith d8, Fighting d6, Guts d6, Knowledge (Legends and Lore) d6, Persuasion d8, Streetwise d6

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6(1)

Hindrances: Claustrophobia (minor), Code of Honour, Loyal, Pacifist (Minor)

Edges: Arcane Background (Miracles), Holy Warrior, Song Priest

Gear: Hide (+1, 10lbs), parchment helm (+2, 6lbs), short sword (Str+d6, greater blessing 4lbs), backpack (2lb), sleeping canvas (5lbs), waterskin (1lb), 45 cogs

Powers: 10 Power Points, *deflection, healing*

BACKGROUND

You started life a nameless goblin in one of the ice mines on the Draining Sea. Somehow, you ended up stranded on the surface. You were lucky enough to be found before freezing to death, but it was too late, you succumbed to glowmadness—becoming a glowborn.

You were shipped off to Freedom Isle on the next available ship, but Freedom didn't prove to be the haven you were promised. The elves were too authoritarian for your tastes—the glowborn had shed the slavery of their previous lives for a new servitude under the velvet heel of the Willow Court. Unable to stomach what was happening on the isle, you left, seeking fame and fortune in the Skies.

Traveling to Shadowhaven, you became a full fledged priest at The Choirhall. Now, you travels the skies, bringing the glory of Festival to all who will listen.

SUNDERED SKIES

REFORMED SKY PIRATE

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

Skills: Boating d6, Fighting d8, Guts d8, Intimidation d4, Notice d6, Persuasion d6, Shooting d6, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 6(1)

Hindrances: Enemy (Minor), Heroic, Loyal

Edges: Hard to Kill

Gear: Leather (+1, 10lbs), buckler (+1 Parry, 8lbs), dagger (Str+d4, 1lb), rib blade (Str+d4, +1 Parry, degradable, 1lb), backpack (2lbs), sleeping canvas (5lbs), waterskin (1lb), 30 cogs

BACKGROUND

You escaped childhood using a tried and true method—you signed onto a skyship. Unfortunately, your maiden voyage ended when the ship was chased down and boarded by pirates. Most of the crew were put to death, but you were offered the chance to join the crew.

The captain—a black hearted rogue by the name of Palmstorm—took a liking to you, and taught you the “ways of the pirate”

You were horrified by what you learned, and came to hate Palmstorm. You took the only path your conscience would allow, and led an ill-fated mutiny. The mutineers were crushed, and you was hung from the ships yardarm, then thrown into the void, barely conscious.

But your luck was on the change. You were rescued by a Windpriest taking pilgrims to Bridgeways.

Today you make your way as a scavenger in Gateway. You detest pirates with every fiber of your being—especially Palmstorm, who has recently resurfaced as the right hand man of Merkas Gladwing, Gateway’s lord of crime.

“Make peace with your gods, pirate filth, for your lives end here!”



GEAR

Islanders of the Sundered Skies tend to be a practical bunch. They rate the value of something not by how pretty or rare it is, but by how useful.

As a result, many goods are expensive—especially weapons and armor. Metal is relatively rare and so comes at a premium. You can buy weapons and armor made from inferior materials, to offset this expense. Technology in the Skies is similar to that of the medieval period, although firearms and cannon see common use.

These lists cover most commonly sought-after goods, services, weapons, and armor.

CURRENCY

The Trade Council issues a coin called a cog—a thick, iron disc some two inches in diameter. For the most part, only the Trade Council, merchant guilds, skyship captains, and adventurers deal directly in cogs.

Where common tools and armor have to be fashioned from bone and stone because resources are so scarce, economies tend to center on barter and exchange rather than currency.

Unless altered by Edges or Hindrances, your character begins with 500 cogs.

RARITY OF GOODS

In the resource-poor Skies, some items are much more difficult to find than others. This is reflected by a Rarity Rating for each item.

The five levels of rarity are Very Common (VC), Common (C), Uncommon (U), Rare (R), and Very Rare (VR).

BUYING GOODS

A character seeking to buy an item rated Uncommon or higher (other than a skyship) must spend one week searching and make a Streetwise roll to find the item. For Very Common and Common items, no roll is required (although the search still takes a week).

A successful search locates a number of items as indicated by the # *Available* column in the table below. Multiply the number of items available by 5 when the hero is looking for ammunition or other small items (such as candles or sheets of parchment).

RARITY TABLE

Rarity	Streetwise Mod	# Available
VC	Auto success	1d6+6
C	Auto success	1d6
U	+0	1d3
R	-2	1d2
VR	-4	1

If an item's Rarity is ever altered to be more rare than VR, simply increase the Streetwise modifier by -2 for each additional level of rarity.

BUYING SHIPS

Searching for a skyship requires two weeks and a Streetwise roll, with appropriate Rarity modifiers based on the type of ship being sought, as listed under ship descriptions (see pages 34 and 35).

Only one ship can be found in each search, regardless of its rarity.

SUNDERED SKIES

TRADING AND SALVAGE

Adventurers often find valuable materials during their travels. Well-preserved single items can be sold at half the listed rate, but collections of salvage must be sold in bulk. In addition, heroes can buy consignments of cargo and ship them to islands where they are sought after, earning themselves a profit.

Each consignment of cargo takes up 1d6 cargo spaces and is worth 500 cogs per space (a salvage consignment's value is listed on the Salvage Table on page 88). It takes a week to sell a consignment, after which the seller makes a Streetwise roll. With a success, he earns the base value of the consignment. With a raise, the amount is increased by 50%. If the seller fails the roll, the amount paid is only half of the consignment's value.

Some materials are abundant on certain islands (or scarce). The GM has details about what is readily available on each island (or desperately needed). Abundant goods sell for only half the total amount above (after the effects of the skill check are applied). Scarce consignments sell for twice the amount. Goods are divided into categories, as follows, along with suggestions as to what might fit into each category. The GM should roll or choose what a consignment contains (all spaces in a consignment are of the same type for simplicity).

CONSIGNMENT TYPES

d8 Consignment

- 1 **Agricultural:** Magically preserved seeds, earth, agricultural tools.
- 2 **Building materials:** Beams or worked stone that can be reused.
- 3 **Clothing materials:** Cloth, dyes, clothes, needles and thread.
- 4 **Knowledge:** Scrolls, manuscripts, tomes, or tablets.
- 5 **Metal Salvage:** Metal coins, iron doors, candlesticks, anvils, nails.
- 6 **Shipboard salvage:** Sails, rigging, wayspheres, oars, rope.
- 7 **Weapons and armor:** Usable or corroded weapons, armor, helmets.
- 8 **Wooden:** Beams, doors, timber, furniture.

SELLING SHIPS

Finding a buyer for a skyship requires a Streetwise roll. Success means a buyer is found who pays 25% of the ship's listed price. A raise finds a buyer willing to pay 50% of the price. This roll may be attempted once per week.

Subtract 25% of the amount the buyer will pay for each un-repaired wound or critical hit the ship has suffered.

DEGRADABLE WEAPONS

If finances are low or the weaponsmith has no iron or steel available, your hero may have to use a weapon made from some other material. The degradable materials chart on page 36 lists the possible substances and the effect they have on a weapon's capabilities.

Degradable weapons are made from a less durable substance than iron or steel, such as bone or bronze. If an attacker using a degradable weapon rolls a 1 on his Fighting die, regardless of the Wild Die, the weapon is damaged. Depending on the material, it may be possible to repair the weapon after such an accident.

BRONZE, GOLD, LEAD, AND SILVER

Each time a weapon made from one of these materials is damaged, it bends slightly, reducing all Fighting, Shooting or Throwing skill rolls by -1 until it is repaired.

Damaged bronze and silver weapons can be straightened with brute strength. Each success and raise on a Strength roll reduces the penalty, by one.

Damaged weapons made from gold and lead can only be repaired using a successful Knowledge (Weaponsmithing) roll.

BONE, STONE, AND WOOD

Damaged weapons made from natural materials have their normal damage die reduced by one step (so a d6 becomes a d4, for example). If this reduces the modifier below d4, the weapon is destroyed. These weapons cannot be repaired.

◆ GEAR NOTES ◆

The following notes provide additional information for selected mundane items.

MUNDANE ITEMS

Altitude Attire: This is typically heavy, quilted cloaks and boots stuffed with the plumage of the skylanders which flock in the Upper Reaches of the Skies. A character clad in such clothes gains a +2 bonus to Vigor rolls made to resist cold weather.

Candle: Candles provide light in a 2" radius for two hours. A candle blows out if the hero holding it runs or is in a strong wind.

Crowbar: A crowbar can be used to pry open a stuck door or chest, giving the user a +1 to his Strength roll. It can also be used as a club in combat.

Grappling hook and line: A grappling hook is attached to a light line of variable length (but usually no more than 15 yards). The user throws the hook as if he were attacking a target. It has a range of 3/6/12. If it "hits," the hook has set and can hold up to 200 pounds of weight.

Lantern: A lantern provides light in a 4" radius for three hours per pint of oil. There is a 50% chance the lantern breaks if dropped, and a 1 in 6 chance that it sets combustibles alight. (See the Fire rules in *Savage Worlds*.)

Lantern, Bullseye: A Bullseye lantern acts as a regular lantern, but also has a shuttered reflective hood that can focus the light through a small opening. When used in this way, it provides a cone of light using the Cone Template. There is a 50% chance the lantern breaks if dropped, and a 1 in 6 chance it sets normal combustibles alight (see the rules for Fire in *Savage Worlds*).

Lockpicks: A hero trying to pick a lock without tools suffers a -2 penalty to his roll.

Manacles: Manacles hamper movement and prevent a prisoner from using his hands effectively. A manacled hero has an effective Pace of 1" and suffers a -4 penalty when using tools or weapons. Manacles can be broken as described in the *Savage Worlds* rulebook.

MUNDANE ITEMS

Item	Cost	Weight	Rarity
Backpack	75	2	C
Blanket	10	4	VC
Candle*	2	1	U
Crowbar*	15	2	U
Flask (ceramic)	8	1	C
Flint and Steel	5	1	VC
Grappling hook*	200	2	U
Hammer	15	1	C
Lantern*	35	3	U
Lantern, Bullseye*	75	3	U
Lockpicks*	300	1	R
Manacles*	150	2	R
Oil (1 pint)*	3	1	U
Quiver (20 arrows)	35	2	C
Rope (20 yards)*	15	15	VC
Sailcloth	7/yd	3	VC
Shovel or Pick*	10	5	C
Sleeping canvas*	40	5	VC
Torch*	8	1	C
Waterskin	5	1	VC
Whetstone	5	1	VC
Whistle	2	—	C

CLOTHING

Altitude attire*	300	3	U
Normal clothing	20	—	VC
Court attire	350	—	R

EXOTIC GOODS*

Minor Blessing	50	—	C
Greater Blessing	125	—	U
Dragon Blood	250	—	R
Elven Potions	250	—	R
Loft Oil	300	—	C
Mother's Restore	100	—	U
Waysphere	300	2	VR
Windcharm	400	—	U
Wound Seal	500	—	U

* See Gear Notes

SUNDERED SKIES



Oil (1 pint): In addition to its use as lantern fuel, oil can be used as a weapon by putting oil in a ceramic flask with a lit fuse. The flask is thrown at a target, where it breaks and the fuse sets the oil alight. Lighting a fuse requires 1d6 rounds with flint and steel (or 1 round with open flame). A fuse stays alight for 10 minutes.

The flask's range is 3/6/12. Anything it hits is set alight on a d6 roll of 5-6, causing 1d10 damage per round. The fire has a chance of spreading as usual.

Pick or Shovel: These are unbalanced as weapons and so inflict a -1 penalty on the user's Parry and Fighting rolls. Their damage is Str+d4.

Rope (20 yards): The rope can safely support 300 pounds. For every 50 pounds over, roll 1d6 each minute or whenever the rope suffers a sudden stress. On a 6, the rope breaks under the strain.

Sleeping Canvas: This is a bedroll made from thick canvas; sleepers roll themselves in it and are completely shielded from the effects of voidglow.

Torch: A torch provides clear light in a 4" radius. Properly prepared torches last one hour. Makeshift torches provide 30 minutes of light and can be made with wood, rags, and a pint of oil for every 10 torches.

EXOTIC GOODS

Blessings: A priest can bless any sort of item. Invoking a god's name activates the blessing, giving the item a +1 bonus to the skill roll for its next use. Minor blessings last for a single use. Major blessings may be invoked three times before dissipating.

Items can only bear a single enchantment, so magical weapons cannot be blessed and a blessed weapon cannot have *smite* cast upon it until the blessing is used.

Priests are able to cast minor blessings if they have access to a consecrated altar—found at nearly any temple—and are able to cast the *smite* power to bless a tool or other instrument. *Smite* cast in this fashion costs only one Power Point, which is not recovered until the blessing has been used.

Greater blessings are beyond the ability of most heroes, as they must worship at the same altar for at least a year before they can achieve such a powerful miracle.

Dragon Blood: This thick, cloying, and disturbingly sweet potion gives sorcerers who drink it an artificial Rapid Recharge Edge for the next 11 hours. Drakin sorcerers are affected for 25 hours.

Elven Potions: Elven alchemists produce many magical potions, primarily for elven use. However, these potions are often openly sold on many islands. See the sidebar on the next page for details of the benefits they provide. If an imbiber already has the Edge bestowed by the potion, he gains no effect.

Loft Oil: Working this magical compound into armor or clothes allows the wearer to float in the void. Loft oil does not allow a hero to fly: it just prevents falling. It only takes effect after the wearer falls 30 feet or more, so it does not prevent walking or jumping. Each application of the oil lasts 6 months, minus the armor bonus, so normal clothes

prevent falling for six months, leather armor; 5 months, and so on. Loft oil can be applied to magical armor.

Mother's Restore: These honey-like potions remove all Fatigue. Heroes who have been Incapacitated from wounds become Shaken, and may recover from there as normal. No wounds are healed.

Waysphere: Every skyship is fitted with this vital navigation device. Wayspheres have a Toughness of 9 and can be damaged by Blunt or Cutting weapons. The cost of the waysphere includes attuning it to a ship.

Windcharm are bracelets infused with the divine energy of the Lady of the Winds. When activated it holds a falling character in place for ten minutes. Once used, they must be re-enchanted with a minor blessing.

Wound Seal: These magically charged pure water potions heal one wound, but do not cure permanent injuries.

BOUNTIES

Bounty hunters must be licensed with the Trade Council, at a cost of 200 cogs. Licensed bounty hunters can collect a bounty for each pirate or glowmad they deliver to a Trade Council representative—usually found at Navigator halls outside Shadowhaven. Dead pirates are worth half the listed amounts, but glowmad pay the same, dead or alive.

TYPICAL BOUNTIES

Target	Bounty
Pirates	1
Pirate captains	5
Blight Walker	5
Blinded	3
Earthbane	5
Ogre	10
Rager	3
Wyrmspawn	6

ARMOR

Bronze armor: Bronze was a very popular metal before the sundering and is a common salvage. The dwarves of Mount Ore are adept at producing and working bronze.

ELVEN POTIONS

The following elven potions are widely available. Unless otherwise stated, all last for 10 minutes.

Armor: +2 Armor.

Agility: Increase Agility by one die.

Alertness: Alertness Edge.

Battle: Berserk Edge.

Beauty: +2 Charisma.

Climbing: +2 Climbing

Cunning: +2 Smarts tricks.

Dodge (-2): Dodge Edge.

Intelligence: Increase Smarts by one step.

Leaping (-2): The drinker can leap 1d6+2" as an action. This can be combined with a Wild Attack without incurring a multi action penalty.

Quickness (-2): Quick Edge.

Reflexes (-2): First Strike Edge.

Regeneration (-2): Fast Regeneration for ten minutes or until the first wound is healed.

Resolve: Increase Spirit by one die.

Sprint: Fleet-Footed Edge.

Stealth: +2 modifier on Stealth rolls.

Strength (-2): Increase Strength by one step.

Thievery: +2 on Lockpicking

Toughness (-2): Brawny Edge.

Vigor (-2): Increase Vigor by one step.

Wall Crawling: Wall Crawler ability.

ADDICTION

Elven potions can be addictive. Every time a hero uses any of these potions he must make a Spirit roll. Some potions (listed above) are particularly potent and inflict a -2 penalty upon the roll. Failure means addiction.

In game terms, the character gains the Major Habit Hindrance—this may be brought off in the usual way.

SUNDERED SKIES

Any single blow which inflicts 2 or more wounds to the wearer damages the armor, reducing its protection by 1 point. If the armor is reduced to +0 protection, it has been damaged beyond repair.

Coin shirt: A leather tabard which hangs down in strips from the wearers shoulders. Large gold coins, which are found in great abundance in ruins, are threaded into rows providing heavy, but effective protection.

A Called Shot (-2) with a cutting weapon can cut several strips away, reducing the effectiveness of the armor by 1.

Elven leather: Elven Leather is reinforced with strips of Ironwood bark. The cost of elven leather is doubled outside Heartland and its rarity increases to Rare.

Parchment: Thick, heavy parchment is a common find in ruins. If soaked in sap and water and dried, it forms a stiff board, which makes a heavy but effective armor.

Wooden armor: Though not as effective as magical oakthorn armor, wood imported from Canopy or Heartland can be layered to form effective protection.

WEAPONS

Brainer: Brainer is a colloquial term for a crude stone club.

Gaff: A gaff works like a hook (see below), but needs two hands and has a Reach of 1.

Headbanger: Large crude slings which are popular among orc raiders and are used for flinging fragile skulls filled with explosive oil into enemy units. This inflicts damage to everyone within a Small Burst Template.

Hook: Hooks are very useful aboard ships for hauling cargo. Those who lose a hand in combat or to slipped rigging often wear a hook in place of the missing hand. Many of these take to fighting with them, and find hooks have several benefits in combat.

First, a character with a hook never counts as unarmed during close combat. Second, hooks are designed to stay in, so a hero who hits with a raise can leave the hook "set" in her foe. Hooked foes suffer a -2 penalty to their Parry, Agility, and Agility-based skills while

hooked. (Ignore one point of penalty per Size difference, however. A creature of Size +2 or greater ignores the penalty when hooked by an average sized foe, for example.)

An opponent who wants to get off the hook must make an opposed Agility roll. Success allows him to rip free, but counts as an action. On a raise, he breaks free as a free action and can still act. On a failure, the victim is Shaken.

Ironwood sword: The elves are famed for their light wooden swords. Soaked in a soup of different tree saps, the wood becomes as hard as iron. The cost of Ironwood swords is doubled outside Heartland and their rarity increases to Rare. These weapons inflict bludgeoning damage.

Rib blade: A bone rapier made from the rib of a large skyler.

Stamp hammer: Massive, heavy lead mauls, a favorite of ogres. It is sometimes possible to see what a stamp hammer hit last from the imprint stamped into it

FIREARMS

Flintlock firearms are inventions of the Artificer and are used by all races except elves. A paper cartridge containing powder and an iron ball are rammed down into the barrel. Pulling the trigger drops the hammer, ignites the powder, and sends the iron ball out at great velocity.

Around a temple to the Artificer, firearms and powder are easier to find (lowering their Rarity by one step).

Overcharging: Both the musket and pistol can be "overcharged," meaning the shooter puts an extra charge of powder in with the shot. Overcharging adds an extra die to the weapon's damage but risks bursting the barrel. A roll of 1 on the character's attack die, regardless of the Wild Die, means the weapon barrel bursts and it is permanently ruined. In addition to ruining the weapon, the blast causes 3d6 damage to the user.

Blunderbuss: These heavy guns have trumpet-shaped barrels that scatter several shots at once in a deadly cone. A blunderbuss must be loaded with three shots to gain its full

effect—otherwise its statistics are the same as a pistol. When fully loaded, the attacker may add +2 to his Shooting roll. A blunderbuss cannot be overcharged.

POWDER AS EXPLOSIVE

Powder can also be used as an explosive in the form of “powder bombs.” A standard powder bomb requires 10 rounds of shot and powder. This is expensive, given the high price of powder, but devastating if used correctly.

To make a bomb, the user bundles the shot and powder into a leather sack, pot or other container, then sets a small fuse into it. The fuse can be set to any delay with a Smarts roll. Failure means the bomb detonates 10-40% earlier or later than expected.

Every 10 shots of black powder (about two pounds) cause 2d6 damage to everything in a Medium Burst Template. A bomb made with 20 shots does 3d6 damage and uses the Large Burst Template. For larger bombs, each additional 10 shots increase the damage by +2 and the radius by 1”.

SHIP WEAPONS & AMMUNITION

Ballistae: Much cheaper and simpler to use than cannons, these large crossbows are fitted on many ships. Ballistae can be loaded and fired by a single crewman.

Catapults: Catapults fire large boulders. Use the Large Burst Template and inflict the rolled damage to everything within the burst. Catapults suffer a -4 penalty against moving targets, but gain a +2 bonus to hit a static target. A catapults requires a crew of six.

Dragonbreath: These terrifying weapons are ship-mounted flamethrowers. They use the Cone Template, and any caught in the template must make Agility rolls to dodge the deadly flames or take 2d10 damage.

Anything hit also has a 1 in 6 chance of catching fire (see the Fire rules in *Savage Worlds*). A dragonbreath is a Heavy Weapon.

Explosive Harpoons: These modified ballistae count as Heavy Weapons and so can be used against ships. In these instances, the weapon causes only 3d6 damage.



CANNON AMMUNITION

Besides standard round shot, cannons of the Sundered Skies can also fire the different types of ammunition listed below:

Chain Shot is used to disable a ship's sails. If a cannon firing chain shot gets a raise against a sail-powered ship, it tears sails and rigging, automatically reducing the ship's Top Speed by 1". Against ships with other means of propulsion, chain shot has no additional effect.

Fire Shot is a regular cannon ball heated until it glows. It is slightly softer, so causes 4 fewer points of damage (3d6-3), but has a chance of starting a fire if it successfully hits (5-6 on a 1d6).

Grape Shot is used against a target's crew—particularly those exposed on the upper decks. It causes no damage to ships with more than 2 points of armor, but causes 1d6 crew hits with a success or 2d6 with a raise. Totally enclosed ships are immune to the effects of grape shot (provided they have 2 or more points of armor).

SUNDERED SKIES

SKYSHIPS

The following skyships are commonly found throughout the Skies. Unique ships are detailed in the Game Master's section. Each ship is defined by the following statistics.

Acc/Top Speed: This lists the vessel's Acceleration and Top Speed in inches per turn, based on tabletop rates.

Handling: Some skyships are more maneuverable because of their rigging, the ship's design, or the advanced knowledge of those who built them. Handling adds directly to the captain's or crew's Boating rolls.

Toughness: The ship's total Toughness. The number in parentheses is the ship's Armor, which is already figured into the listed Toughness.

Crew: The first value is the number of crew required to operate the ship's propulsion (sails, rigging, engines, and so on). Having less than this number subtracts 2 from any Boating rolls, and having less than half the required number subtracts 4. (Characters must have a minimum Boating skill of d6 to count as crew.) The required crew does not count gunners. Each gun fired in a round requires two cannoneers in addition to the required crew.

The number after the plus is the number of passengers easily accommodated.

Cargo: A ship's capacity for cargo is listed in spaces, limiting the size of consignment the ship can carry (see page 28). Cargo space can instead be fitted out to carry an additional multiple of passengers. Converting a cargo space in this way costs 500 cogs.

Guns: The maximum number of weapons (if any) that may be mounted on this ship. These are divided evenly along either side.

Cost: A ship's cost does not include the price of any guns. These must be purchased separately.

Rarity: A ship's Rarity limits its availability, as detailed on page 27.

Notes: Here you'll find any upgrades or armor that have been fitted to the ship, or other important information not covered above.

NON-HUMAN SHIPS

Many races have distinctive skyships that reflect their cultures. These vessels are less common than the human ships usually seen in the Skies, though many are of superior design.

Drakin Ships: Drakin ships fly through the void on dragon-like wings worked by the crew. A drakin version of any ship below gains a +2 to Handling and +5 to Top Speed. The cost of the ship is doubled and its rarity is increased by 2.

Dwarven Ships: Dwarven ships are metal-clad and are powered by steam turbines which turn massive windmill-like propellers. A dwarven version of any ship found below gains +1 Acceleration, +2 Top Speed, 2 points of Armor, and the crew is halved. The cost of the ship is doubled and its rarity is increased by 2.

Elven Ships: Elven ships are organically grown rather than built. An elven version of any ship found below gains +2 Toughness and automatically regenerates one wound per week. The cost of the ship is doubled and its rarity is increased by 2.

Orcish Ships: Orcish ships are generally large, intimidating vessels, rowed through the void by goblin slaves. An orcish version of any ship found below gains +1 Acceleration, +1 Toughness +2 Cargo, and double the crew. The cost of the ship is increased by 50% and its rarity is increased by 1.

CLOUDSKIFF

These small skyships are quick and agile, making them ideal for evading pirates or officials. Smugglers and those transporting small, valuable cargoes often use skiffs, as do Couriers' Guild messengers.

Acc/Top Speed: 4/10; **Handling:** +2; **Toughness:** 13 (2); **Crew:** 1+7; **Guns:** 2; **Cargo:** 1; **Cost:** \$10,000; **Rarity:** Common

Notes: Heavy Armor

COUNCIL SHIPS

These are the feared ships the council uses to enforce the peace and blockade islands.

Acc/Top Speed: 2/12; **Handling:** -3; **Toughness:** 24 (4); **Crew:** 120+40; **Guns:** 32; **Cargo:** 2; **Cost:** \$500,000; **Rarity:** Very Rare

Notes: Heavy Armor

DOPPELGANGER SHIPS

Doppelganger ships are heavily disguised frigates—fitted with more guns and heavily armored. They were originally constructed to dupe pirate vessels into attacking. Now, of course, many doppelganger ships have been captured and they are often used by pirates.

Acc/Top Speed: 2/10; **Handling:** -1; **Toughness:** 18 (4); **Crew:** 12+20; **Guns:** 20; **Cargo:** 2; **Cost:** \$45,000; **Rarity:** Rare

Notes: Heavy Armor

FRIGATE

Frigates are the most common ships in the Skies, the lifeline of islanders, and used to carry goods from isle to isle. Because pirates and other terrors are so common, most run well armed.

Acc/Top Speed: 2/10; **Handling:** +0; **Toughness:** 15 (2); **Crew:** 12+24; **Guns:** 8; **Cargo:** 4; **Cost:** \$30,000; **Rarity:** Uncommon

Notes: Heavy Armor

GALLEON

The richer merchant houses use galleons to protect their goods. They mount one or two banks of cannons.

Acc/Top Speed: 2/12; **Handling:** -3; **Toughness:** 20 (4); **Crew:** 30+40; **Guns:** 16; **Cargo:** 6; **Cost:** \$125,000; **Rarity:** Rare

Notes: Heavy Armor, Ram (AP 4 and halves damage sustained when ramming)

ISLAND HOPPERS

These small rowboats are used for fishing, to travel short distances, or to haul cargo from one end of an island to another. Ship crews often use them to travel from their ship to land and back.

Acc/Top Speed: 1/2; **Handling:** +0; **Toughness:** 8 (2); **Crew:** 1+3; **Guns:** 0; **Cargo:** 0; **Cost:** \$500; **Rarity:** Very Common

Notes:—

SKY GALLEY

Sky galleys are long, open ships used primarily by orcs. Banks of goblin slaves row large-bladed oars. Most are also equipped with large rams and a catapult.

Acc/Top Speed: 2/8 rowed (1/3 with sail); **Handling:** -3; **Toughness:** 19 (4); **Crew:** 120+16 (includes 100 rowers); **Guns:** 1 catapult; **Cargo:** 2; **Cost:** \$25,000; **Rarity:** Rare

Notes: Heavy Armor, Ram (AP 4 and halves damage sustained when ramming)

SKY SAIL

These single-wing gliders are constructed from light timber and thin hides. The pilot hangs suspended below the wing and directs its movement by shifting his body weight; his legs are left free so he can land. Explorers often store a sky sail aboard ship so they can scout uncharted islands; sky sails are the only craft that can fly over islands.

Acc/Top Speed: 6/8; **Handling:** +3; **Toughness:** 6 (1); **Crew:** 1; **Guns:** 0; **Cargo:** 0; **Cost:** \$1000; **Rarity:** Rare

Notes:—

SKY SLOOP

Sky Sloops are small two-masted vessels which offer a good blend of speed and firepower and are often used by merchants.

Acc/Top Speed: 3/10; **Handling:** +1; **Toughness:** 13 (2); **Crew:** 1+11; **Guns:** 4; **Cargo:** 1; **Cost:** \$15,000; **Rarity:** Common

Notes: Heavy Armor

WIND RIDER

These dirigibles are the most nimble of the large skyships—though this advantage is offset by their fragility.

Acc/Top Speed: 2/10; **Handling:** +2; **Climb:** 3; **Toughness:** 10; **Crew:** 1+10; **Guns:** 2; **Cargo:** 2; **Cost:** \$8,000; **Rarity:** Rare

Notes:—

SUNDERED SKIES

DEGRADABLE MATERIALS

Material	Damage	Weight	Cost	Rarity	Notes
Bone	+0	x0.25	x0.5	C	Degradable
Bronze	+0	x0.75	x0.75	C	Degradable
Gold	+0	x3	x0.25	C	Degradable, weapon inflicts blunt damage
Lead	+0	x4	x0.25	C	Degradable, weapon inflicts blunt damage
Silver	+0	x0.5	x0.5	C	Degradable
Stone	+0	x2	x0.75	C	Degradable
Wood	-1	X0.5	x0.5	C	Degradable

ARMOR

Type	Armor	Weight*	Cost	Rarity	Notes
Personal					
Bronze breastplate	+3	15	400	U	Covers torso, see notes
Bronze vambraces	+3	3	200	U	Covers arms, see notes
Bronze greaves	+3	8	300	U	Covers legs, see notes
Coin Shirt	+2	15	200	U	Covers torso, see notes
Leather	+1	10	100	C	Covers torso, arms, legs
Elven Leather	+2	15	400	U	Covers torso, arms, legs
Chain hauberk (long coat)	+2	20	600	U	Covers torso, arms, legs
Hide	+1	10	75	VC	Covers torso, arms, legs
Parchment breastplate	+2	20	150	C	Covers torso
Plate breastplate	+3	20	800	VR	Covers torso
Plate vambraces	+3	8	400	VR	Covers arms
Plate greaves	+3	12	600	VR	Covers legs
Wooden breastplate	+2	15	300	C	Covers torso see notes
Wooden vambraces	+2	5	150	C	Covers arms, see notes
Wooden greaves	+2	8	250	C	Covers legs, see notes.
Parchment helm	+2	6	35	C	50% chance to protect against head shots
Pot helm	+3	4	150	C	50% chance to protect against head shots
Full helm (enclosed)	+3	8	300	U	Covers head
Wooden Helm	+3	4	75	U	50% chance to protect against head shots
Shields					
Small shield (buckler)	—	8	50	C	+1 Parry
Medium shield	—	12	100	C	+1 Parry; +2 Armor to ranged damage
Large shield (Kite, Pavise)	—	20	400	U	+2 Parry; +2 Armor to ranged damage

*This is effective weight when worn. Most armor weighs quite a bit more when carried rather than worn.

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

BLACKPOWDER WEAPONS

Type	Range	Damage	ROF	Cost	Weight	Rarity	Notes
Flintlock Musket	10/20/40	2d8	1	600	15	R	AP 2; 2 actions to reload
Blunderbuss	10/20/40	1-3d6*	1	600	12	R	2 actions to reload
Flintlock Pistol	5/10/20	2d6+1	1	300	3	U	AP 1; 2 actions to reload

*A Blunderbuss does 1d6 at Long range, 2d6 at Medium range and 3d6 at Close range.

MELEE WEAPONS

Type	Damage	Weight	Cost	Rarity	Notes
Blades					
Dagger	Str+d4	1	50	C	
Great sword	Str+d10	12	500	U	Parry -1; requires 2 hands
Hook	Str+d4	1	40	U	See notes
Flail	Str+d6	8	500	U	Ignores Shield Parry bonus
Long sword	Str+d8	8	400	U	
Rapier	Str+d4	3	300	U	Parry +1
Rib blade	Str+d4	1	150	C	Parry +1; see notes
Short sword	Str+d6	4	100	U	Includes sabers and cutlasses
Axes and Mauls					
Axe	Str+d6	2	100	U	
Battle axe	Str+d8	10	200	U	
Great axe	Str+d10	15	500	U	AP 1; Parry -1; requires 2 hands
Maul	Str+d8	20	500	U	AP 2 vs. rigid armor; Parry -1; requires 2 hands
Stamp Hammer	Str+d8	80	125	U	AP 2 vs. rigid armor; Parry -1; requires 2 hands, lead*
Warhammer	Str+d6	8	100	U	AP 1 vs. rigid armor (plate mail)
Pole Arms					
Gaff	Str+d4	6	20	C	Reach 1; requires 2 hands; See notes
Halberd	Str+d6	15	600	U	Reach 1; requires 2 hands
Harpoon	Str+d6	10	200	U	Reach 1; requires 2 hands
Staff	Str+d4	8	10	C	Parry +1; Reach 1; requires 2 hands
Spear	Str+d6	5	100	U	Parry +1; Reach 1; requires 2 hands
Blunt					
Club/Belaying Pin	Str+d4	1	10	C	
Brainer	Str+d4	2	7	C	Stone*
Brass knuckles	Str+d4	1	40	U	Does not count as being armed
Ironwood sword	Str+d8	6	400	U	

*Weapons made of degradable materials (see page 28)

AMMUNITION

Ammo	Weight	Cost	Rarity	Notes
Arrow*	1/5	1	C	
Ballistae bolt	4	4	U	
Cannonball (w/powder)	12	10	R	
Dragonbreath	5	12	VR	
Explosive Harpoon	10	8	U	Only available in the Lower Reaches and the Ice Isles
Headbanger skull	4	1	C	
Grape Shot	12	10	U	
Chain Shot	12	10	R	
Quarrel*	1/5	2	U	AP 2 (standard crossbow bolt)
Shot (w/powder)	1/10	2	U	For black powder weapons
Sling stone	1/10	1/10	VC	Free with a Notice roll and 1d10 minutes

*Outdoors, arrows and quarrels are recovered on a d6 roll of 4-6 (50% chance). Underground or indoors, the chance is reduced to a roll of 5-6 on 1d6 to reflect the increased chance of breakage. If they are lost in the void they are gone forever, of course.

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SPECIAL WEAPONS

Type	Range	Damage	ROF	Cost	Rarity	Notes
Ballistae	25/50/100	3d8	1	200	U	
Cannon	75/150/300	3d6+1	1	500	R	AP 4; HW; see notes
Chain Shot	40/80/160	2d6	1	—	U	See notes
Catapult	50/100/200	3d8	1	300	U	AP 10, Medium Burst Template
Dragonbreath	Cone	2d10	1	600	VR	HW; see notes
Explosive Harpoon	10/20/40	5d6	1	500	U	Only available in the Lower Reaches and the Ice Isles; Heavy Weapon; see notes

MISSILE WEAPONS

Type	Range	Damage	ROF	Cost	Weight	Rarity	Notes
Axe, throwing	3/6/12	Str+d6	1	100	2	U	
Bow	12/24/48	2d6	1	400	3	U	
Crossbow	15/30/60	2d6	1	600	10	U	AP 2; 1 action to reload
Dagger	3/6/12	Str+d4	1	50	1	C	
Elven Long Bow	15/30/60	2d6	1	650	5	R	Requires Shooting d8
Harpoon	3/6/12	Str+d10	1	200	10	U	
Headbanger	4/8/16	Str+d4	1	12	3	U	Small Burst Template
Sling	4/8/16	Str+d4	1	10	1	C	
Spear	3/6/12	Str+d6	1	100	5	U	



MAGIC & RELIGION

There are three types of spellcasters in *Sundered Skies*: engineers, sorcerers, and priests. This chapter contains details on each of these arcane islanders, including several new spells.

RELIGION IN THE SKIES

Religion plays an important role in the lives of many islanders and you should decide whether your character adheres to one of the many faiths, or whether he chooses not to worship the gods. Such an individual is a rarity in the Skies, as the gods themselves move about in the world, and their power is frequently demonstrated.

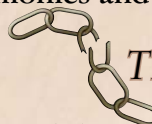
PRIESTS

The relationship between the gods of the *Sundered Skies* and their worshippers can be a very close one—after all, there is a chance a worshipper can meet his god face-to-divine face. Priests dedicate their lives to a specific deity and the ideals it embodies. In return, the god grants them the ability to create miracles and other special powers (obtained through certain Professional Edges).

Although common folk pay respect to the many deities, only the truly faithful are able to perform miracles in a god's name. A hero can only be a priest of one god at a time. If a priest switches allegiances between gods for any reason, he loses the benefits of the Professional Edges taken in the abandoned god's name, and also any miracles he knows that his new deity cannot grant (he does not

get free replacements for these). He may also earn the enmity of the church he has left, depending on the circumstances.

Most of the gods of the *Sundered Skies* have organized churches, which conduct ceremonies and celebrations in their name.



THE ALPHA

The Alpha is the long prophesied savior of the wildlings. They believe their god will manifest itself through one of its priests at the wildlings' moment of greatest need and lead them all to freedom. Priests of the Alpha dedicate their lives to freeing wildlings from elven slavery. The Alpha priesthood is called the untamed.

A few untamed have begun to display the ability to change their fleshforged power and their appearance, leading their followers to believe the manifestation of the Alpha must be close. The elves dispute the existence of the Alpha, claiming it is really their deity, the Wild, in another guise. But they are at a loss to explain the fleshforged phenomena at all.

Given the nature of wildlings, the religion of the Alpha is mostly unorganized. Priests often have little formal training, and can spend their lives traveling the Skies without meeting another untamed. Those called to the worship of the Alpha instinctively hate slavery of all kinds.

Symbol: A broken chain.

Powers: *armor, barrier, beast friend, bolt, boost/lower trait, burrow, deflection, detect/conceal arcana, dispel, fear, fly, greater heal-*

SUNDERED SKIES

ing, healing, invisibility, obscure, quickness, shape change, smite, speak language, speed, stun, telekinesis.

Duties: The untamed violently oppose anything threatening the freedom or lives of wildlings. This often places them in direct conflict with the elves on Heartland. Untamed spend much of their time foiling elven plans or aiding the boughbreakers (see page 57).

Sins: (Minor) inflicting a wound upon a wildling when other options are available; (Major) aiding the elves in their goals; (Mortal) willfully enslaving another creature.



THE ARTIFICER

Those who lived through the Sundering would never have survived the ensuing chaos had it not been for the Artificer. His gifts of invention, imagination, and knowledge made the difference between life and death. Dwarves in particular venerate the Artificer.

Priests of the Artificer follow two distinct traditions. Those adherents who can cast divine miracles are known as steampriests,



while engineers create permanent devices, following the traditions of the Artificer itself. See the section on engineers on page 45.

The center of the Artificer's church is called The Factory, and is located in the bowels of Deepsky Citadel. It is the only part of the citadel non-dwarves are allowed to visit unsupervised. The Artificer itself is a great, sentient, steam-powered machine, housed deep in the Factory. It is rumored the most powerful steampriests and engineers transfer their souls into large steam golems moments before death.

Symbol: A toothed cog.

Powers: *armor, barrier, blast, blinding flash, bolt, boost/lower trait, burrow, burst, deflection, detect arcana (not conceal), elemental manipulation, entangle, elemental deluge, environmental protection, fly, god-touched, greater healing, heal bull, healing, invisibility, light, obscure, quickness, smite, speak language, speed, stun, summon elemental, telekinesis.*

Duties: Steampriests and engineers strive to improve the lives of the peoples of the Skies in any way they can, using their powers, weird science gadgets or just their ingenuity.

Sins: (Minor) refusing to aid those in need; willfully destroying a common technological device; (Major) willfully destroying a rare technological device, weird device, or a new source of knowledge; (Mortal) willfully destroying a unique technological device or a store of heretofore unknown knowledge.



THE BATTLELORD

The Battlelord presides over all warfare. Whether it is a mass battle, with thousands on each side, or a duel over honor, the Battlelord's spirit is present to oversee and place limits upon the conflict.

It is widely believed that the Battlelord went insane with power during the War of Fools, bringing all to the brink of extinction. Only the efforts of the other gods quelled his madness. Some believe the Battlelord was the architect of the Trade Council, which sets limits upon conflict, thus avoiding repeating the tragedies of the past.

MAGIC & RELIGION

The priests of the Battlelord, called warpriests, are surly, and take great joy in physical combat. Paradoxically, they are also skilled negotiators, able to limit conflict between islands through compromise or threat. The Trade Council employs many warpriests as roving mediators.

The center of the Battlelord religion is the Arena. The Arena is the only place where islands can pitch small armies against one another, to settle their differences without fear of retribution from the Council.

The Battlelord is said to live in a magnificent citadel carved from the ice of the Draining Sea. He is unable to leave the numbing, frigid landscape, which cools his raging bloodlust, keeping him sane and rational.

Symbol: A cracked and worn shield.

Powers: *armor, battle lust, battlelord's blessing, boost/lower trait, deflection, detect/conceal arcana, dispel, fly, gaze of the matriarch, god-touched, greater healing, heal bull, healing, obscure, quickness, smite, soothe anger, speak language, speed, stun, zombie.*

Duties: Warpriests strive to both limit and promote conflict. If open warfare again spreads throughout the Skies, it could spell death for everyone. So small-scale limited conflicts or properly regulated duels of honor are encouraged as a safety valve. Warpriests ensure the peoples of the Skies are allowed a proper outlet for their aggression, but guard against it resulting in indiscriminate death and glowmadness.

Sins: (Minor) being beaten in combat by an inferior foe, sowing anger in someone not a foe; (Major) fleeing a fight with an inferior foe, starting an unnecessary battle; (Mortal) surrendering without a fight except when fighting would be suicidal, causing an outbreak of glowmadness.



THE LADY OF THE WINDS

This goddess touches the lives of every islander, for the winds blow constantly. The Lady of the Winds is present wherever wind blows—her caress is present in every breeze, and can be beneficial, or destructive. Her winds can speed a lover back to the arms of

his beloved, stall his ship in calm Skies, or tear the vessel apart. To reflect this, she is worshipped in five guises, each representing a different facet of her personality.

The Daughter of the Breeze cools the brow. The Mother of Rain brings life-giving squalls and fills a skyships' sails. The Matriarch of the Becalmed ends storms, but also strands skyships or causes drought. All fear the Mistress of Storms' terrible fury. And the Queen of the Vortex creates huge windstorms with the power to destroy small islands.

The Lady's windpriests are humorless types, who have been known to throw themselves from an island, content the goddess will deliver them from harm. Not every such prayer is answered. Temples dedicated to the Lady of the Winds are always found on exposed, wind-scoured isles, and adorned with wind-carved effigies of the different aspects of the goddess. The largest and most sacred is found on the island of Bridgeways.

Symbol: A white feather.

Powers: *barrier, beast friend, blast, burst, boost/lower trait, deflection, detect conceal arcana, dispel, elemental choke, elemental deluge, elemental manipulation (air only), entangle, fear, fly, gaze of the matriarch, god-touched, greater healing, healing, heal bull, invisibility, lady's fury, lady's guidance, puppet, quickness, smite, speak language, speed, summon elemental (air only), summon matriarch, telekinesis, teleport, wind wall.*

Duties: Every windpriest venerates and reflects one of the five aspects of the Lady of the Winds. As such the Lady's windpriests can be soothing and supportive or harsh and uncompromising in their ministries, though all windpriests attempt to ease the harsh life of islanders.

Sins: (Minor) going more than six hours without feeling the wind on their face; using a tether or loft oil to prevent falling; (Major) going more than 25 hours without feeling the wind on their face; (Mortal) willfully and permanently depriving someone of their freedom.

SUNDERED SKIES



THE LIFEMOTHER

The Lifemother is the protector and provider of water. Her priests are the most numerous, and often stand between an island's inhabitants and death. Priests of the Lifemother are called Providers.

The Lifemother lives on a small island within the Runoff Falls. Her church is located on Plenty, an isle blessed by almost constant rainfall. Most Providers travel to the Isle for their tutelage and investiture as a priest. Very occasionally, the Lifemother herself appears to bless a particularly gifted priest.

Providers tend to hold all sentient life sacred, and only take non-glowmad life when there is no alternative. Most Providers have the Pacifist Hindrance to some degree.

Symbol: A blue crystal teardrop.

Powers: *armor, barrier, boost/lower trait, deflection, detect arcana (not conceal), dispel, elemental choke, elemental deluge, elemental manipulation (water only), entangle, environmental protection, god-touched, greater healing, healing, puppet, quickness, speed, stun, summon elemental (water only), teleport.*

Duties: Providers are dedicated to helping those in need. Glowmad are beyond help—it is considered a mercy to end their lives.

Sins: (Minor) inflicting a wound when other options are available, refusing to heal a good person in need, promoting violence through word, deed, or inaction; (Major) taking the life of a living creature, causing sickness or disease; (Mortal) willfully taking the life of a defenseless creature.



THE LORD OF FESTIVAL

The Lord of Festival is the inspiration for the bards and songwriters of the Sundered Skies. His servant muses—spirits who take on female form—adopt and inspire those who have the aptitude and talent to become great traveling minstrels and bards.

He was once a kind and gentle deity, who gathered his worshippers upon the island of Aria—a paradise larger than Heartland. The Lightbringer, Lord of Madness, hated music

for bringing such pleasure and peace to the peoples of the Skies. He appeared above Aria, and challenged its Lord to single combat.

The Lords of Festival and Madness battled for many days, the two gods equally matched. Then Madness awakened the petty jealousies and irrational desires buried deep within his opponent's mind. Festival discovered unknown depths of rage and sadness in his soul, and exploded into a berserk rage.

Incapable of deflecting the discordant musical barbs pouring from the flesh of his opponent, Madness was ripped asunder. Fragments of his body, shining with insanity, scattered throughout the void. Festival was overcome by insanity, and started dancing to the melodies of his followers. His dance tore the life from Aria, leaving nothing but a lifeless wasteland and desolate ruins. The fabled Songvaults, repositories of every song and story told, are believed to lie below the surface of the lifeless isle.

Eventually his madness passed, but his brush with insanity had forever changed him—the music his muses now inspired was tinged with sadness, anger, and even cruelty. Music can still heal, but it can also wound, or drive the listener to war, or even suicide. The Lord of Festival occasionally succumbs to the madness in his soul, and his destructive dance starts again. For this reason, Festival has sworn never to leave Aria.

The Choir, as the Festival Church is known, enjoys widespread support. The deity's priests, called songpriests, have dedicated themselves to spreading the glory of Festival across the Skies. Such is their devotion, the Lord of Festival has awarded each of them a muse, and the ability to cast divine spells.

The temples of the Church of Festival are known as Choirhalls, and have excellent acoustics. Religious ceremonies are popular as they are vibrant, happy and entertaining. The Church of Festival resists any formal structure or authority. A council of songpriests, called the Shadowhaven Quartet, hands down rulings to the other Choirhalls, but they are often ignored.

Symbol: A harp.

MAGIC & RELIGION

Powers: *armor, barrier, battle lust, beast friend, blast, bolt, boost/lower trait, deflection, detect/conceal arcana, dispel, elemental deluge, entangle, fear, god-touched, greater healing, healing, puppet, smite, soothe anger, speak language, speed, stun, summon muse.*

Duties: Songpriests oppose Lightbringer and the glowmad with every fiber of their beings. Their aim is to prevent glowmadness by entertaining the peoples of the Skies and easing their frustrations. Songpriests also seek out lost knowledge, which their Muse then stores in the Songvaults.

Sins: (Minor) neglecting to follow up rumors of lost knowledge, allowing glowmad to live; (Major) neglecting their duties leading to a possible outbreak of glowmadness; (Mortal) directly causing an outbreak of glowmadness.



THE WILD

The Wild is the elven god of forests, the provider and protector of all plant life. Elves also expect wildlings to revere their god, for it is only by its grace they exist at all. Free wildlings, of course, vehemently disagree, and few would voluntarily worship the Wild. Only elves have ever become priests of the Wild, who are known as leafwardens.

Several leafwarden spells conjure plants for various purposes (most are unpleasant). These plants are magically summoned from Heartland itself and almost always take root on another isle, where they spread ruthlessly. Leafwardens believe this blesses the isle with a spark of the Wild. Natives of the isle often don't feel quite so blessed—more than one island has been seized by leafwardens who claim the Wild has ordered them to take it under their protection.

Elves believe the Wild manifested itself as Heartland, their homeisle. The focus for their belief is a massive tree, the Leaflord, which dwarfs all around it. This tree is a disturbing sight for a non-worshipper—its branches move against the wind, and the rustling of the leaves sounds like faint, indistinct words.

The elves tend to be the most religious of all the races in the Skies. Living upon the very body of their god partially excuses their zeal.

THE WAR OF FOOLS

Three hundred years ago, the god of conflict, the Battlelord, was driven into a berserk rage by the Lightlord, god of madness. His rage spread, infecting people and inflaming petty grievances. In a moment of lucidity, the god realized what he had done, and took steps to ensure it could never happen again. The Battlelord exiled himself to the Draining Sea, where the freezing temperatures cooled his rage. He can never leave, lest his rage be inflamed once more.

Although the god had been the catalyst for the wars, it is the people of the Skies who must shoulder most of the blame. Even with the Battlelord's influence removed, the War of Fools lasted over a hundred years. Battlefronts moved back and forth across the Skies, leaving no inhabited island untouched. Thousands died in the fighting and the population of more than a dozen small islands starved to death, unnoticed amid the political manoeuvring and pitched battles.

The main temple is the fabled Fleshforge, the hallowed place where the wildling race was given birth. It nestles between the roots of the Leaflord in the heart of the Willow Court.

Symbol: A tree.

Powers: *armor, barrier, beast friend, blast, bolt, boost/lower trait, burrow, burst, detect/conceal arcana, dispel, elemental deluge, elemental manipulation, entangle, fear, feral form, greater healing, healing, obscure, puppet, quickness, shape change, smite, summon elemental (tree only), zombie.*

Duties: Leafwardens husband the natural resources of the Skies, ensuring they aren't squandered. They also increase the spread of vegetation—a vital role in an environment such as the Skies. However, they are also seen to represent and promote the best interests of Heartland elves, winning them few friends among the other races.

SUNDERED SKIES

Sins: (Minor) neglecting to plant a seed from Heartland every week; (Major) using metal weapons or armor (Mortal) willfully destroying a forest or island.

OTHER GODS

In addition to the primary deities already mentioned, there are numerous other gods in *Sundered Skies*.

The following two gods are chief among these other deities and both are extremely evil. Each would love to destroy civilization within the Skies. Player characters may not choose to worship these gods: such deities do not have heroes as their followers.

LIGHTBRINGER

Lightbringer is the god of madness, the bane of all intelligent life in the Sundered Skies. This deity is present wherever there is voidglow—which is virtually everywhere—and he delights in turning sentient creatures glowmad.



Since the destruction of his immortal body by Festival, Lightbringer's power has increased by a staggering amount. The cause of this incredible surge is a mystery—usually if a god is injured in such a dramatic fashion their power decreases significantly until they are able to repair the damage.

Madmen, calling themselves the Heralds of the Light (but commonly called voiders), worship Lightbringer. Voiders revel in their insanity, and make great use of glowmad troops only they can control. They are not averse to kidnapping some poor soul and staking him out in the open until he becomes glowmad to bolster their followers' ranks.

Their badly damaged Madness Hulks prowl the Skies, concentrated beams of voidglow blazing from rents in their hulls, prowl the Skies.

They hunt for victims, who are sacrificed and thrown overboard in horrifying rituals known as "Feeding the Glow." In return for these devotions, Lightbringer rewards the most insane among them with magical power and strange abilities.

If the voiders have a center for their religion it is on Aria. In their mania they have focused upon the insane Festival as a manifestation of their god. Worshippers lead desperate lives, pursuing the mad god across the desolate island. As Festival temporarily regains his wits, he destroys all the voiders he can, attempting to eradicate them from his home before descending once more into madness.

Symbol: Voiders have no symbol, they are surrounded by a constant symbol of their god—the glow.

Powers: *barrier, blast, blinding flash, bolt, burst, deflection, detect/conceal arcana, dispel, fear, fly, glow blind, god-touched, invisibility, light, obscure, puppet, smite, stun, teleport.*



THE ROTTING ONE

The Rotting One is the lord of death and disease. This god grants the dying their vengeful wishes, allowing them to rise as ghouls, wraiths and vampires.

Undead are distressingly common in the Sundered Skies. Zombies and ghosts wait patiently on remote islands for living souls to

MAGIC & RELIGION

come their way, ghoulish warriors crew rotting hulks under vampire captains, and most old buildings are haunted.

Some scholars have theorized whatever magic maintains the Sundered Skies' weird equilibrium also somehow impedes the souls of the dead from traveling on to their final reward. The Rotting One is suspected of having a direct, skeletal hand in this. Indeed, orcs call this god "Soul Thief."

The Rotting One's worshippers call themselves the Bright Cabal—a powerful cult of necromantic priests who raise undead servants to do their bidding. In return for worship and servitude, the Rotting One grants them mastery over death itself—the most powerful priests have passed over into undeath becoming wraiths, vampires or even powerful liches. The most feared of these are captains of Death Barges—ships crewed by the undead and the damned.

A tiny fragment of the Rotting One's divinity is believed to be present within the shriveled soul of every undead being in the Skies. The Cabal believes every undead they create allows a shard of their god to escape from an infernal dungeon in which it has been unjustly imprisoned. If they can create enough undead and free enough shards of their god's soul, they believe, the Rotting One will manifest in the Skies in his full majestic glory.

Symbol: A skeletal hand.

Powers: *arcane siphon, armor, blast, bolt, boost/lower trait, dispel, fear, god-touched, smite, zombie*

ENGINEERS

These are followers of the Artificer and are typically dwarves. Engineers are closely allied with steampriests who lead the followers of the Artificer in their devotions to the god.

Engineers follow the Arcane Background (Weird Science) rules as explained in *Savage Worlds*. They may choose a trapping which affects an entire ship—costing no extra Power Points—however, the device cannot be used on an individual. To do so, the power must be taken again and given a different trapping.

Powers: *armor, barrier, blast, blinding flash, bolt, boost/lower trait, burrow, burst, deflection, detect arcana (no conceal), dispel, elemental deluge, elemental manipulation, entangle, environmental protection, fly, greater healing, heal bull, healing, invisibility, light, obscure, quickness, smite, speak language, speed, stun, summon elemental, telekinesis.*

Duties & Sins: Engineers may dabble in weird science, but they are also priests of the Artificer. They use the same Duties and Sins entries as for steampriests (see page 40).

SORCERERS

Sorcerers manipulate the mana streams, allowing them to bend and twist reality. Most sorcerers gather in guilds, where they school new apprentices and pool their research in magical lore, creating and improving spells. The largest of these, the Athenaeum, uses its knowledge to improve the lives of islanders. They are highly respected and members often serve as advisors to island rulers.

Other guilds and cabals of sorcerers do exist, including the Dragon Sons, dedicated to unraveling the relationship between the drakin and dragons; the Iron Hand, who seek to master steam technology and transfer their consciousness to automatons; and The Circle of Nine, who seek to summon demons from other planes.

Some sorcerers are self-taught, but most characters with the Wizard Professional Edge are members of the Athenaeum. Their main library and university can be found on the isle of Shadowhaven. The sorcerous arts are a very personal thing, and a sorcerer chooses the trappings for a spell as he learns it.

Powers: *armor, barrier, blast, blinding flash, bolt, boost/lower trait, burrow, burst, deflection, detect/conceal arcana, dispel, elemental deluge, elemental manipulation, fear, fly, invisibility, light, obscure, puppet, quickness, smite, speak language, speed, stun, summon elemental, telekinesis, teleport.*

SUNDERED SKIES

◆ NEW SPELLS ◆

The following new powers are available to those with Arcane Backgrounds in *Sundered Skies*.

ARCANE SIPHON

Rank: Heroic

Power Points: 3

Range: Smarts

Duration: Instant

Trappings: Prayer, whispered words, arcane gestures.

This insidious spell allows a necromancer to drain Power Points from a victim

The necromancer picks a single target within range and makes an arcane skill roll versus the attribute linked to the target's arcane skill (Smarts for magic, and Spirit for miracles). With a success, he drains a number of Power Points equal to half his arcane skill die. On a raise, the victim loses a number equal to the caster's arcane skill die.

The victim cannot be reduced below zero Power Points by this spell. Half of the siphoned Power Points (rounded down) are taken by the necromancer and added to his own reserve, the other half are simply lost. Siphoned Power Points recharge as normal.

The spell works only on creatures with an Arcane Background—it has no effect on magic items.

BATTLE LUST

Rank: Novice

Power Points: 2/4

Range: None

Duration: 3 (1/round)

Trappings: Gestures, shouting, poetry, a symbol of the enemy.

This spell, much beloved of warpriests and warrior songpriests, causes the targets to fly into a battle frenzy. Every other creature within a Medium Burst Template centered on the caster, gains the Berserk Edge for the duration of the spell. On a raise, the targets

immediately go berserk. Unwilling recipients are allowed a Spirit roll opposed by the caster's arcane skill roll to resist.

For double the Power Points, the caster can increase the area of effect up to a Large Burst Template.

BATTLELORD'S BLESSING

Rank: Novice

Power Points: 4

Range: Touch

Duration: 3 (1/round)

Trappings: Invoking the blessing of the Battlelord.

Skilled warpriests can summon fragments of their god's martial knowledge and impart them to their subjects, giving them skills beyond their normal reach.

With a successful Faith roll, the target gains all benefits of one Combat Edge chosen by the warpriest. The priest (not the recipient) must meet the usual Rank requirement of the Edge but may ignore other requirements, even those requiring other Edges. Edges gained from this power provide no additional benefit to the target if the character already has the Edge.

BLINDING FLASH

Rank: Novice

Power Points: 2

Range: Smarts x 2

Duration: Instant

Trappings: Bright flash of light.

This simple but effective spell creates a brilliant flash of light, affecting all targets within a Medium Burst Template. All targets within the Template must make an Agility roll to avert their gaze or be blinded for one turn. With a raise, victims must make an Agility check at -2. Blinded victims suffer a -6 penalty to all trait rolls and have their Parry reduced to 2.

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ELEMENTAL CHOKE

Rank: Seasoned

Power Points: 2-4

Range: 12/24/48

Duration: 1 (1/round)

Trappings: a splash of water, an inhaled breath.

Windpriests and providers can attempt to choke their foes using their element—air or water respectively.

For 2 points, the spell affects a Medium Burst Template. For double the Power Points, it affects a Large Burst Template. *Elemental choke* deviates as an area-affect attack.

Every character within the Template must make a Vigor roll opposed by the caster's Faith roll. On a failure, the affected targets gain one level of Fatigue. Anyone who stays in the affected area, or enters it later, must make a successful Vigor roll each round or gain an additional Fatigue level. Once the Power ends or someone leaves the area of effect, Fatigue recovers at the rate of one level per minute.

ELEMENTAL DELUGE

Rank: Veteran

Power Points: 2

Range: Cone Template

Duration: Instant

Trappings: Rippling earth, buffeting winds, arm gestures.

Elemental deluge allows spellcasters to knockdown multiple foes. The caster makes an arcane skill roll and then places a Cone Template in front of him. Any character touched by the Template, friend or foe, must make a Strength roll opposed by the caster's arcane skill roll. On a failure, the character is knocked back 1d4" and becomes prone. If he rolls a 1, regardless of his Wild Die, he is Shaken as well.

FERAL FORM

Rank: Veteran

Power Points: 3

Range: Touch

Duration: 3 (1/round)

Trappings: The target of the spell takes on some of the ferals features.

Feral form bestows the partial appearance and powers of a feral upon one of the leaf-warden's allies. The ability bestowed must be chosen when the power is used. The mental faculties of the target are not affected.

The ability bestowed depends on the *feral form* chosen.

Bear: Target increases Strength and Vigor by 2 steps.

Blood Hound: Target gains a +4 bonus on Notice rolls and a bite attack that inflicts Str+d4 damage.

Bull: Target grows horns that inflict Str+d4 damage. If the character with *feral form* moves 6" or more before attacking they add +4 to their damage total.

Hawk: Target grows wings bestowing a Flight Pace of 6" and Climb of 2".

Toad: Target can leap d6+2", adding +2 to Fighting and Damage if he leaps into combat.

Wolf: Target gains a bite attack that inflicts Str+d6. With a raise on his Fighting roll, he hits a foe's most weakly-armored location.

GAZE OF THE MATRIARCH

Rank: Novice

Power Points: Special

Range: Sight

Duration: 10 minutes (1/10 min)

Trappings: A gesture of arms.

Gaze of the matriarch affects a single sail-powered skyship of any size, halving its Top Speed and Acceleration for the duration. Multiple castings of this spell may affect a ship, though neither Top Speed nor Acceleration may ever be reduced below 1.

Gaze of the matriarch also adds +2 to a crews' Boating rolls in a windstorm, whether magical or natural.

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The cost in Power Points is equal to one fifth of the vessel's base Toughness (ignore Armor). A ship with a base Toughness of 16, for example, costs 3 Power Points to becalm using this power.

GLOWBLIND

Rank: Seasoned

Power Points: 4

Range: Smarts x 2

Duration: 3 (1/round)

Trappings: Dazed look, loss of coordination

Voider priests are able to flood a targets mind with voidglow, overloading it.

The caster must pick a single target within range and make an arcane skill roll opposed by the victim's Smarts. If successful, the voider causes the victim to lose concentration and coordination. All the victim's Trait rolls are made at -2 for the duration, or -4 on a raise.

GOD-TOUCHED

Rank: Novice

Power Points: 2

Range: Touch

Duration: 10 minutes (1/minute)

Trappings: Prayer, morale boosting speech, holy symbol.

The simple act of blessing a soldier before battle can have wondrous effects on his morale. Recipients of this power gain a +2 to Spirit and linked skill checks for the duration. On a raise, the bonus is increased to +4.

HEAL HULL

Rank: Veteran

Power Points: Special

Range: Touch

Duration: Instant

Trappings: The caster must stand on the deck of the ship and concentrate.

Priests with this spell can actually mend damage done to a vessel's hull within the last hour. The priest must concentrate for one full action, then cast the spell on his next, subtracting a penalty equal to the ship's wounds from his arcane skill roll.

The cost in Power Points is equal to half the ship's base Toughness (ignore Armor and magical bonuses). Success repairs one wound, a raise mends two.

The spell has no effect on critical hits, however. The crew must repair such damage by normal methods.

LADY'S FURY

Rank: Seasoned

Power Points: 8

Range: Special

Duration: 2d6 hours

Trappings: A gesture of arms and a gale.

Lady's fury summons a small, powerful windstorm that can destroy skyships or send them off course. It takes four full rounds of concentration to cast, during which time the winds become chaotic and unpredictable (-1 to all Boating rolls).

If successful, the winds form many small vortices and reach hurricane speeds over an area of one mile square, centered on the caster. The effects of the storm are listed under Hazards in the Game Master section (see page 154). In general, crews should expect limited visibility and severe damage to ships.

LADY'S GUIDANCE

Rank: Novice

Power Points: 1

Range: Touch

Duration: 3 (1/round)

Trappings: Ghostly hand, gestures, blowing on weapon.

Lady's guidance calls upon the Lady of the Winds to increase the chance of hitting with a thrown weapon (such as a knife, spear, or throwing axe) or an arrow, by whipping the projectile along on a divinely-guided gust of wind.

The power has no effect on other ranged weapons, such as firearms, cannonballs, or targeted spells. The bonus is +2 for a success, +4 for a raise.

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SOOTHE ANGER

Rank: Veteran

Power Points: 6

Range: Touch

Duration: Instant

Trappings: A calming smile or a comforting caress, a calming poem or song.

Soothe anger is primarily used to calm those who have been driven into a rage by the insidious effects of voidglow, but it can also be used to calm other passions.

Each use of the *soothe anger* spell removes one level of glowmadness, or two with a raise. The roll suffers a penalty equal to the victim's glowmadness Level (in addition to any the caster might be suffering himself). Those suffering berserk rages not caused by the void (such as through the Berserk Edge), immediately become calm.

Once a victim succumbs to glowmadness, however, there is no cure. The safest course is to put him out of his misery.

SUMMON ELEMENTAL

Rank: Veteran

Power Points: 3

Range: Smarts

Duration: 5 (1/round)

Trappings: The caster must possess a piece of the raw element—a handful of earth, a flame, a container of water, a living tree, or a breath of air.

This spell enables a caster to summon a spirit of his chosen element. The elemental is completely subject to the whims of its caster. Communication is through a mental link but it is purely one way—the creature cannot relay its thoughts or even basic information back to its summoner.

The caster chooses which elemental he wishes to summon when the spell is chosen. He may choose this power more than once, taking a different elemental each time. The statistics for all types of elementals can be found in the last chapter of the book.

SUMMON MATRIARCH

Rank: Heroic

Power Points: 10

Range: 5 leagues squared

Duration: Special

Trappings: A gesture of arms.

Only the most powerful windpriests are able to learn this spell. With it they are able to quell even the most violent windstorms.

The windpriest must be within sight of the storm. He speaks in soothing tones to the storm itself for 2d6 uninterrupted rounds. At the end of the period, the priest makes his arcane skill roll at -4. If successful, the storm is quelled 2d6 rounds later.

SUMMON MUSE

Rank: Seasoned

Power Points: 3

Range: Smarts

Duration: 3 (1/round)

Trappings: Singing a song of calling.

With a haunting melody, the songpriest summons her muse into the material plane (see page 158 for stats).

While corporeal, the muse may not access the Songvaults, and the caster cannot use the songpriest Edge. If the muse suffers a wound while corporeal, she flees back to the Songvaults to heal. The songpriest must wait 25 hours before her muse returns to her. During the intervening time, the hero has no access to the Songvaults and cannot use the Songpriest Edge.

WIND WALL

Rank: Seasoned

Power Points: 2-6

Range: Smarts

Duration: Special

Trappings: Exhaling air towards foes, or a rapidly fluttering fan.

The windpriest calls on the Mother of Rains to afflict attackers with near-hurricane strength winds.

If the spell is successful, the target suffers a -2 penalty to Pace and skills linked to Agility and Strength. A raise pushes the target back

SUNDERED SKIES

1d4", halves their Pace, and prevents them using any skills linked to Agility or Strength. Each round, an affected target may make a Strength roll at -4 to break free. Allies may try to free a victim, risking the spell's effects—this also requires a Strength roll at -4.

For 2 Power Points, the power affects a single target. For 4 Power Points, it affects everyone in the Small Burst Template, and 6 Power Points increases it to the Medium Burst Template.

WILD'S CALL

Rank: Novice

Power Points: Special

Range: Faith die in miles

Duration: 1 minute (1/minute)

Trappings: Wooden whistle

Leafwardens can summon and control animals—though not monsters—using this spell. The call goes out to specific types of creatures, such as bats, rats, wolves, bears, and so on.

Once summoned, the beast may move anywhere within the spell's range. The caster can communicate with the creature and can access its senses as well.

The cost in Power Points depends on the creature summoned, as shown below. The priest can summon multiple creatures in a casting by paying the appropriate cost in Power Points. Summoning two bears, for instance, costs 10 Power Points.

Wildlings also claim to feel the pull of this spell. Wildling Extras must succeed at a Spirit roll opposed by the Faith roll of the caster to resist it. Wild Cards are unaffected.

WILD'S CALL COSTS

Creatures	Power Points
Bear	5
Feral	3
Insects (swarm)	2
Poisonous snake	1
Rat (swarm)	3
Wildling	3
Wolf	3

SPELL SUMMARY TABLE

Power	Rank	Cost	Range	Duration	Effect
Arcane Siphon	H	3	Smarts	Instant	Drains Power Points equal to half arcane skill die, full value with a raise; caster gets half
Battle Lust	N	2/4	Special	3 (1/r)	Gives recipients the Berserk Edge
Battlelord's Blessing	N	4	Touch	3 (1/r)	Gives recipient a Combat Edge
Blinding Flash	N	2	Smarts x2	Instant	Foes are -6 to Trait rolls
Elemental Choke	S	2-4	12/24/48	1 (1/r)	Targets in a Medium Template must roll Vigor or gain Fatigue; x2 cost for a Large Template
Elemental Deluge	V	2	Cone	Instant	Anyone in Cone must make an Agility roll or be knocked prone, Shaken with a raise
Feral Form	V	3	Touch	3 (1/r)	Allows target to gain feral abilities
Glowblind	S	4	Smarts x2	3 (1/r)	Victim makes a Smarts roll or suffers -2 to Trait rolls, -4 with raise
God-Touched	N	2	Touch	10 m (1/m)	+2 to Spirit and Guts rolls, +4 with raise
Heal Hull	V	Spec	Touch	Instant	Repairs 1 wound to a ship, 2 with a raise
Gaze of Matriarch	N	Spec	Sight	10 m (1/10 m)	Halves ship Acc/Top Speed
Lady's Fury	S	8	Spec	2d6 hours	Summons a storm
Lady's Guidance	N	1	Touch	3 (1/r)	+2 to ranged attacks, +4 with raise
Soothe Anger	V	6	Touch	Instant	Calms a berserk foe
Summon Elemental	V	3	Smarts	5 (1/r)	Summons an elemental
Summon Matriarch	H	10	25 leagues	Special	Calms a storm
Summon Muse	S	3	Smarts	3 (1/r)	Summons a muse
Wind Wall	S	2-6	Smarts	Special	Target -2 Pace, Str and Ag skills; raise halves Pace and prevents Str or Ag skills
Wild's Call	N	Spec	Faith miles	1 m (1/m)	Summons an animal

SETTING RULES

The following changes, clarifications, or additions to the *Savage Worlds* rules are used in *Sundered Skies*.

GLOWMADNESS

If a character spends too long in the void, exposed to the glow, they *will* inevitably go glowmad. At the end of each day in which the character receives any exposure to the glow, he must make a Spirit roll with modifiers as shown below. Failure means the islander gains a glowmadness level, starting at Irritable. A success means the character has managed to resist the effects of glowmadness. On a raise, the character lowers his glowmadness by one level (if applicable).

The levels of glowmadness and their effects are detailed below.

LONGER JOURNEYS

When undertaking long journeys, use the boredom rules on page 55 instead, as the effects of exposure to the void over longer periods are already factored into those rules.

GLOWMADNESS MODIFIER

Exposure	Modifier
Less than an hour	+2
1-6 hours	+1
7-12 hours	+0
13-18 hours	-1
19-22 hours	-2
23-24 hours	-4
25 hours	-8

IRRITABLE

The character has a short fuse and suffers a -1 to his Charisma and a -1 modifier to any Spirit checks.

ANGRY

The character no longer has any fuse left. He suffers a -2 to his Charisma and a -2 modifier to any Spirit, Smarts, or linked skill rolls.

ENRAGED

The character becomes a blood-crazed psychopath. He suffers -4 to his Charisma and a -4 modifier to any Spirit, Smarts, or linked skill rolls. He also loses any benefits he may have from any Level Headed Edges. He temporarily gains the Berserk Edge if he doesn't have it already.

GLOWMAD

The character immediately passes into GM control. If an Extra becomes glowmad, he simply transforms into the appropriate form for his race (see below).

When a Wild Card becomes glowmad, she gains all the Special Abilities of her glowmad form and adjusts her attributes appropriately (the GM has descriptions of the Special Abilities and attribute changes for each of the various glowmad forms in the last chapter of the book). The glowmad creature keeps all of its Edges, whether it now meets the requirements or not. The glowmad creature has two bennies, as normal for any Wild Card NPC.

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GLOWMAD FORMS

A **drakin** who goes glowmad becomes a terrible winged monstrosity known as a **wyrmspawn**. They are sly, dangerous killers who steal magical artifacts and use them against their owners.

When glowmad, a **dwarf** becomes an **earthbane**—a hideous, squat, hairless, mole-like creature whose very presence can cause an island to disintegrate around them.

Elven glowmad become **blight walkers**. Their skin, hard as bark, constantly splits and reforms while plant tendrils shift and flower within the cracks. They direct these tendrils and roots to tear their enemies apart.

In a corruption of the elven affinity with plants, a blight walker's touch withers any vegetation.

Even the **glowborn** can go glowmad again, and turn into terrible ragers—hate-filled, berserk creatures who live only for mayhem and killing.



Humans who succumb to glowmadness become horrific creatures called the **blinded**, so named because their eyes liquefy and run from their sockets.

In addition, their skin becomes gray and scaly. Despite being eyeless, **blinded** seem able to sense the world around them through some mystical ability.

Glowmad **orcs** become hulking ogres, who cause as much destruction and death as they can with their prodigious strength.

SKYSHIP RULES

Plying the skylaness between the isles are **skyships** of every shape and size. Using the Chase rules in *Savage Worlds* you can run exciting skyship battles in the Sundered Skies. The following rules supplement, and modify the information found in the core rulebook.

GROUP CREW ROLLS

Captains attempting any shipboard action can be aided by the crew. Maneuvers, repairs, or docking can all be assisted.

Make a group Boating roll, using the crew's average Boating skill. Each success and raise on this roll adds +1 to the captain's Boating roll. If the crew rolls a 1 on their skill die (regardless of their Wild Die), they inflict a -2 penalty to the Captain's roll.

SKYSHIP COMBAT

Whether vicious pirates, brutal orc raiders, or participants in an illegal trade war, ships frequently come into conflict with each other in the Skies.

CLIMBING THE VOID

Sailing through the sky as they do, the ships of the Sundered Skies can move in three dimensions. In combat, then, it is very often the captain who can best take advantage of the vertical that emerges victorious. This is a special stunt called "climbing the void".

SETTING RULES

A ship that successfully climbs the void is in an advantageous position—the ship's crew adds +2 to all Shooting and opposed Boating rolls against the target. It is also impossible for the other ship to initiate a boarding action.

The disadvantaged captain may attempt to equal the altitude by attempting a Parallel stunt. However, even if this is successful, the crew cannot attempt a boarding action. The ship has been restored to a more or less equal altitude as its antagonist. A further successful Parallel stunt will enable the crew to attempt a boarding action.

A ship cannot climb the void twice to gain additional bonuses or make it harder for an enemy to level the altitude. At best, a ship is just one "climb" above his opponent. Similarly, both ships cannot benefit from climbing the void, only one captain can seize the advantage.

BOARDING

If a crew wants to board another ship, a successful Parallel stunt must be attempted. Rather than recklessly throwing themselves into the void in an attempt to reach the other ship, crews can make a group Throwing roll. Success means the target is grappled and drawn close enough to board.

The opposing crew can attempt to sever the grapples by making an opposing Agility roll. This roll is modified depending on the number of crew the grappled ship has in relation to the attacking ship. The penalty is -1 if they have fewer crew, and -2 if they have half or less the crew of the attacking ship. Conversely, they get a +1 if they have more crew, and +2 if they have twice as many crew as the attacking ship.

CRITICAL HITS

Damage against skyships works as usual, but with the following change to the Wrecked Critical Hit.

Wrecked: A "Wrecked" Critical Hit is bad news for the skyship and its crew. Vessels without cannons simply begin to fall. Vessels with cannons suffer a direct hit to their central magazine (where the powder is kept). This sets off a titanic explosion destroying

the ship and inflicting 4d6 damage to every named character on board. Assume the rest of the crew are killed or incapacitated and fall into the void. Any surviving named characters are left clinging to the wreckage of their ship as it plummets into the depths.

Any ships tethered to the unfortunate vessel or within 18" suffer 2d6+the wrecked ship's base Toughness in damage.

For example: If a cloudskiff were to explode, it would cause 2d6+11 damage (its base Toughness without Armor is 11). A Council ship, on the other hand, causes 2d6+20 points of damage to adjacent ships!

FALLING SKYSHIPS

Wrecked ships spiral down through the void. The rate at which the ship falls increases until the ship is plummeting like a stone. All those still aboard are doomed to go down with the ship. Before the ship reaches this terminal velocity, stricken crewmembers can be rescued fairly safely.

Use the Sinking guidelines from the *Savage Worlds* rulebook to decide how long it takes any given ship to reach the point of no return.

FALLING OVERBOARD

Falling overboard can bring the career of an adventurer to a very sudden and ignoble end. Any time the rules indicate a character has fallen overboard, she is permitted an Agility roll. On a success, they have managed to catch themselves on something, such as an oar or a trailing rope.

Canny sky sailors have learned to avoid plummeting into the void with the use of windcharms or the application of loft oil to their clothes or armor. Those too poor to afford the oil anchor themselves to the ship with a length of rope. Once anchored, falling overboard is a lot less risky, though characters still take 1d6 damage and are Shaken from the fall and trauma caused by the sudden stop. Fallen sailors must then climb back to their ship or be pulled up by others, provided no enemy cuts through the rope!

SUNDERED SKIES

REPAIRS

Damage suffered in combat may only be permanently repaired while docked at a port. This typically takes 1d4 days per wound or critical hit to be fixed. The cost is 10 times the ship's base Toughness (ignoring Armor) per wound or critical.

Makeshift repairs can be made outside of port and require a Repair roll. Each attempt takes 1d6 days and triggers another check for encounters in the ship's location (see page 67). These repairs are only temporary and the ship must still be properly overhauled at a port. Any time the vessel takes another wound, each makeshift repair has a 50% chance of coming undone.

DOCKING WITH ISLANDS

The isles of the Sundered Skies constantly move, making docking a hazardous task. Approaching an island, the captain must make a successful Boating roll to moor his ship to the island. With a failure, the ship has either collided with debris or has come to a sudden jarring stop, suffering 2d6 damage in either case.

Most heavily inhabited islands have either natural or artificial harbors, which allow captains to dock without a roll. Those with difficult approaches—such as Plenty—employ professional harbor pilots who bring ships in for a small fee, typically 50 cogs. These pilots are intimately familiar with the local approaches and are expert at bringing in ships without damage. No roll is required if a paid pilot is used for docking.

All islands have an area around them called the “capture field”. Objects caught in this field are sometimes swept up by an island and dragged through the void. Experienced captains anchor their ships in an island's capture field and venture ashore in an island hopper. A captain using the capture field to anchor his ship doesn't need to make a roll to dock.

CREW

No ship can operate without a crew, and the captain must ensure he has sufficient numbers to run a tight ship and adequate supplies and cash to keep the crew paid and happy.

HIRING

New crew may be hired on any island. The Game Master can check to find out how many able-bodied crewmen are available by rolling a d4 on a small island, a d6 on a medium sized island and a d8 on a large island. This roll may only be made once per week. Use the sky sailor statistics found on page 162 for average crewmen.

PAYMENT

Crewmembers usually sign on for a chance to eat well, see the Skies, and become rich. Scavenger ships also divide shares of any salvage found.

The typical arrangement for scavengers is two shares for the ship's bank (to be used for repairs, outfitting, and so on), two shares for the captain, two shares for any shipboard priests or sorcerers, and two shares for the most skillful scavenger onboard. All others receive a single share.

If crewmembers are not signing on as part of a scavenging crew, they expect to be paid. The standard pay for sailors is 50 cogs per month. A crew of 12, for example, is paid 600 cogs per month.

First mates, sorcerers, surgeons and other specialized crew are paid 100 cogs per month. Only those with a d8 or better in the requisite skill—such as Healing or Boating—qualify for this payment. Specialized crewmen are only available in a port if a 6 is rolled when recruiting.

Captains need to make sure that, whatever cargo they carry or jobs they undertake, they earn enough to keep the crew paid. Failure can result in crew jumping ship in port, or even mutiny in the void.

SETTING RULES

BOREDOM

Even if they are being paid, there are other dangers facing a ship's crew on a voyage. Boredom is a very real problem, particularly on long journeys. It is said that Lightbringer hates sky sailors almost as much as he hates the worshippers of Festival.

Extras must succeed in a group Spirit roll every five weeks spent traveling or gain a level of glowmadness. This roll must be made even if the crew spends the majority of its time out of the direct voidglow, as it represents the maddening effects of boredom as well as exposure to the glow. Individual Wild Cards make their own separate Spirit rolls to avoid boredom.

Shipboard entertainers or songpriests can help counter boredom by distracting the crew with funny, inspiring, or lewd stories, tumbling, juggling, and sleight of hand magic tricks. An entertainer makes a Persuasion roll at the end of each five-week period (including any bonuses for Charisma and Professional Edges such as Acrobat or songpriest). Each success and raise on the roll adds a +2 to the crew's Spirit roll—the entertainer's own Spirit roll benefits from half of these bonuses.

Once the crew spends a full week on any civilized island, the clock is reset and any levels of glowmadness picked up on the last trip are recovered. Thus, provided the captain is able to make frequent stops, the crew can rest and recover every few weeks, staving off the cabin fever of long voyages.

TRAVEL & ENCOUNTERS

The many islands in *Sundered Skies* are in constant motion. While most remain in a similar position relative to each other, many do not; instead orbiting through the skies crossing close to other islands and, occasionally, colliding with them.

It remains a mystery to the scholars and mystics of the Sundered Skies just how and why the islands drift and orbit one another the way they do, sometimes even moving against strong winds. Many explanations are

put forward, often relying on obscure dissertations about some magical property of the void which repels and attracts the islands at the same time.

To most ordinary folk, however, it remains a wonder that defies explanation, and they content themselves that the gods move in mysterious ways.

TRAVEL TIME

The travel times listed in the table on pages 58 and 59 show the base number of weeks needed to travel from one isle to another. However, islands are never in fixed positions and may often be further away or closer than a captain anticipates.

The Game Master rolls a d6 and adds this to the table entry get the journey time. The ship's captain then makes a Boating roll using the modifiers listed on the Travel Time Modifiers table below, and reduces the journey time by 1 for each success and raise on the roll, to a minimum of one week. This determines the actual travel time.

A roll of 1 on the skill die, regardless of Wild Die, increase the travel time by 50%, as the ship becomes becalmed or has to fight counter winds.

TRAVEL TIME MODIFIERS

Mod	Circumstance
+2	Windsilk sails
+2	Hero with Wind Seeker Edge aboard
-2	Ship is rowed or winged
-4	Less than a quarter of the necessary crew
-2	Most of the crew has no Boating skill
-1	Crew has an average Boating of d4
+1	Crew has an average Boating of d8
+2	Crew has an average Boating of d10
+4	Crew has an average Boating of d12

ENCOUNTERS

Although the void is vast and largely empty, traveling through it is fraught with peril and any journey, no matter how short it might be, comes with the possibility of a dangerous encounter.

SUNDERED SKIES

Each week spent traveling brings a chance of an encounter. Before the journey begins, use the Encounter Location table below to determine where possible encounters occur. Departure refers to the island the heroes are leaving, arrival is the island they are heading to, and void is everything in between.

ENCOUNTER LOCATION

Weeks	Departure	Void	Arrival
1	1	0	0
2	1	0	1
3	1	1	1
4	2	1	1
5	2	1	2
6	2	2	2
7	3	2	2
8	3	2	3
9	3	3	3
10	4	3	3

For journeys longer than 10 weeks, simply add together the “10” row with whatever row you need to bring the journey to its full length.



For example: if a journey lasts 17 weeks, add the results of the 10 and 7 entries (to give a total of 7 Departure, 5 Void, and 5 Arrival potential encounters).

The GM should draw one card from the action deck for each possible encounter. If the card is a face card, an encounter occurs. The number of cards drawn dictates the region in which the encounter occurs. So, for a 7 week journey, if the fourth card drawn is an Ace, the encounter takes place in the void, whereas the fourth card on a 10 week journey is a Departure encounter.

Roll on the Ship Encounter Table on page 67 with the appropriate modifier for the departure or arrival island (or the void) to see exactly what the party has run into. If a Joker comes up, roll twice—the party has run into two things at once. Reshuffle the deck after every encounter.

The Game Master should try to think about the encounter a bit before setting it up. Tying a seemingly chance pirate attack to a cargo the party has just sold, or a passenger they have just picked up makes the game feel more coherent. A few minutes pause before hitting the heroes with some terrible beast or savage windstorm can make an otherwise “random encounter” a very memorable experience.

If the heroes are traveling through the Lower Reaches, for instance (see page 76), and the GM rolls “Merchant Vessels,” he just tells the players they see ships in the distance. It’s up to the players whether they want their heroes to approach or not. The same goes with monsters—a glimmerwing attack in the void shouldn’t just be resolved with a quick roll. The Game Master should describe how the voidglow seems to become concentrated in a certain patch of the sky, coalescing to a dazzling light that causes them physical pain to even look at.

For the Game Master, the rule should always be to let the players take some action and then adjust the encounter according to the way the players react. This will keep your *Sundered Skies* games interesting and varied and put the players right at the heart of the action.

GAZETTEER

The Game Master has detailed information on the peoples and places of the Sundered Skies and the countless mysteries and secrets that lie within. The following are the basics every islander knows about his world and some of its more prominent characters. The list is presented alphabetically to help you find things quickly during play.

Ale Wars are some of the most savagely fought and longest-running of the silent wars. The orcish Grag brewing family is the current winner, having seen off most competition. Brewing and selling alcohol is so profitable that they go to great lengths to ruin any rival businesses.

The Arena on Shadowhaven is a huge temple coliseum dedicated to the Battlelord. Gladiatorial matches are staged here, both to settle personal disputes and to entertain the masses. These matches are rarely to the death—often the winner is the one to draw first blood.

Many matches in the arena are staged purely as an act of worship to the Battlelord, with the cheering audience unaware they are witnessing a religious celebration. The Arena is the only place where islands may legally field small armies against one another, and do so to decide grievances or settle trade disputes.

Aria was once one of the richest and most civilized of all isles. The legendary battle between Lightbringer and Festival totally devastated the island, and Aria was left a wasteland haunted by ghosts and deranged spirits. The only living inhabitants are Heralds of the Light—voiders who worship Festival as an avatar of their own destroyed god. The insane Lord of Music hates these cultists and

attempts to hunt them during his periods of lucidity. Most scavengers who visit the island do not leave.

Lightbringer has cursed Aria. Nothing on the isle, not even a sleeping canvas, casts a shadow. Venturing onto the isle for extended lengths of time is almost certainly going to end in glowmadness.

The fabled Songvaults, the repositories of all knowledge, are said to exist below the surface of Aria, but nobody has ever reported discovering an entrance to them.

The Athenaeum guild of mages has its main university on Shadowhaven and is dedicated to expanding and disseminating knowledge of the arcane. Those sorcerers who have passed through the doors of the Athanaeum proudly call themselves wizards, and generally exhibit more control over their arcane skills than most sorcerers.

The university headmaster is Endrin, a immensely powerful wizard who was an accomplished scavenger before he settled into the life of arcane academia.

Bone Queen is the fearsome liche high priestess of the Bright Cabal. She prowls the Shattered City in a Death Barge constructed on, and within, the corpse of a mammoth dragon.

The Boughbreakers are a secretive group of anarchic elves working covertly in Heartland to free wildlings from their bondage. The Willow Queen hates them with a passion and turns any captured members over to her “pet” blight walkers for a particularly horrible death.

SUNDERED SKIES

Despite the dangers, boughbreakers are passionate about their calling and manage, at great personal risk, to smuggle a steady stream of escaped wildlings off the island.

Bridgeways is a community spread over many small islands. Each of these islands is connected to at least one other by black stone bridges, which the Artificer is believed to have created. Bridgeways is a site of holy significance for steampriests.

Despite this, it is the Lady of the Winds who claims Bridgeways, as constant, savage winds sweep the highest of the isles. Believed to be the breath of the goddess herself, the winds have carved five figures from the bedrock, each one representing one of her five forms. This Isle of chimes—named for the bells and chimes hung from its underside—is the only permanent temple to the Lady of the Winds.

The Bright Cabal are a loose affiliation of necromancers who prowl the void and worship The Rotting One. Cabal skyships are called death barges, and are decorated with bone and other grisly trophies. All death barges are crewed by zombies and captained by Cabal necromancers. The most powerful of the Cabal have crossed over into undeath becoming wraiths, vampires and liches.

The Call is an arena hacked out of the ice at Firsthome. A massive cobweb-covered iron throne dominates the stands. Centuries ago, the Battlelord would manifest himself at The Call, watching the combatants who interested him, but he hasn't appeared in decades.

Canopy is a large island covered in a great shadowy, ice-coated forest high in the Ice Isles. Its chief resource is wood and it is extensively logged by the inhabitants of the settlement at Timber.

The Choirhall at Shadowhaven is the largest temple to Festival in the Skies. It is also the temple of the Shadowhaven Quartet, four songpriests who have declared themselves the high priests of the Choir. Their attempts to impose any authority upon the worshippers of the Lord of Festival, who are rebellious and free spirited in nature, have met with limited success. Most songpriests and Bards consider them a folly, and openly scoff at their declarations.

The Couriers' Guild is widely used if a message *must* get through. Guild messengers are clever, resourceful, and skilled masters of disguise. They tend to memorize even the most complicated messages and are renowned for their dedication to fulfilling a

Destination /Departure	Aria	Bridge	Deepsky	Dragon	First	Freedom	Gateway
Aria	-	8	-/20	8	15	6	7
Bridgeways	8	-	-/17	6	11	4	4
Deepsky	-/20	-/17	-	-/6	-/24	-/10	-/11
Dragon's Spine	8	6	-/6	-	17	4	5
Firsthome	15	11	-/24	17	-	13	14
Freedom Isle	6	4	-/10	4	13	-	5
Gateway	7	4	-/11	5	14	5	-
Heartland	7	5	-/11	6	13	7	4
Ice Mines	10	6	-/19	12	5	8	9
Meeting Place	8	4	-/18	10	6	6	7
Mount Ore	17	14	3	3	21	7	8
Plenty	4	6	-/17	7	17	6	6
Shadowhaven	6	5	-/11	5	15	3	5
Shattered City	-	-	-	-	-	-	See Notes
Star Crater Isle	6	4	-/11	4	16	1	4
Timber	8	1	-/13	11	10	6	7

Deepsky: Direct travel to Deepsky is impossible for most—they can only travel there after visiting Mount Ore first. Those lucky enough to win the dwarves' friendship may be given Deepsky earth. The number after the forward slash is the travel time in weeks to Deepsky.

task assigned to them. The Couriers' Guild headquarters can be found in the Trade Halls on Shadowhaven.

Deepsky Citadel is the dwarven homeisle, hollowed out of the lowest inhabited island. The aged dwarven king, Dale Bloodaxe—a famous hero who covered himself in glory before accepting the mantle of monarch—resides here, effectively making it the dwarven capital. The only Navigator Hall with earth from Deepsky is found at Mount Ore.

Dragon's Sons is a cabal of human sorcerer's who are obsessed with discovering the dragon's secrets.

Dragon's Spine is the name given to the long, narrow island the drakin call home. Drakin communities are etched into the bedrock of the island itself, with the majority found below ground. Areas above ground are decorated with carvings and statues dedicated to the drakin's dragon rulers. The other races of the Skies are allowed access to only one city on Dragon's Spine: Foreign Quarter.

The Draining Sea is the highest, largest landmass in the Sundered Skies—a huge, unmapped ice field. Unknown forces within the sea constantly cause the ice packs to shift

throwing huge slabs of ice over the edge of the island. The falling chunks of glacier melt, falling as snow or rain on the lower islands. The closer the island is to the Draining Sea, the higher the chance of precipitation.

The Factory is found deep in the bowels of Deepsky Citadel, and is the only part of the citadel non-dwarves are allowed to visit unsupervised.

It is the holiest of Artificer temples and houses the huge sentient machine which is the Artificer's manifestation in the Skies.

Ferals are twisted creatures created at the Fleshforge on Heartland. Larger than a human, these bestial creatures are savage and stupid. The elves often use them as assault troops. Ferals come in many forms, each bred for a specific purpose by their elven handlers, including bear, wolf, bloodhound, hawk, and bull.

Firsthome is the largest permanent settlement on the Draining Sea and home of The Call—an arena where it is said the Battlelord sometimes appears to watch combatants. A large iron throne, covered in icy cobwebs, awaits his return, but no warriors of worth have attracted his attention for decades.

Heart	Ice	Meet	Mt. Ore	Pl	Shad	Shat	Star	Tim
7	10	8	17	4	6	-	6	8
5	6	4	14	6	5	-	4	1
-/11	-/19	-/18	3	-/17	-/11	-	-/11	-/13
6	12	10	3	7	5	-	4	11
13	5	6	21	17	15	-	16	10
7	8	6	7	6	3	-	1	6
4	9	7	8	6	5	See Notes	4	7
-	8	6	8	6	4	-	4	6
8	-	1	16	12	10	-	11	5
6	1	-	15	12	11	-	7	3
8	16	15	-	14	8	-	8	10
6	12	12	14	-	8	-	7	10
4	10	11	8	8	-	-	4	5
-	-	-	-	-	-	-	-	-
4	11	7	8	7	4	-	-	7
6	5	3	10	10	5	-	7	-

Shattered City: When traveling in the Shattered City make a check for encounters once per day. Time spent traveling away from Gateway through the Shattered City must also be spent traveling back. Traveling to and from Gateway uses the rules on page 55.

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The Flaming Skies is the name given to the fiery depths of the Skies below Deepsky Citadel. No ship entering the Flaming Skies has ever returned.

The Fleshforge nestles between the roots of the mightiest tree on Heartland: known as the Leaflord. The Fleshforge is the most holy of Wild temples and the birthplace of all ferals and wildlings, though no wildling is known to have any recollection of their creation there.

Only the most powerful Leafwardens know its secrets.

Foreign Quarter is the only city on Dragon's Spine accessible to non-drakin, the Quarter is a lively cosmopolitan place, where anything produced in the Sundered Skies can be bought and sold.

Freedom Isle was originally a sparsely inhabited island called Jorvan. Just over 100 years ago, it was decided the newly emerging race known as the glowborn needed a homeisle, a place where they could develop their own sense of identity and community.



After much debate, it was decided by the Trade Council that the sparsely populated Jorvan was the best candidate.

The hand-over of the isle to the glowborn was mostly without incident as the original inhabitants of Jorvan were well compensated and offered free transportation to any island of their choosing. Since that time, however, the elves of Heartland have taken a special interest in Freedom Isle, and it is essentially under their rule.

Gateway is the major inhabited settlement in the Shattered City. Cosmopolitan and crowded, and sprawling across several small islands, Gateway acts as a staging post for those scavengers brave or foolish enough to venture into the ruins of the Shattered City.

Goblins are a slave race. Though they are humanoid, divination deemed them soulless and unable to suffer. Many races abandoned goblin slavery after the emergence of the glowborn.

Heartland is the largest known inhabited island. Carpeted in thick forest, it is the home of the elves and they worship it as a god—the Wild. The reclusive Willow Queen rules from the Willow Court beneath the boughs of the Leaflord. Heartland is a very dangerous place to visit uninvited, as elvish troops and ferals—guardians created at the Fleshforge from large predators—patrol its shores and forests, always alert for intruders.

The Heralds of the Light, popularly known as voiders, are cultists who worship the Lightbringer. Their ships are virtual wrecks, with concentrated voidglow shining from fissures in their hulls. They are crewed by crazed cultists and glowmad victims of previous attacks. Their high priest, a mysterious figure called Lightlord, is rarely seen.

If this insane cult can be said to have a base, then it is on Aria, where they worship the mad god Festival, who was driven insane by Lightbringer. Here the cult follows Festival during his insane destructive dances, only to have to scatter and flee whenever the god temporarily regains his sanity, as Festival hates the Heralds with all his being.

The Ice Isles are ice-coated islands found in the upper reaches of the Skies. These isles are home to clans of orcs who have

abandoned their naturally nomadic life, and instead harvest and export ice to those islands thirstier than their own.

The Iron Citadel is a fabled iron tower somewhere in the skies. Within are said to be unimaginable riches.

The Isle of Chimes is the highest island in the Bridgeways chain and the holiest temple to the Lady of the Winds. The isle is home to five effigies of the Goddess carved by the winds, and is named for the thousands of wind chimes hung from its underside.

Kinslayer is a dwarven pirate who prowls the Lower Reaches, preying only on dwarven ships in his ship *Stonesplitter*, a metal-clad galleon. Kinslayer's crew is among the most sadistic and cruel ever to have sailed the Skies. Kinslayer always attempts to board a ship and slaughter its crew personally rather than destroying his prey using cannons.

Kinslayer himself is believed to have had his soul transferred to a steam golem, making him immortal. It is said the howling, undead heads of his dwarven victims hang from *Stonesplitter's* hull.

Landfall is a greatly feared phenomenon in the skies, sometimes islands just fall into the void. Usually, the isle suffers tremors, and minor collapses before hand, giving the inhabitants time to evacuate, but not always.

The Leaflord is an enormous tree at the heart of the Willow Court, dwarfing all other trees on Heartland. Leafwardens worship it as a living manifestation of the Wild.

The Lower Reaches of the Sundered Skies are hot and oppressive, as if the weight of the void presses down upon them. The dwarven isles are found here, with Deepsky Citadel the most famous.

The Meeting Place is a large floating city formed from skyships tethered together. Nomadic orcs meet here periodically to trade goods, swap gossip and restock their ships. The Meeting Place is a wild and dangerous place, and it is well known that many of the ships making up the city were originally seized by orcish pirates. Most orcs now, though, have abandoned such barbarous practices and prefer not to be reminded of them.

Mount Ore is a huge mountain in the Lower Reaches. The mountain is many tens of thousands of feet high and riddled with seams of metallic ores mined by dwarven clans. Mine entrances dot the surface, only hinting at the labyrinthine communities and passageways within. The only community with a Navigator Hall is Ironport.

Non-dwarves often mistakenly name the island Mount "Awe." Seeing it for the first time, most are certainly stunned at its size.

Navigator halls are found in every port and contain earth from all islands, except Deepsky. A nominal fee (10 cogs) allows an hour's access to the hall. A ship's captain must handle earth from his destination island before attuning his ship's waysphere.

The Nexus in Shadowhaven is a market where traders from all over the Skies meet.

Oakthorn are elves, infamous for their bonded weapons and thorn firing armor. Although technically a mercenary band, they only work for the elven Willow Queen.

Plenty, called the breadbasket of the Skies, is bound on three sides by the massive Runoff Falls. It is blessed with perpetual rainfall, producing bountiful harvests. The church of the Lifemother reveres Plenty as their sacred isle.

The Razor Passage was, scholars theorize, once a mighty mountain, shattered during the Sundering. What remains is a dangerous, mist shrouded passage, haunted by fog sharks and pirates. The passage is the only route for most captains who wish to reach Plenty.

The Requiem is a heretical cult of song-priest assassins who believe they are the masters of all songs and have it within their power to decide when they end.

These assassins cannot be contacted and employed in the normal fashion—they select their own targets, seemingly at random. Their victims are just as likely to be a commoner, as an important noble or Council member.

Roseport is the only part of Heartland non-elves are allowed access to. It is a relatively small city, but provides everything anyone wishing to trade with the elves requires.

SUNDERED SKIES

The Runoff Falls are waterfalls, many miles deep, which fall from the Draining Sea. These have enough force to fall for hundreds of miles before the air currents break them up, and the falls smash all but the sturdiest ship. Only the specially reinforced grain barges that collect harvests are able to survive undamaged. Other ships approaching Plenty must brave the Razor Passage.

Shadowhaven is the largest city and the bureaucratic center of the Sundered Skies. The city is home to both the Trade Halls, where the Trade Council meets, and the Arena, the holiest temple of the Battlelord. Shadowhaven covers an entire small island.

The buildings of Shadowhaven lean toward one another, shrouding most of its streets in shadow, shielding its residents from the maddening effects of voidglow.

The Shattered City must have been a huge metropolis before the Sundering. Thousands of islets, each home to a ruin, now orbit one another erratically. Scavengers are drawn to the Shattered City, hoping to uncover the many treasures said to lie undiscovered within.

Shepherds are elven bounty hunters who track and execute wildlings fugitives.

The Songvaults are believed to exist below Aria. It is said the personal muses of songpriests store every song and poem ever composed within the vaults.

The Sons of Spire is a paranoid guild of astronomers—survivors of the cataclysm that destroyed the isle of Spire. The Sons scour the Skies looking for dangerous rogue islands.

Star Crater Isle is so named for a huge, star-shaped crater where once the city of Spire stood. The city was destroyed five hundred years ago by an uninhabited rogue island. The crater has revealed extensive workings below ground, but to this date no scavengers have returned with any great treasures.

Timber is a community of loggers who harvest the trees of Canopy. Timber is one of the most emotionally free communities in the Skies—the loggers spend a great deal of time within the shadowy ice forests of Canopy and so are unafraid of going glowmad. Timber is a rowdy place where fist fights are common, but murders rare.

The Trade Council is the most powerful organization in the Sundered Skies, tasked with regulating trade between islands and enforcing a sky-wide peace. Every island sends a councilor to the Trade Council, who represents them in trade disputes and other emergencies threatening the peace of the Skies. In theory, no councilor is supposed to have more power or influence than any other, but in practice the richer islands' councilors tend to wield more power than those from poorer isles.

The Trade Council also maintains the only official standing army and navy in the Skies, its ranks conscripted from member islands. The Council meets in the Trade Halls on Shadowhaven.

Underisles are small islets, constantly in the shadow of larger isles. They are often used as graveyards and as farms where the islanders grow edible fungi.

The Vigilant is a secretive cult bent on vengeance. Its members refuse to forget or forgive the orcs' barbaric past. Membership is mostly elves and dwarves, though it is rumored a dragon controls the cult.

Waking and Sleeping Cycles are the Skies' answer to the problem of the void's permanent glow. With constant daylight, the measurement of time is problematic. Every island keeps the 25-hour Trade Council-mandated wake/sleep cycle, but each island keeps its clocks independently. Since travel between islands takes weeks, there's little or no reason for one island to care about the exact time on another.

Although sleep cycles tend to be the same for all people of an island—commerce and other activities are simply easier to conduct if everyone is on a similar schedule—some islands, such as Canopy, have no concept of a regular waking and sleeping cycle, and the residents sleep whenever they feel like it.

Wayspheres are navigation crystal globes, filled with magically charged water, with a flint-tipped arrow suspended at their center. A captain must handle rock or dirt from the island he wishes to travel to, no more than thirteen hours before attuning the sphere. Then all he need do is concentrate on the island, and the arrow points the way.

A WORLD IN HELL

Sundered Skies was originally a prison.

Eons ago, a battle was fought against the immortal Demon King and his hosts. Five heroic mortals—the champions of the five great races—with the aid of the gods, defeated the demonic horde and cut down their king. They removed his indestructible heart and threw his body back into the Abyss.

But this victory was only temporary. If the undying heart should be recaptured and returned to the comatose King, he would awaken with a vengeful rage, and lead his demonic army again.

The victorious heroes hatched a desperate plan to hide the heart away for all time.

HIDDEN HEART

Mortals who had worshipped the Demon King were punished by the gods. Their world was destroyed and reformed around the heart, which spun within its hollow center. Their souls were used to construct a barrier—a Soulshield—veiling the newly formed world, which was called Heartland. Their soulless bodies worked tirelessly, maintaining fortresses and cities in readiness, should Heartland be discovered by searching demons.

The five heroes who defeated the Demon King made the ultimate sacrifice—they each surrendered their mortal bodies and allowed their souls to be placed at key points within the Soulshield, cementing and strengthening it. These five Souls were the key to the maintenance of the Soulshield and the protection of the Demon King's heart.

Millennia passed peacefully, and most forgot the danger as the past became myth.

When it finally came, the attack surprised everyone. A meager force rallied to meet the demonic threat, yet it seemed to be enough—the fiends' attack was driven back and apparently defeated. Then disaster struck.

The first attack had been merely a diversion. The true assault was more spiritual than physical and much harder to resist. While the battle raged, demon sorcerers completed a powerful, profane ritual, and sucked Heartland into the Abyss.

THE SUNDERING

The Heart, reacting to the proximity of its body, beat once and sundered the world around it, killing millions. Only through the efforts of the gods, already weakened by battle and now cut off from the source of most of their power, were any mortals able to survive at all.

The gods poured their power into the Soulshield in an effort to save it, one even going so far as to sacrifice her immortal life to prevent a total collapse. Those remaining paid a heavy price—the deities found they were forever trapped within this new world, this Sundered Sky.

The ghost of the dead goddess was also trapped within the Soulshield, unable to pass on to her final destiny. Countless spirits shared her predicament and began to worship the undead goddess. She became the Rotting One, goddess of Undeath.

For centuries the gods worked to make life more comfortable for their mortal charges, creating such wonders as the Draining Sea and Bridgeways. They also created skylanders

SUNDERED SKIES



and plants to serve as food. They inspired the invention of skyships so people could trade and share knowledge.

Slowly, mortals forgot the terrible truth about their world. The gods allowed this, knowing the truth would destroy most mortals' sanity, and wrongly believing the Soulshield would hold.

A FALSE GOD

Many demons were trapped within the Soulshield by the Sundering. Most were hunted down and destroyed, but one, the Leaflord, was able to hide on the elven isle of Heartland. The elves, perhaps recalling fragments of ancient lore, had unknowingly named their homeisle after the world before the Sundering.

The Leaflord's body rotted away, releasing its consciousness into the isle. It corrupted most of the elves and manifested as an vast tree. The usurper possessed the Willow Queen and, through her, controlled elven policy, making them the martial and secretive

race they are. It also created the Fleshforge, a temple beneath its roots, where ferals were created.

Elves are unaware the god they call the Wild is in fact a demon lord from the abyss, and not an elemental force of nature. As one of the Lords of Misrule (see page 66), it is able to hide the source of its power from the other gods.

THE GODS INSANE

Gods, for all their power, are essentially fragile beings. They need the worship of mortals to give their existence any sort of meaning and worth. Trapped within a bubble in Hell, the gods are cut off from the majority of their worshippers.

As vast and unfathomable as the Sundered Skies are to mortals, they seem cramped and claustrophobic to the gods. The deities' powers were significantly weakened and some found their domains diminished or completely beyond their reach. For the ocean god, the strain was too much to bear. He resolved to destroy the Skies to set himself free. He found his new domain—madness.

He took a new name—Lightbringer, Lord of Madness—and attacked the other gods. His first target was the Lord of Festival—he hated the spiritual healing properties of music. But he failed to corrupt Festival completely, leaving the god of music a raving recluse on his destroyed island. Lightbringer's body was destroyed in the battle and scattered throughout the void.

In his new form, Lightbringer was able to channel the influence of the Abyss throughout the Skies, becoming the voidglow.

His lack of a body forced him to adopt new strategies, and he became more cunning. Having curtailed Festival's healing abilities, he planned to cause more widespread damage and moved on to his next target—the Battlelord.

WAR OF FOOLS

Subtly, Lightbringer managed to infect the Battlelord with his madness, driving him into a berserk rage. As Lightbringer had hoped, the rage spread, influencing people across

A WORLD IN HELL

the Skies and inflaming petty grievances. The Battlelord's anger spread like wildfire, sparking disputes over trade, ownership of property, and the right to govern the islands. Fueled by the Battlelord's insatiable fury, these disputes soon escalated to full-scale conflict and wars raged across the Skies. The War of Fools had begun.

In a moment of lucidity the Battlelord realized what he had caused and took steps to ensure it could never happen again. The god exiled himself to the Draining Sea, where the freezing temperatures cooled his fury. He vowed never to leave, to ensure his rage never again causes such strife.

Even with the god's influence removed, this War of Fools lasted over a hundred years, as battlefronts moved back and forth across the Skies, leaving no inhabited island untouched. Many thousands died in the fighting and the entire populations of more than a dozen small islands starved to death—literally unnoticed amid the maneuvering and pitched battles.

But the Battlelord's timely realization had averted Lightbringer's intended outcome. Battle-scarred and war-weary, the people of the Skies survived and the Trade Council was created to avert such catastrophe in the future. The Lightbringer's plan to escape the Skies was thwarted and he was again forced to wait for his moment of salvation. But he still had a role to play.

GLOWMAD

The forces of the Abyss, prevented from physically entering the Sundered Skies by the Soulshield, use Lightbringer to weaken and corrupt its inhabitants. A mortal who spends too long in the glow is spiritually changed—characterized by increasing viciousness and a quickening temper—culminating in the victim becoming totally corrupted, one of the bestial glowmad.

Unable to win a decisive victory against the gods, Lightbringer resolved to destroy the Skies from within, one soul at a time, while the demon lords, desperate to reunite their king with his immortal heart, continue their futile attempts to destroy the Soulshield.

THE SHIELD UNDONE

Although the Lightbringer's despicable plan had failed, he did unwittingly sow the seeds of the Skies' destruction.

The dwarves—weakened by the long wars—were further troubled by marauding orcs and a declining birth rate. In an attempt to restore their race, they summoned one of their greatest heroes from the heavens to act as their champion, housing him within a specially prepared steam golem.

Unknowingly, however, the great hero they summoned was Kalin Broadblade, one of the five saviors of the Skies whose selfless sacrifice had sealed the Soulshield. When the dwarves summoned him, his Soul was torn away, weakening the shield. Worse, a wraith-like demon affixed itself to the Soul and was drawn into the Skies too.

Using Broadblade's fear and confusion to seize control of the golem, the pair are now locked together: a cruel demon in possession of a great dwarven soul. They roam the Skies as the pirate Kinslayer in the metal-clad destroyer *Stoneplitter*, wreaking havoc against the dwarves who looked to them for salvation.

With the Soulshield critically weakened, it was only a matter of time before it fell. The elven Soul, Raven, abandoned it in order to counter the Leaflord's corruption of her people. She is now locked in a battle of wills with the corrupting demon. So far, her greatest victory is subverting the Fleshforge into producing wildlings as well as ferals. Her spiritual struggles have awakened the need for freedom in her people, manifesting as the boughbreaker rebellion. The wildlings unknowingly worship Raven as The Alpha. She is able to siphon the power of the Wild to their priests, granting them miracles. She hopes that the salvation of her people lies with the fate of the wildlings.

The preserved body of the dragon hero, Whitefire, was lost in the void during the Sundering. In time, it was discovered by the Rotting One's high priestess, Bone Queen, who used it to in a hideous ceremony that reclaimed the dragon's Soul from the shield and bound it.

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The dragon's vast corpse was hollowed out by the evil liche's minions and converted into the mightiest of death barges, in the arcane engines of which now burn Whitefire's soul as an eternal fuel.

The human Soul, that of the hero bard Balladeer, was drawn out of the Soulshield by the magical energies generated during the battle between Festival and Madness. Today, his soul lies within a harp in the ruins of Aria, ignored by both the voiders and the mad god.

The orcish Soul, a berserker called Watcher, entered the Soulshield reluctantly and left it without regret. He now stalks the streets of the Foreign Quarter on Dragon's Spine, ritually slaying any orc he comes across, and carving the dwarven rune of retribution into his victim's forehead. By doing this, he plays on the ancient bitter enmity between dwarves and orcs in the hope of provoking a new war between the races.

This, he thinks, will awaken the suppressed rage in his people and lead them to fulfill a glorious destiny.

THE GLOWBORN

With the Soulshield abandoned by the cementing Souls, some of the other souls trapped within were able to escape their endless punishment and return to find new bodies to inhabit.

Goblins are the soulless descendents of the worshippers of the Demon King—whose souls were used to create the Soulshield—so it is perhaps fitting that the souls were reunited with the bodies of their descendents.

When a goblin goes glowmad, it opens a momentary conduit to the Soulshield through which a quick, lucky, or forceful soul travels. Thus the glowborn are created.

Of course, each new glowborn weakens the Soulshield further and as the Skies' only protection falters, the demon lords are finally starting to be able to directly exert some influence over events within the Skies. If the Soulshield continues to degrade, the future of the Sundered Skies is bleak.

GODSHIFTERS

Evil mortals inevitably worship these "Lords of Misrule," who grant the most powerful of their followers the godshifting ability.

Godshifting is the ability to replicate the divine miracles of the gods of the Sundered Skies. The demons protect their servants, shielding them from the notice of those they mock. Some godshifters masquerade as kindly priests, sometimes for years, making their betrayal all the more devastating.

But the real duty of the godshifters is to seek ways to further weaken the Skies' protection against the demon horde. If the minions of the Lords of Misrule can breach or destroy the Soulshield, the demons of the Abyss will finally be free to enter the skies and reunite the Demon King with his heart.

THE END?

The only hope to resist the demon horde is to repair the Soulshield. The five Souls of old must be returned to their stations once more to save the Sundered Skies. Now is a time for new heroes.

ISLANDS OF THE SKIES

There are countless shattered pieces of rock in the Sundered Skies. The following brief summaries cover the main inhabited islands. Within each section are details on the island's communities, population, and information on important locations such as inns, shipyards, and the like.

Each listing also notes which commodities are scarce and abundant on the island. Use the trading rules on page 28 to modify the costs of these items when traded there.

PLACES OF NOTE

Following the island's description are any distinctive businesses or places of interest on the island. These aren't all the businesses present, of course, just a sampling.

You should add additional establishments, characters and oddities for your heroes to discover, as your campaign requires.

ENCOUNTERS

The following Encounter Tables provide random encounters for *Sundered Skies*. Each island has an Encounter Modifier, which is applied to rolls on the Ship and Surface Encounter tables. An island's listing also gives details of what the various entries on the tables mean for that island.

SHIP ENCOUNTERS

The heroes spend a fair proportion of their time traveling through the Skies on some kind of skyship. The travel rules on pages 55 and 56 have details on how often to check for a ship encounter based on the length of the

journey. Using the modifiers and entries for the departure island, the void, and the arrival island allows you to quickly detail an entire voyage through the Sundered Skies

SHIP ENCOUNTERS

d20	Encounter
1–	War Raft (see page 159)
2	Elven Patrol
3	Madness Hulk (see page 156)
4–5	Council Patrol (see page 34)
6–8	Merchant Ship (see page 158)
9–11	Hazard
12–14	1d3 Creatures
15–16	Pirates (see page 160)
17–18	Pilgrims in skysloop
19	Scavengers in skysloop
20+	Death Barge (see page 141)

SURFACE ENCOUNTERS

Draw a card from the action deck for each day the heroes spend outside a settlement. Roll once on the Surface Encounter table for a picture card, and twice for a Joker.

SURFACE ENCOUNTERS

d20	Encounter
1–	Ruins*
2–3	Traps (see page 153)
4–5	1d3 Creatures
6–7	1d6 Creatures (two types)
8–9	1d3 Elementals
10–12	2d6 Creatures (two types)
13–15	2d8 Creatures (three types)
16–17	Traps (see page 153)
18–19	Pirate Lair**
20+	Roll twice

* Create a ruin for the heroes to explore.

** Home to 2d8 pirates (see page 161).

SUNDERED SKIES

SAVAGE TALES

Occasionally you'll see a symbol (📖 or ⚙️) followed by a small block of text. This means there's an adventure you can run from this location. The number in parenthesis after the title is the page number, where you'll find the Savage Tale. In the Journey's End Inn on Bridgeways, for example, the party may be involved in a festival of thanksgiving. If they join in with the festivities, run the Savage Tale **The Festival** (on page 114).

Make sure to read the Savage Tale before you mention the lead to your group. Some have special requirements that should be met before the heroes play the Savage Tale.

ARIA

Scarce: No Trade Allowed

Abundant: No Trade Allowed

Aria is a desolate ruin, laid waste by the battle between Lightbringer and Festival, and the Lord of Music's subsequent maniacal dances.

Festival shares his island, albeit unwillingly, with a large number of voiders and glowmad, who pursue the dancing god, worshipping him as a physical manifestation of their lost god's power. During his infrequent bouts of sanity, Festival in turn hunts down these insane cultists, delighting in their slaughter.

Aria is a terrifying place. Nothing upon the isle casts a shadow. Even what should be darkened caves burn with voidglow, and no shelter can be found.

The Trade Council has blockaded Aria, and Council ships patrol its shores—both to stop scavengers landing on the isle and to intercept any madness hulks leaving. They only fire upon ships approaching Aria when given no other choice, escorting them away from the isle whenever possible. Ships leaving the isle are fired upon unless they surrender to be searched, and forfeit all salvage on board.

ENCOUNTERS

Encounter Modifier: -1

Hazard: Navigation (see page 153)

Elemental: None (treat as Council Patrol)

Pilgrims: None (treat as Madness Hulk)

Creatures: Glimmerwing swarm, ogre, blinded, voider, rager, insane muse

BRIDGEWAYS

Scarce: Metal

Abundant: Cloth, Knowledge

After the Sundering, it is said the Artificer gathered a group of islands and linked them with stone bridges formed from his blood. Some of these islands are several miles across, while others are little bigger than the one or two buildings upon them. This island chain is now known as Bridgeways.

Every race of the Skies is represented on the islands, with the majority being human. Pilgrims visiting the Bridges and the Isle of Chimes almost double the population.

Bridgeways is scoured by high winds, and the wind chill is severe, with temperatures dropping as low as 5 degrees Fahrenheit. Characters must make Fatigue rolls every four hours to avoid freezing (see the Fatigue rules in *Savage Worlds*). All the buildings of Bridgeways are well insulated.

ENCOUNTERS

Encounter Modifier: -2

Hazard: Windstorm (see page 154)

Elemental: Maelstrom (see page 157)

Pilgrims: Lady of the Winds

Creatures: Glimmerwing swarm, grotesque

PLACES OF NOTE

The Bridges: The bridges connecting the isles from which the place takes its name are made from black un-mortared stones, each bearing a toothed cog symbol, the mark of the Artificer.

The Broken Bridge: Three hundred years ago, an island on the outskirts of Bridgeways suffered a landfall, taking a large portion of its bridge with it. Some say the island was home to a temple of the Artificer, signifying

ISLANDS OF THE SKIES

the Lord of Inventions' displeasure. Others believe a wizard's experimentation caused the calamity.

■ **The Diseased Dead (114):** Corpses interred on the underisle beneath the broken bridge animate and attack farmers working there. Infected with a fungal disease, these zombies are more dangerous than usual.

■ **The Phantom Isle (115):** An island, home to the tower of the sorcerer Adaem, long thought lost to a landfall, reappears.

The Isle of Chimes: The highest island in the chain, it has been scoured clean by wind. Naturally sculpted rock effigies, one representing each different guise of the Lady of the Winds, have made the isle a holy place for wind worshippers.

The island is named after the thousands of wind chimes hanging from the island's underside, whose strangely soothing music can be heard all over Bridgeways. The high priest, Jamos, and his two acolytes, Lauris and Machael, oversee worship on the isle.

■ **Murder Most Foul (116):** Lauris and Machael both revere different aspects of their goddess and constantly argue. Their rivalry ends in murder, setting in motion a chain of events that threatens the entire community.

The Journey's End: This inn is run by a retired traveling troupe of bards and is built where several bridges meet, forming a platform of stone. The troupe often holds impromptu performances.

■ **The Festival (114):** The characters arrive on Bridgeways just as the Festival of Appeasement starts, giving them the chance to influence the weather of the entire Skies.

The Shipyards: These yards are run by Shamus, a gruff middle-aged foreman. They specialize in fine windsilk sails.

Windsilk Sails: Blessed by the goddess herself, these sails add +1 to any sailed ship's Acceleration and +3 to the Top Speed. The Sails' cost is equal to the base Top Speed of the ship x 75 cogs.

The Workshop: Serving both as a temple to the Artificer and a market, the workshop is presided over by the steampriest, Marchus



Bronzeye. He is a canny trader—no amount of raises can make him pay more than 75% of an item's value when buying.

◆ DRAGON'S SPINE ◆

Scarce: Nothing

Abundant: Building

The drakin home isle is named after its narrow, mountainous shape. Those few who are permitted to travel beyond the forbidding walls of the Foreign Quarter find scattered drakin communities cut into the rock. The buildings are decorated with ornate carvings and statues honoring dragons.

ENCOUNTERS

Encounter Modifier: -2

Hazard: Navigation (see page 153)

Elemental: Earth (see page 146)

Pilgrims: Any

Creatures: Drakin, drakin Chosen, dragon

SUNDERED SKIES

FOREIGN QUARTER

Non-drakins are restricted to one city on Dragon's Spine, the Foreign Quarter. The Quarter is cosmopolitan and most anything produced in the Sundered Skies can be found there. The chaotic architecture reflects the bustling nature of the city—wooden elven structures rub against orcish squats, and dwarven tunnels run below streets of human dwellings.

After several outbreaks of racial violence, the Dragon Council has decreed no weapons larger than daggers may be carried in the Quarter's streets. Patrols of Drakin militia aggressively enforce this decree, and trouble-makers are forcefully dealt with.

The landward side of the city is bordered by an tall unbroken wall decorated with exquisite and imposing dragon statues. There are rumors of tunnels below the wall, but no positive proof has ever been found. Besides, for a non-drakin to be discovered beyond the wall is punishable by death.

PLACES OF NOTE

The Bazaar: The commercial hub of the Quarter, anything can be bought or sold at the Bazaar. The Rarity Rating of all items, including ships is reduced by one.

☠Orcbane (99): A vicious killer hunts orcs in the Quarter. The dwarven sign for vengeance is carved into each victim's head.

The Dragon: This administrative building complex is dominated by a massive statue of a dragon. The complex houses emissaries from other islands, each occupying a suite of rooms and offices. The dragon, Jadeclaw, has the largest suite and represents the drakin. Jadeclaw is amused by the actions of non-drakin, and can be unpredictable.

Haunted District: Made up of warehouses and homes looted and abandoned during the last race riot, the area is believed to be haunted by those who perished.

📖Dragon's Sons (131): A vampire is stalking the Quarter.

The Navigator Hall: The Quarter's hall has been looted of all soil samples.

The Shipyard: Skilled drakin shipwrights offer several modifications.

Improved Tiller: A drakin tiller adds +2 to the Handling of the ship and costs 50% of the ship's original value.

Wings: Add +5 to the ship's Top Speed and cost 100% of the ship's original value.

Dragon Ram: An animated dragon-shaped ram with snapping jaws, which inflicts an extra d6 damage. It costs 1,000 cogs.

◆ HEARTLAND ◆

Scarce: Weapons

Abundant: Wood

Heartland is the largest inhabited island in the Skies, and the elves venerate it as a living manifestation of their god, the Wild. The isle is covered by thick forests, guarded by vicious ferals, wood elementals, and the infamous Oakthorn guard. Rumors of ruins in the forests attract some scavengers to the isle, but few survive to enjoy any salvage.

Somewhere in the center of the isle is Leaford, thought to be a manifestation of the Wild's power—taking the form of a vast oak tree one thousand feet tall. The court of the immortal Willow Queen lies in its shadow and the Fleshforge nestles below its roots. Such is the size of Heartland that Leaford can not be seen from its shores.

The elves dwell in small extended family groups living inside hollowed out trees known as homeoaks. There are no known elven cities apart from the Willow Queen's Court and Roseport.

ENCOUNTERS

Encounter Modifier: -2

Hazard: Navigation (see page 153)

Elemental: Wood (see page 166), oaken giant (see page 158)

Pilgrims: None (treat as Elven Patrol)

Creatures: elf, feral, leaf priest, oakthorn, shepherd, thorn beast, wildling

ISLANDS OF THE SKIES

ROSEPORT

Roseport is the only place on Heartland non-elves are welcomed—to be found elsewhere brings a swift death. The streets teem with signs of elven superiority. Squads of Oakthorn guards and ferals patrol the streets, while wildling slaves scurry past on errands for their masters. Every building in Roseport is hollowed from one of the famous homeoaks.

PLACES OF NOTE

The Bowyer: Roseport's only inn is very luxurious. The richly furnished rooms within this especially huge homeoak are expensive, but very comfortable.

The Courthouse: A retired Shepherd, the sheriff of Roseport, tries cases and decides all punishments. The usual punishment for foreigners is banishment, while renegade elves and wildlings are fed to the sheriff's ferals.

Gereth's Supplies: The owner of this store, located at the Market Garden, is the local contact with the Boughbreakers. He receives smuggled weapons to aid the rebels, and enthusiastically sells elven potions as part of his cover.

■ **Delivery (131):** Smuggling weapons to the boughbreakers is a lucrative, but very dangerous, undertaking.

The Grove: A temple to the Wild that links the shipyards to the rest of the city, so everybody must pass through it as they travel into Roseport. Its purpose is to emphasize the majesty of the Wild to all visitors.

The Market Garden: Encircled by huge homeoaks, this is the commercial hub of Roseport. Elven supplies are available, cheaper than elsewhere, and the Rarity Rating of these items drops to common. Firearms and shot are not available here, however.

The Shipyard: Several ship modifications can be purchased here.

The Seed of the Wild: A fragment of the Wild is implanted within the timbers of a ship. The ship becomes a living construct, regenerating one wound per week. This costs 100% of the ship's original value.

Ironwood Hulls: The hull of the ship is reinforced with ironwood, increasing the Toughness of the ship by +2, and costs 50% of the ship's original value.

Thorn Barracks: The Oakthorn guards who police the city are billeted in a squat, living structure covered in vicious thorns. Ferals are also penned here.

The Wall: A 100-foot high thorn wall on the landward side of the city is patrolled by Oakthorn guards and ferals. A huge gate allows access to the protected elf lands.

FREEDOM ISLE

Scarce: Knowledge, Building (see text)

Abundant: Wood

Freedom Isle was originally the sparsely inhabited island, Jorvan. A century ago, it was decided the newly emerging glowborn race needed a homeisle where they could develop their own sense of identity and community. Jorvan was the ideal site for this experiment. The hand-over to the glowborn was mostly without incident. The original inhabitants of Jorvan were well compensated and offered free transportation to any island of their choosing; most chose Plenty.

From the start, the elves took a special interest in Freedom Isle, and have seized political and commercial control of the glowborn project. They control every major construction contract and have imposed their "councilors" upon the glowborn rulers. Despite this, newly glowborn and escaped or emancipated goblin slaves flock to the isle; there is really nowhere else for them to go.

ENCOUNTERS

Encounter Modifier: -2

Hazard: Navigation (see page 153)

Elemental: None (treat as Elven Patrol)

Pilgrims: None (treat as Elven Patrol)

Creatures: Elf, glowborn

SUNDERED SKIES

PLACES OF NOTE

The Building Yards: Freedom Isle is in a state of constant construction—goblins and glowborn arriving at the island must be provided for. Glowborn and goblin workers construct their own communities under the supervision of elven foremen. Much of the isle resembles a building site, so even though there are ready supplies of materials on the island, none is for sale and a buyer for more supplies can always be found.

Elven Aisle: Leading from the shipyard into the main residential district is a wide street lined with businesses. This street's true name is Freedom Avenue, but most refer to it as Elven Aisle, as almost every business in the Aisle is owned by elves. Businesses opened by non-elves are quickly forced out by price fixing and vandalism.

The Greeting: Newly arrived glowborn and goblins on Freedom Isle are processed here. They are interviewed and their skills assessed. All newcomers are found work.

■ **Doubles (132):** Freedom isle is fighting for independence from Heartland, and needs champions to represent it against the elves in the Arena.

Old Jorvan: The inhabitants of this community are descended from the original islanders who chose not to leave. Despite this, the community is insular but friendly. Glowborn are careful to treat the residents of Old Jorvan with respect, mindful of the great sacrifice the islanders' ancestors made a century ago.

The Shipyard: The yards on Freedom Isle are a maze of stored building materials ready to be used to build new businesses and homes, as well as ships.

SHADOWHAVEN

Scarce: None

Abundant: None

Shadowhaven is the bureaucratic center of the Sundered Skies. The city is home to both the Trade Halls, in which the Trade Council

meets, and the Arena, the holiest temple of the Battlelord. The city of Shadowhaven covers the entire island.

The buildings of Shadowhaven lean toward one another, shrouding most of its streets in shadow. The Shadowfolk, as city residents call themselves, take great pride in the fact their city shields them from voidglow, and that glowmadness is so rare in within the city limits.

ENCOUNTERS

Encounter Modifier: -2

Hazard: Navigation (see page 153)

Elemental: None (treat as Merchant)

Pilgrims: None (treat as Council Patrol)

Creatures: All common races, glimmerwing swarm

PLACES OF NOTE

The Arena: A coliseum dedicated to the Battlelord. Gladiatorial matches here are rarely to the death—often the winner is the one to draw first blood.

These matches are often an act of worship, although personal disputes can be settled here too. The Arena is the only place where islands may legally field small armies against one another to settle grievances or trade disputes.

■ **Gladiators (130):** Combats in the arena can be profitable.

The Choirhall: Concerts, plays, and other celebrations are staged continuously at this huge temple to Festival. Those attending one of these celebration at the Choirhall are spiritually and emotionally cheered for weeks afterwards, and receive a +1 to glowmadness checks for a number of weeks equal to their Spirit die.

■ **Requiem (119):** One unlucky hero attracts the attention of an heretical cult of Festival.

The University: The headquarters of the Athenaeum, where arcane knowledge is archived and made available to members. Those sorcerers who have trained here proudly call themselves wizards and exhibit great skill in the arcane arts.

ISLANDS OF THE SKIES

THE ICE ISLES

The university headmaster, Endrin, was once a highly accomplished scavenger.

The Nexus: Traders from all over the Skies meet and exchange salvage at the Nexus. Heroes who make a successful Streetwise roll can find a trader from any isle in the Skies who offers to buy salvage at his home island's best rate.

The Shipyard: Shadowhaven boasts one of the busiest shipyard in the Skies, where the craftsmen can duplicate any modification available elsewhere, though at double the usual cost.

The Trade Halls: The center of the Trade Council and the bureaucratic heart of the Skies. The Halls are divided into wings, with each representative and staff having in their own wing. The representatives meet in the small, elegant, and understated council chambers at the center of the Halls.

■ **Council Games (134):** The elves seek to frame the heroes, attempting to force them into turning pirate.

Scarce: Agricultural, Cloth

Abundant: Weapons

The higher a ship climbs, the colder it gets, until eventually it ices up. Islands found at this altitude are frozen, unforgiving places.

It is typically between 0 and 32 degrees Fahrenheit in the Ice Isles. Characters must make Fatigue rolls every four hours to avoid freezing (see the Fatigue rules in *Savage Worlds*). Experienced explorers wear altitude attire when on a voyage into the Ice Isles.

ENCOUNTERS

Encounter Modifier: -3

Hazard: Icefall (see page 152)

Elemental: Ice (see page 155), Maelstrom (see page 157)

Pilgrims: Battlelord

Creatures: Behemoths, orcs,

STAR CRATER ISLE

Scarce: No Trade Allowed

Abundant: No Trade Allowed

Star Crater Isle was home to the thriving city of Spire, until a rogue island destroyed it five hundred years ago.

A star shaped wound dominates the isle. The heat and energy generated by the collision melted the rock, lining the crater with obsidian. Star Crater Isle's obsidian concentrates and reflects voidglow. The crews of ships approaching the isle must make an additional glowmadness check. The ruin has long since been stripped of any salvage.

ENCOUNTERS

Encounter Modifier: -2

Hazard: Navigation (see page 153)

Elemental: Earth

Pilgrims: None (treat as Hazard)

Creatures: Pirates

THE DRAINING SEA

Scarce: Wood, Building

Abundant: Weapons

This is the highest known island in the Skies, and is actually a massive iceberg. Forces within cause ice to splinter from it, melting and falling onto lower islands as either snow or rain. Several permanent icefalls create the massive Runoff Falls.

The Draining Sea is very inhospitable. As well as the cold, explorers must face savage windstorms, and ice elementals. Those brave scavengers who venture onto the ice to seek frozen fortresses or ruins rarely return.

ENCOUNTERS

Encounter Modifier: -3

Hazard: Icefall (see page 152)

Elemental: Ice (see page 155)

Pilgrims: Battlelord

Creatures: Behemoth, orcs

SUNDERED SKIES

FIRSTHOME

This is the largest permanent community on the Draining Sea, and the only port of call for those wishing to venture deeper inland. The community grew around the gladiatorial arena known as The Call. The vast majority of the population is orcish.

Firsthome got its name from being the first permanent *stationary* settlement ever settled by the usually nomadic orcs. Most of the settlement is found below the ice in caverns, connected by twisting tunnels. The only significant structure on the surface is The Call.

PLACES OF NOTE

The Call: A large arena which has been hacked out of the ice. The Cracked Shield clan hold battles here in celebration of the Battlelord. If the participants of a battle are particularly skilled or valiant, The Lord of Battle is said to appear to watch them fight. A great iron throne covered in icy cobwebs dominates the stands, but the Battlelord hasn't appeared at the Call for decades.

▣▣ **Gladiators (130):** Combats in the Call can earn the winner fame and riches. They are often fought to the death.

Cracked Shield Ice Cavern: The Cracked Shield clan are fanatical followers of The Battlelord. They have dedicated their (usually short) lives to patrolling the ice plains of the Draining Sea. They waylay anyone they encounter and 'test' them to see if they are worthy enough to trespass near the citadel of the Battlelord. Such tests often involve combat, and are frequently fatal.

When not carrying out their holy duty, clan members live and train in their ice cavern. Lurid tales abound of what occurs here—including stories of kidnap and sacrifice.

Curing Caverns: Here, game brought back by orcish hunting parties is hung and cured. The smoke and smell permeates the entire complex.

Grag's Den: Grag's cavern is Firsthome's only tavern. Narg Grag is outwardly very friendly and offers supplies and equipment

to those wishing to venture out onto the ice. He also secretly informs the Cracked Shield clan about those who buy such supplies.

The Ice Garden: This cavern serves as Firsthome's Navigator Hall. A very small amount of earth is kept here and is offered to visiting captains for 5,000 cogs. Fierce Cracked Shield warriors constantly stand guard here to ensure none is stolen.

THE ICE MINES

Some orcish clans live within the Draining Sea itself, hollowing out caverns in which to dwell. They mine ice and export it to more arid islands. The work is hazardous, however and many miners perish in sudden icefalls.

Despite the dangers, though, within the mines and caverns, it is surprisingly warm, and there is no voidglow.

Ice: Large waterproof leather bags of ice can be purchased for 50 cogs a bag. These can be sold for 150 cogs each in the Hub Isles and 600 cogs in the Lower Reaches (by which time it will be water, of course, but still highly prized). Each time a "Water Scarce" result is rolled on the Navigation Hazard Table, two entire bags are consumed, but other ill effects are avoided.



CANOPY

Scarce: Metal, Knowledge

Abundant: Wood

Canopy boasts a huge ice forest that is safe and mostly free of predators. It is a quiet isle, having little to interest anyone except loggers. Several wildling communities live peaceful lives within its interior.

ENCOUNTERS

Encounter Modifier: -2

Hazard: Navigation (see page 153)

Elemental: None (treat as Merchant Ship)

Pilgrims: None (treat as Merchant Ship)

Creatures: Wildling

ISLANDS OF THE SKIES

TIMBER

Timber is a human logging town on the edge of Canopy. The folk of Timber work and play hard. As they spend much of their time in the shadowy forests, they tend not to fear glowmadness and so revel in showing any negative emotions. Fist fights and arguments are commonplace, but murder is rare.

PLACES OF NOTE

The Shipyard: Timber's shipyard sees a lot of business. Lumber is plentiful and repairs cost just 50% of the normal cost.

Icesael: Costing 100 cogs per Toughness point, a ship can be coated in a special resin, brewed from frozen tree sap. This gives the ship 4 points of Armor against fire attacks.

The Timber Hall is where the loggers come to blow off steam, and the inn stocks ale and little else.

The Tree Line: As the lumberjacks fell more trees, Timber itself expands. Much of the cleared area is used to store felled trees yet to be prepared for export.

■ **The Shepherd (122):** A wounded wildling staggers from the forest and in need of help. A shepherd is attacking his village.

MEETING PLACE

Scarce: Cloth, Weapons

Abundant: Ship Parts

A permanent floating city made up from tethered skyships, the Meeting Place is where nomadic orcs meet, trade goods, and restock their vessels. Many ships of the Meeting Place were originally captured by orc pirates, before orcs set aside such barbarous practices.

ENCOUNTERS

Encounter Modifier: 0

Hazard: Navigation (see page 153)

Elemental: None (treat as War Raft)

Pilgrims: Battlelord

Creatures: Glimmerwing swarm, orcs



PLACES OF NOTE

Black Hole: Orcs showing early signs of glowmadness are locked away in this huge galleon until they recover.

Drakespear Brewery: A human brewer has opened up a new brewery in an unnamed frigate on the outskirts of the city. The brewer's success has not gone unnoticed by his orcish business rivals, and the ruthless orcs are prepared to take direct action to protect their interests.

The Jetty: A long pier constructed from gutted ships that have been tethered together, the jetty serves as a mooring for visitors.

The Meeting Place: The center of the artificial island is a large hall, where orcish explorers compare their salvage.

Vigilant: An ancient dwarven metal-clad galleon converted into a many-storied tavern. *Vigilant* is by far the most popular drinking establishment on the isle.

■ **The Unnamed (121):** A dwarf drinking in the *Vigilant* seeks to join the heroes and earn redemption for past misdeeds.

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THE LOWER REACHES

Scarce: Wood

Abundant: Metal

The lower altitudes of the Skies are hot and oppressive. The only inhabitable islands are dwarven darkhomes: hollow, barren islands containing dwarven cities. The most famous are Deepsky Citadel, the dwarven capital, and Mount Ore.

Below Deepsky is the Flaming Skies. The heat here is incredible; able to melt even dwarven metal-clad ships. No explorers venture lower than this—to do so spells certain death.

Temperatures in the Lower Reaches range from 120 degrees Fahrenheit upwards. The further a ship descends, the higher the temperature soars. See the Heat rules in the *Savage Worlds* rulebook but add a further -1 penalty if characters wear armor heavier than leather.

ENCOUNTERS

Encounter Modifier: +2

Hazard: Fireplume (see page 152)

Elemental: Fire (see page 148)

Pilgrims: Artificer

Creatures: Behemoth, bloodfly swarm

DEEPSKY CITADEL

Scarce: Wood

Abundant: Metal

Deepsky Citadel is the lowest inhabited isle, and the dwarven capital in the Sundered Skies. The citadel is a floating fortress with many turrets, towers, and gun emplacements. There are also two huge chimneys belching the waste from the Factory into the void.

Only the navigator hall at Ironport on Mount Ore holds earth from the Deepsky Citadel. King Bloodaxe occasionally presents small amounts of earth to those who prove themselves great friends of the dwarves. It is among the rarest of samples in the Skies.

ENCOUNTERS

Encounter Modifier: +2

Hazard: Navigation (see page 153)

Elemental: Inferno

Pilgrims: Artificer

Creatures: Behemoth, drake, steampriests

PLACES OF NOTE

The Dwarven Halls: The main living area of the dwarves. Any metallic item in the Skies is available here at a 20% discount.

The Factory: The holiest of all Artificer temples and the hub of dwarven industry. The Artificer manifests as a huge sentient machine.

The King's Court: From here venerable King Bloodaxe rules his people. Only the most honored guests are allowed entry into this fortress within a fortress.

■ **The Bait (125):** The King offers the heroes a chance to join the crew of a ship hunting Kinslayer.

The Port: Several dwarven modifications are available to ships refitting here.

Dwarven cannons and firearms: Dwarven firearms are widely regarded as the finest in the Skies. The range of firearms increases by 50%. Dwarven cannons only need a team of two, and give a +1 bonus to Shooting rolls. Of course, such workmanship isn't cheap. These weapons cost twice the usual price.

Metal plating: A ship's hull can be clad with metal. This adds +2 Armor, but gives -1 Handling because of the extra weight. This costs 50% of the ship's original value.

Steam Engine: The ship is stripped of most of its masts and fitted with a steam engine and propellers. Add +1 to both the ship's Acceleration and Handling, and +2 to its Top Speed. This costs 100% of the original value of the ship.

Reinforced Hold: The hold is double-lined and strutted, to provide greater strength. The dwarves then add a system of winches and pulleys that more efficiently uses the space, increasing the effective capacity of the hold. The ship gains +1 Cargo for a cost of 10% of the ship's base price.

ISLANDS OF THE SKIES

MOUNT ORE

Scarce: Wood

Abundant: Metal

Mount Ore is the Skies' primary source of metal. The only major harbor is Ironport. The other settlements on the mountain are built around individual seams of ore and can only be reached by bleak and desolate surface paths or through twisting interlocking tunnels patrolled by dwarven warriors on the lookout for thieves and scavengers.

ENCOUNTERS

Encounter Modifier: +1

Hazard: Navigation (see page 153)

Elemental: Inferno (see page 155)

Pilgrims: Artificer

Creatures: Behemoth, bloodfly swarm

IRONPORT

Ironport is the only place on Mount Ore offering services to travelers and scavengers.

The Dead End: This is the main tavern in Ironport. As its name suggests, it is located in a mining tunnel exhausted decades ago.

■ **The Treasure Horde (126):** A young dwarf claims to have discovered a hoard of salvage in the tunnels near Silver Deeps.

The Navigator Hall: The only hall in the Skies to store earth from Deepsky Citadel, access to the earth costs 500 cogs.

■ **Fire upon the Deep (126):** A ghost has cursed the earth in the hall. Before any ship can leave, the ghost must be dealt with.

PLENTY

Scarce: Weapons

Abundant: Agricultural

Plenty—the breadbasket of the Skies—is less than a mile from the great Runoff Falls. Plenty's orbit matches the Falls, blessing it with constant rain and frequent harvests.

Most ships passing through the falls are crushed, swamped, or sent spinning out of control by the force of the water. Specially constructed grain barges, however, are able to travel through. These barges export food to other isles.

Less hardy ships planning to visit Plenty must instead brave the Razor Passage, which is marginally less hazardous.

ENCOUNTERS

Encounter Modifier: -1

Hazard: Collision (see page 152)

Elemental: Water (see page 165)

Pilgrims: Lifemother

Creatures: Fog sharks, pirates

PLACES OF NOTE

The Navigator Hall: Derreck Gedion, the Trade Council representative, oversees food distribution and grain barge shipments from here. He commands fifty professional militia and a council ship.

The Teardrop: The holiest of Lifemother temples, presided over by high priest Kedric Lifedancer.

Razor Passage: Razor Passage remains the only route for most ships to reach Plenty. It is a dangerous mist-shrouded maze, littered with debris, and haunted by fog sharks and pirates. Traveling through the Razor Passage takes 1d6 days. Check for encounters every day.

THE SHATTERED CITY

Scarce: Agricultural

Abundant: Building

Before the Sundering, the Shattered City was one enormous metropolis. Now all that remains is a vast field of drifting small islets each bearing the ruined fragments of the once-grand buildings and streets.

Many brave souls explore the city, hoping to discover hidden treasures and artifacts. However, the ruins are home to fearsome monsters, undead horrors, evil pirates, and

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worse. For every scavenger who returns with incredible riches, five more never return at all.

The Bright Cabal prowls the ruins of the city, harvesting the ancient corpses of those who died in the Sundering, and raising them up as undead crew for their dreaded death barges. The largest is the *Soulflame*, flagship of the Cabal's high priestess, Bone Queen.

Even entering the Shattered City is a risk, as some islets have unpredictable orbits and occasionally collide.

ENCOUNTERS

Encounter Modifier: +1

Hazard: Collision (see page 152)

Elemental: None (treat as Scavengers)

Pilgrims: None (treat as Death Barge)

Creatures: Glimmerwing swarm, grotesque, drake

GATEWAY

The settlement of Gateway exists on the fringes of the Shattered City. Merchants of all kinds compete with one another to sell their wares to scavengers.

PLACES OF NOTE

Hawke's Clearing House: Tomas Hawke is an upcoming merchant in Gateway. He offers a special 10% discount on equipment to scavengers who sell their salvage only to him.

The Market: Barn-like halls where the merchants display their wares.

■ **Bad Business (119):** Hawke has many enemies among the merchants of the Market. Merkas Gladwing, the crime lord of Gateway, decides to remove the competition.

The Windblown Flotsam: Run by two elven brothers, Jeché and Jarle Birchstaff, the inn provides the best ales and wines, and has a discerning clientele. Luxurious rooms and good meals are available to those who can afford the 15 cog nightly charge.

■ **Weapon Run (120):** Jeché and Jarle are boughbreakers, always on the lookout for a group willing to smuggle weapons and armor to their comrades on Heartland.

God's Parade: This wide avenue is home to the many temples of Gateway. Potions, blessings, and other services are available to all who donate. Pious scavengers have their gear blessed before venturing into the ruins of the city.

⚙ **A Dragon's Rage (96):** A seemingly godless priest, called Joeseth Truthbearer, preaches on God's Parade.

The Port: The approach to the port is plagued with drifting rocks, and is a sparse obstacle field (see Obstacles in *Savage Worlds*). Harbor pilots can be hired for 50 cogs to bring ships safely into port.

Rockwarded hull: The hull of a ship can be enchanted to repel rocks. The ship's captain gains a +2 bonus to Boating rolls to avoid such collisions. Rockwarding a hull costs 200 cogs per point of the ship's Toughness.

THE VOID

The void is the fathomless, vast space between the islands, filled with the ever present, maddening glow. Only wayspheres prevent vessels from becoming hopelessly lost on long voyages across the Skies.

Given its size, the void seems empty, and crews can travel for days without seeing another living soul. Boredom and cabin fever are a crew's constant companions.

When something does happen, of course, it is almost invariably dangerous, and most crews would choose boredom over the many hazards that await in the void.

ENCOUNTERS

Encounter Modifier: 0

Hazard: Navigation (see page 153)

Elemental: Maelstrom (see page 157)

Pilgrims: None (treat as Pirates)

Creatures: Glimmerwing swarm, bloodfly swarm, drake, dragon, behemoth

ADVENTURES

The heart of any good campaign is the tale of the heroes who adventure through it. There are countless possibilities for adventure in *Sundered Skies* and this chapter contains an adventure generator that allows you to create hundreds of adventure outlines at short notice, based on your players' choices.

At the beginning of a session, for example, players may not have decided what they want to do. The Games Master may be expecting them to further explore the Shattered City, only to be surprised when they express an interest in visiting Mount Ore. The GM can use the Adventure Generator and the Encounter Tables (on page 67) along the way to help create challenging situations, deadly opponents, and strange situations.

This isn't just a random collection of encounters. We've broken the general spheres of activity into four broad categories, but the players decide what they want to do and where they want to go.

You should insert your own ideas into these scenarios whenever possible. Enemies from earlier adventures should reappear at the worst possible moment. Tweaking an outline to personalize it for your particular band of heroes makes it far more memorable.

This should give your campaign a good balance between letting the heroes wander wherever they want and urging them towards the final battle for the Skies... and beyond.

USING THE ADVENTURE GENERATOR

First ask your players what their characters want to do next. Then decide which of the following four categories best fits the heroes' plans.

Adventure: The party decides to set off into the void in search of riches and fame.

Employment: The heroes decide to earn an honest living by taking a job.

Trade: The crew takes much needed resources to an island.

Crime: The crew decides to make a fast cog by breaking the law.

This isn't always a clear-cut decision. If, for example, the players say they want to visit the Shattered City and explore the ruins, it's easy to see that's an Adventure story. Should they choose to sell weapons to the Boughbreakers, however, does that count as Trade, or Crime? Well, that's your call: you're the GM after all, but you should make your decision based on the characters' motivations. If they're just in it for the money and see the wildlings as a desperate bunch ripe for exploitation, then maybe it should be a Crime scenario. Otherwise, it could be a Trade tale, or even an Adventure story, if they are in it to save the wildlings from oppression.

Ultimately, choose the category of adventure you would most like to run, or you think the players would most enjoy playing. You should also try to vary things as much as possible. Skies adventures should be weird, wild, and unpredictable.

Once you've chosen the category for your adventure, roll on the appropriate tables to generate the adventure outline. Remember, these rolls are just to help you create the bare bones of an outline, you still need to do some work adding the flesh. Your players can really help you by having great character background stories, so encourage them to share the creative load by providing you with

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backgrounds you can plunder for ideas and remember to keep good notes of your games in the Sundered Skies for future reference.

This generator is simply a tool to help you create quick adventures. If you don't like it, change it! Reroll or choose the result you want. If you think of a better idea for a result, use that instead. The most important thing is to use these tables to spark your imagination and to make sure the players have fun.

ADVENTURE

Adventure stories are the meat and drink of a hero's life, and groups will often explore the Skies seeking out new and wondrous challenges. Roll on the following tables to see what type of adventure they find.

ADVENTURE TABLE

d4	Type
1.....	Exploration
2.....	Scavenging
3.....	Monster Hunt
4.....	Quest

Exploration: The heroes set out to discover some uncharted region. Roll d6 to see what they are exploring. 1-2, lost tomb or ruin. Decide how the heroes learn of the tomb's existence, then roll on the Object table to see what's inside, and on the Obstacle table to discover the difficulties they face. 3-4, uncharted area of the Skies (this requires the heroes ignoring their waysphere and just seeing where the void takes them!). Roll four void encounters (see page 67), then create a new island with a tomb or ruin to explore, as above. 5-6, forbidden zone. Roll on the Object table to find the cause of the area being forbidden. Decide if the forbidden zone is just an area on an island's surface (protected by a professional militia) or the entire island (blockaded by Trade Council ships).

Scavenging: The party are hunting for salvage in ruins or on an abandoned ship. Roll d6 to determine the main goal of their search. 1-2, they are simply looking for loot. Roll on the Object table to see what they turn

up in addition to Haul level salvage. 3-4, the heroes are looking for a specific, valuable object they need (worth 5d10x100 cogs). Roll on the Object table to find out what it is, then decide why they need it. 5-6, the heroes discover Goods level salvage, but it includes an important item. Roll on the Object table (below) and Relic tables (on page 89) and combine the results to create a truly incredible discovery.

Monster Hunt: The characters are on the trail of one or more creatures. (Ignore the Object Table for these adventures.) Roll d6 to determine why. 1-2, they are hunting for food (either for themselves or for sale or trade). Choose a creature or creatures appropriate for the island, then roll twice on the Obstacle table. 3-4, the creatures are wreaking havoc in a region and causing a wave of terror the heroes must stop. Choose a creature from the island's encounter list, then roll on the Obstacle table. 5-6, the heroes can gain great fame by slaying a mighty creature. Choose the island's most dangerous creature, then make it a Wild Card with 4 additional Monstrous Abilities or Edges of your choice. The heroes' names become legend in this area if they kill or capture the creature, giving them a +2 to rolls on the NPC reaction table.

Quest: The heroes embark on a great quest. 1-2, it is to rescue a person or object (roll on the Object table and the Obstacle table). 3-4, they seek a relic of some kind. Roll on the Object table to find out what it is. You can also roll on the Relic table to further define the item. Then roll on the Obstacle table. 5-6, the heroes are seeking a resource of some kind. Roll on the Object table to find the nature of the resource, then give some thought to who might need it and for what. This should be a great and epic need, such as to prevent (or cause) a war, or to solve a great mystery. Roll twice on the Obstacle table.

OBJECT TABLE

d6	Object
1.....	Cursed
2.....	Nearly worthless
3.....	Person
4.....	Spare Parts
5.....	Very Valuable
6.....	Magical/Holy

ADVENTURES

Cursed: The object of the adventure turns out to be cursed. It appears on the face of it to be normal (roll again on this table, ignoring cursed results), but has no positive effects. Furthermore, a character in possession of the item suffers a -2 penalty to any roll made after using a benny.

Nearly worthless: The object of the adventure can not be sold for some reason. It may be that it is just junk – a once-powerful relic with its magic drained for example, or it may be that it is precious, but impossible to exchange (a soul, or true love, for example). Whatever the reason, the story is about the journey, not the final reward, so make an extra roll on the Obstacle table, and an extra Complication from the table on page 92.

Person: Whatever they thought they were looking for, the heroes are seeking a person. This might not be apparent at the start of the adventure (they are told to “seek out the key,” for example, without being told the key is a wildling seer), but they should eventually realize that they are not after an item in this adventure. Whether the person wants to be found, or is aware they are being sought depends on the type of adventure (Quests and Monster Hunts are particularly good set-ups for this).

Spare Parts: Spare parts in Sundered Skies are a valuable commodity and heroes often find themselves short of some important item. The object of this adventure is a vital component for some important device. Roll d6 to find out why they’re after it. 1-2, the spares are for the heroes’ ship (so if it isn’t broken at the start of the adventure, break it!). 3-4, the spares are something they need to find on somebody else’s behalf. Decide what the third party needs and why they don’t fetch it themselves (probably because it’s too hazardous or hard to find—make an extra roll on the Obstacles table and add a Complication). 5-6, the spares are for a Great Machine. Decide if the heroes are making it or a third party (as above), if it is an infernal device or a mechanical marvel, and what it can do.

Very Valuable: The object is an item of great worth. Really great worth. Of course such things are well known and highly sought after. Roll again on this table to determine the

nature of the object and the roll d20x1000 to find it’s value in cogs. Make an extra roll on the Obstacle table and, no matter what other results are rolled, add an extra result number 6 to the other Obstacles the party must overcome.

Magical/Holy: The object has great magical power or religious significance. Roll d6 to see if it’s magical (1-3) or holy (4-6). Roll again on this table to determine the nature of the object (ignore further Magical/Holy results). Magical or holy objects have d4 powers of your choice, 10+d10 Power Points. Roll a d6 to determine the object’s Arcane Skill.

ARCANE SKILL TABLE

d6	Arcane Skill
1.....	d4
2.....	d6
3.....	d8
4.....	d10
5.....	d12
6.....	d12+1

Magical objects are always in great demand by mages, sorcerers, and necromancers. In addition to other Obstacles, one of these is always pursuing the Object for his own ends (decide what these are and how far he will go to achieve them).

Religious items are always in demand by adherents to the particular religion the object is associated with. In the Sundered Skies, the being seeking the Object could even be the god himself!

OBSTACLE TABLE

d8	Obstacle
1.....	Lost to Time
2.....	Looking in the Wrong Place
3.....	Led Astray
4.....	Research Required
5.....	Dangerous Spot
6.....	Someone Else is Interested
7.....	Guarded
8.....	The Gods Want It Too!

Lost to Time: The heroes discover the Object of the adventure has been lost or it was always a legend. This adventure becomes a different kind of story instead. Choose

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a Crime, Employment or Trade adventure and continue rolling on those tables. Find a subtle way to work the transition from this adventure to the next.

Looking in the Wrong Place: Roll on the Random Location table (on page 84) to find the first island to which the heroes search leads, but this is the wrong spot. Decide how they find out, then roll a new location where the Object is rumored to be. Roll again on this table for that location.

Led Astray: An apparently friendly guide leads the heroes to one wrong location after another. Decide whether he is incompetent or devious. If the latter, once the heroes get rid of him, treat this result as Someone Else is Interested (the people who hired the guide).

Research Required: The heroes run into a dead end. After the trail goes cold they must find some clues. Roll d4 to see how hard the clues are to find. The result is the number of islands the heroes must visit, making four successful Streetwise or Investigation rolls in major settlements on each island. Create a clue for each success to form a trail to the Object.

Dangerous Spot: The Object is located in a perilous location. Make two rolls on the Surface Encounter table (with the appropriate modifier), then choose one extra result and apply all three.

Someone Else is Interested: Another group or person is seeking the Object. Roll on the Instant Protagonist table (see page 84) for the other party. Then decide what they need the Object for and what they'll do to get it.

Guarded: The Object is so important as to have attracted a cult or sect to protect it. These dedicated souls are a magical, religious, or military order, as appropriate to the nature of the object. There are 3d12 cult members willing to risk everything to protect the Object from the unworthy. If that includes the heroes, there could be violence.

The Gods Want It Too!: The heroes are not the only ones looking for the Object. One or more of the gods of the Skies are also seeking it. Decide which god or gods (this will guide you to their attitude to the heroes and reasons for seeking the Object).



EMPLOYMENT



Heroes are often short of money. When the cash flow slows to a trickle, the heroes may be forced to seek employment. There are countless tasks in the Skies that people are prepared to pay others to undertake. Roll on the following tables to see what they find.

Each week, the heroes are offered one job for each Rank (use the average Rank of the group), so a Novice group gets one job offer, a Seasoned group get two, and so on. Roll twice on the Instant Protagonist table to find the identity of the patron offering the job and the third party the heroes must deal with.

EMPLOYMENT TABLE

d4	Type
1.....	Courier
2.....	Security
3.....	Military
4.....	Business

Courier: The party is engaged to act as a go-between, either collecting or delivering an item for the patron. Roll d6 to see what the patron wants delivered. On a 1, it's an ultimatum (the recipient will be hostile to the patron, and may take it out on the couriers). 2, it's a surprise (roll or decide whether it's one the recipient will welcome, or whether it'll be a shock). 3, the heroes must fetch something or someone for their patron. 4, The heroes must collect or deliver a relic in a sealed box. If it isn't sealed when it arrives, the heroes are accused of tampering with it (though perhaps it was never in the box, if they don't decide to check). 5, the heroes must buy or sell something for their employer. This is different from trading as it is an actual item rather than a consignment of cargo. 6, it's a simple message.

Security: The heroes are hired to investigate some dangerous matter. Roll d6 to see what the patron wants the heroes to do. On a 1, it's a missing person case and the heroes must help track down the individual. 2, the patron wants the heroes to undertake surveillance and gather evidence against an alleged criminal. On a 3, the heroes are hired to investigate a murder case. 4, the party are

hired as doubles to settle a matter of honor between the protagonists. The method of settling the matter depends on the parties and the nature of the dispute. 5, the party must protect a valuable item en route to its destination. 6, the heroes must act as bodyguards for the patron (or one of his family) against the other protagonist. Decide why the patron feels the need for such protection, and whether the other party is prepared to harm the patron anyway.

Military: The heroes are hired for their military prowess. Roll d4 to see what kind of fighting the patron wants the heroes to undertake. On a 1, it's a Silent War (the heroes must lead a d8 units of common soldiers against the third party's forces (as appropriate). On a 2, it's an attack on one of their patron's opponents (create a building for the party to assault). On a 3, the patron is hiring the party to defend and important asset (create a building for the party to defend). On a 4, the party are hired on as bounty hunters seeking a rogue element or criminal. Decide what the target has done, and fix the reward appropriately for the target's misdeeds.

Business: The characters are hired to conduct the patron's business for him. This is typically managing a particular project or important asset. Roll d6 to discover the nature of the business. 1-2, the heroes must oversee a building project. 3-4, the patron is planning a takeover of another business. 5-6, the characters must break a new market for the patron (such as finding a new destination for a sought-after commodity).

Whatever the task, the heroes' success is measured only in financial terms.

OBSTACLE TABLE

d8	Obstacle
1.....	Hard Times
2.....	Workers' Unrest
3.....	Ruthless Competitors
4.....	Shoddy Materials
5.....	Currency Crisis
6.....	Glowmadness
7.....	Act of the Gods
8.....	Corruption



Hard Times : Times are tough and the heroes' work is beset by problems. Roll twice on this table. Subsequent Hard Times results stack for really hard times!

Workers' Unrest: Whoever the heroes are working with, there is some dissent in the ranks. Roll d6 to find out what's wrong. 1-2, anger over working conditions means the heroes must either side with the workers against his patron to improve their lot, or find a way to make them work. 3-4, the workers don't like working for the heroes and try to undermine them. 5-6, a competitor has insiders stirring trouble. The heroes must root out the insidious influence.

Ruthless Competitors: The patron's competitors are as dedicated to succeeding as he is. They have hired a party of equal strength to oppose the heroes' efforts. Create a group of NPC Wild Cards to challenge them.

Shoddy Materials: Whatever tools the heroes need for the job (whether it's a skiff needed to complete a courier mission, or the weapons needed for a double's duel) are sub-standard. The task takes twice as long as

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The following tables can be used if you need to quickly decide on a location, or add a new NPC to the story in a hurry.

INSTANT PROTAGONIST TABLE

d20	Protagonist
1-7.....	Merchant
8.....	Athenaeum wizard
9.....	Council member
10.....	Boughbreaker
11-12.....	Criminal gang
13.....	Pirate lord
14.....	Warpriest
15.....	Songpriest
16.....	Leafwarden
17.....	Steampriest/Engineer
18.....	Untamed
19.....	Windpriest
20.....	Provider

Give the NPC any Skills you think they need, and have all Attributes and Skills as d6s for a Novice party of heroes. If the heroes are Seasoned, have one of the NPCs attributes and two skills be at d8. At Veteran, it's two attributes and three skills, and so on. Finally give the NPC one Edge for each hero in the party and whatever equipment you think makes sense and you're ready to go.

RANDOM LOCATION TABLE

d20	Random Location
1-2.....	Bridgeways
3-4.....	Dragon's Spine (Foreign Quarter)
5.....	Firsthome
6-7.....	Heartland (Roseport)
8.....	Ice Isles
9.....	Meeting Place
10.....	Mount Ore
11-12.....	Shadowhaven
13-14.....	Minor isle (Create one)
15.....	Plenty
16-18.....	Shattered City (Gateway)
19.....	Timber (Canopy)
20.....	Deepsky Citadel

When creating an isle, roll d6. 1-2, the island is one of the Ice Isles, 3-4, it's a Hub Isle. 5-6, it's in the Lower Reaches.

usual and any rolls of 1 (including the Wild Die) using the tools result in critical failures with disastrous results. Replacing the tools with quality implements should be expensive enough to affect the heroes' profitability.

Currency Crisis: There is trouble on the island. Money is in short supply, or the commodities on the island are suddenly abundant so sales prices drop. As a result, there is no cash available from the patron, and nobody can get paid (including the heroes). Work stops until funds are made available.

Glowmadness: The heroes and workers are plagued with frequent incidents of glowmadness. Maybe the work is outside, incredibly tedious, or opposed by madness priests. The workforce must be watched closely for the first signs of glowmadness, or they devolve fully into their glowmad forms and attack their former colleagues.

Act of the Gods: At a critical moment, a terrible disaster befalls the heroes. Choose a hazard appropriate to the area and make it as violent and destructive as possible.

Corruption: Someone is embezzling the project's funds. Roll d6 to find out who. 1-2, Trade Council representative or a noble. 3-4, another of the patron's employees. 5-6, religious group. Decide how he covers his tracks. If the heroes decide to expose him, he makes it look like they are responsible.

TRADE

Trade is the lifeblood of the Skies, with so many islands lacking basic necessities. Ferrying much-needed goods from one place to another is a vital, if dangerous, role. Use the rules on page 28 to create a consignment for a trading adventure, then roll to see what the party must do with it.

TRADE TABLE

d4	Role
1.....	Deliver
2.....	Acquire
3.....	Locate
4.....	Negotiate

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Deliver: The characters must take the consignment to its destination and sell it. Roll two Ship Encounters on the way to the island and apply both results in addition to the usual encounters for the journey. Then roll on the Obstacle table below.

Acquire: The heroes must travel to an island and buy the consignment, for delivery back to the patron. Roll two Ship Encounters on the way back from the island and apply both results in addition to any of the usual encounters for the journey. Once the consignment has been collected, roll on the Obstacle table below.

Locate: The group must track down a consignment of goods that matches their patron's requirements. Create the consignment they are seeking and then roll for the goods for sale on each island they visit, as usual. They may need to visit numerous locations to meet their patron's demands. Then roll on the Obstacle table below.

Negotiate: The characters must travel to one or more locations and undertake the negotiations for the desired consignment. The patron will not accept their returning empty handed, but the heroes' profit lies only in the difference between the price offered by the patron and the price accepted by the third party. Then roll twice on the Obstacle table below.

OBSTACLE TABLE

d8	Obstacle
1.....	Trade War
2.....	Bad Partners
3.....	Price Hike
4.....	Shoddy Merchandise
5.....	Joint Venture
6.....	Double Cross
7.....	Piracy
8.....	Bad to Worse

Trade War: The heroes find themselves caught in a trade war as they approach the next island. They are approached by two mercenary ships who demand they hand over their cargo. Decide what ships they are and how they are equipped using the pirates stats on page 161. If the characters refuse to cooperate, the mercenaries open fire.

Bad Partners: The heroes find they are working with disreputable types. After conducting their business, their erstwhile partners summon henchmen to recover the money or goods, leaving the heroes empty-handed.

Price Hike: After a trade is negotiated, the heroes find the deal turns sour as the other party dramatically changes the price of the bargain. Decide if the other party is trying to fleece the heroes, or if there's a good reason for the sudden change. Either way, decide if they are prepared to get nasty with the heroes to push their position, or if they'll just walk away from the deal if the characters don't agree to their new price.

Shoddy Merchandise: The goods bought or sold are substandard. If the heroes are taking possession of them, they must make an appropriate Knowledge roll (-2), a Notice roll (-4), or a Streetwise roll (-6) to detect the poor quality. If they're selling, the other party automatically detects it, and assumes the heroes knew as well.

Joint Venture: The person the heroes are dealing with is in league with one of their enemies (or a random evil-type, if they are fortunate enough to have no enemies). Decide if the third party knows how bad their partners are, or if he's an innocent dupe. Regardless, the heroes are intended as pawns in an evil scheme if they don't discover the joint venture.

Double Cross: The heroes are betrayed (roll or decide if it's by their patron or the other party). Usually this means they have been set up with an illegal or defective consignment, but it could also be that they are being used as part of a much larger and more complicated plot. Roll a Crime adventure to see what the bogus trade is masking, if this is the case.

Piracy: The heroes' ship is targeted by bloodthirsty pirates looking for loot. See page 160 for details of the pirates and their vessel. If the heroes surrender, they are cast adrift in an island hopper, penniless but alive.

Bad to Worse: Nothing on this deal is going as planned. Roll twice on this table again and apply all the results (including additional Bad to Worse results).

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CRIME

It's possible your group may decide to try a life of crime rather than more noble pursuits. This is not the path of heroes, but even the greatest sometimes stumble before realizing their true potential. Roll on the Crime and Villain tables to find out who is asking them to do what, and on the Instant Protagonist table to find out who the victim is.

CRIME TABLE

d4	Activity
1.....	Errand
2.....	Theft
3.....	Extortion
4.....	Murder

Errand: The villain wants the party to undertake a task. Roll d6. 1-2, deliver a threat or ultimatum. 3-4, collect or deliver a package from another gang. 5-6, scout a location as the potential scene of a crime.

Theft: The characters must steal something or rob somebody. Roll d6 for the nature of the crime. 1-2, the party engages in piracy (roll on the Merchant Ship entries on page 158 to see what they find), and gains one consignment (see page 28) plus Goods level salvage (see page 88) for each ship they defeat. 3-4, the characters must steal a prized item from the victim's home or place of work (roll on the Object table on page 80 to see what the item is). 5-6, the party must kidnap someone of great importance to the victim (roll an extra Obstacle on the table below).

Extortion: The party attempt to gain money by threatening the victim. Initially, extortion is simply an Intimidation roll, opposed by the victim's Spirit, but if that is unsuccessful, the characters must decide what to do how to back up their threats.

Murder: Characters stooping to murder should find there are serious consequences for their actions. The victim's friends or associates do whatever is in their power to identify the perpetrators and either bring them to justice, or avenge the crime personally. Roll for an extra Obstacle to this heinous crime.

VILLAIN TABLE

d6	Villain
1.....	Crime Lord
2.....	Pirate Chief
3.....	Troubled Citizen
4.....	Local Tough
5.....	Petty Thief
6.....	Corrupt Official

Crime Lord: Where there is crime, there is usually a Mr. Big, who attempts to control and profit from it. He usually works through pawns and minions to protect themselves from the law, and the party is hired in this capacity. Crime lords are rich and powerful Wild Cards, surrounded by henchman.

Pirate Chief: Pirate chiefs lead several ships, and have many pirates under their command. Unlike crime lords, they are rarely based on one island, preferring to move from one to another, just one step ahead of bounty hunters and Trade Council enforcers. Often these well-known villains are unable to show their faces on most islands, so they hire others to do their dirty work for them.

Use the stats for a pirate captain (page 161), but add as many Leadership and Social Edges as you choose. Pirate chiefs rarely travel anywhere alone, and are accompanied by an entourage of advisors and bodyguards.

Troubled Citizen: The ordinary members of the populace of the Skies are far from saints and they frequently call on the services of, or fall prey to, their underworld. Decide why the citizen wants the crime carried out, and what reward is offered for the service. Perhaps she's a jealous wife, tired of her husband's philandering, or maybe an employee who sees his chance to make some money from an inside job.

Local Tough: The characters are working with a brigand on some local crime. Whatever the nature of the crime, it is local in scope. Decide why the tough needs the characters' help. Maybe he knows the opposition is too much for him to manage, or maybe he's planning a double-cross. Use the stats for a veteran pirate, but make him a Wild Card.

Petty Thief: The characters fall in with a minor crook seeking to undertake some small-scale misdeeds (treat a murder result

on the Crime table as an assault). However, the criminal may be more influential in the underworld than he seems. Roll a d6, on a 1, the tough is in the employ of a crime lord. On a 2-4, he works for a pirate captain. On a 5, he is in the employ of a Pirate Chief, On a 6 he is operating on his own. If the tough is employed, the party must be careful, in case they earn the ire of his employer. Use the professional island militia stats (page 155), and adjust as suits your needs.

Corrupt Official: The characters' partner in crime is a corrupt official. Often these types have found some way to exploit their positions for gain, but lack the criminal mind or expertise to take advantage of what they know, turning to those of a more devious nature for assistance.

OBSTACLE TABLE

d8	Obstacles
1.....	Strong arm of the law
2.....	Harder than Expected
3.....	Betrayed
4.....	Ready for You
5.....	Set up
6.....	Wrong Place, Wrong Time
7.....	I'll pay you double
8.....	Rival villains

Strong arm of the law: The authorities are looking for the characters. Depending on which island the party is on, this could be island militia, Oakthorn, drakin chosen, or priests. The investigation is led by a more experienced Wild Card commander. It is possible the commander knows who he is going up against, and what their capabilities are, in which case he is well prepared for the party.

Harder than Expected: The characters' scam turns out to be much harder to pull off than they expected. Maybe the target has lots of friends, or the package they are delivering is stolen or lost, or the owner of an item to be stolen is the hosting a busy party. Be creative, but really test the characters' mettle.

Betrayed: They say there is no honor amongst thieves. The party's patron intends to pay them for their dirty work in cold, sharp steel. The characters are betrayed, and must fight their way out if they aren't expecting it.



Ready for You: The victim knows the party is coming and has had plenty of time to organize a warm welcome. The characters are ambushed by superior forces. Whether this is the authorities, a private militia, or simply more criminals depends on the identity of the would-be victim.

Set up: The characters have been set up to take the blame for their patron's crimes, and so take the heat off him. The authorities have been tipped off to their activities and are waiting for them. Alternately, both the patron and the target are working together to destroy the heroes.

Wrong Place, Wrong Time: The characters find they cross paths with another criminal gang, who are on their way to a separate crime. Perhaps the other group is prepared to stay out of the party's way, or perhaps they decide to make some extra cash by taking on the characters' job, too.

I'll pay you double: The target offers to at least double the money the characters are being paid if they betray their employer. Decide whether their employer is expecting

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such a double cross, and has prepared for it. Some thought should be given to their patron's defences and personnel, in case they take up the offer.

Rival villains: The party is not the only group given the job. If they want to get paid, they are going to have to defeat the other criminal crew as well as completing the task they were supposed to undertake. Create a group of Wild Card NPCs of similar skill and power as the characters, these ne'er do wells should be much more ruthless and evil—if that is at all possible!

SALVAGE

Many different treasures can be found in the ruins of the Sundered Skies, though scavengers prize things they can use far more highly than precious metals or trinkets. Whenever you need to create a random reward for the heroes, use these tables to figure what is discovered.

Also, each of the beasts in the Characters and Creatures chapter (which starts on page 137) has an entry called Salvage, which lists the level of goods heroes can scavenge from the creature if it is defeated. The creature does not have to carry the salvage on its person; the heroes may have to track it back to its lair or discover where it hid its possessions (depending on the creature, and the value of the loot).

Salvage finds are broken into four types, as listed below. Roll 1d10, modified as described below to find the value of the characters' discovery. The percentage listed under Relic is the percentage chance that a magical item is present. If one is found, roll again on the Relic Tables (see page 89).

SALVAGE TABLE

Salvage	Cargo	Value (cogs)	Relic
Mother Lode	4	1d10 x 500	100%
Haul	2	1d10 x 500	50%
Goods	1	1d10 x 100	25%
Junk	1/2	1d10 x 10	1%

Salvage is not silver and gold—it is items with a practical use. Most scavengers set precious metals and gems aside in favor of materials like steel or even bronze. Of course, old coins can be made into an armored vest, but fabric and building materials are more valuable treasures in the resource poor islands of the Sundered Skies. A ball of string is literally worth more than its weight in gold.

For salvage discovered in a ruin, the type and value depends on the discovery. **Junk** could be badly corroded metal, bundles of fabric, or bricks. A **Goods** level discovery could be a rack of weapons, furniture, or a chest. Discovering a **Haul** could include an iron door, a wardrobe full of clothes, or a bronze idol. Hitting the **Mother Lode** might mean discovering a fully-equipped workshop, an armory of weapons, or an almost-intact ship's hull.

These are only guidelines, and are not meant to limit your imagination. Take some time to personalize the salvage you hands out to your players. If the salvage is found in the lair of a creature, it is probably heaps of cogs left by devoured adventurers. Remember to pay attention to the size and weight of the items salvaged and also to break it down into the categories listed in the Trading and Salvage rules on page 28. This will help you figure the value when your players try to get a good price for their discoveries.

Of course, even after they have found the salvage, the heroes still have to take it to an island to sell. The Cargo column on the Salvage Table lists the number of spaces a find takes up. It is possible that the heroes may have to make more than one journey to transport a large find to be sold.

RELICS

Relics are items of great power and value. If a relic is found in the salvage, roll a d20 to determine the type of item found, then consult the appropriate sub-table to find out what the relic can do.

Make sure you roll any magic items before a fight breaks out—if a villain has access to a relic, he'll use it.

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RELIC TABLE

d20	Type
1-5	Armor
6-10	Melee Weapon
11-13	Ranged Weapon
14-15	Miscellaneous Item
16-20	Potion

MELEE WEAPON

Roll a d20 to determine the type of melee weapon the heroes have found, then another to find its bonus.

If a particular result makes more sense with the location or the hoard in which the weapon was found, simply choose the most appropriate result instead.

d20	Type
1	Hook
2	Dagger
3	Great sword
4	Battle Axe
5	Short sword
6	Ironwood Sword
7	Rapier
8	Axe
9-11	Long sword
12	Great axe
13	Flail
14	Warhammer
15	Maul
16	Spear
17	Staff
18	Halberd
19	Rib Blade
20	Stamp Hammer

d20	Bonus
1-5	+1 damage
6-10	+2 damage; +1 Parry
11-15	+1 Parry; +1 Fighting
16-20	+2 damage; +1 Parry; +1 Fighting

ARMOR

Roll a d20 to determine the type of armor found, then another to determine its bonus. Armor increases Toughness, shields increase Parry.

d20	Type
1-5	Leather
6-10	Chain
11-12	Corselet
13	Hide
14-15	Full Helm
16-18	Medium Shield
19-20	Large Shield

d20	Bonus
1-10	Half weight
11-15	+1 Toughness or Parry
16-20	+2 Toughness or Parry

RANGED WEAPONS

Roll a d20 to determine the type of ranged weapon in the hoard, then another to find the weapon's bonus.

d20	Type
1-5	Bow
6-10	Crossbow
11-12	Sling
13	Harpoon
14-16	Pistol
17-19	Musket
20	Blunderbuss

d20	Bonus
1-10	+1 damage
11-14	+2 damage
15-16	+1 Shooting
17-18	+2 damage; +1 Shooting
19	Half weight
20	Double Range Brackets

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MISCELLANEOUS ITEMS

Roll a d20 (or simply choose an item if you prefer) on the table below.

d20 Item

- 1 **Battle Gauntlets:** Clawed gauntlets allow the wearer to make unarmed attacks as if he was armed, and inflict Str+d4 damage.
- 2 **Shadow Shield:** A mirrored medium shield which reflects voidglow. It provides a +2 bonus on rolls to resist Glowmadness.
- 3 **Dragon Mask:** This fierce dragon mask enhances the wearer's Intimidation rolls by +2.
- 4 **Wizard's Tome:** Tomes from before the sundering which contain two spells of the GM's choice. These can be learnt by anyone with an Arcane Background (Magic) given 4 weeks of study for each spell and a Knowledge (Spellcraft roll).
- 5 **Ring of Protection:** This ring surrounds the user with an invisible force, granting +1 Toughness.
- 6 **Sky Compass:** Similar to a waysphere, but much harder. These portable devices allow an individual to discover islands as a waysphere does, and even people (if blood is used in place of dirt).
- 7 **Augmented Plate:** Full plate armor that has been partially animated. It weighs only 12lbs and increases the wearer's Strength by 1 step.
- 8 **Burden Ease Oil:** If an item is coated in this oil, its weight is divided by 4 and treat the weapon damage die as one lower (purely for minimum Strength). Damage remains unaltered. Thus, a long sword can be wielded by a character with d6 Strength and inflicts d6+d8 damage. More than one application of oil can be applied to the same item, with cumulative effects.
- 9 **Amulet of the Boar:** This amulet increases the wearer's Vigor by one step.
- 10 **Goblet of Comradeship:** If this silver goblet is filled with water, all those who drink from it gain the Common Bond Edge for the next 25 hours.
- 11 **Scroll:** Scrolls created either before the sundering or at the Athenaeum's University on Shadowhaven contain the magical words to trigger one spell (GM's choice). The spell is automatically cast with a raise. If it can be maintained, it has 20 inherent Power Points to do so. The caster may use their Power Points to continue maintaining the spell. Once used, the words disappear and the scroll crumbles to dust.
- 12 **Ring of Resistance:** This ring grants the wearer the Arcane Resistance Edge.
- 13 **Dragon Orbs:** These blood red stones grant a sorcerer an additional 5 Power Points. These recharge normally.
- 14 **Headband of Eyes:** This headband grants the wearer the Alertness Edge.
- 15 **Amulet of the Eagle:** The wearer of this amulet can fly as if he cast the *fly* spell. The amulet has 20 inherent Power Points which maintain the spell, and the user may also use their Power Points.
- 16 **Battlelord's Mark:** A torque which once fastened cannot be removed until after the wearer's death. It grants the wearer the Berserk Edge.
- 17 **War Woad:** This face paint provides the wearer with the Inspire Edge for one day. It can be used only once.
- 18 **Ghost Touch Ring:** This ring allows any weapon grasped in the wearer's hand to harm ethereal foes.
- 19 **Beast Mask:** This mask provides the wearer with the Strong Willed Edge.
- 20 **Ravenwing Amulet:** Anyone wearing this amulet can choose a fleshforge power from the list on page 15. If worn by a wildling, they take a second fleshforge power.

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POTIONS

Roll a d20 (or choose an item if you prefer) on the table below. Unless otherwise stated, the effects of a potion last for 10 minutes.

d20 Item

- 1-2 **Dragon Blood:** This bitter liquid gives sorcerers the Rapid Recharge Edge for the next 11 hours. Drakin sorcerers are affected for 25 hours.
- 3 **Glibweed:** Brewed from a plant of the same name and favored by traders, the next Persuasion or Streetwise roll by the drinker is modified by +4.
- 4 **Wyrmsight:** A drinker of this spicy black brew can detect magical auras and creatures (including those with Arcane Backgrounds).
- 5 **Warrior's Fortitude:** This rich, metallic-tasting potion bestows the Nerves of Steel Edge.
- 6 **Mother's Cloak:** Sweet and sticky, mother's cloak allows whoever drinks it to ignore any penalties on the Fright Table for the next hour.
- 7 **Warrior's Spirit:** Brewed from hardy herbs found only on the orc isles, this potion bestows the Combat Reflexes Edge on the drinker.
- 8 **Mother's Slumber:** If this burnt-tasting potion is taken within a week of suffering a permanent injury, the injury is temporary instead.
- 9 **Dispel:** Removes all non permanent effects cast upon the hero. This does not include levels of glowmadness.
- 10 **Fearlessness:** The drinker of this ghastly concoction is immune to all the effects of fear. He also gains the Overconfident Hindrance.
- 11 **Warrior's Determination:** A sour, frothy mixture, this potion bestows the Hardy Monstrous ability.
- 12 **Glow Shroud:** Always bubbling and hot to drink, glow shroud causes the drinker to become invisible for ten rounds. He gains a level of glowmadness.

- 13 **Viper's Tongue:** This foul-smelling elixir causes the next Intimidation or Taunt roll attempted by the drinker to gain a +4 bonus.
- 14 **Love's Embrace:** Musky and fragrant, the drinker of love's embrace is wrapped in the memory of all the love he has experienced in his life. He is immune to glowmadness for the next 25 hours.
- 15 **Ghost Brew:** The drinker of the icy ghost's brew temporarily gains the abilities of the soul used to create the liquid. He gains all of that individual's Edges provided he meets the requirements.
- 16-18 **Mother's Restore:** This potion is thick and warming and removes all Fatigue. Any characters who are Incapacitated from wounds are still wounded.
- 19-20 **Wound Seal:** This pungent and strong, potion removes one wound, but does not remove permanent injuries.



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◆ COMPLICATIONS ◆

This list of ideas can be used to add spice to an adventure you're creating, or to further complicate one of the Savage Tales presented in the next chapter.

1. In the heart of a city, the party finds a lost child, who looks to them for help. He or she follows them everywhere until they reunite the child with his or her parents.

2. The heroes spot a trader in need. If they rescue him, he's so grateful he tells them the scarce or abundant commodities at five islands where he regularly trades.

3. During a voyage, the characters discover they have a stowaway on board. Whether a young girl seeking her lost love, or a wanted criminal fleeing the law, the heroes must decide whether to return to port or go on.

4. One of the heroes is the spitting image of someone who has recently gone glowmad, and is believed by some to have recovered. How can he prove that he hasn't before he becomes a figure of religious awe?

5. A booming economy means the next isle the heroes visit has no scarce commodities and all commodities are treated as abundant for the purposes of calculating prices.

6. A change in the island's orbit has taken it away from its usual position. The inhabitants fear it will strike another isle and desperately seek to escape the predicted disaster.

7. A plague breaks out on a small island the heroes have visited before. The Trade Council decides to blockade the island and let the plague run its course, killing many of the heroes' acquaintances, but breaching the blockade means breaking the law.

8. Unknowingly, the heroes sail right into a pitched battle in a silent war. If they return fire, they've taken sides!

9. A young man keeps turning up on every island the heroes visit. He seems suspicious, as if he's following the group, but is actually desperately seeking his lost love.

10. A mysterious blight hits the floating plant matter skyships catch as food. Anyone eating the blighted food suffers a -1 to all glowmadness checks that day.

11. A hero learns of a relative or childhood friend who has got himself into trouble over a matter of honor, and refuses to back down. If he carries on, he will end up glowmad. He needs a double to stand in for him.

12. An island the heroes need to visit is being aggressively blockaded by the elves. There is no explanation for the action, simply very hostile elvish ships preventing anyone landing on the isle.

13. A great ruin is found in the Shattered City and thoroughly looted, with the result that markets are flooded with gear. All rare items are treated as uncommon for a week.

14. The heroes get caught up in an attempted coup. The insurrection might succeed or fail, or can lead to a bloody civil war, but the heroes' vessel is impounded in the port and a curfew prevents them moving freely.

15. One of the heroes notices a familiar face on a wanted poster...his! He is being named as a dangerous pirate chief and must figure out how to clear his name.

16. Wherever the heroes go, there are frequent outbreaks of glowmadness. Soon their visits are met with dread and suspicion. Shopkeepers start refusing to serve them and women pull their children out of their path. What is causing this? Is it coincidence or something more sinister?

17. The next island the heroes visit is suffering a severe food shortage. Characters giving food to the starving islanders are hailed as heroes. Those trying to *sell* food are attacked instead.

18. The heroes witness an assassination attempt and are implicated in the plot by mistake.

19. Rumors abound that the Star Crater contains hidden magical treasures. One adventurer claims to have been deep within the barren rock and found an enormous magical workshop stuffed with artifacts.

20. A rare and valuable item is stolen while the heroes are visiting a city. They are suspected of stealing it, and countless different parties are chasing them, seeking to recover the precious thing.

SAVAGE TALES

This chapter contains over 30 Savage Tales, fleshed out adventures ready for you to run. When you see this symbol  in the text elsewhere in this book, it indicates a Savage Tale can be run when the heroes enter this location. The page number is listed in parentheses after the name of the adventure. Check whenever you see the symbol and see if it is time to run the scenario in your campaign.

Make sure to take a look at the adventure. Some of them depend on events which may have taken place in earlier tales. We'll tell you if this is the case at the beginning of the tale.

STARTING OUT

Now it's time to start your characters' adventures in the windswept Sundered Skies. We recommend you start with the Savage Tale, **Scavenger Hunt**. This gets your party into the action, introduces them to the concept of glowmadness, hints at the fate of the Skies and gives them command of a skyship.

⚙ **Scavenger Hunt:** Start your campaign with **Scavenger Hunt**, below.

PLOT POINTS

Adventures with a ⚙ symbol next to them (like Scavenger Hunt, above and right) are "Plot Points." The Plot Points contain the main storyline of *Sundered Skies* and must be played out if your heroes want to restore the five Souls to the Soulshield and save the Skies. Make sure you read these adventures in advance so you have some idea of what they are about and when they should occur.

Don't push the Plot Points too quickly, though. Let your heroes explore the Skies at their own pace. They don't have to set out to

"save the world" right from the start, or at all. In fact, it's best if they have an understanding of what it's like living in the Skies first, as it will make some of the revelations more shocking when they occur. Whatever the players choose, it's completely up to them! They can just wander the Skies looking for adventure if they prefer.

CONTINUING THE CAMPAIGN

If you follow the Plot Points, the tale likely ends with the demonic invasion thwarted. This doesn't mean your campaign has to end though—the Skies are still full of adventure and intrigue. Will the elves and wildlings come to terms with recent events?

The Lightbringer is still out there, and demons stranded after the battle at the Heart continue to wreak havoc. And of course, new islands still wait to be discovered. When it comes to possibilities for adventure, the Skies are the limit!

⚙ SCAVENGER HUNT

Where: Gateway (see page 78).

When: This tale is a fast and easy way to get your heroes together. It gets them into the action quickly and introduces them to some of the realities of life in the Skies. It also gives them a "starter" skyship: a cloudskiff.

The adventure presents them with some very dangerous situations, and binds them together for the difficult tasks ahead.

SUNDERED SKIES

INTRODUCTION

The heroes are on a small cloudskiff, the *Chance*, three days out of Gateway. A somber merchant, Tomas Hawke, has sponsored them to investigate the wreck of a frigate called the *Raven*.

Hawkes' son, Allon, disappeared with the ship seven years ago, and the heroes are to recover his body. Allon wore distinctive black gloves embroidered with hawks, which should make their task easier. For returning the body, Hawke is willing to pay the princely sum of 1,000 cogs.

The *Chance*'s captain and lone crew is a superstitious orc, Karr Luckfinder, named after all the charms he carries. He discovered the *Raven* and had the foresight to gather some earth from the island upon which it rests, without which it would be impossible to find again. Luckfinder is only to ferry the group to and from the wreck, for which he is promised two shares of any salvage found.

After three days, things have become monotonous. One deserted ruin pretty much looks like another. Not only have the ruins become familiar, but so have your companions.

Have the players introduce their heroes to one another, describing themselves, any distinct equipment they have, and detailing any Hindrances that have become obvious during their time together. Some may know one another already. Anything strengthening the bonds between the heroes is encouraged. Once the characters have been introduced, continue with the adventure.

*On the fourth day, Luckfinder sights the wreck of the *Raven*. The ship apparently crash-landed into a small island, causing a tower to collapse around it.*

Luckfinder waits with the ship while the party investigates the wreck. He only has enough food and water aboard to wait three days, and gruffly reminds the heroes he won't wait any longer.

Boarding the ship's island hopper, the party starts to row to the islet.

BARNACLE APE ATTACK

As the heroes approach, four unusually aggressive barnacle apes begin throwing rocks at the island hopper.

The hopper begins 12" from the shore. At least one person must row the hopper to the island (or it won't move). Having two rowers doubles its speed to 4". The boat gives the heroes the equivalent of Light Cover.

🦖 **Barnacle Apes (4):** See page 138.

If two apes are slain, the remainder flee back into the ruins.

THE RAVEN

The *Raven* crashed into the tower, causing it to collapse around the ship. Adventurers must either scale its hull (requiring two Climbing rolls), or batter their way through (the hull has a Toughness of 8).

A disquieting sight awaits those climbing onto the deck—the apes have collected the skulls of the *Raven*'s crew and piled them up into a pyramid; an open hatchway allows access to the lower deck of the wreck.

If the hull is breached, the heroes arrive directly into the hold. Unfortunately, they have to deal with the effects of the foul smell and the apes at once (see below).

THE LOWER DECK

A terrible stench wafts from below, causing all characters to make a Vigor roll or suffer one Fatigue level. After 15 minutes of fresh air, the heroes recover.

The deck below has been smashed by a large piece of masonry, which now forms crude steps down into the hold. Descending the steps is hazardous, and heroes must make a single Agility check or suffer one level of Fatigue from bumps and scrapes.

THE HOLD

The hold of the ship is the apes' lair. There is one for each hero, plus any survivors from the earlier fight. A larger, more intelligent, ape leads them. This ape has fed on the demon flesh in the tower below, and has become corrupted. Its eyes burn with a hellish light and its hands have mutated into vicious talons.

The light in the hold is Dim (see the Darkness rules in *Savage Worlds*). The apes launch themselves at the heroes from the darkness, while the corrupted ape hangs back and throws rocks. Once half the apes are defeated, it leaps into combat.

🦇 **Barnacle Apes:** See page 138.



CORRUPTED BARNACLE APE

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

Skills: Climbing d12, Fighting d8, Guts d6, Intimidation d6, Notice d6, Stealth d6, Throwing d6

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

Edges: Acrobat, Dodge

Gear: Thrown rocks (3/6/12, Str+d4)

Special Abilities:

- * **Armor +1:** Matted thick fur
- * **Bite/Claws:** Str+d6
- * **Leap:** Barnacle apes can leap great distances, with +2 Fighting and damage.

AFTERMATH

Once the apes are defeated, the heroes can explore the hold. They find Junk level salvage, but no bodies. A Notice roll locates a narrow crawlspace into the wreckage of the tower. Small heroes can stand in this tunnel; others must crawl. The stench here is much worse than elsewhere in the ship, calling for another Vigor check as above.

THE TOWER

The tunnel leads to a partially collapsed landing. The way up choked with rubble, but the spiral stairs leading down are clear.

On the landing is the half-eaten corpse of a misshapen, obese humanoid—the source of the smell. It seems to have been undergoing some transformation at the time of its death. A Notice roll detects weeping from below.

The stairs end in the basement of the tower. The room appears to have once been an armory: racks of old and corroded weapons line the walls. One wall has collapsed, allowing voidglow to flood the chamber.

An, obese, humanoid creature scratches at the far wall with its talons. The stones bear many deep grooves and scratches, as if it has

been here for a long time. Around its feet lie four decapitated skeletons, one of which wears black gloves embroidered with hawks.

This creature is a Grisly Puppeteer, a form of demon. It flies into a rage as the heroes enter, bellowing that it is waiting to go home. It animates the skeletons, and tries to herd opponents out into the void.

🦇 **Grisly Puppeteer (1):** See page 151.

🦇 **Skeletons (4):** See page 162.

📦 **Salvage:** The weapons are worth Goods level salvage. One of the skeletons wears an iron charm embossed with a behemoth above something similar to water. This charm is very important for what comes next.

THE CHANCE

When the heroes return, Luckfinder is very taken with the charm and claims it, forgoing all other salvage. He pins it to his clothes and returns to piloting his ship, well satisfied.

During the journey back to Gateway, the heroes are alerted by Luckfinder's shrieks. His body is blazing with voidglow. Every hero



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CHARM OVERBOARD!

If your players are reluctant to let Karr keep the charm, he backs down and chooses something else. However, no matter how well the heroes hide the charm, he seeks it out and steals it.

If they decide the charm is too weird to keep for some reason and throw it overboard, it stops in mid air, just outside of the heroes reach. It turns quickly, catching and magnifying the glow, then fires a beam of concentrated glow at Luckfinder, who has come to investigate the fuss. The glow consumes him, and the game continues as written.

Novice heroes cannot thwart the will of a god so easily!

must make a glowmadness check or gain a glowmadness Level. The glow intensifies, until Karr cannot be seen at all. A booming voice is heard from all around.

"I am the god Lightbringer, but before my insanity I was Oceanius, Lord of the Oceans.

"The disk you found was a holy symbol of my priests. I have not seen its like since before the dawn of this world.

"Seek these artifacts of the Souls in preparation for the final battle. The fuel that burns in the Queen's barge; the armor of Orcbane; Festival's harp, ignored by my followers; the hammer of the damned dwarf; and the raven staff. Recover them all, for soon the Shield will fail again.

"Begin your quest by seeking Joeseth Truthbearer in Gateway..."

The glow disappears leaving an enraged ogre where Karr once was.

Ogre (1): See page 159 (reduce his Toughness to 11, as Karr has no armor).

Upon returning Allon's remains, Tomas pays the heroes as agreed and allows them to keep the skiff. The group is now free to roam the Sundered Skies in search of adventure as Tomas is left to grieve.

A DRAGON'S RAGE

Where: Gateway (see page 78).

When: If the heroes ask for Joeseth, they learn he is found either on God's Parade, or roaming the Shattered City in his ship, *The Forgotten Purpose*.

Joeseth worships the Rotting One as the goddess of Love. He claims she made the ultimate sacrifice to protect the Skies, but was prevented from passing on to her reward. He actively opposes and studies the Bright Cabal, though most think him mad.

Bone Queen, an ancient rotting liche, is the high priestess of the Cabal. Her body has decayed so badly she cannot leave the cabin of her barge, *Soulflame*. This terrible vessel, hollowed from the corpse of a dragon, is crewed by zombies and ghouls, and commanded by vampires and wraiths.

THE PLAN

Bone Queen harvests the battlefields of the Shattered City to replace crew and feed her ghouls. Joeseth usually tries to reach these battlefields first, removing corpses and souls from the Cabal's grasp. He is very excited about the heroes' desire to board Bone Queen's ship. He even has a plan.

Joeseth offers to provide each hero with a potion that induces a state resembling undeath, but does not inhibit their actions at all. If the heroes can reach a battle site before the undead, they can drink their potions and be taken onboard the *Soulflame*. Deathly pale, they can mingle with the crew and explore the ship.

If they can find the death barge's engine and disable it, the heroes can locate the fuel. They can then steal a skiff and fly to Gateway using earth sown into their clothing to guide the ship's waysphere.

If the heroes agree to his plan, Joeseth leads them to the site of a battle between pirates and wishes them luck. The heroes only have to wait two cycles (make checks for glowmadness as usual) before cloud skiffs are spotted—the harvesters of the dead have arrived. Drinking the potions renders the heroes unconscious.

SOULFLAME

Bone Queen's flagship is a fearsome sight—the enormous decaying corpse of a dragon. Constructed within and around its bones are decks, gun emplacements and viewing galleries. A fiery light burns in its empty eye sockets and a huge dragonbreath cannon juts between its jaws.

Its outstretched wings have become near-fossilized and now serve as gun platforms. A large structure, made from bone and silvery skin, encompasses the hind legs, a huge pivoting fan-like device hanging below it.

Acc/Top Speed: 6/12; **Handling:** +1; **Climb:** 3; **Toughness:** 24 (4); **Crew:** 120 zombies, 40 ghouls, 6 vampires, 2 wraiths; **Guns:** 32; **Notes:** Heavy Armor

Weapons:

- * 32 Cannons (30 rounds per cannon)
- * Mammoth dragonbreath (Range 50/100/200; Damage 3d10; Crew 3) (30 rounds).

ABOARD THE SOULFLAME

The heroes awaken to find themselves in a room constructed from skin and bone, dominated by a huge pile of corpses. A large bone door is the only exit.

The zombie crew have already removed the characters' weapons—to recover them, they must fight.

🦇 **Zombies (1 per hero):** See page 167.

After the combat, the heroes are free to find the engines. The room they awakened in is located deep in the belly of the dragon. Due to the potion, the heroes are able to move freely through the ship—zombies ignore them and the ghouls assume they are following orders.

ENGINES OF DEATH

As they make their way through the ship, the characters are aware of a powerful vibration. A successful Tracking roll can follow this to their goal. A bone staircase constructed within one of the hind legs of the dragon, descends to large, bone, double doors covered in tattered dragon skin.

The room's walls and floor are ribbed with bone struts and covered in scaly leather. Opposite the heroes, 10" away, another pair of bone doors are built into the remains of the other hind leg.

The Engine: A massive engine engraved with arcane glyphs covers the rear wall. Its furnace door is locked with a large rusty bolt, and heat distorts the air around it. Six zombies and a ghoul, supervised by a wraith, stoke the furnace with hooked bone poles through holes resembling screaming mouths. Engraved bone pipes channel the power from the hellish engines through the floor.

The room is filled with an unnerving screaming sound. On entering, each hero must make a Guts roll or suffer a -1 to all actions as long as he remains in the engine room.

Steering wheels: A complex device, dominated by a large waysphere, stands in the center of the room. Three ghouls, using an array of bone wheels, make constant adjustments to it, controlling *Soulflame*. Their attention never wavers from scrying crystals



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set in the left wall, giving them a panoramic view around the ship. They do not attack intruders (though they defend themselves if attacked).

☞ **Soulstoke (Wraith):** See page 172.

☞ **Ghouls (3):** See page 149.

☞ **Zombies (6):** See page 167.

THE HEAT OF BATTLE

The following are key events that occur during the battle.

Soulstoke: On the second round of combat, Soulstoke's eyes turn the color of yellowed bone, a sign of Bone Queen's possession. Each round, she casts a skin dissolving *bolt* using d12 Spellcasting plus a Wild Die, and causing 2d6 damage.

Reinforcements: Once Bone Queen becomes aware of the events in the engine room, she orders a vampire spawn to lead a force of 20 zombies to deal with the heroes. This force arrives ten rounds later—the horde can be heard approaching four rounds before they arrive. If any attempt to block the door is made, the zombies must batter them down. This takes five rounds.

☞ **Vampire spawn (1):** See page 164.

☞ **Zombies (20):** See page 167.

An undirected ship: If the ghouls flying the ship are killed, *Soulflame* starts to drift. Rocks strike the ship whenever a deuce is drawn for initiative. Everyone must make an Agility roll or be knocked prone.

The furnace door: The rusted bolt can be worked loose, but not easily. Up to two characters can cooperate on a Strength roll (–6). Opening the doors releases Whitefire's ghost in the form of an ethereal dragon. The heroes who opened the doors are covered in ash—the remains of the dragon's heart which powered the engine.

The ghostly dragon circles the room, breathing ethereal flame over everything. Living beings are unharmed, but undead are destroyed instantly (the potion the heroes may have taken only makes them seem undead—they are unaffected by the flames). A quarter of any undead in the room are consumed each round. Once all the undead have

been destroyed, the dragon turns a knowing gaze upon the heroes and with a roar of, "*RESTORE MY SOUL!*" disappears.

The ash settling on the waysphere burns with a spectral flames, which flare and spread swiftly through the ship, destroying every undead on board. Bone Queen is destroyed, leaving her a confused ghost.

A DRAGON RESTORED

Whitefire repossesses his body. His near fossilized wings beat for the first time in centuries, throwing gun emplacements and cloud skiffs into the void. The body begins to disintegrate as the dragon shakes itself free of the trappings of the undead.

Salvage: Heroes searching *Soulflame* can collect salvage equal to a Haul roll, but they have only a few minutes to grab a nearby skiff and get off the rapidly decaying dragon.

The ash from the furnace enchants a firearm belonging to a hero who opened the furnace door (or a hero nearby if he doesn't possess one). The barrel transforms into the neck and head of a dragon, while the stock and butt become covered in scales.

The gun never needs to be reloaded (but can only fire once per round) and now fires a flaming shot, which has a 1 in 6 chance of setting a target alight. Wounds caused to undead by this weapon cannot be soaked.

Each time the gun is used in combat, the character spends the next complete sleep cycle (or day) with both the Bloodthirsty and Vengeful Major Hindrances. This counts as one level of glowmadness.

This firearm is the artifact of the Souls the heroes sought upon *Soulflame*, though they might not initially realize this.

AFTERMATH

As they pull away from the dragon's corpse, Whitefire relaxes and the ship disintegrates. The heroes have a five day journey back to Gateway, and the chances are they don't have any water (see Thirst in *Savage Worlds*).

■ **Haunted! (124):** The vengeful ghost of Bone Queen now haunts the heroes. Initially confused and weak her power increases gradually over time.



Where: Dragon's Spine (see page 69).

When: Run this Plot Point when the heroes spend some time carousing, or if they run into any friendly drakin.

The Foreign Quarter has been in a state of constant panic since a recent spate of murders started. Some believe voiders are to blame, while others suspect the Vigilant—an old cult of vengeance seeking to punish orcs for their past deeds—has resurfaced. The Quarter is now a seething cauldron of fear and mistrust. Fist fights are frequent, and glowmadness symptoms are common. The killer attacks lone orcs, evading all attempts to catch him. Vigilante orc mobs roam the streets at night harassing non-orcs, while orcish speakers call for a return to the old ways.

In truth, the perpetrator is the twisted abomination called Orcbane—a glowborn woman possessed by the soul of Watcher (see page 66). The insane orc believes these atrocities will reawaken the true orcish nature.

Heroes openly wandering the streets are attacked by an orcish vigilante mob (five orcs per hero). After five rounds, a squad of 30 drakin militia arrives to break up the riot. Arrested characters are charged with causing a disturbance and fined 300 cogs each after a brief (and unfair) trial.

❧ **Orcs (5 per hero):** See page 159.

❧ **Drakin militia (30):** Use island militia stats (page 155), add the Small Hindrance.

A TORTURED SOUL

The only way of luring the killer into the open is with bait—a lone orc. The drakin authorities have already tried this without success, leading orcs to suspect a conspiracy. Heroes without orcish contacts can hire a suitably suicidal orc, named Ulak, for 100 cogs a day.

In fact, there is no conspiracy—Orcbane uses the bound souls of his previous victims to detect all around, allowing him to evade capture and seek further victims. The heroes

have been unknowingly aided by Light-bringer in their hunt—the void masks their presence.

After several days without luck, Orcbane finally takes the bait, attacking from an alley with The Drop. Each hero must draw a card—the value of the card is the number of inches they are away from the attack. Orcbane does not retreat or give quarter and concentrates his attacks on his victim, while the bound spirits fight off any would-be attackers. If the battle lasts for ten rounds a squad of six drakin militia joins the heroes.

❧ **Orcbane (1):** See page 171.

❧ **Bound spirits (10):** Treat as ghosts (see page 149).

❧ **Drakin militia (6):** Use island militia stats (page 155), add the Small Hindrance.

Orcbane turns into a female glowborn once defeated. She smiles, despite the pain of her wounds.

"Thank you. I thought the hell I inhabited before was bad, but...but it was nothing compared to sharing a body with such a beast..."

She then dies with a serene smile, then vanishes, leaving only the evidently ancient armor she'd been wearing.

AFTERMATH

Soulhide, Watcher's ancient hide armor, grants +3 Armor, weighs 12 lbs, and bestows the Berserk Edge upon its wearer. The wearer also commands the ten bound thrall souls. They refuse any violent orders (they are too traumatized by Orcbane's commands), but willingly serve as crew aboard ship. Ghostly crew are immune to Crew Critical Hits.

The armor is a manifestation of Watcher, who is cowed, but not defeated. A berserk hero wearing Soulhide must make a Spirit roll or have his Smarts permanently reduced by one step. Reducing Smarts below a d4 allows Watcher to possess the hero. The doomed hero transforms into Orcbane, becoming a GM controlled NPC, and flees to continue his mission—he must be tracked down and defeated again to regain the armor.

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THE IRON CITADEL

Where: Any tavern.

When: Run this scenario after the heroes have retrieved a second artifact, but before they seek the third.

In the tavern, the heroes notice an unkempt human with white streaked hair and plenty of coin drinking from an iron tankard, which prominently bears the symbol of Oceanius (see page 96). Drinking heavily, he regales passersby with his tale.

"Here the sad tale of Samar, his scavenging band, and the doom they found in the Iron Citadel.

"My scavenging crew heard rumors of a mother lode somewhere in the Star Crater ruins.

"Searched for days we did, finding nothing. Then Natalia got caught in a rock fall uncovering a door. Behind the door, everything was iron—the floor, the walls, the chairs and tables, even the plates. We should have realized nothing could ever be this easy, but we were foolish.

"Jon heard it first—a screaming burrowing into your skull and making your brain ache. Then creatures I call maulers, terrible headless creatures with mouths on the ends of their arms, attacked and tore my mates apart in front of my eyes.

"How I escaped I dunno, but I did, taking with me a few trinkets I had gathered. I ain't been back since, but with fellows like you to help me we could become richer than our wildest dreams."

Samar wants revenge and is consumed with greed. He sees the heroes as a chance to redeem himself. If asked, he confirms his tankard came from the ruins.

🗡️ **Samar:** Use the stats for a veteran pirate but remove the Mean Hindrance. Samar has Haul level salvage.

DOORWAY TO HELL

Arriving at the Star Crater, Samar leads the heroes deep into the ruins, eventually stopping before a constructed wall. Samar claims the wall was not here before—he remembers a heavy door embossed in gold. The wall has a Toughness of 12 and can only be damaged by blunt weapons. If the heroes had the foresight to bring suitable tools, they can take down the wall with a few blows. Otherwise, after five attempts at smashing the wall, they have to make a Vigor roll with every subsequent attempt or gain a Fatigue level, which can be removed with five minutes rest. Rubble from the wall provides Goods level salvage.

Beyond is a square chamber measuring 10 yards to a side, with voidglow leaking from between the bricks of the far wall. A damned golem stands in the center of the room, covered in flayed skin. A bearded face, similar to Samar's, is pinned to the center of its torso. Horrifyingly, the face opens its eyes and starts to scream.

Samar fails his Guts roll and immediately rolls on the Fright Table with a +2 penalty. The golem does not pursue attackers, but defends the far wall to the full extent of its abilities.

The far wall is an illusion covering a portal into Hell. Anything placed against the wall causes the illusion to ripple like a pond. Testing with a hand causes a momentary sensation of great heat, but no lasting harm.

Anyone entering the wall is surrounded by voidglow. Companions cannot be seen, and there is a definite sense of movement toward an unknown destination. The heroes can't turn back and are unable to keep track of time as they travel—during this journey they are forced to relive every wrong ever done to them, however slight. They gain two levels of glowmadness, each resisted by a Spirit roll. Eventually they are overcome by tiredness and lose consciousness.

The heroes come to, lying on an iron floor at the foot of an iron statue, a likeness of a huge demon, its fanged mouth streaked with blood-like rust.

🗡️ **Damned Golem (1):** See page 140.

SAVAGE TALES

ARRIVAL HALL

This unpleasantly warm room is dimly lit by a ruby red light from a large shuttered window. The only sound is a low, insistent buzzing with no obvious source.

Everything here is made from iron—the walls, the single door, the floor, even the vaulted ceiling has iron beams bracing it. The room is empty apart from the fearsome statue—10 foot tall, with a bloated iron belly. Large serrated teeth fill its bestial muzzle.

If somebody opens the shutters, read the following:

A cracked and parched landscape stretches as far as the eye can see, below a sky swirling with blood red clouds. The low buzz becomes clearer, a gasping choking scream, as if a million people are crying out.

One of the red clouds suddenly changes direction, moving against the wind towards the citadel, its color deepening visibly. It explodes in a downpour of blood.

The downpour has torn a hole in the clouds, through which shines a light filling your hearts with hope, a light like none you have never seen before in the constant glow of the void. The source of this light is a globe, existing despite all this hellish place can throw at it. It calls to you, Home.

All heroes witnessing this must make a Guts roll at -2. If a player grasps the truth and states they are in Hell and the globe is the Sundered Skies—effectively a bubble in Hell—the penalty is increased to -4.

FEASTING HALL

Beyond the door is a hall 20 yards wide, stretching in both directions as far as the eye can see. Banners with demonic designs, some which seem to twist and change, decorate the walls. A large iron table set with iron cutlery, plates and goblets runs the length of the hall.

Heroes making a successful Notice roll hear a distant sound of many snarling beasts. If Samar hears this sound, he must make yet another Fear roll. The maulers are coming!

The heroes have five rounds to prepare. The table cannot be overturned (it's far too heavy), but chairs can be used to barricade the Arrival Hall doorway. Each chair takes Strength d8+ to move. Four provide the equivalent of Light Cover, eight gives Medium Cover.

The maulers are very ferocious, attacking wildly with no thought for their own safety. Once they are dealt with, the heroes can start exploring the citadel and collecting salvage.

Maulers (5 per character): See page 157.

Treasure: The plates, cutlery and goblets on the table are worth several Mother Lode rolls on the Salvage Table. Let the heroes carry as much as they wish, taking into account encumbrance.

JOURNEY THROUGH HELL

As the heroes are deciding which direction to travel, they are assaulted by a painful psychic scream.

"YOU ARE HERE... Thank the heavens. I don't think I can hold out for much longer... Your world is in terrible danger... The Soulshield is weakening and HE will regain his power... I need your aid... Hurry!"

As they recover, the heroes become aware of a presence somewhere within the citadel. They have no idea how to reach it, but they do know *where* it is. Reaching the presence takes five hours of walking and backtracking. A successful Tracking roll reduces this time to four hours, or three with a raise.

The citadel is a dangerous and unpredictable place, and the environment changes with no warning whatsoever. Food and water spoils and rots, even in the stomach, traps suddenly rip, tear or burn with acid, and such like.

After every hour of travel through the citadel except the final hour, each player must draw a card from the Action Deck. If

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they draw a face card then they must roll on the table below. Shuffle the deck after each encounter.

d10	Effect
1	Demonic dehydration
2	Gut rot
3	Death trap: Sparse
4	Fire
5	1d10 maulers attack
6	Death trap: Thick
7	Lava wave
8	Extreme heat
9	Bloodfly swarm
10	2d10 maulers attack

Demonic Dehydration: The character must make a Vigor roll at -2 or become so dehydrated her skin actually cracks. The character takes 2d8 damage and suffers a Fatigue level.

Gut Rot: The food in the hero's stomach rots, inflicting 3 Fatigue levels (this can lead to death). The victim may make a Vigor roll for each level to negate it.

Death Trap: The heroes are surrounded by deadly traps. Spinning blades pop out of the floor, gargoyle statues start spitting acid, or maybe demonic faces appearing in the floor biting at the heroes' feet. Try to be imaginative in describing these perils.

Run this encounter as a collision hazard (page 152) but halve any damage. The heroes use Agility rolls to avoid the traps. If two players both draw a death trap in the same hour, then the length of the hazard is dictated by both their card draws, and the hazard is classed as Thick.

Fire: The character suddenly bursts into flames, taking 1d10 damage each round until the flames are put out. See the rules for Fire in the *Savage Worlds* rulebook.

Mauler Attack: A great swarm of maulers ambushes the party.

Lava Wave: Molten lava boils up through the floor plates, becoming a wave which chases the characters. Use the Chase rules in the *Savage Worlds* rulebook. The Range Increment at the start of the chase is 1". The lava moves at a Pace of 13" per round (so it has a +1 to its rolls against characters with a

Pace of 6 or lower), and has an Agility of d6 for purposes of the chase. It vanishes after three rounds, seeping back through the floor again.

Heroes fleeing from the lava must navigate a sparse obstacle field (see Obstacles in the *Savage Worlds* rules), using their Agility instead of Driving. Failing an Agility roll causes them to trip and fall, and halves their movement for one round.

The lava does 3d10 damage if it catches a character, but then ceases to exist for him. The lava is a magical manifestation of demonic hatred.

Extreme Heat: The iron upon which the heroes stand becomes red hot inflicting 2d8 damage. The increase in heat is gradual and the characters can attempt to avoid the damage by finding another route, but this adds another hour to their journey.

Bloodfly Swarm: A bloodfly swarm engulfs the party (page 140).

SOULS IN THE WALLS

The final hour of travel is through a maze of mirror-like iron corridors. Those looking at the reflections see their companions giving them dirty or calculating looks behind their backs, even occasionally going so far as to gesture obscenely.

Eventually, the mirrors become translucent—thousands of bodies have been crammed into the spaces behind the walls. The heroes can hear them moaning in pain and pleading for a release.

Breaking the walls is no easy task. They have a Toughness of 12. Each time a wall is struck it reverberates like a huge gong.

Three rounds after the first wall is struck, a horde of maulers (three per character) investigate. They are reinforced two rounds later by spined brutes and grotesques (one of each per character) led by an invisible Swarm Mage. It spends a round observing the battle, *boosts* its Fighting skill, and attacks from surprise.

Breaching the walls releases the souls trapped within. White light, containing faint images of laughing faces, fountains out of

the breach and disperses into the air. Any demon Extras witnessing this are automatically Shaken.

☛ **Swarm Mage (1):** See page 163.

☛ **Spined Brutes (1 per hero):** See page 163.

☛ **Grotesques (1 per hero):** See page 152.

☛ **Maulers (3 per hero):** See page 157.

THE FALLEN ANGEL

Eventually, the heroes descend a twisting dark stairway, hundreds of feet long.

The last few steps are sticky with blood. At the foot of the stairs stands a shining, skin covered door. The presence they felt earlier is directly behind the door.

The door opens into a torture chamber 40" wide and 100" long. A naked humanoid creature is strapped to an infernal iron rack in the center of the room. This creature could once fly, but only scarred stumps jutting above its shoulders remain. It has been partially skinned, revealing muscle and sinew. Dozens of wicked looking needles drain the creature's vital fluids into large iron tanks.

If the heroes approach, needles rip free from the creature's flesh and rake at them. The needles have a Fighting skill of d6, inflict d6 damage, and up to 6 can attack each hero who comes within 6" of the rack.

If the heroes cut the creature free it bathes the heroes in a pulse of light, transporting them back to the arrival hall. Each hero making a successful Vigor roll (ignoring damage penalties) heals one wound.

BACK TO THE VOID

The arrival hall remains exactly the same as when they left it. The creature addresses the heroes telepathically.

"I am Jophiel, one of the Celestial Lancers. The demons use my blood to open their gate into your world, pouring it into this statue's dreadful maw. My last act will be one of gratitude and sacrifice. I give you the knowledge needed to save your world and return you there."

"Your world was originally called Heartland, and was created to imprison the heart of a Demon King who has the power to destroy all of creation, and rework it in his own image. His heart, which must never touch earth or stone, spun at Heartland's core. His mortal worshippers were punished, stripped of their souls, and bound into a Soulshield, to hide Heartland from his searching legions. Five special souls, each willingly donated by a mighty hero, cemented the shield and held it in place."

"Enough time passed for even gods to grow complacent. The war, when it came, surprised us all. Gods, angelic hosts, and mortal armies rallied to the cause, and fought a final battle. Eventually we threw the demonic borders back, sealing the portals they had created. But their attack was only a feint."



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"While these battles raged across Heartland, demonic sorcerers, in a desecrated temple, worked their terrible craft and completed a profane spell sucking Heartland into Hell.

"Reacting to the nearness of its comatose body, the heart spasmed and sundered the world. Only shards survived, orbiting the heart at the center of a vast void. The Soulshield held, and the Goddess of Love surrendered her eternal life to bolster it, preventing the armies of the abyss from retrieving their prize.

"The gods within found they could not escape the Soulshield and were trapped within this strange new world. But even gods can't resist the influence of the abyss. The Lord of Oceans, bereft from the element that defined his existence, slowly went insane becoming the god you call Lightbringer. He amplified the warping effect of the abyss, creating the voidglow.

The ghost of the Goddess of Love, unable to escape the Skies even in death, gathered up the unquiet spirits of those who perished in the Sundering. Over time she became the goddess of the undead, who you know as the Rotting One.

"Millennia later, something is going wrong. The five souls have been stolen from their rightful places, fatally weakening the Soulshield. Demons are influencing events within your world, and will eventually destroy it.

"You have already recovered two of these souls, for each is imprisoned in a relic. You must recover the remaining three and restore the shield.

"Remember all I have said and be strong. I gladly go to my death knowing I have given creation the faintest sliver of hope. It may take some time for the portal to open. I wish you luck!"

Jophiel drags itself over to the statue, and impales its hand upon the statue's teeth, blood filling the mouth and pouring onto its belly. The angel slumps, kept upright by its impaled hand.

BATTLE OF THE DAMNED

With no immediate way out, the heroes can do little but pray while the citadel shakes and shudders around them. The strain proves too much and the outer wall of the hall collapses out onto the plain.

A group of damned soldiers equal in number to the heroes clambers over the rubble and attacks.

This small group is only a vanguard of a much larger force. Thousands of soldiers make their way towards the wreckage and the heroes. There is no sign of the portal opening soon, the heroes are in a hopeless situation, and they lack the numbers to defend themselves from such a horde.

Let the heroes make whatever preparations they can and then, just when all seems lost, offer them some hope in the form of the spirits released earlier from the walls (if any).

These souls, hungry for some vengeance against their tormentors, materialize in ranks around the heroes. If the heroes didn't release any souls from the walls, they will be quickly overrun and killed by the vast demonic army. As the last hero dies, the portal opens as described below.

Use the Mass Battle rules. The forces of hell have ten tokens and the heroes only six. The damned soldiers are led by a black general who has a Knowledge (Battle) skill of d10. The heroes have a minor terrain advantage, giving their enemy a -2 penalty. A different player should roll each turn unless a character has the Knowledge (Battle) skill.

If the heroes reduce the demons to five tokens, the black general decides to deal with them personally. Effectively, the battle goes on hold until the demon is dealt with. Should the general be slain, the demon horde rolls a d4-2 Knowledge (Battle).

👹 **Damned Soldiers (1 per hero):** See page 141.

👹 **Black General (1):** See page 139.

After six rounds of battle, Jophiel's blood opens the portal. The heroes (dead or alive) and any surviving released souls are drawn into a tunnel of light. Sometime later, the heroes awaken in the Star Crater. The way to the Iron Citadel has been closed forever.

AFTERMATH

Any attempt to collect salvage from the citadel nets salvage worth 20,000 cogs. The salvage they piled up is drawn into the portal with them. Each surviving hero absorbs one of the released souls and may automatically take a free Edge for which they qualify.

Dead heroes are returned to life, but still suffer any permanent injuries.

Jophiel's soul has also returned with the heroes. It possesses their ship's waysphere, causing it to shine with a golden light. The possessed waysphere bestows the Ace Professional Edge on the captain of the ship, but only when he is on the ship. The waysphere can be transferred between ships, taking a week to attune itself to a new vessel.



Where: Aria (see page 68).

When: Run this Plot Point after the heroes have spent some time exploring the ruins.

The heroes hear sweet music from within a nearby ruined temple of Festival. This music removes all of their Fatigue and glowmadness Levels—it also increases their Spirit attribute by two steps for the next 25 hours.

Investigating, they discover a manifestation of Festival, dressed in spotless bardic garb seated upon a throne, and playing a lute. This being appears to each hero as the ideal of their species. A wildling sees a female elderly elf and a glowborn sees him as a member of an unknown race with characteristics of both dwarves and humans.

Festival greets each hero by name. He then creates a great feast for them. Much of the food is strange to the heroes, but tastes wonderful to their uncultured palate.

"Welcome, Friends! Forgive the meager meal, it has been a very long time since I had guests. Please, eat your fill!"

During the meal, Festival questions the heroes about the important events in their lives and recounts some of their adventures, though with errors. He is aware of them through tales told by his muses, but apologizes for the errors, explaining some of the more inexperienced songpriest's embellish their tales. This is said with a piercing glance at any songpriests present.

He evades questions about his appearance to glowborn and wildling heroes, stating they cannot be ready for those answers yet, or they wouldn't have asked.

Festival knows what they seek—the harp of Balladeer—which currently lies within the ruins Lightlord, the voider high priest, uses as a lair. Festival accompanies them on their mission.

Before they embark on their trek across the isle, Festival has a gift for them—a crystal pendant pulsing with shifting colors. He tells them it is a gift for his brother, the Battlelord. They must give it to him when they get the chance. See **A Call to Battle** (page 108).

THE JOURNEY

During the seven hour journey, Festival points out individual ruins, telling the heroes of the revelries that took place within. These stories are so powerful they cause spectral manifestations to appear. The ruins are seen in their previous grandeur and revelers can be heard within. Alarmingly, Festival interacts with these phantasms as if they were real—a hint he is losing his grip on sanity. A successful Notice roll spots momentary cracks are appearing in the gods flesh and clothing, which shine with voidglow.

Eventually, Festival points out a ruined fortress and tells them the harp they seek lies within its great hall. As the god strides toward it, a large glowing rent fissures across his back. The heroes must make a Fear check. Festival panics, ordering them to run for their lives, and sprints away.

SUNDERED SKIES

As he runs, the fissures multiply and he grows in size, eventually becoming a 200 foot high shining figure. Melodic shrieks of agony and madness are heard as he dances away from the heroes, causing further devastation to the ruins of Aria. Hordes of voiders pour from the fortress, pursuing him. The deafening shrieks of the god and the chants of his pursuers fade into the distance.

The Fortress is now virtually abandoned, only the Lightlord and his glowmad bodyguards remain.

🔮 **Lightlord:** See page 171.

🔮 **Thwaak the Ogre:** Treat as an ogre (see page 159), but add Brawny, Improved Frenzy and Improved Sweep Edges.

🔮 **Blinded (10):** See page 139.

🔮 **Ragers (5):** See page 162.

📦 **Salvage:** The hall contains salvage equal to a Haul roll. Lying unnoticed amongst the ruins is an ornate harp, the relic the heroes seek.



The harp allows a songpriest to make one of the following spells permanent, by animating and playing the tune originally used to maintain the spell: *armor*, *boost/lower trait*, *deflection*, *god-touched*, or *speed*. The songpriest must know the spell, and it only ever affects him.

The songpriest makes a Faith roll, and the harp forever uses that result to power the spell. A priest who fails to cast the spell may try again until he succeeds.

If the songpriest ever draws a deuce from the action deck (even if the card is then discarded), the harp is affected by one of Festival's mad dances, reversing the spell effect. For instance, a character with a *boosted* trait would find the boost cancelled and the trait *lowered* by one or two steps instead (depending on the potency of the permanent spell). This negative effect lasts until a Joker is drawn (by any player), when the true power is reinstated.

FESTIVAL RETURNS

Just as the heroes sight their ship, they hear an almost ultrasonic screaming. Looking back, they see what appears to be a whirlwind moving towards them across the ruined landscape. Festival has returned and the heroes are directly in his path.

The heroes are 30" away from their ship and must outrun the insane god. Festival travels towards the heroes at a steady rate of 8" every turn plus a d6 running die, which can Ace, (he is insane). He starts the chase 18" away from them. The heroes must succeed at an Agility roll each turn or stumble and be unable to run. A hero within 3" of Festival is pelted by the debris of the god's mad dance and takes 3d6 damage. If the god and the hero are within 1" of one another, this damage increases to 4d6. The heroes are safe once they reach their ship.

AFTERMATH

Heroes who conversed with Festival may now take Arcane Background (Miracles) as a level up, if they so wish. They may only become songpriests, however.

THE DAMNED DWARF

Where: Anywhere.

When: Run this Plot Point when the heroes come into possession of a dwarven ship.

Two days after the heroes take command of the ship, *Stonesplitter* appears and gives chase. Kinslayer plans to board the vessel and execute her crew.

KINSLAYER'S GALLEON

Stonesplitter is a huge steam galleon. From its rails hang undead dwarven heads that howl curses and warnings. A huge pointed metal ram juts from the prow of the ship.

Kinslayer leads any boarding party, intent on personally killing the dwarves aboard.

Acc/Top Speed: 3/14; **Handling:** -3; **Climb:** 2; **Toughness:** 22 (6); **Crew:** 30+40; **Guns:** 16
Notes: Heavy Armor, Ram (AP 4, halves any damage sustained when ramming)

Weapons:

- * 16 dwarven cannons (20 rounds each)
- * Dragonbreath (20 rounds)
- * *Stonesplitter's* ram is enchanted to ignore 2 points of metal-clad Armor.

Special Abilities:

- * **Undead Heads:** The howling heads of Kinslayer's victims are terrifying; heroes must make a Guts roll at -2. Dwarves Panicked or Shaken by this roll suffer a -4 to their Spirit rolls to recover.

KINSLAYER'S END

When Kinslayer is Incapacitated, do not roll for additional effects. Instead the golem shudders: a grinding sound comes from within. Kinslayer gives a scream of rage, which becomes a hearty laugh.

"My friends, you have released me from a hell beyond imagining. Back away: this foul prison is about to explode most spectacularly."

The next round, Kinslayer explodes in a Large Burst Template doing 3d6 damage to anyone caught in the blast. A demonic form

coalesces from the smoke, hisses hatefully at the heroes, and dissipates. Whisperer has been released from the golem.

Stonesplitter was maintained by his will, and the ship disintegrates once the demon departs. Kinslayer's surviving crew surrender at once, but the glowmad fight to the death.

☞ **Kinslayer (1):** See page 169.

☞ **Dwarven pirates (40):** (Use pirate stats on page 161, but with Vigor d8, Toughness 7, and Pace 5")

☞ **Blinded (10):** See page 139.

☞ **Earthbane (1):** See page 145.

☞ **Ogre (1):** See page 159.

☞ **Salvage:** The remains of Kinslayer's body are equivalent to Haul level Salvage.

The Hammer of Bagor is the vessel for Kalin Broadblade's Soul. The hammer gives the wielder +1 to Parry and Fighting. What's more, it bestows the Mighty Blow Edge on a King, Ace or Joker, but at a price. The hero takes half the Mighty Blow damage inflicted.

AFTERMATH

The heroes are the champions of Deepsky. They can count King Bloodaxe as a friend, and never pay for anything in Deepsky again.

■ **Within a Blood Red Sky (page 114):** Releasing Whisperer allows him to find the demon king's heart, hastening the invasion.

SAVIOR OF THE ELVES

Where: Heartland (see page 70).

When: Run this Plot Point if the heroes gain access to the Fleshforge below the Leaford.

The Fleshforge is a chamber beneath the roots of the Leaford. The dark earthen roof is riddled with tendrils, some hanging down into the chamber. Many end in opaque throbbing, fleshy seedpods; figures can be seen struggling within them.

In the center of the chamber is a translucent raven-headed staff. This staff remains ethereal until one of the soul-bound artifacts is brought into close proximity. The heroes are then engulfed in a blinding white light.

SUNDERED SKIES

When their vision returns, they are standing in a featureless chamber. Raven, the elven Soul, appears before them as an ancient, but beautiful, priestess.

Raven relates her story (paraphrase the information found on page 65). She then tells them they have it within their power to tip the balance in her favor. If the heroes can make a good show of themselves and distract Leaflord—she might finally defeat it. With the demon defeated, and her people freed from its influence, she will return to her place in the Soul Shield.

Suddenly, the heroes find themselves back in the Fleshforge, but now they are surrounded by fleshforged doppelgangers of themselves and every other hero who has been a part of this campaign, living or dead.

DOPPELGANGERS

The weapons and armor of these foes are fleshforged—disgusting formations of flesh and bone. For instance, a doppelganger of a character using a rapier and buckler, may have one arm ending in a long bone needle and the other warped into a solid bone shield. A hero with a bow who also uses two swords in a Florentine style, might face a doppelganger with four arms—two bone swords and two which form a complicated bow-like device.

The doppelgangers have all the Edges, Hindrances, and arcane powers the heroes do, including any bonuses their gear has. The only items not duplicated by the Fleshforge are the five relics, including the raven staff, collected by the heroes. The doppelgangers of heroes taking part in this adventure are all Wild Cards and are linked by the Common Bond Edge. The rest are Extras.

Facing their doppelgangers forces all the heroes to make a Guts roll with a –1 penalty, or roll on the Fright Table.

AFTERMATH

If the heroes succeed in defeating their doppelgangers, a stunning psychic scream is heard throughout Heartland. Cracks and groans can be heard as the Fleshforge starts to collapse. Slowly, the Leaflord disintegrates. A Notice roll detects traces of it flowing away from Heartland into the void.

The destruction of the Leaflord suddenly releases the elves from its corrupting influence. Ferals become confused, elves lose their Plant Heritages, Oakthorn armor and weapons decay, and elven priests lose their miracles—these were demon-bestowed. If the elven Civil War has begun (see page 133), the boughbreakers seize the initiative and quickly declare themselves the victors.

Many leafwardens attempt to commit suicide, unable to come to terms with the fact they worshipped a demon lord, but the true Wild proves to be a forgiving and benign god. Boughbreakers are unaffected by the changes sweeping their brethren. Wildlings and ferals are treated with a fragile, almost fearful, politeness by elvenkind everywhere.

Aethor, leader of the boughbreakers becomes the new elven leader, though there are no victory celebrations. The elven nation has only just started upon the very long road to healing their terrible wounds.

The raven staff allows the holder to reduce the cost of *healing* and *greater healing* spells by one Power Point for each raise rolled on the Faith skill, to a minimum of zero.

A CALL TO BATTLE

Where: Anywhere.

When: Run this Plot Point after the heroes recover the last Soul and start to wonder what to do with them.

PURIFICATION

Jophiel, the angel from the Iron Citadel, appears in a ghostly form and reveals that before the four souls of Whitefire, Watcher, Balladeer, and Broadblade can join with the soul of Raven and point the way, they must first be cleansed of the taint of madness, death, and demonic influence.

The items must be taken to Bridgeways and Plenty to be washed clean.

On each isle, the goddesses manifest as beautiful elemental maidens, command the heroes to hold the five Soul receptacles aloft, and purify them in either a deluge of water or a massive windstorm, as appropriate to

the isle. This should be terrifying and seem deadly, but the heroes feel no fear and in fact are never in any danger.

THE GATHERING STORM

After the purification, the Souls must be replaced into the Soulshield. The five Souls meld, allowing them to pool their knowledge and probe the Skies with their senses. Each Soul still resides in its relic, providing the heroes with their benefits.

Communicating telepathically with the bearers of the receptacles, the Souls inform the heroes they have located the Demon King's heart, deep in the uncharted void, and have attuned the heroes' waysphere to it. Only through the heart can they return to their posts, but the heart beats again, further weakening the Soulshield as souls are thrown off screaming into the Abyss. A portal has been created, allowing a horde of demons to marshal. An army must be gathered to resist the invasion and save the Skies.

The situation must be explained to the ruler of each major isle and their aid must be sought. The heroes must visit as many isles as possible, plead their case, and secure support for the battle to come. The heroes are in the unique position of having befriended or assisted many of these rulers, so on those isles they are likely to be greeted favorably. Elsewhere, their reception is less warm. The ways of war are unfamiliar to most in this day and age. If the heroes are not owed a favor by the ruler, they are refused help and turned away. It should become apparent to the players that they need a more convincing argument. If no player thinks of it, the Souls instruct the heroes to summon the Battlelord from his self-imposed exile. Only he can rouse the inhabitants of the Skies to defend themselves again the demon horde. Now is the time for such a god.

The heroes possess a gift for the Battlelord given to them by Festival himself (see **The Mad God**, page 105), and now they have a reason to seek out the god. The heroes must travel to Firsthome and attempt to attract the his attention in The Call.



THE CALL

The Cracked Shield is more than happy to accommodate the heroes' request, and arranges a special combat. One warpriest enters the combat for each hero. However, *another* warpriest maintains spells on each clan combatant. Damaging spells other than *smite* are banned from the combat, as is *puppet*. Using these spells, or purposefully targeting the support priests, forfeits the match. Orcish healers are on hand to quickly attend those who fall in honorable battle.

The orcs chosen to fight the heroes each have a *weapon ward* against a particular hero's favorite weapon—the heroes are famous, and their weapons of choice are common knowledge. Each clan priest enters the battle with *quickness* and *smite* cast upon them. The latter is cast by the priest himself and isn't maintained, but the former is maintained by his support. Other spells may be cast as the battle progresses. The support priest does not attempt to *lower* the traits of the heroes, but the combative priests certainly attempt to do so.

SUNDERED SKIES

When the first combatant falls, a piercing wind sweeps across the arena, clearing the throne of its cobwebs. Once the second combatant falls, the throne starts to glow. Only once the third combatant has fallen does the Battlelord appear—a twenty-foot tall orcish warrior, perfectly muscled, and clad in battered yet serviceable armor. His presence drives all combating warpriests—including warpriest heroes—into a berserk fury. He watches the end of the battle intently, but without emotion.

Heroes who are victorious in the combat may take the Arcane Background (Miracles) Edge when they level up, if they so wish. They can only learn powers appropriate to warpriests, however.

🔮 **Orcish Warpriests (1 per hero).** See page 159.

AFTERMATH

Once the combat is over, the heroes, whether they won or lost, can approach the throne. The Battlelord listens to their story with interest. It is obvious that he trembles with a barely constrained rage. If they ask him to join the armada, he angrily refuses, for once he leaves this island, his rage will consume him.

If the heroes present him with Festival's gift, he snatches it from them, crushing the crystal into dust. This releases the sweetest song the heroes have ever heard, which is absorbed into the Battlelord's flesh. The god relaxes, at peace for the first time in eons.

The Battlelord's rage has been quelled. He orders the orcs of the Cracked Shield clan to travel throughout the Ice Isles, calling the orcish hordes to ready for battle once again. To the heroes he presents the Horn of Battlelord, an ornate hunting horn that will summon him from anywhere in the Skies when the time is right. He instructs the party to return to the rulers of the Skies and gather their armies. He will return to his citadel to await his summons.

The once-reluctant rulers recognize the Horn for what it is and become willing allies once they hear the Battlelord has pledged his support. The heroes can gather their forces for the war to come.



Where: The Void (see page 78).

When: Run this Plot Point when the heroes have gathered their forces to defend the Skies from the demon horde.

A huge host of ships and dragons gathers—even the Bright Cabal join this armada, for if the Soulshield falls even they are doomed. Once complete, the armada embarks on its great voyage, with the heroes' ship at its prow, for only their waysphere can find their destination.

The armada is too large to be troubled by the normal dangers of traveling through the void—drakes and pirates flee rather than confront it, and powerful Providers and windpriests negate the dangers of thirst and windstorm. However, it is very possible internal conflicts will arise. Maybe an attack is launched upon the Bright Cabal ships or an infamous orcish war raft. There could be at least one murder attempt upon the heroes by a godshifting traitor.

After a three-month voyage, a long, thin, black cloud stretching as far as the eye can see is spotted ahead—beyond it something indistinct yet massive can be seen. As the distance is closed, this proves to be a demonic horde ranged before a mountainous, beating, scaly heart. Demons fly between thousands of galleons constructed from corpses. The armada is dwarfed by this fleet of the damned, and cannot hope to prevail in battle.

A council of war is called. It goes badly, for morale is very low. Retreating from the heart and preparing the islands for battle is seriously discussed. The Skies are doomed either way, but retreat means a few extra months of life. Just when all hope seems lost, Jophiel appears before the council.

"Five wounds exist within the heart. Healing each one returns a Soul to the Soulshield. The beating of the heart will kill a mortal instantly. The gods themselves must be summoned for only they have the power to quell it."

The dispirited council turns to the heroes for guidance. The best plan would be for the armada to launch an assault, led by the

SAVAGE TALES

Battlelord himself—engaging the mass of the demons directly. A small force of heroes and high priests can then approach the heart, avoiding the battle, where the priests can summon their gods. If the players can come up with this plan or some variation, so much the better, but be prepared to give them hints via Jophiel if necessary.

THE APPROACH

Sounding the Horn summons Battlelord at once and raises the morale of the armada sufficiently that the assault begins. Led by the fearsome god, the armada launches its attack. The heroes' ship must weave its way through the vast battle. High priests of the Artificer, Lady of the Winds, Lifemother and the Rotting One stand on the deck, beseeching their deities for aid.

Just as it looks like they have made it through the melee, a demonic galleon heaves to, blocking their way. Its hull is formed from the corpses of the damned, and a demon inhabits the very sinews of the ship, animating it. Its guns fire flaming skulls and maulers crowd its decks.



DEMONIC GALLEON.

Acc/Top Speed: 2/12; **Handling:** -2; **Toughness:** 20 (4); **Crew:** 70 maulers; **Guns:** 16

Notes: Heavy Armor, Ram (AP 4 and halves damage sustained when ramming)

Weapons:

- * 16 cannons (unlimited ammo)

Special Abilities:

- * **Wild Card:** The galleon is a Wild Card. It has Boating and Shooting skills of d10 and the Ace Edge.
- * **Regeneration:** The ship absorbs the corpses floating in the void. Each turn the ship rolls a d6. On a 6, it heals a wound. It cannot do this if it takes four or more wounds.

The galleon is not committed to stopping them from reaching the heart. After all, what possible harm could they do? The ships begin at medium range (3 range increments), and to evade the galleon, the heroes' ship only needs to get five range increments away rather than ten (see Chases in *Savage Worlds*). If the ship is boarded, the high priests must

be protected while they concentrate on summoning their gods. Each high priest has an experienced priest who acts as a bodyguard for their master. Once the demonic galleon has been dealt with or evaded, the exhausted high priests complete their summonings and collapse.

Once summoned, the Lifemother bathes the heart in a healing balm, calming its tremors. The Lady of the Winds fills it with an enormous pressure to prevent it contracting. The Artificer binds it in steel spans to stop it expanding. Finally, the Rotting One takes the form of an undead dragon and circles the heart, destroying any demons that come too close.

The heroes can now safely enter the heart of the Demon King.

FIRST CHAMBER

The first chamber is cathedral-sized, with firmly closed iris-like valves leading to chambers below and alongside. A huge, bleeding wound can be seen on one of the scaly walls, 4 yards above the floor.

Balladeer's harp, recovered at Aria, glows when brought within twenty feet of the wound, increasing in brightness the closer it gets. If the harp is touched to the wound, Balladeer's soul pours from the harp into the wound knitting it together. The harp stops playing, and the permanent spell the harp maintained ceases.

As the heroes try to get one of the irises to open (a solid blow with a weapon suffices), the heart spasms, contracting slightly. The heroes are thrown around the chamber like rag dolls, taking 4d6 damage. A successful Agility roll at -2 avoids all damage.

SECOND CHAMBER

This chamber is similar to the first, though the wound is positioned differently. The hammer of Bagor, taken from Kinslayer, glows in the same way the harp did in the previous chamber. Before the hammer can be laid against the wound, however, a wraith emerges from the wound. A Common Knowledge roll recognizes it as the being released from Kinslayer's golem. It is Whisperer, the demon of corruption.

SUNDERED SKIES



Whisperer can possess heroes by making an opposed Spirit roll against them. If successful, he totally controls the hero, using all that hero's stats, but keeping his own Spirit of d12. A possessed character has a visible circle of voidglow on their forehead and can make a free opposed Spirit roll each round to evict the demon. Having been trapped within one body for so long, Whisperer revels in his ability to possess the heroes, rarely spending more than two rounds in one body before leaping to another.

Whisperer is totally invulnerable to attacks (though his host is not). He can only be defeated by containing him. Empty Soul artifacts coming within 6" of a possessed hero glow with soft golden light and placing Baladeer's harp or Bagor's hammer (if its Soul has healed the wound in the heart already) against the glowing forehead of a possessed hero can contain Whisperer. To do so requires a Called Shot (to the forehead at -4).

The item—now empty, where once a powerful soul dwelt—sucks the demon out of the hero's body and traps it.

Once the hammer is used to repair the wound it loses all of its magical abilities.

🐉 **Whisperer, Demon of Corruption**

THIRD CHAMBER

A huge dragon-like demon waits, positioned between the heroes and this chamber's wound. The firearm transformed on *Soul-flame* repairs the wound in this chamber.

🐉 **Dragonbane:** See page 168.

FOURTH CHAMBER

The flesh of the fourth chamber has been transformed into something resembling a forest, the scaly skin of the heart twisted into huge fleshy tree-like constructs. The largest of these, over two hundred feet tall, is the Leaflord itself.

The wound in this chamber is contained within the body of the Leaflord. Raven's staff transforms into a spear as the heroes enter the room.

🐉 **The Leaflord:** See page 170, but with a new Weakness, caused by the proximity of Raven's staff.

Weakness (Wound): The wound in this chamber is contained within the very form of the Leaflord. The wound is 7" high and can only be hit with a called shot at -6. The spear heals the wound, slaying the Leaflord instantly.

THE LAST WOUND

The final wound doesn't actually become apparent until the other four have been healed and the heroes leave the heart. It takes the form of a huge gash in the void, which shines with a hellish light. The heroes can see all around them the desperate battle raging outside the heart. Any hero within 6" of the wound must make a Spirit roll every round or gain a glowmadness level.

The heroes might expect Orcbane's armor to shine at this point—but it does not. As they bring it closer to the rent, it starts to shake and twist, attempting to escape. When the armor is placed against the wound, the soul of Watcher escapes the armor in a wraithlike

form. Instead of healing the wound, Watcher snarls at the heroes and tears the wound apart, creating a portal into the abyss.

Several things then happen at once. The Rotting One seizes upon her chance to escape the Skies and flees through the portal. In the same moment, the Demon King finally awakens after millennia of slumber and starts tearing at the wound, slowly forcing it wider. His fingers pull at the edges of the rift, and glimpses of his huge face can be seen on the other side, snarling and drooling, as he forces his way into the Skies.

The Demon King's mighty heart goes into palpitations at the proximity of its body. It is all that the three gods can do to restrain it. The demonic horde breaks off from battle and races towards the rift, intent on helping their king. The Battlelord stops them, slaying all around him with a weapon that constantly shifts and changes. However, even a god cannot stand against the entire hordes of Hell for long.

The only hope for the Skies is if the rift can be closed. There are two methods to do this. First, the heroes can force Watcher's soul into the wound. Second, a hero can sacrifice themselves, using their soul to heal the rift.

To even get close to the rift, the heroes must risk attack from the Demon King. Every round, they must make a successful Agility roll (-2), or take 3d10 damage as they are hit by the scrabbling fingers.

To close the rift, they must make four successful Spirit rolls opposed by the wound's Spirit of d12+2. If the heroes opt to force Watcher's soul, they suffer a -2 penalty to this roll. If a hero willingly sacrifices his soul to heal the rift, he gains a +2 to the roll. Each success causes the wound to close slightly and the Demon King's efforts to become even more frantic.

Once two successes are gained, the Demon King starts screaming curses through the rift. These hellish words cause the heroes to make a Smarts roll or have their Spirit die reduced by one step. Those who have their Spirit reduced to below d4 fall into a permanent coma.

Once four successes are achieved, either Watcher or the soul of the self-sacrificing character seals the rift. If a hero sacrificed himself, his body falls lifeless to the deck. The last glimpse of the Demon King are his fingers, vainly trying to prevent the wound closing. His final scream of rage is cut short as the rift seals.

FINALE

With the rift closed, the heart stops beating, allowing the three gods to join the Battlelord against the scattering demon horde. Most of the demons are destroyed in a few moments of godly wrath, but some escape to plague the Skies again.

The bodies of fallen heroes are revered as holy relics. Surviving heroes are declared the saviors of the Skies.

The Fleshforge has been destroyed and the means of creating new wildlings lost. The surviving wildlings and ferals are the last of their race. In recognition of the suffering they have endured, the people of the Skies—especially elves—endeavor to make their lives as peaceful as possible.

With the Soulshield restored, no more glowborn will be created. However, if a hero sacrificed himself to close the rift, a mystical conduit opens between the Soulshield and the Skies. Any of the souls currently in the shield wishing to leave, may do so. Similarly, souls wandering the Skies can choose to bolster the shield if they wish. Glowborn manifest in great numbers, and spirits flock to the shield, making it stronger than ever.

When the Rotting One fled the Skies, the source of all necromantic power ended. The Bright Cabal, long a threat, is finished, their undead legions destroyed. Similarly, godshifters have been stripped of their powers and face retribution from the gods they mocked.

The races of the Skies have learnt much about their lives, their neighbors, their gods, and their world—much of it they probably would like to forget. Now the true purpose of the Sundered Skies has been revealed, they will be more alert for demon incursions.

The future of the Sundered Skies lies in their hands. And in yours.

SUNDERED SKIES

WITHIN A BLOOD RED SKY

Where: Anywhere.

When: Run this Savage Tale six weeks after Broadblade's soul is recovered.

Any heroes who achieve a raise on a Notice roll, detect a rhythmic vibration throughout the Skies—everything is affected, even the characters themselves. Most folk are unaware of this phenomenon, and those who notice it soon lose track of it, their senses readjusting and ignoring the vibration, in much the same way they disregard near constant aromas and sounds.

The demon Whisperer has restarted the Demon King's heart spinning at the center of the Skies. Each spasm shakes the Skies, damaging the weakened Soulshield further as screaming souls are thrown from it with every beat. The Sundered Skies has only a finite time until the Soulshield finally fails.

The heroes encounter Patreec Moar, one of the Sons of Spyre (see Star Crater Isle on page 73). He claims the hue of the void is shifting, and will slowly turn crimson over time. This cannot be detected with the naked eye, but Moar can provide measurements proving his claim. Indeed, as the campaign continues, the void's color slowly changes, until it eventually turns blood red.

THE FESTIVAL

Where: Bridgeways (see page 68).

When: Run this tale the first time the heroes arrive at Bridgeways after they reach the rank of Veteran.

The characters' visit coincides with the Festival of Appeasement, a celebration to placate the Lady of the Winds. The festival starts as a somber affair. Jamos, the windpriest, leads the celebrants to the Isle of Chimes, where they each pour a cupful of water into the void.

After the ceremony, the heroes are invited by Robere, the proprietor of the Journey's End, to a feast laid out under marquees. During the feast they meet all of Bridgeways'

major NPC's, witnessing a venomous argument between Lauris and Machael, who venerate different aspects of the Lady of the Winds and often disagree.

The food is filling but unspectacular, and is followed by the culmination of the day's events. The champion of the Mistress of Storms must be defeated in combat, or she will become the dominant aspect of the Lady of the Winds for the next year. Only strangers to the island, "those blown to them by the winds of the Mother," can combat these champions. If they win, the Skies will be blessed with a year of calm. If they fail then a storm wracked year looms.

If the heroes do not volunteer as Bridge-way's champions, the combat is declared a victory for the Goddess. If they volunteer, they will face a Maelstrom—the goddess' champion—on the Isle of Chimes.

🐉 **Maelstrom (1):** See page 157.

AFTERMATH

If the heroes win, they gain a +1 bonus to any rolls resisting air effects caused by weather, spells, and elementals for one year. They're also given a set of windsilk sails (page 69) by the grateful Bridgeways islanders.

If the heroes lose, but somehow survive, all windstorms encountered in the Skies are particularly fierce for the following year. When generating a storm (page 154), draw two cards each turn and select the highest.

THE DISEASED DEAD

Where: Bridgeways (see page 68).

When: Anytime.

As the heroes visit Bridgeways, corpses interred on the underisle beneath the broken bridge animate and attack some farmers working there. Infected with a fungal disease, the zombies are more dangerous than usual.

There are five zombies for every hero. Six islanders are tending the underisle when the attack occurs. The underisle is 40" below the broken bridge and accessed by a hemp ladder (+2 on Climbing rolls).

The zombies have contracted a virulent puffball infection. If a 1 is rolled on an attack roll against a zombie, a puffball is hit and explodes in a Small Burst Template. Those caught in the blast must make a Vigor roll or become infected and Shaken by a choking cloud of spores. Each day after the initial infection, they suffer a cumulative -1 to all Agility and Agility-based skill rolls as the spores grow, causing a fierce itching and a debilitating ache in the joints.

If the penalty reaches -4, the victim permanently loses a die in Agility and the infection becomes visible. The penalty resets to zero and the cycle of infection starts all over again. If a victim's Agility drops below d4, the victim dies painfully. The disease can be cured by the *greater healing* spell, or *healing* if treated within an hour of infection.

🐉 **Infected Zombies (5 per Hero):** Use zombie stats on page 167.

🐉 **Islanders (6):** See page 156.

AN INNOCENT CAUSE

Investigating heroes find a small girl who saw the zombies animate. She says she was playing on the bridge and saw it happen. With a successful Persuade roll they learn that just before the zombies attacked, she fell on the broken bridge and cut her knee.

THE PHANTOM ISLE

Where: Bridgeways (see page 68).

When: Run this scenario after the heroes reach Veteran rank.

The sorcerer Adaem sought to open a portal to the heavens, but managed to partially phase his island into Hell instead. He was slain by demons, but even death could not release him. His ghost—trapped between the Skies and Hell—watched helplessly as his corpse was possessed by a demonic mage.

Now the island has returned and the rift has re-opened. It is only a matter of time before the Lords of the Abyss notice this new portal and invade the Skies.

This Savage Tale starts with a demonic attack during the island's sleep cycle. The heroes must marshal the people of Bridgeways into an effective fighting force to counter the demonic horde. Those not in the list below are either asleep, helping islanders to safety, or fighting elsewhere.

The demonic horde comprises:

🐉 **Spined Brutes (10):** See page 163.

🐉 **Grotesques (20):** See page 152.

The heroes have the following allies:

🐉 **Ten militiamen** armed with spears. (10): See page 155.

🐉 **Grimme**, a Wild Card orc with a Fighting skill of d8 (see page 159).

🐉 **Harley**, a drakin with Throwing d6 and the Marksman Edge (see page 144).

🐉 **Jamos**, an experienced windpriest (see page 161).

🐉 **Robere**, a scavenger with the Acrobat Edge (see page 162).

🐉 **Quinn**, a drakin with the Acrobat Edge (see page 144).

THE RETURNED ISLE

The lost islet and its connecting bridge have returned. Ruined houses surround the shattered remains of a tower, which is open to the sky. Concentrated voidglow flares from the ruined third floor.

The demonic mage possessing Adaem's body has placed magical traps across the island. Each hero approaching the tower must make a Spirit roll, or cause two earth elementals to rise and attack.

🐉 **Earth Elementals:** See page 146.

THE TOWER

As the heroes approach the tower, Adaem's ghost coalesces (requiring a Guts check), but does not attack. He is desperate—the demon possessing his corpse is attempting to contact the Abyss on the other side of the rift.

Adaem quickly relates the history of the isle and the present situation as he sees it. He is unaware of the true nature of the Skies, but believes that he has opened a portal into Hell. He cannot heal the rift without the heroes'

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help, and by possessing one of the heroes' non-magical weapons, the ghost can shield its wielder from the demon mage's baleful touch. The weapon glows with a soothing golden light.

A Spined Brute guards the landing of the second floor. Its bulk prevents all but the most acrobatic from passing. Beyond the Spined Brute, the stairs continue, ending at an unguarded door.

🐉 **Spined Brute (1):** See page 163.

PORTAL TO HELL

The door opens into a large, roofless chamber. The far end is dominated by a rectangle of pulsing voidglow. Silhouetted in the glow is the demonic mage, with five grotesques at its feet. The grotesques attack the heroes, while the mage blasts them with spells. If possible, it turns itself invisible and attacks with its death touch. The wielder of the Adaem-possessed weapon is immune to this attack.

🐉 **Demonic Mage (1)** Use the liche stats (see page 156).

🐉 **Grotesque's (5).** See page 152.

📖 **Treasure:** The mage wears a medallion set with bloodstones, which grants a sorcerer 5 extra Power Points. The tower contains the equivalent of Haul level salvage.

HEALING THE RIFT

The rift can only be healed by Adaem's soul, but he cannot speak while in the weapon, so he brightens the weapon's glow as it moves closer to the rift. Any hero within 6" of the rift must make a Spirit roll each round or gain a glowmadness level.

When the possessed weapon is thrust or thrown into the rift, its golden glow flares, taking the form of the sorcerer. He thanks the heroes and closes the breach. Adaem has taken his place in the Soulshield. The heroes have earned the friendship of all on Bridgeways. Even the irascible Marchus offers full value on salvage, and the heroes never again need to pay at the Journey's End.

After this adventure, double the number of grotesques encountered for the next six months.

MURDER MOST FOUL

Where: Bridgeways (see page 68).

When: Run this tale any time after the events in *The Diseased Dead* (see page 114).

While visiting Bridgeways, the heroes witness a murder. High above them, Lauris and Machael stand close to the edge of the Isle of Chimes, arguing animatedly. Lauris violently pushes Machael, sending him screaming onto the stone bridges near the heroes.

If somebody tries to move his body it comes apart in their hands, literally turning to dust and blowing away. With a Notice roll, the last of Machael's blood is glimpsed as it is absorbed by the stones of the bridge.

The bridge starts vibrating alarmingly. Soon, green tendrils worm their way from between the un-mortared stones, budding and flowering in seconds. Deep red flowers drip thick, dark crimson sap onto the stones.

A Common Knowledge roll at -2 identifies these plants as blood roses. Thought only to bloom in places where lives have been sacrificed, drinking their sap causes mutation and madness. Within a minute, the roses cover the bridges, hiding the stones, and growing particularly thickly on the nexus of bridges where the Journey's End stands. A red void-light pulses from the inn's windows, each pulse accompanied by screams from within.

Suddenly, glowmad pour out of the inn's window's and door in a blood-crazed rage. This includes all the named NPC's living in the inn, plus at least ten blinded (3 for every PC). The sap of the blood roses gives them the Hardy Monstrous Ability. The sap also animates the seven puppets Grimme used to entertain the islands children.

Most of the islanders are too panicked to organize a defense, and the heroes can only rely on Jamos, Lauris and 2 militiamen each, as allies. The glowmad don't attack the heroes en masse, they scatter and menace helpless islanders, forcing the heroes to split up. In the ensuing carnage, the following are some ideas for scenes involving the heroes.

* The animated puppets specifically target children, crawling through windows and moving unnoticed between legs.

- * Grimme, the orcish barkeep—now an ogre—seeks out the most physically imposing of the heroes and roars a challenge to fight.
- * Harley and Quinn, drakin servants at the inn, become wyrmspawn, circling the island looking for those who carry magical items they can steal and use.
- * Robere, owner of The Journey's End, is now a blinded, but has retained a portion of his wits despite the glowmadness. He climbs onto the roof and uses his bow to snipe at those he detects.
- * A mother fights to defend her children from the blinded trying to batter down her door or climb through her windows.
- * Blinded are herding panicked islanders toward the edge of the island.
- 🐉 **Wyrmspawn (2):** See page 167.
- 🐉 **Ogre (1):** See page 159.
- 🐉 **Robere**, Wild Card blinded: See page 139.
- 🐉 **Blinded (3 per hero):** See page 139.
- 🐉 **Animated Puppets (7):** See page 138.
- 🐉 **Militia (2 per hero):** See page 155.
- 🐉 **Jamos**, an experienced windpriest: See page 161.
- 🐉 **Lauris**, a neophyte windpriest: See page 161.

AFTERMATH

After the attack, the bridges return to their dormant state. The surviving islanders destroy the blood roses and wash away the sap, though it wastes precious water.

A council is called on the Isle of Chimes, where the attack is debated. If the heroes don't realize it themselves then at least one islander suggests the stones of the bridges were somehow behind the attack. If the heroes recall the events of The Diseased Dead (see page 114), they may support this claim with further evidence.

The heroes are asked to travel to Deepsky Citadel, to beg an audience with the Artificer himself. A letter of introduction is provided, describing the incident.



A sullen Lauris admits her part in Machael's death, claiming they argued over matters of religious doctrine and anger got the better of her. Machael venerated the Mother of Rain over all her other aspects, while Lauris worshipped the Mistress of Storms. Jamos states her punishment is to help deliver the message to Deepsky—she must travel with the heroes until that task is completed.

Upon arrival the heroes are escorted to meet the artificer—an iron altar several stories high. The noise is an incredible cacophony of clanking machinery and hissing steam. Once the heroes have explained their story, the noise forms words.

"Yessss...The Bridges...My priests took the stone for them from a temple... Long, long ago... On the island now called...Canopy! Investigate this with my blessing!"

Steampriests lead them out and they are given a device to help them in their quest. A flattened device, similar to a waysphere, it only points along one axis. They are told this will lead them to the temple once they reach Canopy.

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THE BLOODY TEMPLE

Where: Canopy (see page 74).

When: Run this Savage Tale when the heroes decide to investigate the secret of the blood roses.

Once the heroes arrive at Canopy, the artificer's compass indicates the temple is somewhere in the ice forest. The trek inland takes six days and is a pleasant journey for the first five. Food and water abound (+2 on all Survival rolls), there is no threat of glowmadness in the shade of the trees, and there are few large predators in the forest. It is cold, but characters equipped with altitude attire have no danger of freezing.

BLOOD ROSES

On the sixth day, things take a more sinister turn. The ground becomes spongy and the vegetation twisted and sickly. Digging into the topsoil deeper than six inches reveals the earth is saturated with blood. Occasional blood roses are seen in undergrowth. As the



heroes proceed, they become more common, until eventually the trees of the forest die away. A radius of nearly a mile around the temple is carpeted in blood roses.

When the heroes get within a 200 yards (100") of the temple, 10 thorn beasts rise silently from the undergrowth and attack. The blood rose sap from this point on is particularly concentrated. If the heroes move at anything less than a run each round they suffer 1d6 acid damage.

The distant temple is obviously ruined, its remains covered in blood roses—the only stone not covered in these horrible blooms is a large altar at its center.

❧ **Thorn beasts (10):** See page 163.

THE TEMPLE'S SECRET

The profane ritual that caused the Sundering was performed at this temple. The death and suffering of those sacrificed left their mark on its stones. When the stones were carried away to be used elsewhere, they took their taint with them. Spilled blood awakens these fragments, and this is what happened with Machael's blood on Bridgeways (see *Murder Most Foul* on page 116).

If the thorn beasts are defeated or any of the heroes get within 50 inches of the temple, they awaken an even greater horror. With a low-pitched thud, a visible wave of power pulses from the temple, washing over the characters. The heroes must make a Spirit roll or be Shaken. Worse, the Blood King rises from the sodden ground.

The Blood King is a forty-foot high, vaguely humanoid creature made from earth, stone, and blood roses. Every time the Blood King uses a Benny, the altar visibly throbs again.

Heroes who win through and reach the temple find an altar made from clotted blood rather than stone. It has a Toughness of 10. Destroying the altar causes the Blood King to shrink to human size and lose its Wild Card status and Fast Regeneration. The hero who strikes the blow to destroy the altar also experiences a vision of the past.

You stand shackled in line, listening to distant battles, knowing there will be no last minute rescue. This temple

is invisible to the angelic hosts, and the war is only a distraction. You shuffle forward.

Your death, among countless others, will restore the heart to the King. The demons who destroyed your city told you this with glee—taking joy in your despair. Once he is restored, then all will suffer, all will die. Your death will cause this to happen. You shuffle forward.

Ahead, you can see the open doors of the Temple of the Heart. Many have been killed within, causing a torrent of blood to run down the steps. All you can hear are the deafening shrieks of the victims dying in torment. You shuffle forward.

The destroyer of the altar gains the Holy Warrior Edge, regardless of the Edge's usual requirements, and receives one Power Point for the purpose of using the Edge if no other source exists.

Destroying the altar renders all the stones taken from the temple dormant. The people of Bridgeways are safe again.

🐉 **Blood King:** See page 168.

REQUIEM

Where: Any port.

When: At any time.

Somehow, one of the heroes has come to the notice of the Requiem, a secretive and heretical sect of the church of Festival. The Requiem believes lives are but songs. Since every song has an end, and they are the masters of all songs, they have a sacred responsibility to ensure every song ends on the correct note.

The hero first becomes aware of the Requiem's interest when an arrow is fired at him from an open window in a port. The bardic assassin attempts to escape in the crowded chaos. After this, the attacks get bolder and more frequent. They only come to an end if the hero is killed or visits Aria and speaks to Festival.

BAD BUSINESS

Where: Gateway (see page 78).

When: Run this tale after the heroes reach Seasoned Rank.

Merkas Gladwing is the closest thing Gateway has to a crime lord. He has contacts with pirates in the Shattered City and exchanges salvage for them. Tomas Hawke's venture hasn't really hurt his business at all—he just wants to make an example of someone.

Gladwing has paid the pirate captain Rikardo Palmstorm to raze Hawke's Clearing House to the ground. Killing Hawke, earns Palmstorm a fat bonus. Hawke knows the attack is coming, but doesn't know when. He offers the heroes a 20% discount on all items if they are willing to protect him.

Palmstorm leads the attack, bringing along two pirates and one veteran pirate for every character. If this attack is repulsed, he swears revenge and returns during the next sleep cycle, this time leading two blinded for every character, plus an ogre.

Whatever happens, the heroes have made an enemy of Gladwing, who plots their deaths in whatever way he can, always careful to act through a third party. He strikes at Hawke—waiting until the heroes have departed for another island. Upon returning, heroes find Gateway to be a simmering cauldron of violence. Hawke has taken refuge with the elves of the Windblown Flotsam. Gladwing, unsure of how to deal with these rich and seemingly powerful elves, allies himself with an elven leafwarden backed by several ferals and a small contingent of Oakthorn.

Chances are that the heroes wander into this situation without any thought of their past actions, and trigger a gang war.

🐉 **Markus Gladwing:** See page 169.

🐉 **Rikardo Palmstorm:** Use the pirate captain stats on page 161.

🐉 **Pirates (2 per hero):** See page 161.

🐉 **Veteran Pirates (1 per hero):** See page 161.

🐉 **Blinded (2 per hero):** See page 139.

🐉 **Ogre (1):** See page 159.

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WEAPON RUN

Where: Gateway (see page 78).

When: At any time.

Jeché and Jarle, two elvish brothers who own and run the Windblown Flotsam, are both supporters of the boughbreakers and arrange for shipments of arms, armor, and supplies to be smuggled to their comrades in arms. They only approach the most idealistic of scavengers, preferably a group including at least one wildling, with an offer of a job.

The heroes must take delivery of weapons equivalent to Haul level Salvage and smuggle them to the boughbreakers. They can choose to add other salvage or goods to this haul if they so wish. This delivery is to be made to an elf called Gereth in the Market Garden. Once the delivery is made, the boughbreakers will give the smugglers a token and a sealed letter, detailing the delivered equipment and its value. If letter and token are returned to the brothers, they pay the heroes twice the value of the delivered goods.



The brothers have a contact in Gateway's shipyard, Jared Nilsenn, who can outfit their ship with a hidden compartment for smuggling. The cost of this is 500 cogs, but it means anyone searching the ship must make a Notice roll at -4 to find any contraband.

Jeché mentions that if the heroes have plans to disappear with the haul and sell it elsewhere, then they had better never return to Gateway. He never forgets a business deal, and those who have broken a deal with him live to regret it... but not for long. He always follows this threat up with a smile and a free drink. The brothers have many contacts in Gateway and even if "deal breakers" avoid the Flotsam, their presence becomes known and an "accident" is arranged for them. Those who lose the shipment due to bad luck and are able to convince the brothers it wasn't their fault are safe.

THE SHIP SNARE

Where: Shattered City (see page 77).

When: At any time.

The Bright Cabal sometimes creates ship snares in the Shattered City as ambush sites. Ship snare's are dead areas in the void where ships become trapped—the air becomes gelatinous and thick. Souls bound to the area create this effect. Ships powered by steam engines are unaffected by a snare. All other ships must row their way out.

A ship hitting the snare comes to a sudden stop. All those on board must succeed at an Agility roll or take 1d6 damage. Five rounds of confusion and panic follow, during which time the crew cannot make any rolls. The captain can reduce this confusion by one round for each success and raise achieved using Intimidation or Persuasion.

The crew must pole their way through the snare, using Strength rolls, freeing themselves when they have accrued as many successes as the ship's Toughness. Each point of ship Armor inflicts a -1 penalty on this roll. This penalty is negated if the ship has wings or is normally rowed (such as an orcish ship). A sailed ship's Armor penalty can be negated

by one point for every island hopper towing the ship. The crew must make a Fatigue roll once every five rounds.

A sky sloop lurks nearby this particular snare, packed with zombies and commanded by a neophyte death priest. Rather than sailed, these ships are towed by huge flocks of tethered zombie skyers.

When the death priest hears the confusion a ship snare invariably causes, he orders his death barge to attack. The barge has been hidden behind a nearby islet and emerges only 30" away from the heroes' beleaguered ship, one round after they hit the snare. The sloop is very slow only having an Acceleration/Top Speed of 1/3.

The sloop is packed with zombies and armed with three explosive harpoons fitted with weighted grappling hooks (3d6+3 damage), fired by specially trained zombies with a Shooting skill of d6. If the ballistae's damage roll equals the Toughness of the target, the hooks embed themselves deeply. The rope for these grapples has been wound around a metallic core making it very difficult to sever (Toughness 10). Breaking the grapple free is easier (Toughness 8), but successfully doing so lowers the Armor rating of the ship by 1 until repairs are made. Grapples which miss are rewound by the ballistae crew at a rate of 10" per turn. Once one of the grapples embeds in their target, the death barge stops moving to keep the grapple lines taut.

The characters are able to return fire, but their immobility prevents their ship from attempting any maneuvers.

Once grappled, the zombies slide down the grappling rope on chains (which takes a full round), they attack the round after they land. Throughout the battle, the death priest attempts to pick off crewmembers with his *bolt* spell.

As well as the salvage taken from the death priest and his zombies, the iron-cored rope and ballistae are worth Goods level Salvage. The death barge, if it is recovered, is only worth one third of its usual value.

🐉 **Neophyte Death Priest (1):** See page 142.

🐉 **Zombies (26):** See page 167.

THE UNNAMED

Where: Meeting Place (see page 75).

When: Run this tale after the heroes have reached Seasoned rank.

A dwarf's name is not his own—it belongs to his clan. If a dwarf misuses or shames the name, it can be stripped from him. The dwarf becomes a non-person in dwarven society, his head and beard are shaved and cursed to prevent re-growth, and he is cast out of the clan. Unnamed are the lowest of the low in dwarven society and beneath the notice of all. Only by an act of extreme selfless courage benefiting the entire dwarven race can an Unnamed be restored to his clan and name.

Ember, a dwarf who drinks at the *Vigilant*, is one such Unnamed. As a young man he succumbed partially to glowmadness and publicly slew his brother and two cousins before recovering. For his crime—the slaying of kin—he was pronounced Unnamed and banished from Deepsky.

Since then, he has searched for a way to redeem himself. If the heroes are embarked upon a course benefiting many, he seeks to join them, hoping for a that chance.

Ember is open about the events that led to his downfall, but there is one fact he withholds—he is King Bloodaxe's grandson, Dalin Bloodaxe, and until his fall from grace was second in line for the throne. He refuses to enter the halls of Deepsky, for fear of being recognized, instead remaining below decks on their ship. Ember's armor is very ornate and bears several areas where identifying sigils have been removed. If anyone should arrive at Deepsky wearing this armor, they would have a lot of explaining to do.

There are several ways Ember can restore his honor. Helping to rescue and return Ollandia to Deepsky (see *The Dwarven Mother*, page 123) or defeating Kinslayer (*The Damned Dwarf*, on page 107) are the most obvious deeds, but others may arise. Once his honor is restored Dalin may still decide to accompany the heroes on their quest, depending on how they have conducted themselves in his company.

🐉 **Ember:** See page 169.

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THE SHEPHERD

Where: Timber (see page 75).

When: Run this tale after the heroes have reached Seasoned rank.

The deer wildling named Roe, has run for two days through the forest and has been wounded by an arrow—he is Exhausted, has one wound, and is desperate for help.

“We were smuggled out of Heartland by the boughbreakers sixteen years ago. We made a good life for ourselves in the forest—free at last!”

“One month ago a shepherd tracked us down. We fought back, but the elf was skilled and we have no warriors. We did the only thing we could—we ran.”

“The attacks got worse. It is obvious the shepherd isn’t alone—she has ferals with her. We decided, as the fastest, I would make a run for it and try and get help from the human tree eaters. The others are making a stand a few hours from the village. I got past the shepherd and her creatures, but she managed to wound me.”

“Please, you have to help us!”

The journey back to the wildling village takes four days. The heroes are constantly shaded by the trees and need not make a Spirit roll to resist glowmadness or wrap themselves up in canvas to sleep. In other circumstances, this trip would be pleasant.

Roe is frantic. He thinks the heroes are too slow and he has spent too long away from his friends. He pushes the heroes to move quickly, even begging them not to sleep in his haste to get back. If they do go without sleep, they reach their destination in three days rather than four, but must also make three separate Fatigue rolls (see the *Savage Worlds* rules for the effects of a lack of sleep).

The wildling settlement is a mess. Homes, which were little more than rain shelters constructed from fallen branches and woven grass, have been systematically torn apart. Roe leads them along an animal trail.

After two hours traveling along this trail, the heroes come across the site of a recent battle. Three badly mauled wildling corpses lie scattered around the body of a much larger humanoid creature, which appears to be as much wolf as man. The wildlings were armed with fire hardened wooden spears, with which they impaled the creature.

After three more hours of travel, a successful Notice roll hears sounds of battle ahead. A small number of wildlings are making a final stand on a steep rocky promontory. The shepherd has picked off one victim each day up until now, but has decided to finish the sport and move on.

The wildlings are sheltering in the rocks of the outcrop, trying to keep two large dog-like humanoids at bay with crude spears. Seeker, the shepherd, waits below with her bow. She stands out in the open, confident the wildlings have no weapons that can reach her. Her bloodhound ferals detect the heroes before they are able to ambush the shepherd. As they approach or watch, one of the wildlings is flushed from his hiding place by a feral. Seeker puts an arrow through his eye, killing him.

The surviving wildlings are Lark (songbird), Coney (rabbit), Sneak (chameleon) and Slick (mongoose). Several wildling bodies lie nearby, each killed with a single arrow.

If Seeker is defeated, the heroes find in her backpack a magical sapling planted in a pot of soil. This tree produces 10 small orange fruits daily. Eating one provides enough food and water for one day. The fruits rot if they aren’t eaten within an hour.

Surviving wildlings are most grateful, but have nothing to give the heroes in payment. If more than two survive, they are content to return to their homes. Otherwise, they wish to return to Heartland and join the boughbreakers in their struggle against the elves.

🐾 **Roe:** Wild Card wildling (see page 166).

🐾 **Wildlings (4):** See page 166.

🐾 **Seeker:** Seeker is a Wild Card shepherd (see page 147).

🐾 **Bloodhound Ferals (2):** See page 147.

THE DWARVEN MOTHER

Where: The Void (see page 78).

When: At any time.

The heroes spy an island hopper in the distance. Such a small boat this far out in the void is doomed—its occupants will either die of thirst or be caught in a storm unless rescued.

If the heroes pursue the hopper, they easily bring it into close quarters, at which point they can see the boat is metal-clad and obviously of dwarven design. A single figure strains at its oars.

The occupant of the hopper proves to be a heavily pregnant dwarf, delirious with thirst and hunger. She is convinced the heroes are pirates and attempts to defend herself and her unborn child. She is armed with a single flintlock pistol with 5 shots and an axe—throughout her struggle she screams that Kinslayer will not have her child.

When overcome, she collapses from exhaustion and despair. She does not stir for nearly 20 hours. When she finally awakens she is terribly weak.

“My name is Ollandia Amberglass. My clan live in the community of Coal Pits on Mount Ore. My pregnancy is the first to occur for two hundred years... It... It is the way of my people for all pregnant mothers to be taken to Deepsky for the Artificer’s blessing. My husband and his brothers accompanied me on the long voyage.

“A week ago, a terrible howling galleon sporting a huge metal ram pursued our ship. We fled as well as we could, but it was no use, the ship was the Stonesplitter, and its damned captain, Kinslayer, never lets a dwarven vessel escape his clutches. My husband took advantage of a rock field to cast me adrift in our hopper, from which I watched Kinslayer slaughter my clan. Their howling heads are now hung from Stonesplitter’s railings.”

When the heroes deliver Ollandia to the dwarven authorities at Deepsky, they are feasted by King Bloodaxe himself—albeit on one of the lowliest tables. Births are such a rare event amongst dwarves, even the saving of one child is an event worth celebrating.

At the end of the feast the heroes are awarded an honor bestowed on very few (especially if they are not dwarves), the freedom of Deepsky. They may now travel beyond the port into the dwarven halls. They may also beg an audience with Bloodaxe at any point in the future.

A dwarven hero is presented with Oarcleave a magical battle axe from the dwarven-orcish wars. Oarcleave ignores 2 points of Armor and can also Ace when being used to break objects. If there is more than one dwarven character in the party, the others are awarded a free roll on the relic melee weapon bonus table (see page 89).

🐉 **Ollandia Amberglass:** Use dwarf stats (page 145).

BROTHERLY LOVE

Where: The Void (see page 78).

When: Run this Savage Tale if the heroes have killed a pirate captain.

Unfortunately for the heroes, the pirate they killed has a big brother, who is now thirsting for revenge. He has a fully equipped doppelganger ship and a crew of 12 pirates, plus 6 blinded and an ogre. He is intent on tracking down his brother’s killers and making them pay.

The captain is not stupid and intends to cripple the heroes’ ship before closing for the kill. His favorite tactic is to rake his targets’ ship with cannon fire before escaping, only to return later to do the same. Only when his victim is looking weak does he move in for the kill. He first attacks when the heroes are busy dealing with another threat.

🐉 **Pirate Captain (1):** See page 161.

🐉 **Pirates (12):** See page 161.

🐉 **Blinded (6):** See page 139.

🐉 **Ogre (1):** See page 159.

SUNDERED SKIES

BEHEMOTHS

Where: The Void (see page 78).

When: At any time.

A healthy profit can be made by any willing to hunt the behemoths of the void. A single animal can feed a community for weeks, and can earn a hunter as much as 2,000 cogs.

Behemoths roam the deep void feeding on skylanders and are generally peaceful, but are fearsome when attacked. Wise hunters use an explosive harpoon launcher. If it causes a wound, the behemoth flees from its attacker, eventually dying of exhaustion, at which point it can be towed to an island. Unwounded behemoths attack the ship.

A behemoth corpse nets the crew 2,000 cogs if it died from exhaustion and only 800 cogs if it was killed in combat. A skyship can tow a number of behemoth corpses equal to its Toughness divided by ten (minimum of 1). Each corpse being towed reduces the ship's Acceleration and Handling by 1.

(m) Behemoth (1): See page 138.



HAUNTED!

Where: The Void (see page 78).

When: This Savage Tale should be run after A Dragon's Rage (page 96).

After the events of A Dragon's Rage, the ghost of Bone Queen haunts the heroes. At first she is weak and confused, barely able to affect material objects. Occasionally, the heroes will discover their possessions have been rifled, as if somebody has inexpertly searched them.

After six weeks, Bone Queen is able to lift objects. She moves prized treasures into the cabins or bunks of other heroes, hoping to spread discord and suspicion amongst the group. Aware only magical attacks can harm her, she concentrates on any mages or priests in the group, trying to cast them in the most suspicious light.

After another twelve weeks pass, Bone Queen reaches the peak of her strength. Able to manifest at will, she embarks on a campaign of fear against the heroes' crew. Those on watch are pushed overboard or scared out of their wits by her materializations. Word eventually gets out that the heroes' ship is haunted and the crew either jump ship or demand extra shares of salvage to stay. On islands where the heroes' plight is known, their recruitment rolls suffer a -4 penalty.

The heroes probably suspect their ship is haunted, but if they attempt to sell it, the buyer has done some asking around and discovered the ship is believed cursed. The Persuasion roll suffers a -6 modifier, and they only get 10% of the ships value with a success, or 20% on a raise.

However, the bad news is the ship isn't haunted, the *heroes* are. Even if they sell their ship and buy another they soon discover the ghost has jumped ship with them. The only way to deal with the ghost is to track it down and destroy it. When not actively tormenting the heroes, Bone Queen spends her time in the most richly appointed cabin on the ship. The only way to get her to materialize is through the *detect arcana* spell.

☞ Bone Queen's Ghost: See page 149.



Where: Deepsky (see page 76).

When: Run this Savage Tale if the heroes gain an audience with the dwarven king.

King Bloodaxe offers the heroes the opportunity to win the eternal gratitude of dwarves everywhere by joining the crew of the *Deepfire*, a dwarven doppelganger ship masquerading as a frigate transporting food and water to the dwarven settlements on Mount Ore. A dwarven engineer named Dvalin Lockwrench captains the *Deepfire*, and his mission is to lure and capture Kinslayer.

THE DEEPFIRE

Acc/Top Speed: 3/12; **Handling:** -1; **Climb:** 2; **Toughness:** 20 (6); **Crew:** 32 dwarves; **Guns:** 20

Notes: Heavy Armor

Weapons:

* 20 dwarven cannons (20 rounds each)

The crew are dwarven warriors masquerading as sailors (see below).

THE DEEPFIRE

The *Deepfire's* captain is actually a god-shifter (see page 66) and is in league with Kinslayer. The pirate knows the *Deepfire* is a trap and will never attack it. Lockwrench plans to make a show of trying to catch the *Stonesplitter* until the king gives up on the plan. Several of the crew are in his employ, just in case his cover is ever blown.

Lockwrench greets the heroes in a friendly, easy manner, but really, he is very worried. He thinks their sudden inclusion in his crew means the king is on to him.

The captain is a careful man. He has prepared for this day—hidden in his cabin are holy symbols of the Rotting One and other paraphernalia, which look like materials used in ritual spellcasting. He plans to ambush the heroes and plant this “evidence” to implicate them in a treacherous plot.

The *Deepfire* travels through the Lower Reaches and around Mount Ore, stopping at several small mines and dwarven settle-

ments (check four times for encounters). On the return journey, Lockwrench and his men make their move.

The attack occurs when the heroes are asleep in their cabin. There are two dwarves accompanying Lockwrench for every hero. If a hero is absent from the cabin, two heavies track down and accost him at the same time as the main assault. If the battle goes against him, Lockwrench attempts to flee, accusing the heroes of mutiny.

🐉 **Dvalin Lockwrench:** See page 171.

🐉 **Dwarven Warriors (2 per hero)** Use dwarf stats (on page 145), add the Combat Reflexes Edge and a Fighting skill of d8. They are armed with chain hauberks, battle axes and dwarven flintlock pistols.

VICTORY

If the heroes win, the rest of the crew is disturbed by the captain's death. Discovering Lockwrench's occult props gives them pause—some admit his behavior has been bizarre on occasion. If the heroes search his cabin, they discover a scrying crystal.

Should the heroes use the crystal (perhaps trying to contact Deepsky), they find themselves talking to Kinslayer himself. His voice is gruff and somehow *metallic*. He attempts to convince them he is an engineer from the Factory, though a sharp hero may notice the deception. Kinslayer questions the heroes, trying to discover how many dwarves were killed in the assassination attempt—gauging the strength of the *Deepfire*. If the heroes openly doubt his identity, Kinslayer identifies himself and tells the hero they will be meeting in person soon. Whether the characters realize it or not, the *Deepfire* is now being hunted by the *Stonesplitter*.

If the heroes capture Lockwrench, he admits everything, then calls upon the Lords of Misrule to free him from his bonds. This they do, but not in the way he hoped, Lockwrench's flesh warps as he agonizingly mutates into a glowmad earthbane and attacks. Any watching must make a Guts roll (-2) or roll on the Fright Table.

🐉 **Earthbane:** See page 145.

SUNDERED SKIES

THE TREASURE HORDE

Where: Ironport (see page 77).

When: At Any time.

A dwarf named Gerlin Gemeyes is trying to mount an expedition to recover salvage he discovered in a disused mine near Silver Deeps. He claims it is protected by traps and he needs help to recover it in return for a share. He was able to salvage some items of value, and assures the heroes more awaits.

In fact, Gemeyes is a madness worshipper. He works for a voider priest determined to build an army of glowmad. Gemeyes leads any who follow him into an ambush, where they are overcome and “converted.”

INTO THE DARK

Gemeyes leads the heroes deep into the mines of Mount Ore, where the heroes could lose their bearings. A Tracking roll at -4 reveals they are doubling back, not heading deeper into the bowels of the mountain at all. If questioned, Gemeyes claims he was lost, but has gained his bearings.

The journey takes six hours in the gloomy tunnels (treat lighting conditions as dark), before the heroes find themselves in a large cavern forming a nexus for many passages. The cavern is illuminated by glowing lichen, improving the darkness penalty to dim. The priest and his glowmad lie in wait, ready to launch their attack. The priest leads the earthbanes and the ogre from one passageway, while the wyrmspawn leads the ragers from another.

The priest tires to capture the heroes alive, but if one of his army is killed, he orders a retreat and his forces flee into the mines. It is possible to track the voiders back to their lair, where the gear of their victims amounts to Goods level Salvage. The glowmad fight to the death to protect their master.

If the heroes are overwhelmed, they are bound, taken to the surface, and tied to stakes in the voidglow. The ogre is left to watch over them and takes great pleasure in clubbing characters unconscious if they get too frisky (using non-lethal damage). Bound characters have a Parry of 2. To wriggle or break free of

the ropes binding them, a hero must get 4 total successes on an Agility or Strength roll (at a -2 penalty due to the tight bonds).

🐉 **Gemeyes:** Use dwarf stats (page 145), and add the Thief Edge.

🐉 **Dwarven Experienced Volder Priest:** See page 165. Increase Vigor to d8, add Low Light Vision and reduce Pace to 5”.

🐉 **Earthbanes (3):** See page 145.

🐉 **Ragers (2):** See page 162.

🐉 **Wyrmspawn (1):** See page 167.

🐉 **Ogre (1):** See page 159.

FIRE UPON THE DEEP

Where: Ironport (see page 77).

When: Run this Savage Tale when the heroes are at least Veteran Rank.

The heroes arrive at Ironport to find the community in uproar. None of the ships using the village’s Navigator Hall have arrived at their destinations. This was discovered when a ship from Deepsky reported that no ships leaving Ironport have arrived at the Citadel.

Casting *detect arcana* in the Navigator Hall reveals each of the earth samples stored there has exactly the same magical signature. Each sends ships to the same unknown destination. If the heroes do not have access to the spell, a dwarven Steampriest volunteers.

As they discuss what it means, the ghost of a badly burnt dwarven captain appears and begs the heroes to retrieve her remains from the “Fire in the Deeps.” The ghost is responsible for the cursed earth. She wishes to be rescued, and has tainted the earth in the hope of leading a rescue ship to her remains.

Those using the earth in the Hall are sent to a huge Inferno, which has managed to prolong its life by feasting on the ships the ghost has sent. The remains of the captain are at the wheel of a partially melted metal-clad. Haul level Salvage can be scavenged from the ship. Once the captain’s remains have been returned to Mount Ore, the earth in the Navigator Hall loses its curse.

🐉 **Inferno (1):** See page 155.



LANDFALL

Where: The Void (see page 78).

When: At any time.

The heroes find an undiscovered community upon a small island. The hundred or so islanders have, until now, assumed they were the only survivors of the Sundering, believing they were cast into Hell for their sins.

The islanders are ruled by a single family—the Keptean's. The most intelligent and able islanders are forcibly married into this family. This has led most of the other islanders to become dim-witted and easily led. The chief of the Kepteans, a large brute of a man called Seargant, makes sure to keep the newcomers away from the rest of the islanders. One of the newer Keptean's, a young girl called Meajor, who has only just married Seargant, attempts to befriend the most charismatic of the heroes. Whether her interest is sexual or pure admiration depends on the hero. She tries to keep her interest a secret from the rest of her family.

Initially, Seargant is very excited to meet the heroes, but refuses to believe stories of other communities, gods, or the Trade Council. If the heroes persist in "telling tall tales" he gradually becomes more hostile, and convinces himself they are demons in disguise come to tempt them from the path of righteousness—especially if any of them are non-human. Furthermore, the island suffers a tremor soon after the heroes arrive. Seargant interprets this as the island trying to cast off the "demon speakers."

With a Common Knowledge roll, heroes know a tremor sometimes occurs before a landfall. Meajor can add that this is the third such tremor since her recent marriage.

If the heroes are to rescue the islanders, they must overcome the Kepteans and convince the islanders to abandon their home. Meajor aids the heroes, fighting against her family if necessary.

If the Kepteans are defeated, the rest of the islanders follow the heroes' orders. It is probable the heroes are unable to rescue all

the islanders on their ship. They have two months in which to organize a rescue attempt before the landfall occurs.

🦋 **Seargant (1):** Use pirate captain stats (page 161) but add a blunderbuss.

🦋 **Meajor (1):** Use island militia stats (page 155), increase stats to d8, no pistol, add Brawny and Glowmad Resistant Edges as well as Ugly and Clueless Hindrances.

🦋 **Kepteans (15):** use island militia stats (page 155) increase stats to d8, no pistols, add Brawny Edge.



A HERO'S WRAITH

Where: Anywhere.

When: Run this Savage Tale after a hero has recently died and was either lost or buried.

Unknown to the heroes, the body of their deceased comrade has been stolen by the Bright Cabal and animated as a zombie crewmember. They become aware of this when the ghost of their slain comrade appears to them. It is not initially hostile (although it still causes Fear), but pleads with them to recover and burn its body. If the heroes seemingly ignore the ghost's plight, it gradually becomes more hostile.

The ghost can influence their waysphere to point the way to the death barge upon which its body serves. It takes six weeks of pursuit until the death barge is spotted, an orcish frigate crewed by 21 zombies and three ghouls. The captain is an ancient vampire, with two vampire spawn acting as his officers.

The ghost is content if the heroes at least make an attempt to recover its body, but soon demands they attempt again. The only way to permanently banish the ghost is to recover and burn its body.

If this is done, the character who replaced the deceased in the party gains a bonus of five Experience Points.

🦋 **Vampire, Ancient (1):** See page 164.

🦋 **Vampire, Spawn (2):** See page 164.

🦋 **Zombies (21):** See page 167.

🦋 **Ghouls (3):** See page 149.

SUNDERED SKIES

THE COURIER

Where: The Void (see page 78).

When: At any time.

The characters notice a cloud skiff in the distance. The small ship is listing badly and is obviously severely damaged. The skiff slowly changes direction and drifts toward them at a pathetic rate.

As the heroes approach, they can see it bears the mark of the Couriers Guild: a winged scroll. Only one crewmember is visible—an orc. The damage to the skiff itself is clearly visible now, with its hull splintered and scorched. The sole orc survivor is on the verge of collapse.

As the heroes pull the orc aboard, a pirate galleon appears out of the glow, moving at full speed toward them. Before he lapses into unconsciousness, the orc pleads with the heroes to take him to the Trade Council at Shadowhaven.

The galleon is crewed by cruel, demon worshipping pirates, and it pursues the heroes relentlessly, intent on capturing or killing the courier. If the courier is killed, he spends his last moments whispering to one of the heroes.

"A Demon... The Food... Danger... Possessed..."

At Shadowhaven, the Couriers Guild pays them a bounty of 2,000 cogs for helping one of their couriers (or delivering his message). They also immediately begin assembling a troubleshooting team to investigate the situation in Plenty in response to the courier's dire warning.

If they would like to undertake further work, the characters are invited to join the crew of the Council Ship *Peacekeeper* (see the next Savage Tale, *The Hunger*).

🐉 **Orcish Courier (1):** Use orc stats on page 159.

🐉 **Pirate Captain (1):** See page 161.

🐉 **Veteran Pirates (10):** See page 161.

🐉 **Pirates (20):** See page 161.

THE HUNGER

Where: Shadowhaven (see page 72).

When: Run this Savage Tale if the heroes join the Council Ship *Peacekeeper*.

Peacekeeper has a full compliment of 120 crew and 30 marines. Also on board is the Chosen drakin warpriest Erach Twofaiths, and the Provider Helan Joye. The ship is captained by Marten Skiggs. Skiggs is in no mood to explore ruins, so ignore any such encounters rolled en route to Plenty.

THE GRAIN BARGE

Two days out from the Razor Passage, the lookout spies a massive grain barge drifting through the void. The heroes, along with 12 marines, are chosen as the boarding party.

The decks of the grain barge are soaking, as one would expect of a ship that passed through the Runoff Falls. However, the hatches are still sealed, which is very unusual so far out of Plenty. A Notice roll discovers one of the hatches wasn't sealed correctly—a Repair roll works the hatch free.

The grain barge filled with water while traveling through the Runoff Falls, drowning all on board—their bloated bodies fill the ship. The horror of their deaths has trapped the souls of several of the crew within the barge, manifesting as drowned spirits.

🐉 **Drowned Spirits (2 per hero):** See page 144.

🐉 **Marines (30):** Use professional island militia stats on page 155.

🐉 **Erach Twofaiths:** Use drakin Chosen stats (see page 144) including Faith of d10 and the warpriest package of spells.

🐉 **Helan Joye:** Use experienced provider stats (see page 161) with the *elemental Protection* spell added.

🐉 **Marten Skiggs:** Use pirate captain stats (see page 161) and add Knowledge (Battle) d8.

There is nothing more the heroes can do for the grain barge or her crew and Skiggs insists they continue their journey to Plenty.

PLENTY

In a shocking and terrible betrayal of his island, Kedric Lifedancer—powerful god-shifter—summoned a devourer demon, defiled the Teardrop, and created a powerful demonic illusion that hid events on the isle from the Lifemother.

The demon consumed all the food on the island and dominated the islanders—turning them into a crazed army of cannibals. If the island isn't retaken, Plenty's precious food stocks will be lost and the Skies will starve.

As the *Peacekeeper* approaches the dock at Plenty, it seems the entire island has come to greet them, most waving farm implements. A council ship leaves port to meet them. The name of the ship has been defaced. In its place someone has scrawled the name *The Hunger* in thick red lettering. Without warning the ship alters course and speeds up, moving directly at the heroes' ship.

The Hunger's crew has no interest in firing cannons at their prey, only in boarding and eating the crew. If the heroes try to escape, a chase ensues. The first two rounds the combat take place in a Sparse Obstacle Field. After this, the battle moves further out into the Razor Passage and into a Thick Obstacle Field (see the *Savage Worlds* rules).

If *The Hunger* is defeated, the crowds upon the dock flee back into the village. Captain Skiggs leads a force of 70 sailors, his marines, Erach Twofaiths, Helan Joye, and the heroes, ashore to investigate—the rest of his crew stays aboard the *Peacekeeper*. Skiggs quickly leads his troops towards the Teardrop, the temple overlooking the village of Plenty. If any answers are to be found, they will be here.

The village has been ransacked. The Navigator Hall particularly has been defiled. Its windows and doors have been smashed in and the floors are covered in old bloodstains.

As the heroes and their allies leave the environs of the village, the starving masses attack.

Use the Mass Battle rules for the attack. The starving islanders have ten tokens and the crew of the *Peacekeeper* only four. The

sailors are heavily outnumbered, nearly five to one, but their training and skill evens the odds a little. Skiggs takes command of the crew and orders them to make for the Teardrop. The starving islanders have no real leadership, but desperation and cunning give them a Knowledge (Battle) skill of d6.

The crew and heroes must survive one round of battle before they reach the relative shelter of the Teardrop. Have the heroes make a Common Knowledge roll (+2 for Providers), to notice it isn't raining there.

THE BATTLE OF PLENTY

The Teardrop is the highest building around. Crops have been harvested for as far as the eye can see. In the main worship hall, the corpse of Derreck Gedion has been impaled upon the giant crystal teardrop that dominates the hall, his blood defiling the religious symbol. The heroes just have time to bar the doors before the horde attacks again.

For this battle use the following modifiers:

Battle Rolls

- * The crew has a +2 Battle modifier from the medium artillery support given by the *Peacekeeper*.
- * The islanders suffer a -2 Battle modifier from the advantage the Teardrop gives the crew.

Morale Rolls

- * The crew has a +2 morale modifier—they can't retreat.
- * The crew suffers a -1 morale modifier until Gedion's corpse is removed from the Lifemother's symbol.
- * The islanders have a +2 morale bonus. Their starvation makes them effectively fearless.

Removing the corpse of Gedion during the battle has a profound effect upon the temple. The deluge returns, increasing the terrain penalty the islanders suffer to -3.

After two more rounds of battle, the holy symbol in the worship hall changes form, becoming a vortex of water, which pulls gently at the clothing of all who stand in front of it. Heroes who surrender to this

SUNDERED SKIES



are pulled into it and disappear. Those who resist must make a Strength roll each round with a cumulative -1 modifier each roll as the pull intensifies.

Eventually, try as they might to resist, all the heroes are dragged into the raging whirlpool.

POISONED WATER

The characters find themselves traveling ethereally over the island. They feel the loving embrace of the Lifemother around them and are healed of all wounds. Below, they can see the starving islanders have resumed the battle and seem to be gaining the upper hand. A huge ball of water forms around the heroes, smashes through the roof and floor of the Navigator Hall, and deposits them in a secret underground chamber.

Within this chamber are Kedric Lifedancer, Vilam Gedion, 20 Professional Militia, and the devourer demon. If the devourer is destroyed, all islanders apart from Lifedancer return to normal, and although hungry are no longer crazed. The Lifemother acts swiftly, dousing

the islanders in a cleansing wave, removing memories of the depraved acts they have committed.

The heroes have saved the Skies from a slow death by starvation and are awarded two rolls on the Mother Lode level Salvage Table as a reward by the villagers.

The heroes may also take the Holy Warrior Edge without requiring Arcane Background or Faith, but must still meet all other requirements. The hero gains 1 Power Point for this Edge if they don't have any from another source.

🐉 **Pirate Captain (1):** See page 161, but decrease Boating to d8.

🐉 **Islanders (200):** See page 156. They are armed with farming tools (Str+d4).

🐉 **Devourer (1):** See page 142.

🐉 **Kedric Lifedancer:** Use experienced provider (page 161) but add Level Headed, Master (Faith), Power Surge, Unholy Warrior, d12+2 Faith, and the *bolt* and *blast* spells.

🐉 **Vilam Gedion:** Use experienced sorcerer but add Obese Hindrance and Wizard Edge (see page 162).

🐉 **Professional Militia (20):** See page 155.

GLADIATORS

Where: Any arena.

When: At any time.

The arenas in Firsthome, Shadowhaven, and The Meeting Place serve as temples to the Battlelord and places of entertainment. Heroes can earn cogs by defeating opponents and entertaining the crowd.

The heroes can fight any non-unique opponent found in this book. If they are successful, they gain the Salvage dictated by the creature fought, plus one roll on the Junk column for every successful Trick, Test of Wills, or Called Shot.

Fights are usually only to first blood against sentient foes, but those against glowmad and beasts are often to the death.

THE DELIVERY

Where: Heartland (see page 70).

When: If the heroes choose to smuggle weapons for Jeche and Jarle (see page 120).

On the heroes first journey to Heartland they are able to dock without incident. Using the prearranged code words at the Market Garden, they make contact with Gereth who takes the weapons, and gives them a sealed letter of delivery in return.

Gereth offers them a chance to double their money if they agree to smuggle some escaped wildlings from Heartland. They must take them to Timber, where there are several flourishing wildling settlements in the Canopy forest. The foreman of Timber's shipyards holds the seal for this transport.

However, the second time the heroes arrive at Heartland in the same ship, things are very different. If an elven ship is encountered, they are pursued and boarded. Any attempt to run results in an attack. The elves board in numbers—12 Oakthorn troops with 4 bloodhound ferals search the ship thoroughly, looking for hidden weapons or wildlings. If any such contraband is found, it is confiscated, and the ship and crew are banned from ever approaching Heartland again, on pain of death.

 **Oakthorn (12):** See page 147.

 **Bloodhound Ferals (4):** See page 147.

DRAGON'S SONS

Where: Foreign Quarter (See page 70).

When: Run this Savage Tale after the heroes reach Seasoned Rank.

There have been a number of attacks on drakin in the Foreign Quarter. Each victim died from blood loss, and most believe the attacks are the work of a vampire. However, the truth is even more sinister.

The Dragon's Sons, a sorcerous cult, are behind the attacks. Using rituals found in an ancient tome, they are transforming their

leader, Roebart Esor, into a dragon. They target Chosen, but have taken the blood of other drakin too. Unfortunately, the tome was penned by a demon sorcerer and the ritual is transforming their leader into a creature which is only partially draconic.

If one of the heroes is a Chosen, he is assaulted by a sorcerer and his guards. They attack when the party is relaxed, or when the drakin is apart from his fellows. If the heroes do not include a drakin, they stumble across such an attack in progress.

One of the thugs survives the battle and can still talk. With a successful Intimidation roll, he reveals they were to deliver the blood to a warehouse in the Haunted District.

 **Experienced Sorcerer (1):** See page 162.

 **Cultists (2 per hero):** Use pirate stats (page 161).

THE CULTISTS LAIR

The warehouse is guarded by two pirates masquerading as loitering drunks. A search of the warehouse with a successful Notice roll (–2) finds a hidden trapdoor leading to caverns below. This is the lair of the Dragon's Sons, who are conducting one of their dark rituals. A simple system of rough-hewn corridors surrounds a large central chamber. These corridors are stacked with supplies and old tomes (treat as Goods level Salvage). The heroes hear chanting coming from ahead.

In the central chamber, Esor leads twelve others in the chant. He is flanked by two experienced sorcerers at the front of the hall, and is facing 10 cultists.

If the heroes are able to slay Esor and end the threat of the Dragon's Sons, they are bought before the Council of Dragons, where they are awarded the freedom of the Spines and the friendship of dragons. The grateful Dragon Council awards each hero a relic (roll on the Relic Table, on page 89).

 **Roebart Esor:** See page 169.

 **Experienced Sorcerer (2):** See page 162.

 **Cultists (10):** Use pirate stats (page 161).

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Where: Anywhere.

When: Any time after the heroes reach Veteran rank.

A glowborn called Nimos approaches the party, with a message from a representative of Freedom Isle, who requests a meeting. Nimos has been searching for the heroes for months—they were not easy to find.

The representative, a brusque fellow called Paetor, receives the heroes as honored guests. A feast is thrown, at which many of the island's most important glowborn are present. A canny hero might notice no elves are present, despite their prevalence on Freedom Isle. The heroes are asked to relate tales of their exploits.

Afterward, the glowborn guests shake each hero's hand before they leave. Paetor asks them to accompany him to his study where comfortable chairs and fine wines await. He has a business proposition for them.

"As you probably realize, we glowborn have little love for the elves. They practice slavery, something many of us have experienced first hand."

"Elves have influence over every aspect of life on this isle. They used their considerable political power to gain control of the 'glowborn project,' as they call us. I even have to accept the advice of an elven councilor."

"However, an opportunity has arisen. Friendly isles have managed to negotiate a possible way for us to free ourselves from the elvish yoke—a gladiatorial combat to the death."

"A delegation of elves waits at the Arena on Shadowhaven. If they win, then this island is forever in the thrall of the Willow Queen. But, if our champions succeed, we win our freedom. With few glowborn heroes, we are forced to request the aid of others."

"Those who feasted with us tonight have donated what they can as payment to our champions. I fear you

may consider this a meager sum, but it is all we can raise. We can pay you each 3,000 cogs for your trouble."

If they agree, their ship is attacked a week after leaving Freedom by a "pirate" ship—actually an elven galleon. This is a devious attempt by the elves to delay the heroes.

THE ARENA

The elven delegation consists of an elven leafwarden, a shepherd, a Wild Card member of the Oakthorn, and as many ferals as it takes to equal the number of heroes (typically of the bear, bull and wolf varieties).

The warpriests prize wits as well as brawn and allow themselves to be bribed into giving either side an advantage.

The elves do not expect the battle to last longer than ten minutes and have drunk all their elven potions (GM's choice of potion) or fed them to the ferals.

The crowd loves the combat and throws cogs into the arena as dictated by the rules found in Gladiators (on page 130).

If the heroes win, and return to Freedom Isle, they discover the elves in the process of packing up to leave. The streets are lined with cheering crowds and they are awarded the eternal friendship of the glowborn. They have however earned the enmity of the Willow Queen, who will do her best to end their lives, and soon.

🐉 **Elven Captain (1):** Use experienced leafwarden stats (on page 146) and increase Boating to d10, add the Ace Edge.

🐉 **Elven Pirates (30):** Use pirate stats (page 161) but increase Agility and Shooting to d10, add the thorns Plant Heritage and the All Thumbs Hindrance.

🐉 **Elven Experienced Leafwarden (1):** See page 146. Increase Faith to d12 and add the Improved Arcane Resistance Edge.

🐉 **Elven Shepherd (1):** See page 147.

🐉 **Elven Oakthorn (1):** See page 147. Add Wild Card designator

🐉 **Bear Feral:** See page 147.

🐉 **Bull Feral:** See page 147.

🐉 **Wolf Feral:** See page 148.



Where: Heartland (see page 70).

When: Run this Savage Tale as the heroes deliver an consignment of weapons to the boughbreakers and are of Heroic Rank.

Just as the delivery is being finalized, the heroes hear a great commotion. Outside, they see a great number of Oakthorn and ferals have surrounded the building and are attempting to hammer down the door.

Gereth leads the heroes towards the root cellar, where an escape tunnel awaits. He has wired the entire foundation of his store to explode, but it takes him a while to set the fuses. The heroes must defend the hallway for ten rounds—otherwise the elves can follow them.

Only three Oakthorn or two ferals can assault the heroes at the same time. A leafwarden is also present, but she only makes her presence known if the heroes cast *barrier* or some other impeding spell. She *dispels* it and then retreats, content to let her troops bear the brunt of the heroes' attacks. There is effectively an unlimited number of troops attacking the building, as reinforcements can be called in at any time.

🔮 **Experienced Leafwarden (1):** See page 146.

🔮 **Elvish Oakthorn (as many as needed):** See page 147.

🔮 **Ferals (as many as needed):** See pages 147-148.

ESCAPE

The escape tunnel is very cramped—small heroes can just about stand upright, while others have to crawl—and only wide enough to allow them to move in single file. Two minutes after they enter, the tunnel is rocked by a large explosion from behind. The tunnel shakes, but thankfully does not collapse. Gereth never catches them up.

The tunnel snakes through the earth for miles, eventually emerging in the back of a badger burrow. The heroes discover elvish warriors waiting for them, one of them gruffly asks, "Where's Gereth?"

FRIENDS

The heroes are facing boughbreakers—the elf who spoke is the leader, Aethor. He may know of the heroes through Gereth, and asks some pertinent questions. Once he is happy they are who they claim, he leads them to a treetop community where the boughbreakers have their hidden headquarters.

Aethor quickly outlines what is happening. The Willow Queen has grown tired of the boughbreakers' activities and has decided to destroy them. She has seriously misjudged her move. The boughbreakers have steadily been gaining support among the people, and Heartland is in open revolt. Skirmishes are being fought all over the island, but the Queen and the majority of her forces are holed up in the Willow Court. She must be captured or slain before the boughbreakers lose the momentum.

While most of the boughbreakers' army besieges the Willow Queen at her Court, an elite cadre tunnels beneath its walls using earth elementals. Once within, they have strategic targets to take out, to weaken the thorn walls. Aethor asks the heroes to accompany his cadre. If they can weaken or defeat those forces at the Fleshforge, it will be a great advantage.

The heroes are introduced to the cadre of sorcerers—thirty or so elvish veterans of many a guerilla action against the Willow Queen.

As the small army marches, more wildlings and elves join it. After a two-day march, the army ranges itself before the walls of the Willow Court. The mammoth Leaflord can be seen within, towering over everything. It seems to lean towards the army, its branches grasping, and the wind in its leaves sounding like mocking laughter. Massed ranks of ferals, leafwardens, and Oakthorn can be seen on the walls.

When the attack begins, it is savage. Wildlings swarm up the walls, only to be impaled on the thorns at the top or ripped to pieces by ferals, though not before making a good account of themselves. leafwardens conjure wood elementals, which wreak havoc on the besieging forces, while untamed priests conjure spirits who tear the defenders apart.

SUNDERED SKIES

Thankfully, the characters do not have to witness this terrible battle for too long. They spend much of it below ground as the summoner cadre slowly digs its way towards the Court.

Eventually, the group surfaces in a rose garden deep in the Court. The sounds of battle rage behind them, but the heroes' business lies ahead, within the Fleshforge. The group splits up, before each heads off on their own missions.

It is not far to the Fleshforge and nothing stands in the heroes' way. Eventually, they find themselves before the massive roots of the Leaflord. Their attack is anticipated, however, and the elves have gathered to face them.

Arrayed in front of the entrance to the Fleshforge is a large force consisting of 10 Oakthorn guards, an oaken giant, three leafwardens, a toad feral, two blight walkers, and the Willow Queen. A hawk feral circles overhead, ready to dive upon anyone who gets too close to the Queen. This formidable force must be dealt with before the heroes can enter the Fleshforge.

🐉 **Experienced Leafwarden (1):** See page 146.

🐉 **Oakthorn Guard (10):** See page 147.

🐉 **Oaken Giant (1):** See page 158.

🐉 **Experienced Leafwarden (1):** See page 146. Add the Champion and Power Surge Edges.

🐉 **Neophyte Leafwardens (2):** See page 146.

🐉 **Toad Feral (1):** See page 148. Increase Fighting to d10.

🐉 **Hawk Feral (1):** See page 148.

🐉 **Blight Walkers (2):** See page 139. One of the blight walker's was once Gereth and seeing him is horrifying (Fear -2). The Queen keeps both the glowmad on metal leashes.

🐉 **The Willow Queen:** See page 172.

☼ **Savior of the Elves:** The final soul-bound item is within the heroes' grasp (see page 107)

📖 COUNCIL GAMES 📖

Where: Shadowhaven (see page 72).

When: Run this Savage Tale if the heroes have made enemies of the elves.

The heroes will almost undoubtedly do something at some point in their travels, either by mistake or intentionally, that could be considered illegal. Perhaps they mistakenly killed a bystander during battle or dabbled briefly in piracy. Even if the elves can't uncover any evidence of foul play on the heroes' part, they aren't above creating some.

The heroes are invited to a meeting with Heartland's representative on the Trade Council, Shera Leaf tongue. This meeting takes place in a public place and two burly Oakthorn guards accompany Leaf tongue. During this meeting, she carefully sets out the evidence against the heroes (whether real or fabricated), and they are given a choice. Either they can start working for Heartland or the evidence will be taken before the Council and they will be "unmasked as the criminals they are."

Leaf tongue requires the heroes to hunt down and board the frigate *Skylar's Song*. The frigate's crew are in league with the boughbreakers and she wants the captain's head. If they agree, she will "lose" the evidence she has against them. The *Skylar's Song* is in port at Shadowhaven right now but is leaving soon.

If the heroes do what is required of them, the evidence incriminating them is not destroyed, of course. Instead, Leaf tongue uses the threat of it to get them to commit additional crimes. If the initial evidence was faked, the heroes have just provided much more robust proof of their infamy!

Leaf tongue is playing with the heroes, and has no intention of ever giving up any evidence she has. Instead, she tries to corrupt the heroes by forcing them to commit more heinous crimes or give up their contacts with the boughbreakers. She is devious and cunning, and has no scruples where the heroes are concerned.

If the heroes attempt to break into the elven wing of the Council Halls to recover any existing evidence, they have to evade the Council guards (who patrol the grounds in threes). These patrols come within sight of one another every twenty minutes. Once these are dealt with, the heroes must either open a locked door (–2 to Lockpicking), or climb to an unlocked upper story window to gain access to the elven wing. This is possible only during Shadowhaven's sleep cycles, as the Council Halls are bustling during the day cycles.

The elven wing itself is guarded by six Oakthorn. A ferocious bear feral guards Leaf tongue's office, where the evidence is stored in a locked desk.

🐾 **Leaf tongue (1):** Use experienced leaf-warden stats (see page 146).

🐾 **Council Guards (3):** Use professional militia stats (see page 155).

🐾 **Oakthorn (6):** See page 147.

🐾 **Bear Feral (1):** See page 147.



📖 FESTIVAL'S TEAR 📖

Where: The Void (see page 78).

When: At any time.

As the heroes are between islands, a single note is heard clearly by all aboard the vessel. It seemingly originates from only a few paces away and repeats at random intervals. Soon, a small island is spotted, perhaps 150 feet in diameter. The island appears to be uninhabited and covered in rubble.

The rubble covers cracked and broken hexagonal flagstones fitted close together. A Notice roll reveals an open-walled structure with a roof supported by pillars once stood here. A thorough search is required to find anything. While searching the ruins, the heroes repeatedly hear the clear note again. Two successful Notice rolls (songpriests gain a +1 bonus) lead the heroes to a stairwell blocked by rubble.

Once cleared, the stairs descend to a dusty wall. Clearing the dust reveals a series of carved musical staves and notes. The notes, if

touched in sequence, emit a mournful tune. A Notice roll identifies two notes that do not quite fit the piece. If these notes are touched simultaneously, the wall slides back.

THE RUINED CHOIRHALL

Beyond the wall is a long, wide hallway with a wooden floor. There are faded murals on the walls. A beautiful, mournful voice sings the tale the murals depict.

The song recites the sad tale of a song-priest who became obsessed with hearing the fabled Perfect Note. For years he searched, eventually discovering in a lost ruin a crystal of the purest quality and hue. The priest gently struck it with a tiny silver hammer. A note rang out, so pure, so true, so perfect, and so terrible his mind was shattered. He named this crystal the Lord's Tear.

The mad priest built a temple dedicated to the Lord of Festival. About it he hung many crystals, which, when struck, would sound different notes. Finally, he hung the Lord's Tear. Even more years were spent composing

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a piece of music suitable to culminate in the striking of the Lord's Tear once more. Eventually all was in readiness and the priest invited his fellow songpriests to his rendition. Many refused, knowing his madness, but not all. The performance was a great success and a god appeared to them—but not the one they expected.

The song ends abruptly and investigation proves the mural is unfinished. The last image shows the songpriest about to start his performance.

Each of the boards upon the floor plays a different note when stepped upon, each low and mournful. The wall at the far end is identical to the entrance wall, complete with carvings. This door will not open unless the tune heard previously is played before it.

THE ETERNAL PERFORMANCE

The final chamber is large, circular, and domed. Fine gold chains hang down from the ceiling, some with crystals attached to them. Scattered about the chamber are 100 skeletons clad in moldering, but obviously fine, clothing.

Two animated skeletons guard the door. In the center of the chamber stands a liche, beside it a ghostly woman clad in billowing black robes—his muse, doomed forever to stand at his side.

"Has the time come to play my music once more?" says the liche, "Is the world ready again to hear the Lord's Tear sing?"

Before the heroes can act, the liche raises a tiny silver hammer and lightly strikes the crystal. A note of absolute purity unheard for millennia rings out, a note so complete and perfect the mind can barely comprehend it. The heroes must make a Spirit roll or roll on the Fright Table.

That single note is also deafening—all must make Vigor rolls or be deafened for 1d10 minutes. Anyone rolling a 1 on their Spirit die, regardless of the Wild Die, gains the Major Hard of Hearing Hindrance.

The skeletal bodies rise up with a great clatter of bones. There are 100 skeletal attendants, and 2d6+6 of them attack the heroes,

trying to keep them away from the liche. The rest strike the crystals hanging around the room, adding to the chaos and the din. The muse, on the other hand, attacks the heroes to her full ability.

If attacked, the liche fights back but attempts to strike the Tear on the fifth combat round. This time, the vibrations in the room cause something to go disastrously wrong. Everything in the chamber is struck for 3d6 damage. The ceiling and walls shake, and cracks appear. Another note like this brings the ceiling down, doing 5d6 damage to everyone.

THE LORD'S TEAR

This crystal is about 2 inches in diameter and seven inches long. It is translucent, and no two heroes see it as the same color. The crystal is very fragile, only having a Toughness of 3. A magical attack on the crystal shatters it. It breaks silently, shattering into multi-hued shards which fall to the floor.

The liche and the skeletons collapse when the crystal shatters, releasing the muse from its servitude. The chamber walls appear to silently bow outwards, large cracks open, and void light pours in.

A d100 intact crystals can be retrieved from the chamber, each worth 10 cogs to a songpriest. The masonry in the hall is worth Goods level Salvage, while the wooden floor is worth Haul level Salvage. The liche's silver hammer grants a songpriest +1 on his Faith rolls.

Finally, there are six large shards of the Lord's Tear, which vibrate in the wielder's hands. They have the normal statistics of a dagger but only half the weight. Additionally, the vibrations allow them to ignore 2 points of armor. If a wound is caused, the shard can be twisted, shattering it within the victim's body and causing an additional automatic wound.

🔮 **Skeletons (100):** See page 162.

🔮 **Muse (1):** See page 258.

🔮 **Liche (1):** See page 156.

CHARACTERS & CREATURES

All the creatures, important characters, and villains have been gathered together in this final chapter for ease of reference.

The entries are listed alphabetically, along with entries for categories of creature (like Demons, for instance), which then list in bold the creatures belonging to that category. So if you want to look up a particular elemental, you can find it alphabetically, and if you want some general information on all elementals (together with a list of specific examples), you can just look up “elemental.”

The important NPCs have been separated from the other entries and are listed at the end of the chapter.

SALVAGE

Each of the creatures in this book has a new entry, Salvage, just above its Special Abilities. This is the Salvage Table line the GM rolls on when the group runs into the beast (see the Salvage Table on page 88).

Intelligent creatures always use any special treasure they have if possible, or may have it stored in their hideout somewhere if it is not immediately useful to them (a good reason for heroes to take prisoners).

Creatures of animal intelligence (those marked with an (A) after their Smarts stat) don't usually hoard treasure, but may have dragged former victims to their lair to be devoured. The possessions of those unfortunates remain there, so a Tracking roll might lead the party to the thing's lair—and long-lost treasures.

AIR ELEMENTAL

Air elementals are powerful summoned spirits, which manifest as howling sentient whirlwinds.

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

Skills: Notice d8, Shooting d6

Pace: 0; **Parry:** 2; **Toughness:** 5

Salvage: None

Special Abilities:

- * **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- * **Ethereal:** Air elementals can maneuver through any non-solid surface. They can seep through the cracks in doors, bubble through water and rush through sails.
- * **Flight:** Air elementals can fly at a Pace of 6". They may never “run.”
- * **Invulnerability:** Air elementals are immune to all non-magical attacks except fire.
- * **Push:** Air elementals can push a single target d6" directly away from the spirit by directing a blast of air at him. The victim may make a Strength roll as a free action, with each success and raise reducing the amount he's moved by 1".
- * **Whirlwind:** As long as the air elemental does not move, it may attempt to pick up a foe. Make an opposed Strength check. If the air elemental wins, its foe is pulled into the swirling maelstrom of its body. The victim can escape with an opposed Strength roll, which is an action. While trapped, the target is at -2 on all rolls including damage, attack, and Strength

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rolls to free himself. The air elemental cannot move as long as it wants to keep foes trapped inside its form.

- * **Wind Blast:** Air elementals can send directed blasts of air at foes using the Cone Template and a shooting roll. Foes may make an opposed Agility roll to avoid the blast. The damage is 2d6 points of non-lethal damage.

ANIMATED PUPPETS

Normally these seven small puppets are used to entertain children in the charming tale of *Sir Roddick and the Six Dragons*. Sadly, they are now animated, murderous horrors covered in blood-like sap, and they delight in preying on children.

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

Skills: Fighting d6, Stealth d6

Pace: 3; **Parry:** 5; **Toughness:** 5(2)

Salvage: None

Special Abilities:

- * **Armor +2:** Made from wood.
- * **Claws:** Str+d4.
- * **Construct:** +2 to recover from Shaken; No additional damage from called shots; Fearless; Immune to disease and poison.
- * **Size -2:** Puppets are only a foot tall.
- * **Small:** Anyone attacking a puppet must subtract 2 from his attack rolls.

BARNACLE APES

Barnacle apes are named for their ability to cling to the hull of a skyship. The size of a baboon, they are fantastic climbers and leapers. They are usually shy and generally peaceful, generally only attacking when they are cornered.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6

Skills: Climbing d12+2, Fighting d6, Guts d4, Notice d6, Stealth d8, Throwing d6

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

Gear: Thrown rocks (3/6/12, Str+d4)

Salvage: None

Special Abilities:

- * **Bite/Claws:** Str+d4.
- * **Dodge:** Barnacle apes are notoriously

difficult to hit. Attackers subtract 1 from their Shooting or Throwing rolls.

- * **Leap:** Barnacle apes can leap huge distances, with +2 Fighting and +2 Damage.
- * **Size -1:** Barnacle apes are the size of dogs.

BEHEMOTH

Behemoths are huge sky whales. They avoid other creatures when possible, but can be vicious, dangerous opponent if attacked. The carcass of an adult behemoth can feed an island for several weeks.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+6, Vigor d10

Skills: Fighting d6, Guts d6, Notice d6

Pace: 0; **Parry:** 5; **Toughness:** 17

Salvage: Goods, if cut open

Special Abilities:

- * **Bite:** Str+d6.
- * **Flight:** Adults have a Flying Pace of 8".
- * **Gargantuan:** Heavy Armor. Attacks against behemoths by man-size creatures are made at +4. A behemoth's attacks are Heavy Weapons. Add Size to Damage when ramming.
- * **Hardy:** Two Shaken results will not put a behemoth down.
- * **Size +10:** Behemoths average 100' long.
- * **Tail Slap:** Behemoths slap the air with their huge flukes, causing a blast of air capable of rocking even the sturdiest ship. The blast of air travels 30". The behemoth makes a Strength roll and the crew make opposed Agility rolls to keep their footing. Failure to make this roll means the crewmember falls and takes 1d6 damage, or 2d6 damage if he falls from rigging onto the deck. Those poor souls who roll a 1 on their Agility die, regardless of Wild Die, and fail the roll, are thrown overboard.

If a character is caught in this blast while under the effects of a *fly* spell, he must resist the behemoth's Strength roll with either their Strength or their magical skill, whichever is the highest. If they fail this roll, they are tossed through the air the full length of the blast, taking 3d6 damage in the process.

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BLACK GENERAL

Clad in jet black, rune-inscribed plate armor and armed with weapons swathed in balefire, black generals command the demonic hordes. No hint of their true form can be seen beneath their armor.

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

Skills: Fighting d10, Guts d12, Intimidation 10, Knowledge (Battle) d10

Pace: 6; **Parry:** 9; **Toughness:** 11(3)

Edges: Arcane Resistance, Combat Reflexes, Improved Block, Improved Frenzy, Improved Sweep, Level Headed, Improved Nerves of Steel

Salvage: None

Special Abilities:

- * **Armor +3:** Black plate armor and a closed helm.
- * **Balefire Weapon:** Great sword (Str+d10), anyone struck by a weapon, whether injured or not, has a chance of igniting.
- * **Retributive Blast:** When a black general is Incapacitated, it explodes in an area equal to a Medium Burst Template, inflicting 2d6 damage to anyone within.
- * **Size +1:** Black generals stand over 7' tall.



BLIGHT WALKER

Glowmad elves become hideous plant-elf hybrids with bark-like skin. Plant roots visibly burrow through their flesh and blossom into hideous gore splattered flowers, which then quickly wither and die.

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

Skills: Climbing d6, Fighting d8, Notice d8, Stealth d4, Tracking d12

Pace: 6; **Parry:** 6; **Toughness:** 9(2)

Salvage: None

Special Abilities:

- * **Armor +2:** A Blight Walker is covered in shifting bark.
- * **Blight Touch:** The touch of a blight walker kills any plant instantly, and destroys wooden or wooden hafted weapons. A blight walker hit by such weapons makes a Spirit roll (-4), as a free action, on a success the weapon is destroyed.

- * **Creation:** A character who becomes a Blight Walker gains 2 dice in Vigor.

- * **Elemental:** +2 when attempting to recover from being Shaken. They do not suffer additional damage from called shots.

- * **Glowmad:** Glowmad spend the first two months of their existence in a constant state of berserk fury. They gain +2 to Fighting and Strength rolls and suffer a -2 penalty to Parry. If they roll a 1 on their Fighting die they hit a random adjacent target—not the original target.

- * **Root Blast:** Blight walkers can make a Wild Attack (+2 Fighting, +2 damage) against a single foe and direct their tendrill attack into one concentrated burst. This attack is particularly devastating and inflicts a -2 to rolls to soak any wounds it causes.

- * **Sweep:** Blight walkers may direct their tendrils to lash at all adjacent foes at -2.

- * **Tendrill Attack:** Str+d4.

- * **Weakness:** Fire attacks do +4 damage. They catch alight on a 5-6 on a d6.

BLINDED

Glowmad humans are the most common glowmad. Their scaly skin is earth colored and their features bestial. Their eyes have melted and their sockets shine with voidlight.

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

Skills: Climbing d6, Fighting d8, Guts d8, Notice d10, Stealth d6

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

Gear: Stone axe (Str+d6)

Salvage: Junk

Special Abilities:

- * **Armor +2:** Blinded have scaly skin.

- * **Blindsight:** Blinded can detect all foes within 10". All those beyond are totally concealed.

- * **Creation:** A character who becomes a blinded gains 1 die in Agility and Strength, but loses 1 dice in Spirit.

- * **Fear:** Blinded are the most infamous of all glowmad.

- * **Glowmad:** Glowmad spend the first two months of their existence in a constant state of berserk fury. They gain +2 to

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Fighting and Strength rolls and suffer a -2 penalty to Parry. If they roll a 1 on their Fighting die they hit a random adjacent target—not the original target.

- * **Leap Attack:** Blinded may leap up to 8" into combat (minimum 3"), gaining +2 on their Fighting and Damage rolls.
- * **Weakness:** Blinded are susceptible to sound and scent based attacks, suffering +2 damage and -2 on rolls to resist them.



BLOODFLY SWARM

Sky sailors live in fear of huge swarms of bloodflies consuming everything in their path. Bloodflies resemble bumblebees, albeit with oversized mandibles. They have a voracious appetite for blood. A swarm is treated like one creature, which covers a Medium Burst Template.

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d8

Pace: 10; **Parry:** 4; **Toughness:** 7

Salvage: None



Special Abilities:

- * **Bite:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone within their template.
- * **Split:** Some swarms can split into two smaller swarms. When a swarm takes a wound, it splits into two swarms, each the size of a Small Burst Template. The Toughness of these smaller swarms is lowered by -2 (to 5 each).
- * **Swarm:** Parry +2; the swarm is composed of hundreds or thousands of creatures, so cutting and piercing weapons do no real damage. Area effect weapons work normally, and a character can stomp to inflict his Strength in damage each round.

BRIGHT CABAL

The leaders of the Bright Cabal are necromantic priests of the Rotting One. Most are mortal, but a few have become undead. The Cabal's **death priests** roam the Skies in **death barges**. These skilled necromancers use Soul Orbs to trap the souls of their victims, which they use to power their spells.

A powerful servant of the Bright Cabal can go on to become **vampire** or **liche**.



DAMNED GOLEM

Damned golems are hellish iron constructs. The tormented souls imprisoned within are gradually consumed as fuel.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+4, Vigor d12

Skills: Fighting d8, Notice d6, Shooting d6

Pace: 6; **Parry:** 8; **Toughness:** 14(5)

Edges: Improved Block, Improved First Strike, Improved Sweep

Salvage: See below

Special Abilities:

- * **Armor +5:** Damned golems are iron constructs.
- * **Claws:** Str+d6.
- * **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Ignores wound penalties; Immune to disease and poison.
- * **Explosion:** When a golem is Incapacitated,

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it explodes in an area equal to a Large Burst Template, inflicting 3d6 damage on anyone within. The twisted remains are equal to Goods salvage.

- * **Fear -2:** Golems are truly horrific.
- * **Fearless:** Golems are immune to Fear and Intimidation.
- * **Hooked Chains:** Damned golems can fire hooked chains as an action (3/6/12, 2d6+1). Inflicting a wound with this attack skewers its target. The golem may drag a skewered victim 3" a round toward it if it wins an opposed Strength roll. This inflicts 1d6 damage to the victim every round.

If the damage roll Aces, the hook rips free, and the victim rolls on the Injury Table. The injury only lasts for the rest of this combat.

- * **Size +1:** Golems are significantly larger than a human.
- * **Weakness (Name):** If the golem is called by one of the names of the souls it imprisons, it must succeed at a Spirit roll or become Shaken.

DAMNED SOLDIER

Damned to hell for their love of war and battle, damned soldiers suffer an eternity of agony under the most unspeakable torments. When they are called upon to fight, damned soldiers do so with a terrible fury, fueled by a bitter hatred of all living things.

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

Skills: Fighting d8, Throwing d6

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

Edges: Improved Frenzy

Salvage: None

Special Abilities:

- * **Armor +2:** Damned soldiers wear ornate archaic armor.
- * **Hardy:** Damned soldiers do not suffer a wound if they take a second Shaken result.
- * **Spiked Gauntlets:** Str+d4.
- * **Spit Blood:** Damned soldiers can spit hellish blood. This has a range of 1/2/4 and does 2d6 damage.

DEATH BARGE

Death barges are the skyships of the Bright Cabal, crewed by undead and captained by either a death priest or a powerful undead, such as a liche or vampire.

A death barge can be any type of ship, and is often decorated with bone and other grisly trophies. The ship is also almost always badly maintained. Reduce a death barge's Toughness and Armor by one and increase its Top Speed and Acceleration by one. Death barges are often packed with undead (double the number of the ship's crew). The value of a death barge is reduced by 50% (round down).

DEATH BARGE TYPE

Roll on the table below to determine the type of ship encountered.

d20	Result
1-2.....	Cloud Skiff
3-6.....	Sky Sloop
7-12.....	Frigate
13-15.....	Modified Frigate*
16-17.....	Doppelganger ship
18-19.....	Sky Galley
20.....	Two ships encountered.

Roll twice on this chart.

* A modified ship has one of the racial modifications as detailed on page 34.

DEATH BARGE CREW

d20	Result
1-8.....	50% zombies, 50% skeletons
9-15.....	Zombies
16-19.....	90% zombies, 10 % ghouls
20.....	50% zombies, 50% ghouls

DEATH BARGE CAPTAIN

d20	Result
1-16.....	Experienced Death Priest*
17-18.....	Liche**
19-20.....	Ancient Vampire***

* Plus 2 neophyte death priests.

** Increase the number of zombies on board by 20%.

*** Plus 2 vampire spawn.

SUNDERED SKIES

DEATH PRIEST

The hideous necromancers of the Bright Cabal, these vile death priests are often found at the helm of a death barge, and are the dedicated servants of the Rotting One.

EXPERIENCED DEATH PRIEST

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

Skills: Boating d8, Climbing d6, Faith d12, Fighting d6, Guts d6, Intimidation d8, Notice d8, Shooting d8, Stealth d6

Charisma: -2;

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

Hindrances: Anemic, Ugly + various

Edges: Arcane Background (Miracles), New Spells, Power Points, Reputation (bad), Soul Drain

Gear: Various, but at least one relic (roll on the Relic Table, on page 89)

Salvage: Junk

Spells: (All have 50 Power Points including 15 stored in their soul orb); *armor*, *bolt*, *drain the powerful soul*, *fear*, *zombie*



Special Abilities:

* **Soul Orb:** Soul orbs absorb the souls of everyone killed within 12", providing 1 Power Point for each soul absorbed. Hitting a soul orb is a Called Shot with a -2 penalty. They have an Object Toughness of 12 and are damaged by blunt and cutting weapons. Destroying a soul orb causes its owner to become Shaken.

NEOPHYTE DEATH PRIEST

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

Skills: Boating d6, Climbing d6, Faith d10, Fighting d6, Guts d4, Notice d8, Shooting d6, Stealth d6

Charisma: -2;

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

Hindrances: Anemic, Ugly + various

Edges: Arcane Background (Miracles)

Gear: Various

Salvage: Junk

Spells: (All have 25 Power Points); *armor*, *bolt*, *fear*

DEMON

The demons of the Abyss are becoming more common in the Skies as the Soulshield weakens. Their shadows move independently, often reaching towards their victims. The most commonly encountered demons are **devourers**, **grisly puppeteers**, **grotesques**, **maulers**, **spined brutes**, **swarm mages**, and **thorn beasts**.

DEVOURER

Hellish manifestations of gluttony, devourers are massively overweight humanoids. They have huge slaving maws with long barbed tongues.

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

Skills: Guts d6, Fighting d8, Intimidate d6

Pace: 3; **Parry:** 6; **Toughness:** 13(4)

Edges: Arcane Resistance, Improved Nerves of Steel

Salvage: None

Special Abilities:

* **Armor +4:** Devourers are covered in rolls of thick fat.

CHARACTERS & CREATURES

- * **Command:** A devourer's cultists add +1 to their Spirit rolls to recover from being Shaken.
- * **Fear:** Devourers are disgusting.
- * **Size +2:** Devourers are massively fat, easily weighing over 800 pounds.
- * **Swallow:** Devourers may swallow opponents whole. Swallowed victims can only attack the demon with small weapons (knives, pistols) already held. Devourers do not gain the benefit of Armor against these attacks. The victim takes d8 damage per round. His armor (if any) is destroyed if this damage Aces. Only one creature of Size +0 or smaller can be subject to this attack at any one time. Swallowed characters are disgorged upon the death of the devourer or by the vomit attack.
- * **Tongue Lash:** Devourers' tongues have a Reach of 4" and do Str+d4 damage. This is a Touch Attack (+2 Fighting). With a raise on the Fighting roll, the tongue wraps around the target and pulls him into the devourer's maw, whereupon it swallows him as above.
- * **Vomit:** Devourers vomit acid over foes. Use the Cone Template. Everyone within must make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d8 damage. If the target rolls a 1 on his Agility die, regardless of Wild Die, his armor dissolves.

DRAGON

Attaining dragonhood is the goal of every drakin Chosen. Dragons are the leaders of the drakin race. A few are powerful sorcerers as well, and have 30 Power Points and 1d4+3 spells.

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d12+9, Vigor d12

Skills: Fighting d12, Guts d12, Intimidation d12, Notice d12

Charisma: +0;

Pace: 8; **Parry:** 8; **Toughness:** 20(4)

Edges: Combat Reflexes, Improved Frenzy, Level Headed, Nerves of Steel

Salvage: Mother Lode + 1d6+2 relics

Special Abilities:

- * **Arcane Senses:** Dragons may detect supernatural persons, objects, or effects



within sight, with a Spirit roll at -2. On a failure, they suffer a level of Fatigue. This Fatigue is removed after an hour's rest.

- * **Armor +4:** Scaly hide.
- * **Claws/Bite:** Str+d8
- * **Fear -2:** Dragons are awesome beings.
- * **Fiery Breath:** Dragons breathe fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire (see the Fire rules in the *Savage Worlds* rulebook). A dragon may not attack with its claws or bite in the same round that it breathes fire.
- * **Flight:** Dragons have a Flying Pace of 24",
- * **Huge:** Attackers add +4 to their attack rolls when attacking a dragon.
- * **Size +8:** Dragons are massive creatures; over 40' long from nose to tail and weigh well over 30,000 pounds.
- * **Tail Lash:** The dragon can sweep all opponents in its rear facing in a 3" long by 6" wide area. This is a standard Fighting attack, and inflicts Str-2 damage.

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DRAKE

Drakes are cunning, stealthy dangerous dragon-like creatures who lair amid the ruins of the Shattered City.

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+6, Vigor d12

Skills: Fighting d10, Guts d12, Intimidation d12, Notice d8, Stealth d6

Pace: 4; **Parry:** 7; **Toughness:** 17(4)

Salvage: Goods in lair

Special Abilities:

- * **Armor +4:** Scaly hide.
- * **Claws/Bite:** Str+d8.
- * **Fear:** Drakes are frightening creatures.
- * **Flight:** Drakes have a Flying Pace of 18".
- * **Large:** Attackers add +2 to their attack rolls when attacking a drake.
- * **Size +5:** Drakes are over 20' long from snout to tail, and weigh in at over 3000 pounds.
- * **Tail Lash:** A drake can sweep all opponents in its rear facing in a 2" long by 3" wide rectangle, inflicting Str-2 damage.

DRAKIN

Drakin encountered outside of Dragon's Spine are often those seized with wanderlust. Drakin Chosen are metamorphosing into dragons. Drakin sorcerers are particularly formidable.

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

Skills: Boating d8, Climbing d6, Fighting d6, Guts d6, Notice d6, Shooting d6

Charisma: +0;

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

Hindrances: Small

Edges: Arcane Senses

Gear: Leather (+1), rib blade (Str+d4, Parry +1, degradable), sling (4/8/16, Str+d4)

Salvage: Junk for every 3 drakin



DRAKIN CHOSEN

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

Skills: Boating d8, Climbing d6, Fighting d8, Guts d6, Knowledge (Arcana) d6, Knowledge (History) d8, Notice d6, Shooting d6

Charisma: +0;

Pace: 6; **Parry:** 6; **Toughness:** 8(2)

Hindrances: Curious

Edges: Arcane Senses, Chosen, Dragon Hide, Dragon Might, First Strike

Gear: Claws (Str+d6), sling (4/8/16, Str+d4)

Salvage: Junk



DRAKIN SORCERER

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

Skills: Boating d8, Climbing d4, Fighting d6, Guts d6, Notice d6, Spellcasting d10, Throwing d6

Charisma: +0;

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

Hindrances: Small

Edges: Arcane Background (Magic), Arcane Senses, Dragonkin

Gear: Leather (+1) spear (3/6/12; Str+d6; Parry +1; Reach 1)

Salvage: Junk

Spells: (15 Power Points); *armor, bolt, blast, boost/lower trait.*

DROWNED SPIRITS

Drowned spirits are very rare wraiths of those who drown—something that is almost unknown in the Sundered Skies. The ghost uses the water that killed it to form a body, of sorts. Drowned spirits are malevolent, vengeful creatures that attempt to drown their foes.

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

Skills: Fighting d6, Intimidation d12+2

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

Salvage: None

Special Abilities:

- * **Drowning:** If a drowned spirit gets a raise on its Fighting roll, it envelops the head of its victim in its watery form. The victim starts to drown (see *Savage Worlds*). The only way to save the victim is to destroy the spirit—their forms are too nebulous to be grappled free.
- * **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- * **Fear -1:** Drowned spirits cause Guts checks at -1 when they let themselves be seen.

CHARACTERS & CREATURES

- * **Invulnerability:** Drowned spirits are immune to all non-magical attacks except fire. A torch or lantern that hits the spirit does d6 damage, but is instantly put out.
- * **Water Spout:** Drowned Spirits can project a torrent of rushing water in a Cone Template. This automatically puts out any normal fires. Creatures within the Cone must make a Strength roll at -2 or be Shaken.

DWARF

Dwarves are the least numerous race in the Skies. They rarely venture out of the Lower Reaches, where they live deep within hollow islands, called darkhomes. Dwarves encountered elsewhere are either misfits, or missionaries of the Artificer.

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

Skills: Boating d6, Climbing d6, Fighting d6, Guts d8, Knowledge (Craft) d6, Notice d6, Repair d6, Shooting d6

Charisma: +0;

Pace: 5; **Parry:** 5; **Toughness:** 7(1)

Hindrances: Loyal, Slow

Edges: Clan Trained, Low light Vision, Tough

Gear: Leather (+1), axe (Str+d6), sling (4/8/16, Str+d4)

Salvage: Junk for every 3 dwarves

DWARVEN ENGINEER

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

Skills: Boating d6, Climbing d6, Faith d8, Fighting d6, Guts d8, Knowledge (Craft) d8, Notice d8, Repair d8, Shooting d8, Weird Science d8

Charisma: +0;

Pace: 5; **Parry:** 5; **Toughness:** 7(1)

Hindrances: Loyal, Slow

Edges: Arcane Background (Weird Science), Clan Trained, Gadgeteer, Low light Vision, McGyver, Mr. Fix It, Tough

Gear: Leather (+1), axe (Str+d6), sling (4/8/16, Str+d4)

Salvage: Junk

Spells: (10 Power Points); *bolt, deflection*

EARTHBANE

Glowmad dwarves become ugly, hairless, mole-like creatures with tiny eyes and large claws. Earthbanes destroy earth and stone with a wave of sickly energy, knocking people from their feet as the ground disappears beneath them. Earthbanes can destabilize an island within weeks.

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

Skills: Fighting d6, Notice d6, Stealth d6

Pace: 5; **Parry:** 5; **Toughness:** 8(2)

Salvage: Goods.

Special Abilities:

- * **Armor +2:** Earthbanes have a stony hide.

- * **Burrow (10"):** Earthbanes can disappear and reappear on the following action anywhere within 10".

- * **Claws:** Str+d8.

- * **Creation:** A character who becomes an Earthbane loses 1 die in Agility but gains 1 die in Strength.

- * **Earthbane:** With a successful Spirit roll, earthbanes can disintegrate earth and rock around them as a free action. Center a Medium Burst Template on the earthbane. All earth and rock in this area is instantly disintegrated to a depth of 2 game inches.

Characters in the affected area must make an Agility roll or be knocked prone. Anything primarily made from earth or stone take 2d8 damage. This power only affects unworked stone and earth.

- * **Glowmad:** Glowmad spend the first two months of their existence in a constant state of berserk fury. They gain +2 to Fighting and Strength rolls and suffer a -2 penalty to Parry. If they roll a 1 on their Fighting die they hit a random adjacent target—not the original target.

- * **Light Sensitive:** An earthbane's eyes are extremely sensitive. Torch light or brighter, including voidlight, gives them a -1 penalty to all Trait tests requiring sight. They ignore dim light penalties and only suffer a -1 penalty from darkness.

- * **Slow:** Earthbane cannot run.

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EARTH ELEMENTAL

Earth elementals manifest as five-foot tall, vaguely man-shaped collections of earth and stone. Though strong, they are also quite slow and ponderous.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d10

Skills: Fighting d8

Pace: 4; **Parry:** 6; **Toughness:** 11(4)

Salvage: None

Special Abilities:

* **Armor +4:** Rocky hide.

* **Bash:** Str+d6.

* **Burrow (10"):** Earth elementals can meld into and out of the ground.

* **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.

ELEMENTAL

Priests and sorcerers can summon elemental spirits. The most common are **air**, **earth**, **fire**, **water**, and **wood** elementals. Other, more powerful elemental creatures stalk the void and are a danger to all. **Ice elementals**, **inferno**, **maelstrom**, and the fearsome **oaken giant** are the most frequently encountered elemental beings.

ELF

The militant elves are a force to be reckoned with in the Skies. Those encountered are usually members of an official delegation or outcasts. Elven shepherds are especially feared, as they are skilled warriors, able to hold off more than one attacker with ease.

Important elves should have their plant heritages decided before the start of the game. Otherwise, roll on the table below.

d8	Plant Heritage
1.....	Bark Skin
2.....	Blood Rose
3.....	Ivy Crawl
4.....	Nettle Touch
5.....	Perfume
6.....	Spores
7.....	Thorns
8.....	Willow Shadow

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

Skills: Boating d6, Climbing d6, Fighting d6, Guts d6, Notice d6, Shooting d6

Charisma: +0;

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

Hindrances: All Thumbs

Edges: Agile, Plant Heritage (choose one from the list on page 12)

Gear: Leather (+1), clubs (Str+d4), bow (12/24/28, 2d6)

Salvage: Junk for every 3 elves



EXPERIENCED LEAFWARDEN

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

Skills: Boating d6, Climbing d8, Faith d12, Fighting d8, Guts d8, Notice d8, Shooting d10, Stealth d8

Charisma: +0;

Pace: 6; **Parry:** 6; **Toughness:** 8(2)

Hindrances: All Thumbs

Edges: Arcane Background (Miracles), Agile, Champion, Leaf Blessed (choose three from the list on page 12)

Gear: Elven leather (+2), ironwood sword (Str+d8), elven longbow (15/30/60, 2d6)

Salvage: Junk +3 Elven Potions

Spells: (All have 25 Power Points); *armor*, *bolt*, *feral form*



NEOPHYTE LEAFWARDEN

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

Skills: Boating d6, Climbing d6, Faith d10, Fighting d6, Guts d4, Notice d8, Shooting d6, Stealth d6

Charisma: +0;

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

Hindrances: All Thumbs

Edges: Arcane Background (Miracles), Agile, Leaf Blessed (choose two from the list on page 12)

Gear: Elven leather (+2), ironwood sword (Str+d6), elven longbow (15/30/60, 2d6)

Salvage: Junk +1 Elven Potion

Spells: (All have 15 Power Points); *armor*, *bolt*

CHARACTERS & CREATURES

ELVEN OAKTHORN

Oakthorn are professional militia who have been bonded to their wooden armor and weapons. They are zealots, totally devoted to the elven nation.

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

Skills: Boating d8, Climbing d6, Fighting d10, Guts d8, Intimidation d8, Notice d8, Shooting d8, Stealth d6, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 9(3)

Hindrances: All Thumbs, Vow (Major)

Edges: Combat Reflexes, Plant Heritage (choose one from the list on page 12), Trade-mark Weapon

Gear: ironwood sword (2d8)

Salvage: Junk for every 2 Oakthorn

Special Abilities:

- * **Bonded Gear:** Oakthorn wear bonded wooden armor (+3), which fires volleys of thorns at attackers (2/4/8, 2d6+1, 3 volleys available). This armor is impossible to remove. Oakthorn can only release their swords by uttering a special command word.



ELVEN SHEPHERD

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

Skills: Boating d6, Climbing d8, Faith d8, Fighting d10, Guts d8, Intimidation d8, Notice d6, Shooting d10, Survival d8, Tracking d8

Charisma: +0;

Pace: 6; **Parry:** 10; **Toughness:** 9(2)

Hindrances: All Thumbs

Edges: Acrobat, Agile, Alertness, Ambidextrous, First Strike, Florentine, Improved Block, Level Headed, Marksman, Nerves of Steel, Plant Heritage (choose one from the list on page 12), Woodsman

Gear: Elven leather (+2), two ironwood swords (Str+d8), elven longbow (Range 15/30/60, 2d6)

Salvage: Goods + 5 Elven Potions

FERAL

Ferals are much larger, less intelligent, and more vicious than wildlings. Whereas wildlings are usually formed from smaller or relatively unaggressive animals, ferals have

a much more bestial or predatory ancestry. The six most commonly encountered types of feral are listed below.



BEAR

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d12+4, Vigor d12

Skills: Fighting d8, Guts d6, Notice d6

Pace: 5; **Parry:** 4; **Toughness:** 10

Salvage: Junk

Special Abilities:

- * **Berserk:** Bear ferals are in a perpetual berserk frenzy. They gain +2 to Fighting and Strength rolls and suffer a -2 penalty to Parry. If they roll a 1 on their Fighting die they hit a random adjacent target—not the original target.
- * **Claws:** Str+d6.
- * **Hug:** Bear ferals hitting with a raise pin their foes and then automatically rend their victims. To escape, the victim must achieve a raise on an opposed Strength roll.
- * **Size +2:** Bear ferals stand over 7' tall.



BLOODHOUND

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

Skills: Fighting d8, Guts d6, Notice d10, Tracking d12+2

Pace: 6; **Parry:** 6; **Toughness:** 7

Salvage: Junk

Special Abilities:

- * **Claws:** Str+d4
- * **Feral Senses:** Bloodhound ferals get a +2 bonus on all Notice checks. They get a free Notice roll to detect ambushes (as per Danger Sense) and can detect prey within a half mile radius.
- * **Size +1:** Bloodhound ferals stand over 6' tall.



BULL

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

Skills: Fighting d10, Intimidation d10, Guts d12, Notice d8,

Pace: 7; **Parry:** 5; **Toughness:** 9

Salvage: Junk

Special Abilities:

- * **Berserk:** Bull ferals are in a perpetual

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berserk frenzy. They gain +2 to Fighting and Strength rolls and suffer a -2 penalty to Parry. If they roll a 1 on their Fighting die they hit a random adjacent target—not the original target.

- * **Bite:** Str.
- * **Fleet Footed:** Bull ferals roll a d10 for their running die.
- * **Gore:** Str.
- * **Size +2:** Bull ferals stand over 7' tall.

HAWK

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

Skills: Fighting d8, Guts d6, Notice d12,

Pace: 3; **Parry:** 6; **Toughness:** 6

Salvage: Junk.

Special Abilities:

- * **Claws:** Str+d6.
- * **Eagle Eyed:** Hawk ferals gain a +4 on sight based Notice rolls.
- * **Flight:** Hawk ferals have a Flying Pace of 12".
- * **Power Dive:** A hawk feral may dive silently onto their prey, by plummeting at least 12". This attack gains all the penalties and bonuses from both a Wild Attack and The Drop—that's +6 to hit and damage, and -2 Parry until their next action.



TOAD

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

Skills: Fighting d8, Guts d6, Notice d6,

Pace: 4; **Parry:** 6; **Toughness:** 7

Salvage: Junk.

Special Abilities:

- * **Claws:** Str+d4.
- * **Leap:** Toad ferals may leap up to 10" into combat (minimum 3"), attacking with +2 to both their Fighting and Damage rolls.
- * **Size +1:** Toad ferals are significantly bigger than a human.
- * **Tongue:** Toad ferals have a 4" long tongue. If they get a raise on their Fighting roll, the target is afflicted with paralyzing spittle and must make a Vigor roll or be paralyzed for 1d4 rounds.

WOLF

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

Skills: Fighting d8, Guts d6, Notice d6,

Pace: 8; **Parry:** 6; **Toughness:** 7

Salvage: Junk.

Special Abilities:

- * **Bite:** Str+d4
- * **Fleet Footed:** Wolf ferals roll a d10 for their running die.
- * **Go for the Throat:** A raise on the wolf feral's attack roll hits the target's most weakly armored location.
- * **Size +1:** Wolf ferals stand over 6' tall.

FIRE ELEMENTAL

Fire elementals appear as man-shaped flame.

Attributes: Agility d12+1, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Climbing d8, Fighting d10, Shooting d8

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

Salvage: None.

Special Abilities:

- * **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- * **Invulnerability:** Fire elementals are immune to non-magical attacks but suffer 1d6 damage when doused in at least a gallon of water, +2 per additional gallon.
- * **Fiery Touch:** 2d10 damage. Chance of catching fire.
- * **Flame Strike:** Fire elementals can project a searing blast of flame using the Cone Template and a Shooting roll. Foes may make an opposed Agility check to avoid the blast. Damage is 2d10, plus the chance of catching fire.

FOG SHARK

Fog sharks are flying, predatory, fish-like creatures, which can magically create a fog bank. They are most commonly found in the Razor Pass, where they pose a definite threat to shipping.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12

CHARACTERS & CREATURES

GHOUL

Skills: Fighting d10, Guts d8, Notice d12, Stealth d12+2

Pace: 0; **Parry:** 7; **Toughness:** 16(2)

Salvage: Junk in stomach

Special Abilities:

- * **Armor +2:** Fog sharks are covered in bony rasps.
- * **Bite:** Str+d8.
- * **Fog:** Fog sharks create fog banks as a free action. Place a Large Burst Template over the fog shark every round, leaving other Templates it has created in place at the shark's last position. The area covered by the Template becomes filled with a thick, magical, stationary fog which counts as Medium Cover for the shark only. The fog can be dispersed with a light wind.
- * **Flight:** Fog sharks have a Flying Pace 12".
- * **Keel Rip:** A fog shark can rip apart a sky ship by scraping its back along the keel of the ship. These attacks do 2d8 damage, count as a Heavy Weapon, and have AP 4.
- * **Large:** Attackers add +2 to their attack rolls when attacking a fog shark due to its large size.
- * **Size +6:** Fog sharks can grow up to 40' in length.

GHOST

The Skies are full of ghosts. Most are weak and unable to manifest themselves, but some have either a malevolent will or a compelling need to complete a task left undone. Not all are evil.

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

Skills: Fighting d6, Intimidation d12+2, Notice d12, Taunt d10, Stealth d12+4, Throwing d12

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

Gear: Thrown objects (Str+d4)

Salvage: None

Special Abilities:

- * **Ethereal:** Ghosts are immaterial and can only be harmed by magical attacks.
- * **Fear -1:** Ghosts cause Guts checks at -1 when they let themselves be seen.

Ghouls fashion weapons out of their own dismembered body parts. These weapons paralyze their victims as well as cause grievous wounds. Ghouls repair their self-inflicted wounds by cannibalizing their victims' corpses.

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

Skills: Fighting d8, Intimidation d8, Notice d6, Throwing d8

Pace: 6" **Parry:** 6 **Toughness:** 7

Gear: Various

Salvage: Junk for every 2 ghouls

Special Abilities:

- * **Bone Weapons:** A ghoul uses weapons taken from its own body. For example, arrows made from its ribs, or an axe that was once a shoulder blade. These inflict normal damage and infect the victim with the chill of the grave. A target who suffers a wound or Shaken result must make a Vigor roll or be paralyzed and incapable of any action—even speech—for 2d6 rounds.



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- * **Claws:** Str+d4.
- * **Fear:** The self-inflicted wounds of a ghoul are horrifying.
- * **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; Fearless.



GLIMMERWING

Glimmerwings are predatory skylanders. Their wings concentrate and reflect voidglow, effectively making them invisible until they are almost upon their prey. Glimmerwings swarm together in large flocks, which consume everything in their path.

The flock is treated as a single creature. Attacks against it kill a few glimmerwings but have no effect on the overall swarm until a wound is caused. Glimmerwing swarms cover an area equal to a Large Burst Template.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d8, Vigor d10

Skills: Notice d6, Stealth d12+2

Pace: 0; **Parry:** 4; **Toughness:** 7

Salvage: None

Special Abilities:

- * **Bite:** The flock inflict hundreds of tiny cuts every round, hitting automatically and causing 2d6 damage to everyone in the template. Damage is applied to the least armored location.
- * **Fly:** The skylanders have a Flying Pace of 12".
- * **Glimmerwing:** The intense voidglow of glimmerwings causes sentient prey to make a Spirit roll every 5 rounds or gain a level of glowmadness.
- * **Swarm:** Parry +2; because the flock is composed of scores of creatures, cutting and piercing weapons do no real damage. Area effect weapons work normally.

GLOWBORN

Glowborn are a relatively new race in the Skies and have yet to develop a cohesive racial identity. The majority of glowborn reside on Freedom isle, but where goblins are found in any numbers there will probably be a small community of glowborn nearby.

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

Skills: Boating d6, Climbing d6, Fighting d6, Guts d8, Notice d6, Shooting d6

Charisma: +0;

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

Hindrances: Loyal

Edges: Jaded

Gear: Leather (+1), bone short sword (Str+d6, degradable), Sling (4/8/16, Str+d4)

Salvage: Junk for every 3 glowborn

GLOWMAD

The glowmad are among the most feared creatures of the Sundered Skies, and fill most islanders with horror. Most have felt the first stirrings of rage which lead to glowmadness and know they could easily be witnessing their own fate.

The Creation Special Ability modifies the attributes of characters who are driven glowmad. Increases over a d12 result in gaining a single point (so a d12 increasing by two steps becomes d12+2). Reductions cannot lower a stat below a d4. These changes have already been included in the sample glowmad in this chapter.

CHARACTERS & CREATURES

Each of the races has their manner of displaying glowmadness. Humans manifest in their glowmad forms as **blinded**, orcs transform into terrible **ogres**, elves become the feared **blightwalkers**, while dwarves change into the horrific **earthbane**. Drakin who succumb to glowmadness transform into the **wyrmspawn**, while goblins and glow-born who suffer the same fate are known as **ragers**.

Of the sentient races in *Sundered Skies*, only wildlings are immune to the effects of the glow, and the eventual fate of those who succumb to its embrace. For all other races, the inescapable voidlight is a constant and terrifying companion.

GOBLIN

Goblins are the soulless slave race of the Sundered Skies. They are small, ugly, and surprisingly strong for their size. They are dim witted, and can only understand about twenty words.

In battle, goblins fight without fear or a sense of preservation, but they only fight if led by a strong and compelling master. Their soulless condition makes them resistant to miracles.

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

Skills: Climb d6, Fighting d6, Notice d4.

Pace: 5; **Parry:** 3; **Toughness:** 6

Gear: Club (Str+d4)

Salvage: None

Special Abilities:

- * **Combat Reflexes:** Goblins get +2 on Spirit rolls to recover from being Shaken.
- * **Fearless:** Goblins never need to make Guts checks for fear.
- * **Miracle Resistant:** Due to the absence of a soul, goblins are very resistant to miracles. They have the Improved Arcane Resistance Edge.
- * **Size -1:** Goblins stand 3-4' tall.
- * **Wild:** When goblins are forced to fight, they attack without any thought of self preservation. Every attack by a goblin is a Wild Attack.

GRISLY PUPPETEER

Grisly puppeteers are hideous demons, similar in appearance to half melted, obese humans. They have the disgusting ability to animate corpses.

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

Skills: Fighting d6, Guts d4, Notice d6

Pace: 5; **Parry:** 5; **Toughness:** 9(1)

Edges: Combat Reflexes, Nerves of Steel

Salvage: Goods

Special Abilities:

- * **Armor +1:** Grisly puppeteers are covered in thick blubber.
- * **Claws:** Str+d4.
- * **Meat Puppet:** Using one of its tentacles, the puppeteer may subdue a living target with a grapple roll. With a raise on its Fighting roll, the puppeteer may also make an opposed Spirit roll against his subdued victim. Success allows the puppeteer to control his victim as if it had used the puppet power.

The victim must be removed from the tentacle to escape the puppeteers influence. Tentacles have a Toughness of 13, and a wound severs them. Wounds inflicted upon tentacles do not transfer to the puppeteer.

- * **Fear -1:** Watching a grisly puppeteer animate corpses is terrifying.
- * **Puppeteer:** The grisly puppeteer's flesh forms ropy strands, which may seek out up to four corpses within 10". These corpses are directed to attack the puppeteer's foes—use either zombie or skeleton stats for the corpses.

The puppeteer controls these corpses as a free action. The tentacles have a Toughness of 13, and a wound severs them—the corpse ceases to be controlled. If the puppeteer is Shaken, his puppets are unaffected and vice versa. Wounds inflicted upon tentacles do not transfer to the puppeteer.

- * **Size +2:** Grisly puppeteers are much bigger than humans, and typically stand over 8' tall.

SUNDERED SKIES

GROTESQUE

These foul demons resemble small, four-winged gargoyles. They often hover in place and clap two of their wings together, creating a stunning force wave.

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

Skills: Fighting d8, Notice d6, Stealth d8

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

Edges: Dodge, Quick

Salvage: None

Special Abilities:

- * **Armor +2:** Stone-like hide.
- * **Bite:** Str+d4.
- * **Flight:** Grotesques have a Flying Pace of 8".
- * **Size -1:** Grotesques are only 3'-4' tall.
- * **Stun Wings:** By slapping together two of their wings, grotesques create a stunning cone of force. Use the Cone Template. Living things within the Cone must make a Vigor check or be Shaken.

HAZARD

A number of environmental hazards can be found in the void. They're grouped below for quick and easy reference during play.

COLLISION

The ship is in danger of being struck by rocks. The GM draws a card and the numerical value is the number of rounds the ship is in danger, a Jack is an 11, a Queen a 12, and so on. If a Joker is drawn then this equals ten turns, but the GM must draw another card and add this number.

Next, the GM rolls a d6. On a 1-3, the field is sparse, and on a 4-6 it is thick, as detailed in the Obstacles rules in *Savage Worlds*. The captain can make a Notice roll at -2 to determine the thickness of the field. He

can choose to go round a rock field rather than go through it, but this means two more encounter checks because of the extra time added to the journey.

If the captain fails a Boating roll while navigating the field, the ship takes damage according to the value of the card which triggered the encounter in the first place. Jacks inflict 5d6 damage, Queens and Kings inflict 6d6, aces do 7d6, and Jokers cause 8d6.

FIREPLUMES

Occasionally, pressures within the Flaming Skies cause an explosion, sending an enormous plume of flame arcing through the Lower Reaches. These fireplumes can destroy even the hardiest of ships.

When a fireplume is encountered, the Game Master draws a card to determine its strength. The captain and crew make a Boating roll, subtracting the penalty shown on the Hazard Severity Table below.

The penalty to the roll (and the damage inflicted if the roll is missed) depends on the fireplume's intensity. Damage is applied against the ship's base Toughness, ignoring non-magical armor. Each die of damage has a 1 in 6 chance of starting a shipboard fire.

ICEFALLS

Forces within the Draining Sea sometimes cause ice to break off and fall into the void. These icefalls melt as they fall, but can be devastating if they hit a ship.

When an icefall is encountered the Game Master draws a card to determine its strength. The captain makes a Boating roll and subtracts the penalty shown on the Hazard Severity Table below.

HAZARD SEVERITY TABLE

Card	Pen	Fireplume Damage	Icefall Damage	Windstorm Damage
2	-4	5d10	5d8	5d6
3-10	-2	4d10	4d8	4d6
Jack-Ace	+0	3d10	3d8	3d6
Joker	+2	3d10	3d8	3d6

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The penalty to the roll (and the damage inflicted if the roll is missed) depends on the icefall's density. Damage is applied against the ship's base Toughness, ignoring non-magical armor.

NAVIGATION HAZARD

Roll a d8 on the table below to see what befalls the ship.

d10	Effect
1-2.....	Water scarce
3.....	Food scarce
4.....	Collision: Sparse
5.....	Fire
6.....	Man overboard
7.....	Collision: Thick
8.....	Lava strike
9.....	Hazard: Windstorm
10.....	Hazard: Void Holes

Water Scarce: Unless the crew includes a Provider, the ship's water supply becomes seriously depleted. The crew must make a Vigor roll at -2 or become Exhausted. The Games Master makes another encounter check immediately.

Food Scarce: Unless the crew includes a Provider, the ship's food supply becomes seriously depleted. The crew must make a Vigor roll or become Fatigued. The GM makes another encounter check immediately.

Collision: The ship finds itself within a rock field. See the rules on page 152.

Fire: An accident causes a fire on the ship. Use the Fire rules found in the *Savage Worlds* rulebook.

Man Overboard: A crewmember is lost overboard. If NPC crewmembers are not available, this accident befalls a player character. Use the Falling Overboard rules on page 53.

Lava Strike: Some islands are active volcanoes, which erupt without warning. The ship's captain must make a Boating roll at -4 to avoid the strike.

The color of the face card the Game Master drew to trigger this event defines the lava strike. If the face card is black then the lava has cooled into a large basalt block inflicting 3d8 damage. If the face card is red, molten lava hits the ship inflicting 3d6 damage and causing 1d6 shipboard fires to break out.

Windstorm: The ship is assailed by a vicious windstorm. See page 154.

Void Holes: The ship encounters and is affected by dangerous void holes. See page 154.

TRAPS

Many ruins in the Skies are trapped in some way. Use the system presented below to determine the nature of the trap encountered. Of course, if you're planning the ruin out in detail first, you can take your time to design your own traps.

TRAP TABLE

Card	Trap	Clubs	Diamonds	Heart	Spades
2-5	Pit Trap	3 yards, 2d6	5 yards, 2d6	10 yards, 2d6+5	20 yards, 2d6+10
6	Spiked Pit	3 yards, 2d6+2	5 yards, 2d6+5	10 yards, 2d6+10	20 yards, 2d6+15
7-8	Projectile	Sh d6, 2d6, ROF 2	Sh d8, 2d6, ROF 3	Sh d10, 3d6, ROF 2	Sh d12, 3d6, ROF 3
9-10	Blade	F d6, 1d6	F d8, 2d6	F d10, 3d6	F d12, 4d6
Jack	Poisoned	*	*	*	*
Queen	Poisoned	**	**	**	**
King	Bolt***	Sh d6, 2d6, ROF 2	Sh d8, 2d6, ROF 3	Sh d10, 3d6, ROF 2	Sh d12, 3d6, ROF 3
Ace	Blast****	Med Burst, 2d6	Med Burst, 3d6	Large Burst, 2d6	Large Burst, 3d6
Joker	The trap is faulty and does not function				

*As Projectile, but victims must also make a Vigor roll per hit or suffer an automatic wound.

** As Blade, but victims must also make a Vigor roll at -2 or suffer an automatic wound.

*** Bolt has a range of 12". Trappings vary. All attacks are made against the closest target.

** **Blast has a fire trapping and the Template is centered on the square containing the trap.

SUNDERED SKIES

When a trap is encountered draw a card from the Action Deck, this tells you everything you need to know about its type and lethality.

Detecting: Detecting a trap requires a Notice roll. Unless a character has Danger Sense, searching for traps requires an action.

Disarming: Disarming a trap requires a Lockpicking roll. On a roll of 1 (regardless of Wild Die), the trap activates.

Initiative: Most traps activate with little warning to the unfortunate victim. Use the rules for Surprise. A trap catching a character by Surprise also has the Drop (where applicable).

Area: Static traps, such as pits and blades, affect a 1" square on the battle grid. Non-magical projectile traps, such as arrow traps, have a fixed range of 4".

Duration: Non-magical traps are one-shot devices. Once activated, they must be reset in order to work again. Magical traps continue to work indefinitely, having infinite Power Points.

Effects: Check the card against the Trap Table on page 153.

Notes: The following short codes are used on the table. Sh=Shooting die and F = Fighting die. Xdx = number and type of dice damage. ROF = the number of attacks a projectile trap makes against all targets in range, unless otherwise stated. Traps which use Shooting do not suffer multi-action penalties for a ROF more than 1.

WINDSTORM

The windstorms of the void are savage and unpredictable. All that stands between a ship and its destruction is the skill and wits of its captain and crew.

First, roll 1d6+3. This determines how long the ship is in serious danger from the storm in 30 minute increments.

The Game Master then draws a card for each round to determine how rough the storm is for that particular half-hour. The captain makes a Boating roll each round and subtracts the penalty shown on the Hazard

Severity Table from his total. The penalty to the roll (and the damage inflicted if the roll is missed) depends on the storm's intensity that round. Storm damage is applied against the ship's base Toughness, ignoring all non-magical armor.

Every round the roll is missed, each character must make an Agility roll. Those who fail are thrown overboard.

Flying creatures are particularly vulnerable in windstorms and must make Agility rolls every round or take the damage specified by the storm's severity, ignoring all but magical armor.

VOID HOLES

Void holes are small, two-dimensional areas of irregularly shaped darkness, which form without warning and have an adverse effect on a ship's crew. Each week the hole goes undetected, all onboard must succeed at a Spirit roll, opposed by its Spirit (see below). Those who fail gain a level of glowmadness, which cannot be nullified or reduced until the hole is closed.

If a crew suspects that their ship has picked up a void hole, they may search for it. Each hour of searching allows a Notice roll with a penalty of -6. The void hole is aware of this and increases the intensity of its effect. Crewmembers must make opposed Spirit rolls every hour.

The only way to destroy a void hole is for a priest to assault it with his Faith, which is opposed by its Spirit. If the priest is successful, the void hole closes. If he is unsuccessful, then it immediately attacks all onboard with its insidious effect.

The Spirit die of the void hole is decided by the suit of the card that triggered the encounter.

VOIDHOLE TABLE

Card	Spirit die
Club.....	d6
Diamond	d8
Heart	d10
Spade	d12
Joker.....	d4

CHARACTERS & CREATURES

ICE ELEMENTAL

Ice elementals are water elementals that have been frozen and infected by Battlelord's rage.

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

Skills: Fighting d8, Shooting d6

Pace: 8; **Parry:** 6; **Toughness:** 10(3)

Salvage: None

Special Abilities:

- * **Armor +3:** Hard ice.
- * **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- * **Fleet Footed:** Ice elementals roll a d10 for their running die.
- * **Ice Shards:** Ice elementals can project shards of ice at a target using the Cone Template and a Shooting roll. Foes may make an opposed Agility check to avoid the blast. Damage is 2d10.
- * **Immunity:** Ice elementals are immune to water and ice attacks.
- * **Slam:** Str+d8.
- * **Weakness (Fire):** Fire based attacks do +2 damage.



INFERNO

Infernos are massive fire elementals, escapees from the Flaming Skies, far below the lowest isle. They are dangerous, but short lived.

Attributes: Agility d12+1, Smarts d8, Spirit d10, Strength d8, Vigor d12

Skills: Fighting d12, Notice d6, Shooting d10

Pace: 0; **Parry:** 8; **Toughness:** 16

Salvage: None

Special Abilities:

- * **Elemental:** No additional damage from called shots; No wound penalties; Fearless; Immune to disease and poison.
- * **Fiery Touch:** 2d10 damage with a chance of catching fire.
- * **Flame Strike:** Infernos can fire a ball of flame covering a Medium Burst Template, with a range of 75/150/300 and a Shooting roll. Foes may make an opposed Agility

check to avoid the blast. The damage is 2d10, plus the chance of catching fire. This attack counts as a Heavy Weapon.

- * **Flight:** Infernos fly at a rate of 12".
- * **Huge:** Characters add +4 when attacking an inferno because of their great size.
- * **Invulnerability:** Infernos are immune to non-magical attacks but suffer 1d6 damage when doused in at least a gallon of water, +2 per additional gallon.
- * **Short Lived:** An inferno quickly consumes itself unless a source of fuel can be found. Each round, it loses a point of Size (with the resulting drop in Toughness). Once its Size drops to +4, heroes get a +2 to attacks.

If its Size drops to +2 or below, heroes lose all bonuses on attack rolls.

- * **Size (+8):** Inferno's are malevolent rolling banks of fire.

ISLAND MILITIA

These are islanders who have volunteered for militia duty on their homeisles. They are only mustered at times of great need and spend most of their time pursuing their "day cycle job," such as blacksmithing or crewing the trawlers.

Some islands only pay lip service to the edicts of the Trade Council and maintain a professional military force. These militia members are assigned jobs not critical for the survival of the island and spend much of their time in combat training.

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

Skills: Boating d4, Climbing d6, Fighting d6, Guts d4, Notice d6, Shooting d6, Stealth d6

Charisma: +0;

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

Edges & Hindrances: —

Gear: Bone short sword (Str+d4, degradable), bone spear (3/6/12, Str+d6, Parry +1, Reach, degradable)

Salvage: Junk for every 5 militia members

PROFESSIONAL MILITIA

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

SUNDERED SKIES

Skills: Boating d4, Climbing d6, Fighting d8, Guts d8, Intimidation d8, Notice d8, Shooting d8, Stealth d6

Charisma: +0;

Pace: 6; **Parry:** 6; **Toughness:** 8(2)

Hindrances: —

Edges: Combat Reflexes

Gear: Coin shirt (+2), long sword (Str+d8), dagger (Str+d4), pistol (Range 5/10/20; Damage 2d6+1). Some are also equipped with muskets (Range 10/20/40; Damage 2d8)

Salvage: Junk for every 3 militia members

ISLANDER

The people of the Sundered Skies are a varied lot, but the profile below is common for most.

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

Skills: Boating d6, Climbing d6, Guts d4, Knowledge (Trade) d6, Notice d6, Stealth d6, Throwing d6

Charisma: +0;

Pace: 6; **Parry:** 2; **Toughness:** 5

Edges & Hindrances: —

Gear: Knife (Str+d4)

Salvage: Junk for every 5 islanders; Junk for individual merchants and the like



LICHE

Death priests who are particularly beloved of the Rotting One can become powerful spellcasting liches with the power to raise rotting hordes.

Attributes: Agility d6, Smarts d12+2, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d12, Knowledge (occult) d12+2, Notice d10, Spellcasting d12

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

Gear: Magical bone armor (+6)

Salvage: Haul plus 1 relic (see page 88)

Special Abilities:

* **Death Touch:** Liches drain the lives of those around them with a touch. Instead of attacking for damage, a liche may make a touch attack. Every raise on its Fighting roll automatically inflicts one wound on its target.

* **Fear -2:** Liches are a truly awful sight.

* **Spells:** Liches have 50 Power Points and know all spells available to death priests.

* **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage.

* **Zombie:** Undead that liches raise through the zombie spell are permanent.

MADNESS HULK

Madness hulks are crewed by insane worshippers and glowmad, and captained by voiders. They are badly maintained, with ragged sails and splits in the hull, through which voidlight shines. Despite their state, madness hulks are actually quite sturdy.

Madness hulks can cloak themselves in the glow, effectively becoming invisible, and launch surprise attacks on their prey. Successful Notice rolls with a -4 penalty spot them, otherwise the voiders attack from surprise. The captain of a madness hulk can flare the voidlight shining from his ship, forcing the crew of the target ship to make a Spirit roll or gain a level of glowmadness.

MADNESS HULK TYPE

Roll on the table below to determine the type of ship encountered.

d20	Result
1-2.....	Cloud Skiff
3-6.....	Sky Sloop
7-12.....	Frigate
13-15.....	Modified Frigate*
16-17.....	Doppelganger ship
18-19.....	Sky Galley
20.....	Two ships encountered, roll twice on this chart.

* A modified ship has one of the racial modifications as detailed on page 34.

MADNESS HULK CREW

d20	Result
1-8.....	pirates
9-15.....	50% pirates, 50% blinded
16-19.....	50% pirates, 50% blinded + 1d6 ragers
20.....	50% pirates, 50% blinded + 1d6 ragers and 1d2 ogres

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MADNESS HULK CAPTAIN

d20	Result
1-5.....	Neophyte voider priest
6-20.....	Experienced voider priest plus 2 neophyte voider priests.



MAELSTROM

Maelstroms are angry windstorm spirits serving the Mistress of Storms. These wild elemental creatures take immense delight in ripping ships apart and toying with their crew before flinging them screaming into the emptiness of the void.

Attributes: Agility d12, Smarts d6, Spirit d4, Strength d12, Vigor d10

Skills: Notice d10

Pace: 0; **Parry:** 7; **Toughness:** 15

Salvage: None

Special Abilities:

- * **Deflection:** Any ranged attacks missing with a 1 on the skill die (regardless of the result of any Wild Die) are flung out in a random direction, striking the first target in that direction as if he were an innocent bystander. Roll a d12 to determine the direction and read it as a clock face.
- * **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- * **Flight:** Maelstroms have a Flying Pace of 12".
- * **Invulnerability:** A maelstrom is immune to all non-magical attacks.
- * **Huge:** Characters add +4 when attacking a maelstrom because of their great size.
- * **Quick:** Maelstroms discard action cards of 5 or lower.
- * **Size (+8):** Maelstrom's appear as enormous twisters.
- * **Whirlwind:** Maelstroms are the size of a Large Burst Template. Everything inside or adjacent to the template is attacked by the ferocious winds and automatically suffers the maelstrom's Str+d4 damage. Those who are actually covered by the Template find it hard to see as well (suffering -4 to most actions), unless they are wearing goggles of some sort.

MAULER

Reptilian demons with voracious appetites, maulers are slightly smaller than humans. A mauler has a hunched, headless body, two muscular legs, and two tentacles extending from its neck ending in teeth-lined maws, with which it tears its prey apart.

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

Skills: Fighting d6, Notice d6,

Pace: 8; **Parry:** 3; **Toughness:** 6(1)

Edges: Fleet Footed, Improved Frenzy

Salvage: None

Special Abilities:

- * **Armor +1:** Armored scales.
- * **Bite:** Str+d6+2.
- * **Fearless:** Maulers are immune to Fear and Intimidation.
- * **Insane:** Maulers are in a perpetual berserk frenzy. They gain +2 to Fighting and Strength rolls and suffer a -2 penalty to Parry. If they roll a 1 on their Fighting die, they hit a random adjacent target—not the original target.



SUNDERED SKIES

MERCHANT SKYSHIP

Many different skyships sail the Skies, transporting much-needed goods and food between islands. Use the chart below to help determine the type, and its contents.

Most merchants attempt to run when they sight another ship. Experience has taught them cowards live longer out in the void. Once in short range of a foe's longest ranged weapon, the merchants make a group Spirit roll. Success means they fight if able. Failure means they surrender.

SKYSHIP TYPE

Roll on the table below to determine the type of ship encountered.

d20	Result
1-8.....	Trawler*
9-12.....	Frigate containing Goods level Salvage
13-15.....	Frigate containing Haul level Salvage
16-17.....	Modified Frigate containing Goods level Salvage**
18-19.....	Frigate with escort; roll on Escort Table.
20.....	Convoy (1+1d6 Frigates with 1+1d4 escorts); roll on Escort Table for each escort.

*This is a sky sloop. It has 1d10 sky harvesters (use sky sailor stats) on board and 2d6 x 20 cogs worth of skylers and other harvested foodstuffs.

** A modified ship has one of the racial modifications as detailed on page 34.

ESCORT

If a merchant vessel is traveling with an escort, roll on the table below to determine the escort type

d20	Escort Ship Type
1-7.....	Doppelganger ship
8-11.....	Sky Galley
12-17.....	Galleon
17-19.....	Sky Sloop
20.....	Council Ship

MUSE

Muses are spirit servants of the Lord of Festival. Each songpriest is bonded with a muse, who acts as a conduit between the priest and the Songvaults. Some songpriests can manifest their muse on the material plane to fight or perform other tasks. Manifested muses appear as beautiful women.

Attributes: Agility d10, Smarts d12+3, Spirit d12, Strength d4, Vigor d8

Skills: Fighting d8, Knowledge (legends and lore) d12, Persuasion d12+1, Shooting d6

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

Salvage: None

Special Abilities:

- * **Immunity (Sonic):** Muses are immune to all attacks with a sonic trapping.
- * **Siren's Song:** Muses can paralyze foes with a song. Center a Large Burst Template on them. All those within the Template must make a Spirit roll opposed by the muse's Persuasion roll. Those failing are paralyzed for as long as the Muse sings. The Muse is unable to move while using this ability, and if the listener is distracted in any way from the muse's song (such as being attacked or slapped), the effect ends. This attack does not affect non-sentient creatures, such as certain undead.
- * **Sonic Blade:** The muse can create a sonic blade which does d4+d8 damage. This blade cannot leave the muse's grasp.
- * **Sonic Shards:** The Muse can throw perfectly sharp notes at foes. They have a range of 12/24/48 and do 2d6 damage.

OAKEN GIANT

Oaken Giants are huge, dangerous wood elementals which roam Heartland.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d12

Skills: Fighting d10, Stealth d6

Pace: 10; **Parry:** 7; **Toughness:** 19(2)

Salvage: None

Special Abilities:

- * **Armor +2:** Oaken giants are covered in hard bark.
- * **Elemental:** No additional damage from called shots; Fearless; Immune to disease

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and poison. , +4 Toughness against bullets and piercing attacks.

- * **Gargantuan:** Heavy Armor. All ranged attacks against Oaken Giants by man-size creatures are made at +4. Its attacks are Heavy Weapons. Add Size to Damage when stomping.
- * **Improved Sweep:** May attack all adjacent foes.
- * **Lashing Branches:** d12+d10+3, Reach 6".
- * **Size +9:** Oaken giants are huge walking trees.
- * **Stealth +2:** When the elemental isn't moving or attacking, it appears to be a normal tree.
- * **Weakness:** Fire based attacks do +2 damage and the chance of catching alight is 5-6 on a d6.



OGRE

Ogres are glowmad orcs, transformed into giants with huge potbellies and massive limbs. The least intelligent of the glowmad are the most easily tamed, as long as their energies are directed towards violence and mayhem.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d12

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d4, Throwing d6

Pace: 7; **Parry:** 6; **Toughness:** 12(1)

Gear: Hide (+1), stamp hammers (Str+d8, AP 2 vs rigid armor, degradable)

Salvage: Goods

Special Abilities:

- * **Creation:** A character who becomes an Ogre gains +5 steps to Strength +2 steps to Vigor.
- * **Glowmad:** Glowmad spend the first two months of their existence in a constant state of berserk fury. They gain +2 to Fighting and Strength rolls and suffer a -2 penalty to Parry. If they roll a 1 on their Fighting die they hit a random adjacent target—not the original target.
- * **Size +3:** Ogres are over 9' tall.
- * **Sweep:** Ogres may attack all adjacent foes at -2.

ORC

Orcs have a fearsome reputation, which many are trying to live down. Even so, most orcs encountered are gruff, scary looking individuals, which reinforces the common belief all orcs are barbarous pirates.

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

Skills: Boating d6, Climbing d8, Fighting d6, Guts d8, Intimidation d8, Notice d4, Throwing d6

Charisma: -2;

Pace: 6; **Parry:** 5; **Toughness:** 9(2)

Hindrances: Outsider

Edges: Big, Fearsome, Strong

Gear: Coin shirt (+2), bronze battle axe (Str+d6, degradable), bone spear (3/6/12, Str+d6, +1 Parry, Reach 1, degradable)

Salvage: Junk for every 2 orcs

ORC WARPRIEST

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

Skills: Boating d6, Climbing d8, Faith d10, Fighting d10, Guts d8, Intimidation d10, Notice d4, Persuasion d8, Throwing d6

Charisma: -2;

Pace: 6; **Parry:** 7; **Toughness:** 10(2)

Hindrances: Outsider

Edges: Arcane Background (Miracles), Berserk, Big, Fearsome, Peace Monger or Weapon Warded, Strong

Gear: Coin shirt (+2), battle axe (Str+d8)

Salvage: Junk

Spells: (15 Power Points); *battle lust*, *healing*, *quickness*, *soothe anger*

ORCISH WAR RAFT

Some orcs have not abandoned their old ways—several clans still drift with the currents in the upper altitudes on war rafts. These are both settlements and platforms from which attacks are launched, made from several cannibalized skyships tethered together.

War rafts are extremely difficult to destroy, as ships irrevocably damaged in battle are simply cut away from the main body and new ones added.

SUNDERED SKIES

Create a war raft using the following system. Use the card that triggered this encounter to determine how many ships compose the war raft, then roll a d20 to determine each ship.

WAR RAFT SIZE TABLE

Card	Number of Ships
Jack	2
Queen	3
King	4
Ace	5
Joker	5 intact ships

WAR RAFT DISPOSITION TABLE

d20	Ship Type
1-6	Sky Sloop
7-10	Cloud Skiff
11-13	Frigate
16-17	Sky Galley
19	Island Hopper
20	Modified Frigate*

* A modified ship has one of the racial modifications as detailed on page 34.



The largest ship is the core and the only intact vessel. The rest are tethered to this core but have been damaged in some way. (Each has 1 wound, -4 Toughness, and -1 Armor.)

Captains of war rafts often rotate the raft to present lesser damaged ships as targets. Treat this as a maneuver requiring a Boating roll. Similarly, attackers can attempt to target its core ship with a successful Boating roll.

Top Speed: Equal to the Top Speed of the core ship minus 1 for every two additional ships attached.

Acceleration: Equal to the Acceleration of the core ship. Increase it by +1 for goblin rowers and decrease it by 1 for every two additional ships attached.

Guns: Weapons are fitted to each ship, depending on its Guns rating. Cannons are rare—war rafts are usually fitted with catapults and ballistae.

Crew: The first crew rating is the number of adult crew on a war raft on each ship. The second rating is the number of noncombatants (50%) and goblin slaves (50%)—the goblins are battle trained.

Handling: Equal to the Handling of the core ship minus 1 for each additional ship. For this reason, orc raiders usually launch attacks with sky sails and wind riders.

PIRATE

Many pirate vessels stalk the void, crewed by those without the brains, moral fiber, or courage to make an honest living. Some of the worst pirate crews include glowmad among their ranks.

Roll on the table below to discover what sort of ship the pirates have.

PIRATE SHIP

d20	Ship Type
1-6	Doppelganger Ship
7-10	Frigate
11-13	Modified Frigate*
14-17	Sky Galley
19	Sky Sloop
20	Pirate Fleet (1d4+1 ships)

* A modified ship has one of the racial modifications as detailed on page 34.

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TYPICAL PIRATE

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Boating d6, Climbing d6, Fighting d6, Guts d6, Notice d6, Shooting d6, Stealth d6, Throwing d6
Charisma: -3;
Pace: 6; **Parry:** 5; **Toughness:** 6(1)
Hindrances: Greedy, Mean
Edges: —
Gear: Leather (+1), knife (Str+d4), bone cutlass (Str+d6, degradable)
Salvage: Junk for every 5 pirates

PIRATE, VETERAN

Those pirates who survive long enough become well skilled with both musket and cutlass.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Boating d8, Climbing d8, Fighting d8, Guts d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Taunt d8, Throwing d8
Charisma: -3;
Pace: 6; **Parry:** 7; **Toughness:** 6(1)
Hindrances: Greedy, Mean
Edges: Block, Combat Reflexes.
Gear: Leather (+1), knife (Str+d4), cutlass (Str+d6), pistol (5/10/20, 2d6+1)
Salvage: Junk for every 3 pirates



PIRATE CAPTAIN

Captains are usually the largest and meanest among their fellows and have to stamp their authority on their crew (sometimes literally) to maintain their position.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Boating d10, Climbing d8, Fighting d10, Guts d8, Intimidation d10, Notice d8, Shooting d8, Stealth d8, Taunt d8, Throwing d8
Charisma: -5;
Pace: 6; **Parry:** 7; **Toughness:** 8(2)
Hindrances: Bloodthirsty, Greedy
Edges: Ace, Command, Hard to Kill, Reputation (Bad)
Gear: Chain hauberk (+2), knife (Str+d4), cutlass (Str+d6), pistol (5/10/20, 2d6+1)
Salvage: Goods

PRIEST

The stats below reflect typical priests of the Skies, but they need to be adjusted slightly to reflect their calling. A caring Provider of the Lifemother is going to be very different to a stern, unforgiving windpriest, for example.



EXPERIENCED PRIEST

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d6, Vigor d6
Skills: Boating d8, Climbing d6, Faith d12, Fighting d6, Guts d6, Notice d8, Shooting d8, Stealth d6
Charisma: +0;
Pace: 6; **Parry:** 5; **Toughness:** 5
Hindrances: Various
Edges: Arcane Background (Miracles), New Spells, Power Points, plus one other Professional Edge befitting their deity.
Gear: Various, but at least one relic (roll on Relic Table, on page 89).
Salvage: Junk
Spells: (All have 25 Power Points)
* Provider: *elemental choke, greater healing, healing, summon water elemental.*
* Songpriest: *bolt, boost/lower trait, healing, puppet.*
* Steampriest: *armor, blast, bolt, obscure*
* Warpriest: *battle lust, healing, quickness, soothe anger.*
* Windpriest: *blast, burst, fly, summon air elemental.*



NEOPHYTE PRIEST

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6
Skills: Boating d6, Climbing d6, Faith d10, Fighting d6, Guts d4, Notice d8, Shooting d6, Stealth d6
Charisma: +0;
Pace: 6; **Parry:** 5; **Toughness:** 5
Hindrances: —
Edges: Arcane Background (Miracles)
Gear: Various
Salvage: Junk
Spells: (All have 10 Power Points)
* Provider: *god-touched, healing, soothe anger.*
* Songpriest: *bolt, boost/lower trait, healing.*

SUNDERED SKIES

- * Steampriest: *armor, bolt, obscure.*
- * Warpriest: *battle lust, healing, soothe anger.*
- * Windpriest: *bolt, blast, god-touched.*

RAGER

Most glowmad goblins, and all glowmad glowborn, become ragers, tall, bestial humanoids covered in a bristly brown fur with vicious claws. Ragers are constantly in a berserk state.

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

Skills: Climb d6, Fighting d8, Guts d8, Notice d4, Stealth d8

Pace: 6; **Parry:** 4; **Toughness:** 8

Salvage: Junk

Special Abilities:

- * **Berserk:** Ragers spend their existence in a constant state of berserk fury. They gain +2 to Fighting and Strength rolls and suffer a -2 penalty to Parry. If they roll a 1 on their Fighting die they hit a random adjacent target—not the original target.
- * **Claws:** Str+d4.
- * **Creation:** Becoming a Rager adds 2 dice in Strength and 1 die of Vigor.
- * **Hardy:** Two Shaken results will not put a Rager down.
- * **Size +2:** Ragers are over 8' tall.

SCAVENGER

Scavengers risk life and limb searching ruins for usable salvage and magical relics.

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

Skills: Boating d8, Climbing d6, Fighting d6, Guts d6, Notice d6, Stealth d6

Charisma: +0;

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

Hindrances: Curious, Greedy, Overconfident

Edges: Luck, Scavenger

Gear: Leather (+1), bone knife (Str+d4, degradable), rib blade (Str+d4, +1 parry, degradable)

Salvage: Junk

SKELETON

The flesh has already rotted from these risen dead, making them slightly quicker than zombies.

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

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

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

Gear: Various

Salvage: Junk for every 5 skeletons

Special Abilities:

* **Bony Claws:** Str+d4.

* **Undead:** +2 Toughness, +2 to recover from being Shaken; Fearless. Called shots do no extra damage.

SKY SAILOR

These folk do the drudge work on a skyship. They are only usually interested in making an honest living and don't participate in boarding actions unless their lives depend upon it. See the entry for Pirates for those more willing to engage in such infamy.

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

Skills: Boating d6, Climbing d6, Fighting d4, Guts d6, Notice d4, Stealth d4, Throwing d6

Charisma: +0;

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

Edges & Hindrances: —

Gear: Bone knife (Str+d4, degradable)

Salvage: Junk for every 5 sky sailors

SORCERER

The statistics below reflect typical sorcerers, but they need to be adjusted slightly to fit whatever role they are found in. A sorcerer in the employ of the Trade Council is very different than one of the Dragon Son's, for example.



EXPERIENCED SORCERER

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

Skills: Boating d8, Climbing d6, Fighting d6, Guts d6, Intimidation d8, Notice d8, Shooting d8, Spellcasting d12, Stealth d6

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Charisma: +0;

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

Hindrances: Various

Edges: Arcane Background (Magic),

Gear: Various, but at least one relic (roll on Relic Table, page 89)

Salvage: Junk

Spells: (All have 25 Power Points); *armor, bolt, blast, boost/lower trait*



NEOPHYTE SORCERER

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

Skills: Boating d6, Climbing d6, Fighting d6, Guts d4, Notice d8, Shooting d6, Spellcasting d10, Stealth d6

Charisma: +0;

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

Hindrances: —

Edges: Arcane Background (Magic)

Gear: Various

Salvage: Junk

Spells: (All have 10 Power Points); *armor, bolt, boost/lower trait*

SPINED BRUTE

Fearsome, featureless, gorilla-like creatures covered in thick bone white spines, spined brutes feed by absorbing their prey's vital fluids through their spines.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+1, Vigor d10

Skills: Fighting d6, Notice d6

Pace: 7; **Parry:** 5; **Toughness:** 10(1)

Edges: Sweep

Salvage: Junk in lair

Special Abilities:

- * **Armor +1:** Armored spines.
- * **Ascension:** Spined brutes that inflict a wound on a Wild Card character absorb enough blood to become a Wild Card themselves. This status lasts for an hour, during which time their spines turn red.
- * **Fear:** Spined Brutes are horrifying.
- * **Hardy:** Spined brutes who kill an extra become Hardy for an hour.
- * **Size +2:** Spined Brutes are the size of gorillas.
- * **Spined Fists:** Str+d8.



SWARM MAGE

Swarm mages are huge clouds of bloodflies which have achieved a demonic intelligence. They usually take a vaguely humanoid form because of the fear this causes.

Attributes: Agility d8, Smarts d12+2, Spirit d8, Strength d4, Vigor d10

Skills: Fighting d8, Notice d10, Spellcasting d12, Stealth d12

Pace: 0; **Parry:** 8; **Toughness:** 7

Edges: First Strike, Improved Nerves of Steel, Quick, Sweep

Salvage: Haul

Special Abilities:

- * **Biting Fists:** Touch Attack (+2 to Fighting). Inflicts 2d4 damage.
- * **Fear -1:** The sight of a swarm mage is horrible.
- * **Flight:** Swarm mages have a Flying Pace of 10".
- * **Split:** A swarm mage may cause a part of its body to split away into a smaller, independent swarm (Small Burst Template). Use the stats for bloodfly swarms (see page 140), except their Toughness is 5. Each swarm which detaches reduces the creatures Toughness by 1.
- * **Swarm:** A swarm mage splits and reforms around attacking weapons. Parry +2 and no additional damage from Called Shots.
- * **Spells:** (45 Power Points); *bolt, blast, boost/lower trait, invisibility*.

THORN BEAST

Thorn beasts are demon-corrupted wood elementals, which take the form of twisted mockeries of wolves covered in blood roses.

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

Skills: Fighting d8, Shooting d8, Tracking d8

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

Salvage: None

Special Abilities:

- * **Armor +1:** Thick bark.
- * **Bite:** Str+d4.
- * **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.

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- * **Thorn Cone:** A thorn beast may fire thorns at its foes using the Cone Template. Every target within this cone may make an Agility roll to avoid the attack. Those who fail suffer 2d8 damage.

UNDEAD

The mystical Soulshield prevents the souls of the dead from traveling on to their eternal reward in the afterlife, dooming them to wander the void.

Many of these unfortunate spirits are captured by necromancers of the Bright Cabal and imprisoned within rotting corpses as **ghoul**, **skeleton**, or **zombie** minions for their **vampire** and **liche** masters.



VAMPIRE, ANCIENT

Ancient vampires are powerful undead who have risen to exalted positions within the Bright Cabal.

Attributes: Agility d8, Smarts d10 Spirit d10, Strength d12+3, Vigor d12

Skills: Fighting d10, Guts d10, Intimidation d12, Notice d8, Shooting d8, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 10

Edges: Command, First Strike, Improved Frenzy, Level Headed

Gear: Various

Salvage: Haul plus 1 Relic.

Special Abilities:

- * **Charm:** Vampires can use the *puppet* power, using their Smarts as their arcane skill. They can cast and maintain the power indefinitely, but may only affect one target at a time.
- * **Claws:** Str+d4.
- * **Sire:** Those slain by an ancient vampire have a 50% chance of rising as a new vampire in 1d4 days.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken; Called shots do no extra damage; Ignores Wound penalties; Immune to disease and poison.
- * **Weakness (Holy Symbol):** A hero with a holy symbol may keep a vampire at bay by brandishing it. A vampire who wants to directly attack the victim must beat her in an opposed test of Spirit.

- * **Weakness (Stake through the Heart):** A vampire hit by a Called Shot to the heart (-6) must make a Vigor roll versus the damage. If successful, it takes damage normally. If it fails it disintegrates.

VAMPIRE, SPAWN

Newly risen vampires have to prove themselves before they are given any real responsibility.

Attributes: Agility d8, Smarts d6 Spirit d8, Strength d12+1, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d6, Shooting d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 9

Edges: Frenzy, Level Headed

Gear: Various

Salvage: Goods

Special Abilities:

- * **Claws:** Str+d4.
- * **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; Immune to disease and poison.
- * **Weakness (Holy Symbol):** A hero with a holy symbol may keep a vampire at bay by brandishing it. A vampire who wants to directly attack the victim must beat her in an opposed test of Spirit.
- * **Weakness (Stake through the Heart):** A vampire hit by a Called Shot to the heart (-6) must make a Vigor roll versus the damage. If successful, it takes damage normally. If it fails it disintegrates.

THE VOIDERS

Voiders, the much feared priesthood of Lightbringer, Lord of Madness, call themselves the Heralds of the Light. Their insanity has blessed them with bizarre powers and abilities. They often employ glowmad, the "children of the light," in their demented schemes.

Many are found on the ruined isle of Aria, where they pursue—and are in turn pursued—by the Lord of Festival. Their high priest, The Lightlord, leads the religion from this island, but most voiders are too far gone to recognize his authority. A few hatch

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doomed schemes, surrounded by a small group of worshippers and glowmad, whereas others prowl the Skies in madness hulks.



EXPERIENCED VOIDER PRIEST

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

Skills: Boating d8, Faith d12, Fighting d6, Guts d10, Intimidation d6, Notice d8, Shooting d8, Stealth d6

Charisma: -5;

Pace: 6; **Parry:** 5; **Toughness:** 9(2)

Hindrances: Clueless, Delusional, Habit (talk to the glow), Outsider, Ugly, plus various others

Edges: Arcane Background (Miracles), Command, Fervor, Glow Form, Glow Glimpse, Reputation (bad)

Gear: Various, but at least one relic (roll on Relic Table, page 89)

Salvage: Junk

Special Abilities:

- * **Glowmad Immunity:** Lightbringer never takes one of his own.
- * **Insane:** If the voider draws a deuce from the action deck, he wastes the round muttering to himself. +2 Toughness; +2 to recover from being Shaken; ignores Wound penalties.
- * **Gift of Madness:** Victims of voider *bolt*, *blast*, and *burst* spells suffer levels of glowmadness rather than wounds. The damage is soaked with Spirit rolls rather than Vigor.
- * **Taking the Glow:** Spells cast in the open by the voider cost no Power Points. Maintaining spells costs the normal amount, however.
- * **Spells:** (All have 25 Power Points); *bolt*, *blast*, *invisibility*, *fear*, *fly*, *stun*.



NEOPHYTE VOIDER PRIEST

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

Skills: Boating d6, Climbing d6, Faith d10, Fighting d6, Guts d6, Notice d8, Shooting d6, Stealth d6

Charisma: -5;

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

Hindrances: Clueless, Delusional, Habit (talk to the glow), Outsider, Ugly

Edges: Arcane Background (Miracles), Glow Glimpse

Gear: Various

Salvage: Junk

Special Abilities:

- * **Glowmad Immunity:** Lightbringer never takes one of his own.
- * **Insane:** If the voider draws a 4 or less from the action deck, he wastes the round muttering to himself. +2 Toughness; +2 to recover from being Shaken; ignores Wound penalties.
- * **Gift of Madness:** Victims of voider *bolt* spells suffer levels of glowmadness rather than wounds. The damage is soaked with Spirit rolls rather than Vigor.
- * **Spells:** (All have 10 Power Points); *bolt*, *fear*.

WATER ELEMENTAL

Water elementals manifest as vaguely man-shaped collections of water and foam. Priests of the Lifemother summon water elementals as guardians and servants.

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

Skills: Fighting d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Salvage: None

Special Abilities:

- * **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- * **Invulnerability:** Water Elementals are immune to all non-magical attacks except fire. A torch or lantern causes them 1d6 damage but is instantly put out if it hits.
- * **Seep:** Water elementals can squeeze through any porous gap as if it were Difficult Ground.
- * **Slam:** Str+d6, non-lethal damage.
- * **Water Spout:** Water elementals can project a torrent of rushing water. This automatically puts out any normal fires, or 1d6 ship fires. Creatures within the Cone must make a Strength roll at -2 or be Shaken.

SUNDERED SKIES

WILDLING

Created in the Fleshforge by the elves, wildlings are either slaves living in squalor and pain, or they are fugitives from servitude, and thus living in fear. There are no permanent wildling communities—they never feel safe enough to settle down for good.

Wildlings who are caught by elven shepherds frequently suffer a painful death at the hands of the shepherd himself, or his pack of ferals.

Despite their hunted, haunted, miserable existence, the wildlings are the only truly free creatures in the Skies, as they are immune to the effects of the voidlight, and thus from glowmadness, the bane of all other sentient life in the Skies.

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

Skills: Boating d6, Climbing d6, Fighting d6, Guts d6, Notice d6, Shooting d6

Charisma: +0;

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



Hindrances: Fugitive, Small

Edges: Determined, Fleshforged, Glowmad Immunity

Gear: Leather (+1), bone short sword (Str+d6), sling (4/8/16, Str+d4)

Salvage: Junk for every 3 wildlings



WILDLING UNTAMED

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

Skills: Boating d6, Climbing d6, Faith d10, Fighting d8, Guts d6, Notice d6, Shooting d6

Charisma: +0;

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

Hindrances: Fugitive

Edges: Acrobat, Arcane Background (Miracles), Beastling, Determined, Fleshforged, Glowmad Immunity, Untamed

Gear: Elven leather (+2), claws (Str+d4), ironwood sword (Str+d6), sling (4/8/16, Str+d4)

Salvage: Junk

Spells: (All have 20 Power Points); *armor, bolt, boost/lower trait*

WOOD ELEMENTAL

Leafpriests summon shards of the Wild to possess and animate trees.

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

Skills: Fighting d8, Stealth d8

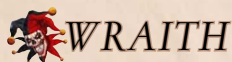
Pace: 6; **Parry:** 6 **Toughness:** 11(1)

Salvage: None

Special Abilities:

- * **Armor +1:** Hard bark.
- * **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- * **Improved Sweep:** May attack all adjacent foes.
- * **Lashing Branches:** Str+d6.
- * **Size +3:** Wood Elementals are walking trees.
- * **Stealth +2:** When the elemental isn't moving or attacking appears to be a normal tree.
- * **Weakness:** Fire based attacks do +2 damage and the chance of catching alight is 5-6 on a d6.

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WRAITH

Wraiths are vengeful warrior ghosts, armed with ethereal swords. They often appear as corpses wrapped in funeral shrouds.

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

Skills: Climb d6, Fighting d10, Notice d6

Pace: 0; **Parry:** 7; **Toughness:** 8

Gear: Ethereal long sword (Str+d8; ignores all non-magical armor)

Salvage: Goods plus 1 Relic

Special Abilities:

- * **Ethereal:** Wraiths take no damage from non-magical attacks, except fire.
- * **Fear -1:** Wraiths are a fright to behold.
- * **Fearless:** Wraiths are immune to Fear and Intimidation.
- * **First Strike:** Wraiths get a free Fighting attack each round against a single foe who move adjacent to them.
- * **Flight:** Wraiths have a Flying Pace of 12".
- * **Wail of the Dead:** As an action, wraiths may let loose a bloodcurdling scream. All within 3" must make a Guts roll at -2 or be Shaken.
- * **Weakness (Fire):** Wraiths take double damage from fire.



WYRMSPAWN

Wyrmspawn are glowmad drakin, savage dragon-men over six feet tall. Their scales harden and take on a metallic sheen, leathery wings sprout from their backs, and their feet and hands grow vicious claws. Wyrmspawn are possessed by an all-consuming greed for arcane magical artifacts.

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

Skills: Fighting d8, Intimidation d6, Guts d6, Notice d8, Sneak d8

Pace: 4; **Parry:** 6; **Toughness:** 9(3)

Salvage: Haul.

Special Abilities:

- * **Arcane Sense:** Wyrmspawn can automatically sense any magical auras within Smarts x 4". They delight in stealing these items.
- * **Armor +3:** Dragon hide.

* **Claws:** Str+d6.

* **Creation:** A character who becomes a Wyrmspawn gains 2 dice in Strength and 1 die of Vigor.

* **Flight:** A Wyrmspawn can fly at a Pace of 12".

* **Flyby:** Wyrmspawn can make flyby attacks any time during movement. The target does not get an automatic free attack when the wyrmspawn moves away. Heroes not targeted by the flyby attack can make a free attack against an adjacent wyrmspawn as normal. Flyby attacks cannot be combined with Wild Attacks.

* **Glowmad:** Glowmad spend the first two months of their existence in a constant state of berserk fury. They gain +2 to Fighting and Strength rolls and suffer a -2 penalty to Parry. If they roll a 1 on their Fighting die they hit a random adjacent target—not the original target.

* **Hover:** Wyrmspawn can hover and attack foes with their feet as well as their claws. They gain an extra attack when doing so and suffer no multi action penalty.

* **Weakness (Slow):** Wyrmspawn are awkward when fighting on the ground. They suffer a -2 to attacks and damage.

ZOMBIE

Zombies are common in the Skies, and are encountered both in ruins and on death barges.

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

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6, Throwing d6

Pace: 4; **Parry:** 5; **Toughness:** 7

Gear: Various

Salvage: Junk for every 5 zombies.

Special Abilities:

- * **Claws:** Str
- * **Undead:** +2 Toughness. +2 to recover from being Shaken; Fearless; Called shots do no extra damage.
- * **Weakness (Head):** Shots to a zombie's head are +2 damage and piercing attacks do normal damage.

SUNDERED SKIES

HEROES AND VILLAINS

The following heroes and villains are the most important NPCs of *Sundered Skies* that heroes playing through the Savage Tales in the previous chapter will encounter.

THE BLOOD KING

The Blood King is an idiot avatar of the Demon King. The Blood King manifests as an enormous humanoid composed of earth and blood. Its entire form is covered in blood rose blooms.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+4, Vigor d8

Skills: Fighting d8, Notice d6,

Pace: 8; **Parry:** 6; **Toughness:** 19/10(4)

Salvage: None

Special Abilities:

- * **Armor +4:** Spongy, rocky hide.
- * **Bash:** Str+d6.
- * **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- * **Fast Regeneration:** The Blood King may make a Vigor roll every round to heal any damage it has sustained—even after it has been “killed”. It adds +2 to Spirit rolls made to recover from being Shaken
- * **Fear -2:** The Blood King is terrible to behold.
- * **Gargantuan:** Heavy Armor. Attacks against the blood king by man-sized attackers are made at +4. The Blood King’s attacks are Heavy weapons. Add Size to damage when stomping.
- * **Size +9:** The Blood King is nearly 40’ tall.
- * **Smother:** A raise on a Fighting roll causes a foe is to be enveloped by the Blood King’s soggy mass. While trapped, a hero is at -4 on all rolls, including damage, attack, and Strength rolls to free himself. Every round he is trapped, he must succeed at a Vigor roll or take a Fatigue level (see the Drowning rules in the *Savage Worlds* rulebook for more details). Victims are released if the altar is destroyed.
- * **Weakness:** If the altar stone within the

temple is destroyed then the Blood king loses his Size advantage, Fast Regeneration, and Wild Card status.

DRAGONBANE

This is the demon into which Esor was attempting to transform in the Savage Tale Dragon’s Sons (see page 131). It is much more powerful than Esor could ever have hoped to be.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d12+9, Vigor d12+2

Skills: Fighting d12+1, Guts d12, Intimidation d12, Notice d6

Pace: 8; **Parry:** 8; **Toughness:** 21(4)

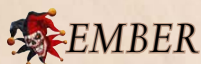
Edges: Combat Reflexes, First Strike, Improved Arcane Resistance, Improved Frenzy, Improved Nerves of Steel, Level Headed

Salvage: None

Special Abilities:

- * **Acidic Breath:** Dragonbane can breathe acid using the Cone Template. Every target within this cone must make an Agility roll at -2 to avoid the attack or suffer 2d8 damage. On a raise, the damage rolled is also applied to the target’s armor and weapons. Dragonbane can’t attack with its claws or bite in the same round it breathes acid.
- * **Armor +4:** Scaly hide.
- * **Claws/Bite:** Str+d8.
- * **Dragon Killer:** Dragonbane inflicts +2 damage against drakin.
- * **Fear -2:** Dragonbane is truly terrifying.
- * **Flight:** Dragonbane has a Flying Pace of 24”.
- * **Hardy:** Dragonbane does not suffer a wound from being Shaken twice.
- * **Huge:** Attackers add +4 to Fighting and Shooting rolls when attacking Dragonbane due to its massive size.
- * **Immunity (Fire):** Dragonbane is immune to fire.
- * **Size +8:** Dragonbane is over 40’ long from nose to tail and weighs well over 30,000 pounds

CHARACTERS & CREATURES



EMBER

Ember is a dwarven Unnamed, who is desperate to restore his honor. Ember was originally King Bloodaxe's grandson, Dalin Bloodaxe, and until his fall from grace was second in line for the throne. Ember slew his cousin in a fit of glowmadness-inspired anger.

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

Skills: Boating d6, Fighting d10, Guts d8, Knowledge (Dwarves) d8, Notice d8, Shooting d6

Charisma: -2;

Pace: 5; **Parry:** 8; **Toughness:** 10(3)

Hindrances: Glowmad Susceptible, Outsider (Unnamed), Slow, Vow (regain his name)

Edges: Low Light Vision, Nerves of Steel, Tough, Trademark Weapon (Redeemer)

Gear: Plate Corselet (magical, Weight 12; +3), Medium shield (+1 Parry, +2 armor against ranged attacks), battle axe (Redeemer, magical, Str+d10), 500 cogs



ROEBART ESOR

Esor has managed to partially transform himself into a dragon-like creature. He is over ten feet tall, covered in blood red scales, with vestigial wings jutting from his back. A long barbed tail thrashes behind him, and drool pours from his fang filled maw.

Esor has actually been possessed by a demon, which is transforming him to resemble its material form. This demon is an anathema to dragons, and has hunted them for eternity. If this transformation is completed, the dragons of the Skies will have an implacable and deadly new foe.

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

Skills: Fighting d10, Guts d12, Intimidation d12, Notice d6, Spellcasting d10

Pace: 6; **Parry:** 7; **Toughness:** 14(3)

Edges: Arcane Resistance, Command, Combat Reflexes, Hard to Kill, Improved Frenzy, Inspire, Level Headed, Wizard

Special Abilities:

- * **Acidic Breath:** Esor can breathe acid using the Cone Template. Every target within this cone may make an Agility roll at -2 to

avoid the attack. Those who fail suffer 2d8 damage. On a raise, the damage rolled is also applied to the target's armor and weapon. Esor can't attack with his claws or bite in the same round he breathes acid.

- * **Armor +3:** Scaly hide.

- * **Claws/Bite:** Str+d6.

- * **Dragon Killer:** Esor inflicts +2 damage against dragons and drakin. Dragons cannot spend bennies to Soak wounds caused by him.

- * **Fear -1:** Esor is a terrifying individual.

- * **Size +3:** Esor stands over 10' tall.

- * **Spells:** (30 Power Points); *armor, bolt, blast, boost/lower trait.*



GLADWING

Gladwing is the crime lord of Gateway, a corpulent and vengeful villain who never forgets the smallest slight.

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

Skills: Fighting d8, Guts d8, Intimidation d12, Notice d6, Persuade d8, Taunt d10

Charisma: -3;

Pace: 5; **Parry:** 8; **Toughness:** 9(2)

Hindrances: Greedy, Mean, Obese, Vengeful (Major)

Edges: Command, Connections (pirates), Reputation (bad), Strong Willed

Gear: Elven Leather (+2), magical rapier (+2 Parry, Str+d8)



KINSLAYER

Kinslayer is the nemesis of the dwarves—a steam golem containing both the soul of Kalin Broadblade and the demon Whisperer. Kinslayer has a sturdy iron body over seven feet tall with an oversized iron head, crafted to resemble a stern dwarf. Two large smoke stacks rise from its back.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+4, Vigor d12

Skills: Boating d12, Fighting d12+2, Guts d12, Intimidation d12, Notice d6,

Pace: 8; **Parry:** 11; **Toughness:** 14(5)

Edges: Command, Improved First Strike, Improved Frenzy, Trademark Weapon, Weapon Master

SUNDERED SKIES



Special Abilities:

- * **Arcane Vortex:** Kinslayer takes the full damage rolled from any arcane power which hits him. However, half the damage (rounded down) is then reflected back at the caster. This automatically hits.
- * **Armor +5:** Kinslayer's body is made from iron.
- * **Construct:** +2 to recover from being Shaken; Called shots do no extra damage. Ignores wound penalties; Immune to disease and poison.
- * **Fear -2:** Kinslayer is terrible to behold.
- * **Hammer of Bagor:** One of Kinslayer's arms is fused to the relic, the Hammer of Bagor (Str+d6, AP 2 vs. rigid armor, +1 Parry and +1 Fighting). The hammer does double damage when a King, Ace or Joker is drawn from the action deck for initiative.
- * **Low Light Vision:** Kinslayer ignores penalties for Dim and Dark lighting.
- * **Size +1:** Kinslayer is significantly larger than a human.
- * **Stonesplitter's Master:** Kinslayer has

the Ace Edge whilst aboard Stonesplitter. Stonesplitter's crew also gain a +2 on their Boating rolls.

- * **Weakness (Tricks):** Kinslayer contains both the soul of Kalin Broadblade and the demon Whisperer. Broadblade takes advantage of any tricks the heroes may try, by disrupting the demons control. Kinslayer suffers a -2 penalty to resist Tricks and a -6 when trying to recover from being Shaken by a Trick.



THE LEAFLOORD

This is an avatar of the demon Leaflord. It has possessed one of the chambers of the Demon King's heart and used the flesh there to create a suitable body. Leaflord is still coming to terms with its banishment from Heartland, and is confused and weakened at the moment. What appears here is only a shadow of its true power.

Attributes: Agility d6, Smarts d6, Spirit d12+2, Strength d12+6, Vigor d12+4

Skills: Fighting d12

Pace: 2; **Parry:** 8 **Toughness:** 29(5)

Edges: Improved Arcane Resistance, Improved Nerves of Steel, Improved First Strike, Improved Sweep

Salvage: None

Special Abilities:

- * **Armor +5:** The flesh of the Leaflord is especially tough.
- * **Gargantuan:** Heavy Armor. Attacks against the Leaflord by man-size creatures are made at +4. Add Size to damage when stomping.
- * **Hardy:** Leaflord does not suffer a wound from being Shaken twice.
- * **Lashing Branches:** Str+d8, Reach 12".
- * **Size +14:** The Leaflord takes the appearance of a huge tree made from flesh.
- * **Weakness (Wound):** The wound in this chamber is contained within the very form of the Leaflord. The wound is 7" high and can only be hit with a Called Shot at -6. The spear heals the wound, slaying the Leaflord instantly.

CHARACTERS & CREATURES



LIGHTLORD

The high priest of madness, the pope of fools. The Lightlord has been truly blessed by the glow.

Attributes: Agility d6, Smarts d6, Spirit d12+1, Strength d6, Vigor d12

Skills: Boating d8, Faith d12, Fighting d6, Guts d10, Intimidation d12, Notice d8, Shooting d8, Stealth d6

Charisma: -5;

Pace: 6; **Parry:** 5; **Toughness:** 12(2)

Hindrances: Clueless, Delusional, Habit (talk to the glow), Outsider, Ugly

Edges: Arcane Background (Miracles), Command, Danger Sense, Fervor, Glow form, Glow Glimpse, Great Luck, Improved Arcane Resistance, Improved Nerves of Steel, Master (Faith), Reputation (bad)

Special Abilities:

- * **Glowmad Immunity:** Lightbringer never takes one of his own.
- * **Insane:** If The Lightlord draws a deuce from the action deck, he wastes the round muttering to himself. +2 Toughness; +2 to recover from being Shaken; ignores Wound penalties.
- * **Gift of Madness:** Victims of The Lightlord's *bolt*, *blast*, and *burst* spells suffer levels of glowmadness rather than wounds. The damage is soaked with Spirit rolls rather than Vigor.
- * **Glowcloak:** The Lightlord has wrapped himself in the glow. The glowcloak lashes out at those who wound him, causing them to make a Spirit roll or gain a level of Glowmadness.
- * **Taking the Glow:** Spells cast in the open by The Lightlord cost no Power Points. Maintaining spells costs the normal amount, however.
- * **Spells:** (35 Power Points); *bolt*, *blast*, *invisibility*, *fear*, *fly*, *glowblind*, *stun*.



DVALIN LOCKWRENCH

Lockwrench is a godshifter in cahoots with Kinslayer. He sails the Lower Reaches ostensibly trying to bait Kinslayer into attacking his ship. Kinslayer will never attack whilst

Lockwrench is in command. A significant minority of Lockwrench's crew are willing to obey his every order.

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

Skills: Boating d10, Fighting d8, Guts d8, Intimidation d8, Notice d6, Repair d8, Shooting d10, Throwing d8, Weird Science d8

Charisma: +0;

Pace: 5; **Parry:** 6; **Toughness:** 9(2)

Hindrances: Overconfident, Slow

Edges: Arcane Background (Weird Science), Command, Dodge, Fervor, Low Light Vision, Sky Captain, Tough

Gear: Chain hauberk (+2), magical battle axe (Str+d8; +1 to Fighting)

Salvage: 100 cogs, potion of Wound Seal

Spells: (Each device has 15 Power Points) *armor* (generator), *bolt* (pistol), *stun* (grenades).



ORCBANE

Orcbane is as large as an orc; its form is in constant flux, shifting between an orc with mad, ancient eyes, an agonized glowborn, and an unholy mixing of the two. The only things which stay constant are its wickedly sharp dagger and its moth-eaten hide armor—Watcher's old armor.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+1, Vigor d12+2

Skills: Climbing d10, Fighting d12+1, Guts d12+1, Intimidation d12, Notice d6, Stealth d10

Pace: 6; **Parry:** 10; **Toughness:** 13(3)

Gear: Dagger (Str+d4), Soulhide armor (+3)

Edges: Improved Frenzy, Improved Nerves of Steel, Master of Arms, Quick, Trademark Weapon (Knife)

Special Abilities:

- * **Fear -1:** Orcbane's changing form creates an instinctive fear in all who see it.
- * **Hardy:** Orcbane does not suffer a wound from being Shaken twice.
- * **Size+1:** Orcbane's twisting form is larger than that of a human.
- * **Soul Thralls:** The ten souls of those Orcbane murdered are summoned to aid him in combat. Use ghost stats for them (see page 149).

SUNDERED SKIES

SOULSTOKE

Soulstroke is the chief of *Soulflame's* engine room. He manifests as an ethereal human dressed in flaming tattered overalls and drives his undead minions harder with a gaff wreathed in ethereal flames.

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

Skills: Climb d6, Fighting d10, Notice d6

Pace: 0; **Parry:** 7; **Toughness:** 8

Edges: First Strike, Quick

Gear: Ethereal gaff (Str+d6; Reach 1; ignores all non-magical armor)

Salvage: Haul.

Special Abilities:

- * **Ethereal:** Soulstroke takes no damage from non-magical attacks, except fire.
- * **Fear -1:** Soulstroke is a fright to behold.
- * **Fearless:** Soulstroke is immune to Fear and Intimidation.
- * **Flight:** Soulstroke has a Flying Pace of 12".
- * **Soulflame:** The ethereal ghostly flames surrounding Soulstroke's gaff have a 1



in 6 chance of catching foes alight. The flames caused by this weapon can only be extinguished by a Spirit roll by the victim, which counts as an action.

- * **Wail of the Dead:** As a free action, Soulstroke may let loose a bloodcurdling scream. All within 3" must make a Guts roll at -2 or be Shaken.
- * **Weakness (Fire):** Soulstroke takes double damage from fire.

WILLOW QUEEN

Although the Willow Queen appears as a beautiful elf, her demon-possessed soul is as black and shrivelled as any foul liche.

Attributes: Agility d6, Smarts d12+2, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Guts d12, Intimidation d12, Knowledge (occult) d12+2, Notice d10, Spellcasting d12+2

Pace: 6; **Parry:** 6; **Toughness:** 16(6)

Gear: Magical wooden armor (+6)

Special Abilities:

- * **Death Touch:** Willow Queen drains life with her touch. Instead of attacking for damage, she may make a Touch Attack (+2 to Fighting). Every raise on her Fighting roll inflicts one wound on its target.
- * **Fear -2:** Although beautiful, there is an unholy wrongness about the Willow Queen that is somehow terrifying.
- * **Hardy:** Willow Queen does not suffer a Wound from being Shaken twice.
- * **Improved Level Headed:** Willow Queen draws 3 cards and keeps the best.
- * **Master:** Willow Queen uses a d10 Wild Die for Spellcasting.
- * **Ring of Arcane Resistance:** +4 points of armor versus spells.
- * **Ring of Protection +1:** +1 Toughness.
- * **Spells:** Willow Queen has 50 Power Points and knows every spell available to leafwardens.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken; Fearless; Called shots do no extra damage; Ignores Wound penalties; Immune to disease and poison.
- * **Wild Blessed:** Willow Queen is blessed with all the Plant Heritages.

SUNDERED SKIES

ATTRIBUTES

4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12

AGILITY
SMARTS
STRENGTH
SPIRIT
VIGOR

PARRY TOUGHNESS

HERO:

RACE:

CHARISMA:

HOMEISLE:

PACE:

SKILLS

4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12

4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12

HINDRANCES:

EDGES:

N

5
10
15

S

25
30
35

V

45
50
55

H

65
70
75

L

90
100
110

PERMANENT INJURIES:

-1

-2

-4

GLOW
MAD

WOUNDS

-1

-2

-3

INC

-2

-1

FATIGUE

GEAR

WT

ARMOR

HEAD:

TORSO:

ARMS:

LEGS:

TOTAL WT CARRIED:

WEIGHT LIMIT:

ENCUMBRANCE PENALTY:

POWERS/TRAPPINGS

COST

RANGE

DAMAGE/EFFECT

DURATION

WEAPON

RANGE

ROF

DAMAGE

AP

WT

NOTES

5	10	15	20	25	30
---	----	----	----	----	----

SHIP TYPE	COST
ACC/TOP	CREW
HANDLING	CARGO
NOTES:	

SHIP NAME: _____

CAPTAIN: _____

PORT OF CALL: _____



UPGRADES



--	--

TOUGHNESS

WOUNDS

-1

-2

-3

WRECKED

GUNS	RANGE	ROF	DAMAGE (AP)	BURST?	NOTES
	/ /				
	/ /				
	/ /				
	/ /				
	/ /				

AGILITY	
SMARTS	
SPIRIT	
STRENGTH	
VIGOR	

CREWMEN, TROOPS, AND OTHER ALLIES

TYPE ~ RANK: _____

EDGES: _____

HINDRANCES: _____

--

PACE

--

PARRY

--

TOUGHNESS

SKILLS

d	CLIMBING
d	BOATING
d	FIGHTING
d	GUTS
d	INTIMIDATION
d	REPAIR
d	NOTICE
d	SHOOTING
d	STEALTH
d	THROWING
d	
d	
d	

NAME	NOTES

GEAR	RANGE	ROF	DAMAGE (AP)	NOTES
	/ /			
	/ /			
	/ /			

FATIGUE

-1

-2

INC

AMMO TRACK

V HIGH -1
HIGH
LOW
OUT

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