

EVERNIGHTTM

PLAYER'S GUIDE

by Shane Lacy Hensley

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THE DARKEST FANTASY

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DEDICATION

To Bob and Chris, for blowing up one world and creating another.
And of course to the fam—Michelle, KK, and RoRo.

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GAME MASTER'S WARNING!

DON'T HAND OUT PAGES 33-39 UNTIL YOU HAVE REACHED ACT TWO OF THE DYING OF THE LIGHT CAMPAIGN.

THE MINSTREL'S TALE

You would like a story of the Seven? Of course! They are the most beloved heroes of our land, and I have many tales of their brave deeds. Would you like to hear of the time they slew Tirathrax the dragon? Or of when they fought a dozen giants in the high Mountains of Dread? Ah, wait! I have it. Let me tell one you may not have heard yet. I call it, the Seven and the Troll King.

*King Kaden sat upon his throne, watching the boats in the channel below.
One ship came in, its crew all affright, for some of its mates had vanished that night.*

The ship's captain, Katrina, spoke to the King, for help in fighting whatever dark thing,

Had taken her crew, and butchered them grimly. King Kaden agreed, and listened intently.

Comely Katrina spoke of the blood, they'd found on the deck leading down to the mud.

*Scores of tracks down the beach, they followed, then reached,
A cave, dank and dark, leading down to the heart,
Of old caverns, half-flooded. They were called the King's Tunnels.*

*In ages past, the rulers above, had used them to bury the ones they had loved.
Smugglers used the caverns in times more recent, for crimes against people of Kings Port more decent.*

But a dozen years prior, the old king of the City, had cleaned out the caves with no quarter, no pity.

The King's Tunnels sat empty for a number of years, until new horrors moved in, and made them their lairs.

Katrina said monsters, with blue skin and white hair, had taken up residence, deep down in there.

They'd taken their mates, ripped them to shreds, taken them, it seems, right out of their beds.

Sea trolls, they called them. Some said skags, some said manes. Flesh-eating monsters everyone complained.

Katrina's sailors were brave men, honest and bold, but these horrors were too much for their blades to scold.

King Kaden smiled, his countenance most even, and said, "Don't worry, Katrina. I'll send for the Seven."

The Seven had just returned from thwarting some evil, and were in the City to enjoy their rewards, most ample.

King Kaden's call was never ignored, so the City's greatest heroes put on their armor and swords,

They met with Katrina and heard her grim tale, then pledged her by morning, this evil would fail.

They went into the tunnels that very same night, intent on showing the trolls how to fight.

The dwarf known as Urich struck first it is said, lopping off over a dozen trolls' heads.

Next up was Sarrian, brave elven ranger. Her sword slew eight more without any danger.

Wygand the half-orc struck next, snick-snacking his blade through a troll's thick blue neck.

Zelda, the Sun Priest, let the sun in the caves, and vanquished a score of fiends in a fiery blaze.

Spyke it is said, had a very strange ride, 'top a monstrous fish with sharp scales and green hide.

Teeth long as greatswords, eyes shining like beacons, Spyke's twin thieves claws slashed it to ribbons.

Tyvek, the wizard, also drew fame, when he slew a young dragon with his favorite spell, Flame!

Finally the Seven found their way to the hall, where the king of the sea trolls ruled over all.

Grimly, they pushed their way through the trolls, their weapons and spells took a terrible toll.

A hundred monsters died in that room, deep in the King's Tunnels, once again, a dark tomb.

Of course it was Kerreth, brave Knight of the Sun, with whose magical blade, the battle was won.

The Red Knight slashed his way to the throne, where the troll king sat nibbling some poor sailor's bone.

His sword glowed with light, Fury was its name, and it struck down the troll king in furious flame.

The rest of the trolls scattered like ashes, into the tunnels, the caves, and the passages.

The Seven returned to cheers and hurrahs. King Kaden offered them gold, but the Seven, as always, accepted it not.

"Good Captain Katrina," Kerreth then said, "we have done our duty and avenged your poor dead."

"The monsters below were savage and cruel, but they are gone now, and so safe is your crew."

"We don't ask for treasure, we don't ask for fame. We ask only that you remember the flame."

"For it was Solace, the Sun God, who blessed our fine blades, and allowed us to return to the warm light of day."

Beautiful Katrina wept at the words. Love for Kerreth she proclaimed, and was heard.

But the Seven cannot live as you and I. They cannot settle down, raise children, have brides.

Their duty is sacred, to answer the call. To fight for the people. To fight for us all.

A WORLD OF HEROES

TARTH

The world of Tarth is filled with dwarven strongholds, dark elven forests, valleys of merry half-folk, and scattered human cities.

But it wasn't always so.

More than a thousand years ago, a race of savage spider-like creatures infested the land.

Legend says the spiders nearly wiped out the intelligent races. This time of troubles is called "the Scourge." Fortunately, a great human heroine named Tarrian united the elves, dwarves, humans, and half-folk against them. The alliance banded together and battled the arachnoids in the fields, in the valleys, and deep within their very lairs. When the alliance was through, they hunted down any stragglers and eventually drove the entire species into total extinction.

After the Scourge, with no common enemy to fight, the races warred with one another. At least three Great Race Wars have scarred the lands of Tarth. The last was just over a decade ago.

Valusia, the middle kingdom, where our tale takes place, is currently at peace, however, both with the races and with its neighbors. This peace has existed for the last dozen years, since the coming of King Crassus Kaden.

NATIONS OF TARTH

Valusia is the crown jewel of Tarth and the center of the known lands. It is a fair land with a good king. The farms in its green valleys are bountiful, its forests full of game, and its rivers full of fish.

All the races—except the barbaric orcs of the Dread Mountains—live in peace in Valusia. The neighbors to the north, a loose confederation of northmen called the White Towns, are mostly kept at bay by the Dread Mountains. King Kaden reinforces their friendship with lucrative trade agreements. When that doesn't work, his all-volunteer army is more than up to the task of repelling the disorganized barbarians.

The exotic and faraway land of Kos is similarly allied. The bronze-hued people of "the Golden Kingdom" rule the seas, but their allegiance makes them more a mercenary navy for King Kaden than a rival.

Off the southern coast of Valusia are the Dragon Isles, a chain of volcanic islands known for the scores of drakes that dwell in their fiery bowels. Their people raid far and wide in their fire-spewing Dragon Ships, frequently battling with patrols from Kos. But even these tattooed warriors know better than to directly incur King Kaden's wrath.

KINGS PORT, CITY OF HEROES

Kings Port, the capital of Valusia, reflects the prosperity of Valusia and the integration of TARTH's races and cultures. It is not the largest city in the world, but it is the most prosperous and the most peaceful. Its streets are well-patrolled by an incorruptible City Watch, and it has an exotic market for most anything an honest heart desires.

For all its peaceful grace, Kings Port is most famous for its heroes. Members of all the humanoid races come to "the City," as it is often called, to start their careers as legendary heroes.

Humans are the most prevalent race in the City, but thousands of elves, dwarves, half-folk, and demi-humans are found there as well. They are mostly wanderers and crafty adventurers who make frequent stopovers to spend the treasure they take from "dungeon delving," thwarting goblinoid hordes, and of course, saving the world.

Those with troubles frequent the City of Heroes looking for such adventurers as well. A great number of legendary wizards and warriors, Red Knights and rangers, got their starts in Kings Port's gleaming streets. Even the famous Seven began their careers in Kings Port.

THE DRAGON AND THE SHADOW

The place most young heroes frequent for work is the Silver Dragon, an upscale tavern where no violence or unsavory types are tolerated. More experienced adventurers—those with reputations and plenty of suns to spend—can be found in the King's Shadow, a far more exclusive and expensive tavern that lies in the shadow of one of the royal castle's gleaming white towers. This prestigious establishment lies on the King's Road, which leads directly from the prosperous farms of the lowlands into the city and on into the castle.

The people of Valusia consider the City a spawning ground for new heroes who will save them from darkness when times are bad. If a dragon rampages, the people flee together and wait for a savior. If the orcish hordes get too large or overbold, the citizens call on King Kaden to assemble a band of hardened warriors to defeat them.

Of course, many would-be champions go straight to their dooms because of this odd relationship, but many do eventually triumph and become renowned guardians of the more common folk.

A few sages worry that the reliance on "heroes" has made the average man too dependent on others to resolve his problems.



Few listen to such advice though—they are far too caught up in the awe-inspiring tales of legendary quests of larger-than-life adventurers to pay the sages much heed.

THE SEVEN

By far the most famous heroes to have emerged from this relationship are the Seven.

In truth, the “Seven” have often included more heroes, and sometimes less, but their greatest deeds have occurred in the last few years with a core group of renowned adventurers. Everyone knows of Urich the dwarven warrior, Sarrian the elven ranger, Wygand the warrior, Zelda the Sun Priest, the mischievous rogue Spyke, Tyvek the one-eyed fire mage, and the most famous of all, Kerreth the Righteous, the most famous of living Red Knights.

The Seven's tales are sung by minstrels from Valusia to distant Kos. They are recorded in historical texts and tawdry fiction. They grace the tapestries of a thousand manors. Exquisite signed portraits of the Seven even hang in the mahogany halls of the King's Shadow.

The Seven's effect on Valusia cannot be overstated. Those who want to be great heroes model themselves after the Seven. Those who do not crave such action rely on the Seven and others of their ilk to save them from Valusia's darker inhabitants.

THE WILDERNESS

For the most part, the hills and dales of Valusia are safe, with friendly villagers generously ruled by caring barons and their trustworthy knights. These men keep their local areas cleared of hostile orcs and other monstrosities, while the King's own patrols keep safe the roads and trails in between.

There are numerous dangers for those who stray from the paths, however. Orcs and other goblinoids still dwell in the Dread Mountains barely a day's ride from the City, and the occasional dragon from the southern isles is spotted terrorizing outlying villages. Old Sa Karan ruins, the hiding places of humans during the Scourge, also appear from time to time, just waiting—it seems—for hearty adventurers to explore and loot their ancient and forgotten treasures. Even within the City, the King's Tunnels are occasionally plagued by sea trolls, and the catacombs occasionally give rise to gruesome undead.

More than one hero's fortune has been made plundering these dangerous locales.

RELIGION

The people of TARTH revere Solace, the Sun God. His divine existence is not debated—the Red Knights and Sun Priests dedicate their entire lives to Solace and are rewarded with visible powers of fire and light in return.

Solace is present in the particular religious beliefs of most races, though humans are the only race who seem to be able to channel his divine powers, for only humans may become Sun Priests or Red Knights.

Elves and half-folk revere Solace as a part of *imana*, the spirit of nature. They believe Solace is but one of these spirits, though without doubt the greatest of them.

Dwarves also revere Solace for his obvious power, but like the elves, do not formally worship him. The dwarves are not particularly religious people, but when they do pray, it's to Terrax, Lord of the Earth and The God in Darkness. Some dwarves believe Terrax has forsaken the world, or is perhaps even dead, for he does not grant powers to his followers like the Sun God does.

Half-folk have no particular religion, but revere Solace for his obvious power, and conduct their life-ceremonies in his name.

Orcs, and by extension some half-orcs, worship Kargak, a brutal, bestial god of slaughter and savagery.

Some minor religions and cults claim fealty to other gods, and offer proof of their existence in the form of shamanic powers. Most sages believe shamans—such as those of the orcs—are actually mages, working minor magic without any real understanding of where their power comes from.

YOUR ROLE

Overall, TARTH is a very typical fantasy world. The settlements in enlightened and organized kingdoms such as Valusia do quite well, while those within the borders of tyrants, or too near savage creatures, must fend off constant dangers.

Your character is a young man or woman looking to become one of these heroes.

Your tale starts in the City of Kings Port. Let's make your new hero now.

MAKING HEROES

Making heroes for *Evernight* is as easy as creating characters for any *Savage Worlds* game. You'll find a character sheet designed specifically for this setting both in the back of this book and on Pinnacle's website. Here's how to start.

1) RACE

First choose a race. The major races of Tarth, a brief description of their history, their benefits, and the rules for playing them are presented on pages 10-15. Choose a race now.

2) TRAITS

Now it's time to figure your hero's attributes and skills.

You start with a d4 in each of your 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 1 point, and you may not raise an attribute above d12.

You also have 15 points to buy your skills. Raising a skill by a die type costs 1 point as long 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.

The following skills are available in *Evernight*.

Boating	Persuasion
Climb	Repair
Fighting	Shooting
Gambling	Stealth
Guts	Streetwise
Healing	Survival
Intimidation	Swimming
Knowledge	Taunt
Lockpicking	Throwing
Notice	Tracking

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 for all but dwarves, who have a Pace of 5.

Parry is equal to 2 plus half your Fighting.

Toughness is equal to 2 plus half your Vigor.

3) SPECIAL ABILITIES

Now decide if you want any Hindrances. If so, you may now use the points from them to gain one of the benefits below. You may take one Major Hindrance (worth 2 points) and 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

4) GEAR

A hero starts with the clothes on his back and 500 golden "suns," the currency of Tarth. You'll want to spend some of that now on armor, weapons, and whatever other equipment you want. You'll find a complete list starting on page 19. You might want to buy only basic weapons and armor now, and save a few suns for equipment particular to the mission you're about to embark on.

5) BACKGROUND

Finish up by filling out your hero's background. Most characters in *Evernight* should come from Valusia. Your hero may not have been born there, but the last few months of life at least should have been spent somewhere near the City of Heroes.

The dark theme of the later stages of the game has much more resonance if you spend a little time thinking about where your character comes from. Does she have family? If so, where? In the City? In one of the outlying villages? Was she celebrated when she left home for trying to become one of Tarth's heroes? Or did her family chastise her for a fool?

A few notes about how your character got where she is today may help you make certain critical decisions later on.

RACES

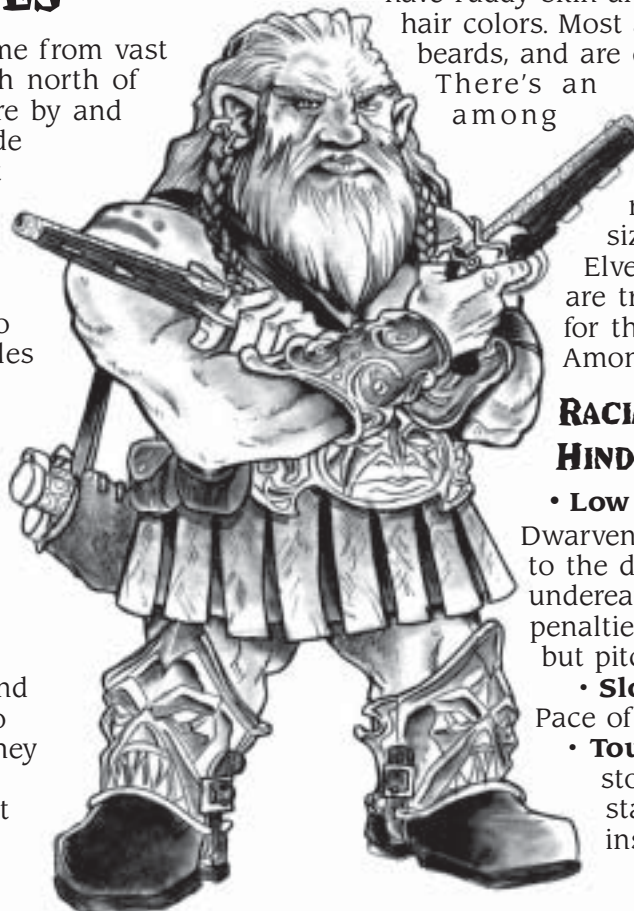
The four civilized races in the world of TARTH are humans, elves, half-folk, and dwarves. Half-elves are also common, and a rare few half-orcs prowl the city-streets as well. These races live in relative peace, but the last Great Race War between the races is only thirteen years past.

Characters in *Evernight* can be elven, half-elven, dwarven, half-folk, half-orc, or human. You can choose any race you'd like—all are equal in different ways. The racial abilities of each are discussed below.

DWARVES

Dwarves originally come from vast caverns beneath the earth north of the White Towns. They are by and large a solitary race, made warlike by their frequent battles with the many brutal creatures they share their subterranean homes with. Their villages are testaments to the life-and-death struggles of their past, for they are always built in easily defensible positions surrounded by barricades of sharpened stakes, pit traps, and other hazards.

Later in their history, with the invention of gunpowder, the dwarves added cannons, mines, and more creative defenses to their ancestral homes. They used these martial advantages to great effect in the last Great Race Wars.



At some point in the past, some dwarven clans moved forth and encountered elves and humans. Their meetings were rarely friendly—the dwarves had little understanding of the elves' love of the "sticky, bug-infested" forests, their eclectic poetry, alien music, or dainty manners. They got along only slightly better with the humans, but could never understand their wanderlust or need to expand their short-lived empires. "Half as long and twice as bright" is how humans view the world—according to dwarves.

Dwarves revere Solace and do not deny his obvious power with humans, but they worship Terrax, the King of the Mountain, the Earthen King, or the Dwarven Lord. In times past, it seems Terrax was also called the God in Darkness, but that term is rarely used these days. Dwarves are not particularly religious anyway. They perform serviceable rituals to Terrax during births, marriages, and funerals, but little else. They are more likely to curse in Terrax's name, or raise a cup to the Earthen King before battle or a night of heavy drinking.

Dwarves live upwards of 200 years. They have ruddy skin and sport all typical hair colors. Most all males grow

beards, and are quite proud of them. There's an unspoken rule among

dwarves that the size of their beards is generally representative of the size of their...courage.

Elves say the dwarves are trying to compensate for their small stature. Among other things.

RACIAL EDGES & HINDRANCES

• Low Light Vision:

Dwarven eyes are accustomed to the dark of the underground. They ignore penalties for darkness in all but pitch black conditions.

• **Slow:** Dwarves have a Pace of 5".

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

ELVES

Elves are long-lived souls who originally came from the deep forests. Their treetop homes are connected by walkways and swinging vines, which keep them safe from the terrible beasts that lurked below in ages past. This was particularly true thousands of years ago during the Scourge. Their homes are built of sticks and vines and naturally camouflaged to blend into the thick canopies of the deep woods. It is said that a stranger can stand beneath an entire elven village without realizing it is there.

Life above the forest floor has made the elves cagey hunters. They prefer to fight their prey with guile and cunning rather than brute force. They favor long spears as well as bows and arrows, but dislike weapons that rely on gunpowder, believing that such loud weapons may kill one beast but attract a dozen more. The elves also know the makings of gunpowder are not found in their forests and do not wish to become dependent on the dwarves lest another Great Race War break out.

When young elves reach 50 years old, they are expected to venture out and explore the rest of the world for a few decades. This is called their "Wandering Time." They do this both to fulfill their own natural curiosity and to learn about the world at large. They are also expected to warn their elders of any dire developments occurring outside their arboreal homes.

Many wandering elves begin their journey in Kings Port, hoping to find a group of heroes to join for a few years of adventure and travel. There is no better way to learn of one's neighbors than to fight by their sides.

Fortunately, most elves are well-prepared for their travels. They are used to hunting prey and defending their homes from the high boughs of the trees and

so most are quite proficient with bows when they are but a few decades old. Older elves claim the younger generation are losing their skills, however, because the dangers to their homes are not as great as in previous centuries.

Elves believe all living things—from the earth to the animals to the trees—have spirits. These spirits form a collective consciousness called "imana." Elves don't worship spirits or imana, they simply "respect" it. When an elf shoots a deer, for example, he thanks it for its meat. When he chops down a sapling to make a new bow, he thanks the tree for its strength. They believe in Solace, but recognize him as a powerful spirit of imana rather than a separate entity.

The "fair folk's" belief in imana has caused friction with their neighbors in ages past. When humans cut down too many trees, or dwarves blast apart the mountains indiscriminately, the elves take great offense. A few of these controversies have resulted in violence, and one led to the last Great Race War 13 years prior to the current time.

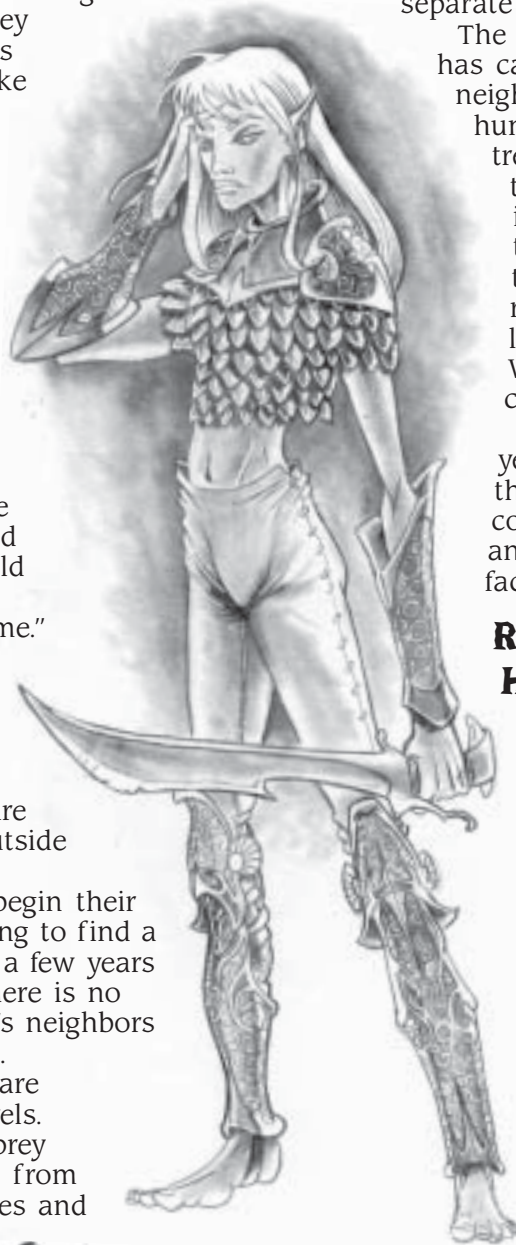
Elves live upwards of 200 years. They have fair skin and their hair includes all typical colors, plus shades of silver and blue. They never grow facial hair.

RACIAL EDGES & 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 (including crossbows and muskets). They have the All Thumbs Hindrance.

- **Low Light Vision:** Like dwarves, elves have cat-like eyes and so can ignore lighting penalties for all but total darkness.



HALF-ELVES

Half-elves are a solid mix of their two parents. They gain the elves' grace but none of their elegant frailty. They are almost always born of elven mothers and human fathers. Male elves tend to think human women are a bit coarse, but human men see elven women as exotic and extremely desirable.

It is difficult for humans to live in the arboreal world of elves, so most half-elves mature in human settlements where they learn the finesse of their mothers and the adaptability of their fathers. Many of those who wander do so when their human fathers pass on and their mothers return to their own families in the deep forests.

It is their long-lives that often make other humans resent the half-elves. Elven women in human settlements are also frequent targets of jealous suitors when their human husbands become old and unable to perform their spousal duties. Many of their children end up involved in these awkward triangles, and more than a few flee after performing reckless acts of violence in defense of their family honor. Certainly this is not every half-elf's tale, but it is a far too common one.

On the elven side, half-elves are not easily accepted. It takes quite a few years for a village to accept such an individual, even if he or she is accompanied by the elven parent. It isn't so much that the elves resent the person's human side, it's more that their communities are very tight-knit and don't accept any strangers easily. The parent is usually accepted more quickly only because she (or he) likely came from that settlement in the first place, and has now returned home after a few decades "tryst" with a human lover.

Half-elves' life-spans are closer to their human parent than their elven. Most live only to about 100 years. They don't start feeling the effects of age until they reach about 75 however, which is when most settle down or wander into the forests to spend their final years among the elves. Half-elves have a wide variety of hair colors, including all the vibrant hues of the elves. They never grow facial hair, however.

RACIAL EDGES & HINDRANCES

- **Heritage:** Some half-elves retain the grace of their elven mother or father. Others gain the adaptability of their human parent.

A half-elf may either start with a free Edge of his choice (as a human), or a d6 in Agility instead of a d4.

The character's features match this dominance as well, so those who take the free Edge look more human, while those with a higher Agility appear lithe and nimble.

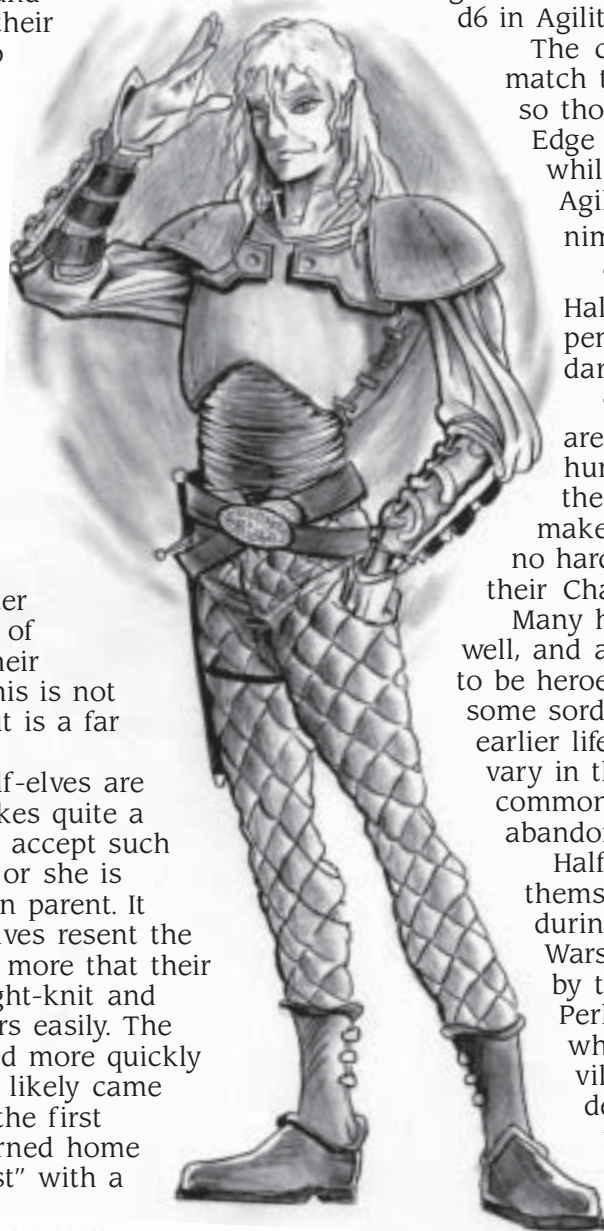
- **Low Light Vision:**

Half-elves ignore lighting penalties for all but total darkness.

- **Outsider:** Half-elves are never quite accepted by humans or elves as one of their own. This tends to make them wanderers with no hard roots. They suffer -2 to their Charisma.

Many have troubled pasts as well, and are perhaps attempting to be heroes now to overcome some sordid mistake from their earlier life. Most of their stories vary in the details but share a common theme of abandonment and isolation.

Half-elves have found themselves particularly lonely during Tarth's Great Race Wars, and branded traitors by their foes afterwards. Perhaps worst of all, those who hail from human villages are branded deserters by their neighbors should they refuse to be drafted into service.



HALF-FOLK

Half-folk are short, thin, nimble creatures who hail from a single distant dale on the far western shore of Valusia called Prank's Luck. Sages believe the race was born here and has not strayed far, for though half-folk are found everywhere, this is the only purely half-folk village found anywhere in Tarth.

Most of the "little people" are quite happy with this arrangement and remain among their own kind at Prank's Luck, though they love visitors from the "tall races." Those who wander from home generally do so only when they have forced to leave for some reason or another. A large percentage of wandering half-folk are those who were run out of Prank's Luck, so other races sometimes get the idea the entire race is made up of nothing but mischievous thieves. Nothing could be further from the truth however, for it is the half-folk's belief in fair play that causes these few troublemakers to be exiled in the first place (banishment is the half-folk's most severe punishment).

The rest who wander tend to do so for some noble purpose, such as to find a cure for some disease, or to seek help from heroes or mercenaries when their villages are threatened by orcs, pirates, or other raiders.

Some human sages believe half-folk are the offspring of elves and dwarves. There is some evidence to support this theory. Prank's Luck features burrows concealed beneath the roots of giant trees, and the small folk have a penchant for digging and gems.

They also love to scamper into high to pluck the freshest fruit or escape hungry predators.

Purists of the two races violently oppose such ideas. They point to occasional odd couplings that still take place and the fact that no such unions have ever borne children.

In either case, sages agree the half-folk's distinct ancestral home at Prank's Luck is evidence that whatever brought about their creation happened only once in Tarth's unrecorded past.

Half-folk themselves don't seem to care where they came from. Prank's Luck seems to date from about Tarrian's time, but no recorded

histories exist to prove who their founders were, who "Prank" might have been, or just what his "luck" was. The only time the half-folk seem to consider their origin has been during the race wars. They remain unofficially neutral, but members of the race have fought as scouts and agents for humans, dwarves, and elves alike.

Religiously, half-folk believe in the elven concept of *imana*, revering Solace as the most visible and important of the spirits. Like dwarves however, half-folk do not formally worship except during important festivities such as birth, marriage, or death. Unlike dwarves, these events are marked with great celebrations enjoyed by the entire community.

Prank's Luck has a great central gathering area for this very purpose. At the center of the old village is the stump of a great oak tree where celebrators (or village leaders in times of danger) can address the assembled crowd.

Half-folk accept their lot happily, and have an outlook and love of life far greater than their small stature might otherwise indicate.

For whatever reason, there are very few surly half-folk.

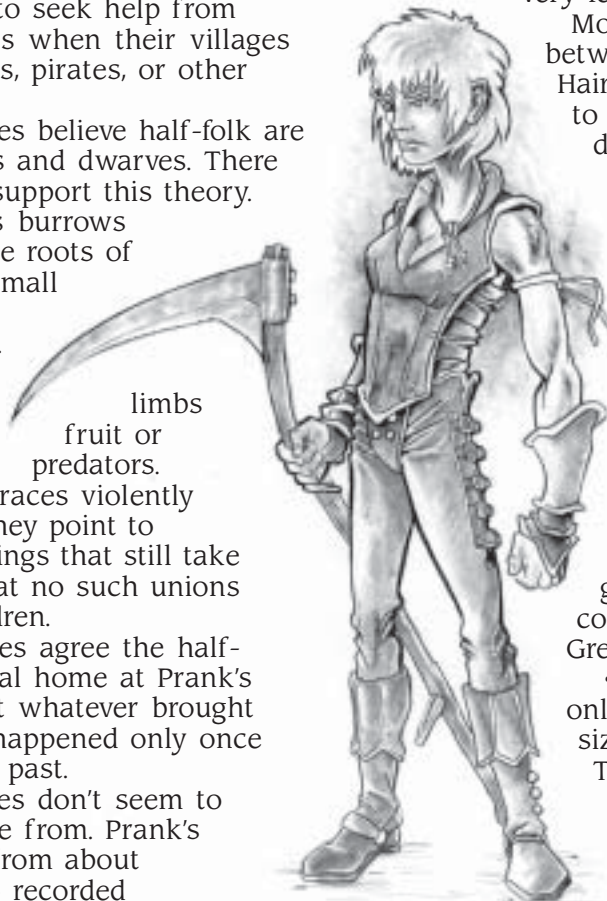
Most half-folk live to be between 80 and 100 years old. Hair color ranges from blonde to dark black. If they are truly descended from elves, they did not inherit their exotic hair colors. Neither do they do grow facial hair as their alleged dwarven ancestors. Bushy hair and long sideburns are quite popular these days.

RACIAL EDGES & HINDRANCES

- **Luck:** Half-folk draw one additional benny per game session. This may be combined with the Luck and Great Luck Edges.

- **Small:** Half-folk average only about 4' tall. Their small size subtracts 1 from their Toughness.

- **Spirited:** Half-folk are generally optimistic beings. They start with a d6 Spirit instead of a d4.



HALF-ORCS

No human male would willingly couple with a female orc, but male orcs have often taken human females during their frenzied raids. Belligerent orcs have been known to rape elves and dwarves as well, but such matings don't take.

Fortunately, half-orc babes are welcome in orcish settlements and thus are spared. Indeed, such children are treated no

different from others of their kind. Half-orc young often have a difficult time growing up however, as they are physically weaker than their full-blooded mates. Most make up for any physical shortcomings they may feel by becoming that much more savage and brutal. Violence is how warriors in the orc community prove their worth to their tribe.

Some half-orcs eventually come into contact with humans, whether by being captured or leaving home of their own accord. Of all the intelligent races of Tarth, half-orcs are by far the least common in any civilized area. Even in an open and enlightened city such as Kings Port, half-orcs make up less than 1% of the total population.

Most who enter the civilized world find work as soldiers or guards. Half-orcs tend to love gunpowder and the massive carnage firearms wreak on their victims. For this reason, half-orcs make excellent musketeers. King Kaden of Kings Port employs several dozen such warriors in

his army alone, and goes out of his way to welcome more when they can be found.

A few rare half-orcs leave their savage homes when they realize just how barbaric the orcs are in comparison to the "pink skins." These wanderers often leave their homes in the dead of night to join the civilized races. They turn their backs on their violent roots and look to redeem themselves. These are perhaps the most heroic souls in all of Tarth, for they struggle daily with their own inner-beasts and bloodlust.

Orcs worship Kargak, the Lord of Slaughter, so some half-orcs secretly continue to worship him as well.

Human sages agree that such a being does not exist, and that the power of the orc shamans comes from "hedge magic" rather than any divine source.

Half-orcs have skin the color of their human mothers with black hair and small eyes. Their features are harsh and angular, like that of their more savage fathers. Their natural life-span is the same as a human, though few live long enough to die of old age.

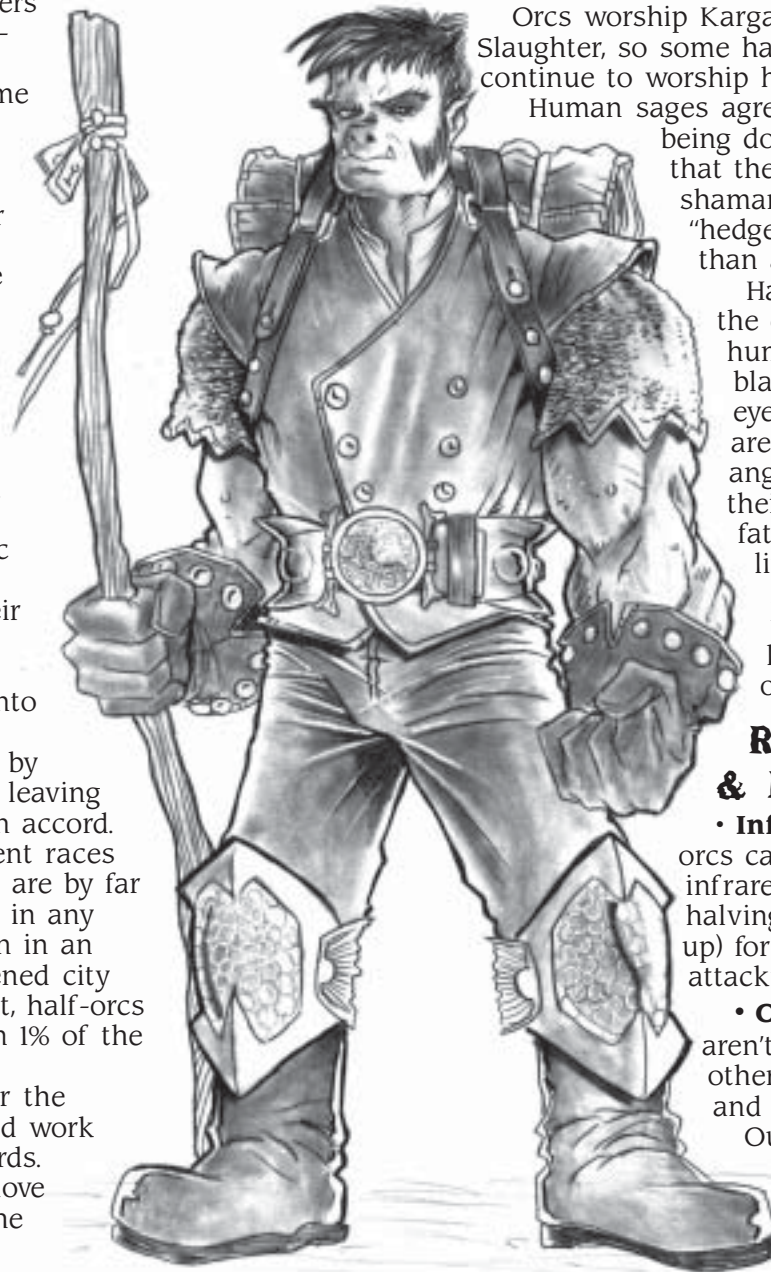
RACIAL EDGES & HINDRANCES

- **Infravision:** Half-orcs can see in the infrared spectrum, halving penalties (round up) for bad lighting when attacking living targets.

- **Outsider:** Half-orcs aren't trusted by most other civilized races, and so gain the Outsider Hindrance (-2 Charisma).

- **Strong:** Half-orcs have some of the strength of their

fathers. They start with a d6 Strength instead of a d4.



HUMANS

Humans are the standard by which all other races are measured. Not because they are the oldest, wisest, or strongest of the races, but because they are the most widespread and varied.

Elves and dwarves, the two oldest races, aren't sure where humans come from. Prior to the Scourge of the spiders, they were known as the Sa Karans, and had powerful magic. Proof of their past lies in the Sa Karan ruins that arise from time to time, and the mysterious blood stones that are sometimes found within.

During this time, Sa Karans were very specifically organized into different groups with particular hair and skin colors. Sages know this today because current generations with pure bloodlines retain their distinct looks.

For instance:

- Valusians have brown hair and green eyes.
- People of the White Towns have shock white hair with skin as pale as ice.
- Humans from the Dragon Isles have dark brown skin with jet-black hair.
- Villagers of the far southeastern coasts of Valusia have red skin and blackish-blue hair.
- The most exotic humans come from the far northeastern land of Kos. They have dark bronzed skin with brilliant red hair. Many have settled in Kings Port where they work for various guilds that trade with their homeland.

After the Scourge, Sa Karan humans left their isolated retreats and gained a new-found love for building structures in the wide-open plains. Perhaps because they simply no longer needed them, humans also forgot how to mine and craft their amazing blood stones.

This is when humans stopped being "Sa Karans" and simply became "humans."

In the thousands of years since the age of the Sa Karans, humans have intermarried and interbred to produce wildly diverse skin tones and hair colors. Sa Karan traits are still dominant in many, but it is not uncommon to see the pale skin of the White Towns mixed with the fiery red hair of Kos these days.

In their relations with other races, humans view elven females as extremely desirable. Many think of male elves as effeminate and flighty because of their love of music and poetry, art forms that aren't appreciated by most "uncultured" humans.

Dwarves garner more respect, but grudgingly. Their martial prowess is highly admired, as is their ability to manufacture gunpowder, muskets, and cannons.

Half-folk are "cute" to most humans, but useful only as scouts and spies in important matters such as warfare.

Humans are unique in that they form nations rather than tribes, and even create and maintain armies

composed of all the races to defend them! This is odd for elves and dwarves, who would never think of allowing the other

races to help defend their

homes. During the last Great

Race War, most human

armies released their

demi-human soldiers to

serve with their own

homelands. Only in rigid

Kos have nonhumans

been imprisoned during

such conflicts.

Humans worship Solace, the

Lord of Light and Life. In fact,

only humans seem able to

become the servants of Solace,

Red Knights and Sun Priests (see

the Professional Edges on page 17).

Most humans perish by their

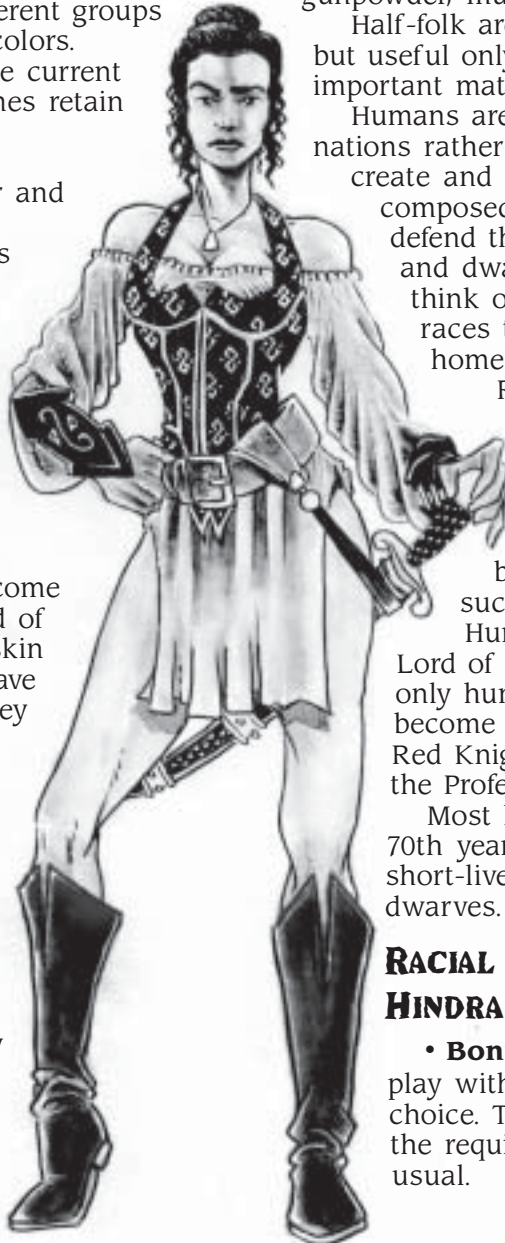
70th year, making them very

short-lived compared to elves and

dwarves.

RACIAL EDGES & HINDRANCES

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



EDGES & HINDRANCES

HINDRANCES

The following Hindrances are not appropriate for the world of Evernight: Enemy, Wanted.

ALL THUMBS

This Hindrance works as usual. The -2 penalty applies to Repair and Shooting rolls made with crossbows, muskets, pistols, and all other black powder weapons.

EDGES

The following Edges are not appropriate for the world of Evernight: Connections, Noble, Rich.

Characters may be young sons and daughters of wealthy nobles, but only for story purposes. These Edges will be useless for most of the scripted campaign, and so cannot be taken. A character who needs extra funds to reflect such a background can still gain 500 suns for each Hindrance point as usual.

BACKGROUND EDGES

ARCANE BACKGROUND

Weird Science, Super Powers, and Psionics are not allowed.

Characters cannot take Arcane Background (Miracles) on its own, but this Edge comes with the Red Knight and Sun Priest Professional Edges (see below).

Mages are well-known in TARTH, though not common. A character may take the Arcane Background (Magic) Edge as usual. See page 26 for more on mages. Most mages are trained in the musty halls of Mizridoor, an academy for the magically-inclined in Kings Port.

BERSERK

Requirements: Novice, Human

This Edge may only be taken by humans in the world of TARTH. Such humans are exclusively from the White Towns, and invariably have white hair and pale white skin.

COMBAT EDGES

DOUBLE SHOT

Requirements: Seasoned, Elf or Half-Elf with Agility Heritage, Shooting d8+

The elves of the Great Forest are renowned not only for their accuracy with the bow, but for a number of incredible trick shots as well.

Double Shot allows an elf to fire two arrows in his bow at once, firing both at the same target at a -2 modifier to the archer's Shooting dice. The target must be within short range. If the attack is successful, both arrows hit, causing normal damage.

Double shot does not work with crossbows or other ranged weapons—only with bows and arrows.

IMPROVED DOUBLE SHOT

Requirements: Veteran, Double Shot

The elf may attack as above, but ignores the -2 penalty.

SCAMPER

Requirements: Seasoned, Agility d8+, Half-Folk

Half-folk are small and quick. Some make great use of this in combat too, scampering about like monkeys to avoid the furious blows of their larger opponents.

Opponents of man-size or larger subtract 1 from attack rolls against half-folk with this Edge. The benefit only applies when the character is aware the attack is coming, he is unbound and able to move freely, and has no encumbrance penalty.

SUNDER

Requirements: Seasoned, Dwarf

Dwarves have an instinctual knowledge of materials. Those with this Edge know just where to strike objects or armored foes to cause the most damage.

Any hand or ranged weapon in the hands of a dwarf with this Edge ignores 1 point of armor (in addition to any AP value it may

already have). A dwarf with Sunder and a maul, for instance, ignores, 3 points of armor.

The Edge applies against all forms of armor, whether it's natural or crafted.

IMPROVED SUNDER

Requirements: Veteran, Sunder

As above, but the dwarf ignores up to 2 points of armor.

WAR CRY

Requirements: Seasoned, Half-Orc

Orcs and half-orcs both can bellow an ear-splitting, nerve-wracking War Cry that has been known to send lesser foes fleeing from the field.

When used, the character may make an Intimidation roll against all targets in an area (as opposed to a single victim as usual). Place a Large Boom Template adjacent to the half-orc (a 6" area of effect, with the edge adjacent to the half-orc). Every creature within the circle must roll against the half-orc's Intimidation total.

WHIRLWIND

Requirements: Veteran, Agility d8+, Fighting d8+, two weapons

This incredible maneuver was developed by Spyke, the heroic rogue of the famous Seven. When used, a warrior with two weapons spins and dances about, attacking every opponent in his path like a deadly cyclone. On the tabletop, the character makes a running roll and must move that many inches. Every target adjacent to the fighter's path, starting with his initial position, is attacked at -4.

One small downside to this Edge is that every adjacent target must be attacked—whether friend or foe.

IMPROVED WHIRLWIND

Requirements: Veteran, Whirlwind

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

PROFESSIONAL EDGES

AVATAR OF SOLACE

Requirements: Novice, Red Knight or Sun Priest

Red Knights and Sun Priests eventually gain the ability to enchant any weapon they hold with the power of the sun. The blade bursts into flame on command and adds +2 to the weapon's damage. Though servants of Solace call these "sun blades," the ability may be used on any weapon they wield with a metallic head.

An Avatar of Solace may use this ability at will as long as he holds the blade in his hand.

Sun Blades illuminate an area 10" in diameter. They can be used to start fires, but this is a slow process more suitable for creating a small campfire than setting someone alight.

Don't check to see if a foe catches fire from a hit unless the victim is particularly flammable. Even then there is only a 1 in 6 chance of setting the foe alight.

MUSKETEER

Requirements

Novice, Shooting d8+ Those who have undergone formal training with a firearm are drilled day and night to fire and reload their

weapons quickly and accurately. Most did so under King Kaden or by

Musketeers with this Edge can reload faster than normal, firing every other round instead of every third round. The character must follow all other restrictions for reloading and firing his arquebus as usual.



RED KNIGHT

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

Red Knights are holy warriors trained in the martial arts and tasked with protecting the people of TARTH from harm.

Becoming a Red Knight is a relatively easy process—at least at the start. The applicant merely approaches a Sun Priest and asks to be taken in. The priest then watches over the young person for several weeks, or sends her on an important mission. If the petitioner seems acceptable, the Sun Priest then petitions Solace for approval.

The knighting takes place beneath the bright sun, where the priest and the applicant sit for an entire day of meditation and fasting. If Solace decides the petitioner is pure of heart, the sun beams down brightly and the knight's skin is forever singed red, as with a light sunburn. The champion is now a Red Knight.

If Solace does not find the knight pure of heart, the sunspot disappears and the would-be hero may not petition again until she performs some great and magnanimous deed to aid the people of TARTH.

On becoming a Red Knight, a character immediately gains the Arcane Background (Miracles) Edge. He may learn any of the miracles listed on page 26, though the first miracle he learns must be *healing*.

Red Knights gain +2 Charisma when dealing with civilized folk who appreciate the workings of the Sun God.

SUN PRIEST

Requirements: Novice, Human, Spirit d8+, Faith d6+

Sun Priests are blessed men and women who dedicate their lives to Solace, the lord of Light and Life.

Becoming one of the Sun God's Chosen is a long and difficult process. A young person starts on the spiritual path by serving in a church as an acolyte for at least five years. Most serve in the church at Kings Port, though there are other houses of worship throughout Valusia.

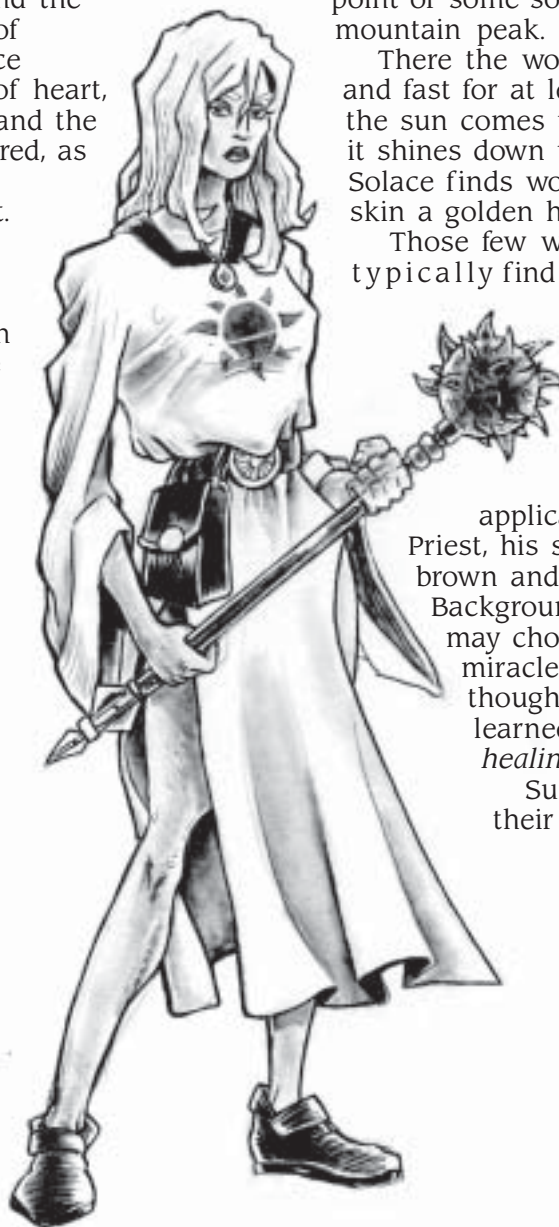
After that time, the senior priest of the church takes those he deems worthy on a long walk in the bright sunshine to a high point of some sort, such as a mountain peak.

There the worshippers meditate and fast for at least 24 hours. When the sun comes up the next morning, it shines down upon those applicants. Solace finds worthy and tinges their skin a golden hue.

Those few who aren't accepted typically find their own way from there, but are usually allowed to continue living in and serving the church if they so desire.

The moment an applicant becomes a Sun Priest, his skin turns golden brown and he gains the Arcane Background (Miracles) Edge. He may choose from any of the miracles listed on page 26, though the first miracle learned must always be *healing*.

Sun Priests add +2 to their Charisma.



GEAR

Now that you've made your character, it's time to outfit him with arms, armor, and other gear. Below is a list of the most commonly sought-after goods and services, as well as armor and weaponry.

Your hero has 500 suns to purchase equipment with.

Some of the items for sale are quite expensive because they are rare or on the cutting edge. Technology in Tarrh is primarily that of a medieval world. The arquebus has only recently come into common use, though crude cannons have been in use for a few years.

CURRENCY

Though all the old races once minted their own coins, the only currency used in Valusia are golden "suns," in honor of Solace. These are small golden disks about the size of a penny and half as thick. The front shows an image of the sun, while the reverse shows an idealized version of Tarrian, the first Red Knight.



ANIMALS & TACK

Item	Cost	Weight
Kep Hound	250	-
Horse	250	-
Mule	150	-
Saddle	10	10
Kep Hound barding (+1)	50	3

CLOTHING

Normal clothing	20	-
Formal clothing	60	-
Tailored clothing	100+	-
Winter clothes	35	3

COMMON GOODS

Item	Cost	Weight
Backpack	25	2
Bedroll	25	4
Blanket	10	4
Candle*	1	1/2
Crowbar	10	2
Flask (ceramic)	5	1
Flask (metal)	10	1
Flint and steel	3	1
Grappling hook*	50	2
Hammer	10	1
Lantern*	25	3
Lockpicks*	100	1
Oil (1 pint)*	2	1
Parchment (per sheet)	1	1/20
Quiver (holds 20 arrows)	10	2
Rope (10")*	10	15
Pick or Shovel*	5	5
Soap	1	1/5
Torch*	5	1
Whistle	2	-
Waterskin	5	1
Whetstone	5	1

EXOTIC GOODS

Item	Cost	Weight
Elixir of Mizridoor*	250	-
Potion of Healing*	500	-
Potion of Restoration*	100	-
Potion of Strength*	250	-
Sa Karan Blood Stone**	2000	-

FOOD

Type (per serving)	Cost	Weight
Average meal	10	-
Cheap meal	5	-
Expensive meal	15+	-
1 week's rations	25	10
1 day's water (1 quart)	1	2

*See Gear Notes on the following pages.

**See Magic Items on page 25.

ARMOR

Type	Armor	Weight	Cost	Min Str	Notes
Personal					
Leather	+1	15	50	—	Covers torso, arms, legs
Chain hauberk (long coat)	+2	25	300	d6	Covers torso, arms, legs
Plate corselet	+3	25	400	d8	Covers torso
Plate grieves	+3	10	200	d6	Covers arms
Plate leggings	+3	15	300	d8	Covers legs
Pot helm	+3	4	75	d6	50% chance of protecting against head shot
Steel Helmet (enclosed)	+3	8	150	d6	Covers head
Barding					
Kep hound barding	+1	3	50	—	Covers body and head
Shields*					
Small Shield (Buckler)	—	8	25	d6	+1 Parry
Medium Shield	—	12	50	d8	+1 Parry; +2 Armor to ranged shots that hit
Large Shield (Kite, Pavise)	—	20	200	d8	+2 Parry; +2 Armor to ranged shots that hit
Blessed Armor					
Mantle of Solace	+1	5	50	—	Sold only to Sun Priests
Armor of Solace	+3	40	300	d6	Covers torso, arms, and legs; sold only to Red Knights

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

HAND WEAPONS

Type	Damage	Weight	Cost	Min. Str	Notes
Blades					
Dagger	Str+1	1	25	—	
Great sword	Str+4	12	400	d10	Parry -1; 2 hands
Long sword	Str+3	8	300	d6	
Rapier	Str+1	3	150	—	Parry +1
Short sword	Str+2	4	100	—	
Thieves claws	Str+1	1/pair	100/pair	—	Worn on both hands; adds +1 to Climbing rolls as well
Axes					
Axe	Str+2	2	200	d6	
Battle Axe	Str+3	10	300	d8	
Great Axe	Str+4	15	400	d10	AP 1; Parry -1; 2 hands
Hammers & Maces					
Mace	Str+1	2	25	—	
Maul	Str+3	20	400	d10	AP 2 vs rigid armor (plate mail); Parry -1; requires 2 hands
Warhammer	Str+2	8	250	d8	AP 1 vs rigid armor (plate mail)
Pole Arms					
Halbred	Str+3	15	250	d8	Reach 1; 2 hands
Pike	Str+3	25	300	d8	Reach 2; 2 hands
Staff	Str+1	5	10	d6	Parry +1; Reach 1; 2 hands
Spear	Str+2	5	250	—	Parry +1; Reach 1; 2 hands
Lance	Str+4	10	500	d8	AP 1; Reach 2
Blessed Weapons					
Sun Mace	Str+3	2	25	—	Sold only to Sun Priests

RANGED WEAPONS

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
Axe, throwing	3/6/12	Str+2	1	75	2	—		
Bow	12/24/48	2d6	1	250	3	—	d6	
Crossbow	15/30/60	2d6	1	500	10	—	d6	AP 2; Requires 1 action to reload
Sling	4/8/16	Str	1	10	1	—		
Spear	3/6/12	Str+3	1	250	5	—	d6	
Throwing knife	3/6/12	Str+1	1	50	1	—	—	Balanced to add +1 to Throwing

BLACK POWDER

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
Musket	10/20/40	2d8+2	1	400	10	—	d6	Reload 2
Blunderbuss	10/20/40	1-3d6*	1	400	15	—	d6	Reload 2
Bayonet	—	Str+2	—	20	1	—	—	Attaches to musket or blunderbuss; Str+1 when used as a knife
Pistol	5/10/20	2d6+1	1	250	3	—	—	Reload 2
Cannon**	24/48/96	3d10	1	25	—	—	—	Reload 1 with 4 crew; Reload 2 with less than 4 crew

*A blunderbuss does 1d6 damage at Long range, 2d6 at Medium range, and 3d6 at Short range.

**This is a very early, crude cannon. It fires only solid shot.

AMMUNITION

Ammo	Weight	Cost	Notes
Arrow	1 lb/5	1/2	May be recovered*
Bolt	1 lb/5	1	May be recovered*
Shot & Powder	1 lb/5	2	—
Sling stone	1 lb/10	1/10	Stones can be found for free with a Notice roll and 1d10 minutes searching, depending on terrain

*Outdoors, arrows and bolts have a 4-6 on a d6 chance of being recovered. Underground or indoors, the chance is reduced to a roll of 5-6 on a d6 to reflect the increased chance of breakage.

GEAR DESCRIPTIONS

ANIMALS

Note that animals' Smarts are relative, and are marked with an (A) to remind you that this is animal Smarts. A kep hound with a d6 Smarts, for instance, isn't smarter than your half-orc barbarian, but it is smarter than most horses with a d4(A) Smarts.

HORSE, RIDING

Several large ranches in the long valley of Valusia raise horses. The fertile grasslands and temperate climate are ideal for these fast beasts. Horse ranchers herd their stock to Kings Port once a year for sale. Those that aren't bought in the horse markets there are shipped on to faraway Kos or the Dragon Isles for export.

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

Skills: Fighting d4, Guts d6, Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

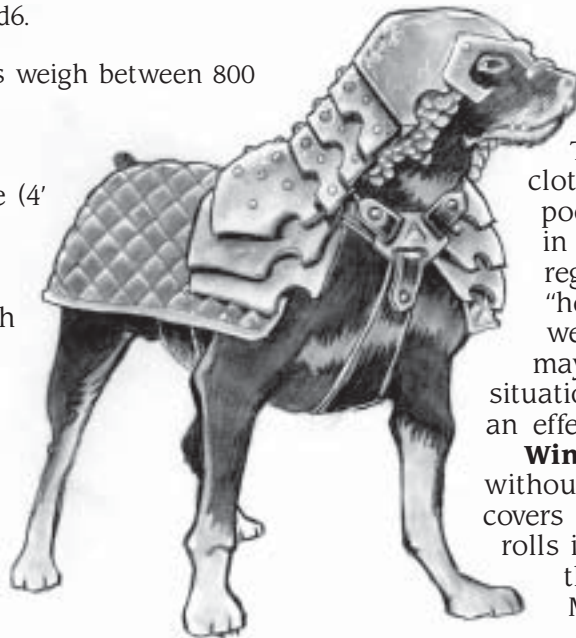
Special Abilities

- **Fleet Footed:** Horses roll a d10 when running instead of a d6.
- **Kick:** Str.
- **Size +2:** Riding horses weigh between 800 and 1000 pounds.

KEP HOUND

Kep hounds are large (4' high) dogs trained from birth to be loyal and obedient servants. They are gentle as lambs with their owners but bloodthirsty and savage to anyone they are ordered to attack.

Kep hounds are trained to obey most simple commands, such as attack, to me, heel, sit, and play dead.



Kep hounds are often armored with simple leather barding that provides 1 point of protection. This costs an additional 50 suns.

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

Skills: Fighting d6, Guts d6, Notice d10, Tracking d6 (smell only)

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

Special Abilities

- **Bite:** Str+1.
- **Fleet Footed:** Kep hounds roll a d10 when running instead of a d6.
- **Go for the Throat:** Kep hounds instinctively go for an opponent's soft spots. With a raise on its attack roll, the animal automatically hits the target's most weakly-armored location.
- **Size -1:** Kep hounds are relatively small creatures.

MULE

Mules are used to carry the loot of Tarth's great heroes, as well as the bodies of those who were not able to finish their epic quests.

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

Skills: Guts d6, Notice d4

Pace: 6; **Parry:** 2; **Toughness:** 8

Special Abilities

- **Fleet-Footed:** A mule rolls a d8 instead of a d6 when running.
- **Kick:** Str.
- **Ornery:** Mules are contrary creatures. Characters must subtract 1 from their Riding rolls when riding them.
- **Size +2:** Mules are stocky creatures weighing up to 1000 pounds.

CLOTHING

Valusians are a proud people, but rarely haughty. Those dressed in common clothing are not often treated poorly, but those who dress in finery are generally regarded as being of the "heroic" caste. Anyone wearing tailored clothing may add +2 to his Charisma in situations where his status has an effect.

Winter Gear: Characters without warm cloaks and boot covers suffer -2 to their Fatigue rolls in cold weather, such as that found in the high Mountains of Dread.

COMMON GOODS

Candle: A candle provides clear light in a 2" radius for two hours. A candle blows out in a strong wind or whenever the character holding it runs.

Grappling hook and line: A grappling hook is attached to a light line of variable length but usually no more than 15 yards in length). The user throws the hook just 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 it sets normal combustibles alight. (See the rules for Fire on page 97 of *Savage Worlds*.)

Lantern, Bullseye: A bullseye lantern acts as a regular lantern, but also has a shuttered reflective hood that can focus light through a small opening. When used in this way, it provides a cone of light equal to the Cone Template. There is a 50% chance the lantern breaks if dropped.

Lockpicks: A character who tries to pick a lock without these tools suffers a -2 penalty to his roll.

Oil (1 pint): Besides providing light when used in lanterns, oil can also be used as a weapon. This is most commonly done by putting oil in a ceramic flask with a lit fuse. The flask is then thrown at the target where it breaks and the fuse sets the oil alight.

Lighting a fuse requires 1d6 rounds with flint and steel (1 round with open flame), so it's best to light the fuse before a fight starts (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 growing each turn as usual.

Pick: Picks are unbalanced as weapons and so inflict a -1 penalty on the user's Parry and Fighting scores. Their damage is Str+2.

Rope (15 yards): The rope can safely handle 300 pounds without worry. For every 50 pounds over that, roll 1d6 every minute or whenever the rope suffers a sudden stress. On a 6, the rope breaks under the strain.

Torch (3 hours): A torch provides clear light in a 4" radius. Properly prepared torches last for one hour. Temporary torches can be made with some wood, rags, and 1 pint of oil for every 10 torches. These last half as long, however.

EXOTIC GOODS

Elixir of Mizridoor: The brilliant yellow goo in this small vile restores 1d6 Power Points to those with the Arcane Background (Magic) Edge. The secrets of its formulation are known only by the master alchemists at Mizridoor, though the potions are sold in alchemist's shops from Kings Port to Kos.

The brew has no effect on any other types of Power Points.

Potion of Healing: Tarth's healing potions are not particularly potent—it seems only Solace can provide truly miraculous cures. When consumed, this blue potion removes one wound. Additional potions can remove additional wounds, but they never remove permanent wounds.

Potion of Restoration: This magical green tonic removes all Fatigue, even if a character is Incapacitated. Characters who are Incapacitated from wounds arise, but do not actually heal any wounds.

Potion of Strength: The hero's Strength Attribute is raised two die types for the next 10 minutes when this red potion is consumed.

FOOD

Kings Port is sometimes called the "Garden" for its ripe fruits, fresh meat, and plentiful vegetables. There are several fresh food markets in the city, as well as several restaurants that prepare the bounty in most delectable ways.

WEAPONS & ARMOR

Below are a few notes on Tarth's particular types of arms and armor.

ARMOR

Armor of Solace: This enchanted plate mail is granted only to the church's Red Knights. It is enchanted in rituals that take weeks to perform, and tailored to the particular knight. This process makes it effectively lighter and more flexible than regular plate mail (it actually weighs nearly the same if carried).

Armor of Solace is actually given to Red Knights, but the "cost" reflects a donation the character gives in exchange for the material cost of the suit.

Should another try to wear the suit, it acts as regular plate mail, including the increased weight.

Leather: Leather armor is soft and supple at the joints for maximum flexibility, with boiled "plates" attached to the forearms, chest, and upper legs.

Chain: Chain mail consists of thousands of interwoven iron links. Many adventurers wear only the shirt, but stronger types can handle the extra weight on their legs as well.

Kep Hound Barding: Those who invest the money—and more importantly time—in training a kep hound want to protect their companions. This lightweight armor protects the animal's neck and body.

Mantle of Solace: Sun Priests spend hours in contemplation and charitable works, and so do not develop the martial builds of the Red Knights. To protect their brethren from the forces of darkness, the church blesses sacred robes for protection.

These robes only offer protection for Sun Priests. Others may wear them, but gain no armor bonus.

Plate: The heaviest armor is plate mail, but it also provides the most protection. The breastplate, grieves, and leggings are all made of tempered steel, providing excellent protection against most all hand weapons.

Plate mail must be customized to fit a particular person. This requires an hour of time and a Repair roll. If non-tailored armor is worn, the user suffers a -1 penalty to all his physical trait tests.

WEAPONS

Bow: Tarth has not developed the equivalent of the English long bow. This represents a more typical bow with a maximum range of about 200 yards. Bows can be fired every round.

Crossbow: The crossbows of Tarth are "medium" versions of these deadly weapons. They require one full action to reload, and are quite useful at penetrating heavy armor.

Rapier: No special rules are required here, but rapiers are somewhat rare in Valusia. They are slightly more common in faraway Kos.

Great Sword: The snowy-haired barbarians of the White Towns are well-known for these heavy but awkward weapons.

Sun Mace: These heavy maces are fashioned like blazing suns on the end of a short staff. The heavy spiked ball causes grievous damage to those it hits.

Only Sun Priests may purchase these weapons (Red Knights are expected to use

heavier weapons). They are blessed to withstand fire and heat to better serve as the flaming weapons of those who eventually become Avatars of Solace.

Unlike the Armor and Mantle of Solace, these weapons aren't enchanted, and can be used by others (though it's considered very rude to do so).

Thieves Claws: These are long blades strapped to the forearms by thick leather and metal buckles. They are dangerous weapons, but also help to scale rough-hewn stone walls and other surfaces that might keep the thief from his ill-gotten gains.

Throwing Knives: Several craftsmen in both Kings Port and Kos pride themselves on making extremely well-balanced knives, perfect as back-up weapons for young heroes in emergencies.

AMMUNITION

It can often become important to know if arrows or bolts are recoverable while adventuring. Outdoors, the chance of recovering an arrow is a d6 roll of 4-6. This represents some being lost or broken in their targets. Indoors, the chance is reduced to a d6 roll of 5-6, as stone walls and other obstructions tend to break such missiles.

***Example:** After a battle, Tara has marked off 6 arrow shots. She wants to recover them, so she rolls 6d6. Half come up 4-6, so she recovers half her arrows. The rest are broken or lost.*

FIREARMS

The firearms of Tarth are flintlock devices. A paper cartridge contains powder and an iron ball. The "shot" is rammed down the barrel, and when the trigger is pulled, the hammer falls onto a piece of flint. The hammer simultaneously punctures the paper cartridge inside the weapon, and the spark ignites the powder, sending the iron ball out at great velocity.

Only the dwarves on the far side of the Dread Mountains currently manufacture powder and firearms.

Moisture: Water is the enemy of gunpowder. Any time powder gets wet, roll 1d6 per shot. On a roll of 4-6 for damp conditions (drizzling rain, wading through a deep stream), the shot is ruined. If the powder was soaked (heavy rain, swimming), each shot is ruined on a d6 roll of 2-6.

Overcharging: Both the musket and pistol can be "overcharged," meaning the

user puts an extra charge of powder in the shot. Overcharging adds an entire 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 for Wild Cards) means it has burst the barrel of the weapon and ruined it permanently.

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 at once to gain its full effect—otherwise its statistics are the same as a pistol. When fully loaded, the blunderbuss acts as a shotgun so the attacker may add +2 to his Shooting roll.

Blunderbusses cannot be overcharged—they rely more on the shrapnel effect of their shot for their damage than the actual blast.

POWDER AS EXPLOSIVE

Gunpowder can also be used as a low-powered explosive. The people of TARTH call these "powder bombs." A standard bomb requires 10 rounds of shot & powder. This is expensive given the dwarves' high prices for powder, but devastating if used correctly.

To make a powder 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 gunpowder (about two pounds) causes 2d6 damage in a standard 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 increases the damage by +2 and the radius by 1".

MAGIC ITEMS

Magic items are plentiful in the world of TARTH. The personal gear of great heroes—and villains—often becomes "charged" with the power of their deeds, and specialized mages—such as those at Mizridoor—sometimes craft minor devices as well.

POTIONS

A few alchemists exist in the City, and are able to concoct a few common brews. Healing potions are strictly the domain of the Church of Solace, however.

Potions are known by their colors (see Exotic Goods, above). Characters must expend a bit of spiritual energy (in the form of bennies) to use more permanent relics.

RELICS

Enchanted items besides potions come in all shapes and sizes—rings, weapons, armor, and jewelry are all common.

Anyone who touches a magical item instantly realizes it is a thing of power. Even a casual touch alerts a person to the device's nature.

Those who want to actually use an enchanted device must simply open himself up to the relic's power and let its energy flow through him.

In game terms, if the device is usable by the hero, he may spend a benny to learn and access a magic item's abilities and bonuses. If another character wishes to use the item, he must spend a benny to access its abilities as well. No benny, no magical powers.

A character who cannot use the device for some reason cannot learn the device's powers and does not "waste" a benny trying. A gem that grants additional Power Points, for instance, remains a mysterious but obviously magical relic to a warrior with no Arcane Background.

Note that there are some exceptions to this rule. Some devices may be obscured for some reason, while others have unpredictable results when used (like SA KARAN blood stones). Characters cannot learn what these devices do until they use them, but no benny need be spent either.

SA KARAN BLOOD STONES

The early humans who once lived in TARTH had powerful magic that is lost to their descendants today. Those who explore their ruins often find red gems called "blood stones." If the stone is placed against a person's raw breast, it burrows into the flesh, extending red tendrils of painful eldritch energy throughout their body.

The stone then mystically fuses with its host and charges his being with incredible energy. Most hosts become stronger, smarter, or more agile from the stone's mystic energy, but some cannot handle the shock to their mortal shell and perish.

A very rare few gain more bizarre powers. Some of TARTH's greatest heroes have gained the ability to shoot beams of energy, turn invisible, move objects with nothing but their minds, and more!

MAGIC IN TARTH

There are two types of spellcasters in the world of Tarth—wizards and priests (which includes both Red Knights and Sun Priests). On the following pages you'll find more information about these heroes, as well as their spell lists and several new spells.

The miracles and spells available to each are detailed on the sidebar below.

AVAILABLE SPELLS & MIRACLES

Miracles

Armor
Blast**
Bolt
Boost/Lower Trait
Det/Con Arcana
Deflection
Dispel
Fear
Fireburst
Greater Healing**
Healing*
Light
Solar Storm**
Smite
Stun

*must be
first choice
**Sun Priests only

Spells

Armor
Barrier
Blast
Bolt
Boost/Lower Trait
Cone of Flame
Det/Con Arcana
Deflection
Dispel
Fear
Fireburst
Fly
Invisibility
Obscure
Pawn of
Mizridoor
Puppet
Quickness
Smite
Speed
Stun
Telekinesis
Wall Walker

CASTING MIRACLES AND SPELLS

Red Knights, Sun Priests, and wizards alike make simple gestures with their hands to cast their spells. A character whose hands are bound tightly cannot access his arcane powers.

A caster who wants to hide his motions can do so with a Smarts roll. Anyone watching the caster can make an opposed Notice roll to detect the action however. The observer may add +2 to his roll if he is specifically looking for casting motions.

PRIESTS

Both Red Knights and Sun Priests are capable of calling on the holy power of the sun, whom they call Solace, to cast divine miracles. They are trained in the casting of these miracles by more senior priests who are in the twilight of their traveling days.

Most young priests or knights are instructed in the proper rituals for casting miracles at the Church of Solace in Kings Port. Smaller churches exist in most every town in Valusia and Kos, but their attendants are usually too busy keeping up with their constituents' demands to train young apprentices. The White Towns and Dragon Isles also worship Solace, but have no official churches and rarely produce priests or knights.

The first miracle a Sun Priest or Red Knight is taught is always *healing*. The people of Tarth rely on the Church to heal their injuries and cure their ailments.

AVAILABLE MIRACLES

Red Knights and Sun Priests may choose from any of the miracles listed at left.

WIZARDS

Magic flows stubbornly in Tarth. It is much easier, if one is pure of heart, to gain arcane power through the Church of Solace.

That said, some individuals have mastered the eldritch arts, and their powers are quite phenomenal. Those who develop power on their own typically live in isolation and are called "hedge wizards."

More formal schooling is available for those who seem to have a penchant for the arcane. In Valusia, training is offered at Mizridoor, an academy of secretive wizards on the cliffs at the northern end of town.

Tyvek of the famous Seven is the Honorary Head Master of the school, though in truth he rarely does more than visit for short periods to pillage their magical stores. He has never been known to actually teach the school's two dozen or so pupils.

All characters who have the Wizard Professional Edge graduated from Mizridoor, or its sister school "Kos Arcanum" in far-off Kos. No such academies exist in the White Towns or the Dragon Isles, though hedge wizards abound.

Wizards are respected only due to the efforts of Tyvek and other famous sorcerers. Common folk are somewhat afraid of these characters. It's believed by simpler minds that these talented spellcasters should have given their service to Solace instead.

NEW SPELLS

FIREBURST

Rank: Novice
Power Points: 2
Range: Flame Template
Duration: Instant
Trappings: A shower of flames

A cone of flame is just that—a large fan of flame that bathes its targets in flame.

When cast, place the thin end of the Flame Template at the character's front. Targets within the template may make Agility rolls versus the caster's Faith or Spellcasting roll to avoid the blaze. Those who fail suffer 2d10 damage.

Victims have a 1 in 6 chance of catching fire as well (see the **Fire** rules in *Savage Worlds*).

PAWN OF MIZRIDOOR

Rank: Novice
Power Points: 3
Range: Smarts
Duration: 3 (1/round)
Trappings: A chess pawn

Students who graduate from the wizard's academy at Mizridoor are given a final gift—a powerful spell called the *Pawn of Mizridoor*.

The spell requires a pawn from Mizridoor's chess set. If the pawn is lost, the spell cannot be cast. (Grand wizards of Mizridoor, it is rumored, can create guardians of the other pieces of the set.)

To cast the spell, the wizard merely pulls the pawn from his pocket and speaks the magical words "From Mizridoor, I summon

thee!" When the piece hits the ground, it transforms into a sturdy soldier who is completely under the wizard's control.

When a pawn suffers a wound, it crumbles to dust. Somewhere in the dust is an intact pawn, magically restored and ready to be summoned again.

When the owner of a pawn perishes, his pawn crumbles to dust as well. It is said that the original pieces of the set, which reside in Mizridoor itself, are tangible artifacts, and do not crumble when their owner perishes.

PAWN OF MIZRIDOOR

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Notice d6
Pace: 5; **Parry:** 5; **Toughness:** 10
Gear: Short sword (Str+2), stone skin (+4)
Special Abilities

- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; piercing attacks do half-damage; constructs do not suffer from disease or poison.
- **Fearless:** The pawns are immune to fear.

SOLAR STORM

Rank: Seasoned, Sun Priests only
Power Points: 5
Range: Faith x 2
Duration: Instant
Trappings: A dazzling swirl of brilliant yellow fire

Perhaps the most devastating display of Solace's fury is *solar storm*, a brilliant, swirling blast of destruction that scathes the Sun Priest's foes in a brilliant blast of sunfire.

The area of effect is a Large Burst Template. Every target within the blast suffers 2d10 damage and runs the risk of catching fire (1 in 6 for most creatures, see *Savage Worlds* page 97).

WALL WALKER

Rank: Novice
Power Points: 2
Range: Touch
Duration: 3 (1/round)
Trappings: No visible effect.

Wall walker allows a wizard to function much like a human spider. He can stick to any surface, allowing him to climb walls and even hang from ceilings.

The character can move along such surfaces at his normal Pace. He may also run as usual while skittering along such surfaces.

ARCHETYPES

On the following pages are a number of "archetypes," the most common types of heroes found in TARTH. These characters are Novices, and ready to play as-is. Their traits have been purchased normally, as have their Edges, Hindrances, equipment and powers. We've even figured their secondary statistics for you.

To play an archetype, simply write its statistics down on one of the blank character sheets found on page 144. Give your character a name and you're ready to go!

CUSTOMIZING ARCHETYPES

You can customize these archetypes to some extent by swapping out Edges and Hindrances for equivalents, rearranging skills, and of course, repurchasing their equipment. If you decide to do many adjustments, however, it's probably easier to just create your own character from scratch.

All of the adjustments to things like Parry and Toughness are already calculated for you. If a character has leather armor listed in his gear, for instance, his Toughness has been increased by +1. If you alter his gear or traits, you'll need to recalculate secondary traits as well.

We've also figured the weight of each character's gear, as well as his load limit and any penalties for being overly encumbered. Some of the archetypes, such as the slayer, can easily rid himself of his weight penalty by dropping his crossbow once a fight breaks out.

We've purchased only basic arms and armor for these characters. You'll definitely want to use their leftover suns to buy any additional supplies you might need, such as rope, winter clothes, and so on.

HUMAN FENCER

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

Skills: Fighting d10, Climb d6, Guts d6, Notice d6, Persuasion d4, Stealth d6, Taunt d6

Charisma: +2; **Pace:** 6"; **Parry:** 8; **Toughness:** 6

Racial Abilities: None

Hindrances: Overconfident, Loyal, Quirk (Minor, pursues fine wine, women, and high society)

Edges: Attractive

Gear: Leather armor (+1), rapier (Str+1), 300 suns.

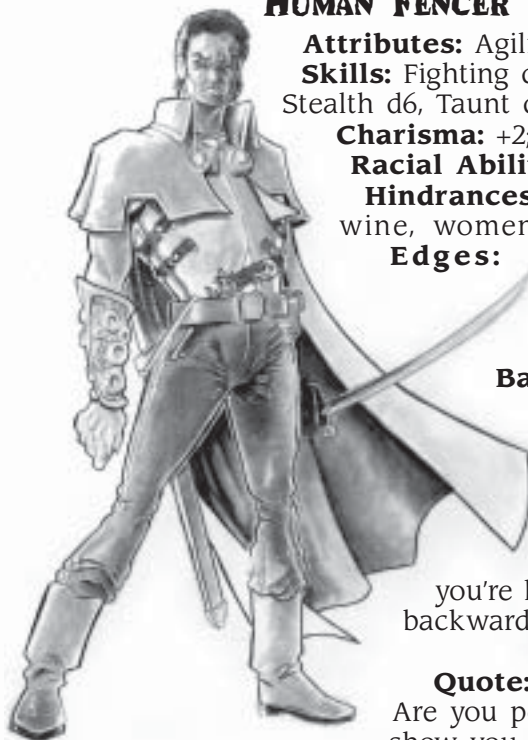
Encumbrance: 18lbs; **Limit:** 30; **Penalty:** 0

Background

You hail from exotic Kos, far to the north east of Valusia. You came here several months ago on a Kosian sailing ship, looking to make a name for yourself in the City of Heroes.

You love fine wine, women, and song, and miss the delights of Kos, but perhaps while you're here you can bring a bit of culture to the backward Valusians.

Quote: My, that is an impressive great sword, barbarian. Are you perhaps overcompensating for something? Let me show you what a fencer of the Golden Kingdoms can do!



DWARVEN FIGHTER

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

Skills: Fighting d8, guts d6, Intimidate d6, Notice d6, Stealth d4, Shooting d6

Charisma: +0; **Pace:** 5"; **Parry:** 6; **Toughness:** 8

Racial Abilities: Low Light Vision, Slow, Tough

Hindrances: Loyal, Overconfident, Quirk (Minor, constantly looking for strong ale, spirits, and red meat)

Edges: None

Gear: Chain hauberk (+2), battle axe (Str+3), pistol, 10 shots, 80 suns.

Encumbrance: 40lbs; **Limit:** 40; **Penalty:** -1

Background

Several months ago you left the dark bowels of the earth to see the fabled City of Heroes. Now you're here in Kings Port and looking for work that will bring you fame as well as chests full of golden suns!

Challenges are tougher to find here than you'd thought, however. You couldn't swing a troll's head without hitting a would-be hero.

Perhaps you'll look for challenges the rest are too timid to try. You're afraid of nothing—the axe-masters of your home have taught you well.

Quote: Hah! I'll be comin' for you next, laddie!



HALF-ORC MUSKETEER

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

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

Charisma: -6; **Pace:** 6"; **Parry:** 6; **Toughness:** 10

Racial Abilities: Low Light Vision, Outsider, Strong

Hindrances: Bloodthirsty, Greedy (Minor), Vow (overcome your savage heritage)

Edges: Brawny, Musketeer

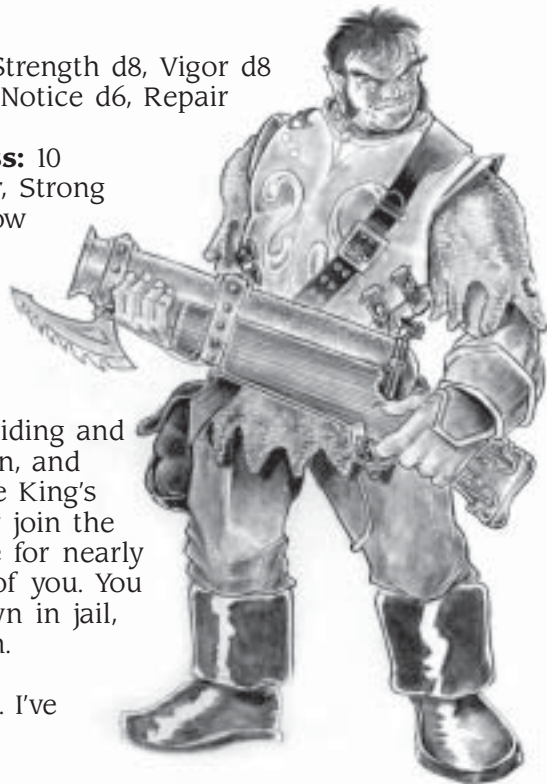
Gear: Blunderbuss with bayonet, 12 shots, plate corselet (+3), 156 suns.

Encumbrance: 44lbs; **Limit:** 64; **Penalty:** 0

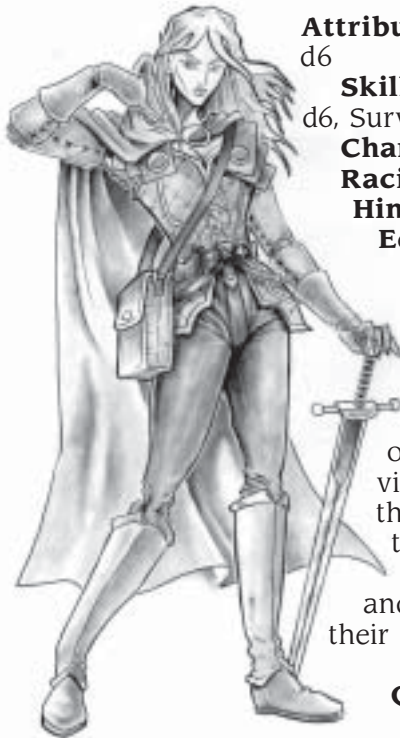
Background

You were raised by orcs, but soon realized raiding and murdering were no way to live. You fled the clan, and eventually wound up in a Kings Port prison. The King's men gave you an option, however—hard labor or join the King's musketeers. You served with honor there for nearly a year before your orcish nature got the better of you. You managed to get discharged without being thrown in jail, and now you're out to prove yourself once again.

Quote: Better not get too close to that thing. I've just reloaded.



ELVEN RANGER



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

Skills: Fighting d6, Guts d4, Notice d6, Shooting d8, Stealth d6, Survival d8, Swim d4, Track d8

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

Racial Abilities: Agile, All Thumbs, Low Light Vision

Hindrances: Cautious, Loyal, Poverty

Edges: Woodsman

Gear: Leather armor (+1), bow, quiver of 20 arrows, short sword, 70 suns.

Encumbrance: 28lbs; **Limit:** 30; **Penalty:** 0

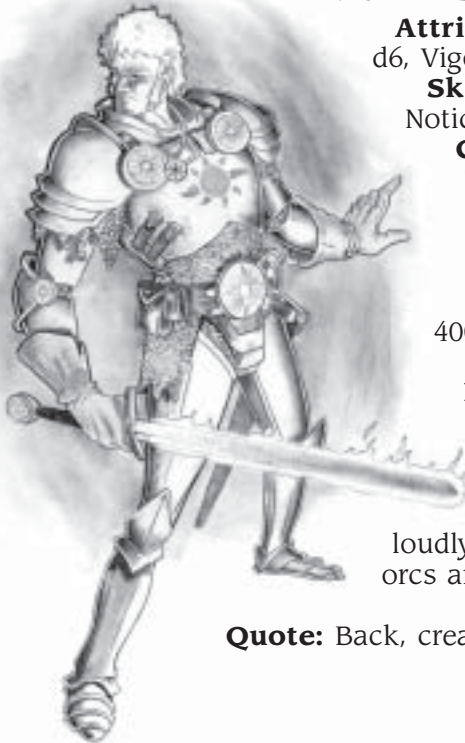
Background

It is your time of wandering. You've come to this city of men to learn about them and the other races who visit this place. Though you are far more comfortable in the wilderness, this city is cleaner and more friendly than you would have imagined.

But now it's time to find work, to accept a dangerous and heroic mission with a band of companions and learn their ways.

Quote: Two hundred yards? Yes. I can hit it.

HUMAN RED KNIGHT



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

Skills: Fighting d8, Faith d6, Guts d6, Healing d6, Notice d6, Persuasion d6, Riding d4

Charisma: +2; **Pace:** 6"; **Parry:** 7; **Toughness:** 9

Racial Abilities: None

Hindrances: Heroic, Loyal, Stubborn

Edges: Red Knight

Power Points: 10; **Miracles:** *Armor, healing*

Gear: Armor of Solace (+3), long sword (Str+3), 400 suns.

Encumbrance: 44lbs; **Limit:** 30; **Penalty:** -1

Background

The day Solace shone down upon you and blessed you with the title of Red Knight was the proudest of your life. Now it is time to seek adventure and glory in the name of Solace; to loudly proclaim the name of your deity to the savage orcs and foul bandits of the outlands.

Quote: Back, creature of darkness, or taste my flame!

HUMAN SLAYER

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d8, Guts d6, Investigation d4, Notice d6, Shooting d6, Stealth d6, Survival d6

Charisma: -2; **Pace:** 6"; **Parry:** 6; **Toughness:** 6

Racial Abilities: None

Hindrances: Delusional (Minor, monsters are everywhere), Heroic, Mean

Edges: Level Headed, Quick

Gear: Leather armor (+1), short sword (Str+2), crossbow, quiver with 20 bolts, 77 suns.

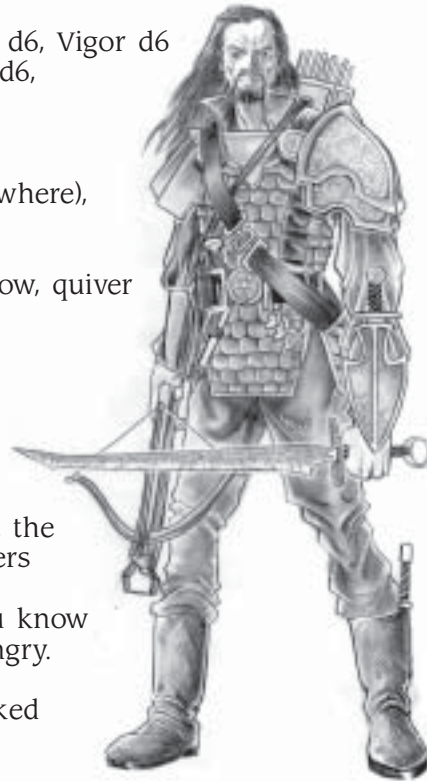
Encumbrance: 33lbs.; **Limit:** 30; **Penalty:** -1

Background

The people of Tarth are blind. They have not realized foul things lurk in the darkness waiting to devour them—as the trolls did your parents long ago. That's why you have taken it upon yourself to seek out the beasts of the forests, the mountains, and even the sewers beneath the "City of Heroes" itself.

Many call you heavy handed and worrisome, but you know the truth. The monsters are out there, and they are hungry.

Quote: Fool! Did you not realize these creatures lurked beneath the very streets on which you live?



HALF-ELVEN STREET RAT

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Climbing d6, Fighting d6, Lockpicking d6, Notice d6, Persuasion d4, Repair d4, Stealth d6, Streetwise d4, Throwing d6

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

Racial Abilities: Heritage, Low Light Vision, Outsider

Hindrances: Overconfident, Greedy (Minor), Vengeful

Edges: Ambidextrous, Thief

Gear: Leather armor (+1), claws (Str+1; +1 Climbing), 4 throwing knives (Str+1, +1 Throwing), 150 suns.

Encumbrance: 20lbs.; **Limit:** 30; **Penalty:** 0

Background

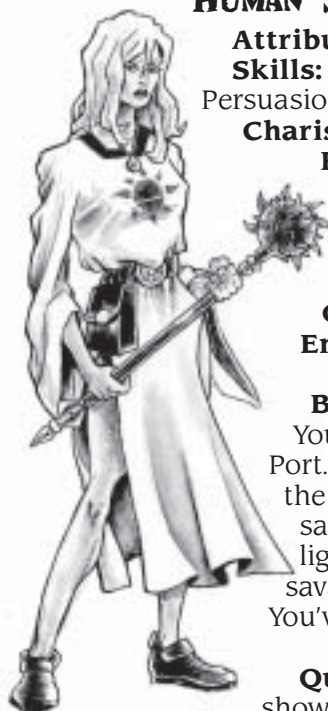
You were raised on the streets of Tarth, stealing food and running from the City Watch. You've been in and out of prison more times than you've had birthdays, but the City Watch has always been quite forgiving—especially when you help them root out some far more dangerous criminal.

Kings Port's dungeons are becoming old, however, so it's time to take some slightly more legitimate work. Perhaps a spot of adventuring all these "heroes" are always talking about. You've heard the treasure's good, at least.

Quote: I rob from the rich and give to the poor. And right now, I'm poor.



HUMAN SUN PRIEST



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

Skills: Faith d8, Fighting d6, Guts d8, Healing d6, Notice d6, Persuasion d8

Charisma: +2; **Pace:** 6"; **Parry:** 5; **Toughness:** 6

Racial Abilities: None

Hindrances: Heroic, Habit (Minor, you preach the virtues of Solace constantly), Loyal

Edges: Sun Priest, Power Points

Power Points: 15; **Miracles:** *Bolt, healing*

Gear: Mantle of Solace (+1), Sun Mace (Str+3), 425 suns.

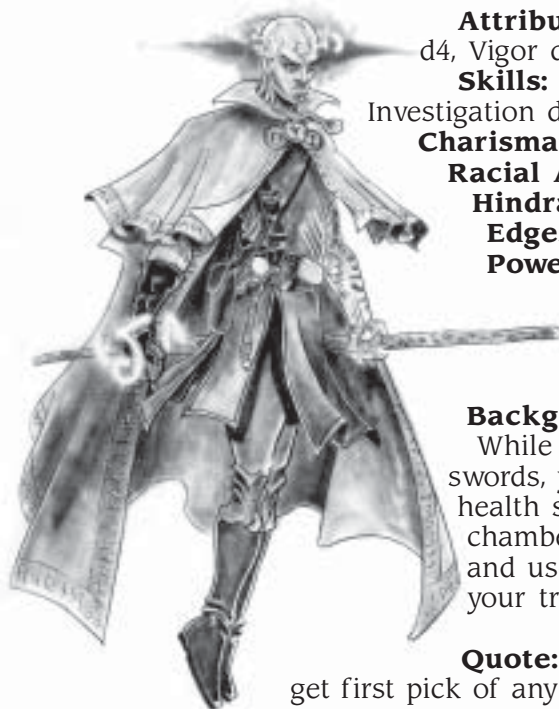
Encumbrance: 7lbs.; **Limit:** 30; **Penalty:** 0

Background

You served Solace for many years in the holy church of Kings Port. After that you spent several more years aiding the sick in the streets of the City. Now it's time to venture out from the safety of the City of Heroes. You have been instructed to bring light to the people of Valusia, heal their wounds, and fight the savage orcs and thieves who plague them. You've been waiting for this all your life.

Quote: Let's shine a little light on the situation. Solace will show us the way.

HUMAN WIZARD



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

Skills: Guts d6, Fighting d6, Intimidate d6, Investigation d6, Notice d6, Spellcasting d10

Charisma: -2; **Pace:** 6"; **Parry:** 6; **Toughness:** 5

Racial Abilities: None

Hindrances: Curious, Feeble, Mean

Edges: Arcane Background, Power Points, Wizard

Power Points: 15; **Spells:** *Armor, blast, fly*

Gear: Staff (Str+1, Parry +1, Reach 1), 495 suns.

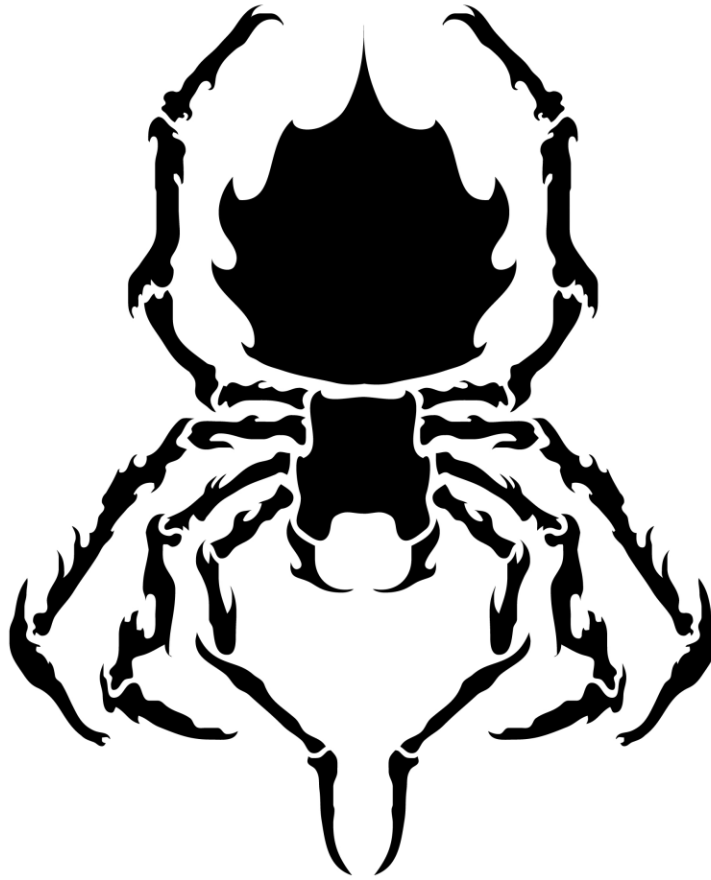
Encumbrance: 5lbs.; **Limit:** 20; **Penalty:** 0

Background

While the other children played silly games with swords, you trained in the great halls of Mizridoor. Your health suffered for your long seclusion in its musty chambers, but at last you are ready to adventure forth and use your eldritch might to show those simpletons your true power.

Quote: Now you ask for my power? Very well. But I get first pick of any relics we find in its lair.

EVERNIGHT PART II



**HERE'S WHERE THINGS GET A LITTLE GRIM, CHILDREN.
DON'T READ THIS SECTION UNTIL YOU'VE BEEN TOLD YOU CAN DO SO BY THE
GAME MASTER. SKIP AHEAD AND IT'LL COST YOU AN ARM AND A LEG. AND
MAYBE YOUR THICK SKULL, TOO!**

EVERNIGHT

Your world has changed.

The mysterious Masters have taken over the world you knew and are dismantling it bit by bit.

But in a world of heroes, there is resistance.

You've now spent a few days at Kings Landing and have learned quite a bit about what happened during the invasion and afterward.

The spike fell a few miles east of Kings Port sometime after midnight. A short while later, an army of spiders issued forth and devastated the countryside. Most of them moved west and attacked the City alongside wither beasts, stompers, and other strange creatures. The Masters led the attack from their flying boxes, and dropped incredibly powerful bombs on resistance strongpoints.

Afterwards, the Masters enslaved those they caught and put them to work looting Kings Port's blasted corpse.

A large number of survivors found their way into the sewers or the Upper King's Tunnels. Lord Herrek the Wolf leads these survivors. He claims to be awaiting the return of King Kaden, who was said to have escaped during the fight.

Only Arwick the Magister knew his true fate, and you watched that unfortunate die in

the slave pits after uttering a single clue—"look for Valador." No one knows what he meant. Valador is a common enough name in Tarth. There could be hundreds of such individuals in the realm.

It is obvious that the resistance must find a way to defeat the Masters. But now is not the time. The survivors must learn that they can no longer rely only on "heroes." There are too few left. They must become heroes themselves. They must learn to fight. Even the young, the old, and the infirm must contribute by assisting those who will eventually take up arms against the hated Masters.

But even with this training, there are too few. You know you must help find other bands of survivors, rally them to your side, learn about the invaders, and eventually forge a plan that can send the Masters back to whatever hellish dimension they came from.

YOUR GOAL

From now until it is time to take the fight to the Masters themselves, it is your job to build and bolster the resistance. You must help feed the survivors, arm them, provide them with light, and most importantly, inspire them with your great deeds.

You and your band should copy the scroll below and use it to keep track of "Resistance Points" you accumulate during this Act.

This represents the morale of the people, their health, and certain other factors that may arise during play. Exactly how to use them will become apparent at the climax of this campaign, during the final battle for Valusia.

YOUR FIRST POINTS

You can claim your first Resistance Point right now if you give your group a heroic name. Some of the other heroic bands in the Warrens are the Spider Slayers, the Storm Grinders, and the Golem Smashers.

Names like these inspire the common folk and help them feel safe. That's very important to these hardy refugees, because they're now stuck in perpetual darkness, and everything else they've ever known lies in ruins hundreds of feet above their heads.

But farmers and merchants can't be turned into great heroes overnight. First you must inspire them with your own daring deeds. Only then will they follow in your footsteps and help reclaim the light that was stolen from them.

HINDRANCES

If you are making a new character after the invasion, you have a few new Hindrances to choose from.

LIGHT SENSITIVE (MAJOR)

Some of the survivors have become too sensitive to the light from their stay in darkness.

When in light equal to a torch's strength or greater (within its template), the character suffers a -1 penalty to all trait tests requiring sight.

The character ignores Dim light penalties, and suffers a -1 penalty from Darkness. He is as blind in pitch darkness as anyone else.

MOON SKIN (MINOR OR MAJOR)

Elves, half-folk, and humans rely on sunlight for certain necessary vitamins. Without it, their skin tends to become unhealthy and eventually even painful.

Those with this Hindrance are already starting to suffer the effects of this condition, which the Sun Priests call "moon skin." It is only available to elves, half-elves, half-folk, and humans. Dwarves, those of orcish descent, and other races do not require sunlight and cannot suffer from moon skin.

THE DEEDS OF

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In the first stage of the condition (a Minor Hindrance), wearing heavy clothing (including all armor) is abrasive and painful. When wearing anything heavier than cloth, the unfortunate soul suffers a -1 penalty to all trait tests.

At the beginning of every game session, the victim must make a Vigor roll (she may use her bennies for this roll as usual). Failure means she moves into the advanced stage of the disease (see below). Alternatively, a character can start in the advanced stage of moon skin as a Major Hindrance.

In the second stage, moon skin is almost pure white except for scores of tiny sores and pimples. Wearing anything but pure silk is extremely painful. Armor may not be worn at all, and even non-silk clothes inflict a -1 penalty to all actions.

Only the return of the sun—and therefore the defeat of the Masters—can end this appalling condition. Should that occur, the Hindrance banishes with no additional ill effects.

EDGES

The survivors have learned to deal with their banishment in the darkness. You may choose these Edges as usual, either during character creation or during advancement.

COMBAT EDGES

DARK FIGHTING

Requirements: Novice, Fighting d8+

The land above is cast in perpetual gloom, and the Warrens are even darker. Some warriors have learned to relax their reliance on sight and instead improve their sense of hearing. This can be a lifesaver when battling some loathsome creature in the darkness.

Characters with Dark Fighting halve all Fighting, Shooting, and Throwing penalties for bad lighting (round down). It is *not* cumulative with Low Light Vision or Thermal Vision, but does work in pitch darkness, so that even demi-humans such as elves, dwarves, and half-orcs gain some benefit from it.

This nifty trick is accomplished by sound, so conditions which interfere with hearing negate the Edge's benefits. Spells that deafen, fighting beside a raging waterfall, or magical stealth might all negate the Edge.

TUNNEL FIGHTER

Requirements: Novice, Agility d8+, Fighting d8+

Tunnel fighters have learned to turn the cramped confines of the Warrens to their advantage. These agile warriors run up walls, dart around stalagmites, swing from stalactites, and otherwise use the very walls and ceiling to maneuver his body in incredible ways.

Characters with Tunnel Fighting add +2 to acrobatic tricks (see *Savage Worlds*, page 70), as well as +1 to their Parry. Foes must also subtract 1 when shooting at them with ranged attacks. These bonuses apply anytime they are in underground tunnels or caverns.

PROFESSIONAL EDGES

These Edges may be purchased during character creation normally. Existing characters must meet the additional requirements listed with each Edge.

SCROUNGER

Requirements: Seasoned, Streetwise d8+, at least one week in the Warrens

Scroungers are one of those rare individuals who manage to get vital supplies through a complicated network of contacts and favors. This can mean life or death in the devastated refugee economy.

When purchasing items in King's Landing, the character adds +1 to the number of items found, and reduces the price by 25%.

SLAYER

Requirements: Seasoned; The character must have fought a spider or a Master at least once before.

The spider-creatures have several weak spots in their anatomies. Slayers have learned where these sweet spots are. Instead of gaining +2 damage per raise on an attack roll against them, a single raise (or more) doubles the character's damage against them.

This Edge has no effect on any other type of creature, nor does it function with area effect attacks.

NEW ARCHETYPES

You'll find two new archetypes on the following page: Dark Fighter and Light Finder. They may be tailored to your particular tastes as usual.

HUMAN DARK FIGHTER



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

Skills: Fighting d10, Climb d6, Guts d6, Intimidate d6,
Notice d6, Stealth d8

Charisma: 0; **Pace:** 6"; **Parry:** 8;

Toughness: 6

Racial Abilities: None

Hindrances: Light Sensitive, Loyal,
Vengeful

Edges: Dark Fighting

Gear: Leather armor (+1), twin short swords
(Str+2), 250 suns.

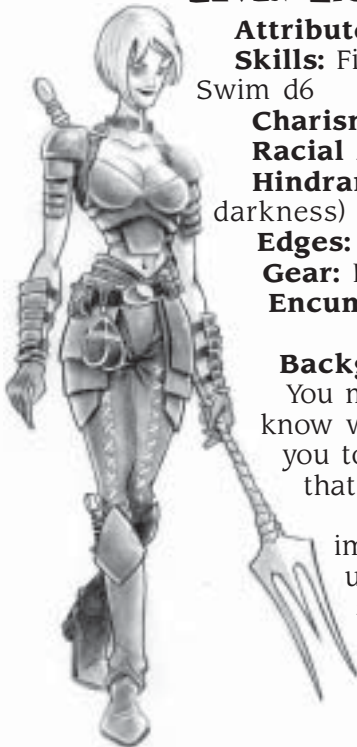
Encumbrance: 23 lbs.; **Limit:** 30; **Penalty:** 0

Background

You retreated beneath the earth with the rest of the refugees, but unlike them, you relished the darkness. You cloak yourself in its embrace, hiding the blackness like an assassin. You quickly learned how to fight by sense and sound, and your eyes have quickly grown accustomed to the perpetual night.

Quote: Lights out!

ELVEN LIGHT FINDER



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

Skills: Fighting d8, Climb d8, Guts d6, Notice d6, Stealth d8, Taunt d6,
Swim d6

Charisma: 0; **Pace:** 6"; **Parry:** 7; **Toughness:** 6

Racial Abilities: All Thumbs, Low Light Vision.

Hindrances: Light Sensitive, Loyal, Quirk (she actually *likes* the darkness)

Edges: Tunnel Fighter

Gear: Leather armor (+1), trident (Str+2; Parry +1), 200 suns.

Encumbrance: 18lbs.; **Limit:** 30; **Penalty:** 0

Background

You miss the sun, but there are other sources of light if you know where to look. Firefish are plentiful, and gulper eyes allow you to see in the dark without giving yourself away to the things that lurk in the endless night.

Providing light for the people of Kings Landing is an important one. The common folk have all but lost hope, and until it's time to slay the things that blotted out the sun, someone must provide them with light.

Quote: Let me show you the way.

THE NEW ECONOMY

The destruction of Kings Port sent hundreds of refugees into the Warrens. Most took very little besides what they had on their persons at the time of the attack. A few have since crept back into the City to recover some belongings, but most who do so fail to return. Others have scavenged treasures from the tombs in the Upper King's Tunnels or from the wilderness.

Those who have excess goods attempt to sell or trade them for other goods, so a small but critical market has grown in the refugee settlement at King's Landing. You've also learned that a dwarven band deeper in the Warrens is creating gunpowder and selling it to anyone with suns to spare.

Prices for things that can be easily scavenged, found, made, or done without are fairly reasonable. Things that require refined materials and experienced artisans, such as weapons or armor, are in short supply and thus very expensive.

Good food is also very expensive as fruits and vegetables grow only in the wilderness above. There is no beef or wild game to be had, but a few chickens have been brought below and do fairly well in the dark. Most survivors get by on seaweed and cavefish.

CURRENCY

The survivors continue to use golden suns simply because that's what they're used to. Coins can't be eaten, of course, but as long as both Lord Herrek and Drugall's Dwarves support their use, so do the people.

Those who risk their lives gathering food, goods, and light want *lots* of gold to part ways with their treasures. Weapons are in particular demand, as are fresh fruits and vegetables which are extremely difficult to come by in the underworld.

BUYING AND SELLING

Goods are now rated in rarity as well as price: either Common, Uncommon, or Rare. This represents how many of a particular good can be bought or sold in the Warrens each "day."

If a character makes a Streetwise roll, he adds +1 to the roll for each success and raise.

Rarity	Number Available
Common	1d6
Uncommon	1d3
Rare	1d2

ANIMALS

Kep Hound	5000	R
Horse	-	-
Mule	-	-
Saddle	100	R
Elaborate saddle	-	-
Kep Hound barding (+1)	-	-

COMMON GOODS

Item	Cost	Rarity
Backpack	100	U
Bedroll	150	R
Blanket	50	U
Candle (4 hours, 2" radius)	25	U
Crowbar	20	R
Flask (ceramic)	25	R
Flask (metal)	25	U
Flint and steel	100	U
Grappling hook	200	R
Hammer	25	U
Lantern	300	U
Lockpicks	750	R
Manacles	200	R
Oil (1 pint)	100	C
Parchment (per sheet)	20	R
Rope (10")	200	U
Shovel	5	U
Soap	10	R
Torch (3 hours, 10" radius)	100	C
Whistle	10	R
Waterskin	25	C
Whetstone	25	C

CLOTHING

Normal clothing	20	C
Formal clothing	60	R
Silk clothing	1000	R
Tailored clothing	300+	R
Winter cloak	300	U
Winter boots	400	U

EXOTIC GOODS

Item	Cost	Rarity
Potion of Health*	1000	R
Potion of Restoration*	500	R
Potion of Strength*	1250	R
Gulper Juice (5 per eye)	500	R
Troll liver	200	U

FOOD

Type	Cost	Rarity
Bare necessities (provided)	-	C
Average meal	50	-
Cheap meal (troll, rancid fish)	25	-
Expensive meal	15+	-
1 week's rations	25	10

ARMOR

Leather	200	U
Chain hauberk	400	U
Chain leggings	300	U
Plate corselet	1250	R
Plate leggings	800	R
Steel helmet	200	U

Barding

Kep Hound barding	-	-
Plate barding	-	-

Shields

Small shield	100	C
Medium shield	150	C
Large shield	300	R

WEAPONS

HAND WEAPONS

Dagger	50	C
Great sword	800	R
Long sword	500	C
Rapier	600	R
Short sword	300	C

Axes

Axe	300	C
Battle axe	500	U
Great axe	1000	R
Warhammer	500	U
Maul	1000	R

Pole Arms

Halbred	800	R
Lance	-	-
Pike	750	R
Staff	25	C
Spear	500	U

RANGED WEAPONS

Axe, throwing	300	C
Bow	600	C
Crossbow	750	U
Sling	20	C
Spear	500	U

BLACK POWDER WEAPONS

Arquebus	1250	R
Blunderbuss	1500	R
Pistol	600	R
Bombard	-	-

AMMUNITION

Arrow (per 5)	5	C
Bolt (per 5)	10	U
Shot & Powder (5 shots)	25	C
Sling Stone (per dozen)	0	C

SELECTED DESCRIPTIONS

FOOD

The common folk of King's Landing provide fish from the Druskan River and mushrooms from the "Knot," a large chamber a few hundred yards from the settlement where fungus grows a plenty. Everything else must be foraged from the surface, or gathered from the sea caves of the Lower Tunnels. Such items are sold by those brave enough to gather them.

Fruit is essential to staving off moon skin, and so is especially prized. A foraging trip into the dangerous wilds can make a person relatively wealthy should they find an intact source of fruit.

GULPER EYES

Gulpers are big, nasty, tentacled fish that sometimes feed in the cold waters of the Lower King's Tunnels. Their meat is poisonous, unfortunately, but their luminescent eyes provide a much-needed weapon against the darkness.

Each eye can be smashed and turned into a viscous brew. Those who drink it gain the ability to see in the dark!

Each eye creates enough elixir for five doses. Humans and half-orcs who imbibe a dose gain the Low Light Vision ability of Elves and other demi-humans for four hours. Demi-humans who already have Low Light Vision gain the ability to see normally even in pitch darkness. Humans can never gain the latter ability.

TROLL MEAT

Desperation has caused several important discoveries. One is that troll meat is as nourishing as any other meat, though tough to swallow for most. Troll steaks are simply nourishing food.

Their green, gamey livers are especially disgusting, but store some of the troll's legendary regenerative powers. Those who try to eat them must make a Vigor roll at -2. Failure means the meat is thrown up and ruined. Success means the character instantly recovers one wound. Multiple livers may be digested to recover more wounds, but there must be an hour between each for them to have any effect.

You are an assassin.

The elders have lured a group of soft-skins into the ruins of the Great Hive back on the home world.

Now you wait for them to arrive. You and your companions cling to the ceiling of a dark chamber.

You hear the stone above slide away. Cursed light shines through, but you are too far away to be seen. Now seven savages descend through the hole to the floor. They regroup and head down the only tunnel left open—drawn by the violet light of the portal.

You and your fellow assassins descend the walls behind them—like the spiders they believe you to be.

Sounds of battle echo down the hallway. The trap is sprung. You repeat the elder's orders to yourself: *Capture the sun-man, kill the rest. Hide below ground until we arrive.*

You are a psychologist.

You stand beside your elders, listening to the report of a wounded assassin. The trap worked perfectly, he reports. Two brothers were lost in the ambush, but four of the primitives were slain. The rest still live, and are bound in the darkness waiting for liberation.

The elders have plans for the sun-man and woman, but perhaps you might try a little “conditioning” on the other two? The elders nod and you eagerly make your way to the portal.

You find your victims in the darkness—a wiry half-elf mutt and a one-eyed human. You tear into their minds for hours, telekinetically tearing away bits of their brains until you release their bloodlust. When you are done, you place a small worm on the back of their necks, and turn them loose. This should prove an interesting distraction.

You are a warrior.

The glorious liberation of your home has begun! Yet you seethe with hatred—trapped here beneath the savages' city guarding the portal.

But wait. Softskins descend from above. There are a dozen of them—hardly even a challenge. You use your telekinesis to climb the wall and watch them from the shadows.

You instantly think your plans to your mates, seeing the battle's outcome before it even begins. Some blast away with ebon staves, others dominate the primitive slaves and make them fight each other. You leap into the fray with your bare claws, eager to take out your anger on the impudent beasts' soft flesh.

The battle is won in seconds. You stand over the defeated animals and claim your prize—the gold-gilded armor of their leader. The slave resists, but you feast on his innards and leave him to die. He grasps at your cloak as you drag away the remaining captives as slaves—you sense he is especially concerned with the female. She wears golden armor as well.

Ah! They are rulers of some sort! The male cannot live, but the female might. You will take her to the spike. Perhaps then you will be allowed to join the glorious battle above.

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