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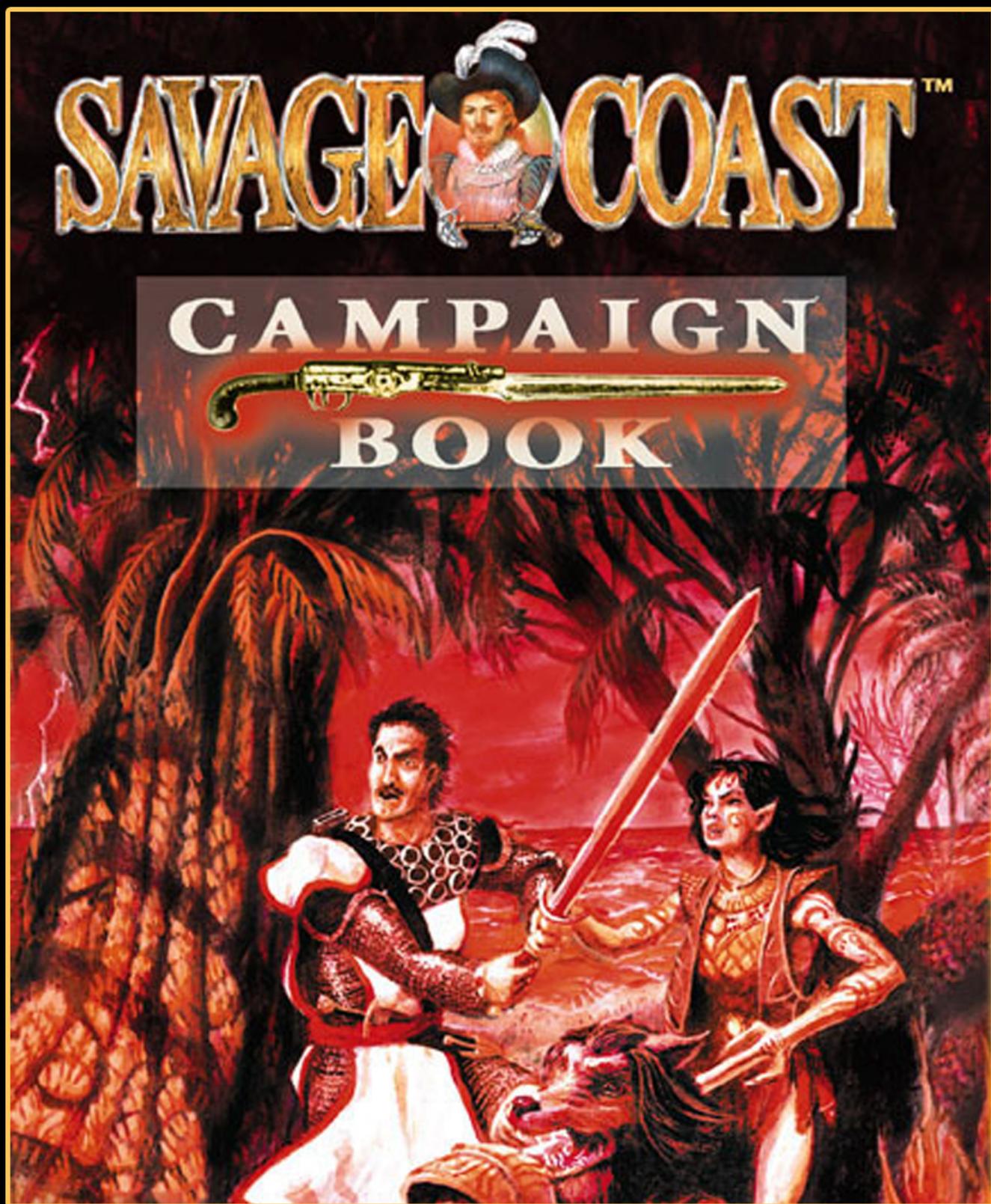
SAVAGE COAST[™]

A small circular illustration of a man wearing a cowboy hat and a vest, looking forward.

CAMPAIGN



BOOK



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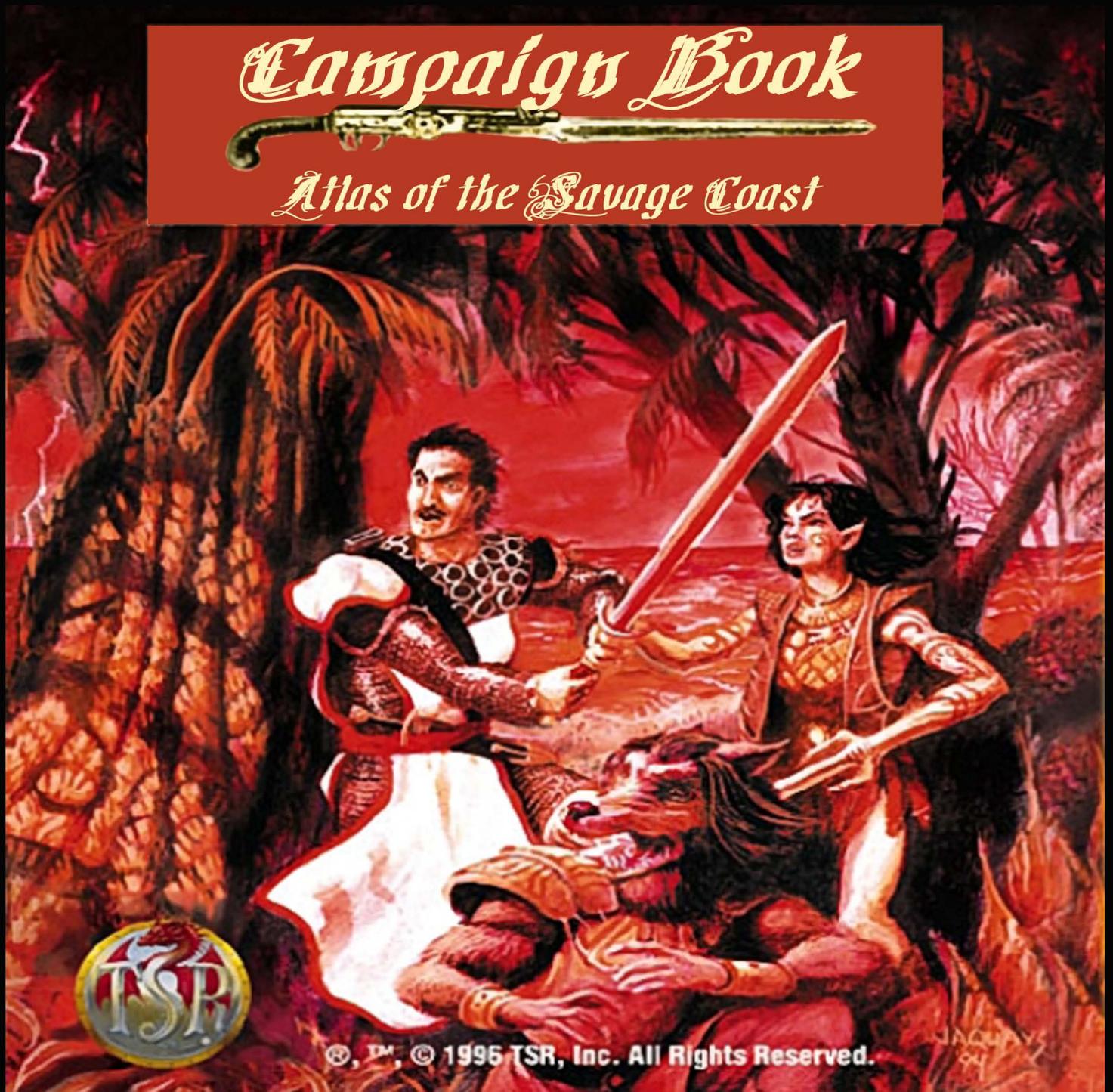
SAVAGE COAST™



Campaign Book



Atlas of the Savage Coast



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JACQUAYS
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Advanced
Dungeons & Dragons®
O d y s s e y™

SAVAGE COAST™



Campaign Book *Atlas of the Savage Coast*

Based in part on the "Princess Ark" series by Bruce Heard and partially derived from the work of Merle and Jackie Rasmussen.

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TSR, Inc.
201 Sheridan Springs Road
Lake Geneva
WI 53147
U.S.A.



TSR Ltd.
120 Church End
Cherry Hinton
Cambridge, CB1 3LB
United Kingdom

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Table of Contents

Foreword	3	Nearby Lands	44
Overview	5	Gargoña, Almarrón, and Saragón	45
Campaign Flavor	6	Baronía de Gargoña	46
What is Needed to Play	6	Estado de Almarrón	49
Central Themes	7	Baronía de Saragón	51
The Savage Coast	8	Guadalante and Cimmaron	55
An Atlas of the		Estado de Guadalante	56
Savage Coast	12	Cimmaron County	58
The Serpent Peninsula	13	LB Trading Posts	62
The City-States	13	El Grande Carrascal	62
Hule	14	Bushwhack Prairie and the Badlands	63
The Savage Baronies	16	Robrenn and Eusdria	64
Nomenclature	17	The Confederated Kingdom of Robrenn	65
People of the Savage Baronies	17	The Kingdom of Eusdria	67
Conventions	18	Renardy and Bellayne	70
The Immortals	19	The Kingdom of Renardy	70
The Red Curse	20	The Kingdom of Bellayne	72
Threats	21	Shazak, Ator, and Cay	75
The Environment	22	The Kingdom of Shazak	75
History of the Region	22	The Kingdom of Ator	76
History of the		The Kingdom of Cay	77
Savage Baronies	24	Immortals of the Lizard Kin	78
Possibility of Unification	27	Herath	79
Vilaverde and Texeiras	29	The Magiocracy of Herath	79
Dominio de Vilaverde	30	Other Places	83
Estado de Texeiras	33	The Orcs Head Peninsula	83
Torreón and Narvaez	37	The Arm of the Immortals	84
Baronía de Torreón	38	The Yazak Steppes	85
Baronía de Narvaez	41	Other Goblinoids	86

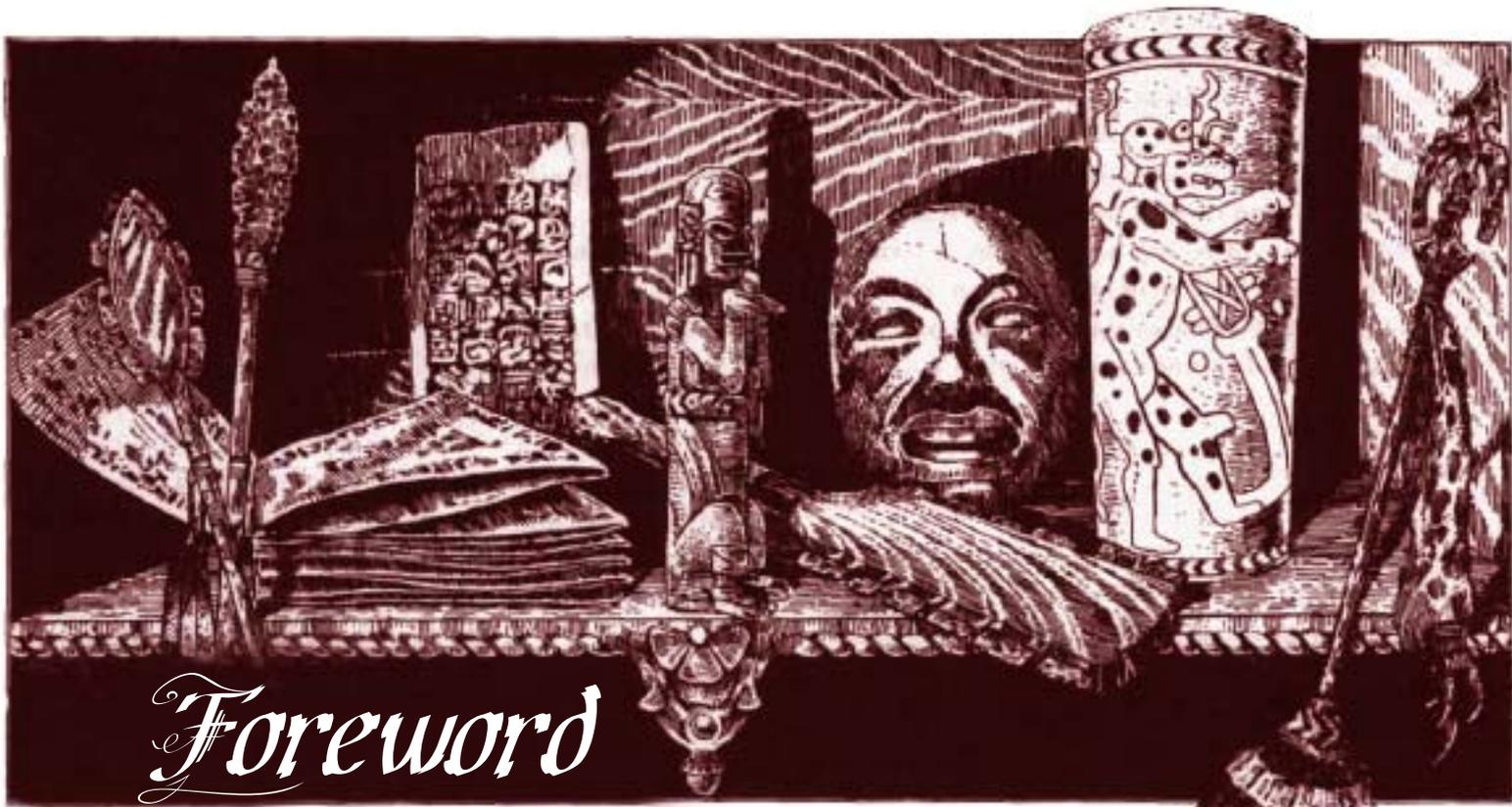
Credits

Design: Tim Beach and Bruce Heard **Additional Design:** David Gross, Cindi M. Rice, and Ed Stark
Editing: Cindi M. Rice **Editorial Assistance:** Tony Bryant, Jonatha Ariadne Caspian, and Lester Smith
Project Coordination: Karen S. Boomgarden **Art Coordination:** Bob Galica **Cover Painting:** Paul Jaquays
Cartography: John Knecht and Diesel **Graphic Design:** Heather Le May
Playtesting and Review: Many people at WarCon, Hurricon, and Concentric; Carrie A. Bebris; Anne Brown; Steven Brown; Bruce Cordell; Miranda Horner; Mike Huebbe; Kevin Melka; Sean Reynolds; and Ed Stark
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Foreword

A crimson shadow covers this lush land.

I have spent much of my life exploring the Savage Coast, discovering its history and learning its secrets. I saw the effects of the Red Curse before most people knew of it—and I saw the results when the curse spread to all parts of this beautiful expanse.

I have undertaken the task of creating a history of the Red Curse, from theories about its origins to descriptions of its varied effects. I will describe the history of the Inheritors, those people who have learned to manipulate the powers of the curse, and I will tell of our efforts to end the reign of the curse.

I do this for the people of the Savage Coast, so that should my efforts end in failure, they might learn, and through perseverance, find a way to terminate the affliction that now dominates and diminishes this region.

I will attempt to describe the nations of the coast and the peoples of those nations in order to show what the coast was like before the coming of the curse.

Most importantly, I will try find a way to lift the ruby darkness from our homes.

*The Chronicle of the Curse
by Don Luis de Manzanar,
Baronet of Aranjuez,
Crimson Inheritor*



Welcome to the Savage Coast.

You are now reading the results of an experiment that worked.

In 1992, I was asked to work on a product that eventually became known as the RED STEEL® campaign. I would take some excellent material that Bruce Heard had been publishing in DRAGON® Magazine, and I would turn it into an accessory for the AD&D® game. As originally envisioned, it would be a sort of mini-setting, accompanied by an audio CD with background music. I began writing in 1993, and the original boxed set was published in late 1994. In early 1995, the supplement, Savage Baronies, was released.

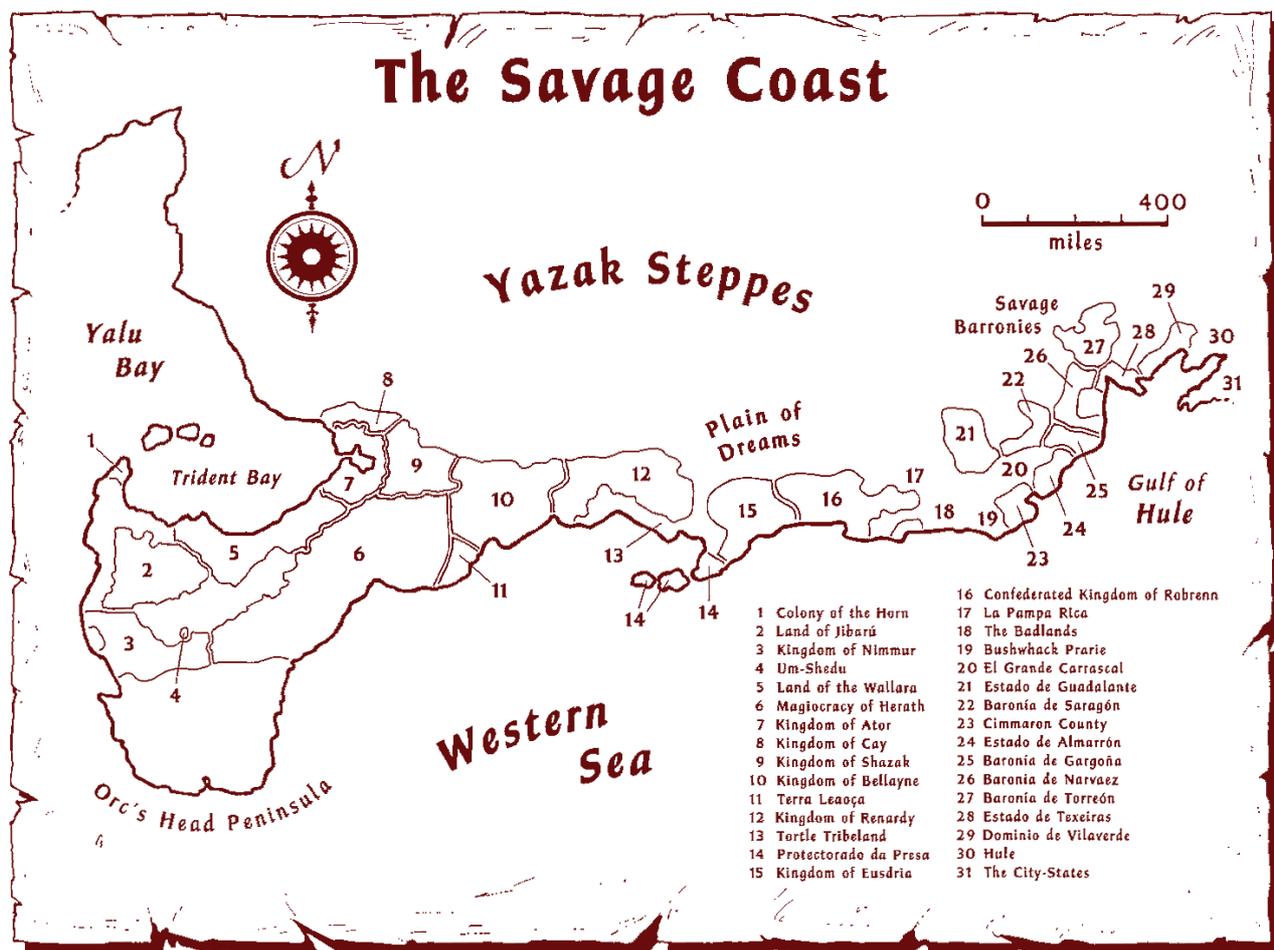
By that time, the RED STEEL campaign had received a lot of support and gotten some very favorable reviews. So we decided to do a relaunch, offering the lands of the Savage Coast as a full line of products. You hold the results of that decision in your

hands, a book that combines all the material from the original RED STEEL campaign set and the Savage Baronies supplement, along with some new material. More supplements will follow.

I offer my sincere thanks to the readers and players who made this experiment a success, allowing the RED STEEL campaign to continue. I have gathered comments and criticisms from many of you and from playtests and tournaments, and I have tried to incorporate much of your advice into the setting. To those of you who have just discovered the setting, thanks for giving it a try.

I hope you all enjoy The SAVAGE COAST™ Campaign Book as much as I enjoyed writing it.

Tim Beach, May 1995



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Overview

The Savage Coast is a land of diversity and adventure. I have been surprised many times in my extensive travels. In this journal, I have attempted to organize my thoughts, so that those who read my work might more easily benefit from this knowledge. I offer first a summation of my knowledge, an overview - perhaps the details that I might reveal to a visitor new to the Savage Coast.

*The Chronicle of the Curse
by Don Luis de Manzanar*

The lands of the Savage Coast give rise to larger-than-life characters and marvelous adventures. Within this region live not only humans of assorted cultures, but also such races as the ee'ar, lizard kin, rakastas, lupins, and turtles. Moreover, these beings also wield unusual powers granted them by the Red Curse, abilities often accompanied by hideous mutations. Exciting adventures arise out of the struggle to control those powers and acquire the magical metal, *red steel*, as well as from the natural conflicts of the region's divergent races and cultures.

This book contains all the information needed for a SAVAGE COAST^a campaign, from descriptions of its nations to rules for creating player characters, and

from details on the Legacies of the Red Curse to advice for running adventures. The DM will need to become familiar with all the information contained within, but much of it is aimed at the players as well.

The quantity of material presented here may seem daunting. To ease the burden of digesting the details, this book has been organized into three sections:

An Atlas of the Savage Coast. This details the lands of the region, including information on geography, culture, religion, customs, and attitudes.

Characters of the Savage Coast. Devoted to rules, this section covers procedures for generating player characters for SAVAGE COAST campaigns, including



new kits, proficiencies, and weapons. Also included are the special rules for the setting, such as the influences of the Red Curse and panache rules.

Adventures on the Savage Coast. This final portion of the book deals with general campaign directions and background, providing an overview of possible adventures. In addition, a few short quests and one major adventure are included.

The remainder of this section is devoted to a short overview of the campaign setting, introducing several key concepts important in later portions of the text.

Warning! *Despite the fact that much of this book contains player information, the DM may wish to keep the secrets within these pages hidden from players. For this reason, it is recommended that the DM read through the material first to decide what sections are appropriate for players to read.*

Campaign Flavor

The SAVAGE COAST campaign setting is unique in many ways. Though this fantasy setting has magic, heroes, and everything else one would expect, the new swashbuckling and panache rules add both individual flavor and style. The land also lends fantastic, magical powers to all types of player characters. Still, it is a savage frontier, suffering under a magical bane called the Red Curse.

On the Savage Coast, many nonhuman races coexist with humans, and many are available as player character races. Players can choose to be canine, feline, or even turtle people. The curse of the Savage Coast also misshapes some people physically, while granting them spell-like powers known as Legacies. Most player characters have one of these powers, and some even gain additional Legacies.

To avoid the deforming effects of the Red Curse, a person must wear *cinnabryl*, a rare magical ore. As its magical energy depletes with time, *cinnabryl* becomes *red steel*. This lightweight yet durable metal can be forged into weapons capable of striking even magical creatures not wounded by normal steel. Naturally, then, *cinnabryl* is coveted, its acquisition motivating individuals to adventure and nations to war.

The SAVAGE COAST campaign is one of survival and battle, of exploration and politics. It can lead to great power—both political and personal—for player characters who are bold enough to seize it.

Pronunciation

The languages of the Savage Baronies (Espa and Verdan) are loosely based on Spanish and Portuguese. The following guide is designed for readers unfamiliar with these languages.

In general, the vowels of these languages are pronounced in the Latin style, as follows:

a	ah as in <i>father</i>
e	eh as in <i>pet</i> (ranging to ay as in <i>fray</i>)
i	ee as in <i>clean</i> (sometimes ih as in <i>hit</i>)
o	o as in <i>boat</i>
u	oo as in <i>boot</i>

When two vowels appear together, they are often rolled together (elided). For example, the correct pronunciation of Narvaez is *Nahr-bah-ess*. Said quickly, however, it sounds more like *Nahr-bise*. The combination “o” generally appears together and is pronounced with a final nasal sound: *ah-ohn*.

As for consonants, the letter “j” is almost always pronounced in the same way as the letter “h,” but a bit more forcefully, while the letter “v” sounds similar to “b.” The symbol “ñ” is pronounced almost like *ny*, so that señor is pronounced almost like *sen-yor*. The letter “r” is often lightly trilled. The symbol “ç” is approximated by a hard s (almost a “ts”), so Leãoça is pronounced *Leh-ah-OH-tsa*.

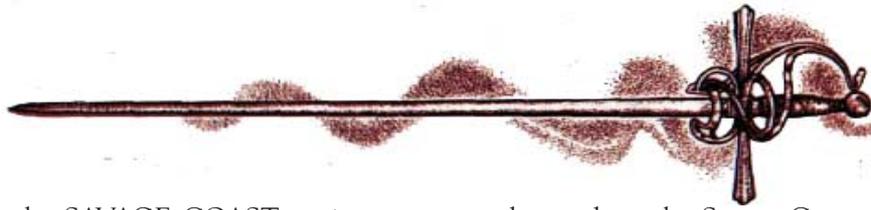
These pronunciations are approximate. The actual sounds tend to be more elegant than these guidelines might lead oneto believe. Readers are encouraged to listen to native speakers (as in language audiotapes) for true pronunciations.

What is Needed to Play

This accessory describes the Savage Coast, a 2,000-mile frontier coastline. To play in this area, one needs only this book and the AD&D® game rules—*Player’s Handbook (PHB)*, *DUNGEON MASTER® Guide (DMG)*, and the *MONSTROUS MANUAL™* tome. However, some character classes and races may necessitate additional sources (especially the PHBRs or “Complete Handbooks”). For example, to play a goblinoid character, *The Complete Book of Humanoids* would be necessary.

Because this setting is intended primarily as an addition to an existing campaign, material on any of the campaign worlds published by TSR, Inc. can be





helpful. However, the SAVAGE COAST setting can be used independently.

Other Sources

Though the Savage Coast can exist as virtually any new frontier, its official location is the MYSTARA® campaign setting, about 2,000 miles west of the lands of the “Known World.”

The Savage Coast was introduced in a module of the same name (D&D game Expert adventure X9), and later expanded in “Turtles of the Purple Sage,” which appeared in DUNGEON® Adventures issues 6 and 7. These materials describe the Savage Coast of several years ago.

The more recent past of the area has been described in DRAGON® Magazine, in two series of articles: “The Princess Ark” and the “Known World Grimoire.” Most of those articles have been brought together in the D&D game accessory *Champions of Mystara*, which describes the travels of the crew of a flying ship.

In this setting, some information from those previous sources has been modified in varying degrees. Most modifications were necessitated by the change from the DUNGEONS & DRAGONS® game to the ADVANCED DUNGEONS & DRAGONS® game. Other changes were made to more tightly unify the structure, add to the adventuring potential, and allow a more fully developed setting. In the case of any disagreements among sources, the material in this campaign book takes precedence.

Because of the many changes, previous source materials are not necessarily helpful. If players possess any of those materials, the DM should explain their knowledge as legends, ancient history, or apocryphal stories. For instance, the logs of the Princess Ark, as found in *Champions of Mystara*, should be explained as a good story created by a crew with a cultural bias that caused them to translate many things into their own terms, or to create suppositions when facts were unknown.

Helpful Materials

Certain other materials can prove useful for a more fully realized campaign. Since the Savage Coast is “officially” part of the MYSTARA campaign setting, some DMs might wish to peruse the *Poor Wizard's Almanac* (AC 1010 or AC 1011) or other materials about the MYSTARA campaign. Of particular interest is the MONSTROUS COMPENDIUM® Appendix for the MYSTARA campaign setting. Most of its monsters

can be used on the Savage Coast without too much alteration. Where those monsters are mentioned in this accessory, approximate equivalents from the MONSTROUS MANUAL tome are given as well.

As mentioned, the PHBR series is also useful. The *Complete Fighter's Handbook* and the *Complete Book of Humanoids* are especially valuable for campaign expansion.

Also potentially useful is the historical sourcebook HR4, *A Mighty Fortress*, which describes the Elizabethan age as a setting for the AD&D game. Some material herein comes from that source.

Central Themes

Most of the Savage Coast is a brutal land, often plagued by wars. Decades ago, the riffraff of the world—pariahs, criminals, and unscrupulous adventurers—colonized its shores on quests for wealth and power. Sometimes, refugees fleeing humanoid invasions and other scourges migrated to the Savage Coast and remained in the unforgiving land.

The Savage Coast has a pronounced “frontier” feel: unexplored areas, old ruins, hostile natives, and so forth. Very little law exists, except as enforced by local nobles or the personally powerful. Often, the law of the jungle prevails. Indeed, the forces of good are an exception more than a rule.

Part of the setting's frontier nature results from the existence of several native races beyond the standard humans, elves, dwarves, and halflings. Some of the native cultures could be described as civilized, while others are either relatively savage or so radically different from human norms as to be unrecognizable. These races include the canine lupins, feline rakastas, reptilian turtles and lizard men, and others. Most are available for use as player characters; see the “Player Characters” chapter later in this book for details.

New fencing and panache rules have also been added to flesh out the swashbuckling character. In defiance of this harsh, unforgiving environment, the hero is revered not only for prowess and strength, but for style. A more detailed description of these rules appears in the “Proficiencies” chapter.

PCs have access to new kits, proficiencies, and equipment; explanations appear in the “Character Kits,” “Proficiencies” and “Equipment and Economics” chapters, respectively. The kits describe character roles unique or important to the Savage Coast, while the new proficiencies relate directly to



the unusual nature of the area. New equipment includes several new weapons, such as boomerangs and firearms.

Last, but definitely not least, the Red Curse covers most of the Savage Coast, directly or indirectly affecting all those who live there. The magical powers (Legacies) it grants and the horrible deformations it inflicts are fully described in “The Curse and the Legacies,” but the following overview explains the basic concepts.

The Red Curse and Legacies

What truly sets this region apart from other places is the curse it bears. Ages ago, a great tragedy befell the land, and ever since, the inhabitants have suffered for it.

The Red Curse’s physical manifestation in the region, a red dust called *vermeil*, permeates the affected territory and beyond. *Vermeil* extends throughout the reaches of the cursed land and into the lands bordering the curse, lending a red cast to everything within it, from a person’s skin to the money that changes hands and the metal used to forge weapons. Red dust storms, red rain, crimson plants, and a pinkish sky—all these things distinguish the lands of the Savage Coast. Because the people of the Savage Coast bear this red tint, inhabitants easily recognize newcomers to the land. Although distinguished by *vermeil*, some outer areas marked by this reddish tint are not directly under the effects of the Red Curse. This area surrounding the cursed lands is called the Haze. The Haze creates a type of buffer zone into which outsiders can journey without being stricken by the curse and Afflicted can travel without detriment.

Within the cursed region, mutations and powers mark the people and animals. Some manage to hold off the deforming effects by wearing *cinnabryl* or using *maintain* spells. A select few, known as Inheritors, are even able to collect more than one Legacy within themselves, thereby gaining a great benefit from the Red Curse. Therefore, player characters in this setting can acquire amazing powers with which they can perform super-heroic deeds. That makes the SAVAGE COAST setting a wonderful place for adventure.

Immortals

Unlike most other worlds for the AD&D game, the SAVAGE COAST campaign setting does not have gods; instead, it has Immortals. In many ways, Immortals resemble gods: They have great power, they

create religions, and they grant clerical spells to their followers. However, because they were once mortal, Immortals are usually more willing to meddle with mortals than are the gods of other worlds. It is even possible for player characters to attain immortality, though rules for such a change are not included in this accessory. “The Campaign” chapter presents a brief section on the Immortals important to the Savage Coast.

The Savage Coast

The SAVAGE COAST setting can exist anywhere a frontier coastline could be located on the DM’s favorite game world. However, care should be taken to place the area where it will not upset the established history of the rest of the world. For more information on fitting the Savage Coast into worlds other than Mystara, see “The Campaign.”

Geography and Overview

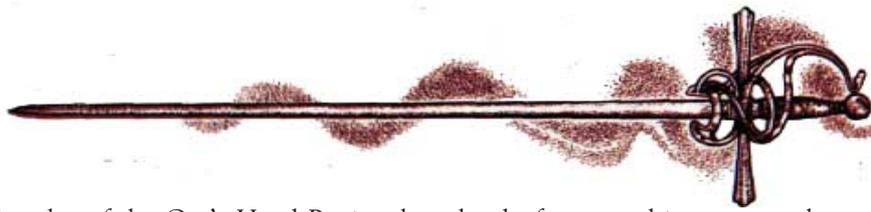
As mentioned, the Savage Coast is a frontier area, home to many colonies. Some of the colonies have existed for many years, long enough to be establishing their own satellite colonies. Some of the nations and cities have populations in the thousands. Other villages are new, while some have risen, fallen, and now lie in ruins.

At the region’s far eastern end lies the city of Slagovich, often considered the gateway to the Savage Coast. Slagovich is a city of political intrigue. While not actually within the cursed region itself, Slagovich serves as a clearing point for goods moving to and from the Savage Coast.

To the north of Slagovich lies the country of Hule, an empire ruled by a hagiarchy. Most of Hule is also free of the Red Curse, extending far into the borderlands, and its government has recently decreed that its people must stay away from the Savage Coast and its curse.

West of Hule, and still north of the cursed lands, are the Yazak Steppes. This area is home to goblins and other humanoids, who occasionally raid the settled lands to the south.

Many humanoids live in other nearby places free of the curse: the Great Northway Lands (west of the Yazak Steppes) and the Arm of the Immortals (a short distance across the sea to the west of the Savage Coast).



Orcs inhabit the jungles of the Orc's Head Peninsula at the western end of the Savage Coast; most of these areas lie well within the Haze.

In the main cursed lands themselves, which cover almost 2,000 miles of coastline, dozens of petty nobles have appeared, each ruling a small area. Thus, the Savage Coast holds numerous duchies, counties, and earldoms, as well as a few places audacious enough to call themselves kingdoms. Humans rule most of the eastern Savage Coast, while nonhuman nations cover most of the west.

Savage Coast Nations and States

Slagovich is one of several city-states on the eastern shore of the Gulf of Hule. The City-States (as they are collectively known) are inhabited mostly by humans. Mostly self-absorbed, these sovereign states band together only temporarily, and only in the face of great danger.

On the western coast of the Gulf of Hule, a number of small states and baronies, collectively known as the Savage Baronies, were set up by explorers and conquerors who adventured in the area and then settled there. These baronies (like many other nations of the Savage Coast) once covered more area, but they expanded too fast, and the recent wars that swept the coast set them back. This has left both ruins for the player characters to explore and lands to take for themselves.

West of the Savage Baronies are tribal lands belonging to the turtlelike humanoids (tortles) and to various goblin, orc, and gnoll tribes. Past those are the "kingdoms" of Robrenn and Eusdria, both formerly barbaric societies that have recently evolved a semifeudal form of government. Robrenn is a forested land dominated by druids and followers of the druidic way. Eusdria is home to warriors who have been known to go raiding in longships, creating stories remembered in epic poems by their skalds.

The most important nonhuman countries of the Savage Coast include Renardy, home to the canine lupins, and Bellayne, home to the feline rakastas. Lupins and rakastas are both descended from nomads who roamed the steppes to the north. Eventually, they settled and adopted a feudal style of government. Renardy has close ties to the Savage Baronies, both economic and cultural. Bellayne still counts several nomadic rakasta tribes as part of its population. Its government comprises a strange mix of feudalism, warrior codes, and mysticism.

Farther west lies the nation of Herath. Known as a

land of mages, this was once home to the mysterious araneas, a race of arachnid spellcasters. Herath is traditionally isolationist, but the nation has become more friendly with its neighbors in the wake of a recent war that nearly destroyed them all.

Above Herath, on the eastern shore of Trident Bay, is an area known as the Bayou. This great marsh and the surrounding regions are home to three races of lizard kin: the shazaks, much like the lizard men described in the *MONSTROUS MANUAL* tome; the more barbaric gurrash, also called "gator" men; and the diminutive caymas. Each race of lizard kin has its own nation. To the south and west of the Bayou, two regions are home to loose confederacies of tribes. On the southern shore of Trident Bay the wallaras make their home; also known as chameleon men, this race of humanoids is distantly related to dragons. South of the wallaras live the phanatons, a race of monkeylike humanoids who glide from tree to tree in their forest homes.

The phanatons and wallaras live in the northern part of the Orc's Head peninsula. In the midwestern part of the peninsula lies the nation of Nimmur. Once home to winged minotaurs known as enduks, Nimmur is now a nation of manscorpions. Recently, enduks and their allies, flying elves known as ee'aar, have retaken a small part of Nimmur and established a small, independent state. The southern part of the peninsula is home to many tribes of savage orcs.

A Brief History

According to the most accepted local calendar, the year is A.C. 1010 (1,010 years after the crowning of the first emperor of Thyatis, the lands whence many of the Savage Coast's human colonists originate). Following is a migration timeline of peoples through the Savage Coast. For a more detailed history of the Savage Baronies region, especially over the last century, refer to "The Savage Baronies" chapter.

Four to Five Millennia Past: The first humans in the area, the Oltecs, arrived between 4,000 and 5,000 years ago. This coppery-skinned people brought arts, agriculture, and basic metalworking to the region. They are the reason for the predominance of somewhat dark skin among humans of the coast.

The Oltecs discovered the presence of the tortles and manscorpions, both races having scattered settlements along the central Savage Coast. Manscorpions were temperamental savages who lived in small bands and had few redeeming qualities. The tortles were harmless and easily dominated and have



remained so ever since. For the last 4,000 years they have lived as peaceful farmers and hunters on the edges of other societies.

Had the Oltecs pushed farther west, they would have run into the araneas and the wallaras, both thriving civilizations at the time. The araneas were powerful, suspicious mages living in the forests south and east of Trident Bay, while the wallaras were wise, peaceful mystics in the mountains and plains south of Trident Bay.

Three Millennia Past: Elves appeared in the region roughly 3,300 years ago, spreading through the eastern and central Savage Coast. However, they did not significantly affect the local cultures because they did not intermingle. While elves and humans held power in the east, the enduks were created in the far west. Their first cities were built about 3,000 years ago on the Orc's Head peninsula.

About the same time, the araneas started to disappear, their web cities in the forests replaced by isolated towers inhabited by mages of elven and human form who kept lizard men, the ancestors of the shazaks, as servants and slaves. These folk began calling their land Herath.

Two and a Half Millennia Past: About 2,700 years ago, tribes of goblinoids arrived in the Yazak Steppes. Approximately 400 years later, both the elves and Oltecs were decimated by hordes of these goblinoids sweeping through the eastern Savage Coast. (Some elves remained in the areas that would later become Robrenn, Eusdria, Bellayne, and the Savage Baronies.) These same goblinoid hordes caused many lupin and rakasta tribes to relocate to the central part of the Savage Coast.

Seventeen Centuries Past: About 17 centuries ago, Nithian pharaohs sent expeditions to colonize the central and eastern Savage Coast. The Nithians (who have since been erased from human knowledge by the Immortals) were a dark-haired, dusky-skinned people, with a proud empire. The Nithians came into conflict with the manscorpions, driving them far to the west and causing them to unite their small bands into large tribes. The manscorpions eventually arrived in the nation of Nimmur, the then-thriving kingdom of the enduks, where they were welcomed.

Fifteen Centuries Past: About 1,500 years ago, a series of wars and disasters swept the region. For reasons unknown, the mages of Herath lashed out at the wallaras, resulting in the fall of wallaran civilization. Today, the wallaras remain peaceful, but primitive. At the end of the war, the people of Herath also released their lizard men servants and slaves into the Bayou, where they eventually became known as the

shazaks. At about the same time, the manscorpions betrayed the enduks and conquered Nimmur, causing the noble, winged minotaurs to relocate to a peninsula across the sea to the west. Also at this time, the Nithians disappeared from their colonies, leaving behind a strong artistic and philosophical endowment, as well as various artifacts and structures. Dwarves first arrived on the Savage Coast not long after this, settling in some of the areas previously held by the Nithians.

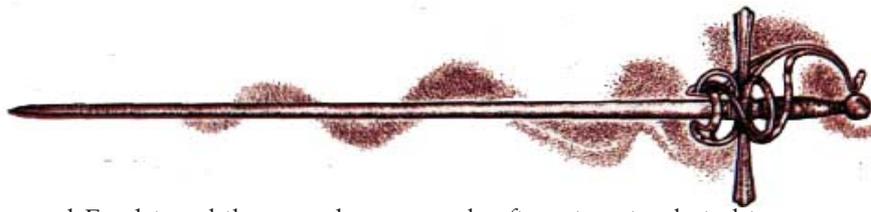
Few major events transpired during the next 600 years, yet several changes occurred. The mages of Herath established a central government; the Nimmur of the manscorpions continued to grow in power; the turtles had a brief flirtation with civilization; and lupins and rakastas began to build permanent settlements. The phanatons and shazaks began to rise from complete savagery, forming tribal groups and a few semi-permanent settlements. Meanwhile, the goblins, orcs, gnolls, and related creatures grew in power.

Nine Centuries Past: About 900 years ago, another horde of goblinoids moved through the region, wiping out the few small cities the turtles had built, as well as driving lupins and rakastas west, where they came into conflict with the mages of Herath. In response, those mages created the gurrash to serve as warriors. When the gurrash also proved unsuitable, they were dumped into the Bayou, where they displaced the shazaks.

The shazaks were motivated to band more closely together and began building permanent villages. Some lupins and rakastas became mages in Herath, and Herath helped bring the ideas of law and government to those races.

Five Centuries Past: About 560 years ago, an influx of Traldar arrived, possibly fleeing religious persecution in their homeland. They set up colonies along the coast, founding Slagovich and other city-states. The Traldar had lighter skin than the other humans in the area, being descended in part from Nithians and in part from the light-skinned Neathar. Primarily fishers and traders, the Traldar spread west slowly from Slagovich along the rivers. For the most part, except for the City-States, the Traldar were quickly assimilated by pre-existing cultures in the area. One exception was the group of humans who, with the elves and a few dwarves, founded the nation of Bellayne.

About 60 years later, other light-skinned humans moved into the area. These were barbarians from the north, driven to the Savage Coast by Hule. They founded settlements that eventually joined to become the states of Robrenn and Eusdria. Some elves and dwarves already lived in these areas. The elves allied



with both Robrenn and Eusdria, while most dwarves allied with Eusdria. At roughly this same time, most of the people of Bellayne were wiped out by a mysterious plague. Many modern historians believe this to be the first recorded mention of the Red Curse. Also concurrent was the creation of the caymas, again by the mages of Herath. Most legends of dragons on the Savage Coast are from this time as well.

The rakastas moved into the ruins of Bellayne, allying with the remaining elves and humans. The lupins also established a homeland between Bellayne and Eusdria. Bellayne, Renardy, Eusdria, and Robrenn began evolving to varying degrees of feudalism, aided later by another influx of colonists.

The Past Century: The most recent wave of colonization began about a hundred years ago, bringing many humans to the area. These settlers brought with them ideas of true feudalism, including a social order consisting of nobles, knights, and peasants. The lupins of Renardy have emulated these cultures to the greatest extent, even adopting a derivation of their languages. Halflings also came to the Savage Coast, most settling in Eusdria, with a few in Robrenn, Bellayne, the Savage Baronies, and even Herath.

With this rash of colonization in the East and the growth of settlements in the center of the coast, the mages of Herath began expanding to the south. There, they came into conflict with the phanatons, who banded together even more firmly, having recently developed primitive government and law.

The people of the Savage Baronies also discovered the Red Curse. However, unlike earlier peoples, they did not succumb; they fought back and found ways to control it. Luckily, the Red Curse seemed to be limited to only certain areas of the Savage Coast.

For the last several decades, civilization has spread over the coast. Many sages say it spread too fast. Beginning about a decade ago, another series of devastating wars swept the Savage Coast. Hule attacked the City-States and the Savage Baronies. Turtles—for

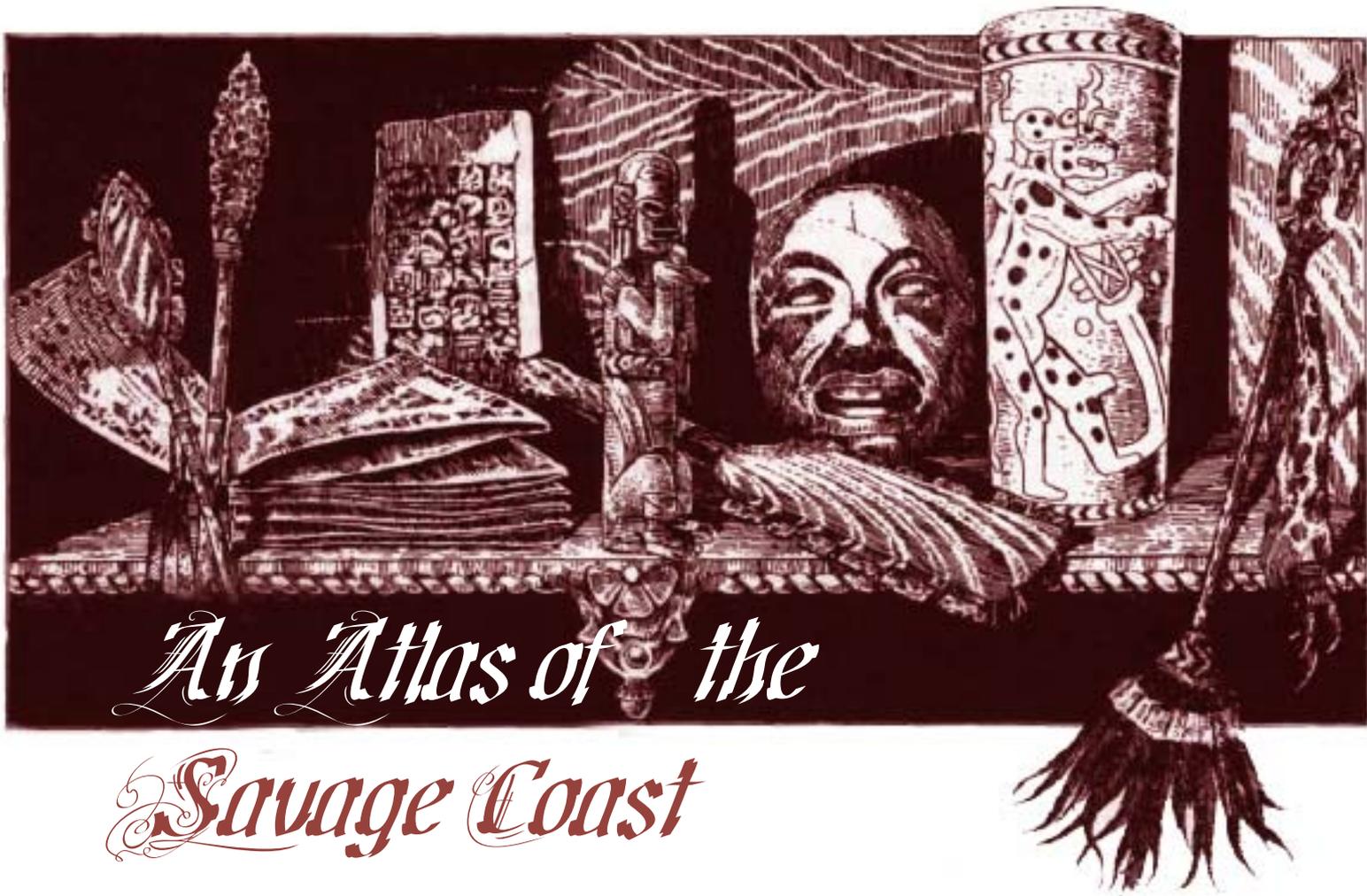
the first time in their history—revolted against their oppressors. Peasants in other places also revolted, as did colonies against their parent states. The gnolls, orcs, and goblins who lived along the coast rose against the humans and demihumans. The orcs of the Dark Jungle attacked the manscorpions of Nimmur, and the enduks and ee'aar took advantage of the distraction to attack as well. Border conflicts flared between Bellayne and Shazak; Bellayne and Renardy; Renardy and Eusdria; Eusdria and Robrenn; and among the Savage Baronies. The gurrash attacked the shazaks and the caymas. The goblins of the steppes formed another horde, sweeping into Herath. Natural and unnatural disasters occurred, and plagues moved through the land, accompanied by the expansion of the Red Curse.

The Land Now

The effects of the recent wars are still felt throughout the Savage Coast. Nations tend to be distrustful of one another, though individuals from differing states can still get along (people of conflicting nations often fought together against greater threats). When Herath was invaded about a year ago, the mages fought back but could not prevent the goblin hordes from destroying certain magical wards which had been holding back the Red Curse, causing it to sweep over most of the Savage Coast.

Now, thousands of years of ruins, from ancient Nithian pyramids to recently destroyed castles and villages, dot the coast. Paranoid states vie for power; hostile natives strive for survival. People twisted by the Red Curse roam the land and hide in secluded villages. People seek to control the magical metal *cinnabryl* for its ability to alleviate the curse; others seek the roots of the curse in an effort to eliminate it.

Adventure awaits those willing to face the challenges of the lands of the Savage Coast.



An Atlas of the Savage Coast

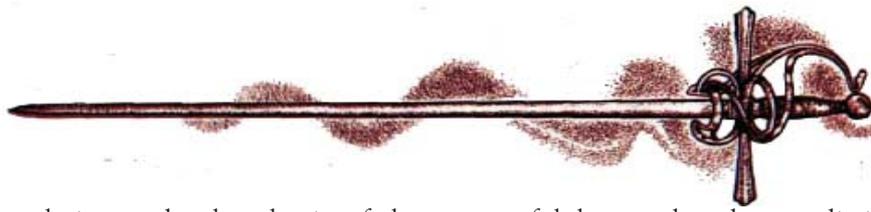
The diverse nations of the Savage Coast offer many opportunities for grand adventures. Even I, known as an intrepid explorer, have found sights wondrous or horrible enough to cause me to tremble. Over the years, as I have wandered the coastal lands and nearby territories, I have taken occasional notes and gathered keepsakes of various sorts, from the ancient Oltec glyphstone I discovered in Correón to the wheeled crossbow given to me by the diminutive caymas. My notes and mementos have enhanced my vivid memories of the many places I have visited, and I have committed much of my knowledge to the pages of this chronicle.

Because most visitors to the Savage Coast come from the east or the north, I believe it behooves to first discuss the nations found there; while they are not a part of the Savage Coast, they serve as a sort of gateway for travelers entering the cursed lands. These gateway lands include Yavdlom, the City States, and Hule. After my discussion of those lands, I will continue from east to west along the coast, from the Savage Baronies to the Orc's Head Peninsula and the Arm of the Immortals.

Though the Red Curse was once confined to small areas in the Savage Baronies, and it has since spread to most of the other lands of the coast, I believe that the key to lifting the curse can only be discovered through studying the history and lands of the coast. I have no doubt that the removal of the curse will require a grand quest that will surely take brave heroes from one end of the coast to the other. Thus, I feel I should offer as much information as possible about the many states and territories. Since I have spent the majority of my life in the Savage Baronies, I have given these small states extra attention.

The Chronicle of the Curse
by Don Luis de Manzananas





The present population and cultural mix of the Savage Coast results from a series of migrations into the area, occurring at irregular intervals over the past few thousand years (as roughly described in the previous chapter). These large-scale relocations have involved peoples from numerous races and geographical areas; the result is a disparate set of societies, almost a mishmash of cultures. From the hot-blooded Espan civilizations of the Savage Baronies to the vikings of Eusdria and the fierce lizard kin of the Great Bayou, the Savage Coast presents a wide range of cultures. This introduction offers information on the cultures bordering the coastal region in the east.

The Serpent Peninsula

As mentioned in the last chapter, the actual Savage Coast is a 2,000-mile stretch of land situated between the Orc's Head Peninsula in the west (discussed in the "Other Places" chapter) and the Serpent Peninsula in the east. The Serpent Peninsula, named for the great variety and high numbers of snakes and similar creatures found in its jungles and swamps, divides the Sea of Dread from the Gulf of Hule and the Western Sea upon which the Savage Coast lies. The majority of this peninsula lies within the Haze, so while marked by *vermeil*, the Serpent Peninsula is not directly under the effect of the curse.

A peaceful culture of seers, Yavdlom dominates the Serpent Peninsula. Their culture centers on the island of Thanegia just south of the peninsula itself. The people of Yavdlom are essentially demi-elves, descendants of elven and dark-skinned human ancestors. Tall and ebony-skinned, they have slightly pointed ears; some even have the arched eyebrows typical of elves.

The Yavdlom culture combines both elven and human elements. A high percentage of precognitive or similar abilities among its citizens influences their culture in several ways. Fortunately, the seers of Yavdlom follow the teachings of the Immortal Yav, who encourages responsibility and cooperation, causing most of their influences to be quite positive.

Because only those people without prophetic ability can serve in government posts, all seers are relegated to advisory positions within a strict hierarchy according to ability. However, the seers determine which citizens become part of the nobility and how

powerful they are, based on predictions regarding how many people they will greatly influence.

The seers of Yavdlom also affect other aspects of the culture, from religion to trade. The local economy, based on agriculture and trade, benefits from the advice of the seers.

Other groups on the peninsula include the Karimari of the Nakakande Rain Forest and the nomadic hunters (the coppery-skinned Urdukkabilas and the dark-skinned Karatunda) in the Konumtali Savannah. North of the peninsula, the influence of Yavdlom diminishes. In the east, the nation of Sind dominates, while on the eastern coast of the Gulf of Hule, a small handful of independent city-states rule.

The City-States

Together, the City-States and Savage Baronies bracket the Gulf of Hule. They are separated by a small arm of Hule, which touches the gulf's northern shores. Hule is a dangerous neighbor, constantly at odds with the smaller nations on its borders.

The City-States—Hojah, Nova Svoga, Slagovich, Zagora and Zvornik—are all about five centuries old. Each is ruled by a margrave (prince) who is essentially a hereditary dictator.

The humans of the City-States tend toward dark, curly, or wavy hair and reddish-brown skin. This results from a mix of Yavdlom, Oltec, and Traladaran background. Most are slightly shorter than average (roll only 1d10 for a modifier when determining height randomly as per the *PHB*). They prefer clothing that is dark and almost monotone, though bright scarves and sashes are worn for festivals.

Hojah

Capital: Shkodar (population 7,800—mostly humans, some dwarves and elves). Ruler: Margrave Bosit Hojah (human, former fighter). Typical NPC: seafaring trader.

Hojah (named for its founding family) is a merchant state, like Slagovich. However, while Slagovich trades by both land and sea, the island-state of Hojah trades only by sea. It deals mostly with the other City-States, the Savage Baronies, and the free towns of the region. This state competes fiercely with Slagovich for trade, and while currently at peace, armed conflicts between the two have occurred. Hojah remains on good terms



with Zvornik.

Hojah maintains most of the lighthouses in the region and has the strongest navy and trade fleet. Because of Hojah's ships, pirates have a difficult time near the City-States.

Nova Svoga

Capital: Nova Svoga (population 5,300—mostly humans, some halflings). Ruler: Stefan Karvich (proud, capable high-level human warrior). Typical NPC: farmer or trapper.

A peaceful agricultural state located upriver from Zagora, Nova Svoga shares a very extensive border with Hule. The state suffered badly during the recent wars, during which the margrave and most of his heirs died. Stefan Karvich, the former leader of Nova Svoga's military, now serves as regent for Anya, the five-year-old heir to the throne.

Slagovich

Capital: Slagovich (population 17,400—mostly humans, a few demihumans). Ruler: Margrave Miosz II (human noble, age 24). Typical NPC: merchant or poor, urban peasant.

Slagovich is built on a plateau, next to a cliff overlooking the Gulf of Hule. The foot of the cliff opens into a large cavern for ships to sail through. A huge natural shaft connects this cavern to the center of the city. The people of Slagovich control a gate to the Elemental Plane of Water, and for a high fee, the shaft can be sealed and filled with water to bring a ship up to the level of the city. A water lock allows ships to enter the artificial harbor atop the plateau.

Hydraulic mechanisms permeate Slagovich. Drawbridges, water locks, and portcullises allow ships to move deep into the city along a series of canals to unload their goods. Sleds, pulled by a network of cables, cart scores of people up and down the city's steeper hills.

Slagovich boasts excellent engineers, many adventurers, a bustling merchant business, and a few wealthy nobles, but most of the common people are rather poor. Many houses, especially those farther from the harbor, look poorly maintained. Much of the city's mortar and stonework has a reddish-brown color. High, well defended walls protect Slagovich, except for the slums outside the city. Farms and undeveloped hilly acreage surround it.

The ruler of Slagovich, Miosz, ascended to the

throne early in his childhood. Despite plots by Hule and an evil Inheritor (Zgozod of the Ruby), he kept his throne, mainly due to the intervention of his uncle Stavro. Stavro serves as an adviser to Miosz and leads the margrave's personal guard, the Knights of Halav—a small warrior brotherhood that has helped guide Slagovich into a relatively enlightened age.

Miosz has no love for Inheritors. They are unwelcome, though not persecuted, in the city. Inheritors who do enter Slagovich are watched closely.

The city exports *cinnabryl* to the Savage Baronies. When *cinnabryl* is exported (about twice a year), a body of Knights of Halav meet at sea with a small group of Inheritors, who pay for the *cinnabryl* with *red steel*. In Slagovich, *red steel* is used for weapons by the Knights of Halav and the city guard, but only the Knights and guard officers also wear *red steel* armor.

Zagora

Capital: Zagora (population 9,400—mostly humans, some elves and halflings). Ruler: Margrave Munte III (human, muscular, overweight fighter). Typical NPC: patriotic warrior.

Based along a river valley, Zagora shares a long border with Hule. Home to many warriors, Zagora also tends to lead in defense of all the City-States.

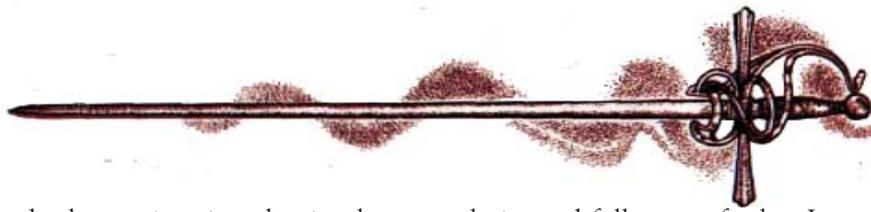
Zvornik

Capital: Raska (population 6,700—mostly humans, some dwarves and halflings). Ruler: Margrave Galben Zvornik (human noble, age 87). Typical NPC: farmer or traveling trader.

Like Hojah, Zvornik is named for the family that first settled the region. Its population centers around the river, and its traders use small boats that travel the rivers and shorelines of the region. Zvornik competes with Slagovich in trade, sometimes violently, but they are currently at peace. Zvornik and Hojah are allies. However, the current margrave is quite old, and his heir tends toward aggression.

Hule

The land of Hule, also known as Great Hule and the Sanctified Land, is a large nation to the north of the Savage Coast's City-States and Savage Baronies.



Primarily farmland, the nation is a hagiarchy, a government run by the holy men. Though many goblinoids and a few demihumans live in Hule, only humans participate directly in government. Nonhumans can, however, act as advisers to high officials.

The leader of Hule is a mysterious individual known only as the Master, the absolute dictator of the land. He leads the clergy in the worship of Hule's patron Immortal, Bozdogan, also known as Loki. Patron of deceit and mischief, Loki has manipulated the people of Hule to create a bureaucracy of liars and thieves. Political intrigue runs rampant in Hule, and to unite the nation, the Master sometimes finds it necessary to create an outside conflict. This has led to Hule's instigation of wars with its neighbors, including the City-States and the Savage Baronies.

The people of Hule are divided into many classes: holy men, diviners, hermits, prophets, clergy, and commoners (listed in order of decreasing importance). Holy men are the rulers, individuals who—if not actually clergy—have been somehow touched by the Immortals. The holy men comprise most of the nation's administration.

Diviners act as police, traveling the country freely, though sometimes in disguise. When not disguised, they wear red robes and black masks and carry a crystal amulet. The diviners search for criminals, not only thieves and murderers, but also those who have “wrong thoughts.” Wrong thoughts include any ideas that disagree with the official state religion. Therefore,

clerics and followers of other Immortals are criminals in Hule. Diviners also seek people worthy of government service, bringing likely candidates before the leaders of Hule for testing.

Hermits are people who claim to have had a vision from Bozdogan instructing them to live alone in the wilderness. Peasants sometimes seek out hermits for guidance.

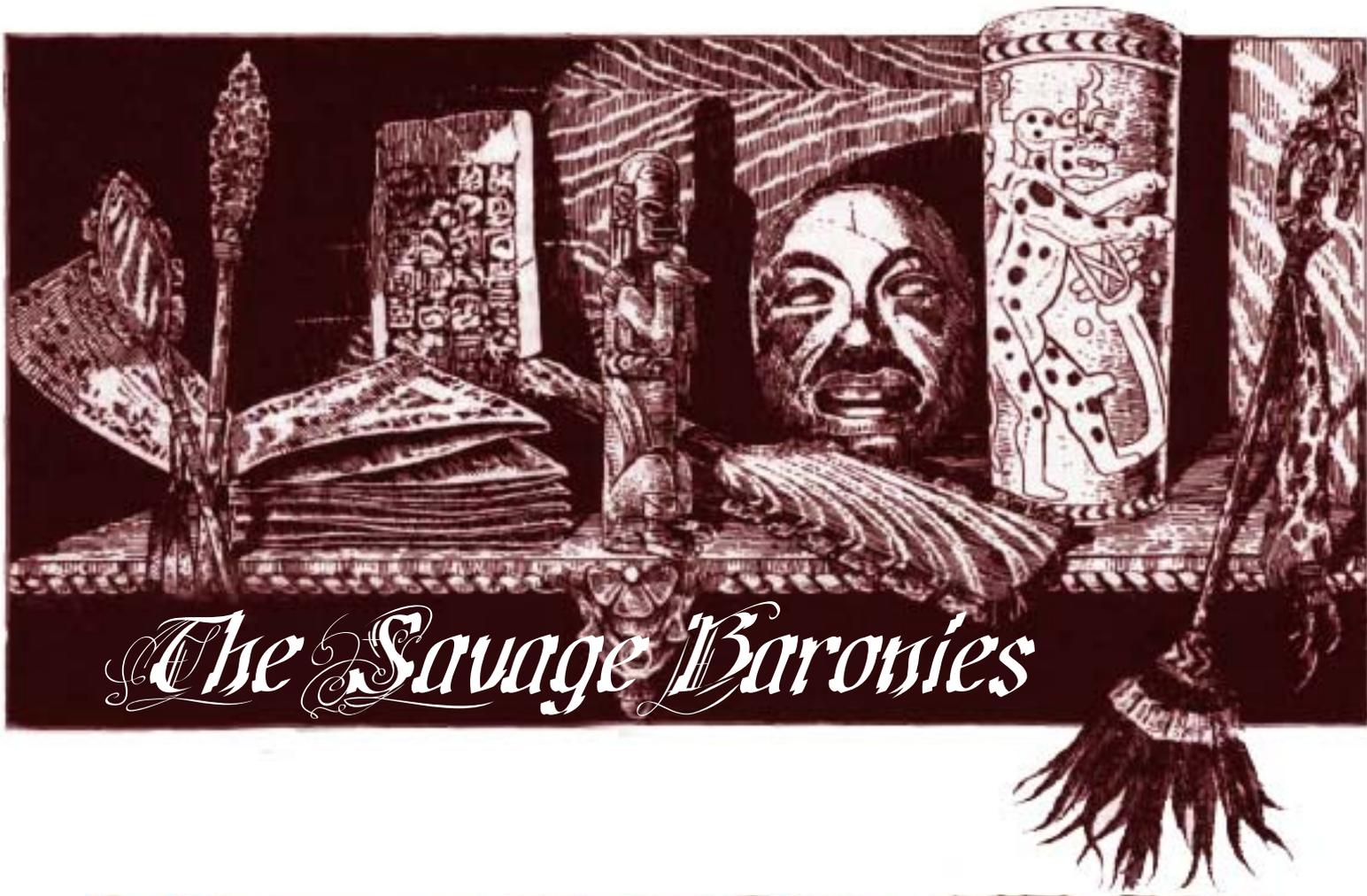
Prophets travel the countryside, and while not government officials, are recognized for their great wisdom and judgment. They act as judges, and though they have no real power others almost always accept their decisions.

Clerics operate the local temples and shrines, guiding and instructing the people. They try to bring out the “holiness” in each person and even prepare some for testing by the diviners.

Commoners are just that: farmers, soldiers, merchants, and crafters. Most follow the state religion and lead relatively peaceful lives unless called to war.

Religious services occur every night in Hule, and once a week, clerics lead processions through towns or villages, searching for anything unusual that might be declared a miracle. Commoners usually attend services twice a week.

Hule currently remains at peace with the nations of the Savage Coast, recovering from the last set of wars. Huleans still plot and spy, however. Minor events related to Hule occur all the time, especially in the City-States and Savage Baronies.



The Savage Baronies

I feel it only appropriate that I begin my description of the Savage Coast with the Savage Baronies, including my homeland of Saragón. In some ways, these small states are misnamed, for they are certainly less "savage" than other areas of the Savage Coast. Still, battle is common, and not all the states are as civilized as my own. While there exists great variety in the baronies, they also share a number of common traits. Thus, it seems appropriate to talk about all of them together before delving into details regarding them individually.

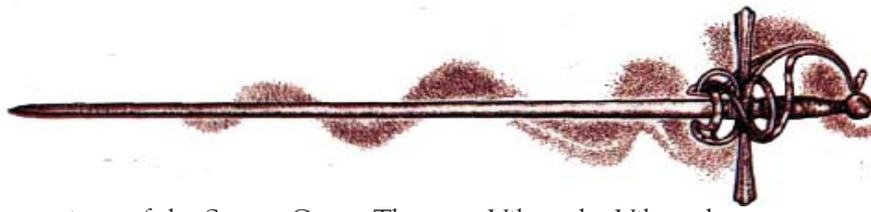
*The Chronicle of the Curse
by Don Luis de Manzanás*

This section details the homelands of most humans of the Savage Coast, lands in which many adventures begin. The Savage Baronies comprise nine small, independent nations that occupy the eastern reaches of the Savage Coast on the western shores of the Gulf of Hule. Each of the baronies was founded by adventurers and conquerors who entered the lands during a wave of colonization just over 100 years ago. Most of the founders were human, but the people of the baronies also include elves, dwarves, and a few halflings.

This introductory section gives an overview of the peoples of the Savage Baronies, the customs and prejudices they observe, their adjustment to the Red Curse, and their general environment. In addition, it offers a history of the region. The next few chapters describe each of the baronies in detail.

Of the nine small states, six are coastal nations, while three are landlocked. The strongest sea powers among the baronies are Vilaverde and Texeiras. Narvaez and Torre—n, lands of mercenaries, supply soldiers for





hire to many of the nations of the Savage Coast. The three "enlightened" states are those least repressive and most advanced baronies—Almarr—n, Gargo—a, and Sarag—n. The two remaining baronies, Guadalante and Cimmaron, are home to the Gauchos.

Nomenclature

Along the Savage Coast, someone or something from one of the Savage Baronies, is referred to as "baronial." For example, a "baronial long sword" is a long sword made in one of the nine states; a "Baronial" is any person from one of these small nations. The people of the baronies are also referred to as Los Guardianos, "the Guardians," because they defend the Savage Coast from Hule and other powers.

Other classifications refer to smaller groups of people or things. People are sometimes referred to according to the language they speak. Inhabitants of Vilaverde and Texeiras, who speak Verdan as a native language, are sometimes referred to as Verdans. Individuals from the other Savage Baronies are sometimes called Espans, because of their native tongue.

Each nation also has ways to refer to its inhabitants. Those from Texeiras call themselves Texeiran, while those from Vilaverde refer to themselves as Vilaverdan. Since the cultures of these two states are so closely related, items as well as people from both are sometimes called Verdan. Texeirans are easily offended on this score, because the word Verdan too closely resembles Vilaverdan. The people of Texeiras prefer to be called Texeirans, and woe betide the fool who refers to a Texeiran settlement as a "Verdan colony."

The baronies also have adjectival forms of their names; some have risen more from convention than from linguistic logic. While people from outside the baronies sometimes refer to items from the Espan-speaking states as Espan, Baronials seldom do. Adjectival forms for individual states follow:

Almarrón: Almarróñan
Cimmaron: Cimmaron
Gargoña: Gargoñan
Guadalante: Guadalantan
Narvaez: Narvaezan
Saragón: Saragóner
Texeiras: Texeiran
Torreón: Torreóner

Vilaverde: Vilaverdan

Examples include "That is a fine Cimmaron wheellock," "I was ambushed by Gargoñans," and "We hired Torreóner mercenaries."

In the baronies, the translations of place names seldom sound as romantic as the names themselves. For example, while "Serra Sanguinea" translates as the still interesting "Bleeding Mountains," "Mina do Sul" has the descriptive, but rather boring, translation "South Mine." Most place names in the baronies are descriptive and refer to either something commonly seen in that area or the first thing an explorer noticed upon arrival.

Like place names, personal names are often descriptive. For example, the literal translation of "Miguel Hernando de Montoya" is "Miguel Hernando, of the Montoya district." The ruler of Vilaverde is Jorge o Temerário, or "Jorge the Intrepid."

People of the Savage Baronies

The vast majority of the inhabitants of the Savage Baronies are humans, descendants of the Ispans who colonized the area a century ago. Over time, the Ispan colonists split into two groups, Verdans and Espans. The vowel shift delineates the "birth" of a distinct cultural group. Natives of Oltec descent with strains of Nithian and Traladaran ancestry have also entered the mix. Some natives have remained isolated, but the majority intermarried with Ispans.

In addition, human colonists from Yavdlom intermarried with both Ispans and natives in Vilaverde and Texeiras, while colonists from faraway Ylaruam intermarried with the people in Saragón. These different influences created modern baronial inhabitants with a very mixed ancestry. It is rare to find a human who is of "pure" descent from any one group. However, a few Ispan households do exist, notably some of the older noble families who have avoided intermarrying with natives for at least the last few generations. Some natives also consider themselves "pure," not realizing their Oltec blood was mixed long ago with Nithian.

Resulting from this intermingling, humans of the Savage Baronies tend to be moderately dark-skinned. The Red Curse also causes red overtones. Most humans



have straight, black or deep red hair.

Also, a few elves, dwarves, and halflings live in the Savage Baronies. Elves make up a significant portion of the population in Torreón, but they are also prominent in Narvaez. Additionally, a few elf families live scattered throughout the other baronies. Dwarves are common in Cimmaron but are seldom found in the other baronies; a handful still live among the elves of the Montoya district in Narvaez. Halflings are more often found in Cimmaron than any other barony, but they are not common even there.

Additionally, turtles live in some of the southern baronies, notably Cimmaron, Almarrón, and Narvaez. Other races—including lupins, rakastas, goblinoids, and lizard kin—visit throughout the baronies, but families from those races almost never settle down here. Lupins are the most frequent visitors to the region and are common sights in Vilaverde and Texeiras. Note that some Herathians do live here, but their disguises effectively prevent discovery.

Prejudices

In general, the people of the baronies are tolerant of folk who are different, having come from such a diverse background themselves. The least tolerant nation is Narvaez, but some individuals in each barony still dislike outsiders. While some national prejudice does exist among the people of the Savage Baronies, discrimination because of race is rare.

For the most part, humans, elves, dwarves, and halflings are considered equals in the Savage Baronies. They mingle freely and generally get along well with one another. People from other nations might be viewed with curiosity but are treated kindly. Visitors from the furred races (lupins and rakastas) are considered equals as well, though some more insular peasants, unaccustomed to seeing such folk, might view them with fear.

Goblinoids, having caused many problems for the baronies over the years, are usually met with disgust, fear, or anger. They are seldom welcome in the towns and cities of the Savage Baronies because they usually come to raid or steal. The presence of a goblinoid, even a peaceful one, might well cause a fight.

Lizard kin and the races of the Orc's Head Peninsula are rarely seen in the Savage Baronies. On the infrequent occasions when they do visit, they are subject to close scrutiny. Their odd appearances make them a fearful sight, even to the more educated people of the baronies. However, because they are an unknown quantity, individuals are usually given a chance to prove

themselves and are judged on their individual merits. They remind many people of the peaceful turtles found in the southern baronies.

Turtles are a special case. While not derided because of their race, they are sometimes looked down upon because of their peasant status. Like other peasants here, turtles are often characterized as slow and lazy, unwilling to work for a better life. Laziness is a great sin to Baronials, most of whom are staunch believers in the individual's power to succeed through hard work.

The attitude toward turtles typifies the wealth-related prejudices of Baronials. Many, but not all, members of the nobility look down on those who are less fortunate. The middle class—including merchants, crafters, and adventurers—tends to view peasants with disdain. Peasants envy the wealthier folk but often forget or repudiate their origins if they come into money, looking down on those who remain peasants.

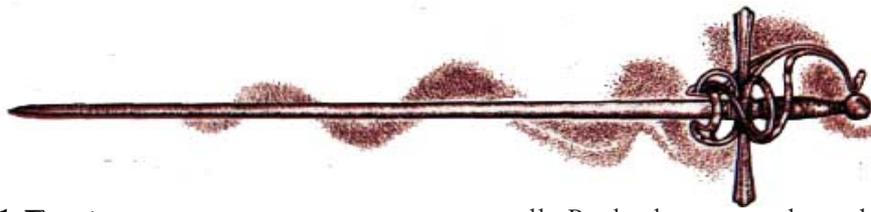
Conventions

Despite cultural differences, the Savage Baronies have many commonalities, ranging from language to dueling conventions. These often become a basis for comparison and competition. Inhabitants of each land believe their accent or dialect to be more pleasing than others, their variations of the dueling rules more noble, and that their coinage better. The following text points out many similarities to which few Baronials willingly admit.

Clothing

The people of the Savage Baronies usually wear simple, light, cotton clothing, though suede and leather are popular among the middle and upper classes, especially with Gauchos and Swashbucklers. Swashbucklers and Nobles also wear silks and velvets. Even the poorest people tend to wear at least one brightly-colored item of clothing, and Swashbucklers are positively vibrant in appearance.

Clothing is a status symbol among adventurers and the upper classes. Baronial society considers good taste in dress a virtue. Often, adventurers carry spare clothing for occasions when they want to impress others.



Weapons and Equipment

Most equipment and weapons available in a standard AD&D game campaign can be found in the Savage Baronies. Items vary in popularity, however, depending on the exact barony.

Due to the spread of swashbuckling, plate mail, field plate, and full plate armor are rarely seen in the baronies, though a few Narvaezan nobles own suits of full plate. Breastplates, however, are extremely common and are worn even by Swashbucklers. Chain mail, ring mail, and scale mail are worn by mercenaries of Narvaez and Torreón and by warriors of Almarrón, Saragón, and Gargoña. Leather and studded leather armor are the types most likely to be found in Vilaverde, Texeiras, Cimmaron, and Guadalante.

Heavier armors are avoided by seafarers of the sea powers and mounted Gaucho warriors. Heavy armors are also avoided in Cimmaron because firearms are common, which all but negates the benefits of armor (see the "Equipment and Economics" chapter for details).

Cimmaron County is known for making and exporting smokepowder and wheellock pistols. These weapons are frequently seen throughout the Savage Coast, though somewhat less outside the Baronies.

The development of firearms has not diminished the popularity of other missile weapons. Hand crossbows are popular among the upper classes in Almarrón, Saragón, and Gargoña, and because they are reasonably common in the baronies, one can be purchased there for only 40 oros (gold pieces), rather than 300 gold pieces as listed in the PHB. Likewise, quarrels for a hand crossbow can be purchased for one dies (silver piece) each.

Larger crossbows, both light and heavy, are popular among the mercenaries of Narvaez and Torreón; the militias of Almarrón, Saragón, and Gargoña; and among the seafarers of Vilaverde and Texeiras. Short bows are popular with peasants throughout the baronies, as are long bows with adventurers. Gauchos of the Savage Baronies swing bolas. The lasso is also a common weapon in Cimmaron, Guadalante, Almarrón, and Saragón.

Blades are by far the preferred melee weapons of the Savage Baronies. Because the rapier is the favored armament of the Swashbuckler, it is common throughout the Baronies. Sabres are also popular with both Swashbucklers and Gauchos. Rapiers can be fitted with basket hilts (more common to sabres), but are more likely to have a swept hilt, which has the same game effects as the basket hilt.

Swept hilts are sometimes found on short swords

as well. Both short swords and long swords are common in Narvaez and Torreón. These weapons tend to have more ornate hilts and guards than their counterparts outside the baronies. It is not unusual to see a forward-angled or curved guard on a long sword.

Daggers and similar weapons also tend to be very popular among Baronials, particularly peasants, due to their affordability. Swashbucklers prefer such arms as second weapons, wielded in the off hand, opposite a sabre or rapier; the main-gauche is another popular complement to the rapier. Gauchos like daggers for their many uses and have even been known to duel with daggers on occasion.

Red steel weapons are especially popular in the Savage Baronies; while the metal is not readily available, it is still much more common in the Savage Baronies than elsewhere.

The Immortals

Los Guardianos revere several Immortals, the SAVAGE COAST setting's equivalent to deities. Five Immortals are venerated throughout the baronies: the Ambassador (Masauwu), the General (Thor), the Judge (Tarastia), Milan (Mealiden Starwatcher), and Valerias. Some baronies have local patrons as well.

In Cimmaron, Kagyar is revered as the patron of artifice and the master of firearms. Al-Kalim is venerated in Saragón as the patron of scholarship, tolerance, and courage. He is the favorite of sages, wizards, and warriors who favor strategic planning.

Narvaez also reveres two Immortals: Ixion and the Inquisitor (Vanya). Ixion is the center of the Church of Narvaez. He is the sun, fire, life, power, and wisdom; citizens of Narvaez see him as the one Immortal worthy of true veneration. Much religious persecution has been carried out in his name. The Inquisitor acts as Ixion's avenging servant. She represents pride and the correctness of beliefs, seeking vengeance against those who do not follow the way of Ixion and punishing those who stray.

In Vilaverde, Texeiras, and Torreón, the Inquisitor is revered as Fanha (spelled "Faña" in Torreón). She represents war and pride in those states. She is the patron of warriors and the representation of self-defense and vindication, especially against those who deliver insults.



The Red Curse

As mentioned, the Red Curse has existed in baronial lands since well before they were the Savage Baronies, indeed, long before it was even known as the Red Curse. Until a year ago, the Red Curse was confined to a few isolated spots in the baronies: in valleys and swamps, on certain hills, in selected caverns, and even in the plains of some regions. For the most part, people native to the land just avoided these areas. However, the Ispan colonists and their descendants did not avoid the curse; they studied it.

At first, Baronials affected by the Red Curse simply suffered its effects, acquiring Legacies and becoming Afflicted. Wizards, priests, and sages studied Affliction but were largely unable to help its victims. Then, *cinnabryl* was discovered in what would eventually become Cimmaron. Years later, a Torreóner smith discovered the properties of depleted *cinnabryl* and named the substance *red steel*.

Cinnabryl and Red Steel

For almost 80 years, *cinnabryl* has been mined in the area now known as Cimmaron County. Deposits were also discovered in Terra Vermelha slightly over 40 years ago, and two mines in that region have been operated by Vilaverde for more than 10 years.

Red steel, once an extreme rarity because of the low demand for *cinnabryl*, has become much more common with the recent spread of the Red Curse. Because of the three *cinnabryl* mines in and near the Savage Baronies, *red steel* is more common in the Savage Baronies than anywhere else. The City-State of Slagovich even trades *cinnabryl* to the baronies in return for *red steel* weapons.

In the baronies, most users of *cinnabryl* are nobles, merchants, mercenaries, or adventurers. Obtaining *cinnabryl* is a primary motivation for people to become adventurers to make enough money to afford a steady supply of the metal.

Most traffic in *red steel* and *cinnabryl* is controlled by Inheritors. *Cinnabryl* is most common in Texeiras, Vilaverde, Cimmaron, and Saragón, and less likely to be found in the other baronies. *Red steel* is most common in Texeiras, Cimmaron, Saragón, Torreón, and Narvaez; less common in most of the other baronies; and rare in Guadalante. The related substance of *smokepowder* is most common in Cimmaron and somewhat less common in Guadalante, Vilaverde, and Texeiras. Narvaez and Torreón have both been trying to acquire large amounts of *smokepowder* to experiment

with building large guns; none of these experiments have yet been successful.

Inheritors

Many Inheritors live in Saragón, including the leader of the Order of Crimson. Inheritors are common throughout the baronies, except for Narvaez, where they are considered outlaws. Inheritors are hated and feared by the peasants of Torreón, who blame Inheritors for keeping *cinnabryl* from them, causing many peasants to become Afflicted.

Overall, Inheritors are accepted. Many are considered heroes, others as villains. Frequently, Inheritors (especially warriors) are famous in the baronies; a town enjoys the notoriety of claiming a heroic Inheritor as its own.

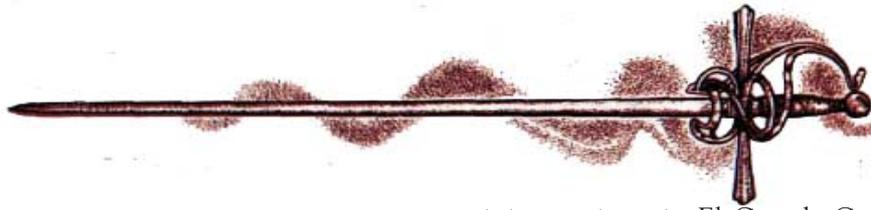
The Afflicted

As mentioned, numerous Afflicted live in Torreón, where peasants are too poor to buy *cinnabryl*. Most of these Afflicted have never used *cinnabryl*, so their defects are relatively mild.

In most of the baronies, Afflicted live in small enclaves isolated from other people, but not always. In Torreón, many Afflicted join the ranks of mercenary units; they make an effective fighting force, with the added factor that their appearance often surprises (and sometimes disgusts) opponents. In Narvaez, few become Afflicted because the church distributes *cinnabryl* and *maintain* spells. Those who are Afflicted usually move into small camps within the towns and villages, where they are attended by clergy.

In Almarrón, Saragón, and Gargoña, the rare Afflicted are generally cared for by family or friends. However, because some Afflicted cannot stand the thought of being seen by others, they run off to live solitary existences in the wilderness.

All baronies except Narvaez, Almarrón, Saragón, and Gargoña have villages formed by Afflicted individuals. Very often, Afflicted are shunned; in response, many gather to build enclaves where they need only traffic among themselves. For the most part, these are squalid shacks of forgotten remnants, but a few are clean and well-built. Afflicted villages typically boast fewer than 30 people and are located away from main roads and trails. Common folk happily avoid the villages of Afflicted. People in these villages seldom hold Inheritors in high regard, even Inheritors who do become Afflicted.



Threats

The Savage Baronies face many threats to their continued existence, both internal and external. Most threats have been around for decades, and Baronials have established ways to deal with them. However, as evidenced by the last decade, occasional surprises call for extraordinary measures. What follows serves as a quick reference regarding the individual threats.

Hule

The Sanctified Land, Hule, is a nation run by its clergy. The leader of Hule is the Master, a mysterious dictator who leads the nation's veneration of Bozdogan (or Loki), patron of deceit and mischief. Political intrigue within Hule often leads the Master to start an external conflict to unite his people and bring temporary stability to his nation again.

Hule is a repressive and often aggressive state. While currently at peace with the other nations of the coast, Hule sends spies in many directions and regularly launches small plots to upset stability in foreign regimes.

The Yazak Steppes

The Yazak Steppes are home to many tribes of goblinoids, notably the so-called "great tribes." The Hupkur, composed of hobgoblins and ogres, is the strongest tribe, but they are located far from the Savage Baronies. A recent alliance between Dankut (orcs and trolls) and Kuttai (orcs and goblins) has many Baronials worried; the alliance is close enough to strike, and an alliance between great tribes almost always precludes an invasion. The closest great tribe to the baronies is the goblin Gosluk; members of this tribe raid into the baronies with some regularity. (For more information on the goblinoids, see the "Other Places" chapter.)

The Yazı

The Yazı are goblinoids of the coastal regions. Most prominent of them, at least to observers in the Savage baronies, are the gnolls of El Grande Carrascal and goblins of the Badlands. Gnoll lands have borders with Almarrón, Saragón, Gargoña, Cimmarron, and Guadalante; these nations suffer the gnolls' presence in the region to keep their neighboring baronies from

gaining territory in El Grande Carrascal. Gnolls are actually relatively civilized; they both negotiate and engage in honest trade, and they do not immediately attack humans or demihumans.

Goblins are another matter. They are definitely warlike, but recent losses keep them in line for the most part. Occasionally, rumors about the Badlands goblins having commerce with the Gosluk of the Yazak Steppes are spread, but the accuracy of such claims is questionable.

Other Nations

The baronies have few problems with nations other than Hule. Of course, relations between the Savage Baronies and the City-States on the eastern Gulf of Hule are unstable because both groups vie for control of the seas. The baronies effectively block commerce between the City-States and the rest of the coast, and pirates based in Vilaverde and Teixeiras are known to raid ships from the City-States. The City-States occasionally discuss banding together to destroy the navies of the baronies. Fortunately for the baronies, the City-States are about as likely to work together as are the Savage Baronies themselves.

The baronies also trade with nations of the Savage Coast and maintain colonies and outposts in these distant lands. The coastal nations outside the Baronies depend on Texeiran and Vilaverdan shipping for much of their commerce, so they do not want to disrupt such shipping by contesting. Though difficulties occasionally arise, the nations of the Savage Coast tend to be on friendly terms with the baronies.

Renardy, in particular, has close ties with the baronies, especially Torreón. The Renardois have adopted several of the styles and conventions of Los Guardianos, from their form of government to their swashbuckling style and dueling conventions.

The nations east and south of the City-States, such as Yavdlom and distant Thyatis, are too far away to be of concern to the Savage Baronies. It is possible that Yavdlom might send more colonists or expeditions to the region, but Yavdlom is peaceful, so the possibility represents a trading opportunity more than a threat. Also, it is unlikely Thyatis would be willing or able to devote the time and manpower necessary to tame and reclaim the other, fiercely independent Savage Baronies.

Internal Strife

The Savage Baronies have often been their own



greatest threat. Conflicts within a barony and clashes between baronies are all too common. Internal conflicts are discussed in the entries for each barony.

As for conflicts between baronies, Torreón has periodic disagreements with Vilaverde and Texeiras over *cinnabryl* deposits in Terra Vermelha; because Almarrón's former dictator hired Torreóner mercenaries to enforce his will, Almarróñians sneer at Torreón. Narvaez does not get along well with any other baronies, particularly Saragón, which it regards as a haven for heretics and the spawn of chaos. Narvaez also wants to compete with the Vilaverdan and Texeiran navies, which escalates tensions there.

Except for their problems with Narvaez, the sea powers get along with all the baronies—except each other. Texeiras and Vilaverde are competitive, and their ships often come into conflict. Texeiras grants letters of marque, sanctioning privateers to prey on Vilaverdan shipping. Likewise, ships from Vilaverde attack Texeiran ships, whether they have letters of marque or not; the Vilaverdan government has been known to grant a retroactive letter of marque to captains who make port in Porto Preto after having raided Texeiran shipping for some months.

Except as mentioned, the other Savage Baronies get along with their neighbors. In particular, Gargoña maintains neutrality in most conflicts. It is not unusual for a Gargoñan delegate in the Signatory Council to be elected leader of the council.

The Environment

The climate is warm temperate to subtropical. Overall, this climate is favorable for human habitation. The weather is seldom harsh; it snows in the northern baronies as often as once a decade. Rains come with some frequency, though most downpours soak the coasts rather than traveling far inland. Storms are not uncommon, and the coastal baronies suffer occasional hurricanes. Some flooding occurs each year with runoff from the mountains but is seldom cause for worry.

The natural flora and fauna of the region include kudzu, tomatoes, potatoes, maize, plains grasses, deer, alligators, armadillos, prairie dogs, turkeys, and eagles. Monstrous lifeforms of the baronies include many creatures from the *MONSTROUS MANUAL* tome. However, few lycanthropes exist on the Savage Coast, and intelligent creatures are limited primarily to goblinoids and those races mentioned as PC races.

A few especially horrible monsters are native to the Savage Coast; one such is the Inheritor lich, the undead remnant of an Inheritor who increases his or her power to great levels. Two of these creatures are currently found along the Savage Coast—one in Renardy, the other in the Savage Baronies. The Inheritor lich that inhabits the baronies is called Doomrider, a formidable enemy for any group of would-be heroes.

History of the Region

To understand the diverse forces that affect the current Savage Baronies, it is helpful to learn about the history of those cultures. Several civilizations have lived in the region now known as the Savage Baronies, and each has left a legacy of some kind—some through their descendants, some through their ruins and artifacts. In addition, the Red Curse has had a profound impact on the lands of the eastern Savage Coast. According to the calendar of the baronies, the current year is 1010, which is 1,010 years after the crowning of the emperor in the ancestral lands of the baronial humans.

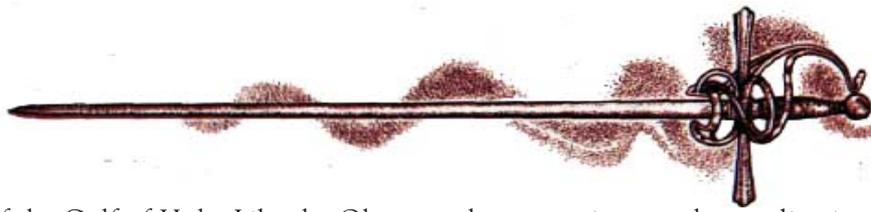
Before the Baronies

Approximately 4,400 years ago, the first humans arrived in the area that would become known as the Savage Baronies. Driven by war from their eastern homeland, these people were the Oltecs, a coppery-skinned race who brought arts, agriculture, and basic metalworking to the region. At the time of the Oltecs' arrival, few (if any) sentient beings inhabited the area, though a few turtles or manscorpions from the central coast may have lived nearby.

In any case, Oltecs quickly became dominant in the eastern portion of the Savage Coast and established settlements along the central coast as well. Oltecs never built cities, but they did have ceremonial centers that included step pyramids, giant stone heads, and statuary. They built edifices of earth and stone. The Oltecs' largest structures were of earth; little evidence remains of their locations, except for some oddly shaped hills in the baronies. A few stone pyramids still exist, but most disappeared as later natives took the stones for their own construction.

About 3,300 years ago, elves arrived in the region, migrating from the Serpent Peninsula, which lies on





the eastern side of the Gulf of Hule. Like the Oltecs, elves settled the eastern and central coast. Elves did not affect the existing local culture in any significant way; they built settlements near human villages and traded with them, but they did not intermingle.

Elves and Oltecs held sway in the area for almost a millennium. While they occasionally fought each other and faced internal squabbles, they built extensive civilizations, creating what would eventually become ruins for later generations to explore.

The most direct cause of the transition from civilization to ruins was the arrival of a horde of goblinoids about 2,300 years ago. The elves and Oltecs were decimated by these goblinoids; though they had dealt with minor raids before, mounted goblinoid hordes represented the first truly organized external threat that either the elves or Oltecs had ever faced. Some elves and humans remained in the area, but both races fell into savagery.

About 17 centuries ago, another group of humans arrived in the region. These were the Nithians, sent to the Savage Coast by their pharaohs to explore and colonize. These dark-haired, dusky-skinned people settled along the eastern and central coast, expanding their proud empire over the region. Nithians captured what savage tribes they met, the remnants of the humans and elves who once dominated the area. Some savages were kept as slaves, and interbreeding was not unknown (though it was much more common between humans than between humans and elves). Along the central coast, Nithians came into conflict with manscorpions, driving all of them to the far west. Turtles were largely ignored, perhaps because they were still rare on the eastern coast.

Unfortunately for the Nithians, their culture was the target of the Immortal Thanatos's malicious manipulations. He maneuvered the people into conspiring against their pharaoh and irritating numerous Immortals. About 200 years after the Nithians' arrival, several Immortals banded together to destroy them. They were eradicated entirely, leaving behind only a few pyramids and artifacts in the area. The Immortals destroyed all memory of the Nithians as well. The cultural legacy of art and philosophy that humans, elves, and turtles of the region absorbed over their contact with the vanished race is now most often believed to be Oltec. Theories suggest that the ruins belonged to some other culture of the Savage Coast, such as wallaras (who never actually settled east of the Orc's Head Peninsula).

At the time of their destruction, the Nithians had just created a powerful magic in the region, laying the foundation for Legacies, *cinnabryl*, and *red steel*. About

the same time as the eradication of the Nithians, conflicts on the Orc's Head Peninsula caused other Immortals to take an interest in the region and place curses upon the land and its peoples. These curses and the magic of the Nithians combined to produce the affliction known as the Red Curse. However, powerful mages in the far west were able to confine the effects of the Red Curse to those lands that would later become known as the Savage Baronies.

All those who remained in the region after the destruction of Nithian civilization suffered from the effects of the Red Curse. Many fled. Others discovered that the Red Curse did not exist everywhere and avoided the cursed areas. Those who stayed were joined by communities of dwarves who migrated to the region not long after the Red Curse began. As with the elves and humans, some dwarves fell; some left; and some adapted.

Over the next few centuries, little of note happened. In the east, turtles had a brief flirtation with civilization. About 1,150 years ago, turtles built a few settlements along the coast, initiating trade with some surrounding colonies.

Turtle civilization fell about 900 years ago when another horde of goblinoids swept down from the Yazak Steppes. Dwarves, elves, and humans were also hurt by this horde and were prompted to establish permanent, fortified settlements. None of these settlements were very large, but villages appeared throughout the eastern portion of the coast.

In approximately the year 450, another wave of human colonists arrived in the area; these were Traldar, descendants of Nithians and light-skinned Neathar, and thus lighter-skinned than those humans already living along the Savage Coast, who were mainly of Oltec ancestry. The Traldar formed several city-states on the eastern side of the Gulf of Hule; those settlers who traveled to the western side were mostly absorbed by the populations already living there (lightening the average westerner's skin tone).

Timeline

Following is a timeline of events pertinent to the development of the Savage Baronies. Most dates are approximate.

- B.C. 3500 In the Atruaghin Plains far to the east, the Azcans break with the Oltecs, and the two groups war.
- B.C. 3400 To avoid the ongoing war in their homeland, some Oltecs migrate to the Savage Coast, settling the eastern and central shores.



Manscorpions and turtles already live along the central coast, and aranean and wallaran civilizations flourish on the western end.

- B.C. 2300 Elves arrive in the region and settle the eastern and central Savage Coast. They live alongside, but not among, the Oltecs.
- B.C. 2000 Elf and human mages settle in the forests of the western Savage Coast, supplanting the araneas; they name their land Herath. Enduks are created on the Orc's Head Peninsula and begin building the civilization of Nimmur.
- B.C. 1700 Goblinoids settle in the Yazak Steppes.
- B.C. 1300 Goblinoid hordes decimate elven and Oltec civilization. Those humans and elves who remain fall to a savage, semi-nomadic existence.
- B.C. 700 Nithians arrive on the Savage Coast. They interbreed somewhat with Oltecs. Elves of the eastern coast establish settlements in and around what will eventually become Torreón and Narvaez.
- B.C. 500 Herath wars with Wallara; manscorpions betray the enduks and take possession of Nimmur; Nithians disappear, leaving little evidence other than a few relics and pyramids. The Red Curse is created, but confined by Herathian mages to portions of the eastern Savage Coast.
- B.C. 450 Dwarves arrive along the eastern coast and build small colonies.
- B.C. 150 Turtle civilization rises on the central coast.
- 1 The first Emperor of Thyatis is crowned.
- 100 Goblinoid hordes sweep the coast again. Turtle civilization falls, and humans, dwarves, and elves remaining along the eastern coast are prompted to build permanent settlements.
- 450 Traldar arrive in the region. They establish several city-states on the eastern shores of the Gulf of Hule. Traldar who settle on the western shores and absorb the existing human cultures descended from the Oltecs. Humans of the eastern coast begin to establish permanent villages and intermingle with elves of the region.
- 500 Humans move into the areas that will eventually become Eusdria and Robrenn; some elves and dwarves ally with these humans. Lupins and rakastas form permanent settlements along the central Savage Coast in lands that will eventually become Renardy and Bellayne.

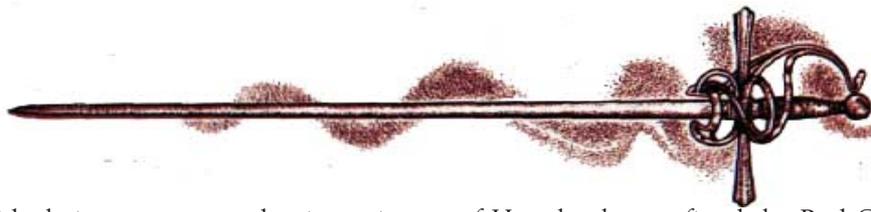
History of the Savage Baronies

Beginning around the year 900, another wave of colonization came to the Savage Coast. This brought many more humans to the region, primarily a large expedition from the Thyatian Empire far to the east. Sent by Emperor Gabrionus IV, the people who came to the Savage Coast were from a particular ethnic group among the Kerendan people of the Empire, the Ispans. Like other Kerendans, Ispans were olive-skinned, dark-haired, and fond of efficiency and fighting ability; unlike other Kerendans, Ispans also possessed a fair amount of wanderlust.

Ispans settled along the western shores of the Gulf of Hule. They founded villages, and from these, adventuring expeditions ventured inland. Some expeditions were lost, but several returned with great riches, gained from raiding ancient ruins, trading with gullible natives or robbing horrid monsters. Many adventurers founded villages of their own, claiming domains around them; most called themselves barons, equating themselves with landholding nobles from their faraway homelands.

No fewer than 20 petty baronies were founded in the first two decades after the Ispans came to the Savage Coast. In most cases, the baronies absorbed natives into their cultures, intermingling local blood and philosophies with the more Thyatian culture of the coastal villages. Other colonists also arrived and intermarried with both Ispans and natives; dark-skinned humans from Yavdlom settled in what would eventually become Vilaverde and Texeiras; and copper-skinned people from the faraway desert Emirates of Ylaruam settled in what would become Saragón. The Ispans eventually split into two peoples: those who called themselves Verdans, merging with the people of Yavdlom and forming the naval powers of Vilaverde and Texeiras; and those who styled themselves Espans, making up the other baronies. The Espans chose to differentiate their new culture from their old, colonial roots with a vowel shift from an initial "I" to initial "E"; the shift persists to this day.

The early baronies fought among themselves, and many fell. Others merged, either through conquest or through diplomacy. About 25 years ago, the baronies stabilized into the nine states currently known as the Savage Baronies. Though the modern baronies still squabble, each is sturdy enough to survive minor threats. More importantly, they usually have enough



foresight to put aside their arguments and unite against major threats, but getting them to cooperate is no easy task.

A little over 40 years ago, a few states cooperated diplomatically to avoid a war; this resulted in the Treaty of Tampicos. This famous treaty—initially signed by Torreón, Texeiras, Vilaverde, and Hule—defined mining rights in Terra Vermelha, the Red Lands. In addition, the Treaty of Tampicos covers claiming land and defining borders in general. Those who signed it (Hule and all baronies except Narvaez) are known as the Signatory States, and their representatives meet in informal councils to discuss disputes and other problems. While the decisions of this Signatory Council are not binding, member baronies usually obey such decisions to avoid conflict with the other baronies. Hule seldom sends delegates to conferences and often ignores any decisions except those contained in the original Treaty of Tampicos.

The Coming of the Curse

A century ago, the Red Curse was confined to scattered areas of the eastern end of the Savage Coast. Twisted monsters occasionally came scurrying or oozing out of the cursed areas, but few humanoid fell to the Red Curse because they had learned to avoid the lands under the curse. Ispan colonists also discovered the Red Curse, but unlike earlier inhabitants, these colonists neither succumbed to nor avoided the Red Curse. Instead, they fought and studied it, eventually finding ways to protect themselves from it.

A few people even settled in the cursed lands. While some died, others reportedly changed, acquiring magical Legacies and twisting deformities. These individuals were studied by scholars, mages, and priests in the nascent baronies; ways were found to slow the progress of the curse, first through spells and then with *cinnabryl*.

About a decade ago, in response to an invasion from Hule, Los Guardianos began experimenting with *cinnabryl* and power gain, and the first vials of *crimson essence* were produced. The affliction, previously called just “the curse,” became known generally as the Red Curse as its effects became more widely known and more people began experimenting with its power. None knew why its effects were confined only to certain regions.

Baronials were aware of the nation of mages, Herath, at the western end of the Savage Coast, but they paid little attention to it. None realized it was the mages

of Herath who confined the Red Curse to its limited areas of effect. Then, about one year ago, disaster struck: magic worldwide suddenly failed completely for several days. During this time, the capital of Herath was sacked by goblinoids, and the magical protections were destroyed. By the time magic was restored, the Red Curse had spread, covering almost the entire coastal region. People of the region know the Red Curse spread greatly during the troubles, but except for the Herathians, none know why. Most attribute it to the wrath of the Immortals, to which they also attribute the multitude of wars that have occurred over the last decade.

For the most part, the people of the Savage Baronies have learned to deal with the Red Curse. They have studied it and developed ways to protect themselves—though not all can afford to obtain *cinnabryl*. Inheritors, *red steel*, and *cinnabryl* have all become more common since the spread of the Red Curse, particularly in the Savage Baronies. Commerce has increased in the baronies, and class stratification has become even more pronounced.

Timeline of the Savage Baronies

Dates are precise in this timeline.

900 A new wave of colonists reaches the eastern Savage Coast, including people from Ylaruam, Yavdlom, and the Thyatian Empire. They bring feudalism and class structure. Adventurers establish domains that eventually develop into the Savage Baronies and absorb the elven, dwarven, and human cultures already in the region. Settlers discover the Red Curse but decide to stay anyway. A few halflings also begin to arrive on the Savage Coast and are absorbed into local cultures.

902 The Barony of Narvaez is founded along the coast by an expedition of Ispan people from the distant Thyatian Empire. Narvaez claims a great deal of land, from the Claw Peninsula to the Bay of the Siren (Baia da Sereia), including land already occupied by human, elven, dwarven, and turtle inhabitants.

903 The Dominion of Vilaverde is founded by Ispans and people from Yavdlom.

905 Nueva Esperanza (New Hope) declares independence from Narvaez.

906 Dwarves and elves in lands claimed by Narvaez declare themselves the Barony of Montoya.

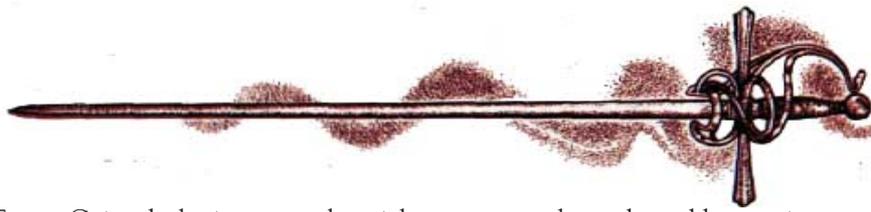
908 The State of Copetez is founded in the plains.

909 The Barony of Montejo is founded inland from Narvaez; the Dominion of Tanaka is founded by people from Yavdlom.

913 The Barony of Narvaez splits between two heirs;



- the northern section remains Narvaez, and the southern portion becomes the Barony of Sotto.
- 915 The State of Aranjuez is founded in the plains near Montejo.
- 916 The Barony of Cristobal is founded several miles north of Narvaez.
- 921 The inland State of Escudor breaks from Sotto.
- 926 The Barony of Rivera is founded within Sotto, causing a small civil war; Rivera achieves independence.
- 929 The State of Texeiras is founded along the eastern part of the Bay of the Siren.
- 930 The Barony of Marino declares independence from Narvaez, claiming the western shores of the Bay of the Siren.
- 931 A *cinnabryl* mine is discovered near Nueva Esperanza. Sages discover its protective value when used against those affected by the Red Curse, but others discover that it harms those unaffected by the curse. *Cinnabryl* is known, but not generally coveted. At this time, depleted *cinnabryl* is discarded after use.
- 934 The Barony of Gargoña is founded in western Sotto; after a short civil war, Gargoña is granted independence.
- 935 The Barony of Quimeras declares independence from Narvaez.
- 936 Sotto declares war on Gargoña; after a few months, Gargoña conquers Sotto and absorbs all but the southern portion, which organizes into the State of Almarrón. The official name of the culture of all baronies except Vilaverde and Texeiras is changed from Ispan to Espan; the language spoken is Espa.
- 937 Narvaez attacks Quimeras and Montoya, re-absorbing both after a short war.
- 939 To encourage internal consolidation, Almarrón strikes south and takes over Nueva Esperanza and surrounding territories.
- 940 The Barony of Alcazar is founded near Cristobal.
- 941 The Barony of Torreón is founded south of Cristobal and Alcazar.
- 942 A human smith in Torreón experiments with depleted *cinnabryl*; she discovers its usefulness and names the substance *red steel*. A few small weapons of *red steel* are produced.
- 947 The State of Bigotillos is founded north of Copetez.
- 948 Dwarves near Nueva Esperanza begin experimenting with *steel seed* found in the local *cinnabryl* mine. When they accidentally mix it with *vermeil*, they stumble upon the formula for *smokepowder*. They begin searching for ways to use the new substance.
- 951 The Barony of Babosas is founded east of Vilaverde.
- 957 The first arquebus is constructed in Nueva Esperanza; a function for *smokepowder* has been found, but it is rarely used because of the dangers.
- 958 Texeiras conquers the Barony of Marino.
- 962 The Barony of Los Elegidos is founded north of Torreón, Alcazar, and Cristobal.
- 963 Yazi gnolls attack Saragón and Aranjuez.
- 966 Montejo and Aranjuez unite diplomatically to form the Barony of Saragón.
- 967 The Barony of Morales is founded just north of Torreón, between Cristobal and Alcazar.
- 968 Torreón wars on its neighbors, conquering and absorbing Morales and Alcazar; Cristobal and Elegidos are weakened but do not fall. Elite Torreóner warriors use swords of *red steel*, the first recorded instance of its use in a large battle.
- 969 Torreón discovers deposits of *cinnabryl* in Terra Vermelha, and moves to take over those lands; to forestall a possible war over mining rights, diplomats gather and form the Treaty of Tampicos, which is signed by Torreón, Vilaverde, Texeiras, and Hule.
- 970 Elegidos disappears without a trace.
- 971 Babosas is conquered and absorbed by Hule.
- 975 The wheellock is developed in Nueva Esperanza. Certain leaders, including a warrior named Cimmaron, encourage the secret production of the weapon.
- 977 Almarrón conquers and absorbs Escudor, then turns north and initiates hostilities with Gargoña and Rivera.
- 978 To help defend itself from Almarrón, Rivera agrees to be absorbed into Gargoña. While Almarrón is distracted, Nueva Esperanza begins hostilities; Cimmaron's pistoleers make quite an impression.
- 979 The revolution in Nueva Esperanza continues, led by General Cimmaron. Almarrón and Gargoña end hostilities, and both ratify the Treaty of Tampicos.
- 980 Armed with a wheellock pistol and a *red steel* sword, General Cimmaron leads his forces to victory over troops from Almarrón at the Battle of Hondo; his followers declare him Earl Cimmaron, and Nueva Esperanza becomes the center of the newly independent Cimmaron County. Dissatisfied with recent leadership, the people of Almarrón revolt against their leader and overthrow him. Making use of old Traladaran philosophies, they establish a democracy.
- 981 Cristobal relinquishes claims on its holdings, except for one tower and a few square miles of land;



the Lord of Torre Cristobal gives up the title “Barón” but maintains independence from other powers.

- 984 Saragón ratifies the Treaty of Tampicos.
- 985 Copetez and Bigotillos unite through marriage; the lands are merged to form the State of Guadalante. Guadalante ratifies the Treaty of Tampicos.
- 986 Doña Esperanza comes to power in Gargoña and leads her state into peace, beginning a policy of neutrality regarding all the other baronies.
- 990 Cimmaron ratifies the Treaty of Tampicos.
- 992 The Treaty of Cortesillas, between Guadalante and Saragón, solves the question of watering rights for cattle between the two nations.
- 994 Almarrón faces a time of troubles. An opportunist seizes control of the state and declares himself dictator of the nation.
- 997 *Cinnabryl* is discovered in Slagovich; it is mined and traded to Torreón, Texeiras, and Cimmaron for *red steel*.
- 999 The first vial of *crimson essence* is produced by an alchemist in Saragón. The secret spreads to a group of adventurers who become the first Inheritors. Some of the Inheritors rise to power in both the Brotherhood of Order and the Friends of Freedom. To balance them, other Inheritors join the Neutral Alliance.
- 1000 The Immortals begin a conflict that eventually begins to affect mortals throughout the world.
- 1001 The Inheritors face internal conflicts and reorganize the aligned societies (the Brotherhood of Order, the Neutral Alliance, and the Friends of Freedom) into the three Orders of the Inheritors (the Order of the Ruby, the Order of Crimson, and the Order of the Flame).
- 1005 Prompted by attacks from Bellayne, the goblinoids of the Yazak Steppes begin unifying. Robrenn attacks and irritates the Yazi goblinoids.
- 1005 An internal holy war begins in Narvaez. The church of Narvaez unifies the factions by providing an external enemy: the other Savage Baronies. Narvaez carries its Inquisition to the other baronies.
- 1006 Torreón, Vilaverde, and Texeiras ally with Narvaez, rather than fight that state. The other five baronies (Guadalante, Cimmaron, Almarrón, Saragón, and Gargoña) ally to fight against the Narvaez alliance. Gauchos and Swashbuckler “freedom fighters” prove effective against the naval power and mercenaries of the Narvaez alliance.
- 1006 Hule attacks the Savage Baronies. The baronies end their conflict to unite against Hule.
- 1007 Yazi gnolls attack the baronies, which have been

- severely weakened by previous conflicts. The Master of Hule sets a curse on his enemies, inflicting floods and other natural disasters on the Savage Baronies.
- 1008 The Savage Baronies again enter into border conflicts. Tortles and other peasants revolt. In Almarrón, rebels oust their dictator and install a Barón descended from their former noble rulers. The Colonial Revolt begins, and many colonies rebel against their parent states. Yazak goblinoids attack throughout the Savage Coast.
- 1009 Magic stops working, and Yazak goblinoids sack the distant capital of Herath. Though magic is restored a few days later, the Red Curse has spread across the coast. Inheritors of the baronies begin introducing *cinnabryl* throughout the coast, while taking control of most of the *cinnabryl* mines as well.
- 1010 The present.

Possibility of Unification

More than a few people have suggested that the problems of the Savage Baronies could be solved if they became united under one ruler. While this idea is attractive to many Baronials, including a majority of the barons, no head of state is willing to give up power.

For now, the closest thing to a unified government in the baronies is the informal Treaty of Tampicos council, the Signatory Council. In practice, this group has no real authority to make or enforce laws and serves merely as a forum for airing arguments that could affect all the baronies if not curbed.

Each of the nine Signatory States (Hule and each of the baronies except Narvaez) is allowed to send one delegate to the council, along with whatever assistants the delegate feels he needs. The leader of the Signatory Council is selected each time the council meets from those delegates who attend. Typically, the selected leader is someone with experience and no vested interest in the dispute at hand.

The council leader is seldom a man or woman of great charisma. It is possible that were a charismatic leader to arise on the council, he would be elected to serve many times and actually begin to carry some authority. However, the charismatic individuals of the baronies (many of whom are Swashbucklers and Inheritors) seldom have an interest in council meetings. Thus, the council is an unlikely source to provide unification for the baronies.



Another potential road to unification is warfare. For decades, rulers in the Savage Baronies have considered extending their rule to adjoining areas. Several have even been successful; compare the number of states that once existed to those that exist now. However, the current group of baronies has lasted for a quarter of a century, and none seem to be in danger of falling. While border wars and other difficulties occur with regularity, if such conflicts were to escalate to the point of complete conquest, chances are that other baronies would involve themselves either as mediators or reinforcements to prevent any one state from becoming too powerful.

In addition, each of the current baronies has attained a unique cultural identity. Vilaverde is a sea power, Narvaez holds many religious fanatics, and Guadalante is home to free spirited gauchos. Trying to bring these diverse cultures together to agree about national policy is a task for Immortals. Los Guardianos tend to be fiercely independent and patriotic, and their leaders reflect those attitudes.

Another possible way to unify the baronies is through marriage. Since all of the states pass on national leadership through inheritance (except possibly Cimmaron, where the policy is under question), if heirs to two baronies were to marry, their child might inherit both baronies. Baronesa Esperanza of Gargoña has managed to marry two of her children

into other ruling families, one in Narvaez and one in Saragón; while these marriages have helped her keep the peace, they have not yet provided heirs capable of ruling both states. There are serious problems with this form of unification: the prospect is risky because someone two generations down the line might not be a capable leader for a larger nation; supporters of independence might assassinate potential heirs; there are few heirs in the baronies, and fewer of marriageable age; and the delicate diplomacy required to arrange such a marriage is difficult for the people of the baronies to master.

Should events fall into place, some baronies might be able to cooperate and conceivably unite. Vilaverde and Texeiras are not so different; Cimmaron and Guadalante are similar; and the three “enlightened states” of Almarrón, Gargoña, and Saragón have much in common. Any of these three groupings could conceivably unify into a larger nation under the right circumstances.

In conclusion, while total unification is a possibility, it is an unlikely one. If a charismatic and powerful leader were to arise among the baronies, perhaps he could unite two or more of the lands; if heirs married, some pairs of states might unify. However, the independence and cultural diversity of the people would likely prevent most unions from lasting for very long.



Vilaverde and Texeiras

The easternmost baronies of Vilaverde and Texeiras maintain strong navies. These are lands of seafarers, adventuresome souls who travel the length of the Savage Coast and visit other lands. The people of these lands tend to ignore the Red Curse, yet are just the types of people with enough daring and wanderlust to perhaps complete a quest to end it, could they be so motivated.

*The Chronicle of the Curse
by Don Luis de Manzanar*

Sometimes called the Sea Powers, Vilaverde and Texeiras are the strongest naval powers on the entire Savage Coast. These rivals, with their strong seafaring presence, virtually control the western half of the Gulf of Hule. The two states often clash with the aggressive City-States, especially Hojah, Slagovich, and Zvornik.

Like the humans of the other baronies, those in the Sea Powers are primarily Ispan descent, mingled with Oltec, Nithian, and Traladaran blood. In addition, the people of the Sea Powers have intermarried for decades with settlers from Yavdlom—tall, ebony-skinned humans with traces of elven blood.

Though the peaceful aspects of Yavdlom culture have done little to cool the hot blood of Guardianos with whom they have intermarried, the present cultu-

re of the Sea Powers does revere seers and prophets. Diviners are popular among the seafarers of Vilaverde and Texeiras for their usefulness in predicting the weather on seafaring journeys. Verdans make many long ocean voyages, and their ships have traveled from the Gulf of Hule to the far side of the Orc's Head Peninsula and beyond.

The Sea Powers, besides having an effective, ocean-based fighting force, also boast skilled merchants; they carry goods to many places along the Savage Coast. Despite some jealousy over the Sea Powers' control of Savage Coast shipping, the other nations of the coast value the transportation, communication, and commerce provided by their ships.

In addition, Vilaverde and Texeiras are known for the colonies they have started in various places along



the coast. Vilaverde's colonies include Terra Leãoça, O Bastião das Tartarugas, and the recently independent colony of Porto Escorpião. Texeiras maintains the successful colonies of Protectorado da Presa and the Colony of the Horn.

Based roughly on Portugal of the 1500s and 1600s, the Sea Powers are home to explorers, swashbucklers, merchants, and pirates. The people of Vilaverde and Texeiras are a proud folk who form a distinctive political unit among the Savage Baronies; when they ally, none can stand against them at sea. Because few Savage Coast nations are without ports, the threat of naval retaliation is enough to keep other nations from molesting the land holdings of Vilaverde and Texeiras. Both countries prefer the title "Barão" for their lords.

Domínio de Vilaverde

Vilaverde is home to high-spirited people who travel widely across the Savage Coast. Among other nations, Vilaverde is known as a haven for pirates and outlaws, a lawless realm that cares little for civilized society. While this reputation has elements of truth, the dominion is not quite as lawless as it is painted. Its independent people are fiercely patriotic, willing to unify to defend Vilaverde from any difficulty.

Vilaverde's biggest challenge is the defense of its eastern border, the only place Hule has direct contact with the baronies. Along with Terra Vermelha and the eastern reaches of the Yazak Steppes, Vilaverde might seem a flimsy obstacle to Hule's expansion into baronial territories. However, the Vilaverdan fleet is an effective deterrent to Hule's aggression because it could easily destroy Hule's navy and all its coastal assets. Four years ago, Huleans met and defeated a hastily assembled Vilaverdan force at the Battle of Burdür, but before Hule could take advantage of the victory, Vilaverde destroyed most of Hule's shipping ability in two battles in the inlet near Karakoy and sacked several settlements. Rather than risk its other coastal properties, which it had believed well-defended, Hule withdrew from Vilaverde.

The Nation

Vilaverde's landscape is dominated by grasslands, broken by cultivated farmlands, ragged forests, and a few hills. The nation is geographically divided down the center; a few miles inland from the coast, the land

sweeps upward to a plateau several hundred feet above sea level. This slope, known as O Grande Escarpamento, is miles long, stretching the length of the barony. The cliff is broken in many places by gentle slopes leading down to the coastal lowlands; these breaks allow ready travel from lowlands to highlands in every sector of Vilaverde.

Vilaverde has existed for more than a century. Its borders have been relatively constant during that time with occasional minor setbacks and conquests. Vilaverde has never absorbed or conquered another state, nor has another state ever owned, absorbed, or broken away from Vilaverde.

The People

Vilaverdians are known as explorers, adventurers, thieves, pirates, and whalers. The typical citizen encountered in Vilaverde is a Swashbuckler fighter, though Nobles and Local Heroes are relatively common as well. Spellcasters are uncommon, and most mages of Vilaverde are Swashbucklers who prefer a flashy style of magic. Feared on all seas, Vilaverdians are a light-hearted, high-spirited people whom others regard as highly audacious.

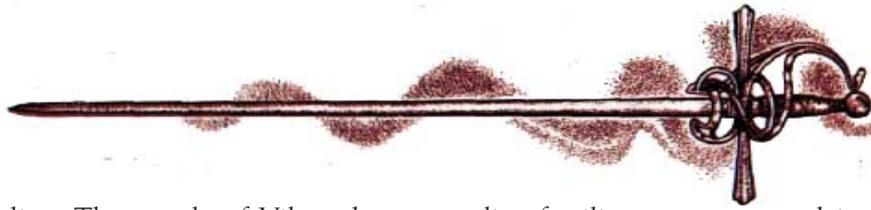
The Yavdlom background of the Vilaverdians gives them great respect for divination. Since most of their divination is used at sea, the effects of the Red Curse do not muddle the results as much. Fortune tellers are common in the settlements and are usually consulted before important ventures. Vilaverdians believe in fate and luck and enjoy testing both with games of chance.

The Red Curse

Vilaverdians view the Red Curse simply as a hazard of life, one that causes pain for the "other guy." They seldom think about the Red Curse because life is too short to spend worrying about that which Fate has already planned; whatever happens, happens. Inhabitants of Vilaverde mostly ignore Afflicted because their visages are unpleasant and depressing. In response, Afflicted band together to form their own communities where they blithely ignore the various deformations of their neighbors, acting as if everything is perfectly normal.

Industry and Trade

Vilaverde brings in money through whaling,



shipping, and raiding. The people of Vilaverde are skilled whalers, and the seas off their coast have an abundant supply of whales. The Vilaverdan fleet also trades all along the Savage Coast, carrying goods from port to port. Vilaverde controls most sea trade with Herath and Bellayne and has a monopoly on trade goods out of Nimmur, the far-western homeland of the manscorpions. Its other customers include some ports in Renardy and Robrenn.

To protect and expand their commerce, Vilaverdians explore constantly. They have built numerous settlements and outposts along the coast, including three fairly large and successful colonies (Terra Leãoça, O Bastião das Tartarugas, and Porto Escorpião). Most of Vilaverde's holdings are no more than small forts or fortified villages used for commerce and navigation. Vilaverde once established a small colony on the Arm of the Immortals, Porto Maldição.

Vilaverde controls the only two large *cinnabryl* mines so far discovered in Terra Vermelha. They use most of the *cinnabryl* internally, reducing the number of Afflicted in Vilaverde, but they export significant amounts, primarily to the other baronies and Eusdria. Vilaverde also conducts heavy trade in the *red steel* gained from use of *cinnabryl*.

Religion

While not overly religious, the Vilaverdians do venerate the Immortals, especially Milan, Valerias, and Faña. The Ambassador is favored over the General; the Judge receives little reverence because leading an honorable life is not an overriding concern to most Vilaverdians.

The Ruler

Vilaverde is ruled by Barão Jorge “O Temerário” de Vilaverde. Baron Jorge “The Intrepid” is a charismatic human fighter with the Swashbuckler kit. At 55 years old, he shows little sign of age. Proud, quick, and fit, he still holds his own in a sword duel. While a dynamic and dashing individual, Baron Jorge is also a profound thinker who cares deeply about his nation and the welfare of his people. He is ruthless in protecting Vilaverde.

Baron Jorge's rule is supported by an oligarchy of wealthy sea captains, many of whom achieved wealth through piracy. These captains and their families are the land's ruling class, the nobility of Vilaverde. A Captains' Council, made up of representatives of the

ruling families, serves as an advisory board to Baron Jorge; the Captains' Council also admits new members of nobility based on activities, wealth, attitude, and bribes. While it is said that any native can rise to the nobility in Vilaverde, few are actually admitted by the council. Despite bribes and corruption, the council does take pains to insure that those chosen have some semblance of noble bearing, knowledge of etiquette, and grasp of politics. Currently, 22 families are considered nobility; each holds a seat on the Captains' Council. The council is growing slowly, with a new seat added once every two or three years. Still, occasionally a family is destroyed or disgraced and removed from the council.

The Captains' Council meets once a month to conduct its own business and offer advice to Baron Jorge. While the baron is not obligated to act on this advice, he always considers council recommendations closely because he knows the Captains' Council represents the most powerful families in Vilaverde.

Technically, all of Vilaverde and its colonial holdings are the property of Baron Jorge. However, he grants indefinite leases to noble families. The nobles mediate over local disputes and act as custodians of their (leased) estates. In return for the use of the land, they are obligated to provide ships and warriors for the protection and enrichment of Vilaverde.

Baron Jorge has two heirs. His eldest son is Dom Jorge, ruler of Porto Escorpião, a colony which Baron Jorge recently granted independence. The baron's second son is Dom Fernando, who represents the baron's family on the Captains' Council. Since Porto Escorpião was granted independence, some speculation exists as to who will inherit Vilaverde when Barón Jorge dies. The baron has not yet stated his preference.

The Capital

Porto Preto, a town with 9,800 permanent residents, serves as the capital of Vilaverde. A notorious pirate haven, Porto Preto is also the home port of a large fleet of armed merchant ships. It is heavily defended, as are all other towns in this region.

The majority of the residents of Porto Preto are human, though a few established families of demihumans and lupins also live here. However, Porto Preto hosts many visitors of widely varied races. Most townspeople are merchants and laborers, including a large number of innkeepers, tavern owners, and dock workers—all those whose livelihood involves keeping a navy afloat and reasonably happy. Farms



surround the town, and their produce decorates Porto Preto's open markets regularly. Some foodstuffs are sold in town, and a small percentage is exported to other nations.

Porto Preto is an exciting town with a spirited nightlife. Intrigue lurks in alleys, rogues are common, and duels occur several times a day. More than a little dangerous for the unprepared, a new experience awaits around every corner in Porto Preto.

Other Places of Interest

Tiny hamlets with fortified keeps dot the Domain of Vilaverde. While most are too small to appear on the map (and are left for the DM to design as desired), the larger and more important places are briefly discussed in the following text.

The village of Cafundo is the only other major settlement in Vilaverde. A quiet, busy place, it is a farming and fishing village with a population of a few hundred humans.

Torre do Perdão, the "tower of the lost one," sits at the edge of O Grande Escarpamento, where a major break in the cliff has allowed a road to be built from Porto Preto to the mines in Terra Vermelha. Once a major stopover on this important trade route, the tower was sacked in the recent wars. Formerly garrisoned with soldiers, Torre do Perdão now stands empty, waiting for someone to clear out whatever bandits and monsters have moved in, and enable Baron Jorge to devote resources to rebuilding it.

A few miles off Porto Preto's waterfront lies the site of a major naval battle some 30 years ago. The conflict was between Texeiras and Vilaverde. More than 40 sunken ships rest here and in the surrounding waters. While some have been ransacked, others lie at the bottom of the sea with untouched treasures and hidden dangers.

O Bastião das Tartarugas (Bastion of the Turtles)

On the coast southeast of Robrenn, this small Vilaverdan colony claims several square miles of beaches and cliffs. It is named for the only settlement, a foreboding castle perched high on the windswept cliffs. The castle is home to several dozen humans and is staffed by a like number of turtle peasants. A complicated system of winches and pulleys allows provisions to be hauled up the cliff with relative ease; from the castle, goods are sent on to settlements in Robrenn.

Terra Leãoça

This Vilaverdan colony sits on the western Savage Coast and borders Bellayne and Herath. Established to control naval access to the city of Theeds in Bellayne, Terra Leãoça enforces Vilaverde's quasi-monopoly on sea trade in the region. Bellayne's ships are allowed passage to the trade routes, but they pay dearly for the privilege.

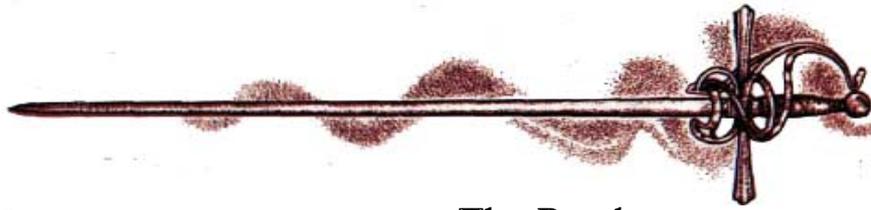
Vilaverde maintains a strong military presence at Rocha dos Gatos (the "Rock of the Cats"), a large fortress and a port in Terra Leãoça that garrisons Torreóner swordsmen and rakasta outcasts. The colony also operates a sulfur mine and a lighthouse. It encompasses the ruins of Espora-Verde and two villages, Três Corações and Postera (both centers for commerce with Herath). Espora-Verde was a tower sacked by goblinoids in the recent wars. It has not yet been rebuilt.

Terra Leãoça receives quiet support from the Great Magus of Herath because it is costly to Bellayne, keeping that nation from threatening Herath. In return for the support, the Vilaverdians allow Herathian merchant ships to sail through the colony's territorial waters without interference.

Porto Escorpião

This small state, on the western coast of the Orc's Head Peninsula, consists of little more than a castle and a lighthouse. Established as a Vilaverdan trading post, it was granted independence about two years ago, when Vilaverde recalled troops and relinquished official control of the colony.

Dom Jorge de Vilaverde, son of Baron Jorge, runs Porto Escorpião. In an effort to cut costs and to bring veteran soldiers back to Vilaverde in times of trouble, Baron Jorge gave his son complete control over the holding; several troops remained loyal to Dom Jorge and stayed in Porto Escorpião. While Dom Jorge appreciates the political necessity of the decision, he understandably feels abandoned and wonders whether he continues to be heir to all his father's holdings or if Vilaverde will be inherited by his brother, Dom Fernando. While Vilaverde and Porto Escorpião maintain trade and cordial relations, the relationship between father and son has become strained. So far, Dom Jorge has remained loyal, but he is impatient for an answer regarding his status.



Porto Maldição

This former colony consists of the village of Mato Grande and a fortress with the same name as the colony. The small holding on the Arm of the Immortals declared independence when Porto Escorpião was released. Since Porto Maldição is small, far away, and of little importance, Vilaverde released it without a second thought.

Estado de Texeiras

Like Vilaverde, Texeiras is home to a well-traveled, high-spirited folk. Though also viewed by most Baronials as a home for pirates, Texeiras is recognized as having legitimate merchants. While Vilaverde takes what it wants, Texeiras earns its possessions and trade in most people's minds. Ironically, Texeirans are less often considered thieves by outsiders simply because they are more subtle about their practices.

The people of Texeiras are a little less boisterous than those of Vilaverde but are just as independent and proud. In fact, Texeirans are even more patriotic than Vilaverdians, to the point that they hear insults in even the mildest of criticisms.

The Nation

Most of Texeiras is forested, though the state includes grasslands and abundant farmland as well. Forests are carefully protected because they provide the wood for Texeiran ships. Texeiras also claims a small portion of O Grande Escarpamento, the grasslands that border Terra Vermelha. Situated around the Baía da Sereia, Texeiras is shielded from the worst of the weather in the region.

Texeiras was founded 80 years ago along the eastern edge of Baía da Sereia. Almost 30 years later, it absorbed the Yavdlom colony of Tanaka, which had occupied Cabo dos Cões, now the eastern end of Texeiras. In the same campaign of conquest, Texeiras took over the barony of Marino, which had recently broken from Narvaez to claim the western shores of Baía da Sereia. Narvaez has threatened once or twice to take back the Marino lands but has never matched the naval supremacy of Texeiras. At the moment, Texeiras is on reasonably good terms with Narvaez.

The People

Texeirans, like Vilaverdians, are known as explorers, adventurers, whalers, and privateers. The typical person encountered in Texeiras is more likely a thief than a warrior, usually a charismatic Swashbuckler with expensive tastes and a suave demeanor; the Local Hero, Noble, and Honorbound are also common kits. While warriors and wizards are common in Texeiras, rogues are much more common here than elsewhere in the baronies. Citizens of Texeiras are subtle enough about their thievery that people generally believe them to be an honest, hard-working folk.

The more worldly people of the Savage Coast have learned to be cautious in what they say about a Texeiran, Texeiras, or any product of that state. Texeirans have even been known to suggest duels if someone offers a low price for their goods. Texeirans are a proud lot who try to avenge any insult against them—real or imagined.

The Red Curse

Like Vilaverdians, Texeirans seldom think about the Red Curse. Life is too short to dwell on something so depressing. Texeiras boasts a thriving trade in *cinnabryl*, so Afflicted are relatively uncommon. Texeiran enclaves of Afflicted tend to stay rather cheerful and are well-maintained, like those in Vilaverde; deformations are largely ignored by the inhabitants of the enclaves.

Industry and Trade

The main Texeiran exports are wood and *cinnabryl*. Most timber exports go to Vilaverde and Renardy. Texeiras knows that Narvaez wants to build a fleet to rival its own, so it usually finds excuses to not sell wood to Narvaez. *Cinnabryl* is imported as well as exported; most supplies coming from Slagovich, small deposits in Terra Vermelha, and trade with Vilaverde (usually in return for wood). Narvaez relies on Texeiras for most of its *cinnabryl*. Texeiras also trades in *red steel*, especially in return for *cinnabryl* from Slagovich.

Texeiras has a strong merchant fleet to protect its trade routes and has established numerous outposts along the Savage Coast. These include two important colonies: Protectorado da Presa (near Renardy and Eusdria) and the Colony of the Horn (on the Orc's Head Peninsula). Texeiran crews consist mostly of swashbuckling rogues and are supplemented by



Torreóner mercenaries who serve as marines.

The Texeiran fleets carry out much of the commerce along the Savage Coast. They transport trade goods to all the nations of the coast; Eusdria in particular is a consistent trading partner. It is usually Texeiras that trades with the City-States and Robrenn.

Religion

Like the Vilaverdians, Texeirans are not overly religious. They revere Milan, Valerias, and Faña; they also hold the Ambassador in high esteem but see the Judge and the General as less important. The Texeiran veneration of Faña provides common ground with the people of Narvaez, who know her as the Inquisitor.

The Ruler

The ruler of Texeiras is Barão Bartolomeu “O Calvo” de Texeiras. Baron “Bart the Bald” is a retired adventurer, a human Swashbuckler thief now in his early 60s. The baron’s wife died some years ago, leaving him without an heir. Much speculation exists as to whom he will name to take his place; the front-runner seems to be Dominica da Solidão (see Protectorado da Presa later in this chapter), but many believe Baron Bart will choose some unknown who impresses him with daring and honor. More than a few adventurers have tried to gain his attention and praise with their activities.

Texeiras functions on a strict hierarchy. The baron claims the top position; the governors he has appointed to different regions (internal and external) are the next level and are considered nobility. Because Baron Bart is a shrewd judge of character, the majority of Texeiran nobles deserve their titles. The people of Texeiras consider him an extremely competent leader.

The overall structure of the government resembles a thieves’ guild, and the baron has numerous spies, assassins, and other agents in his service. These help Baron Bart keep track of his holdings, followers, and international events. They also allow him to manipulate others for the good of Texeiras.

Baron Bart sits in a difficult position because he must maintain his borders against many powerful neighbors. All of them covet his rich capital, fleets, and colonial holdings. The barony’s overall population and land forces remain rather light in comparison with its neighbors. So far, diplomacy, bribery, and skillful use of political manipulation—or assassinations—maintain the status quo.

The Capital

Boa Mansão, with its population of 8,700, is by far the largest settlement in Texeiras. Besides being the center of government, it is also the center of commerce and culture. Most merchandise brought through the region, including loads of *cinnabryl*, passes through this town. Far less rowdy than its Vilaverdan counterpart, Boa Mansão is a town with museums and theaters in addition to its inns, taverns, and shipping businesses.

The citizens of the capital are mostly human, though a few representatives of each of the humanoid races along the Savage Coast have taken up residency here. As in Porto Preto, while most inhabitants are merchants and laborers, a large number of artists and crafters reside here as well.

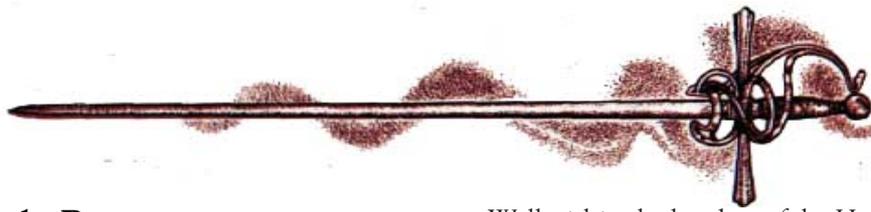
Boa Mansão is a reasonably quiet place. Since commerce is so important to the nation, and the capital is the center of that commerce, outright thievery is frowned upon within the town. Most Texeirans know better than to rob someone in the capital, and many thieves in the town actually try to prevent miscellaneous robberies and muggings. If a robbery does occur in Boa Mansão, the town’s extensive thieves’ guild can usually find the perpetrators and return stolen possessions to their owners, giving the town a reputation as safe. This allows Texeirans to work on much more subtle and elaborate schemes than simple robbery.

Other Places of Interest

Besides the capital, Texeiras has only one major settlement, the village of Velha Navalha on Cabo dos Cões. Primarily a fishing village, Velha Navalha also boasts a small garrison of Torreóner mercenaries and a few ships. In case of an attack, these military forces have orders to merely delay any attackers while a message is sent to the capital for reinforcements.

Until recently, two other important villages (Porto Punhaland Vila Franca) prospered in Texeiras, but both villages were ransacked during the recent wars. They have not yet been rebuilt, though a few Afflicted have moved to Vila Franca and are trying to gain a charter for government from Baron Bart.

Off the coast near Vila Franca lies the site of a naval battle, fought just over 50 years ago between Texeiras and Marino. Marino’s hopes of independence ended here. Most sunken ships in the area have been thoroughly searched, but a few might still hold treasures.



Protectorado da Presa

This domain consists of two large islands (Ilhas Gémeas, the Twin Islands) and a fair part of Cabo das Baleias (the Cape of Whales), located south of Renardy and sharing a border with Eusdria. During the recent wars, the Protectorado da Presa declared independence from Texeiras. The situation escalated into a small civil war, and the colony's major settlements were destroyed. To end hostilities, the colony was granted near autonomy but is still considered the property of Texeiras.

The main settlements in the region are the imposing fortress Praça Forte de Texeiras and the well-defended Torre Cruzada. Both villages (Solidão and Poracá) and the town (Porto do Sul) remain in ruins. Because Protectorado da Presa's shores are now short on land-based protection, ships patrol the region constantly, periodically relieving crews at the colony's important lighthouses. Permanent settlements are beginning to develop around the two mining camps on the cape. One mine produces opals, the other silver; these important Texeiran assets are well guarded.

The leader of Protectorado da Presa, the lord of Praça Forte de Texeiras, is actually a lady, Dominica da Solidão. A charismatic Honorbound fighter, she led the rebellion against Texeiras but has enough supporters in Boa Mansão that Baron Bart felt it would be unwise to remove her. The two leaders came to an agreement about the colony's status that seems to satisfy both parties. Some Texeirans speculate that in return for Dominica allowing the colony to remain part of Texeiras, the baron has named her heir to Texeiras. However, neither leader has verified any such agreement.

The Colony of the Horn

Located on the upper western tip of the Orc's Head Peninsula, the Colony of the Horn consists of a village, a fort, and several square miles of relatively barren land. The tip of the Horn is also known as Cabo do Macaco, the Cape of the Monkey. The land here varies from grassland to sand dunes but also boasts some rich plantations.

Fortaleza da Boa Vista is a small fortress with a substantial military force composed of about 200 Torreóner mercenaries, a like number of Texeiran ground troops, and about a dozen ships. The fort allows Texeiras to maintain a strong presence on the Orc's Head Peninsula, which is rumored to have many untapped resources and ancient treasure hoards.

Well within the borders of the Haze, the small village of Bom Jardim (home to about 250 people) has become known as a haven for those avoiding the Red Curse. Those who recover from Affliction can go there to recuperate if they can afford passage. On occasion, adventurers retire in the village, where they no longer have to worry about obtaining *cinnabryl*. Though Bom Jardim is a quiet place, it is jealously guarded by its residents, perhaps half of whom have an adventuring background and are more than able to defend themselves.

Probably the most famous part-time resident of Bom Jardim is Killian, a privateer who ranges up and down the coast, never spending more than a few days at a time in the cursed lands. Killian's ship, the *Selwynn*, is named for a lost love, a golden-eyed elven woman of gentle manner and surpassing beauty. With his swashbuckling crew and his Texeiran letter of marque, Killian raids ships all along the Savage Coast. He is especially fond of attacking ships from Narvaez to remind the state how pitiful its naval forces are.

Terra Vermelha

Also called the Red Lands, this area consists of badlands, rocky hills, scrub plains, and other inhospitable terrain, including an active volcano, Serra Sanguinea (the Bleeding Mountain). Despite the unattractive nature of its landscape, Terra Vermelha is the object of fierce competition. Claimed by both Vilaverde and Texeiras, the land holds many small, scattered deposits of *cinnabryl*. Although few deposits last long enough to provide their claimants with any significant advantage, this *cinnabryl* nevertheless represents a point of contention between both these two baronies and the bordering nations, Torreón and Hule.

Vilaverde currently operates the only two large mines in Terra Vermelha. Scouts and prospectors from Texeiras and Torreón roam constantly, occasionally finding deposits of *cinnabryl*. Torreón, with its strong military, is in the best position to overrun Terra Vermelha and seize its treasure. However, the Treaty of Tampicos keeps the nations in line, more or less.

The treaty states that the first nation to raise its flag above a desired mining site gains the right to mine there. To raise a flag, a messenger must bring the news to his or her nation's ruler, then return with an official delegate and a mining writ. This first step is the most dangerous since rivals often kill envoys so their own flags can be raised first. More than once have armies clashed over a treacherous ambush or falsified writ.



Settlements in the Red Lands include the two official Vilaverdan mines, Mina do Sul and Mina do Norte (South Mine and North Mine), and two nearby, unsavory camps. As their names suggest, southern Campo-Ladrão is home to bandits looking for other nation's prospectors, and northern Campo dos Ogros bolsters its might with ogre mercenaries.

Brigands, goblinoids, and foul monsters also reside in the Red Lands. Some of these inhabitants can be persuaded to work with forces from one of the four neighboring nations for outrageous fees. However, they are not terribly loyal and tend to switch loyalties whenever they receive a higher offer. Like most natives

of Terra Vermelha, when not accepting mercenary pay—and sometimes even while they are—these raiders prey on miners, caravans, and border villages.

One of the more interesting features of the Red Lands is the ruined city known as Antro do Dragão, the Dragon Den. Originally built thousands of years ago by Oltecs, the city shows signs of later habitation by Nithians, elves, and dwarves. The city remains in remarkably good condition for its age because no one has spent enough time in it to cause much damage. Whether or not the place is actually the home of a dragon remains unknown; however, some powerful creature definitely guards the city and its riches.



Torreón and Narvaez

The dark lands of Torreón and Narvaez are plagued by the Red Curse, poverty, and persecution. These states produce the finest mercenaries on the coast. They view the Red Curse very much as a curse, a punishment sent from the Immortals; perhaps it is. I know one thing: The people of these nations, perhaps more than anywhere else, want to end the curse.

*The Chronicle of the Curse
by Don Luis de Manzanas*

The humans of these baronies are primarily of Ispan descent, with strong traces of Oltec blood. Narvaez and Torreón are also home to many elf and dwarf families, and a few members of other races are residents of larger settlements in the two states. The people of both states are stereotyped as brave and passionate and are reputed to be fine warriors.

Torreón and Narvaez are known as lands of mercenaries, supplying professional soldiers to other nations of the Savage Coast. Torreóner mercenaries, found throughout the Savage Coast, are known for their loyalty and skill; Narvaezan mercenaries are valued for their fierceness and high standards. Sellswords of both nations are considered skilled professionals, well worth the money required to hire them. While the

people of the Sea Powers may dominate the oceans with their navies, these states have strong land forces to be reckoned with.

Each of these nations has a long and violent history of wars and conquests that have allowed them to achieve their present status. The harsh conditions have made their people tough survivors. As a result, Torreón and Narvaez are the most populous of the Savage Baronies, each covering a comparatively large area.

Because of their aggressive histories, these states are often rightly viewed with trepidation. The ruler of Torreón dreams of expanding her nation's boundaries to include more resources and riches. The leaders of Narvaez believe theirs is the only true religion, and



many of their more assertive members want to carry the flame of Ixion to the other baronies, even if doing so requires force of arms. Narvaez mounted such a crusade only five years ago aided by Torreón and the Sea Powers. Only by presenting a united front were the remaining baronies able to stave off the military might of these four nations. Narvaez and its allies would probably have worn down their opponents had Hule not chosen to attack all the baronies just then, forcing them to put aside their arguments and face the greater threat.

Now—despite their threatening postures, dreams of conquests, and crusades—both Torreón and Narvaez are weakened by internal problems: Poverty cripples Torreón, and unrest within the clergy paralyzes Narvaez. Both states try to build and consolidate their forces so they can one day achieve their goals. If those goals were more similar, few obstacles would keep the two states from unifying into a force against which no others could stand.

Baronía de Torreón

This land is notorious for its poverty but respected for its mercenaries, who travel to all parts of the Savage Coast. The majority of Torreón's people are poor, barely managing to eke out a living by farming. Those who are able become mercenaries to fight—and sometimes die—in someone else's war, leaving their families behind. Most mercenaries earn enough to break the cycle of poverty that enslaves them, but seldom do they make enough extra to send hard coin home for family. Instead, sellswords help their family and friends by encouraging them to become mercenaries as well, passing on rumors of opportunities and putting in a good word when they can. It is a Torreóner aphorism that gaining fighting prowess is the best way to break away from the poverty of the land. Since most Torreóner mercenaries come from deprived backgrounds, they are unwilling to lose steady pay and are loyal to those who supply it.

Thus, while Torreón is a poor land, it is also reputed to produce the most steadfast mercenaries on the Savage Coast. Other nations welcome Torreóner mercenaries for their reliability and worry at the thought of those same mercenaries being turned against them. The existence of so many fighting men and women in Torreón strengthens the nation's reputation as a formidable military presence.

The Nation

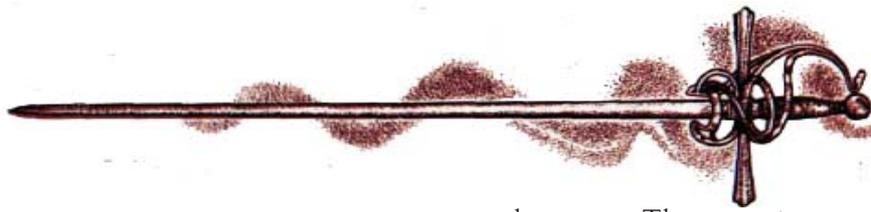
One of the few land-locked baronies, Torreón is built around the rich river valley of Rio Guadiana and its tributaries—Rio Frio, Rio Torrentes, Rio Tuntos, and Rio Fangoso. Beyond the rich farmland of the river valleys, most of Torreón's hills and flats are thickly forested. Grasslands ripple only in the east where Torreón shares a border with Texeiras and Terra Vermelha. Note that in the east, Torreón occupies the higher ground above the cliffs known as O Grande Escarpamento (which Espans call La Grande Escarpadura). This geographical feature defines—and defends—Torreón's southern borders.

Torreón has had a violent history. The first political entity to appear in this region was the Barony of Cristobal, founded in 916 on Rio Torrentes. Almost a quarter century later, some successful adventurers settled down and created the Baronies of Alcazar (in 940) and Torreón (in 941). Later still, the Barony of Los Elegidos was established to the north (along Rio Tuntos) and the Barony of Morales in the center (at the junction of Rio Frio and Rio Fangoso).

The founding of Morales created a problem for Torreón because Morales was laid out in a position where it could control river traffic between Torreón and the other small baronies. With an eye to preventing future problems, Torreón attacked Morales. To settle ongoing border conflicts, Torreón also attacked all its other neighbors. Torreón conquered Morales and Alcazar, extending its holdings to the north, east, and west, weakening Elegidos and Cristobal as well.

Torreón then consolidated its gains, rapidly building several settlements to control extensive portions of the river valleys. A couple of years later, Elegidos disappeared completely and mysteriously, removing a threat from Torreón's northern border. A decade later, Cristobal relinquished its barony claims. Torreón left the remnants of Cristobal as a buffer between itself and the goblinoids of the Yazak Steppes. The tower served to blunt the most recent invasion attempt before being destroyed.

Since consolidating, Torreón has been an aggressive, somewhat expansionist nation. Its baroness, Doña Isabel, plans to continue building her armed forces in the hopes of someday conquering both Texeiras and Terra Vermelha. However, her military build-up has wrecked the local economy through excessive taxation.



The People

Torreón has a racially mixed population. About one-third of its people are elves; in addition, at least half the people in Torreón have some elven blood. The rest of the population is human, leavened by a very few members of other races. Torreón's violent history and prevalent poverty attract few people from other nations (it's hard to imagine a Torreóner native as a model of "the good life"), leaving these humans and elves to the lands they have inhabited for centuries. The humans of this nation are not as mixed as in other baronies; here, they are of primarily Oltec descent, and those of Ispan or Ispan and Oltec mixed ancestry are quite rare.

The common people of Torreón are farmers, but many of those farmers have fighting experience. Torreóners are known to be brave, passionate, hot-tempered, and proud. Like the people of Texeiras, Torreóners are quick to suggest a duel over the smallest offense. Hardships have produced generations of tough and ruthless soldiers in this barony.

Warriors are common in Torreón. The Myrmidon kit is seen most often. Some Honorbound, Swashbucklers, Local Heroes, Gauchos, and a few Defenders (devoted to Faña) are also seen. The nobility is small in Torreón, so the Noble kit is uncommon. While most Torreóner nobles are elven, the rest are humans of pure Ispan descent.

Torreón also has a fair number of Militant wizards and War Priests, but few rogues live in Torreón, which lacks the large population centers and the wealth needed to support them. Most Torreóner rogues are Scouts or Swashbucklers, the latter kit also being used by most Torreóner wizards. Some Inheritors do live in Torreón, but they keep to the larger towns or the company of nobles because they are despised by peasants and Afflicted.

The mercenaries of Torreón are reliable and reasonably priced. A typical fee is one oro (gold piece) per person per week with a bonus percentage allotted for experience, so most common mercenaries in the company actually earn about five dies (silver pieces) per week. Several well-organized mercenary companies operate in the barony, each of which follows a skilled captain. These mercenary captains gather for an Assembly once a year to discuss issues important to them all, such as payment scales and employment opportunities. A person who wishes to form a company of his or her own must go before the Assembly, where the current captains vote on the applicant. If approved by a simple majority vote, the applicant can recruit a mercenary band and seek

employment. The captains approve only those individuals who they believe will uphold the honor of Torreón and obey the Assembly's decisions.

Torreóner mercenaries prefer not to fight against other companies of Torreóner mercenaries but will do so if ordered by their employers. However, employers should realize that if they order such a battle, leaders of the involved Torreóner companies meet before the battle and allow any mercenaries who have friends or relatives in the other company a chance to refuse combat, without loss of honor or pay. All Torreóner mercenary captains adhere to this policy, a fact known to most potential employers across the Savage Coast.

Note that some mercenary companies are composed of only Afflicted. Their prices, leadership, and attendance at the Assemblies are the same as for standard companies. Afflicted companies are shunned in polite society but are known to cause dread and disgust in their enemies, sometimes giving them a psychological advantage.

The Red Curse

The Red Curse is a constant threat to the people of Torreón. While citizens in the larger towns do their best to ignore the curse, a very large proportion of the people in Torreón—as much as half—are Afflicted. Some Afflicted join mercenary companies; most others live in small enclaves. Small size, however, does not guarantee small incidence. Afflicted enclaves are found everywhere in Torreón: ragged sections in towns and villages, tiny farming villages along rivers, and hidden camps in forests and hills.

The people of Torreón never forget the Red Curse, and those who are able go to great lengths to avoid it. Unlike those in the Sea Powers, Afflicted here are not able to pretend they are normal even when among other Afflicted. The Afflicted of Torreón hide themselves from view and avoid contact with most other people, even other Afflicted, shunning themselves before others can.

Industry and Trade

Torreón's biggest "export" is mercenaries, who serve as military forces, castle or fortress guards, and marines on Texeiran ships. The government receives a small share of all money earned by Torreóner mercenary companies.

Torreón also exports some wood, food, and even a



little *red steel*. The state gets most of its *cinnabryl* from Terra Vermelha or by trading *red steel* with Slagovich. Torreón, home of the discoverer of *red steel*, has stockpiled the material for years. In addition, Torreón's mercenary companies, which use quite a lot of *cinnabryl*, also retain a sizeable amount of *red steel*. The government of Torreón takes about 10% of this *red steel* for taxes, giving the barony an ample supply of the magical metal. Mercenary companies use the rest of their *red steel* to arm themselves. Torreón's capital, Ciudad de León, harbors a famous Guild of Swordmakers whose *red steel* weapons are prized throughout the Savage Coast.

Torreón's best trading partner is Renardy, with which an overland trade route is maintained. Torreón exports *red steel*, weapons, mercenaries, wood for ships, and a small amount of *cinnabryl* to Renardy. In return, Renardy provides wine, food, and finished goods. Torreón has also begun acquiring *smokepowder* in hopes of building *smokepowder* cannons; the cannons have not yet proved successful. Torreón imports *smokepowder* from Gargoña, Renardy (who gets it from Cimmaron), and some directly from Cimmaron. By using several sources, Torreón hides the sum of its acquisitions.

Religion

Religion is of some importance in Torreón, where Faña is revered before all other Immortals. The General and the Judge are very popular among Torreóners, while Milan, Valerias, and the Ambassador have small cults. As a result of contact with Narvaez, Ixion's following has been growing in Torreón.

The Ruler

Baronesa Isabel "La Terrible" de Torreón y Morales, a human noble in her early 30s, rules Torreón with an iron fist. The baronesa has been in charge of the state since her early teens after the death of her father. She had to withstand ruthless political attacks in order to survive, but this has only made her more ruthless in her approach to politics.

Doña Isabel plans to build an army of conquistadors and eventually take over Terra Vermelha and Texeiras. To raise funds, she has instituted many new taxes on her people, driving many of them into poverty. This poverty is what has encouraged the people of Torreón to become mercenaries or enlist in the baronesa's armies.

Doña Isabel needs most of her troops just to guard

the outer limits of her territory against bandits or goblinoid raids. The remaining troops enforce collection of her unpopular taxes among the population. Torreón probably has an army large enough to take over Terra Vermelha right now; however, because of the recent wars, Torreón wants to hold off on the attack and consolidate its forces. After all, an attempt to take over Terra Vermelha would break the Treaty of Tampicos, probably causing the other baronies to ally against Torreón. The only possible exception is Narvaez, which has long been on friendly terms with Torreón and could probably be counted as a supporter.

Doña Isabel's driving ambition is to be able to leave a good inheritance for her heirs, even though she does not yet have any children. Doña Isabel's heir presumptive is a younger sister, Rosa, a lovely girl in her early 20s. Despite her greedy and power-hungry style, the baronesa recognizes the need for a successor, but she still harbors fantasies of marrying for love. She would be happy to leave to her sister the political responsibility of marrying to produce an heir.

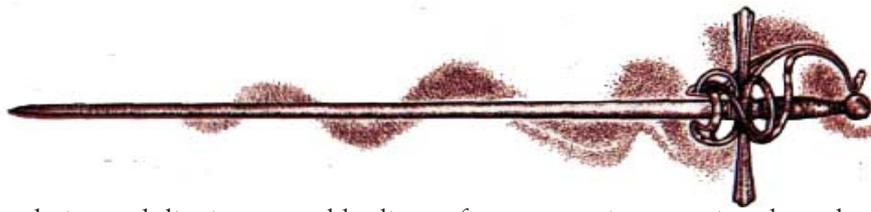
If Doña Isabel's family should die out, the succession would pass to her elven adviser, Augusto, who has counseled her family since the barony began and who was a companion of the adventurers who founded both Alcazar and Torreón. Augusto is a Noble fighter who, not quite two centuries old, could potentially rule Torreón for another two centuries.

Like Augusto, many other nobles of Torreón are elves, and most have been around since before any of the Savage Baronies were founded. The early inhabitants of Torreón came to an agreement with the prominent elven families of the area and have always considered them part of the barony's nobility. For this reason, the preferred language of the nobility, and of diplomacy and etiquette, is elvish.

The Capital

The capital of Torreón is Ciudad de León, a town of 7,400 that sits on the state's southern border. Slightly more than half of the townsfolk are elves. More than 1,000 half-elves live here, and most of the other citizens are human. Ciudad de León is home to most of Torreón's nobility, though each other town and village in the barony boasts one or two noble families. Besides the nobility, the capital also houses numerous merchants, crafters, soldiers, and a small labor force consisting mostly of poor Afflicted.

Ciudad de León is an orderly town, safe because of the squadrons of soldiers that patrol its streets. The



townspeople live in designated districts, so nobles live among nobles, merchants among merchants, and so forth. The Afflicted are in this manner kept from mixing with high society in Torreón.

Other Places of Interest

A town of 6,800, Ciudad Morales lies in the center of Torreón. It is a major trading center for the barony; most of its people are merchants, crafters, and laborers. The barony also has six major villages: Casanegra, a village of retired soldiers named for the recently ruined tower near which it was built; Puebla de Alcázar, a farming village that is a headquarters for prospectors and expeditions headed into Terra Vermelha; Villavieja, a farming village that is one of the largest producers of food in the Savage Baronies; Pueblo Real, a village devoted to farming and forestry; Las Guajacas, a farming village in which the entire population of over 500 individuals is Afflicted; and Las Chambas, another trading and farming center. Note that Las Guajacas houses the largest concentration of Afflicted anywhere in the Savage Baronies, possibly on the entire Savage Coast. It is a somber and eerie place, where haunted people go about in masks and cloaks even during the hottest days. An air of depression lies thick over Las Guajacas, and few visitors stay for long.

Torreón also has two major forts, Castillo Grande and Torres Calientes, both of which help defend the state's western borders from goblinoids. Castillo Grande sits on La Escarpadura, its towering form overlooking Ciudad de León and serving as a deterrent to possible Narvaezan invaders.

Torreón also owns several sets of ruins, most from the recent wars: the villages of Chiquitín and El Lugar, both deserted settlements (most buildings are still intact), their populations drained to support the war; the "Fortaleza," sacked by goblinoids and rumored to be a storehouse of treasure protected by traps and vile monsters; and two towers, Torre del Duende and Bastión de los Caballeros, both ruined by Hule. Torreón would like to rebuild these two towers, as well as the one at Casanegra, and has been looking for bold adventurers willing to reclaim them.

Baronía de Narvaez

Although Narvaez is a larger barony and has a higher population than its neighbors, its people still suffer

from excessive taxation by a brutal rulership. In addition, Narvaez endures the Inquisition, which appears unexpectedly to check the loyalty of commoners and nobles alike, ensuring devotion to Ixion.

Narvaez is known for its mercenary forces but is also seen as a dangerous nation that wants to thrust its patron Immortal—and his accompanying Inquisitor—upon the other nations of the coast. The nation has no real allies, though it gets along reasonably well with Torreón, Texeiras, and Gargoña.

The Nation

Like Torreón, most of Narvaez sits along a river valley; the barony's lands run mostly to farmland and forest, broken by small ranges of hills. The land is very fertile in Narvaez, supporting good farming.

Also like Torreón, Narvaez has had a long and bloody history. It was the first barony founded along the Savage Coast and is the only one ever officially chartered by the distant government of Thyatis. Narvaez once stretched all along the western coast of the Gulf of Hule, from La Escarpadura in the north to the Claw Peninsula in the south. This claim covered land on which humans, dwarves, elves, and turtles were already living, including the lands now known as Cimmarron, Almarrón, Gargoña, and part of present-day Texeiras.

Three years after Narvaez was founded, the southern tip of the barony declared independence. This area eventually became Cimmarron. A year later, another small area broke away from Narvaez, declaring itself the Barony of Montoya; held by elves and dwarves, Montoya included what is known today as Castillo de Los Hidalgos and the nearby range of hills.

In 913, Narvaez was split between two heirs; the north, including most of the present-day barony, remained Narvaez. The south, including present-day Almarrón and Gargoña, became the Barony of Sotto. Sotto had a very rocky history, most of which is detailed under Gargoña and Almarrón.

Narvaez remained relatively stable until 930, when the Barony of Marino splintered off, remaining independent until conquered by Texeiras in 958. In 935, the Barony of Quimeras also declared independence from Narvaez, claiming the land from Ciudad Quimeras to La Escarpadura. Narvaez, fed up, began building military forces. In 937, Narvaez attacked both Quimeras and Montoya, and after a short war, reabsorbed them both. Most Montoyan dwarves fled to other places, but the elves remained



to become fully integrated into the population in Narvaez.

By the end of these hostilities, Narvaez established approximately the same borders it holds today. However, the military build-up continued, growing numbers of troops helping Narvaez to retain its territory for more than 70 years. Despite this growth, the barony had remained relatively peaceful, concentrating on fortifying its holdings and building power.

However, five years ago, internal theological dispute escalated into a holy war in Narvaez; to unite the feuding factions, Barón Hugo declared external enemies. The northern states of Torreón, Texeiras, and Vilaverde allied with Narvaez against the remaining baronies. This manufactured war was supplanted by a greater threat when Hule attacked all the baronies, and was later postponed again so the baronies could deal with increasing goblinoid raids. For the last year or so Narvaez has been peaceful, but other baronies still remember the attempted conquest, and many consider Narvaez an enemy.

The People

Like the people of Torreón, the folk of Narvaez are brave, passionate, and easily offended. The hardships faced by Narvaez forged a people both rugged and pitiless. Narvaezans are also devoutly religious, or at least act devout to avoid being persecuted by the state's elite troops, usually known as Los Matónes ("the bullies," with slang connotations of "killer" and "rat"). In addition, natives of Narvaez feel superior to other Guardianos because they are confident in the righteousness of their religion and because they are the oldest of the Savage Baronies—some go so far as to say the only legitimate barony.

The people of Narvaez are mostly human, though some dwarves, elves, and half-elves make homes here as well. A few turtle peasant families remain, scattered widely throughout Narvaez, living as peaceful farmers. Members of other races are usually only visitors. Economically, Narvaezans are mixed; while many are peasants, a substantial middle class (which includes the clergy here) and a relatively large nobility also exists.

Like Torreón, Narvaez is known for its mercenaries. Warriors are the most common here, but clerics and rogues are also common. Practically no wizards or druids exist in Narvaez because they are considered heretics to Ixion and have been outlawed. Multi-class and dual-class characters are more frequently encountered than wizards or druids.

In Narvaez, the most common kit is Myrmidon. War Priests, Local Heroes, Nobles, Swashbucklers, Honorbound, Gauchos, and Scouts are seen as well. Inheritors and Defenders are not legal in Narvaez, nor are they welcome, but sometimes such characters are seen anyway. Swashbucklers have a special place in Narvaez; considered lawbreakers by the government, they are often heroes to the local peasants and merchants. Swashbucklers enjoy thwarting the schemes of the church and of Los Matónes.

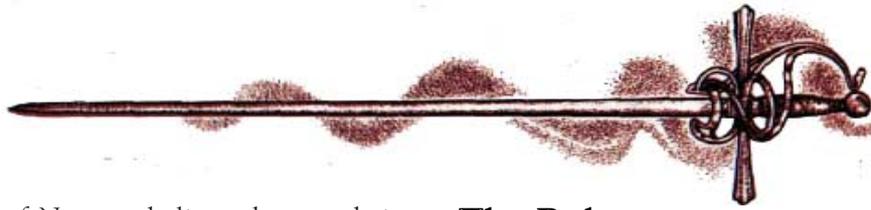
The mercenaries of Narvaez should be handled like those of Torreón, with three exceptions. First, they do not have an Assembly; a mercenary captain must be granted a charter through the church before building a company, and all companies are responsible to the church. Second, no Afflicted belong to Narvaezan mercenary companies. Third, some Narvaezans become mercenaries simply so they can travel to other lands and avoid religious persecution.

The best Narvaezan mercenaries are sometimes asked to join Los Elegidos (the correct title of Los Matónes) who answer directly to the baron. The current leader of Los Elegidos is Angelic de Ariéla, an elf Swashbuckler ranger from a tiny elven settlement in Bosque de Los Ojos. Though she takes her job seriously, Angelic secretly harbors more liberal views than most of Los Elegidos. She is reasonable in her attitudes and is actually a nice person when allowed to relax. She has been trying to curb the violence, bullying, and persecution found in so many Matónes. Despite Angelic's efforts, most of Los Elegidos remain little more than thugs.

Los Elegidos have also begun spreading rumors about Angelic, claiming that she is a sadistic punisher who can use "elven ways" to painfully wring information from even the strongest person; while this is untrue, the threat of someone even worse than the average member of Los Elegidos has worked to loosen many a tongue.

The Red Curse

The people of Narvaez believe the Red Curse to be Ixion's punishment for those who are not devout followers; in a way, they are correct. It is the clergy that distributes *cinnabryl* to the needy, but the church relies more on *maintain* spells to keep people healthy. Those who do not see their clergy regularly are thus most likely to become Afflicted. When a citizen manifests an Affliction, he is moved to one of the special enclaves outside the state's major settlements, maintained by Ixion's followers.



The Afflicted of Narvaez believe they are being punished for some transgression and spend much of their time trying to atone by serving Ixion. Many Afflicted become priests themselves, but Afflicted priests usually retreat to monasteries or serve in otherwise isolated capacities; they are not allowed to become part of the church hierarchy.

Industry and Trade

Fertile Narvaez trades food for *cinnabryl*, usually with Texeiras. Excessive food exports have occasionally provoked famine and peasant revolts. The barony also exports mercenaries, and like Torreón, earns a percentage from all companies based in Narvaez.

Besides *cinnabryl*, Narvaez is currently interested in buying wood for ships and *smokepowder* to experiment with building big guns. Narvaez relies heavily on Texeiran fleets for trade, but would like to change that situation. Slowly, trade routes are being forged with Torreón and Gargoña, with Torreón supplying wood and Gargoña supplying some *smokepowder*.

Religion

Narvaez is the only barony in which religion is an important aspect of life, and it is of utmost importance. Narvaezans are profoundly pious followers of their Immortal patrons, in particular Ixion, who is regarded as higher ranking than all other Immortals. The Inquisitor is also revered. The General, the Ambassador, and the Judge are all considered lesser powers who are worthy of some, though little, respect. Narvaezan Swashbucklers also worship Milan and Valerias.

Knights of Narvaez commonly go on religious quests to retrieve holy artifacts or bring the good word (with the help of their mighty swords) to faraway natives. One such “recovered” artifact now lies at the Grande Catedral de Ciudad Quimeras, a heavily fortified area and the focus of constant pilgrimages. Ixion’s philosophy is taken very seriously in Narvaez, to the point where anyone suspected of the least irreverence risks prompt imprisonment, ruthless “questioning,” and merciless execution for heresy by burning at the stake. The Inquisitor is the patron of those who punish heretics. The recent bloody wars elevated her to great importance among the worshippers of Ixion.

The Ruler

Barón Hugo “El Despiadado” de Narvaez y Montoya holds the reins of statehood in a tight grip. Baron Hugo “the Merciless” is a human War Priest of Ixion who controls the church as well as the nation. The baron’s leadership of Narvaez is never questioned in the slightest. A man in his late 40s, Baron Hugo directs most of his efforts to foreign affairs, such as building a war fleet to break the Sea Powers’ hold on shipping.

The baron has a devoted wife and four children. His eldest daughter, Catalina, four years ago ran off with Don Cristobal, Baron of Guadalante, one of the leaders of the Gauchos who attacked Ciudad Quimeras during the recent wars (see “Other Places of Interest” in the following text). Catalina apparently became so enchanted with the suave Gaucho that she married him without her father’s permission or knowledge. Naturally, Baron Hugo was infuriated at his daughter for allying with the enemy and refuses to send a dowry to Señor Cristobal, despite periodic requests.

Baron Hugo’s oldest son, Monte, recently turned 20. Monte has a lovely young bride and is the obvious heir to the rulership of Narvaez. The baron’s third child is another son, Julio. Just a year younger than Monte, Julio has married the daughter of the baronesa of Gargoña. Baron Hugo’s youngest, Damita, though still in her teens, promises to be one of the most manipulative women to ever live in the baronies.

Baron Hugo does not get along well with the other barons, and his is the only nation that has failed to ratify the Treaty of Tampicos.

The Capital

Puerto Morillos is a large town with a population of 12,300, the largest in the Savage Baronies. It suffered a devastating attack by Swashbucklers of the southern baronies during the recent war, and much of the city burned. The ruins are now home to Afflicted and rogues, though the government is trying to clean up and restore the area to chase out the riffraff.

Though a bustling center for commerce, Puerto Morillos is one of the most boring towns on the Savage Coast. Los Matónes watch for anything out of the ordinary and are quick to stop any disturbance. The general attitude of townsfolk is subdued, and the only true excitement occurs when a Swashbuckler decides to cause it, whether by making a speech from a church



tower, challenging a member of Los Matónes to a duel, or just walking around in an outrageous outfit and being friendly. Swashbucklers enjoy baiting Los Matónes, and many are quite skilled at the witty banter and flashy swordplay needed to embarrass the thugs. The better blades are also fleet enough to evade capture if things go wrong. It is not unusual for Swashbucklers to wear masks in Puerto Morillos, though such a thing is, of course, illegal.

Other Places of Interest

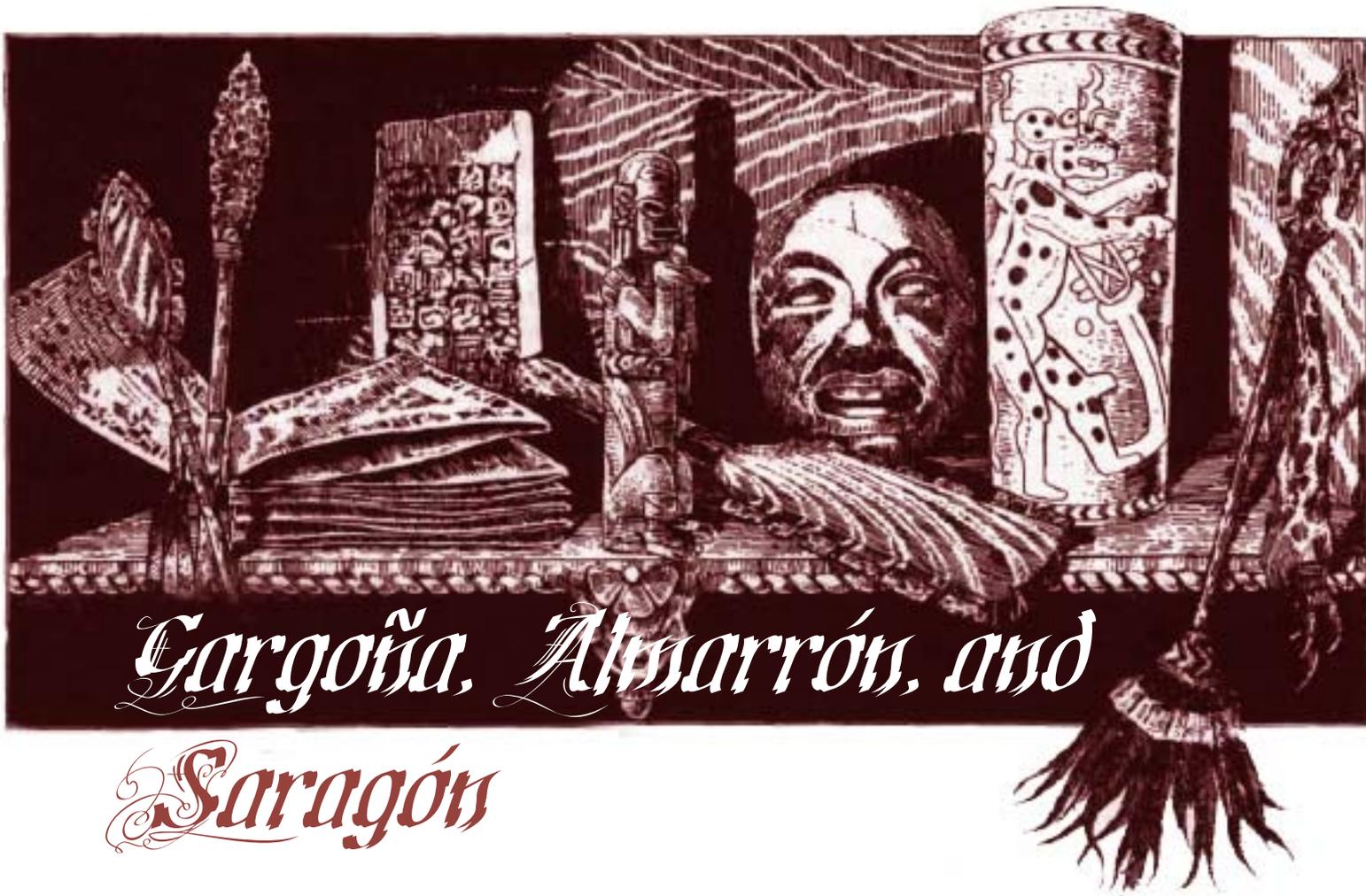
Three major villages are located in Narvaez: Almavegas, a quiet and well-protected farming village; Paz del Sol, a major trading center built where an important trade route crosses the Rio Guadiana; and Punto-Eseobar, another trading center that handles most commerce with Texeiras and Torreón. Two exceptionally large castles are in Narvaez: Castillo Blanco, the oldest baronial structure still standing; and Castillo de los Hidalgos, once the capital of Montoya, now a formidable barrier between Narvaez and Saragón. Ruins smudge the Narvaezan landscape, including the remains of Ciudad Quimeras (a town that once served as the capital of the Barony of Quimeras) and Los Peregrinos and Puente-Guadiana (once important fishing villages). All three towns were sacked in the recent wars by Gauchos from the

southern baronies. Also, numerous hamlets and tiny farms too small to be military targets survive throughout Narvaez.

Nearby Lands

Outside the baronies themselves are a number of interesting geographical features. Colinas Grutescas are the badlands east of Narvaez; Barón Hugo does not believe these lands to be worth claiming, but rumors circulate of cavern networks hiding ancient settlements and great treasures. Pirates and other bandits seek shelter in the region.

The ruins of Torre Cristobal, located west of Torreón along Rio Torrentes, also spark interest in taverns and around campfires. The first lord of Cristobal claimed the area around the tower as a barony in 916. Nearly 65 years later, his granddaughter relinquished the title of Baron and gave up her family's claim to surrounding lands, while still maintaining independence. The tower was ruined by goblinoids about two years ago, and remaining members of the Cristobal family can occasionally be found wandering the Savage Coast looking for a few stalwart adventurers to help them reclaim the tower.



Gargoña, Almarrón, and Saragón

Now I come to the piece which describes my nation of Saragón and her sister states, Gargoña and Almarrón. Collectively known as the Enlightened Lands, these baronies are the centers for art and wisdom on the Savage Coast. The Curse is studied here, and those affected by it are treated in an illuminated manner. If the knowledge to remove the curse exists in books and scrolls, those writings will be found in the Enlightened Lands or will eventually make their way here. It has been one of my quests to gather knowledge of the history of the Savage Coast, and to aid in that endeavor, I have commissioned several groups in these lands to search for artifacts of past civilizations. Perhaps they will provide some clue to the origins of the curse for its eventual removal.

*The Chronicle of the Curse
by Don Luis de Manzanar*

These three states are grouped for several reasons. First, their governments are the least tyrannical among the Savage Baronies. Almarrón was actually a democracy for a time before it became corrupt when the worst dictator in the history of the Savage Baronies took power. The people have recently restored a member of the old nobility to power, and he is a fair and just ruler. Gargoña has remained at peace for the last 25 years, breaking its studied neutrality only twice:

first, lending support to the southern baronies to keep the northern ones from overrunning the region; and again, to prevent Hule from achieving similar ambitions. In both cases, Gargoña acted more as a mediator, sending no troops into battle. The leader of Saragón also strives for peace, but leaps to the defense of the downtrodden or the weak.

The rulers of all three states encourage learning and thinking among their people. This promotion of



learning and philosophy is another natural grouping for these baronies. Because of this, they are often referred to as the Enlightened States. Gargoña, with its many artists, poets, and philosophers, is considered the cultural center of the Savage Baronies. Saragón is also a center for thinking and learning, home to many sages and scientists. While Almarrón, after a long period of darkness, is just beginning on the road to enlightenment, the state is already becoming known for its fine crafters. All three states encourage the use of magic, and wizards are more common here than elsewhere in the baronies.

In addition to the comparative abundance of wizards, these three states also have a tradition of swashbuckling warriors and rogues. Rather than seafaring Swashbucklers like those found in Vilaverde and Texeiras, the Swashbucklers of the Enlightened States are urban dwellers whose suave and sophisticated air, combined with their streetwise nature, make them accepted anywhere from the courts of nobles to the back alleys of the urban peasantry.

Finally, Gargoña, Almarrón, and Saragón are close together geographically and face many of the same threats. Both Almarrón and Gargoña were formed from territories that once belonged to Narvaez. All three states, because of their proximity to Narvaez and history with that state, are endangered by the aggressive nature of its religion (though Gargoña suffers a much lesser threat because of its peaceful nature).

The Enlightened States tend to think themselves just a little bit better than the other baronies, and perhaps they are. Encouraging peace and freedom, they are the center of baronial culture and the baronies most likely to achieve a peaceful unification.

Baronía de Gargoña

Gargoña is the mildest of the Savage Baronies. Its ruler, Doña Esperanza, works for peace and has given her people a secure and almost prosperous life for the past 25 years. Though Gargoña would probably be unable to resist an invasion, the nation is less of a target than some because of its apparent neutrality. Gargoña is protected from hostilities initiated beyond the Savage Baronies because Saragón, Narvaez, and Almarrón shield it from any overland threats, and the navies of Vilaverde and Texeiras block threats from the sea.

Gargoña is recognized as the center of culture in

the Savage Baronies. Since the state is generally viewed as politically neutral, its scholars are sometimes invited to other nations to serve as advisers or teachers. Most Baronials think of Gargoña as a pleasant place, but some wonder about the fortitude of Gargoñans themselves; they are not seen as people of action.

The Nation

Gargoña is primarily farmland, though dense forests lie along most of the state's borders. A large swamp, Delta de Pozaverde, helps protect the nation from ocean-borne threats, its shallow waters keeping deep-keeled sailing ships from the interior. Skiffs powered by oar or pole ply the waterways of the delta, ferrying commerce to and from seagoing ships.

Like so many of the other baronies, Gargoña has had a history of conflict and sorrow. As mentioned in the last chapter, Narvaez peacefully split into two states in 913: Narvaez in the north and the Barony of Sotto in the south. Sotto was never a stable barony; it existed for less than a quarter century and faced near-constant crises during its short existence.

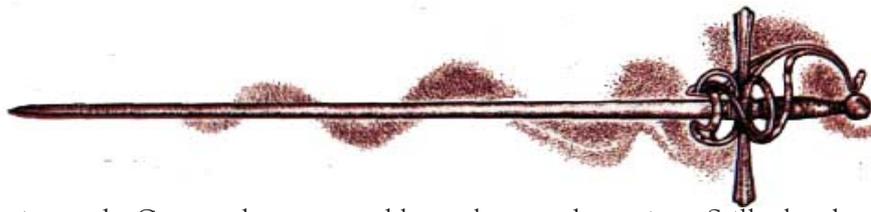
In 921, the State of Escudor declared independence from Sotto. The tiny nation, built around Castillo de Tordegena, was released by Sotto without a fight and remained independent until it fell to an expanding Almarrón, as detailed below.

Five years later, the Barony of Rivera followed suit; it included Ciudad Real, the Delta de Pozaverde south of Río Maldito, and several square miles of land within Sotto between the river and the present-day border of Almarrón. Sotto objected to this further splintering but was forced to release the barony after a short civil war.

Another eight shaky years passed before the Barony of Gargoña broke from Sotto. When founded, Gargoña encompassed only the land west of Las Navas to the present-day border of Saragón. Again Sotto tried to force the rebellious area to remain united, and again Sotto failed. Gargoña was granted independence in 934. Still, Sotto harbored ill-will toward Gargoña and declared war on the tiny barony in 936.

Despite its size, Gargoña was better organized and fielded a more effective fighting force than its parent barony. By the end of the year, Gargoña had not only defended its original claim, but conquered northern Sotto down to the Sierra Borgosa hills. Gargoña allowed the southern portions of Sotto to reorganize independently; they formed the State of Almarrón.

Gargoña and its new sibling barony remained at peace for just over four decades, consolidating



territory, and initiating trade. Gargoña became a stable and reasonably prosperous small state. However, in 977, Almarrón attacked and absorbed Escudor, then turned north and attacked Gargoña and Rivera. To resist the Almarróñan forces, Rivera and Gargoña negotiated a merger, keeping the name Gargoña, in 978. This stronger Gargoña was at least able to hold back Almarróñan advances, while within the aggressive state, Nueva Esperanza took advantage of Almarrón's distraction to declare independence. Almarrón sued for peace with Gargoña in 979.

Gargoña rebuilt its war-trampled borders, and in 986, Doña Esperanza came to power. The baronesa began a policy of neutrality regarding all other baronies, sealing alliances both diplomatically and through astutely arranged marriages. Gargoña has remained at peace ever since. Even when Gargoña allied with the southern baronies against the northern in the recent wars, Doña Esperanza was able to maintain relative neutrality. Aided by her familial relationship with the baron of Narvaez (her daughter is married to Don Hugo's son), Doña Esperanza eventually negotiated the peace that allowed the baronies to cooperate against their larger common enemy, Hule.

The People

Though most inhabitants of Gargoña are human, their tolerant attitude recognizes other races as equals. The barony includes settled families from all races of the Savage Coast, even a few peaceful lizard kin and goblinoids. The typical Gargoñan is an artist, poet, or scholar, yearning for adventure and seeking inspiration. Warriors, rogues and wizards are all popular character types. Priests are less common.

The Swashbuckler is the most encountered kit of Gargoña, though many wizards use the Mystic kit. Defenders, Honorbound, and Scouts have their places, as do the rarer Nobles, Local Heroes, and Gauchos. The Local Hero is the kit most often used for clerics and druids in Gargoña.

The people of Gargoña are dreamers, generally optimistic but given to occasional fits of melancholy. They enjoy their reputations as scholars and artists, but are quick to point out that such skills do not make them any less able in a fight.

The Red Curse

The Red Curse is seen as a great malaise by the people of Gargoña and is the subject of many stories,

and treatises. Still, the detrimental effects of the curse are rarely found in Gargoña, and Gargoñan Afflicted are rare. While Gargoña's clergy might not be large, it is devoted; the priests of Gargoña make regular use of *maintain* spells to help people avoid the Red Curse's effects. The nation also imports some *cinnabryl*, most of which is purchased and used by those who have chosen an adventuring career.

The few Afflicted Gargoñans remain with their family and friends, who usually try to raise enough money to seek a cure. A few poets never seek respite because they believe the angst of the Red Curse provides them with better inspiration.

Industry and Trade

Gargoña's major exports include artists, scholars, and diplomats. Ciudad Real maintains a university; while classes are given without cost (the school is supported by the government), students agree to tithe a portion of their wages to Gargoña for the rest of their lives. Many of Gargoña's skilled scholars work abroad as headmasters, tutors, or political advisers. While most remain in the baronies, graduates can be found in all nations of the Savage Coast, except for Herath and the lands of the lizard kin.

Gargoña also exports works of art, from paintings and sculptures to music and poems. Its people have made their own tools and instruments for decades but are beginning to import items of superior quality from the crafters of Almarrón. Gargoña also produces boats driven by oars or poles and supplies some *smokepowder* (from Cimmaron) to Narvaez.

Gargoña's major imports include small amounts of *cinnabryl* and food. Most *cinnabryl* comes from Vilaverde. Many mercenaries from Torreón and a few companies from Narvaez aid Gargoña's mediocre militia in policing the barony.

Religion

Many of the "enlightened" folk of Gargoña consider religion a foible to be avoided. Still, Valerias has a large following in Gargoña; both Milan and the Ambassador are respected as well. The General and the Judge have a few stalwart followers, and temples devoted to Al-Kalim and Ixion have appeared recently in the barony. Though Narvaezans are pleased to see a few converts in Gargoña, they frown at the tolerance Gargoñans show for other Immortals.



The Ruler

Baronesa Esperanza “La Ilustre” de Sotto y Rivera rules the nation of Gargoña. Descended from the noble family that once ruled Rivera, this educated lady came to power in Gargoña almost 25 years ago. Very few know it, but she was once a thief with the Local Hero kit. Bored with the life of a pampered noble, she stole for thrills, and as “La Pantera” was a notorious figure in the baronies. When Esperanza was 24, the baron of Gargoña died, and she was chosen to succeed him. Quickly earning her nickname “the Illustrious Baroness,” she married into the old Sotto family to cement a political alliance, eventually finding love in the marriage as well. The baronesa gave birth to two daughters, both of whom have been married into ruling families in other baronies: The elder, Dulcinea, is wed to Julio, second son of Barón Hugo of Narvaez; the younger, Caterina, is married to Claudio de Montejo, one of the nobles of Saragón.

Now nearing 50, Doña Esperanza is considering whom she should name as her heir; while Dulcinea is more intelligent, her husband has a reasonable chance to become baron of Narvaez. While Dulcinea could unite Narvaez and Gargoña (if she inherits Gargoña), this could destroy Gargoña’s neutrality and drag Gargoña into the periodic conflicts of Narvaez. Secretly, the baronesa is leaning toward naming Caterina the heir; while perhaps not as scholarly as her sister, Caterina is brave and charismatic. Besides, if her husband Don Claudio should come to lead Saragón (a distinct, if unlikely, possibility), the alliance between Saragón and Gargoña would be good for all parties involved.

While Gargoña has been free of wars and revolts, prosperity has had the concurrent effect of dulling the military’s responsiveness. The baronesa relies primarily on a large and loyal, albeit mediocre, militia, backed with seasoned mercenaries from Torreón. Active troops, stationed near the remains of Castillo de Pardalupe, garrison the capital. The latter force is less concerned with Saragón than with Yazi raids.

The Capital

Ciudad Real is a large town with a population of 11,700. Famous for its generous patrons, the capital is a haven for literature and the arts. Many fine artists, poets, and philosophers have come to Ciudad Real and flourished in the philanthropic atmosphere. Ciudad Real is the heart of Gargoña’s culture, and in turn, the heart of the culture of Los Guardianos.

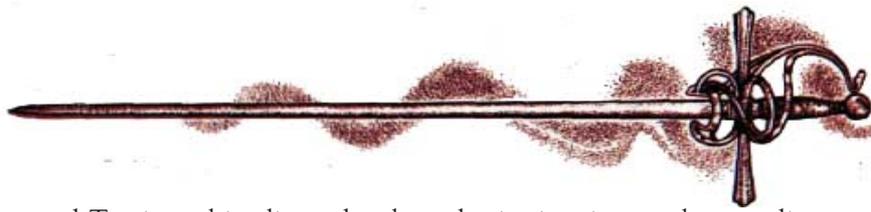
Ciudad Real is home to many interesting and unusual people; visitors can find entertainment in inns and taverns, visit theaters, or talk to philosophers. Musicians often play in the streets, entertaining for their own pleasure, but accepting tips given to them by passersby.

Other Places of Interest

Besides the capital, the only major settlement in Gargoña is the village of Las Navas, the backbone of food production in the barony. A fishing village of about 800 people, Las Navas also serves as a produce depot for the dozens of farms sprawled throughout the Río Maldito valley. On occasion, poets or philosophers come to Las Navas for quiet, and painters come to capture bucolic landscapes, but in general, the village is empty of the artists and Swashbucklers of Ciudad Real. Gauchos flood Las Navas during the annual cattle drive that brings stock to be butchered or sent downriver to the capital; however, the Gauchos of Gargoña are a little less rough than those found in Guadalante and Cimmaron, less prone to fights and more open to music and other cultured pursuits.

Las Navas lies on a route between the capital and the ruins of the proud castle, Castillo de Pardalupe. Like so many forts, towers, and castles in the baronies, this one was sacked during the recent wars. It fell to the same formidable band of Yazi gnolls that laid waste to Castillo de Tordegena in Almarrón. Doña Esperanza has sent militia, Torreón mercenaries, and more than one party of adventurers to reclaim Castillo de Pardalupe. However, monsters seem firmly established in the castle. No matter how often they are cleared, more arrive within days. In fact, Castillo de Pardalupe has become home to a deepspawn (described in the MONSTROUS MANUAL tome); this vile creature lurks in the lowest sublevels beneath the castle, constantly replenishing the monsters found there.

Another place of interest is Isla del Cayo. The small island, once no more than a low coral reef, is now home to several tiny farms and a few small communities of Afflicted, mostly the Afflicted poets who have chosen this island for self-imposed exile. Here, they can live off the land and stare at the sea and sky, wallowing in the angst and sorrow that they hope will give them inspiration for great works of art. The island sports a lighthouse on the eastern tip; it is run by a small family of Afflicted fishermen who have lived there for decades. Down the coast from Isla del Cayo is the site of a naval battle of the recent wars.



Several Almarróñan and Texeiran ships lie under the waves.

Bosque de los Ojos, the “Forest of the Eyes,” is a light forest that sits on the border of Gargoña and Narvaez. Rumored to be haunted, the forest is home to many unusual denizens, including more than a few monsters. The thick swamp of Delta de Pozaverde provides haven for bandits and is rumored to be the resting place of several pirate treasures.

Estado de Almarrón

Almarrón’s character is a mystery to many people of the Savage Coast, even its own inhabitants. The state has gone through many ideological upheavals and has recently decided to try a new direction. First organized in 936, it was ruled for decades by a noble family, who led it through many struggles with other nations. Radical changes in sentiment and philosophy led to a democracy for a time, but corruption destroyed that experiment. From the chaos, a dictator rose to power. Recently, the dictator was overthrown, and a member of the nobility was installed as the nation’s leader. The current baron wants to lead his state toward learning and enlightenment. Since Almarrón has gone through so many changes, outsiders do not know what to expect in policy or in reaction to outside events. The inhabitants (and even the ruler) are sometimes confused themselves.

Almarrón has always been reclusive; this inward focus has not changed with its new leader; this is the reason for the general lack of knowledge about the state. Like many Guardianos, Almarróñans have the reputation of hot-blooded Swashbucklers. Traders have noticed the new government is encouraging quality crafts in order to increase the nation’s output of fine marketable goods. With no other confirmable information, everyone is waiting to see what happens.

The Nation

Much of Almarrón’s territory is rocky, inhospitable hill country, but a large, fertile plain occupies the heart of the nation, supporting a majority of the population. Forested slopes and cliffs guard Almarrón’s shores.

Almarrón, like so many other baronies, has had a bloody history. Organized from the confused southern portions of Sotto when that barony fell to Gargoña in 936, Almarrón faced difficulties from the very

beginning; its people were disorganized and its nobles inexperienced. To help consolidate his new nation, the first baron of Almarrón unified his people in a crusade against the southern holdings of Nueva Esperanza, conquering that area in 939. The singularity of purpose forged in this conquest helped hold the state together for almost four decades.

About 15 years before the founding of Almarrón, a small barony called Escudor broke away from Sotto; when Almarrón emerged from the division of Sotto, Escudor was its neighbor. Unfortunately, Escudor’s existence cut off Almarrón’s access to the best route inland, and Almarrón blocked Escudor’s route to the sea. Many disagreements simmered between the two states, finally boiling over into war in 977.

Almarrón defeated Escudor. Inspired by its victory, Almarrón immediately turned north to initiate hostilities with Gargoña and Rivera. Here it was not so fortunate, or perhaps it was simply better matched. The two states merged to resist Almarrón’s aggression. On top of this, while war progressed in the north, the people of Nueva Esperanza began an internal war for independence. Led by their General Cimmaron, the people of Nueva Esperanza won their fight for freedom in 980.

The long years of tension and culminating defeats so disgusted the general populace that the people of Almarrón rose up and overthrew the baron. They embarked on a democracy, using old Traladaran writings as a basis for their government. Almarróñans maintained this experiment for almost 15 years, but revolutionary fervor had slain or exiled the most experienced leaders (the nobility). The people elected to office fell prey to indecision, endless argument, and greed.

In 994, poverty and hot tempers threatened to destroy Almarrón from within. Don Esteban, the mayor of Ciudad Tejillas, intervened. Using the city’s garrison, the mayor ousted rival factions, installed himself as dictator, and named himself “El Salvador” (the Savior). His self-proclaimed title was technically true because he did save Almarrón from complete collapse. However, he then initiated policies that made him very unpopular.

First, he seized what he perceived to be the nation’s most important asset: the silver mines in Sierra del Plata, mines that supplied silver for coinage to many other nations. Don Esteban also established taxes on the state’s other exports, including coffee and tobacco. Much of this wealth went directly to his own coffers rather than into a national treasury.

The people of Almarrón resented the usurper and his odious tyranny. The poorest peasants ran from



the dictator's tax collectors and Torreóner mercenaries. Many bands of insurgents were formed, some dreaming of restoring the old democracy, others loyal to the old baron's still-living son, Barón Maximiliano de Almarrón y Escudor.

In 1008, after 12 years under the dictator, rebel forces were able to take advantage of general unrest and defeat Don Esteban's troops. The dictator was removed from power, and Barón Maximiliano was established as the leader of Almarrón. Don Esteban still lives. He still tries to sway people by claiming to be a commoner who kept the state out of the hands of the nobility. However, Maximiliano is a just ruler, and the people are ready to give the nobility another chance.

The People

Almarrón is a nation of humans though a few families of demihumans are scattered across the state. The people of Almarrón are tired of war and poverty. Many remember the nation's old democracy as a time of trouble; these would rather avoid politics and allow their noble baron to lead.

However, the older inhabitants have lived under several political systems, and in the democracy they were free; they have not forgotten that heady feeling. Under Don Esteban, they lost much of their freedom, and that chafed—to the point of revolution. Now, these older citizens have a strong desire to remain free. Having experienced the upheavals of the past, they know they can survive them if they must. Fortunately, the new baron respects their viewpoint.

As a result of its history, Almarrón has no true peasants and only one noble family. Most common people are merchants and farmers, with the baron encouraging the establishment of a "class" of craftspeople. Those interested in adventuring are mostly warriors—though rogues, wizards, and priests also take up the lifestyle.

As one might expect of a freedom-loving people, many Swashbucklers live among the Almarrónians. They also have a high number of Local Heroes, many of whom helped overthrow the dictator and have moved on to adventuring careers. Honorbound, Gauchos, and Scouts are encountered with some regularity in Almarrón as well.

The Red Curse

The worst effects of the Red Curse are not prevalent in Almarrón. One of the ways Don Maximiliano won

support was by distributing *cinnabryl* to the people. The baron has used the captured treasure hoard of Don Esteban to purchase this protective metal.

Most people of Almarrón choose to not think about the Red Curse; they dismiss it as something that harms others. The few Afflicted who do live in Almarrón stay with their families and friends and are not judged harshly simply because of deformities.

Industry and Trade

Almarrón conducts most of its trade by land, and Gargoña is a favored trading partner. Vilaverde's merchant ships carry many goods from Almarrón. A small number of ships fly Almarrónian colors.

Almarrón's main imports are food from Saragón and *cinnabryl* from Vilaverde. The state's primary exports are silver, tobacco, and coffee. Most of the nation's coffee is exported to Hule and Yavdlom by Vilaverdan ships. Since the baron started encouraging crafts, Almarrón is beginning to export a few fine, finished goods such as furniture, clothing, and jewelry.

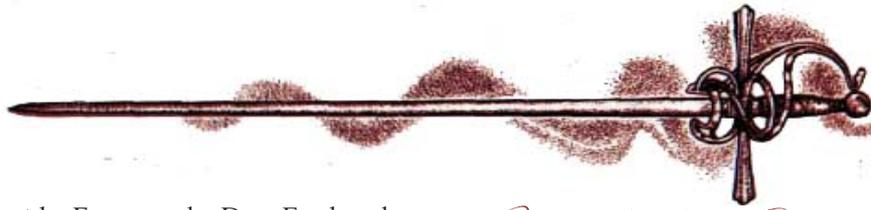
Religion

As is the case in most baronies, religion is not terribly important in Almarrón. The Ambassador is venerated by a majority of the citizens, but Milan and Valerias are also popular, especially among Swashbucklers and other adventurers. Veterans of the revolt that overthrew Don Esteban favor the General; the Judge receives attention from those whom Don Esteban's rule oppressed.

The Ruler

Barón Maximiliano de Almarrón y Escudor, a human Noble fighter, is an intelligent and a charismatic leader. The baron is not quite 30 years old, born just after his father was removed from power. His pride tempered by exile, the baron spent his early years in Saragón, returning to Almarrón a decade ago to lead freedom fighters against the dictator.

Don Maximiliano is best described as an enlightened despot, ruling with a firm hand, but so far avoiding the pitfall of overtaxation. He allows a fair amount of freedom and diversity among his people. Though Don Maximiliano hopes to capture Don Esteban and bring him to trial, most of his troops are tied up guarding urban areas, trails, the silver mines, and the Castle of Tordegena that wards the nation's western border



against Yazi gnoll raids. Fortunately, Don Esteban has been unsuccessful finding support for a counter-revolt—for now.

The baron is friends with Don Luis de Manzanas, an important noble and Inheritor in Saragón. This, and his familiarity with the state, has helped the baron establish good relations with Saragón. Don Maximiliano has also cultivated the friendship of Doña Esperanza, ruler of Gargaña, who regrets not having another daughter for the baron to marry. Don Maximiliano is looking for an intelligent and beautiful wife so he can leave strong, capable heirs to care for Almarrón after his death.

The Capital

Ciudad Tejillas, a town of 4,200, is located at the mouth of the river that runs through northern Almarrón. The capital is a center for commerce and has a fine fishing fleet. Don Maximiliano encourages regular celebrations commemorating important events, which raises morale in the city. Ciudad Tejillas is a lively place once more, filled with fine taverns and inns and even sporting a theater and a museum. Though the people of the capital are hard workers, the boisterous enthusiasm of both local and visiting Swashbucklers makes for an exciting nightlife. Still, the town is fairly safe; the adventurers who live in Ciudad Tejillas are protective of its people and its reputation.

Other Places of Interest

There are two large villages in Almarrón: Costella, a farming village that also engages in forestry and supports the silver mines in Sierra del Plata; and Paso Dorado, a trading, farming, and fishing center located upriver from Ciudad Tejillas. Castillo de Tordegena, on Almarrón's western border, was once a proud castle vital to Almarrón's defense. Almost destroyed by Yazi gnolls during the recent wars, Tordegena has still not been restored for habitation. A small garrison camp nearby, occasionally picking through the ruins to roust whatever has taken up residence there. However, the baron would like to find an experienced group of dungeon explorers willing to enter the castle and its many underground levels to determine whether it is worth rebuilding and clear out whatever vermin have taken up residence in the last couple of years.

Baronía de Saragón

Saragón has quite a reputation among the Savage Baronies and along the entire Savage Coast. First, it is known as a haven for sages, scientists, wizards, and other scholars. Second, Inheritors initially came to prominence in Saragón, and the state is still home to many—including the leader of the Crimson Inheritors, Audra the Masked. Third, Saragón is the buffer that protects many of the coastal nations from the Yazak goblinoids; this is partially due to the *careta de la barrera*, the *barrier mask*, a magical item fully described in the adventure “Divided We Fall” later in this book.

History is a favorite topic of study among the proud, able folk of Saragón. They make good leaders because they are schooled in strategy, tactics, and military history. Many noted adventurers hail from Saragón.

The Nation

When most people picture Saragón, they think of the fertile, river valley farmland of Río Maldito and Río Copos. However, the barony also encompasses wide grasslands ranged by cattle and deep woods—including part of Bosque de las Sombras, the Forest of Phantoms. Saragón is very flat, mostly rolling prairieland with just a few hills in the east.

The first Ispan settlers in this region were cattle herders who formed the Barony of Montejo in 909 and built Las Manadas as their capital. Six years later, other colonists founded the State of Aranjuez, claiming the land around what would come to be known as Río Maldito, the Cursed River. The people of Aranjuez were from distant Ylaruam, a land of genies and desert riders.

Both settler groups soon discovered they were not the first occupants of the region. Each encountered human natives of primarily Oltec descent with a heavy admixture of Nithian blood. These natives had not merely intermarried with Nithians but had learned their philosophy and arts as well, retaining the culture even after the Nithians were eradicated. Ispan and Ylari settlers, in turn, intermarried freely with these natives, giving rise to a dark-skinned people with an intriguing philosophical mix.

Both Montejo and Aranjuez were peaceful states. Commerce between them began early between them, they cooperated for defense, and their people mingled. In 962, Yazi gnolls attacked Montejo and Aranjuez,



and the two baronies worked together to defeat the invasion. The humans met the gnolls in the forest west of their baronies, their battle ranging through hundreds of square miles of woodland. Eventually the humans defeated the gnolls, but so many lives were lost that the river draining through the forest ran with blood. These reddened waters earned the river its nickname Río Maldito, the Cursed River, a name that eventually stuck and became official. Similarly, the forest became known as Bosque de las Sombras, the Forest of Phantoms, in memory of the people who died there.

After the battle, Montejo and Aranjuez began serious diplomatic talks that resulted in their merger, in 966, into the Barony of Saragón. Saragón has been reasonably peaceful since then, allowing its sages and scientists to flourish. However, peace has been punctuated by conflict: Saragón and Guadalante disagreed over watering rights for cattle, leading to the Battle of Cortesillas in 992 in which Gauchos of the two nations met on the plains near Las Manadas. Despite great losses, no clear winner emerged. Fortunately, the two nations settled their dispute diplomatically with the Treaty of Cortesillas soon after. Not long after this, some brave adventurers discovered the *careta de la barrera*, a magical mask which has helped Saragón protect its borders ever since by repelling invaders.

Saragón was able to remain at peace until the recent wars, at which time it joined the southern baronies in an alliance against Narvaez. After Gargoña negotiated an end to those hostilities, Saragón helped the baronies fight Hule and aided in defense against the Yazi and Yazak goblinoids.

In 1007, several Yazi gnoll tribes gathered together to attack the baronies. They moved along the western borders of Almarrón and Gargoña, destroying Castillo de Tordegena in Almarrón and Castillo de Pardalupe in Gargoña. Saragón was unable to muster forces in time to help the defenders of those castles, but managed to lure the gnolls into Saragón. Because they wanted to defeat the gnolls, not simply chase them away or drive them back into Almarrón and Gargoña, the Saragóners forsook the protection of the *careta de la barrera*. Under the leadership of Don Claudio de Tolón (baronet of Montejo) and Don Luis de Manzanos (baronet of Aranjuez), Saragóner troops soundly defeated the gnolls at the Battle of Morrión. They were aided by Sir John of Cimmarron, who led unexpected cavalry reinforcements into the battle at a critical time.

Yazak goblinoids attacked throughout the baronies over the next two years, but were unable to get into

Saragón (or through to Almarrón or Gargoña) because the *careta de la barrera* was once again in place. Unfortunately, when magic failed for a week in 1009, so did the magical mask; some patient goblinoids who had stayed in the area chose that time to attack Torre de Manzanos while Don Luis was at the capital, almost demolishing it. The baronet spent the next few months reclaiming, cleaning, rebuilding, and expanding his tower. The restoration ended only recently, and Don Luis commemorated the opening of his new castle with a celebration.

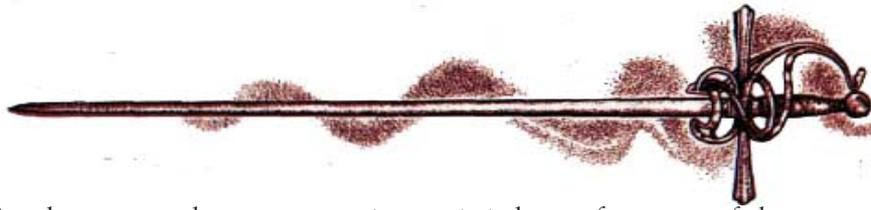
Saragón has a fair militia and can also call upon its Gauchos for defense in times of trouble. Saragón hires Torreóner mercenary lancers to patrol the borders and take care of small groups of intruders, especially Yazi gnolls who sometimes raid the fertile Río Copos region. In addition to soldiers, Saragón also has the *barrier mask*, which can strike fear into any force of more than 100 hostile intruders who cross the border intending to do harm. The device has twice prevented armies from Narvaez from invading Saragón. This is fortunate because Los Matónes of Narvaez would certainly create havoc in Saragón.

The People

As in Gargoña, though the great majority of Saragóners are human, all races are accepted. Families of many diverse backgrounds live in Saragón. Human Saragóners are generally browner-skinned than humans of other baronies because of their more extensive intermingling with native populations. Beyond this, two distinct skin-tones exist within the state: medium-dark families of primarily Ispan descent, found in the barony's southern areas; and darker-skinned folk of Ylari descent, most of whom live in northern Saragón. This racial mix, the tolerance of Saragóners, and their love for wizardry all serve to irritate the more zealous among Narvaezans, who would love to bring their Inquisition to Saragón.

The people of Saragón tend to be quick-witted and fiery of temperament; however, their Ylari background and the influence of the long-dead Nithians give them tolerance of others and a reverence for scholarship and storytelling. Saragóners are also insatiably curious about their world and the myriad things in it; they seek to analyze, learn, and understand. Their culture has given rise to countless astronomers and mathematicians. Many Saragóners follow the path to arcane knowledge, becoming wizards or alchemists.

Adventurers are more common in Saragón than in most of the baronies. Besides wizards, both warriors



(especially rangers) and rogues are also common; priests are less likely, but some druids study in Saragón. Saragón is where the first vial of *crimson essence* was created, so it was home to the first Inheritors, many still living here. As Saragón is the only Enlightened State with a large nobility, the Noble kit is often used here as well. There are also Swashbucklers, Local Heroes, Gauchos, Honorbound, Defenders, and Scouts. Wizards become both Militants and Mystics, and clerics are usually War Priests or Local Heroes. The 12th-level druid for the Savage Baronies, a human named Kalil, lives in Bosque de las Sombras, often attended by other druids. A few Myrmidons also hail from Saragón.

The Red Curse

Just over a decade ago, Luis (then heir to the title of baronet of Manzanas) led an adventuring group that uncovered a prophecy about power to be derived from the Red Curse. The group of adventurers paid a Saragóner alchemist to produce a potion that would allow them to manipulate the Legacies of the Red Curse. For a rather high fee, the alchemist concocted the first vials of *crimson essence*; he then sold the formula to the adventurers for another large sum.

While the potion was being readied, these 11 adventurers trained themselves to accept the power of the Red Curse, and when they imbibed the *crimson essence*, they became the first Inheritors. Eventually, the group split up because of differing philosophies. Some belonged to the Brotherhood of Order, while others held memberships in the Friends of Freedom. When Inheritors began to rise to importance in both groups, others, including Luis, joined the Neutral Alliance to balance things out. Eventually, Inheritors came to take over all three groups, which two years ago became the three Orders of the Inheritors: the Orders of the Ruby, Crimson, and Flame.

Because Inheritors have existed in Saragón longer than anywhere else, both *cinnabryl* and *red steel* are common in Saragón. Most *cinnabryl* is imported through the Inheritor network outside of normal trade routes, but it is rumored that a secret *cinnabryl* mine exists in Saragón, possibly deep beneath Torre de Manzanas. *Red steel* is mostly gathered by Inheritors.

While *cinnabryl* is relatively common in Saragón and is distributed fairly to those who need it, Inheritors encourage the use of *maintain* spells for most people to reduce dependency on *cinnabryl*. This policy is effective because Saragóner Inheritors take pains to explain to people exactly what *cinnabryl* does and why

it is better for many of them to never use *cinnabryl*, rather than use it and risk running out.

The people of Saragón are well-educated about the curse and even most children understand its effects. Instead of a cause for fear, the Red Curse is an object of study in Saragón. Afflicted are rare here, and those Afflicted who live in Saragón are readily accepted by their families and friends.

Industry and Trade

While Inheritors carry on a brisk trade in *cinnabryl* and *red steel*, this exchange takes place outside of normal commercial channels and does not count toward the barony's exports and imports.

Saragón's primary export is knowledge. The state's sages and scholars answer questions for visitors and, via letters, for all nations of the Savage Coast. Consultations carry a fee, and those fees are taxed, enriching the nation. Saragón is largely self-sufficient and imports little, though artwork from Gargaña and crafts from Almarrón are both popular. Saragón usually trades food to those states in return, also supplying some food to Cimmaron as well.

Religion

While few people of Saragón are truly religious, all the Immortals typical in the baronies are revered here. The Ambassador, the General, the Judge, Milan, and Valerias, receive about equal respect. The Ylari Immortal Al-Kalim is also popular in Saragón, and his high regard for scholarship has helped lead Saragóners to their present cultural level.

The Ruler

The leader of Saragón is Barón Balthazar de Montejo y Aranjuez. The baron is a human Noble and an experienced wizard. Barón Balthazar has ruled the barony for almost 20 years and is nearly 80 years old. He is a wise ruler who encourages freedom of thought and equality among his people. He has followed the path of Saragón's previous rulers to make his barony prosperous and peaceful while still maintaining its ability to defend itself from attackers.

Saragón has an unusual style of government. Its baron is advised by a triumvirate: the baronets of Montejo, Aranjuez, and Saragón. The baron meets regularly with his advisers. The baronets and other nobles (or their representatives) also meet once a month



in Ciudad Matacán, where they establish policy for the realm. Unlike leaders of other baronies, the baron of Saragón is obligated to follow rulings of the Parliament of Lords. While the baron can (and does) make day-to-day policy decisions, these can be overturned by Parliament. To preserve the unity of the government, however, the baron considers his options carefully before making decisions, and Parliament deliberates before overturning them.

Parliament also ratifies inheritances, deciding whether the child of a noble is truly worthy of a title before passing it on (material inheritances are not the concern of Parliament). Likewise, a member of Parliament can nominate a commoner to join the ranks of the nobility; a nominee must receive a two-thirds vote of Parliament to be accepted (at which time the new noble must begin attending Parliament or send someone as a representative).

The speaker of Parliament is the baronet of Saragón, currently Doña Angelita de Matacán. If she is unable to attend, her duties can be filled by one of the two other baronets, the baronet of Montejo (currently Don Claudio de Tolón) and the baronet of Aranjuez (currently Don Luis de Manzanos).

When a baron dies, Parliament chooses a replacement from among the three baronets. When a baronet dies or is promoted, a potential replacement is nominated by the baron, and must be approved by a simple majority of Parliament. The baronet titles are tied to regions, not specific locations: Aranjuez must come from the north, Montejo from the south, and Saragón from the center.

The baron of Saragón assumes the titles “of Montejo and of Aranjuez” regardless of his previous residence, to represent the unity of the state. Doña Angelita is favored to become the next leader of Saragón though Don Luis has support as well; most members of Parliament consider Don Claudio too young and inexperienced. As previously noted, Don Luis is an Inheritor, one of the first; many members of Parliament feel this potential conflict of interest makes Don Luis unsuitable for the post of baron.

Note that an important rival and enemy of Don Luis is a former Inheritor named Balazar—not to be

confused with Barón Balthazar, who is a close friend. Both Don Luis and Balazar are thoroughly described in the adventure “Divided We Fall.”

The Capital

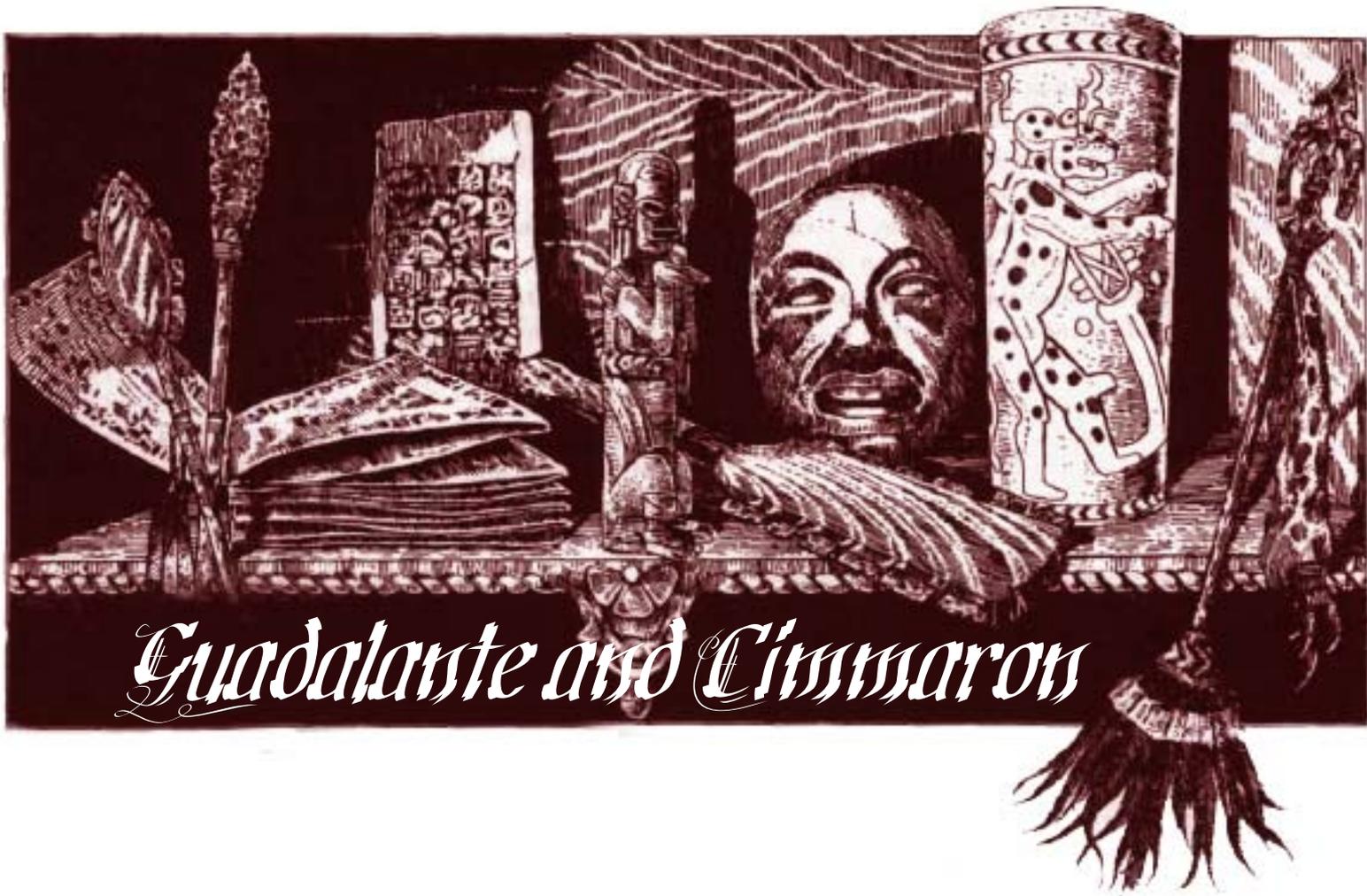
Most of Ciudad Matacán’s 6,600 population is human, but members of all SAVAGE COAST races reside here. The capital is a safe town, quiet during the day. However, Ciudad Matacán boasts a university and several schools whose students tend to get a little boisterous after sunset. Most inhabitants of the capital are scholars of one kind or another, though merchants and adventurers are common as well.

Other Places of Interest

Except for the capital, the only settlement in Saragón larger than 100 people is the village of Las Manadas, a center for about 900 farmers and Gauchos. Pazo del Rey, another village in Saragón, had a population close to 300 before it was razed by a small force of Afflicted Torreóner mercenaries four years ago at the behest of Narvaez.

Other prominent sites of Saragón include Torre de Manzanos (actually a castle owned by Don Luis, baronet of Aranjuez) and Torre de Tolón (a tower that serves as home to Don Claudio, baronet of Montejo). Both fortresses are important to the defense of Saragón, and their lords are often (as now) nominees for the baronet positions. Barón Balthazar was once lord of Torre de Tolón and is Don Claudio’s granduncle.

The battle sites of Saragón are also worth note. The largest is certainly Bosque de las Sombras, the Forest of Phantoms, said to be haunted by those who died in 963 when humans from Saragón and Aranjuez united to defeat raiding Yazi gnolls. Another marks the Battle of Morrión, where Saragón avenged Almarrón and Gargoña by slaying the Yazi gnolls who had destroyed Almarrón’s Castillo de Tordegena and Gargoña’s Castillo de Pardalope. A much smaller site is the Battle of Cortesillas, where Gauchos from Guadalante and Saragón met over water rights.



Guadalante and Cimmaron

South and west of the Enlightened Lands are two states whose spirited people are known for their love of open expanses, horses, and pistols. I write, of course, of Cimmaron and Guadalante, two states whose main concerns lie with the land. These people are explorers at heart, interested in any exciting endeavor. They would make fine additions to any quest which could hold their interest, and the quest to end the Red Curse is certainly one which would do so. However, those most affected by the Red Curse, the Afflicted, tend to separate themselves from other people and from life in general.

*The Chronicle of the Curse
by Don Luis de Manzanar*

The cultures which have risen in these two states create an atmosphere unique in the Savage Baronies. Though they have the same fiery temperaments as the other Guardianos, the people of Guadalante and Cimmaron apply their passions in different ways.

Sometimes known as the Lands of the Gauchos, Guadalante and Cimmaron are concerned much more with the land than the sea. Instead of smooth, swashbuckling rogues, these two states have rough, range-riding warriors. The frontier feel is much more prominent in these two states than elsewhere in the Savage Baronies; the people are a little rougher, and

perhaps a little tougher, than the dandies and courtiers of the other baronies.

While Vilaverde and Texeiras have the strongest navies and Narvaez and Torreón have the strongest infantries, Guadalante and Cimmaron have the most impressive horsemen. The gauchos of the plains, brought together to fight for their freedom, make formidable light cavalry units.

In addition, Cimmaron is the home of *smokepowder* and wheellock pistols; Guadalante has made extensive use of these items as well, trading grazing rights to Cimmaron in exchange for weapons. While wheellocks



are popular with many Swashbucklers, they are required equipment among Gauchos. Almost every warrior of the two small states knows how to use a *smokepowder* weapon. In Cimmaron and Guadalante, a belt pistol is the preferred personal defense for many people.

The omnipresence of firearms also influences dueling styles in these two states. While *smokepowder* weapons are occasionally used for duels in other baronies, duelists of Guadalante and Cimmaron have become famous for their skills. Other baronies may prefer the sword for its elegance, but firearms are the weapons of choice here.

Personal bravery and honor are very important to the people of these lands. Guadalantans and Cimmarons pride themselves on their willingness to fight for what they believe in. They are proud of their heritage of freedom. Neither barony has ever fought to conquer another land; to enforce their will upon others would be the height of hypocrisy for those who love freedom so well.

Guadalante and Cimmaron would be likely to unify if either state saw any need for it. Their ideals are comparable, their people similar, and their governments are friendly to one another. However, both nations are fiercely independent and proud; both feel they are doing fine as they are.

Estado de Guadalante

Guadalante is the most loosely organized of the Savage Baronies. It has only two real population centers, and encompasses mostly open grassland, with a few haciendas and camps scattered across the countryside. Baronials outside of Guadalante and Cimmaron tend to think of Guadalante less as a nation and more as a large ranch. This attitude is irrevocably altered in those people who attempt to attack Guadalante or trespass on its lands; the Gauchos of Guadalante are fiercely proud of their nation, doing all they can to maintain its rights and power.

Most Guardianos picture Guadalantans as crude ruffians with no appreciation for the finer things in life. For the most part, they are correct; the typical Guadalantan would rather sleep under the stars than in a bed.

The Nation

Fertile farmland along the banks of the Río Copos and Río Negro relieves the monotonous expanses of Guadalantan grasslands. Guadalante also claims a small portion of the Sierra Desperada hills on its southern border.

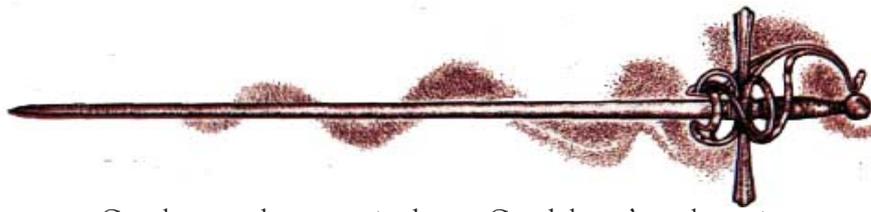
The barony has had a relatively peaceful history, at least in regard to the other baronies. Guadalante was founded in 985 when the States of Copetez and Bigotillos were united through the marriage of their heirs. Copetez had been founded around Ciudad Huelca in 908, and Bigotillos was established north of Río Copos in 947. The two states seldom quarreled because there was enough rangeland to go around. The rulers of the two states often communicated, and their children's match was one of love. When Maria of Copetez married Guillermo of Bigotillos, their parents happily relinquished control of the entire united domain to the newlyweds. The two ruled together, and when Guillermo died, Maria passed the domain on to her son Dante and his wife. Guadalante has been ruled by a married couple ever since.

Except for periodic troubles with Yazak goblinoids to the north and Yazi gnolls to the southeast, Guadalante has had few conflicts. One such was a disagreement with Saragón over watering rights. This argument came to a head at the Battle of Cortesillas but was soon solved with the Treaty of Cortesillas. The only other conflict Guadalante has had with another barony occurred just four years ago when Guadalante allied with the other southern baronies to resist the depredations of Narvaez and its allies. Guadalantan Gauchos proved the effectiveness of cavalry against ground troops in the few battles fought between the baronies before Hule's invasion united them all.

The People

Nearly all Guadalantans are human, but a few demihumans live within the nation's borders. Turtle peasants occasionally work on the haciendas, but lupins and rakastas are not welcome in Guadalante because they tend to spook horses. Goblinoids are discouraged as residents, but peaceable merchants occasionally visit for trade. Few lizard kin have ever strayed into Guadalante, and the Guadalantans find them fascinating when they do visit.

Guadalante is home of the Gauchos, free-spirited



wanderers of the pampas. Gauchos can be recognized easily by their calf-high boots, puffy pants, ample shirts, and broad hats. Seldom wearing armor, these range-riders are almost always armed and usually carry at least a dagger and a wheellock pistol; bolas, javelins, and lances are common as well. In peacetime, most Gauchos raise cattle and live in the pampas in large, fortified haciendas.

Guadalante has a higher proportion of adventurers than most of the other baronies. Most of these are warriors, a few rogues, wizards, and priests leaven the mix. The most common kit in Guadalante is, of course, the Gaucho. Local Heroes, Honorbound, and Nobles are somewhat common, but Swashbucklers, Myrmidons, and Defenders are rare in Guadalante. Those Defenders who do live in Guadalante are usually devoted to the General, though Valerias is quite popular as well. Most Guadalantan wizards are Militants, and the clerics are usually War Priests. Both the Scout and the Bandit are popular among Guadalantan rogues.

The Red Curse

Guadalante gets most of its *cinnabryl* from Cimmaron but imports barely enough for the nobility, wealthy merchants, and adventurers. Most common folk rely on *maintain* spells from local clergy, but many still become Afflicted. As in the majority of the Savage Baronies, Afflicted are shunned in Guadalante. However, since the nation is wide open, the Afflicted can find plenty of places where “normal” people are miles away. Several haciendas in Guadalante are run entirely by Afflicted. Those Guadalantans unaffected by the detriments of the Red Curse tend to ignore it; many look upon the Afflicted as something less than human.

Industry and Trade

Though some *red steel* and *cinnabryl* are imported into Guadalante, the barony’s major import is *smokepowder*. All these substances are obtained from Cimmaron, Guadalante’s main trading partner. The landlocked nation also deals with Saragón, mostly for finished goods, and occasional trading takes place between Guadalante and Robrenn, especially for the lumber with which wealthy Guadalantans build their homes (poor inhabitants build their houses of mud bricks). Some weapons from Renardy and Bellayne are also imported.

Guadalante’s only major exports are horses and beef. Most of this goes to the other baronies, but some is sent to Robrenn, Renardy, and Bellayne.

Religion

Guadalantans care little for religion as a rule. Valerias and the General are the most popular, and the Judge is somewhat respected. Considered weak by Guadalantans, Milan and the Ambassador receive little attention.

The Ruler

Guadalante is an oligarchy ruled by the prominent cattle-trading families. These are Guadalante’s nobility—perhaps a bit rougher than most, but nobles nonetheless. The current rulers of Guadalante are Don Cristobal “El Barbudo” de Bigotillos y Copetez and his wife, Doña Catalina de Bigotillos y Narvaez, the daughter of Barón Hugo of Narvaez. Don Cristobal “The Bearded” is a rather peaceful if boisterous ex-adventurer. Though a member of the nobility and possessed with the gaucho spirit, Don Cristobal grew up among common folk and is a ranger with the Local Hero kit.

Despite Don Cristobal’s apparent roughness from his years in the pampas—his style, extravagance, sense of humor, and appreciation of all that is refined in life have charmed more than one señorita during his visits to other baronies. He met Doña Catalina while he was in Narvaez during the recent wars, not long after he helped ravage Ciudad Quimeras. Despite Don Cristobal’s actions, Doña Catalina became smitten with the noble gaucho and secretly married him, without Barón Hugo’s knowledge or approval. Barón Hugo was not happy about the marriage. Viewing Cristobal as a *pechero* (commoner), he refused to send a dowry. In contrast, Don Cristobal’s parents were pleased with their son’s activities during the war, and after he was married, abdicated in favor of Cristobal and Catalina.

After some brief difficulties with Saragón and despite the friction with Narvaez, Guadalante is at relative peace with the Savage Baronies. This leaves Yazi and Yazak incursions as Don Cristobal’s main concerns. However, the Gauchos are more than willing to defend their land. Armed with wheellocks and lances, they are well suited to combat in the vast grasslands. They are the most mobile military force in the baronies.



The Capital

Ciudad Huelca's population of 6,300 comprises mostly farmers, merchants, crafters, and laborers. It is a sleepy town—during the daytime at least. In the evenings when the Gauchos ride in (especially nights when cattle drives end at the capital) the town becomes a veritable maelstrom of activity, with business roaring in the taverns and more than a few fights breaking out. Most merchants and crafters lock up their storefronts—and their sons and daughters—and wait for the town to return to normal again when the sun rises.

Other Places of Interest

Guadalante has only one other major settlement—the village of Dos Cabezas Hacienda, built up around a large manor owned by one of the noble families. The village has a population of more than 300 peasant farmers, but it is known more as a gathering place for the Gauchos of southern Guadalante. As in Ciudad Huelca, Dos Cabezas Hacienda is usually quiet, but the atmosphere becomes decidedly more rowdy when Gauchos or Bandits ride into town. Duels, fistfights, and public drunkenness are more common here than in Ciudad Huelca, and only the law enforcement specialists (mostly Honorbound sponsored by the local nobles) keep things from falling into complete anarchy.

The majority of Guadalante's population lives in fortified haciendas scattered across the grasslands, and the rest are nomads who camp wherever they end their day. Any hacienda worthy of the name supports between 20 and 50 permanent residents and might have as many as 20 range riders.

Cimmaron County

Unusual in many ways and culturally dissimilar to the other Savage Baronies, Cimmaron does share a few characteristics with Guadalante. Cimmaron's state language is common, and while people in most other Baronies speak common and either Espa or Verdan, only about one-third of Cimmarons speak a language other than common (usually Espa). All Cimmaron place names are now rendered in common.

Besides the language difference, Cimmarons have distinctive views and habits that set them apart from

other Baronials. Their leader prefers the title Count over Baron (though his people have begun to refer to him as a duke), and the state is called a county. Cimmaron is where *smokepowder* and firearms were developed on the Savage Coast; the people of Cimmaron have a fondness for wheellock pistols and prefer them above all other weapons for dueling. The people of Cimmaron dress differently, preferring suedes and leathers and tending toward darker, rougher, heavier clothing than that found elsewhere in the Baronies. Cimmarons are rarely seafarers, even though theirs is a coastal state. While most Baronials are tough, many are light-spirited as well; this is not true in Cimmaron, where the toughness of the people has a cold edge to it. Finally, Cimmaron *feels* like an uncivilized frontier, a place where people are trying to tame an unruly wilderness and the hostile natives who live there.

Most other Guardianos avoid Cimmaron as too uncivilized a place. This suits Cimmarons just fine because they tend to view the other Baronials (except for Guadalantans, whom they respect) as pampered dandies.

The Nation

Cimmaron is blessed with a good mix of terrain types, from grasslands and farmlands to forests and hills. The soil here is not as fertile as in the other Baronies, and Cimmaron tends to appear dry and inhospitable. Those plants that do grow in Cimmaron seem stunted to the eastern eye, and the animals of Cimmaron are skinny compared to specimens found in the other Savage Baronies.

The first modern colonists to come to the Claw Peninsula actually arrived a couple of years before the Ispan wave. These colonists were members of the Brotherhood of Order (also known as the Lawful Brotherhood), the philosophical “ancestors” of the Inheritors of the Order of the Ruby. The Brotherhood originated in the City-States on the other side of the Gulf of Hule. Its colonists located the first Brotherhood outpost at the present site of Old Fort, at the tip of the peninsula.

These colonists were soon followed by shiploads of adventurers from many different parts of the world, particularly Ispans. The first Ispan settlement, then in the lands claimed by Narvaez, was Nueva Esperanza (New Hope), which eventually became known as Smokestone City. Nueva Esperanza declared independence three years after the founding of Narvaez and was allowed to secede without a fight. The people



of Nueva Esperanza got to know those of the Brotherhood, and they began a peaceful trading relationship. They also signed a mutual defense pact, and soon Lawful Brotherhood trading posts, defended by Nueva Esperanza warriors, appeared along the coast. Occasional influxes of colonists from the City-States, and of disaffected Baronials from the north, caused rapid growth along the Savage Coast. Native turtles and dwarves, and a few halfling settlers from far to the east, also joined this odd alliance.

The State of Almarrón was founded in 936; it grew out of the southern remnants of the Barony of Sotto, which was conquered by Gargoña that year. Almarrón needed something to unite its people, so it decided to give them a common enemy in the people of Nueva Esperanza and the surrounding territory. Almarrón's leaders rallied their people by characterizing the colonists from the City-States as undesirable *gringos*. To "claim the land for the Espan people," Almarrón attacked Nueva Esperanza in 939 and quickly took over the entire Claw Peninsula. Some of the Brotherhood of Order went into hiding, while a small sect became the LB Trading Company and maintained many of the group's trading posts.

A *cinnabryl* mine had been discovered near Nueva Esperanza a few years before Almarrón's conquest; the inhabitants told the Almarrónians that the unusual metal was worthless and poisonous. Thus, the mine was mostly ignored by the conquerors. In 948, a group of dwarves working in the mine began experimenting with *steel seed* and developed *smokepowder*; again, the secret was kept from the Almarrónians and remained with a single dwarven family, the Smithy clan.

These dwarven smiths, in their quest for a good use for *smokepowder*, invented the arquebus in 957. This time, the secret got out to the Almarrónians, but they ignored the "toy" because of its dangers and inaccuracy, preferring to stay with swords. *Smokepowder* weapons were mostly forgotten, but a young Smithy became enthused about the project almost 15 years later, and with the help of a halfling jeweler named Westron, developed a wheellock pistol in 975.

They demonstrated their weapon to a man named Cimmaron, one of the leaders of a growing movement to throw the Almarrónians out of Nueva Esperanza, who encouraged its secret production. Many of these weapons were produced over the next couple of years, and *smokepowder* was stockpiled as well.

In 977, Almarrón conquered the tiny state of Escudor and then initiated hostilities with Gargoña and Rivera to the north. This was the opportunity Cimmaron and other leaders had been waiting for, and they began a rebellion against Almarrón in 978.

Cimmaron's unit, most armed with wheellock pistols, made quite an impression on the Almarrónian soldiers, routing many of them. In 979, Almarrón ceased its war with Gargoña and turned its full attention to the rebels. Many insurgents lost their lives during a disastrous battle at Old Fort, the site of the original Lawful Brotherhood trading post, after refusing to yield to vastly superior Almarrónian forces.

However, in 980, the self-appointed General Cimmaron led his soldiers to many small victories. His major victory came at the Battle of Hondo, when Cimmaron led his last soldiers in a desperate charge to break the Almarrónian ranks, carrying a wheellock pistol and a *red steel* sword and rallying his troops with the cry "Remember the Old Fort!" The defeated Almarrónians left the area, and Cimmaron's followers promptly declared him Earl and named the newly-freed region Cimmaron. Nueva Esperanza was renamed Smokestone City to further break from old Ispan ways and became the capital of independent Cimmaron County.

Old General Cimmaron died in 1008 fighting Yazi goblins from the Badlands at the battle known as Longhorn's Last Stand. He was succeeded by his son, John, who is the small nation's current ruler. Except for a minor Turtle Revolt just after he took office and a few problems with Yazi goblinoids, Sir John has had a peaceful two years in charge of Cimmaron.

The People

Cimmaron's population is mostly human, though dwarves are common, and halflings (mostly stouts) are more frequently seen here than elsewhere on the Savage Coast. Like other Baronials, Cimmarons are independent, self-sufficient, and proud; like Guadalantans, they are rough, fond of firearms, and comfortable on horseback. However, the similarities end there. The people of Cimmaron tend to be tougher and cruder than those in the other Savage Baronies.

Adventurers are more common here than in any other barony. Warriors, especially rangers and paladins, are likely to be encountered in Cimmaron more so than in any other barony. The most common warrior kits found here are Gauchos, Honorbound (duelists), and Local Heroes—though Defenders, Nobles, and Myrmidons are sometimes seen. The Swashbuckler mentality is not present in Cimmaron, and native Swashbucklers are rare indeed, found mostly among those Cimmarons who choose a life at sea.

Rogues are also found in Cimmaron, most with the Scout or Bandit kit, though a few Local Heroes



and Nobles also live here. Bards with the Local Hero kit travel the countryside, stopping in small hamlets to entertain with their guitars in return for a meal and a place to sleep.

Some wizards and priests live in Cimmaron, the vast majority with the Local Hero kit. A few are War Priests and Militant wizards. Multiclass dwarves and dual-class humans, usually a warrior class combined with something else, pop up more here than most places.

Many citizens in Cimmaron, not just warriors, carry firearms. Most are wheellocks, some new, some handed down from a parent or other relative who fought in the war for independence. Occasionally an old arquebus is handed down from long ago.

Because of the proliferation of *smokepowder* weapons in Cimmaron, Inheritors of any type are rare in the barony. Inheritors occasionally visit to engage in trade for *cinnabryl*, *red steel*, or even *smokepowder*. A few especially brave Inheritors live in Cimmaron, but they avoid the public. An Inheritor would be foolish to take part in a firearm duel, but still risks being branded a coward for rejecting such a challenge.

The Red Curse

The Red Curse has long been known in Cimmaron, and is an accepted part of life. *Cinnabryl*, *steel seed*, and *smokepowder* were all discovered or developed here and are readily embraced. Cimmarons understand the Red Curse as well as anybody and recognize its progress.

Since *cinnabryl* was once discarded after depletion, small stocks of *red steel* lie around in unexpected places. Also, while *cinnabryl* is common in Cimmaron, the metal does not always make it into the hands of peasants. Though local clerics use *maintain* spells to protect their flocks, Afflicted still exist in Cimmaron. Most are peasants, so they are routinely ignored anyway by members of the upper classes. Afflicted here, as in some of the other baronies, remove themselves to small enclaves to spare their friends and families the burden of taking care of them.

Industry and Trade

Cimmaron's main home industries include taverns (usually called saloons in Cimmaron) and gambling. The state depends on revenues from these endeavors instead of heavier taxation, still pulling in a good amount of money. Even better, collecting revenue from saloons and gambling halls means the tax burden is

shared by visitors to the small nation as well as natives. Smokestone City features a huge tavern and gambling hall called the Red Steel Saloon.

Smokestone City takes its name from the deposits of coal nearby; the coal mines produce fuel to heat the many forges of Cimarron and provide a valuable export. Thanks to the county's strong dwarven tradition, Cimmaron's forges turn out weapons and basic metal implements; many of these are also exported.

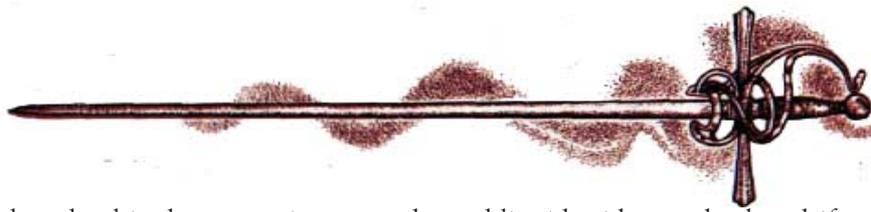
The nation's large *cinnabryl* mine is located near the village of South Gulch. A smaller operation near Smokestone City does not produce enough metal to be called a *cinnabryl* mine. Its mother lode is *steel seed*, used to make *smokepowder*. Cimmaron exports great quantities of *cinnabryl*, *smokepowder*, and *red steel*.

Cinnabryl is shipped to several other baronies, especially to Texeiras and Vilaverde, for transport to other states. Through the Sea Powers, Cimmaron is the largest exporter of *cinnabryl* to the nations of the central Savage Coast: Eusdria, Renardy, and Bellayne. Cimmaron also imports some *cinnabryl* from Slagovich in return for *red steel*. The Sea Powers buy *smokepowder* from Cimmaron, but exports of the explosive also go to Torreón, Renardy, Almarrón, Gargoña, and Saragón. Note that Renardy sends some of its *smokepowder* on to Torreón, and Gargoña trades some with both Torreón and Narvaez. Cimmaron imports food in return for some of its *smokepowder*.

Most of Cimmaron's trading takes place by overland routes through the LB Trading Company, now a powerful commercial enterprise based in Smokestone City. The company's traditional concerns include exploration, mining, wheellock manufacturing, ale production, and general trading of merchandise in the Gulf of Hule region. Though the LB Trading Company conducts most trade by wagon (Sir John, leader of Cimmaron, once drove for them), it also employs a few small ships. Fortunately, the company's good relationship with Texeiras and Vilaverde (attained through *smokepowder* trade) means the sea wolves have little cause to worry about their ships.

It should be noted that the LB Trading Company has no official relationship with the other descendants of the Lawful Brotherhood, the Inheritors' Order of the Ruby. Still, the two groups are reasonably friendly. It is not unusual to see a Ruby Inheritor guarding an LB Trading Company wagon. In addition, the LB Trading Company helps Inheritors obtain supplies of *cinnabryl* and *red steel*, and (with astute advisers) maintain control over those supplies.

Cimmaron, as a nation, has never commissioned mercenaries from Torreón or Narvaez. On occasion, a



landowner or merchant has hired mercenaries to guard possessions, but these sword-wielding warriors-for-hire are seldom a match for the pistol-toting Bandits, Gauchos, and Honorbound of Cimmarron.

Religion

Religion holds little importance to most Cimmarrons, who tend to be irreverent at best. Still, the General is recognized by many as an inspiration to the state's own General Cimmarron. Valerias is respected as a patron by Gauchos, and the Judge is popular among Honorbound. Milan and the Ambassador are barely acknowledged by most Cimmarrons.

The Ruler

The present ruler of Cimmarron is Sir John of the Wain, known to his people as the Duke of Cimarron. He is a calm, unwavering paladin and a skilled duelist with the Honorbound kit. A larger-than-life figure, Sir John hardly seems the type to be a head of state. He earned his nickname "of the wain" (or "of the wagon") driving for the LB Trading Company. During his time with the company, Sir John had many adventures, which have become legendary in Cimmarron.

When Sir John's older brother, Patrick, was killed at Ciudad Quimeras during fighting in Narvaez in 1006, John was recalled to Smokestone City to become the official heir and learn all he could of government. Sir John's father, General Cimmarron, died in 1008 at Longhorn's Last Stand, leading his tiny force of Cimmarron irregulars against hordes of Yazi goblins. John became the Earl of Cimmarron in 1008.

Sir John remains fit and active. He is still prompt to lead a posse after a bandit leader or to mount campaigns against Yazi gnolls from El Grande Carrascal in the north and Yazi goblins from the Badlands in the west. He typically dresses in rough canvas trousers, an open cotton shirt, and a wide-brimmed hat. He is seldom seen without his pair of fine wheellock pistols.

Since the death of his father, Sir John has shown a particular hatred of goblins. Over the last two years, he has overseen the construction of Fort Whitestone, strategically placed at the end of the Bugle Trail on the edge of the Badlands. A desolate cavalry outpost, Fort Whitestone sends out regular patrols to look for

goblinoid raiders and other drifters and thieves.

Sir John fought at his brother's side in 1006, during the war with Narvaez. He also distinguished himself as a leader at the Battle of Morrión in Saragón in 1007. Since becoming leader of Cimmarron, he has won several significant victories against the Yazi. In response to his heroism, the noble families of Cimmarron recently declared him a duke. This titular elevation is a point of contention with other rulers of the Savage Baronies, who sarcastically refer to Sir John simply as "The Duke," which makes him very uncomfortable. So far, Sir John has been successful at keeping Cimarron a county in title and has never tried to put himself above the other rulers, which has lessened tensions.

Though each noble in Cimarron oversees an estate or settlement of some kind, they have little power outside their own lands. Sir John's word is absolute; he can grant someone a title or remove someone from the nobility. He can open trade relations or end them by declaring war. Recently, Sir John created a national constabulary. Some members are stationed in settlements, others wander the state; all are Honorbound. Constables report directly to Sir John and enforce the laws of Cimmarron, sometimes by arresting perpetrators, sometimes by initiating a duel and ending the criminal's life.

Sir John would like a wife, preferably someone with whom he could discuss decisions important to Cimmarron. A ruggedly handsome man in his late 30s, he is considered by some to be the most eligible man in the baronies.

For now, Sir John's heir is his younger brother, Morris, who has recently been serving as John's ambassador to the other baronies in order to learn about their overall political atmosphere. Sir John's brother also has a son, Marion, a boy being educated in Smokestone City by a tutor from Saragón.

The Capital

Smokestone City has a population of 11,500; roughly half are humans, and perhaps a third are dwarves. Over 1,100 halflings make their home in Smokestone City, as do about half that number turtles. The remaining 2% of the population are elves, lupins, and members of other races found on the Savage Coast.

Because of the smoke generated by the many forges in town, Smokestone is a dark place; soot sifts onto everything, even recently-washed surfaces. The people of Smokestone are friendly in a rough sort of way and



always happy to see visitors stop by and sample the local offerings. However, more than one fight has occurred between a tough Cimmaron Gaucho and a flamboyant Vilaverdan Swashbuckler. Fortunately, most sailing ships make port at Old Fort, and Swashbucklers are seldom seen in Smokestone City. The LB Trading Company handles most of the commerce that comes through Smokestone City, including overland and river trade.

This town is known for its rowdy nightlife, which centers around its saloons and gambling halls. The largest and most popular establishment of that sort is the Red Steel Saloon; people claim that a duel occurs in front of the saloon at least once a day.

Other Places of Interest

Aside from the capital, four major settlements can be found in Cimmaron: South Gulch, Little Big Rock, Old Fort, and New Hope Penitentiary. South Gulch is the home base of many *cinnabryl* miners, as well as a few tortle peasants, Bandits, and Gauchos. Little Big Rock is another trading center but is also a farming town and resting place for Gauchos.

Despite their names, Old Fort and New Hope Penitentiary are thriving settlements as well. Old Fort, built on the site of the original Brotherhood of Order outpost, is a military port and houses a garrison of troops. Old Fort is also a central meeting and trading location for the human and tortle farmers in the area. New Hope Penitentiary was built by the Almarróñans and named after the city of Nueva Esperanza, which has since become Smokestone City (the Penitentiary didn't follow suit). Besides a large jail, New Hope Penitentiary also houses many farmers and those support personnel needed to keep the jail functioning.

LB Trading Posts

In addition to their locations inside Cimmaron, LB Trading Posts can be found all across the Savage Coast. In many ways, these locations are considered Cimmaron colonies, though the company is a private enterprise, wholly independent of the government of Cimmaron. Small posts are at various points along the coast, but the LB Trading Company's largest interests are the Free City of Dunwick (south of the eastern tip of Renardy), Richland (located in the far west on the Grass Coast), and the Orc's Head

Peninsula.

Dunwick

Dunwick started as an outpost of the Brotherhood of Order, then became a trading post when part of the Brotherhood became the LB Trading Company. Today, the company owns or finances many businesses in Dunwick, a city of about 22,000 people. Slightly more than half of Dunwick's population is tortle, but humans, lupins, rakastas, goblinoids, lizard kin, phanatons, wallaras, and manscorpions also inhabit the area. The trade in Dunwick is lively. Most of the LB Trading Company's holdings employ tortle workers and are protected by Texeiran ships and Torreóner sellswords. Having such a large interest in Dunwick gives the LB Trading Company a fractional cut of Texeiran commerce with Renardy.

Richland

Much smaller than Dunwick, Richland is a town with about 2,300 residents, including humans, tortles, and shazaks. Located north of the Horn across the Trident Bay, Richland is far from the more civilized lands and largely self-sufficient as far as the production of food, weapons, and various other necessities. The LB Trading Company owns most of Richland, and through a deal with Texeiran shipping, uses Richland as a center for gathering exotic goods from the Orc's Head Peninsula. Materials are shipped from Richland to the rest of the Savage Coast for sale, which pleases both the Texeiran merchants and the LB Trading Company. Since Richland is within the Haze lands, it also serves as a residence for those wishing to avoid the effects of the Red Curse.

El Grande Carrascal

This area lies between Cimmaron, Almarrón, Saragón, and Guadalante. Though the title refers primarily to the cactus scrub in the region, common usage of the name includes badlands, hills, desert, and more—all the land outside the borders of the baronies, east of the Sierra Desperada hills, and north of the New Hope River. Home to gnolls and humanoid bandits, El Grande Carrascal is a dangerous place.

Several camps of gnolls inhabit this region; the major





tribes are Long Legs, Chiriquis, and Dead Yuccas. While the Long Legs are a savage tribe, the others trade with humans of the region and are willing to negotiate.

The Long Legs were able to unite all the El Grande Carrascal gnoll tribes, major and minor, about three years ago, leading a violent attack against many of the baronies. These gnolls destroyed two castles, one in Almarrón and one in Gargoña, before they were defeated by Saragóner forces (aided by Cimmaron cavalry) at the Battle of Morrión. In late 1008, their alliance fell apart after they were defeated by Cimmaron troops under Sir John, at the Red Creek Battle. Having lost too many of their people, the gnoll tribes went back to a reasonably peaceful existence—except for the few remaining Long Legs, who still raid now and again.

An interesting site in El Grande Carrascal is Buenos Viente—an ancient, ruined town, possibly Traladaran in origin—and named by later Ispans who found it. Buenos Viente stands in the middle of the cactus scrub, a well-preserved set of buildings that appears to have once held more than 3,000 inhabitants. Most of the buildings are made of fired clay, and so have stood up to the ravages of time. Those who have explored the town report eerie voices, like echoes of half-heard conversations. The place seems to be haunted, a true “ghost town.”

Bushwhack Prairie and the Badlands

Bushwhack Prairie, named for the bandit ambushes so common there, encompasses the grasslands just west of Cimmaron. Buffalo and wild horses roam the southern portions of the prairie; camps of Gauchos and Bandit encampments are found throughout the region. Fort Whitestone sits at the western edge of Bushwhack Prairie, and sends out regular patrols to watch for goblin raiders and human Bandits. Though the fort has reduced the number of Bandits in the region, more than enough of the lawless men and women still roam the area to make people think twice before traveling through Bushwhack Prairie, even along Bugle Trail (although, at least on the trail, travelers have a much better chance of being rescued by cavalry charging over the hill).

Bushwhack Prairie includes two notable battle sites, the Battle of Hondo where General Cimmaron won independence from Almarrón, and Longhorn’s Last Stand where the general met his end 28 years later. Both battle sites are littered with the bones of those who died there, except for the few, like General Cimmaron, whose bones were brought back to Cimmaron for burial.

The goblins who killed General Cimmaron came from the Badlands, a rocky area west of Bushwhack Prairie. Goblins rule the Badlands; their two major tribes are Black Bellies and Flat Noses. Though some Yazi gnolls actually engage in commerce, Yazi goblins of the Badlands are savage destroyers who live by preying on others.



Robrenn and Eusdria

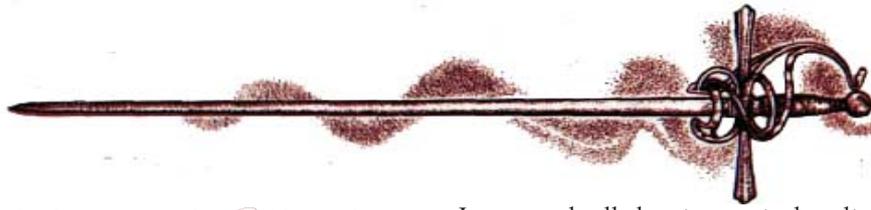
West of the baronies are a small range of mountains and fertile lands which support large stretches of forest and grasslands. Around these elements rest the nations of Robrenn and Eusdria. Like the baronies, both are dominated by humans, descended from barbarians who migrated into the area from the north. Dwarves also reside in Eusdria in great numbers, and elves live in both states. Because these nations have been hurt by the Red Curse, they remain suspicious of Inheritors. Though they would certainly welcome the eradication of the curse, it might prove difficult to motivate them to follow any leadership that includes Inheritors.

*The Chronicle of the Curse
by Don Luis de Manzanar*

The people of Robrenn and Eusdria are descended from the ancient barbarian tribes that fled the marching armies of Hule, far to the north. The barbarians hoped to one day reconquer their homeland, but that day never came. Instead, they came to love their new lands and eventually established medieval societies.

The humans of these nations are taller than average; add four inches to heights rolled according to the method in the PHB (adjust weight upward by about

10 pounds as well). Both nations also have large populations of elves and half-elves. Humans, elves, and half-elves here tend to have blond hair, though some have white or red. Most have sky-blue eyes, though darker blue and shades of green are found as well. Very few people of these nations have brown or hazel eyes, and people with these eye shades are considered exotic.



The Confederated Kingdoms of Robrenn

Robrenn contains vast tracts of forest and is dominated by druids. Harming the forests, or any of the creatures who dwell in them, is usually considered a crime.

Robrenn's people tend to have wavy hair, commonly worn shoulder length (for both sexes). Most wear their hair loose, though warriors typically wear a braid on one side of the head in front of the ear. Clothing worn by people of Robrenn is usually made of cotton, leather, or buckskin in forest colors (predominantly green and brown, with occasional splashes of yellow, red, or orange). Often, at least one item worn has sharp, geometric patterns.

The most common character classes in Robrenn are druid, ranger, fighter, and bard. Popular kits include Local Hero, Noble, Defender, Wokan, War Priest, Bandit, and Scout. Noble druids and bards originate only in Robrenn.

Robrenn is a confederation of sovereign dominions. The fair climate and generous forests were an early boon to this druidic society. Its braided warriors thrived, though over the centuries their barbaric culture mellowed. The tribal chiefs instituted a nobility that slowly allowed a semi-feudal system to replace the tribal structure. The nobles then initiated a confederacy under the rulership of a new king, Robrenn I, chosen by the druids.

Since then, the king's descendants have inherited his title. Should his lineage become extinct, the druids would choose one of the current nobles as the new ruler. In other respects, the nation has a conventional feudal society, with druids replacing the more traditional clerics. However, no real peasant class exists in Robrenn. Non-nobles are known simply as the Folk; they are free and approximately middle class rather than land-bound and poor like peasants. Nobility and warriors must swear allegiance to the ruler and follow the ways of the druids.

Men and women are of equal status in this society. It is the belief of the Robrenn that their chief patron Immortal, Breig, is the mother of nature. As a result, the highest functions among the druids are often limited to women. However, in order to maintain universal balance, right of birth usually (but not exclusively) favors males. For example, the first-born male has priority over a female in the succession for a nobility title or the ownership of a family heirloom.

In general, all that is mystical or linked to nature and creation is considered to be the realm of women; all that is material or linked to warfare and destruction is held to be the realm of men. Note that this does not restrict women from becoming warriors, or men from becoming druids, but such instances are uncommon.

To enforce laws and protect borders, the Confederacy maintains a small standing army, the Guard. A vast reserve of trained and armed citizens also exists. The druids provide a set of weapons and armor to each family's first child upon reaching puberty. (A female child has the right to refuse the weapons if a younger male exists in the family.) The "chosen one" must leave the family and remain with the Confederacy's Guard to learn the art of war. Three years later, the young adult earns the title of "Armed Citizen" and can return home.

Because of this policy, many warriors live in Robrenn, as well as a high ratio of dual-class and multi-class warriors. Each Armed Citizen must provide a month of military service to the Confederacy once a year to support its defense and to stay in shape and ready for battle. In times of war, all Armed Citizens must temporarily return to the Guard.

The druids systematically enforce this system, sometimes quite ruthlessly. Any perceived lack of enthusiasm or poor physical fitness can lead to penances or even banishment. Robrenn's citizens are a fierce and brave people. It was their personality more than any need for warriors that led to the creation of these laws; thus, few actually resent them. Becoming an Armed Citizen is a sign of honor. In this society, Defenders (people with the Defender kit) can rise only among the ranks of Armed Citizens.

Druids are eminently powerful among nobility; they make laws and decide on penalties. The druids may also permit, forbid, or even decree armed conflicts involving the nation. Druids affect the confederacy's ability to attack another realm, or the ability of two dominions to fight each other. The latter is permissible only if druids cannot solve a dispute between two nobles. Considering the deeply rooted respect this society has for druids, disobeying them is almost unheard of and could lead to a civil war.

The druids' Hallowed Forest of Carnuill covers a vast area of the confederacy. It is a sanctified area that no one but druids and druidic Defenders can enter. At its center is a holy grove where the druids meet once a year, on midsummer's eve. There, they discuss topics of mysticism, consult auguries, and resolve problems.

After each 12 years of continuous rulership, the



king of Robrenn must go on a quest. If he succeeds, he remains king for another 12 years. If he fails, he must seek the Great Druid's grove in the Hallowed Forest of Carnuilh. Legends say he returns to the earth that he embodies, thereby allowing the land to flourish again. He is magically "absorbed" by the forest, thus ending his life in this world. No succession can take place until the king dies or joins with the forest. If he flees in shame and dies elsewhere without fulfilling his duty at the grove, years of woe and hardship may strike the kingdom.

The Robrenn honor a wide variety of Immortals. Their belief is that all life came from Breig, also known as the Mother of Nature, the Great Oak, and the Spirit of Eyf. She heads the Robrenn pantheon. Although a druid can choose one Immortal over another as his primary patron, all meet at Carnuilh. Regardless of their individual philosophies, all druids follow the same basic principles. They all revere the Great Druid Maud, daughter of Trestana. Maud is a female, half-elven follower of Breig. (Great Druids in Robrenn are typically female.) Though other Great Druids may exist elsewhere in the world, as far as the Robrenn are concerned, there is only Maud. This Great Druid supervises the entire Savage Coast region, including all the territory from the Gulf of Hule to the western coast of the Orc's Head Peninsula.

The druids also supervise the druidic Defenders, which some think of as "druidic paladins." Defenders are the elite warriors of the nation, often traveling on quests for druids or simply to explore and spread druidic beliefs. Note that druidic Defenders sometimes wear magically crafted wooden armor which has the same game mechanics as metal armor.

Most of Robrenn's lore is oral, handed down by bards and druids. Little has been written (though the people are literate) because the druids believe that memorizing legends and prayers sharpens the mind and prevents their holy knowledge from being vulgarized by ink and vellum. This tradition establishes the bard as a key element of Robrenn culture.

Much of this culture is affected by the druids' dislike of all that "never lived," including man-made objects of metal or stone. Robrenn's druids prefer wood, leather, cloth, and so forth. This attitude prevents the Robrenn from building much with stone. Their forts and towns are usually made of wood, with stone used only for fireplaces or roads. Unfortunately, the policy has been the source of many disasters, especially in times of war.

The plateaus to the north of the Robrenn teem with orcs, ogres, and goblins. Armed riders constantly patrol the northern edge of the confederacy, watching

for invasions in the making. A number of murderous wars with the goblinoids have nearly ruined the nation. The most recent of which weakened the state considerably.

Over the course of centuries, the Robrenn developed trade with other nations, especially with Texeiran and Vilaverdan merchants. Robrenn exports wine, mead, sausage, maize, wheat, medicinal herbs and potions, spices, and amber. *Cinnabryl* and *red steel* are of little interest to the nation, though raw silver is acceptable in trade, for coinage. Usually, the Robrenn would rather obtain payment in labor. Many people from the nation Savage Baronies make annual circuits through Robrenn as itinerant farm-workers, trading labor for goods. Some Guardiano tradesmen also trade criminals for goods, the convicts being kept as indentured servants. If they serve well, they are released when their allotted period is over and can either return home or accept druidic ways and become one of the Folk.

Capital and Ruler

Capital: Eyf (population 25,200—humans, demihumans, some woodland beings). Ruler: King Edwix II, son of "The Night Harrow" (human druidic Defender). The royal lands include all of the Hallowed Carnuilh Forest. Typical NPC: common farmer or crafter, follower of the druidic way.

The Confederated Dominions

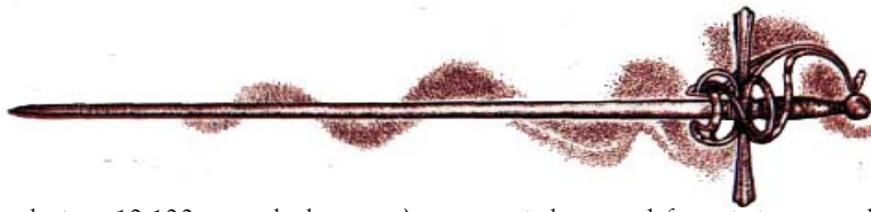
Each of Robrenn's dominions governs its own internal affairs, though the druids can interfere at will. The druids also advise the king and his council on international policy.

Barony of Avarica. Symbol: Raven. Capital: Dubrax (population 5,900—mostly humans). Ruler: Baron Eusgetorix the Stormy, son of Aduatucas (human Noble bard). Typical NPC: adventurous bard. Patrons: Cernuinn, Leug.

Duchy of Avernos. Symbol: Boar. Capital: Arax (population 5,900—humans and dwarves). Ruler: Duke Blergix the Tall, son of Medonix (dwarven Noble fighter). Typical NPC: blacksmith. Patrons: Belsamas, Tuatis.

County of Morguen. Symbol: Deer. Capital: Cernumna (population 10,900—humans, halflings, and elves). Ruler: Countess Onnena the Sylvan, daughter of Subellos (half-elf Noble druid). Typical NPC: druid sage. Patrons: Breig, Cernuinn.

Barony of Nemausa. Symbol: Auroch. Capital:



Morriganma (population 10,100—mostly humans). Ruler: Baron Calturix the Bloodthirsty, son of Demiatix (human Noble ranger). Typical NPC: fearless rider. Patrons: Breig, Tuatis.

Barony of Sedhuen. Symbol: Ram. Capital: Venatis (population 11,900—mostly humans). Ruler: Baron Teuthoel the Merciful, son of Trestana (human noble). Typical NPC: peaceful farmer. Patrons: Breig, Belnos.

County of Suerba. Symbol: Rooster. Capital: Ogmna (population 3,800—humans and elves). Ruler: Count Brevoel the Swift, son of Maloel (elven Noble fighter). Typical NPC: champion archer. Patrons: Arduinna, Leug.

Barony of Uthuinn. Symbol: Ship. Capital: Senerobriva (population 2,600—humans and halflings). Ruler: Baroness Brivaela the Sagacious, daughter of Clothual (human Noble fighter). Typical NPC: quiet fisherman. Patrons: Belnos, Taranos.

The Robrenn Pantheon

In Robrenn each of the following Immortals, with the exception of Belsamas and Nyt, has a druidic following. Refer to “The Campaign” chapter for further information on Immortals.

Arduinna (Diulanna): Patron of willpower, archery, and hunting. She approves only of female druids.

Belnos (Asterius): Patron of healers, traders, and travelers.

Belsamas (Kagyar): Patron of forging, metalworking, construction, and dwarves. Clerics of Belsamas are always true neutral in Robrenn.

Breig (Ordana): Patron of Robrenn, head of the pantheon. She approves only of female druids.

Cernuinn (Faunus): Patron of forests, songs, poetry, bards, and woodland beings.

Leug (Zirhev): Patron of demihumans, wisdom, and the arts. Leug is a recent addition to the Robrenn pantheon.

Nyt (Hel): Patron of death and reincarnation. She is acknowledged, but not worshiped.

Taranos (Odin): Patron of skies, storms, and mighty lightnings. This Immortal is not as influential here as in Eusdria.

Tuatis (Thor): Favorite patron of warriors.

grow it long and form it into one long braid—usually worn down the middle of the back but sometimes thrown over the left shoulder. Eusdrians tend toward clothing of cotton and buckskin, though wool and fur are used in the colder, mountainous areas. The clothing is usually made in blues, purples, and whites—though grays, greens, and browns are used as well.

Eusdrian society consists of a nobility, which provides the nation’s leaders, and a “freeheart” class, which is the normal citizenry. Like Robrenn, Eusdria has no real peasant class. Most freehearts are warriors, but clerics come from this class as well. Though Eusdria does have some thieves and bards, wizards are rare. Popular kits include Local Hero, Noble, Honorbound, Myrmidon, Militant, War Priest, Bandit, Scout, and Skald.

In its past, Eusdria has had a number of clashes with Robrenn. The druids and clerics on either side always spoke against all-out war since both nations largely honor the same Immortals, though by different names. Eusdrian clerics are uncomfortable with the mysterious and “barbaric” ways of Robrenn druids, just as the druids distrust the Eusdrian clerics’ “unnatural” and “self-serving” ways. The two kingdoms have maintained a precarious status quo, poised somewhere between cordiality and rampant accusations of heresy.

The biggest difference between Robrenn and Eusdria lies in the greater presence and influence of elves in Eusdria, particularly in the Duchy of Frissonia and the Barony of Savaria. A great deal of the finer Eusdrian culture has come from the elves, including literature, architecture, and fine arts.

Eusdrians are fond of battle. They believe that death on the battlefield is by far the best way to die, for it opens the path to the land of the Immortals. This ancient belief dates back to their barbarian roots in the north. Before a battle, warriors often celebrate and drink beer mixed with honey, a combination thought to impart strength and courage. Fortunately, the elven love for peace and tranquility has somewhat toned down this predisposition to aggressiveness. At the very least, it has brought order and law to the impetuous Eusdrians.

Elven influence has led the Eusdrians to create several orders of knights, including paladins and Defenders (Order of the Immortals), Honorbound (Knights of Eusdria), rangers (Company of the Wolf), Myrmidons, and others (Order of the Unicorn, Company of the Bear, Warriors of the Sea, and Knights of Niedegard). Instead of fighting for the sake of battle and destruction, the Eusdrians learned to channel their battle fervor through military

The Kingdom of Eusdria

Most Eusdrians have straight hair, and the majority



organizations with a direction. The easiest orders to make popular among early Eusdrians were those dedicated to serving a ruler (particularly the king of Eusdria), and later, orders that served the Immortals. This has given rise to a caste of knights and paladins capable of defending the nation against any foe.

While Myrmidons are common in Eusdria, most warriors use the Honorbound kit. All the nation's Honorbound form a single Company, the Knights of Eusdria, all of whom wear the same emblem (a black raven on a silver field) and specialize in the use of the battle axe. The Honorbound are sworn to first defend the nation in times of trouble, and second obey edicts of their leader.

Many inhabitants of Eusdria are beginning to adopt the firearms and lighter armor of the Savage Baronies. The more traditionalist warriors of the region find this dishonorable.

The present king, Sigismund III, is a half-elf Defender and highly charismatic follower of Tiuz. Sigismund is well known for his even-handedness with his dominions, both elven (Frisonnia and Savaria) and human (Harstal and Mohesia). He dreams of ridding the Yazak Steppes of goblinoids and other monsters and of expanding his kingdom into a holy empire in the name of Tiuz. For the past 20 years of his reign, he has promoted the Warrior's Honor (as described in the Honorbound kit in the "Character Kits" chapter) among his people, aspiring for a smaller force of highly competent warriors, in contrast to the massive barbaric hordes of the past. In knighthood, he also sees the possible establishment of a highly mobile, elite, heavy cavalry whose loyalty and prowess would bring the end of the marauding tribes of the steppes. Dwarven crossbowmen from the County of Harstal also go to battle in trains of heavy war wagons that make them something like cavalry in mobile forts. All this allows the king to wage long-lasting wars without pulling normal freehearts away from their lands to be slaughtered in massive battles. Such a loss would weaken the kingdom, as it has many times in the past, and bring hardships to everyone.

Only recently, Eusdria joined Robrenn in a war against the Yazi goblinoids. This was favored by many of the freehearts, and when King Sigismund tried to pull out of the war, many revolted, starting a civil war. As a result, the capital was all but destroyed, but the Honorbound Knights of Eusdria kept the king from death. Consequently, the Honorbound are highly regarded by the king.

King Sigismund has not unleashed his warriors upon the Yazak goblinoids because of a curious phenomenon affecting the Plain of Dreams at the

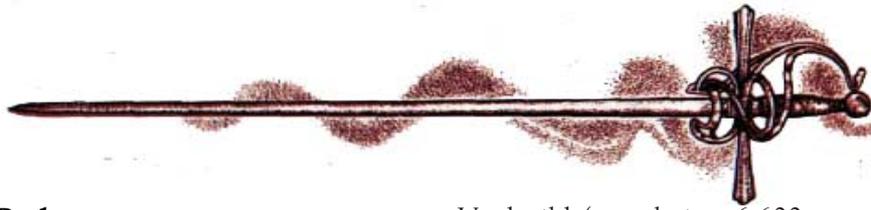
northern limit of the kingdom. Tradition says that the Immortal Lokar lost a bet with Donar and was forced to plant flowers throughout the entire plain. But Lokar cursed the flowers, giving them the power to put people and animals to sleep. These large beds of amber lotuses release clouds of sleeping pollen. The goblinoids apparently have found a way to protect themselves and their mounts from the pollen, allowing them an easy escape after their raids into Mohesia and Frisonnia. As a result of these onslaughts, villages and towns in these two dominions are heavily fortified. Eusdria's king is still hoping to find a reliable defense against the pollen for his own people.

King Sigismund is famous for developing an educational system for the young, supported by royal taxes. With this, he hopes to lead Eusdria to a golden age, amassing enough power to dominate the Savage Coast and eventually destroy Hule. The schools are largely unpopular among the freehearts, however, since they keep children from working in the fields or apprenticing in a craft. The nobles also dislike them because educated subjects are more difficult to rule, and higher taxes are required for construction of school buildings, purchase of books, and payment of preceptors (usually clergymen). The clergy, however, strongly supports the plan as it lends them power over commoners and nobles.

About a decade ago, Eusdria was visited by the Heldannic Knights, from the faraway Heldann freeholds. (There are similarities and thus sympathy between Eusdria and Heldann, but King Sigismund has always suspected the Heldannic Knights' dark and treacherous ways.) When they arrived, the Heldannic Knights arranged for Eusdria to acquire *red steel*, through the Texeiran Protectorate. In doing so, the Heldannic Knights gained the gratitude of the various orders of Eusdrian knights. This worried King Sigismund greatly. Contact with the Heldannic Knights ceased about five years ago; the rare messages since then have been largely ignored by Sigismund.

Eusdria now imports *red steel* and a little *cinnabryl* directly from the Savage Baronies via the Orders of Inheritors. The precious red metal is used to forge excellent battle axes, plate armor, and bastard swords for Eusdrian knights.

Most Eusdrian trade is with the Kingdom of Robrenn and the Texeiran merchant fleet. Eusdria has a small fleet in Reslar and Withimer, but it is no match for experienced Texeiran sea wolves. From the Niedegard Mountains, dwarven miners extract iron and copper, which are largely exported along with beer, honey, furs, timber, and herring.



Capital and Ruler

Capital: Othmar (population 7,500—primarily humans, elves, and dwarves). Ruler: King Sigismund III the Great, son of Godegesil (half-elf Defender of Tiuz). The Royal Domain includes the capital, Ingelhad, Withimer, and the ruins of the former capital, Gundegard (once a city of more than 20,000 people, now home to perhaps 2,000 people and many monsters). Typical NPC: Honorbound or Myrmidon warrior. Patrons: Viuden and Tiuz.

Eusdrian Royal Dominions

Each of the dominions governs most of its own internal affairs, but the crown can revoke internal policies. The king, advised by a council of clergy and various knights and nobles, decides international policy. After the recent wars, a freeheart council was established to help advise the king.

Duchy of Frissonnia. Symbol: Tower. Capital: Breimald (population 12,300—mostly elves, some humans). Ruler: Duchess Beovilda the Blunt, daughter of Onulf (elven Noble fighter). Typical NPC: elven urban warrior. Patrons: Donar, Tiuz.

County of Harstal. Symbol: Bear. Capital: Harstal (population 10,400—humans and dwarves, some halflings). Ruler: Count Theodamir the Stutterer, son of Althuïn (human noble). Typical NPC: boisterous beer drinker. Patrons: Viuden, Kagyar, Fredar, Fredara.

Barony of Mohesia. Symbol: Horse. Capital:

Verdegild (population 6,600—mostly humans, some elves). Ruler: Baron Arthaulf the Forthright, son of Euric (human Honorbound paladin). Typical NPC: righteous warrior. Patrons: Donar, Tiuz, Fredar, Fredara.

Barony of Savaria. Symbol: Fish. Capital: Reslar (population 8,500—mostly elves, some humans and halflings). Ruler: Baroness Utha the Fair, daughter of Aldaric (elven Noble ranger). Typical NPC: elven warrior (hunter or fisher). Patrons: Eirys, Tiuz.

The Eusdrian Pantheon

For further information on Immortals, refer to “The Campaign” chapter.

Donar (Thor): Popular patron of warfare.

Eirys (Eiryndul): Patron of woodland beings and elves, but especially of elf wizards.

Fredar (Frey): Patron of freeheart warriors.

Fredara (Freya): Patron of female warriors.

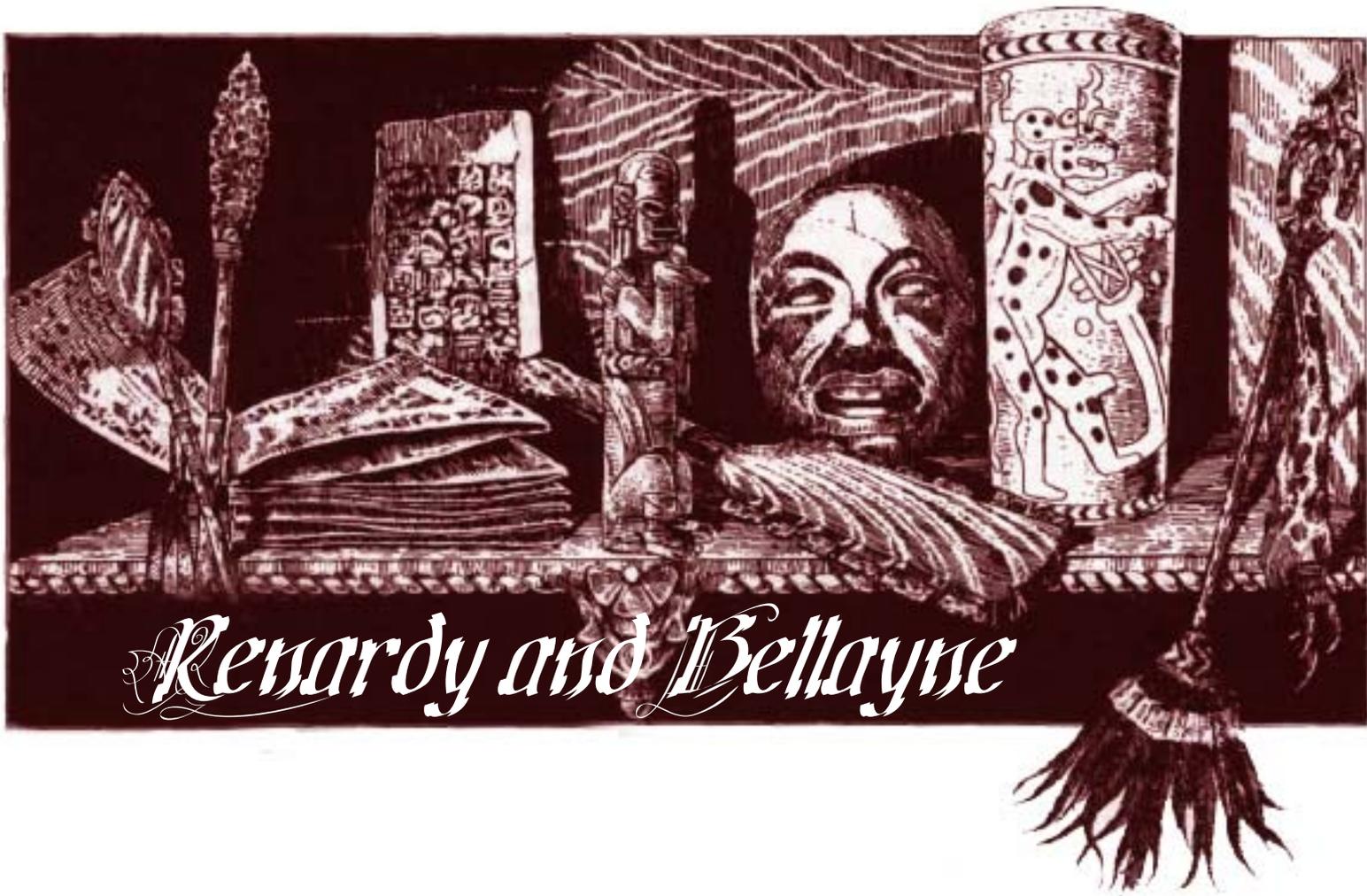
Kagyar: Patron of dwarves and metalwork.

Lokar (Loki): Patron of flames, mischief, and lies, Lokar is not honored except by evil beings.

Nyt (Hel): Patron of death and reincarnation. She is acknowledged but not worshiped.

Tiuz (Ilsundal): Patron of elves, wisdom, law, and trust, Tiuz is often represented as a warrior missing his right hand.

Viuden (Odin): Chief Immortal of the Eusdrians. Patron of the sky, storms, and authority.



Renardy and Bellayne

Located in the center of the Savage Coast, the kingdoms of Renardy and Bellayne are dominated by the furred peoples of the Savage Coast, the doglike lupins and the feline rakastas. The spirit of adventure is present in both races, as are such qualities as nobility and honor. I believe their help would be important in the removal of the Red Curse.

*The Chronicle of the Curse
by Don Luis de Manzanar*

The kingdoms of Renardy and Bellayne are the domains of nonhumans: lupins and rakastas, respectively. Both races are native to the region, and on the Savage Coast, they are nearly as common as humans.

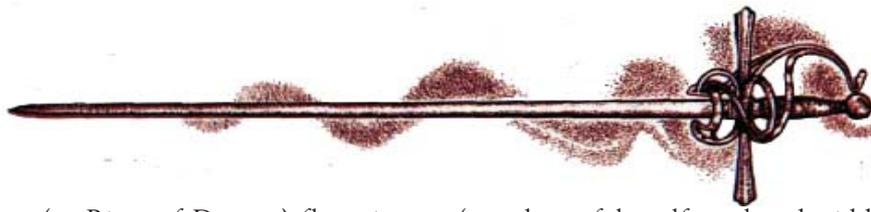
The Kingdom of Renardy

Known to its inhabitants as the “Royaume de Renardie,” Renardy is the kingdom of the canine lupins. The kingdom’s coat of arms shows a golden fox rampant in the 1st and 4th quarters, and fleurs-de-lis in an azure field in the 2nd and 3rd quarters,

with royal crown and golden crest overhead.

Early lupins were nomads, tribes of hunters who roamed the Yazak Steppes and the southern central plains. Then, the goblinoids of the Yazak Steppes captured much of the lupins’ hunting grounds, scattering many tribes. About 1,000 years ago, five tribes regrouped to the south and formed an alliance to defend their lands against the goblinoids; they are hailed as the founders of Renardy. Over the next 10 centuries, the tribes developed into typical medieval dominions under the authority of a king, who built his capital on the site of an old lupin camp. This site became the city of Louvines, on the Dream River. Most recently, the inhabitants of Renardy have begun imitating the clothing and fighting styles of the Savage Baronies.





The Dream River (or River of Dreams) flows into Renardy from the Plain of Dreams, a vast field of amber lotuses whose pollen induces sleep. To prevent the lotuses from plaguing their lands, lupins installed a water lock whose sole function was to strip out all debris floating on the river (particularly plants) before the water flowed further south. Construction was possible due to the help of lupin clerics, who protected workers against the effects of the plants. Eventually, the water lock grew into the mighty fortress, Château-Roan.

Sleep-producing plants also infested lands nearby, so clerics directed a purge about five centuries ago. They systematically destroyed the plants and scorched the earth, slowly gaining territory to the east and north. This infuriated the goblinoids, who thought their conquered territories were being threatened, so they launched a brutal campaign to slay all lupins. Fortunately, the valiant dog-people held their ground. The war led the lupins to build border fortresses, and most towns and villages erected walls. The late King Gaston de Clairvault ordered the construction of le Grand Mur (the Great Wall) to protect his subjects from the goblinoid hordes and halt the spread of the cursed plants. Today the wall is complete, and the Plain of Louvines is a lush, fertile valley dotted with hamlets and farms.

Within the last hundred years, the lupins have been strongly influenced by the humans of the Savage Coast, especially the people of the Savage Baronies. Renardy has close ties with Torreón and gets along well with Almarrón, Saragón, and Gargoña. The Renardois have even adopted the swashbuckling style of people of the Savage Baronies, and duels are quite popular in Renardy.

The Renardois are at peace with most of their neighbors and have a nonaggression pact with Eusdria. King Louis IV (“the Theatrical”) of Renardy has held formal talks with King Sigismund of Eusdria, occasionally discussing an alliance against the goblinoids. King Sigismund is also willing to trade an undisclosed amount of *red steel* for the lupins’ ancient, secret protection against the cursed plants in the Plain of Dreams. Both kings dream of conquering wide swaths of the northern plains—Sigismund to gain imperial power, Louis to recover ancestral lupin hunting grounds.

The wine trade is of particular importance to Renardy, affecting many things in the Renardois’ daily life, from business to political power. The existence of the small châteaux (country houses and estates) and vineyards have a greater significance than most outsiders might think. Nobles and bourgeois

(members of the self-employed middle class) commonly own such châteaux and seek prestige for the quality of their wines. Châteaux range from small fortified manors to well-defended towers. Most have armed guards.

Bourgeois commonly settle north or west, outside the limits of the kingdom on lands that are not part of the established nobility’s domains. For a fee, a bourgeois’ claim on the land is registered at the Palace of Louvines by the royal bailiff (Bailli du Roi). This practice angers the goblinoids, who see the fringes of their immense tribal land being nibbled away. Renardois nobility defends the bourgeoisie, who are slowly regaining the race’s ancestral lands.

Each winter a jury of wine-tasters, the Brotherhood of Vintages, judges which wine in Renardy is the best. The king, bourgeois, and nobles are allowed to present samples, which are numbered but otherwise unmarked to preclude cheating. The winner receives a golden vine leaf from the Brotherhood. A bourgeois who, over time, receives seven leaves is elevated to nobility. The king recognizes the bourgeois as a baron. In exchange for the title, the new baron swears fealty to the king, and the estate becomes a dominion of the kingdom.

Likewise, seven leaves allow a noble to ascend a rank, such as from baron to count, with “Grand Duke” being the highest attainable title. A rank cannot be lost except by royal decree (a punishment for treachery). If a noble’s family is dispossessed or becomes extinct, the king divides the land into châteaux. The lords of the manors who administered vineyards for their noble master can purchase the land if they meet a price set by the king,

thus becoming bourgeois. Otherwise, the land is auctioned. Until nobility rises from the nouvelle bourgeoisie (new bourgeoisie), the land remains with the king.

Monasteries often own vineyards. Should they win seven leaves, their territory would become a royal dominion under the authority of the Renardois clergy. Depending on the number of awards, the landlord could become an abbot, a bishop, or an archbishop. Although not shown on the map, many such monasteries within larger dominions eventually escape a noble’s authority, including taxation and other regulations. Clergymen cannot attain royalty.

The first king of Renardy was put on the throne by allied tribal chiefs. Since then, the crown has been a hereditary title. Should the royal family become extinct, the noble of the highest rank and with the highest number of leaves would become the new king.

Besides prestige, the wine trade encourages



territorial and economic growth for the kingdom. The more “leaves” a wine is awarded, the more popular it is among the connoisseurs, and the more expensive it becomes. Legends state that some of the best vintages (seven gold leaves or more) have mystical powers, such as the abilities to heal, instill joy or sadness, enhance strength or bravery, or even compel truth (thus the saying “In Vino Veritas,” although simple inebriety often achieves the same results). Of course, wine-growing and fermentation techniques are utterly secret, invaluable family heirlooms never discussed with outsiders.

Competition among vineyards is fierce, if not outright sordid. Almost no guile or villainy is too low. Although lupins tend toward law and good, nearly anything goes when it comes to wine. Local bourgeoisie usually rush to bid for a fallen competitor’s land (they may even coerce the latter to sell out) or establish a new claim at the Bailli du Roi should all legal owners of the land be gone or deceased. This is often how nobles and bourgeois increase their domains.

Capital and Ruler

Capital: Louvines (population 31,700—mostly lupins, some humans, demihumans, and turtles). Ruler: King Louis IV “Le Cabotin,” son of Gaston de Clairvault (an aged Beast Rider). The royal domain includes the communities of Daens and Saimpt Vézy. Patron: Saimpt Renard. Typical NPC: bourgeois or peasant.

Dominions of “Sa Majesté le Roi”

Each domain owes fealty to the king, whose word is supreme. However, daily operations are left to local rulers.

Baronie de Brégoigne. Capital: Rochefort (population 3,100). Ruler: Baron Philippe “Le Chevalier Sans Puce et Sans Reproche,” son of Grégoire de Rochefort (Noble fighter). Typical NPC: cleric. Patrons: Saimpts Mâtin and Malinois.

Comté de Marmandie. Capital: Mons-en-Plécy (population 7,300). Ruler: Comtesse Marguerite “La Soyeuse,” daughter of Gilles de Saimpt Gens-de-Bout (Local Hero ranger). Typical NPC: swashbuckler, adventurer, or explorer. Patron: Saimpt Clébard.

Marquisat de Noijou. Capital: Pertignac (population 6,300). Ruler: Marquis François “Le Hautain,” son of Fouques de Valefroi (Noble wizard).

Typical NPC: wizard, sage, palace or cathedral architect, or wine merchant. Patron: Saimpt Ralon.

Duché d’Ysembagne. Capital: Deauvais (population 8,300). Ruler: Duc Henri “Le Grognard,” son of Thibaud de Châtelguyon (Beast Rider). Typical NPC: Beast Rider. Patron: Saimpt Loup.

The Lupin Pantheon

Lupins refer to Immortals as saimpts, holy lupins who achieved ultimate greatness in this world. Over the centuries, many saimpts were authenticated, either genuine Immortals or heroes of the lupins’ history now long gone. Following are descriptions of some of the more popular saimpts.

Saimpt Clébard: Patron of loyalty, fidelity, and family.

Saimpt Loup: Patron of mercy, hunger, destruction, night, and winter. Saimpt Loup portrays both good and evil among lupins.

Saimpt Malinois, the Were-Slayer: Patron of hunters, revenge, courage, warriors, blacksmiths, and those who go to war.

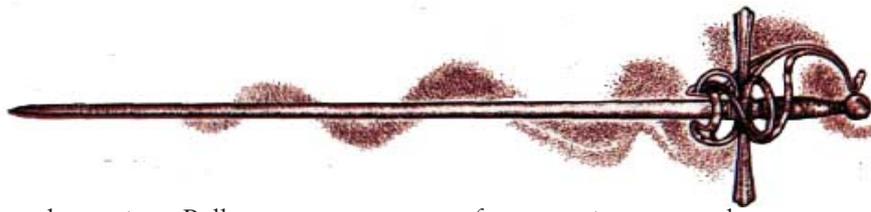
Saimpt Mâtin: Patron of fortresses, guards, and those who died on the battlefield defending their kin. He is the master of safety and happiness at home.

Saimpt Ralon: Patron of life, good food, fun, health, wealth, farmers, merchants, and those who produce goods.

Saimpt Renard (Korotiku): Patron of wit, freedom of thought, wisdom, sense of smell, cunning, and trickery. The chief Immortal of the pantheon, Renard has so far guided the royal dynasty of the Clairvaults well. He is the only Immortal of this group who was not a lupin (although everyone in Renardy would object to this statement).

The Kingdom of Bellayne

The people of Bellayne are rakastas. Like the lupins, they were pushed toward the coast by goblinoids of the steppes. About 500 years ago, they discovered Bellayne, a nation of mostly humans and some dwarves and elves. The humans had a feudal society, just beginning to develop a system of national laws and justice. Some rakastas settled permanently on the edges of Bellayne, while most remained wanderers. Not long afterward, the humans and many of the demihumans were slain by a mysterious plague. Those remaining



citizens invited the rakastas into Bellayne.

A great tribe of savage rakastas eventually settled, most adopting the humans' feudal system and taking over the ruins to establish a society that is an odd mix of human culture and rakastan mystical tradition. Present-day Bellayne has a feudal system of government and a fine system of justice and law. Additionally, many rakastas have begun to shed their traditional ways; the firearms and fighting styles of the Savage Baronies have even managed to take hold in this society. However, this is somewhat misleading, for most rakastas are still warriors at heart. Those settled in Bellayne have simply managed to gain control over their emotions.

In addition, nomadic rakastas still wander the lands of Bellayne and the Yazak Steppes. When within the borders of Bellayne (which they largely ignore), these nomads wander from town to town, trading for (and sometimes stealing) the goods they need to live. The nomads regard the town dwellers with some disdain, not understanding why they would give up the freedom and independence of the nomadic life. The town dwellers, in turn, do not understand why the nomads scorn the comfort and stability of settled life. Many of the nomads are Beast Riders who have feline companions (see the "Character Kits" chapter for details). The town dwellers view these warriors as brave and skillful, but nevertheless savage. When a nomadic tribe faces great hardship, the towns offer solace; in return, the nomads help protect the towns. Note that while town dwellers readily accept humans and demihumans, only a few exceptional elves have found places with the nomads.

Warriors are quite common in Bellayne, with the Noble, Beast Rider, and Honorbound kits the most popular. Defenders, Myrmidons, and Local Heroes are not uncommon though. Wizards of Bellayne include the rare Militants who ride with the nomads and the hermitlike Wokani, who carry on traditions hundreds of years old and are regarded as bizarre eccentrics by most rakastas. Fighting Monks are very popular in Bellayne, blending ancient warrior traditions with scholarly pursuits, and some War Priests are found in Bellayne. Oddly, many thieves live in Bellayne, mostly Scouts and Local Heroes. Bards are also popular. (For information on these kits, see the "Character Kits" chapter.)

Perhaps the greatest innovation in Bellayne is the traditional entertainment. Bellayne harbors a number of illustrious companies of bards, the Heralds of Bellayne. These bards gather information and relate it to the common people, often using illusions and other magic. Their guilds are so eager to find news they will

often organize spectacular events or send some of their best members on amazing adventures across the world. Another activity of the guilds is to write colorful manuscripts and sell them to nobility. Each guild has a headquarters in Leminster, where new members are registered, stories are learned, and manuscripts are filed.

Bellayne is also home to several Companies of Honorbound. Each dominion has at least one Company, and each Company usually maintains a hostel in every town of Bellayne. Honorbound are also given quarter in the various castles and towers of Bellayne. The code followed by the Honorbound is a mix of ancient rakastan Beast Rider creeds and elven tradition, even adopting a few human notions of chivalry. The code is followed by all Honorbound, as well as most Beast Riders; most other warriors of Bellayne follow at least the Protocols of the code. The code is described in detail in the Honorbound kit in the "Character Kits" chapter.

Two Companies of Honorbound are devoted to the queen: the Royal Honorguard, which guards the queen and her household; and the Defenders of Bellayne, who patrol the nation and serve as military leaders in times of war. Each Company allows members of any race, though rakastas are by far the most common. There are many other Companies as well, including single race groups, such as the Company of the Shell, which allows only turtles; the Red Company, which allows only rakastas; and the Friends of the Forests, which allows only elves. Each Company is registered in Leminster and must receive a royal charter to operate legally in Bellayne.

With their strong warrior traditions, the Bellaynish have succeeded in keeping the goblinoids at bay. An organized defense of its land and a disciplined, loyal citizenry have allowed Bellayne to prosper.

Lupins and rakastas competed in the past for territorial control of the Yazak steppes, their common ancestral lands. Although presently at peace, the two races have remained somewhat suspicious of each other for this reason, but the goblinoid threat in the north keeps the two nations friendly. Also, over the years the Bellaynish have developed a taste for Renardois wines, which the latter trade for Bellayne's excellent wools, tea, liquors, and coal.

Bellayne developed land trade with Renardy and other kingdoms with the "help" of Vilaverdan sea traders. Vilaverde established a colony south of Bellayne, its primary goal to control naval access to Theeds. Queen Catherine views Vilaverde's colony of Terra Leãoça (pronounced *leh-ah-OH-sa*) as a mixed blessing. The Vilaverdan quasi monopoly of sea trade



in the region is costly, at best, for Bellayne.

Vilaverde maintains a strong military presence at Rocha dos Gatos (the “Rock of the Cats”), a very large fortress and port of Leãoça that includes Torreón swordsmen and rakasta outcasts. Bellaynish rakastas show outstanding seamanship, but Vilaverdians contend that this is due entirely to the rakastas’ amazing ingenuity at avoiding the water altogether. Indeed, very few rakastas master swimming skills, but they still remain without peer when it comes to fishing.

Recently, a community of dwarves established itself in Bellayne after an explorer discovered “black rock” deposits in Penwick. The coal became particularly useful in metal working.

Capital and Ruler

Capital: Leminster (population 30,300—mostly rakastas, many elves, some humans, demihumans, and turtles). Ruler: Queen Catherine I “The Lioness,” daughter of the late King Lionel I of Dorsythe (noble). The queen’s domain includes the communities of Chansea and Bromstow, and the ruins of the town of Chatsworth. Typical NPC: urban peasant, crafter, or warrior. Patron: Pax Bellanica.

Dominions of Her Majesty

The queen works with a council of nobles from the various dominions. While her word is considered law, she tends to listen to the council. Bellayne has a set of national laws that affects everyone, even on a local level. The various dominions are in charge of enforcing the laws.

Bishopric of Kitting. Capital: Glenswych (population 4,500—mostly rakastas). Ruler: Sir Humphrey “The Exalted,” son of Sir Jasper Cockerfield (Noble cleric). Typical NPC: rakasta War Priest. Patron: Belbion.

Duchy of Pachester. Capital: Wallingford (population 6,700—rakastas, humans, and elves). Ruler: Lord Perceval “The Iron Clawed,” son of Sir Hume (Noble fighter). Typical NPC: rakasta Honorbound warrior. Patron: Belbion.

Earldom of Penwick. Capital: Norchester (population 7,800—rakastas, dwarves, halflings). Ruler: Lord Mortimer “The Defiant,” son of Sir Edward Hillsborough (Noble). Typical NPC: rakasta

or dwarf coal miner. Patron: Kagyar.

Earldom of Theeds. Capital: Theeds (population 22,400—rakastas, elves, some humans, halflings). Ruler: Lord Rodney “The Intrepid,” son of Sir Winston Gladworthy (Honorbound fighter). Typical NPC: rakasta merchant or fisherman. Patron: Felidae.

Forest Marches of Wyndham. Capital: none (population is mostly rakastas, some elves). Ruler: none. Typical NPC: free-spirited forester, hunter, or elite longbow archer. Patron: Tawnia.

Queen Catherine plans to deforest Wyndham some day in favor of farming. Unfortunately, the fierce people of Wyndham—hunters and foresters at heart—oppose the plan and have revolted many times against the monarch’s autocratic rule. Wyndham is often thought of as a dangerous bandit haven by the common Bellaynish folk.

Viscounty of Farfield. Capital: Wickerton (population 6,600—rakastas, elves, humans, halflings). Ruler: Lady Meghan “The Gaunt,” daughter of Sir Melville Parringstoke (Honorbound fighter). Typical NPC: rich farmer. Patron: Pax Bellanica.

Immortals of Bellayne

The rakastas have adopted Immortals of other cultures, primarily those of the humans that founded Bellayne more than five centuries ago. The cat-people revere these Immortals in their own way now.

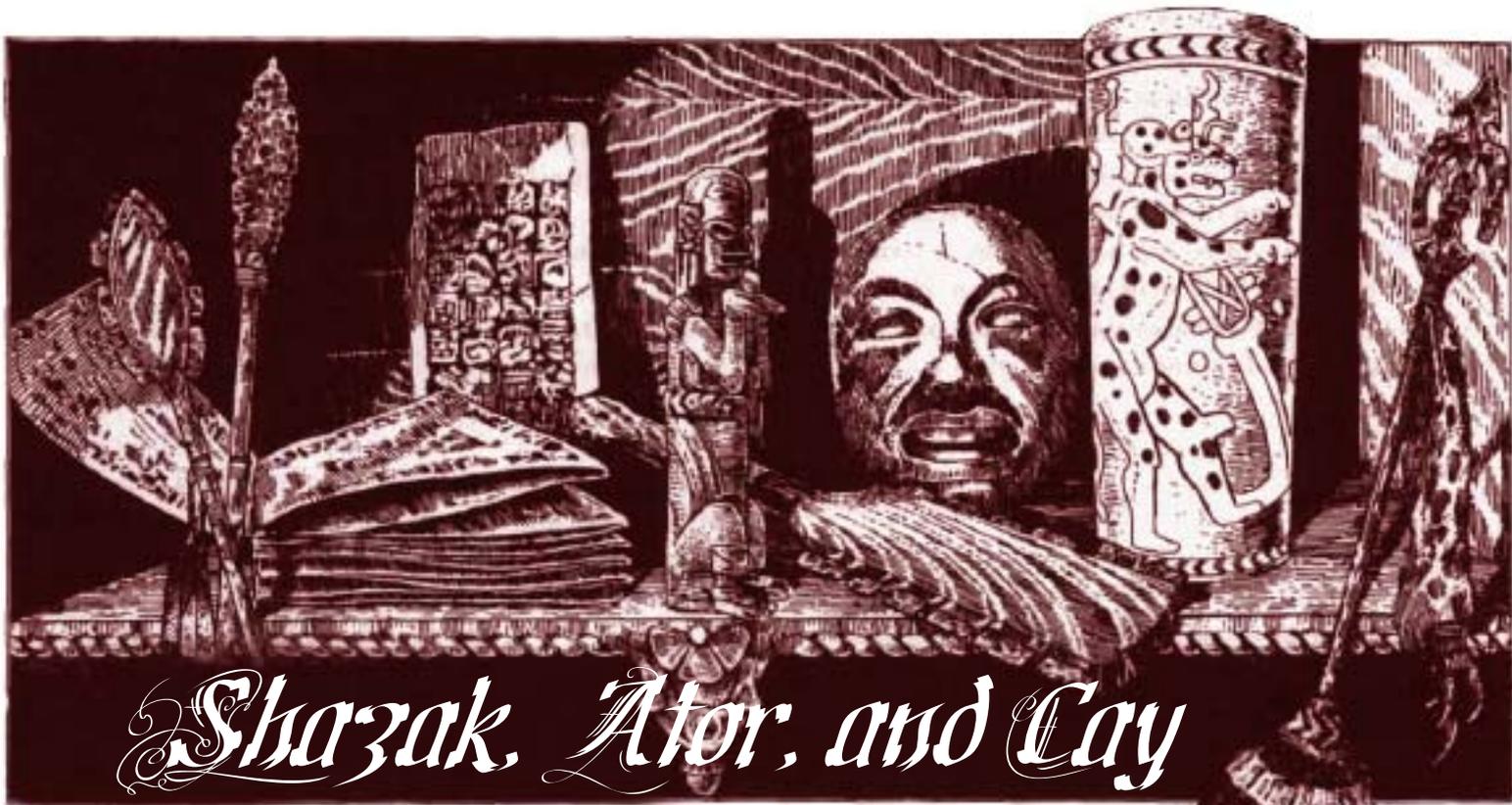
Belbion (Vanya): Patron of pride, honor, war, and conquests. She is a favorite of warriors and those who believe rakastan culture to be inherently better than any other.

Felidae (Calitha): Patron of oceans, travelers, adventurers, good fortune, and merchants. She is an Immortal common to both rakastas and elves.

Kagyar: This “foreign” dwarven Immortal was primarily followed by dwarves in Penwick and northern Farfield. His following then grew among rakasta coal miners working with the dwarves. Being the only male in the rakastan pantheon, he became a favorite among masculine rakasta males with an axe to grind against the high-brow, stuffy, Bellaynish philosophic establishment.

Pax Bellanica (Tarastia): Patron of rakastan justice and peace. It is often in her name (and in Belbion’s) that the rakastas mount holy crusades against the goblins.

Tawnia (Ordana): Patron of the people of the forests in general, defender of hunters, archers, and druids.



In my homeland and other states of the eastern Savage Coast, the reptilian peoples of the Great Bayou are seldom seen. I have, however, encountered them in various other places and have briefly visited each of their nations. From the diminutive caymas to the large, vicious gurrash and the wise shazaks, the lizard folk present great diversity. I do not know enough about them to judge their reactions to the Red Curse, but I do believe the actual creation of these races might be related to it in some fashion. I would welcome them as a part of my quest if for no other reason than to study them.

*The Chronicle of the Curse
by Don Luis de Manzanar*

The western end of the Savage Coast is home to three races of lizard kin: shazaks in the Kingdom of Shazak, gurrash in the Kingdom of Ator, and caymas in the Kingdom of Cay. Each of the races was created by the mages of Herath, who intended them as servants and slave-warriors, but all three proved unsuitable and were released into the Bayou or nearby areas. Since that time, the lizard kin have struggled upward to varying levels of civilization.

The Kingdoms of Shazak

The oldest of the three races of lizard kin, shazaks are very similar to the lizard men described in the MONSTROUS MANUAL tome. Ancient Herathian records indicate that these lizard men existed in the region at least 3,000 years ago, when they were servants and slaves to the human and elven mages who



founded Herath while the araneas were disappearing from the region.

The mages later performed experiments to improve the primitive lizard kin. The results were less than satisfactory, and the Herathians eventually abandoned them in the Bayou.

Few of those first lizard kin survived, but those who did grew tough and cunning. They gathered under the leadership of a warrior named Shaz, eventually taking her name as their own (“shazak” means “child of Shaz”). With perseverance and some faith in the Immortals (especially Ka), the early shazaks became more advanced. Later lizard kin were adopted into the tribes of shazaks, and the tribes grew stronger as the toughness of the swamp dwellers was combined with the learning of those who had lived in Herathian cities.

Centuries later, the shazaks were forced to leave the Bayou. The gurrash, another abandoned Herathian experiment, began to displace them. The shazaks adapted to the forests north of Herath, which was a positive factor in their evolution as a species. No longer confined to the wetlands of the Bayou, they developed primitive art forms and a written language.

It is because of the gurrash that the shazak tribes eventually united behind a single war leader almost 250 years ago. Their leader is known as the Shaz, honoring the race’s ancient guide. The role of Shaz is now hereditary, much like a king in human society. A Shaz usually has at least one Wokan and one Shaman acting as advisers.

Herath has long been a quiet ally of Shazak because the shazaks form a buffer state on Herath’s northern border, keeping the goblinoids and rakastas away. Some caravans even travel all the way to Ah’roog to trade with the shazaks. The Herathian traders then return with pelts, pottery, feathers, rare woods, bat guano (a great fertilizer), live monsters, and such. Some nobles of Herath also hire shazaks as mercenaries. While not as ferocious as gurrash, shazaks are more dependable. Herathians have traditionally used them as expendable front-line troops in times of war. Though Herath is currently at peace with Bellayne, this policy intensified the conflict between Shazak and Bellayne over the forested area between Ah’roog and Bellayne’s Marches of Wyndham.

Rakastan war parties have been known to raid into Shazak as far as the battle site called the Rakasta Grave. During the past fifty years, several battles have taken place in that vicinity, within as little as a mile of each other. The shazaks have never been able to really threaten Bellayne’s border because of the ominous presence of the hated gurrash to the west. Gurrash

incursions into Shazak are as common as they are savage.

In the past century, shazaks have learned to domesticate huge bats found in the caverns under the hills of T’lak between the Shady and Gatorbone Rivers. One or two bats can usually be found in each village, with more in Ah’roog. Shazak has a corps of Beast Rider “knights” who use these huge bats, which are also sometimes used as mounts by important Shamans and Wokani or by the Shaz.

Capital and Ruler

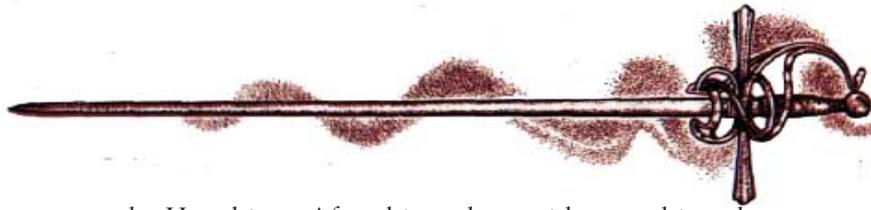
Capital: Ah’roog (population 7,500—mostly shazaks, a few turtles and caymas). Ruler: Shaz XII “The Slick,” son of Shaz XI “No Tail.” The tribal domain includes the forested area between the Bayou’s eastern edge and the rakastan Forest Marches of Wyndham. Patron: Ka’ar.

Ah’roog is a large town composed of communal wooden longhouses, each occupied by an extended shazak family unit. This town also contains a few longhouses reserved for visitors and even one devoted to turtles. To the west of the town are large burial mounds, each devoted to an individual family. About two dozen huge mounds—some built to cover entire trees—are devoted to the older, more honored families of shazaks. Numerous smaller mounds are used for newer families or those from other towns. Paths wind among the mounds and the trees, and the mounds are painted in symbols and geometric patterns. Shazaks hold these mounds sacred.

The Kingdom of Ator

The gurrash were a dismal failure on the part of Herathian wizards, at least as far as the wizards were concerned. It was hoped that a cross between shazaks and alligators would produce a tougher warrior race to fill the ranks of Herath’s armies. This mix resulted in the creation of the gurrash. The gurrash turned out to be very tough, very tall, and quite bloodthirsty, while remaining very crude and totally unruly. Early specimens had a tendency to turn against Herathian human troops. They were also absolutely incompatible with shazak troops, whom they viewed as tasty food.

A few attempts at developing a more controllable breed took place, but a large batch of the creatures escaped from the laboratories, forming an uprising



and wreaking havoc among the Herathians. After this bloody episode, the surviving gurrash fled into the Bayou despite Herath's frantic efforts to eradicate the whole species. Herathian rulers hired bounty hunters to rid their area of the frightening gurrash threat. It made bounty hunting a booming business for a few decades, but the gurrash quickly outbred the hunters, causing the hunt to become increasingly perilous.

Once the bounty hunters had been discouraged from preying upon them, the gurrash quickly turned against the shazaks, who populated the Bayou at that time. Within a century, shazaks had all but abandoned the Bayou. Fortunately for the shazaks, the gurrash stopped their territorial expansion at the edges of the Bayou, preferring to remain in the murky waters of the wetlands. Since then, the gurrash population has stabilized. Diseases, parasites (many introduced by Herathians), and limited food cause weaker hatchlings to perish.

Occasionally, when the number of gurrash increases beyond what the Bayou's ecology can sustain, the creatures go on a massive rampage into one of their neighbors' territories. Gurrash Shamans usually incite these raids on behalf of their patron Immortal, Goron. The raids are now sacred ritual in which a warrior supposedly gains Goron's favor by spilling the blood of foes in the most savage ways imaginable. Bringing back food is of course useful to the community, but the Shamans secretly understand that the true goal is to limit the gurrash population lest they learn to feed upon one another.

Gurrash monarchs establish themselves by savagery and cruelty. Their rule is based on fear, brutality, and support of the Shamans. A gurrash who equals or bests the current ruler in savagery during a raid—as attested to by at least three Shamans—can challenge the current ruler. A challenger who defeats the current ruler establishes a new hereditary dynasty (until another challenger comes up). This is what recently happened when Ator defeated King Osh III. She killed the aging king and crowned herself Queen Ator I, thus supplanting the Oshite dynasty with her own Atorite dynasty. She then renamed the nation after herself. She has ruled for 25 years. Should she die unchallenged or undefeated, one of her heirs would become King or Queen Ator II.

Some trading does occur between the gurrash and their mysterious neighbors of the Wallaroo Grasslands. A gurrash Shaman once noticed that if he left something at the southwestern edge of the swamp, the next day something else might be there, usually something of use. After a century, gurrash have come to believe that Goron takes these goods and repays

them with something else.

Of course, this is just myth. In fact, wallaras (chameleon men) inhabit these grasslands and conduct the trade. The first "trade" was accidental; when a wallara found a gurrash's huge stone axe, he was so surprised that he left his backpack on the site and walked back to camp with his discovery. Over the years, wallaras found out that if they left something of value after picking up a gurrash item, soon more gurrash objects would be found there. It has led to a regular trade with the unwitting gurrash, and spots have become known for the kinds of items expected there. In some areas food is traded, while in others it could be weapons, shells, or ornamental stones.

The gurrash never raid or even dare venture into the grasslands, for they believe the region to be Goron's home, taboo to all upon pain of death. The wallaras recognize this taboo and use their camouflage ability to preserve the gurrash beliefs. This provides them with some wealth and a precious immunity against the gurrash's fearsome raids.

Capital and Ruler

Capital: Gurr'ash (population 3,200—gurrash, a few shazaks, and a handful of cayma slaves and "snacks"). Ruler: Queen Ator I "Old Gray Fangs," slayer of King Osh III. The tribal domain includes all of the Bayou. Patron: Goron.

The Kingdom of Cay

The last creation of the Herathians was nearly a success. Abandoning attempts to create gigantic and deadly servants, Herathian wizards produced the small caymas. They were bred to become slaves and builders, smart enough to understand construction plans, agile and quick enough to do the job well and without delay, yet small enough to make them weaker than their guards.

The plan almost worked, but the caymas were terribly pretentious and not as bright as expected. Their pride got in the way when a construction flaw needed correcting or when the caymas simply disagreed with the architects. Endless bickering ensued between caymas and their Herathian masters. In the end, caymas deliberately allowed flaws to remain in the Herathian monuments without alerting the architects. Exasperated by a rash of catastrophes, Herathians gave



up on all lizard kin experiments and dumped the caymas north of the Bayou.

The tastes of modern caymas are unusual. Never bred to become architects, the caymas still attempt to build things to prove themselves. They lack understanding of sound architecture and engineering, leading them to erect such dubious structures as the Great Citadel of Cay (see below). While these constructions get in the way of raiding gurrash, they would not last long against the experienced military of Bellayne or Herath. However, that is unimportant to the caymas, who are still very proud of their accomplishments.

The people of Cay copied the social structure of other kingdoms and established their own monarchy. Queen Ssa'a presently rules and has been behind the cayma expansion into the open lands north of Cay. The caymas have learned a very primitive way of raising herds of wild aurochs. For herding, they have domesticated small lizards, which they harness to tiny war chariots. Caymas trade some of their auroch meat with the shazaks. They also trade a little *cinnabryl* from a mine near Hwezzah. Cayma forging and metalworking is quite primitive, but they are learning.

Capital and Ruler

Capital: Tu'eth (population 8,900—all caymas). Ruler: Queen Ssa'a IV "Silver Tail," daughter of Queen Roha'a II. The tribal domain includes forested land north of the Bayou. Patrons: Kutul, Cay.

Tu'eth is built around a mesa about 50 feet high and perhaps 500 yards in diameter. The mesa is surrounded by the Great Citadel of Cay, an amazingly rickety assemblage of planks, tree trunks, bamboo, stones, ropes, leather, nets, and random portions of adobe walls with arrow slits. All of these things contrive to form a 20-foot-tall palisade that circles the mesa's walls at a distance ranging from 10 to 100 yards,

up and down the hills and crags, using large trees and boulders as anchor points. A 15-foot-wide moat full of muck surrounds the entire thing. Several towers of respectable height (but debatable stability) overlook the palisade at rather unpredictable intervals. Rope bridges, catwalks, and flimsy looking drawbridges hang just about everywhere, running from one level to another like some sort of mad, three-dimensional maze. Any enemy who climbs the palisade will most likely just become hopelessly lost. At the center of the citadel, within the mesa itself, are the Queen's burrows.

Surrounding the citadel in a haphazard manner are small mounds with wooden doors and round windows; these are the homes of typical citizens.

Immortals of the Lizard Kin

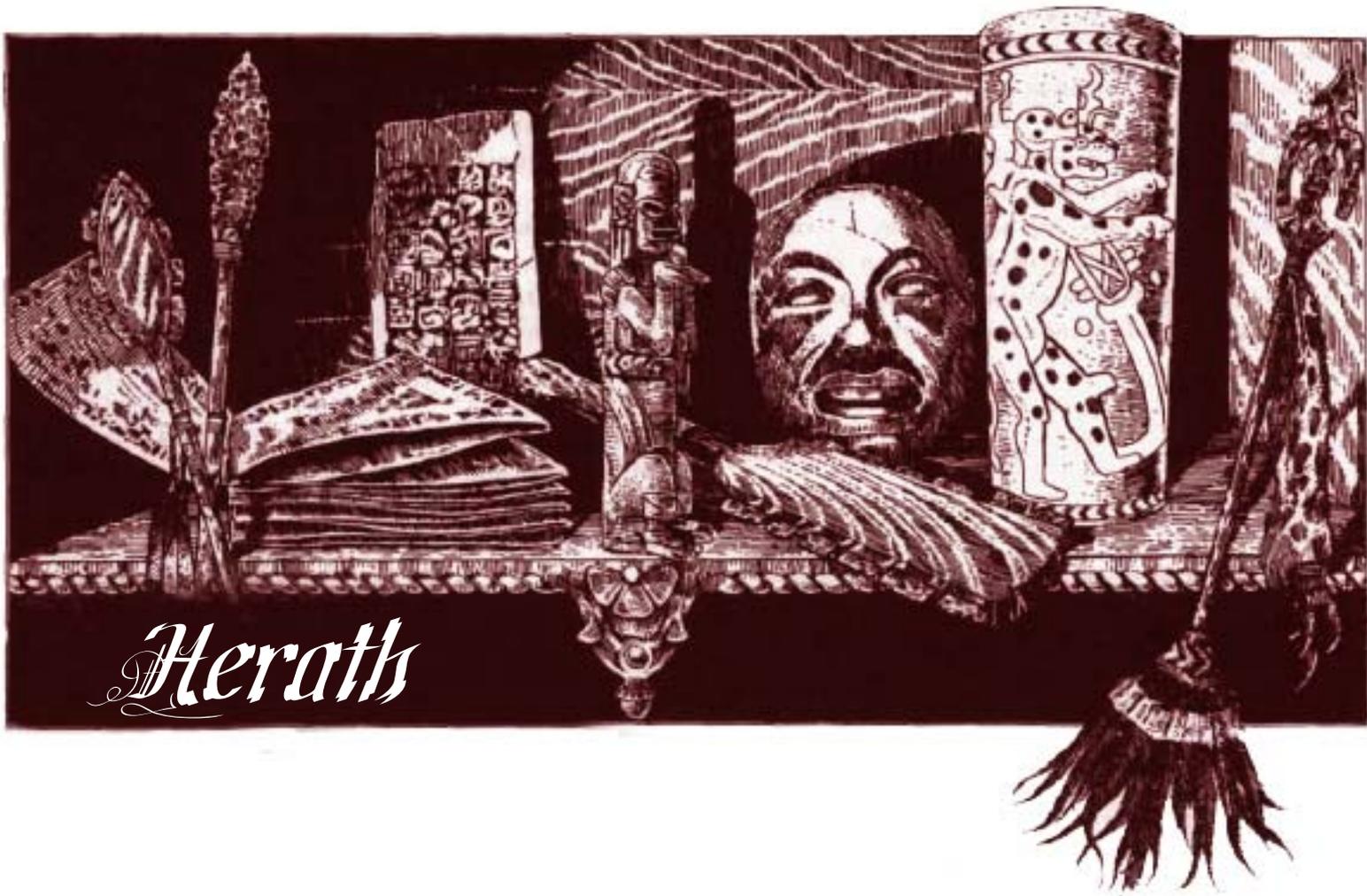
For further information on Immortals, refer to "The Campaign" chapter.

Cay (Terra): Patron of the Kingdom of Cay, earth, life, fertility, and good luck.

Goron (Demogorgon): Patron of Ator, victory, bravery, and death. This reptilian queen of evil interfered with Herathian experiments, instilling the gurrash with the racial instincts that make them brutal and bloodthirsty.

Ka'ar (Ka): Patron of Shazak, trade, wealth, and better life in general.

Kutul (Kurtulmak): Patron of Cay, war, fire, and territorial gains. Kutul contrived to have the caymas create a caste of warriors headed by Shamans and devoted to him. Kutul balances Cay's lawfulness with his own brand of chaos.



Herath

I am one of the few adventurers to have been allowed—through a clever bit of subterfuge on my part—into the former capital of Herath, Belphemon. When I visited, in the guise of a wizard's apprentice, the city was magnificent. Tall, gleaming buildings thrust into the sky. Spells of many sorts created light, offered cooling breezes, lifted people to high entrances, and accomplished a myriad of other tasks.

As I understand it, these clever mages have long striven to restrain the Red Curse. Perhaps they also hold the key to its eventual dissolution.

*The Chronicle of the Curse
by Don Luis de Manzanar*

Herath is known by most people as the Kingdom of Mages, and rightly so; roughly three-quarters of its population are wizards. The country has other nicknames as well: the Lands of the Great Magus (because its ruler is a powerful sorcerer) and the Land of Equality (because all races are truly equal there and people are measured only by their magical prowess).

Warning! Only the DM should read any further in this chapter, because Herath is also the home of a secret, one potentially pivotal to the SAVAGE COAST campaign.

The Magiocracy of Herath

Many inhabitants of the Savage Coast believe that araneas—evil and highly intelligent giant spiders—once ruled the lands now called Herath. According to legend, the araneas began disappearing many hundreds of years ago, and human and elven mages moved in and founded the current nation of Herath. Legend



says that the araneas were spiderlike in form, an image loathsome to other races. Consequently, from rakastan cottages to goblin yurts, unruly children are told tales of scary araneas coming to carry away disrespectful youngsters.

In truth, araneas do still exist. Contrary to popular belief, they are seldom evil and are much more common than anyone realizes. The mages who founded Herath were actually araneas in human and elven form. Realizing that humanoids would one day dominate the Savage Coast, the araneas used magic to evolve a special shapechanging ability (see the racial descriptions in the “Player Characters” chapter). As a result, an aranea can look like any race: human, dwarf, elf, half-elf, lupin, rakasta, shazak, orc, half-orc, goblin, hobgoblin, or gnoll. However, araneas can only reproduce in spider form. Fortunately for them, their secret is practically undetectable. Had the araneas not learned to conceal their identities, neighboring realms would have destroyed their nation long ago. Disguised as humans and elves, araneas secretly remain the ruling race in Herath, and they exist outside that nation as well. Over the centuries, many of the spider people have been born to aranea spies and refugees in other nations. For example, many lupin-seeming araneas have been born and raised in Renardy, with no one outside the family ever knowing the difference.

The nation of Herath accepts few visitors from outside its borders, but people who have traveled there report a very egalitarian society. Gender is not a status issue in Herath (male and female are equal in aranean society, so araneas believe that male and female are equal in any race). Neither does race seem to be a status issue. In Herath, lupins, rakastas, shazaks, humans, and others all live in apparent harmony. Though members of a particular family are almost always of the same apparent race, communities mix race freely; rakastas have no subculture, for example. In truth, araneas are typically convinced of their own superiority over members of other races, and nonaraneas never rise to positions of true power in Herath. Only araneas can become nobles, or take the Noble kit, in Herath.

Over the centuries, araneas have developed a pragmatic approach to their precarious situation. Young araneas are taught from birth that they are two different people. One is the true aranea, the other is a humanoid alter ego. The aranea’s two personalities are distinct, with separate sets of personal history and experience, both of which the aranea learns to accept as legitimate. This outlook ensures that each aranea plays his separate roles to perfection. That the race can perpetrate such a hoax demonstrates the power

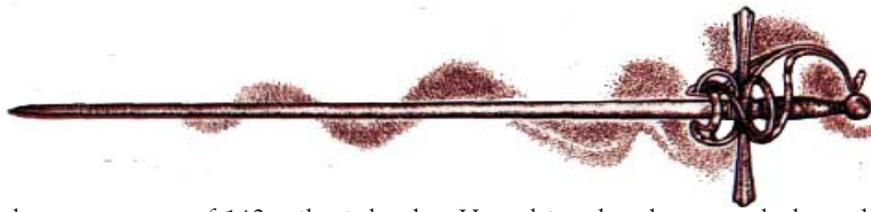
of the aranean intellect.

Occasionally, the practice does go wrong. A few araneas split their identities so completely that neither of their personalities is even aware of the other. Such psychotic araneas automatically take on their humanoid shape and personality when in the presence of humanoids, forgetting their aranean nature. Then, when in the presence of araneas in arachnid shape, they revert spontaneously to their natural form with no knowledge or memory of their humanoid alter ego. Needless to say, the resulting gaps in memory for each identity are traumatic. In some cases, the unfortunate aranea not only forgets its dual nature, it actually loses the ability to change ever again. Naturally, the araneas hide such individuals away in order to keep their secret safe.

No one knows for sure exactly where araneas came from. Some who know of their existence speculate that the spider people are a creation of the Immortals, an experiment left unchecked. Others surmise that they came from another world. In any case, several aranean realms are concealed in Mystara, though none so well as that in Herath.

Savage Coast araneas were once concentrated in Belpheumon, their former capital. Beneath that site lies a huge network of caverns that have seen aranean development. There, primitive paintings and carvings remain as a silent testimony of how long the creatures existed below the earth, but the race soon ventured forth into the woodland above. Armed with their incredible abilities, the araneas advanced unchecked within the confines of their dark forest, a thick wilderness only rarely visited by other races. By the time they reached the edge of their forest, the araneas had already developed their shapechanging skills. In disguise, they began mingling with their neighbors and soon came to perceive humanoids as their inferiors. They believed that the Immortals put the “savages” there for the araneas’ benefit: as succulent edibles at first; as convenient armies next; and finally as a precious source of labor, revenue, and sometimes even magical innovation. However, in the Immortals’ infinite wisdom, the “savages” were made dangerous and wonderfully varied so that the gift could not be abused, and the araneas would always be inspired to improve themselves.

Posing as humanoid wizards, the araneas slowly established a magiocracy over the region of modern Herath. Four domains arose, each ruled by a powerful wizard, who in turn swore allegiance to the “Great Magus in the Forest.” Today, the overall aranean realm stretches from the western borders of Bellayne to the northern edge of the Dark Jungle on the Orc’s Head



Peninsula and reaches an average of 140 miles inland from its shore on the Western Sea.

The nonaraneas of Herath are accustomed to thinking of their ruler as a quiet and reclusive wizard who stays in his tower at the heart of the dark Forest of the Magus. They have had no reason to complain about their treatment or suspect that the ruling nobility is a “monstrous” race. On occasion, the Great Magus visits—in humanoid shape, of course—the towns and courts of his vassals. Most of Herath’s dealings with visiting dignitaries from other nations are done through envoys of the Crown or vassal nobles. So far, no monarch abroad has had reason to suspect anything unusual in Herath—at least nothing that is not in keeping with a magiocracy. Further, the Forest of the Magus is off limits to all uninvited people. Of course, none of the local folk would enter the forest anyway since it is rumored to be haunted and infested with monsters (a perfect place for wizards).

Until recently, the Great Magus lived in the great citadel of Belpheumon, where araneas enjoyed going about in their spider shapes. There, the most brilliant aranean minds helped the Great Magus determine his nation’s fate and rule his subjects. The citadel reached 100 feet into the air and ten times deeper below ground, connecting with ancient caverns where many more araneas dwelt. Six great fortresses delineated the Great Magus’s domain, each home to aranean patrols (in humanoid shape) that guarded the edge of the woods. The fortresses connected with each other and with the citadel through tunnels and caverns. Each fortress was a magical building that marked the edge of the Magus’s wizardly power. An invisible web of magic emanated from the citadel and covered the forest. Linked to the Great Magus’s mind, the web allowed the ruler to sense everything inside the forest, including the predominant feelings and physical sensations of visitors.

All this changed about a year ago, however, when the Immortals warred and magic stopped working all over the world for several days. The lull period was especially devastating in Herath. Protective magic within the realm was lost, and Herathian wizards suddenly found themselves bereft of spells. Seizing the opportunity, goblinoids on the border quickly mobilized, invading and sacking the capital. The Great Magus barely escaped death by traveling to a nearby castle, Asgamothe, which has since grown into a new capital city. At the same time, the sensing web dissipated, as did an aranean spell confining the Red Curse to the area of the Savage Baronies. The Great Magus and his advisers are currently working to reestablish the sensing web; in the meantime,

Herathian border patrols have been dramatically increased. As for the spell confining the Red Curse, restoring things as they were seems beyond the abilities of the araneas, likely requiring the cooperation of most or all of the Immortals.

Herath maintains peace with its neighbors because war would simply be too costly. The Great Magus is far more interested in political intrigue and magical influence than in open warfare. He maintains a delicate balance among his nation’s neighbors. The presence of Terra Leãoça, a small Vilaverdan colony, is useful to Herath since the colony is a pain in Bellayne’s flank. The Magus quietly supports the colony, in exchange for which Herathian merchant ships can sail through its territorial waters without interference.

Capital and Ruler

Capital: Asgamothe (population 24,000—mostly araneas). **Ruler:** Wizard-King Yahav IV “The Watcher,” son of Queen-Sorceress Amsharai II. The hereditary royal domain includes the Forest of the Magus and the ruins of Belpheumon, the former capital (once home to more than 100,000 people, now a vast ruin inhabited by perhaps 3,000 refugees and a like number of monsters). **Typical NPC:** Noble wizard. **Patron:** Yehm.

Dominions of Herath

Each dominion’s ruler is an aranea in another form. All are loyal to the Grand Magus; while dictators on a local level, the dominion rulers listen closely to the Grand Magus.

Viscounty of Bervrom. **Capital:** Amion (population 4,300—araneas, humans, elves, rakastas). **Ruler:** Lady Beryam “The Deft,” daughter of Lord Balmoroth of Bervrom (Noble transmuter, “rakasta”). **Typical NPC:** soldier, thief, or aranea spy. **Patron:** Enebaan.

County of Enom. **Capital:** Nezhev (population 5,700—araneas, humans, dwarves, some turtles). **Ruler:** Count Disbaal “Eight-Eyes,” son of Lord Enzuth of Enom (Noble diviner, “human”). **Typical NPC:** miner or gem cutter. **Patron:** Negyavim.

Duchy of Ensheya. **Capital:** Sorodh (population 10,900—araneas, humans, elves, halflings). **Ruler:** Duke Yaluughu “The Dark Weaver,” son of Lord Ezer of Ensheya (Militant mage, “elf”). **Typical NPC:** farmer or woodcutter. **Patron:** Yehm.



Viscounty of Hethzya. Capital: Shahav (population 18,500—araneas, humans, halflings, some rakastas and lupins). Ruler: Lord Mazioth “The Hook,” son of Lord Gerphemon of Hethzya (Swashbuckler mage/thief, “half-elf”). Typical NPC: merchant or soldier. Patron: Shaya.

The Wildwoods. Administrative center: Tower of Yedom (population—mostly araneas, with some humans and elves). Ruler: Lord Yezarath of Pazphezu, appointed overseer (Webmaster druid, “elf”). Typical NPC: forest hunter or lonely wizard. Patron: Shaibuth.

The Wildwoods are mostly wilderness, barely touched by civilization. The Great Magus is still debating whether to let it be reduced by woodcutters and farmers to expand the nation or save it for future generations. The nobility is widely divided on the fate of this unclaimed territory. More pressing is the need to curb the incessant encroachment of rakasta hunters from Bellayne’s Wyndham Marches.

Immortal Patrons of Herath

More information on the Immortals can be found in “The Campaign” chapter.

Enebaan (Masauwu): Patron of diplomacy, intrigue,

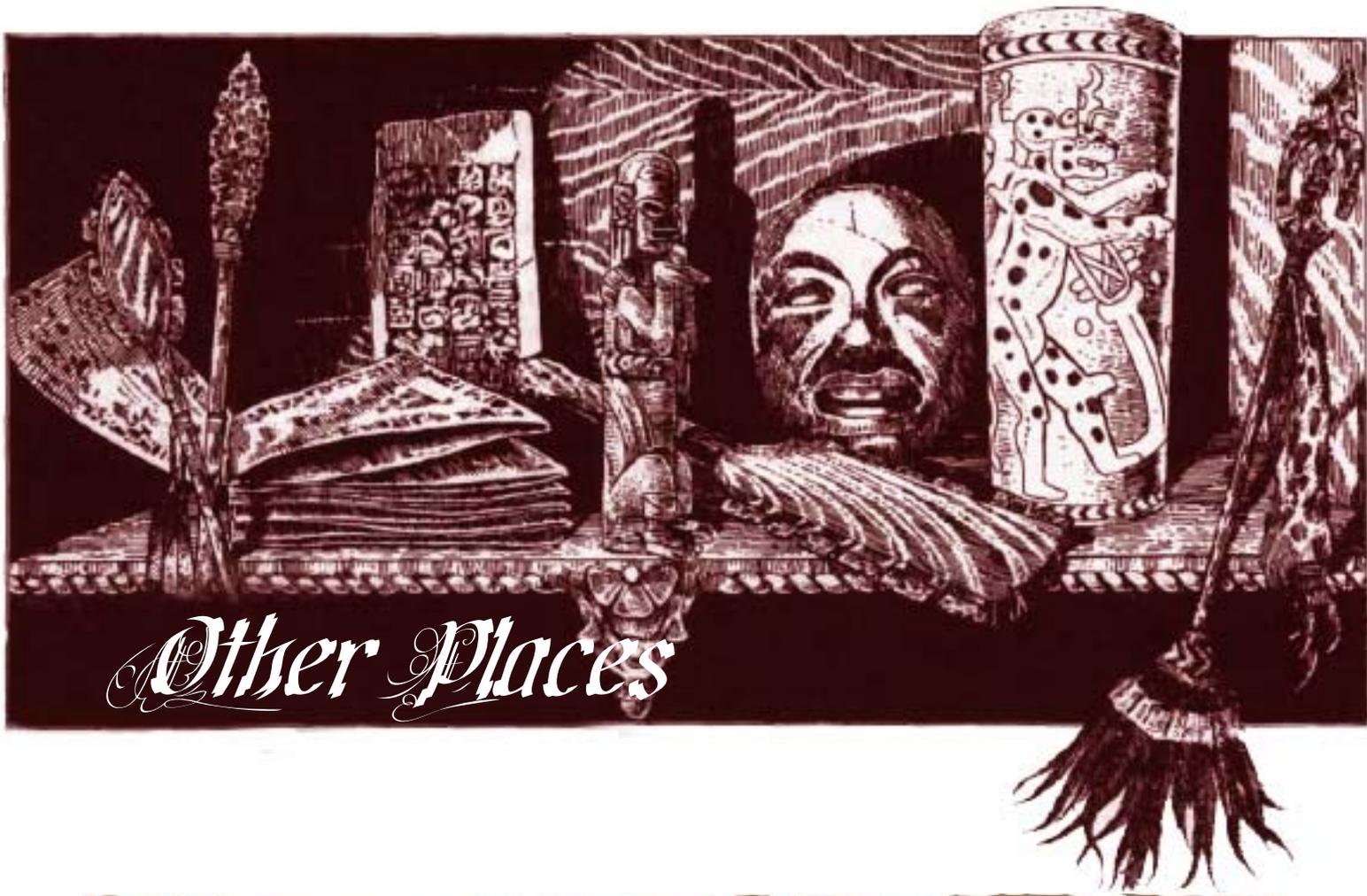
influence, masquerade, rulers, spies, and thieves.

Negyavim (Iliric): Patron of Herathian wizardry, but also of greed and insensitivity. His followers use the local mining of gems and the dwarves’ skillful crafting of these precious stones as a source of sacrificial gifts to this greedy Immortal.

Shaibuth (Eyrindul): Patron of forest dwellers. This elven Immortal took on the aranean cause as an afterthought, merely as a means to compete against Korotiku (Yehm), his old rival.

Shaya (Valerias): Patron of beauty and love, especially unrequited love. Valerias was attracted by the true love felt between a human paladin and an aranea who appeared human; rather than expose her secret, the aranea bit her lover, poisoning him, and then ended her own life. The tragic tale touched Valerias, and she has since found a wide following among Herathians.

Yehm (Korotiku the Spider): Araneas are an old favorite of Yehm, one of those Immortals who no longer remembers ever being mortal. It is tempting to say he once was a mortal aranea, which would attest to this race’s ancient existence in the universe, but no proof exists of this. Nevertheless, Yehm is the grand patron of araneas, even more so than of the lupins.



Other Places

Beyond the Savage Coast proper lie several lands. Inland from the coast is a vast expanse known as the Yazak Steppes. Hanging from the western end of the coast proper is the Orc's Head Peninsula, a land of dense jungles and savage inhabitants. While the Red Curse does not directly affect these lands, I believe part of the key to its origins can be found in these other lands, perhaps in the Great Northway, perhaps somewhere on the peninsula, perhaps beyond on the Arm of the Immortals. These areas warrant much study.

*The Chronicle of the Curse
by Don Luis de Manzanar*

Besides the nations already covered, a number of other interesting places and cultures exist on the Savage Coast. This chapter offers information on how to use some of those areas. Included are the Orc's Head Peninsula, the Serpent Peninsula, the Arm of the Immortals, and the Yazak Steppes. Most of these areas lie within the Haze (see "The Curse and the Legacies" chapter).

The Orc's Head Peninsula

The Orc's Head Peninsula is a vast area that is home to a number of interesting countries and peoples. A brief overview of the most important ones follows. The manscorpions, enduks, and wallaras are all part of the background of the Red Curse; special attention should be paid to them.



The Wallaras

The wallaras are the technologically primitive, yet spiritually rich people who inhabit the grasslands on the Orc's Head Peninsula's northern shore. Once a proud and wise race, the wallaras were reduced to their current primitive state through the action of the araneas.

Wallaras look like tall, slender humans, but their skins are covered in stripes of many different colors. They have innate magical powers, such as the ability to activate a *dimension door* and the ability to emulate a *ring of chameleon power*. Sometimes called chameleon men, wallaras are distantly related to dragons.

The wallaras are a peaceful people who seek—and often find—spiritual enrichment. They are nomads now, but they once ruled a vast civilization that included the now-ruined city of Risilvar, located in the Forbidden Highlands. Wallaras seldom leave their homeland and, consequently, know little of the outside world. During the wars of the last few years, the wallaras remained mostly untouched; the gurrash on their eastern border never venture into wallaran lands, the phanatons to the south are peaceful, and other races are too far away to be a threat.

The Phanatons

A phanaton looks something like a cross between a monkey and a flying squirrel, with the markings of a raccoon. The phanatons of the Orc's Head Peninsula are peaceful primitives dwelling in tree-houses far above the forest floor in their homeland of Jibarú. The phanatons are closely tuned to nature and are protectors of the plants and animals of their homelands. Phanaton society is similar in many ways to shazak society, though it has a much higher proportion of druids. Latecomers to civilization, phanatons are just beginning to institute a central government and system of laws. They seem to be headed toward a collective tribal government with an advisory council of druids and shamans.

During the recent wars, the phanatons were attacked by manscorpions. Though a few villages were lost, most of the inhabitants escaped and were eventually able to drive back the manscorpions, who were unaccustomed to fighting in any kind of foliage.

The Enduks and the Ee'ar

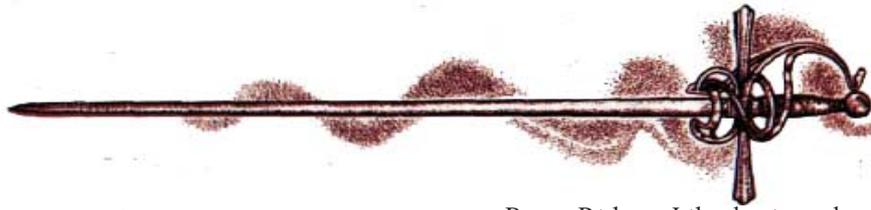
The enduks are winged minotaurs; the ee'ar are winged elves. At one time, many centuries ago, the enduks had a budding civilization on the western edge of the Orc's Head Peninsula. Their nation of Nimmur was a deeply religious society which had just opened communications with the other great local civilizations of the time—wallaras, ee'ar, and Nithians. Unfortunately, the Nithians' arrival on the Savage Coast caused a mass migration of manscorpions, who eventually arrived in Nimmur.

The enduks welcomed the manscorpions, who eventually betrayed them, driving them out of their homeland. The ee'ar helped the enduks escape westward, to the long peninsula called the Arm of the Immortals. There, the enduks rebuilt their civilization beside their friends the ee'ar. They continued with their peaceful religious ways but also established a strong military. The ee'ar already had a dichotomy of military types and mystic thinkers.

The enduks dreamed of recapturing Nimmur, and eventually, just within the last decade, an opportunity came. A combined force of enduks and ee'ar invaded the lands of Nimmur, but they met with limited success. While unable to destroy the manscorpions, whose numbers had grown tremendously, they were able to establish a foothold in the city of Um-Shedu and its surrounding territory.

The Manscorpions

The manscorpions are the rather brutal race which drove the enduks out of Nimmur, taking the land for themselves. When the enduks were driven away, the manscorpions were cursed by the Immortal Ixion, who caused them to burn in the light of the sun. They spent the next few centuries occupying the cities of Nimmur and constructing underground passages between them. Presently, the manscorpions are quiescent, but the opportunity for war may come again at any time. They are upset at the presence of the enduks and the ee'ar in Um-Shedu but have thus far been unable to come up with a strategy for retaking the city.



The Arm of the Immortals

West of the Orc's Head Peninsula, across the sea, lies a long finger of land called the Arm of the Immortals. As mentioned, the main civilizations of the ee'ar and the enduks reside on the Arm. A couple of colonies, sponsored by powers on the Savage Coast, sit on the eastern shores of the peninsula. The kingdoms of Eshu (the land of the enduks) and Aeryl (run by the ee'ar) are located inland on high plateaus in the mountain range that dominates the center of the Arm of the Immortals. On the far side of the Arm—at least according to the tales of seafarers—lie several states dominated by “demi-ogres,” huge humanoids said to be descended from the offspring of humans and ogres.

The rest of the Arm is mostly wild and unexplored. Vast expanses of forests, untouched by humanoids, cover the north, while huge jungles dominate in the south. The Arm covers several climates and numerous geographical features, with a wide variety of wildlife, including many sorts of monsters. In addition, rumors insist that ancient and powerful sites are hidden within the landscape of the Arm. It is even said that the Immortals themselves can be approached through secret portals high in the mountains of the Arm. However, few have explored the Arm and returned, so the facts of the matter are largely unknown—at least for the present.

The Yazak Steppes

The Yazak Steppes run from Hule in the east to the region north of the Orc's Head Peninsula. These are actually several different, disconnected sets of steppes. Once home to rakastas and lupins, the steppes have been taken over by goblinoid tribes.

The five “great tribes” of goblinoids in the steppes are dangerous to the coastal lands only when they unite into massive hordes that sweep down to raid for food and treasures. The five tribes are the Hupkur, which consists of hobgoblins and ogres; the Huptai, composed of hobgoblins and goblins; the Dankut, mostly orcs with a few trolls; the Kuttai, which includes orcs and goblins; and the Gosluk, made up entirely of goblins. Many of the members of these tribes

are Beast Riders. Like lupins, the hobgoblins of the steppes ride dire wolves; goblins ride worgs; and orcs and half-orcs ride specially-bred boars (which sometimes make tasty treats for the worg mounts).

The Hupkur tribe—which occupies the lands north of Renardy, Bellayne, and Herath—is the strongest and most well organized of the five tribes. A recent alliance between the Kuttai and the Dankut, the tribes closest to the Savage Baronies, provides a substantial threat.

Several small tribes are not allied with any of the larger groups. Of these, the most important is the Tai-luk tribe, a group of goblins occupying a small territory north of the Bayou. The Tai-luk goblins are important only because no other tribes inhabit that rather inhospitable area and because of their proximity to Cay, which could lead to a conflict if the goblins raid the caymas' aurochs.

Goblinoid Names

To hobgoblins, the name for their race is hup, with the “u” sound pronounced the same as the “oo” in *book*. Orcs call themselves kut, with the same short “u” sound. The name goblins give themselves is gos, in which the “o” is long, rhyming with *gross*. Other goblinoid races refer to goblins as tai; this is pronounced *tah-ee*, though said more quickly, such as in *tie*. Ogres are kur, pronounced *koor*, both among themselves and by others.

Thus, the names of the five great tribes have the following compositions:

Hupkur: Hobgoblins (hup) and Ogres (kur).

Huptai: Hobgoblins (hup) and Goblins (tai).

Kuttai: Orcs (kut) and Goblins (tai).

Dankut: Orcs (kut).

Gosluk: Goblins (gos).

Note that dan (sounds like the “a” in *want*, with a nasal overtone) is the tribal name for orcs of the Yazaks (kut is the racial name). Similarly, luk, pronounced as the word *look*, is the tribal name for goblins of the Yazaks. The Tai-luk are using the hobgoblin/orc word for themselves, plus the goblin tribal name.

The names of goblinoid individuals follow the same styles as racial and tribal names, with short syllables and harsh, guttural sounds. Most names have only one or two syllables, as do most goblinoid words; they have an uncomplicated language. Several acceptable syllables are suggested in the following text, and the DM should feel free to come up with others as needed. These 50 syllables can be mixed or used



alone to create goblinoid names, insults, and other words.

Table 10.1: GOBLINOID WORD COMPONENTS

baj	kal	bek	kez
bil	kig	boz	kod
bup	kub	dag	laj
dez	lep	dij	lig
dok	loz	dut	lub
gaz	paz	gep	peb
gid	pij	gok	pog
guj	pul	hab	taj
het	tep	hig	tik
hok	tog	huj	tuz
jaj	zad	jeg	zet
jit	zil	jod	zog
juz	zub		

History of Invasions

Goblins and their kin have lived in the Yazak Steppes for almost 3,000 years. Over 20 centuries ago, their hordes destroyed the elven and Oltec civilizations of the region, forcing both elves and humans back into a savage state. When the Red Curse was created, goblinoids took little notice, content in their raids and occasional wars against encroaching humans. When the turtle civilization grew large enough to seem threatening, goblins swept down from the steppes once more. What few pockets of human and demihuman culture remained shrank to fortified, permanent settlements, but they were not vanquished.

Those fortifications remained and swelled, first with the arrival of Traldar colonists, then again with immigrants from Ylaruam, Yavdlom, and Thyatis. Surprisingly, the goblinoids seemed content to let these petty baronies be. After all, they fought among themselves—first over territory, later over mining rights to *cinnabryl*.

Now, with the spread of the Red Curse and the Legacies tempered by *cinnabryl*, the goblinoids realize, too late, that the current coastal civilizations have become too powerful to be swept away as the ancient elves and turtles were. Nonetheless, among goblins,

pride is greater than wisdom; one powerful leader could still lead them to ride down from the steppes once more.

Recently, a renegade Inheritor named Igor Balazar has been working to unite the tribes of the Yazaks; more about his efforts can be found in the adventure “Divided We Fall,” the last chapter of this book.

Other Goblinoids

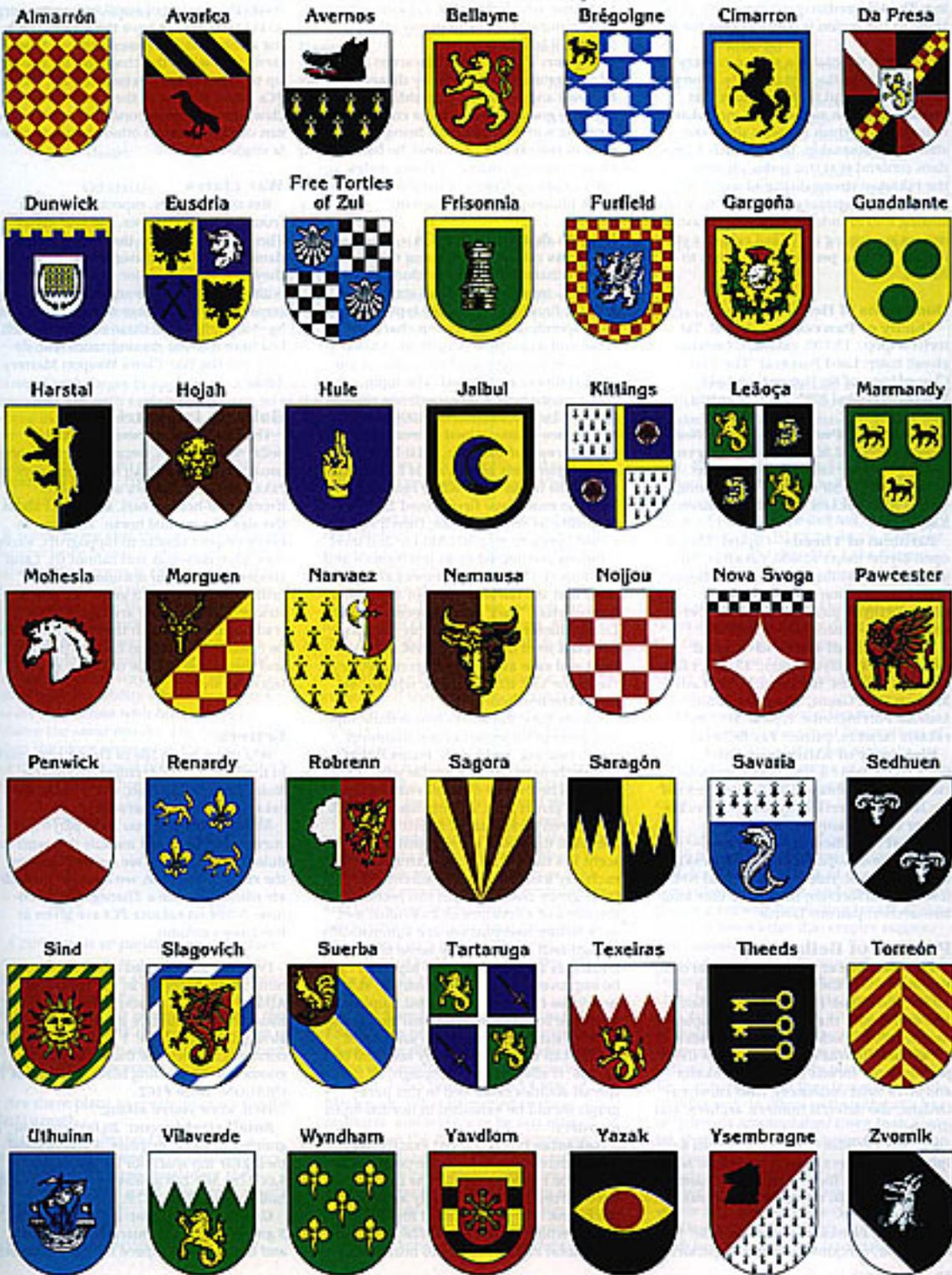
There are also a few scattered tribes of goblinoids on the coast itself, notably near the Savage Baronies, and north of Robrenn. The coastal goblinoids are known collectively as the Yazi.

The easternmost Yazi are the gnolls of El Grande Carrascal. These are generally mounted nomadic warriors who ride the plains (on horses) and raid any outlying settlements. Surprisingly, the gnolls are relatively civilized compared to the other Yazi. They will negotiate, they engage in honest trade as well as raids, and they do not always attack on sight.

West of the gnolls are the southern goblins, such as the Black Bellies tribe. These warlike goblins cause many problems for the Savage Baronies. Some are mounted warriors (on wolves), but most are at their best when on foot. Fortunately, these goblins are not as numerous as the gnolls to the east. Also, because the most recent battles ended in clear victories for the Savage Baronies (notably Cimarron), the goblins are less inclined to attack outlying settlements.

Goblinoids north of Robrenn are referred to as the Carnax, Cassivellonis, and Pycctis. Only the Pycctis are goblins; the others are orcs. These goblinoids are very similar in mannerisms and philosophies to the Yazak goblinoids, except these Yazi are never mounted warriors. The Pycctis trade with the Yazak tribes, and through the Pycctis, the orcs trade with the Yazaks as well. While these goblinoids are a constant threat to Robrenn, they are currently making only disorganized raids because all of their strongest leaders were slain in the recent wars.

Coat of Arms of the Savage Coast™



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Campaign Book

Characters of the Savage Coast



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Campaign Book *Characters of the Savage Coast*

Based in part on the "Princess Ark" series by Bruce Heard and partially derived from the work of Merle and Jackie Rasmussen.

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Lake Geneva
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U.S.A.



TSR Ltd.
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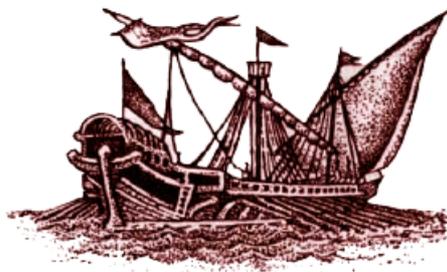


Table of contents

Player Characters	3	Basic Effects of the Curse	58
Character Races	3	Origins of the Curse	58
New Character Races	5	Removing the Red Curse	61
Creating a Character	9	The Magical Substances	62
Character Kits	14	Effects of the Red Curse	64
Chapter Overview	14	The Legacies	69
Kits for Multiple Classes	16	Legacy Descriptions	72
Warrior Kits	26	Proficiencies	94
Wizard Kits	36	Weapon Proficiencies	94
Priest Kits	40	Nonweapon Proficiencies	102
Thief Kits	44	Equipment and Economics	111
Bard Kits	47	Money	111
Kits by Culture and Race	53	Special Materials	112
Using Other Kits	55	New Weapons	114
Switching Kits	56	Magic	120
Playing Without Kits	57	Existing Spells	120
The Curse and the		New Spells	122
Legacies	58	Magical Items	124

Credits

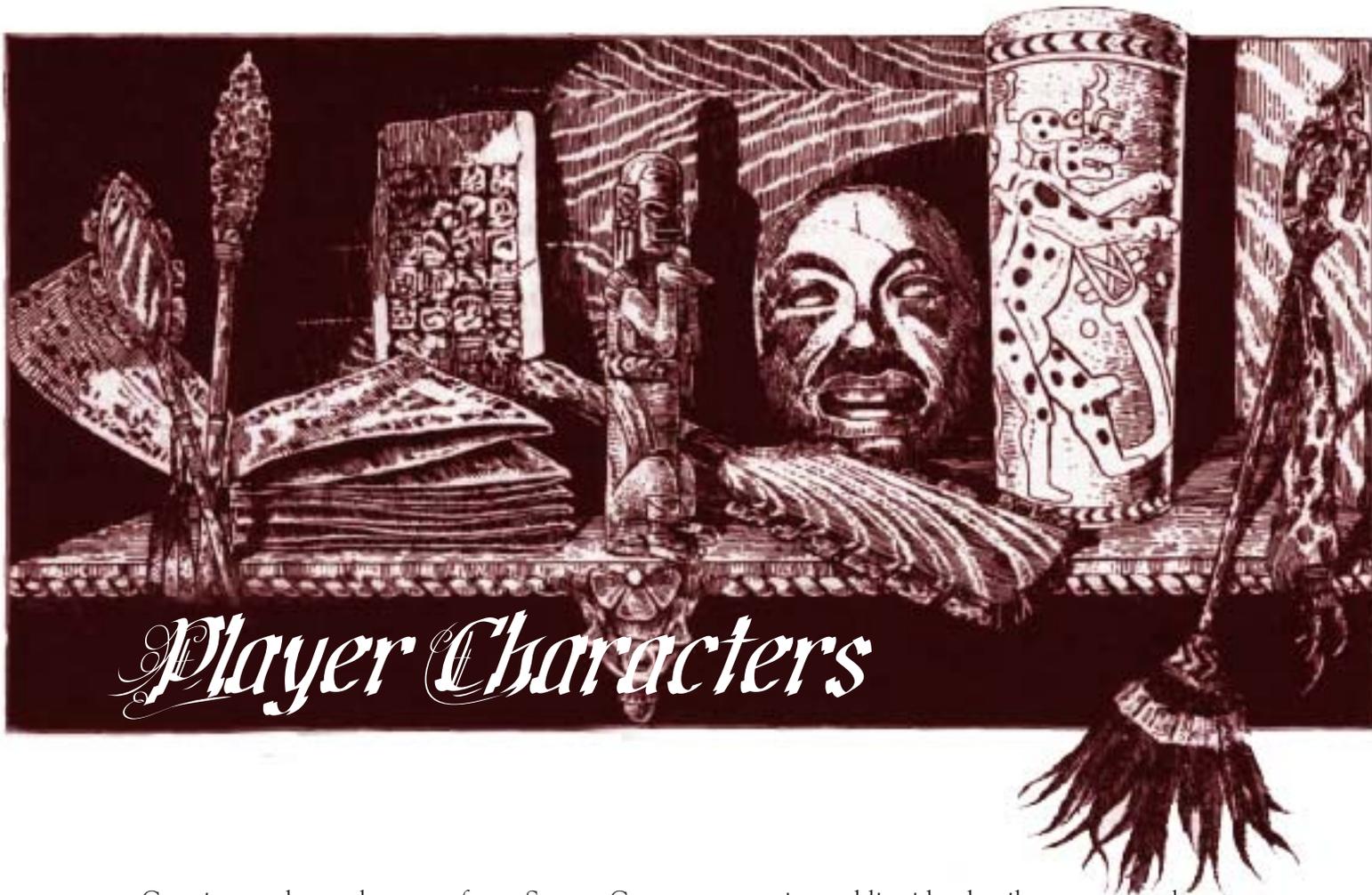
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Editing: Cindi M. Rice **Editorial Assistance:** Tony Bryant, Jonatha Ariadne Caspian, and Lester Smith
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Player Characters

Creating a player character for a Savage Coast campaign involves some special considerations. In addition to the standard AD&D game races (with the exception of gnomes), players can choose from several new races, a number of new character kits, and the magical Legacies granted by the Red Curse. This chapter details the PC races available for natives of the Savage Coast and provides notes regarding characters from nearby lands.

Character Races

First, some definitions are in order. The traditional definition of humanoid includes only goblins and their relatives—kobolds, orcs, hobgoblins, gnolls, and ogres. The preferred definition, however, describes a humanoid as any intelligent being with one head, two arms, and at least two legs.

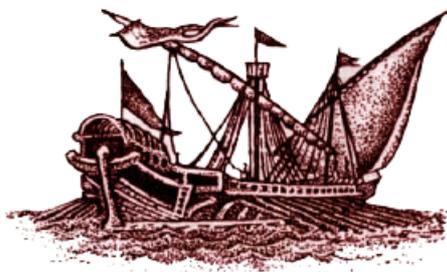
Alternately in the SAVAGE COAST setting, kobolds, goblins, orcs, hobgoblins, gnolls, ogres, and their close relatives are referred to as “goblinoids.” Elves, half-elves, halflings, dwarves, and gnomes are referred to collectively as “demihumans.” Other player character races—lupins, rakastas, tortles, and lizard kin (shazaks, caymas, and gurrash)—are known as “near-humans.” Araneas are called “unhumans.” All of these

categories—goblinoids, demihumans, near-humans, and unhumans—fall under the general heading “humanoids.”

The Savage Coast is a racially mixed area; members of most races are fairly common, or at least known, and have their own civilizations and settlements. As a consequence, most people do not find it especially notable to see a lupin walk down the street, though a cayma or gurrash might raise a few eyebrows. Members of most other races are considered normal people, and thus do not usually draw any special attention, positive or negative.

This is not to say that the Savage Coast is entirely free from prejudice. Indeed, many of the area’s wars are related to racial prejudice and conflict: Lupins and rakastas have border conflicts, rakastas generally dislike shazaks, and gurrash hate them. However, a lupin would not find it unusual to meet a rakasta on the road, and the two might even cooperate if necessary. How a particular member of a race is treated depends largely on the individual and the circumstances.

Following are brief descriptions of the character races available in a SAVAGE COAST campaign. Classes available to each race are covered under “Choosing a Character Class” subsection later in this chapter. Kits are covered in detail in the “Character Kits” chapter.



Standard Character Races

Most of the standard character races are available on the Savage Coast, with the exception of gnomes. Dwarves and elves also have an expanded choice of character classes in this setting. The most important alteration is that demihuman races do not have their own cultures on the Savage Coast. For instance, while elves do live along the coast, they have no distinctly “elven” culture. The demihumans who live in the area are integrated into other cultures. In areas where human culture is dominant, it often has elements of demihuman culture. One consequence of this absorption of the demihuman races is that their languages are extremely rare; demihuman characters may not know their traditional tongue.

Note that because of the Red Curse, most humans and demihumans native to the Savage Coast have a reddish cast to their skin. This varies by region, so red skin is common and somewhat dark in the Savage Baronies, while it is progressively less common and lighter in hue in countries farther west.

The various cultures and the appearance of their people are described in the cultural sections earlier in this book.

Humans

There are no special adjustments for human characters in this campaign setting. Most humans of the Savage Coast live in the Savage Baronies, Robrenn, and Eusdria. Some live in Herath as well. It is also possible to play a human from Hule, the City-States, or other areas outside the Savage Coast, but characters from those places are described only briefly in this handbook.

Dwarves

Dwarves are fairly common in Eusdria and Cimarron, but they also live in Robrenn, Renardy, Bellayne, and Herath. The dwarves conform to the cultural norms of the areas they dwell in. Physically, Eusdrian dwarves are similar to mountain dwarves; all others resemble hill dwarves.

Eusdrian dwarves can be bards if they take the Skald kit, but they are limited to 12th-level advancement. Dwarf Skalds are also limited by the demi-bard restrictions as detailed in the *Complete Bard's Handbook*. Most importantly, they cannot cast spells, but they can learn to resist spells. If a dwarf Skald finds a spell

and succeeds on a “chance to learn spells” roll, the character can later

resist the effects of that spell by successfully passing another “chance to learn spells” roll when it is cast. The number of spells the character can resist is limited both by Intelligence (per the “Maximum Number of Spells per Level” rule) and the bard’s spell progression. Thus, a 2nd-level dwarf Skald can attempt to resist one 1st-level spell per day, provided the character has “learned” the spell previously.

Elves

Like dwarves, elves have no culture of their own on the Savage Coast. They are common in Robrenn, Eusdria, Bellayne, Renardy, and Herath, and they make up the majority of the population of Torreón.

Elves conform to the cultural norms of the states in which they live, even in regard to allowed character classes. An elf born and raised in Robrenn can be a druid but can advance only to 13th level. Even if the DM allows characters with high scores in their prime requisite abilities to exceed normal level limits, an elf can never be a 14th- or 15th-level druid in the druid hierarchy. Instead, the elf retains the abilities of a 13th-level druid until earning enough experience to reach 16th level, at which point the character becomes a hierophant druid.

Elves can be bards on the Savage Coast if they take an appropriate kit, but they are restricted in level as described in that kit. An elf from Robrenn can be a Peasant or Noble bard (level limit 13), while one from Bellayne can be a Herald (level limit 6).

Physically, most elves of the Savage Coast look like high elves, but those in Eusdria are similar to gray elves.

Half-Elves

Half-elves are common in Eusdria and Torreón, and some are also found in Robrenn and Herath. Their racial adjustments and restrictions are those detailed in the basic game rules. In this campaign, half-elves use kits appropriate to the lands in which they live.

Along the Savage Coast, half-elves breed true. That is, the offspring of two half-elves is always a half-elf, as is the offspring of a half-elf and a human or a half-elf and an elf. Some people on the Savage Coast use the term “demi-elf” to refer to those who have at least one half-elven parent. A person who has one elven parent and one human parent is still correctly known as a half-elf.





Halflings

Like other demihumans on the Savage Coast, halflings conform to the cultures in which they live, having no unique culture of their own. Though most common in Cimarron, halflings are also found in Robrenn and Eusdria, but rarely in Renardy, Bellayne, and Herath. Hairfeets are the most common halflings, though stouts are found in Cimarron and Eusdria, and tallfellows in Robrenn, Eusdria, and Bellayne. Like half-elves, halfling characters use those kits available in their homeland. They have no special adjustments in this campaign setting, except for the fact that halflings from the Savage Coast cannot become Heralds.

Gnomes

There are no gnomes native to the Savage Coast. Player character gnomes must be imported from other regions and should adhere to the rules governing those places.

New Character Races

There are seven new player character races in this campaign setting: lupins, rakastas, turtles, araneas, and three varieties of lizard kin (gurrash, caymas, and shazaks). If the DM approves, it may also be possible to play some sort of goblinoid.

Like the races presented in the *PHB*, the new player character races presented in this source have special abilities. Each race is listed individually.

Lupins

Lupins are furred humanoids with doglike heads. Descended from a nomadic culture, they now make up the vast majority of the population of Renardy. Some lupins even live in Herath and the Savage Baronies, but elsewhere they are rare.

Lupins culture mimics that of the Savage Baronies, so there are a wide range of character classes and kits available to them.

Lupins have infravision with a range of 60 feet. They also have excellent senses of smell and hearing, as well as special instincts, which give them six special abilities: detecting lycanthropes, detecting invisible or ethereal beings, blind-fighting, tracking, recognizing

odors, and detecting noises.

A lupin has a 99% chance to recognize a werewolf in any of its forms and a 15% chance to recognize other lupins in unusual forms.

When confronted with invisible creatures, a lupin receives a +4 bonus to any saving throws made for detection (as explained under “Invisibility” in Chapter 13 of the *DMG*). A lupin automatically gets a saving throw (with the bonus) when an invisible creature approaches within 10 feet and for every round the invisible being remains that near. The lupin does not automatically know where the invisible creature is, just that it is nearby; locating it requires other clues. A lupin can also use this ability to detect the presence of ethereal creatures, such as ghosts, phase spiders, or someone wearing *plate mail of etherealness*. The lupin recognizes the difference between ethereal things and simply invisible ones but gains no special attack or defense capabilities against ethereal beings.

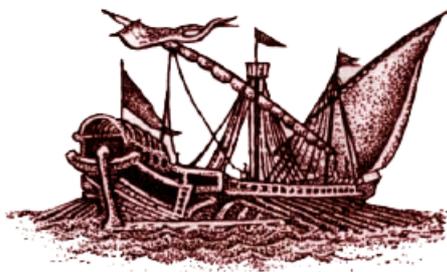
Lupin characters automatically gain the blind-fighting proficiency without spending nonweapon proficiency slots. They also have the tracking ability with a score equal to half their Wisdom (rounded up). A lupin character who spends slots to take the tracking proficiency gains the ability at full Wisdom rating like rangers of other races, and Lupin rangers have the ability at a rating equal to their Wisdom score +6.

Lupins can recognize the smell of a person or creature they have encountered before. Recognition of a particular race is automatic, but the lupin must make an Intelligence check to recognize a particular individual by smell. Perfumes or strong odors in the area can give the lupin a -1 to -4 penalty to this ability, depending on the strength of the odors.

A normal lupin has a 35% chance to detect noise as thieves do (see **Table 11.2**). This chance increases by 2% per level after the first. Lupin thieves begin at 35% as well (which is the normal 15% of thieves, plus an initial 20% racial bonus), also gaining the bonus of 2% per level. They can then improve upon this ability by adding percentage points from the 30 points per level that thieves receive.

Because of their acute senses, lupins receive a -2 penalty on their saving throws against attacks based on odor (such as those made by ghastrs or *stinking cloud* spells) or sound (such as a banshee’s wail or a harpy’s song).

Wolfsbane repels lupins. The substance is even more poisonous to them than it is to humans. Wolfsbane ingested by a lupin acts as Type J poison (a failed saving throw indicates death, while success indicates a loss of 20 hit points). Fortunately, the keen senses of a



lupin nearly always alert it in time to avoid ingesting the substance.

If wolfsbane is somehow injected into a lupin's bloodstream, it acts as Type P poison (a failed saving throw causes a 50% drop in all ability scores for 1d3 days).

Rakastas

Rakastas are feline humanoids. Bellayne is populated mostly by rakastas, split between the settled town dwellers and the nomads who carry on rakastan ancient traditions. Rakastan culture is unique, somewhat mystical, and concerned primarily with battle and honor. Some members of this race dwell in Herath, but they are rare in other states.

Rakastas have excellent balance and reflexes, taking only half damage from any fall. They have infravision with a range of 60 feet. Also, they have excellent hearing and some special instincts. Together, these give rakastas three special abilities: detecting invisible or ethereal beings, blind-fighting, and detecting noise.

When confronted with invisible creatures, a rakasta receives a +4 bonus to any saving throws made for detection (as explained under "Invisibility" in Chapter 13 of the *DMG*). A rakasta automatically gets a saving throw (with the bonus) when an invisible creature approaches within 10 feet and during every round the invisible being remains that close. The rakasta does not automatically know where the invisible creature is, just that it is close by; locating it still requires other clues. Rakastas can also use this ability to detect the presence of ethereal creatures, such as ghosts, phase spiders, or someone wearing *plate mail of ethereality*. They recognize the difference between things ethereal and those simply invisible but gain no special attack or defense capabilities against ethereal beings.

Rakasta characters automatically gain the blind-fighting proficiency without spending nonweapon proficiency slots. A normal rakasta also has a 20% chance to hear noise like a thief. Rakasta thieves can further improve upon this ability, just as thieves of other races can improve on their base scores (for thieving skill adjustments, see **Table 11.2**). Note that the rakastan racial bonus is already added into this base; rakasta thieves do not receive an additional 5% bonus. See "Listening" in Chapter 15 of the *DMG* for more information.

Because of their keen senses, rakastas receive a -1 penalty on their saving throws against attacks based on sound (such as a banshee's wail or a harpy's song).

Tortles

Tortles are bipedal turtles, standing about the same height as humans. They have inhabited the lands of the Savage Coast for thousands of years. Tortles have no real government; they live in small family dwellings, often within the borders of some other race's state. The creatures are generally peaceful, scholarly farmers, but they will defend their homes.

Tortles have infravision with a range of 60 feet and can see underwater within this range as well. The creatures automatically gain the swimming nonweapon proficiency, but they are clumsy swimmers. Their natural buoyancy keeps them afloat while they paddle along (even across bogs, quicksand, and mud). Tortles can hold their breath underwater for 10 turns.

Tortles do not wear armor but can retreat into their shells for protection. With some effort, they can bend and twist to pull their limbs and head into the shell, but they can take no other actions in the same round. When fully withdrawn, a tortle cannot move or attack but becomes AC 1 and gains a +4 bonus to all saving throws, even against mental attacks (because the tortle gains the benefit of its shell and marshals all its inner strength for defense). A withdrawn tortle can hear and smell but cannot see outside of its shell, making it immune to gaze attacks and other attacks that require a victim to see.

Lizard Kin

There are three kinds of lizard kin on the Savage Coast: the shazaks, who are much like the lizard men described in the *MONSTROUS MANUAL* tome; the frenetic caymas, who stand only a foot tall; and the barbaric gurrash, who stand about eight feet tall. (For more information on the lizard kin, see the "Shazak, Ator, and Cay" chapter earlier in this book.)

Each race has its own nation, located in or near the Bayou. The shazaks are peaceful primitives who build communal dwellings in the forests north of Herath. The caymas are curious and energetic; they are inventive but impractical architects who build mazelike towns north of the Bayou. The gurrash are a powerful and dangerous folk, also known as gator men, who live in the Bayou itself.

All lizard kin have a few abilities in common. Each has a 20% chance to remain undetected in a swamp environment (or an additional +20% bonus to the hiding in shadows score if the character is a thief as described in **Table 11.2**). All have infravision: shazaks to 60', caymas to 90', and gurrash to 120'.





Shazaks, gurrash, and caymas all gain the swimming proficiency automatically. A shazak or cayma can hold his or her breath for twice the normal length of time (a number of rounds equal to $2/3$ the character's Constitution score). A gurrash can hold his or her breath for three times the normal length of time (a number of rounds equal to his or her Constitution score).

Araneas

Araneas are arachnid mages thought by most to be extinct. Those who still exist are usually found in Herath, as explained in the "Herath" chapter of this book.

In spider form, araneas have AC 7 and never wear armor. In humanoid or demispider form, they have the base AC of the emulated race. Araneas have infravision with a range of 60 feet. They can take a proficiency in animal handling and animal training for spiders, the ability being applied to spiders with an Intelligence of 1 or more. Because of their other abilities and their involvement with the creation of the Red Curse, araneas do not receive an initial Legacy. However, when they reach maturity, they must wear *cinnabryl* or suffer the detrimental effects of a randomly chosen power. An aranea can gain Legacies by becoming an Inheritor.

Araneas change shapes with ease. The ability is automatic, learned within a few weeks after birth, and is not limited in duration or number of uses per day. However, in trying to maintain secrecy, an aranea will never assume spider or demispider form among nonaraneas. It takes one round to change from humanoid to demispider, demispider to spider, or vice versa. Thus, changing from spider to humanoid or the reverse takes a minimum of two rounds.

The demispider form is merely a transitional phase for araneas and cannot be held for more than two rounds per level. This form has no special abilities or bonuses. The physical appearance of an aranea in demispider form is vaguely humanoid—with an extra pair of eyes set in the temples, one extra joint on each finger, spinnerets in the palms of the hands, and small fangs. This manifestation is similar to the Affliction caused by a Webcasting Legacy. Still, they never risk taking demispider form around nonaraneas. This combination of humanoid and arachnid characteristics contains a link they would rather not reveal.

An aranea in humanoid form is effectively a member of the race emulated and has any special abilities of that race. For instance, an aranea in lupin form has excellent senses of smell and hearing. In all cases, though, the aranea follows the character class and level restrictions for araneas.

In essence, an aranea has two real identities. The creature's true race cannot be determined unless someone actually watches the change into spider form or has some way to read the character's mind (or possesses some other extraordinary means). Even a *true seeing* spell is generally useless because it allows the recipient "to see all things as they actually are," and araneas of the Savage Coast actually have dual "true" forms. If a *true seeing* spell is used on an aranea in demispider form, it reveals the last true form held. Note that the *identify species* spell described in the "Magic" chapter was invented by the araneas, so it is useless against them. Araneas use the spell to ferret out spies and insure the security of special meetings.

Though their shapechanging ability was originally gained through arcane means, neither true form is magical. Therefore, a *dispel magic* spell cast on an aranea in humanoid form does not cause it to revert to spider form. If cast on an aranea in demispider form, *dispel magic* can (if a successful roll is made, using the aranea's level or Hit Dice as the value for the opposing caster) cause the aranea to change into the last true form held.

The shapechanging ability gives araneas partial immunity to *polymorph* spells; as with lycanthropes and doppelgangers, they can resume their normal form after being affected by the spell for one round. Unfortunately for them, araneas are easier to hit and take extra damage from weapons enchanted with bonuses against shapechangers (such as a *sword* +1, +3 vs. *lycanthropes and shapechangers*). Shapechanging does not heal wounds an aranea has taken. When killed, an aranea stays in the form held just before death.

Goblinoids

There are no kobolds native to the Savage Coast; however, if the DM allows it—goblins, orcs, hobgoblins, gnolls, and ogres can be played as PCs, using the rules in the *Complete Book of Humanoids*. Members of those races should use the kits recommended for them in the "Character Kits" chapter and the cultures described in the "Other Places" chapter.

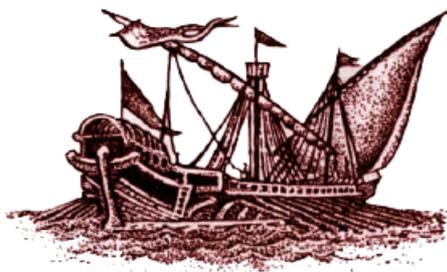


Table 11.1: RACIAL CLASS AND LEVEL LIMITS

Race	Fighter	Paladin	Ranger	Wizard*	Cleric	Druid	Thief	Bard
Aranea	6	—	—	U	9	12	12	—
Cayma**	8	—	—	12	8	—	14	—
Gurrash**	15	—	—	6	7	—	9	—
Lupin	13	—	U	12	15	13	13	9
Rakasta	15	—	11	15	12	13	15	U
Shazak**	12	—	—	7	10	—	11	8
Tortle	11	—	—	9	15	—	9	9

A number indicates the maximum level attainable by a given race in a given class; “U” indicates unlimited advancement; and “—” indicates that members of that race cannot advance in that class.

* This entry covers all wizard classes; some races are restricted from certain wizard classes. For a list of wizard classes available to each race, see **Table 11.5**. Level limits are the same for all wizards of the same race, regardless of specific class.

** These races are relatively primitive and have not developed extremely specialized professions. Therefore, they are more limited in classes.

Table 11.2: THIEVING SKILL RACIAL ADJUSTMENTS

Race	PP	OL	F/RT	MS	HS	DN	CW	RL
Aranea	—	—	—	+10%	+5%	—	+5%*	+10%
Cayma	-10%	+10%	+5%	+10%	+10%**	—	—	—
Gurrash	-5%	-10%	—	+5%	+5%**	+10%	—	-10%
Lupin	—	—	+5%	—	—	+20%***	-5%	—
Rakasta	—	—	—	+5%	+5%	+5%	+5%	—
Shazak	-5%	-5%	—	+5%	+5%**	+5%	-5%	-5%
Tortle	—	—	—	-5%	-5%	—	-20%	—

* An aranea in arachnid form has a 50% bonus.

** This becomes a 20% bonus when in a swamp environment.

*** This is the lupin’s bonus at 1st level; the bonus increases by 2% per level thereafter.

Table 11.3: RACIAL ABILITY REQUIREMENTS

Race	Str	Dex	Con	Int	Wis	Cha
Aranea	3/18	8/18	3/16	12/18	3/18	3/18
Cayma	3/13	8/18	3/18	3/16	3/16	3/18
Gurrash	10/18	3/18	8/18	3/12	3/18	3/16
Lupin	8/18	3/18	8/18	3/18	3/18	3/18
Rakasta	9/18	8/18	3/18	3/18	3/18	3/18
Shazak	8/18	3/18	6/18	3/17	3/18	3/16
Tortle	6/18	3/18	6/18	3/18	3/18	3/18

Table 11.4: RACIAL ABILITY ADJUSTMENTS

Aranea	+2 Dex, +2 Int, -2 Str, -2 Con
Cayma	+2 Dex, -1 Str, -1 Wis
Gurrash	+2 Str, +2 Con, -2 Wis, -2 Cha
Lupin	+1 Str, +1 Con, -1 Int, -1 Wis
Rakasta	+2 Dex, -2 Wis
Shazak	+1 Str, -1 Wis
Tortle	+1 Wis, +1 Con, -2 Dex



Creating a Character

Creating a character for the Savage Coast is much like making a character for any setting as outlined in the *PHB*, with more options for character race. In addition, the use of kits is strongly encouraged to help define the character's cultural background, and almost every character gains a magical Legacy due to the Red Curse. Kits are covered later in the "Character Kits" chapter; see "The Curse and the Legacies" chapter for rules about the Red Curse.

Though details may vary according to the wishes of the DM, when creating a character, ability scores should be determined first—then character race, class, and kit. Next, the character's Legacy should be determined, followed by other details such as hit points, Armor Class, weapon and nonweapon proficiencies, equipment, and background.

Characters created for other campaign settings can also be transported to the Savage Coast. Simply create the characters with the rules of the alternate setting. When the characters arrive on the Savage Coast, they will suffer from the effects of the Red Curse within a matter of days.

Generating Ability Scores

Nonhuman player characters must meet certain minimum and maximum requirements for their ability scores. For new PC races described in this campaign setting, racial minimums and maximums are listed in **Table 11.3: Racial Ability Requirements**. Next, characters of these races receive mandatory ability adjustments, as identified in **Table 11.4: Racial Ability Adjustments**. Note that these adjustments may raise a score to 19 or lower it to 2, as explained in the *PHB*.

Choosing a Character Class

All standard character classes from the *PHB* are available in a Savage Coast campaign, with the exception of gnomes. Other than some kit limitations found in the next chapter, no changes were made to basic character classes. No new character classes are given here, although "The Campaign" chapter holds a few guidelines for creating or adapting specialty priests.

Members of races presented here cannot advance in every class, and they have limited advancement in

most classes. Class and level limits are detailed in **Table 11.1**. Note that individuals of some races are very limited in the choices of kits available to them.

Races detailed in the *PHB* and the *DMG* have the usual class and level restrictions, with a few exceptions detailed under "Standard Character Races," above. The optional rule for exceeding level limits (as explained in Chapter 2 of the *DMG*) can be used if desired, but lupins and rakastas can never rise to greater than 13th level as druids.

Members of the new races are restricted to certain wizard classes. The wizard entry on **Table 11.1** is general; details on wizard classes available to each race are found in **Table 11.5**. Elementalists and wild mages are described in the *Tome of Magic*, all others are in the *PHB* and *The Complete Wizard's Handbook*.

All new character races described in this book have some members who are rogues. However, some are more suited to the profession than others. **Table 11.2** gives the thieving skill adjustments for the races described here. These adjustments are also applied to ranger and bard skills of the same names.

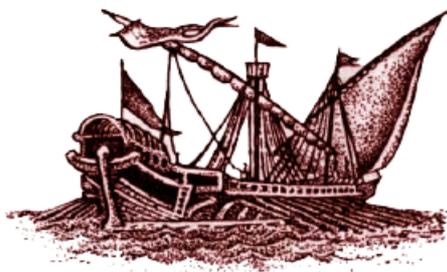
Table 11.5: WIZARD RACIAL REQUIREMENTS

Aranea:	Any
Cayma:	Mage
Gurrash:	Mage
Lupin:	Mage, diviner, abjurer, invoker, necromancer
Rakasta:	Mage, conjurer, enchanter, illusionist, transmuter
Shazak:	Mage
Tortle:	Mage, abjurer, conjurer, diviner, water elemental

Table 11.6: MULTI-CLASS COMBINATIONS

Aranea	Cayma
Mage/Fighter	Fighter/Thief
Mage/Cleric	
Mage/Thief	Shazak
Fighter/Thief	
Gurrash	
Fighter/Cleric	Tortle
Fighter/Thief	Fighter/Cleric

Humans, rakastas, lupins, and some araneas can be dual-class characters; dual-class options follow standard guidelines. All allowed multi-class combinations for new races are listed in **Table 11.6**. Races able to have multi-class mages can also have multi-class combinations with all other wizard classes available to that race. For example, an aranea could be a fighter/transmuter.



Choosing a Character Kit

Character kits help define characters. Kits are based on the cultures in the area and reflect certain standards and beliefs found there. Note that the culture a character is raised in is ultimately more important than the character's race. Thus, if an infant turtle were for some reason adopted by lupin peasants, the turtle might become a Local Hero fighter. Such instances are rare, however, and some kits are very restrictive about their memberships. For example, the Skald is very important to the culture of Eusdria, and it is unlikely that an Eusdrian Skald would teach the skill to an outsider, whether the outsider was a lupin, a turtle, or a human. Limits are more fully defined in the next chapter.

Since some characters are so restricted in their kit choice, multi-class characters in a SAVAGE COAST campaign are allowed to choose a single kit. These selections are detailed in both the "Character Kits" chapter of this book and in the previous cultural chapters.

Determining Legacies

Almost every character native to the cursed lands starts with one Legacy—a magical, spell-like power. Those characters who choose the Inheritor kit start the game with two Legacies, and they gain more as they advance in level. Initial Legacies are determined by a character's homeland. Characters not native to the Savage Coast will gain a Legacy after spending several days in a cursed area. See "The Curse and the Legacies" chapter for more details.

Araneas do not receive an initial Legacy but can take the Inheritor kit to gain Legacies. Note that aranea characters can suffer from the detrimental side effects of the Red Curse even if they do not gain Legacies, so they must wear *cinnabryl* to protect themselves.

Determining Languages

If this setting is being used in the world of Mystara, the common language of the Savage Coast is a trade tongue similar to Thyatian, the common tongue of the lands east of the Serpent Peninsula. Known as "Slag" in other parts of the world—because of the association with Slagovich—Savage Coast common also contains words derived from the languages of the various nonhuman races of the region. However, the

common tongue of the Savage Coast is sufficiently similar to the common language used in the rest of the world that characters who speak one should be able to rapidly pick up the nuances of the other, though they may have an accent for quite some time.

Besides common, several languages are native to the Savage Coast; many are nonhuman languages, while others are local human tongues. Not every civilization on the Savage Coast speaks common; for example, the language is little used by lizard kin (cayma, shazak, and gurrash).

However, for convenience, it is suggested that every player character be given two languages when created: common and the character's native language. These would not cost proficiency slots from the character's total. This assumes that the player characters are exceptional, having learned the common language from a passing trader or some other such traveler. More importantly, it allows player characters to communicate easily with one another and with most other people they encounter. While playing a character who does not know common can be interesting for a while, it soon gets old if other player characters are constantly having to translate for the individual.

This should not prevent the DM from occasionally having the player characters meet a group of NPCs who do not speak common. If this happens, perhaps only one or two PCs is able to communicate readily; talking might even require magical or other special means.

Common is used by a majority of the people in the City-States, the Savage Baronies, Robrenn, Eusdria, Renardy, and Herath; it is known by traders and travelers in southern Hule, the northern settlements of Yavdlom, and Bellayne. The other people of the Savage Coast and surrounding areas seldom speak common. Even in the areas where the common tongue is widely used, many people often speak another language.

Local Languages

The local human languages of the Savage Coast include the following: Slagich (which is almost the same as the Traladaran tongue spoken elsewhere in the world), used by the peasants of the City-States; Verdan, spoken by commoners of Vilaverde and Texeiras; Espa, used by most people in the other Savage Baronies (except Cimmaron, where common dominates); Ranax, used by almost everyone in Robrenn; and Eusdrian (similar to the Antalian language used in





other parts of the world), spoken by all Eusdrians. The neighboring lands of Hule and Yavdlom have their own languages, Hulian and Yavi.

The lupins of Renardy have two native languages. Renardois (similar to the Glantrian tongue Sylaire, but related to Common, Espa, and Verdan) is spoken by all but the lowest classes in Renardy. The lupin racial language, known as Lupin, is still spoken by some of the more insular peasants of the nation. Both segments of the population view the other with some contempt, so they do not usually learn the language of the other group. A lupin character can choose either Renardois or Lupin as a native language but must spend a proficiency slot to learn the other.

Some crossover occurs between the languages of the human and lupin areas. Espa and Verdan have about a 50% similarity with common and with each other. Thus, a speaker of Espa understands about half the speech of someone speaking Verdan or common. The DM might allow a character who knows one of the three languages to acquire both the others with the expenditure of only one proficiency slot. Renardois has about a 25% similarity with Espa, Verdan, and common, so someone who speaks one or more of those three languages can understand about a quarter of what someone says in Renardois.

Demihuman languages are seldom used along the coast. Because the demihuman races are so fully integrated into other cultures of the region, their racial tongues are not considered native languages. Consequently, most demihumans must spend a proficiency slot to learn their racial tongue. Some elves and dwarves of the Montoya district in Narvaez still use the old tongues. Dengar, the language of dwarves, is also known and spoken by a few dwarves in the mountains of Eusdria. Hin, the language of the halflings, is all but forgotten on the Savage Coast.

Elvish is spoken by a few older elves, mainly in Robrenn, and is common among Torreón's upper classes, who consider elvish the language of diplomacy, etiquette, and romance. Both human and elven nobles of Torreón speak elvish, as do any who wish to impress those nobles.

The shazaks have their own language, called Shazak; it is nearly identical to the Malpheggi language used by the more civilized lizard folk in the rest of the world. Both the gurrash and the caymas speak their own dialects of Shazak. One proficiency slot spent on Shazak would enable a character to speak one dialect fluently and understand the basics of all three dialects, while two slots would allow complete fluency in all three.

There are also three related goblinoid languages:

Yazakan, used by all the goblinoid races of the Yazak Steppes; Yazug, spoken by the orcs of the Dark Jungle; and Yaz, used by the goblinoids who live along the coast itself. Each of these has a 50% commonality with each of the other two. Again, if the DM allows, a character can learn all three languages by spending just two proficiency slots.

The other local languages of the Savage Coast are Rakastan, used in Bellayne; Herathan, the tongue of Herath; Turtle, the turtle language; and Risil, Jibar, and Nimmurian, used on the Orc's Head Peninsula.

Written Language

As for written languages, the Thyatian (common) script is the most popular on the Savage Coast. It is used for common, Espa, Verdan, Traladaran, Renardois, Ranax, Eusdrian, elvish, and dwarvish. While slight variations in script occur according to the language, such as accent marks and other pronunciation guides, the letters of common script are easily deciphered, even though the words they spell may not be. The commonality of languages applies to this written word as well; for example, someone who can read common can pick through about half of a text written in Verdan.

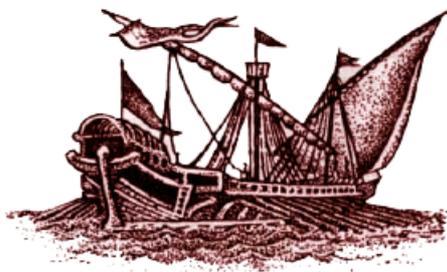
Hulean, Yavi, and Herathan have their own scripts. The turtle language is written in glyphs by learned folks; the Shazak language has a syllabary used by shazaks, some caymas, and a few gurrash wizards. Nimmurian writing is also a syllabary. Rakastan written language is composed of about 3,000 ideograms; it is used in Bellayne and by the rare literate inhabitant of the Yazak Steppes who uses it to write Yazakan. Lupin, Jibar, Yazug, and Yaz are only spoken languages; they have no written form.

Determining Armor Class

Some of the races presented for use as player characters have a natural Armor Class better than 10 before adding in any Dexterity bonus, magical items, or armor. This is generally due to some inherent toughness or ability to avoid damage.

For such characters, the Armor Class given in the following descriptions is used for front and back attacks. Dexterity bonuses or penalties to Armor Class apply as normal, as does the bonus for a shield.

Actual armor for these characters is treated differently—more like barding for horses. If a character's



Assigning Other Characteristics

armor provides protection less than or equal to the character's natural Armor Class, the individual receives a -1 bonus to Armor Class. Thus, suppose a turtle, with natural AC 3, wishes to wear leather armor. The standard Armor Class for leather armor is AC 8, worse than what the character would normally have, so wearing leather armor gives the turtle AC 2. On the other hand, if the character wears armor that provides better protection than normal, the armor's rating is used. For example, a turtle wearing full plate armor (specially made, of course) has an AC 1. These are before any bonuses for Dexterity or magic are added.

In many settings, it is difficult to find armor to fit nonhuman characters; this problem is not so pronounced on the Savage Coast. While it is difficult to find chain mail made for a shazak (because leather armor weighs less, is less expensive, and provides the same protection to the shazak), it is not difficult to find chain mail made for a rakasta, or plate mail made for a lupin. Moreover, armor is almost always made to order, so most armorers are able and willing to make unusually shaped armor or helmets. They often even have some needed pieces around, allowing them to quickly assemble an appropriate suit of armor. Still, characters might have unusual shapes or special requirements because of their Legacies.

The following races have base Armor Class 10: humans, all demihumans, all goblinoids except ogres (AC 5 base), lupins, and rakastas. Base Armor Classes for other races are shown on **Table 11.7**.

Table 11.7: NATURAL ARMOR CLASS

Race	AC	Race	AC
Aranea	7*	Cayma	7
Gurrash	5	Turtle	3**
Shazak	5		

* This is for the arachnid form only. Otherwise, they have the AC of the emulated race.

** Turtles have AC 1 when pulled entirely into their shells.

As for characters of standard races, the player and DM are free to determine such things as name, gender, appearance, and so forth. The information given in the previous cultural chapters should be taken into consideration when determining a character's background. For those who prefer to randomly determine height, weight, starting age, and life span, the relevant information is given in **Tables 11.8, 11.9, and 11.10**.

Table 11.8: AVERAGE HEIGHT AND WEIGHT
Height in Inches Weight in Pounds

Race	Base*	Modifier	Base1	Modifier
Aranea**	44/44	1d10	varies	varies
Cayma	12/12	1d6	6/6	1d4
Gurrash	84/84	2d12	275/275	3d20
Lupin	60/58	2d12	150/140	6d6
Rakasta	58/56	4d6	140/125	8d6
Shazak	66/66	3d6	200/200	5d10
Turtle	62/62	3d6	500/500	5d20

* Base numbers are listed male/female.

** The height and weight for the aranea's humanoid form should be derived as is standard for the humanoid race emulated. The height figures given are for the aranea's length in arachnid form; the weight of the aranea's arachnid form is the same as for the humanoid form.

Table 11.9: AGE

Race	Starting Age	Max. Age	Range
	Age Base	Variable	(Base+Variable)
Aranea*	15	4d4	200+2d100
Cayma	6	1d4	60+2d10
Gurrash	10	1d4	72+3d6
Lupin	15	1d6	90+2d10
Rakasta	15	1d4	90+2d8
Shazak	15	1d4	150+5d10
Turtle	20	2d4	50+2d100

* An aranea may need to be "sent to live with relatives" to cover a faster maturation rate than the race being emulated.



Table 11.10: AGING EFFECTS

Race	Middle Age* (1/2 Base Max.)	Old Age** (2/3 Base Max.)	Venerable*** (Base Max.)
Aranea****	100	133	200
Cayma	30	40	60
Gurrash	36	48	72
Lupin	45	60	90
Rakasta	45	60	90
Shazak	75	100	150
Turtle	50	66	100

* -1 Str, -1 Con; +1 Int, +1 Wis

** -2 Str, -2 Dex, -1 Con; +1 Wis

*** -1 Str, -1 Dex, -1 Con; +1 Int, +1 Wis

**** An aranea character's appearance changes little before reaching venerable age, though the aranea's humanoid form appears to age as the character chooses. Old aranea with a humanoid form of a short-lived race generally try to lead others to assume they have used magic to extend their lifespans, or move to another area before suspicions are aroused.

Natural Weapons

Many of the PC races of the Savage Coast have natural attack forms. **Table 11.11** gives the speed factors of these attacks and indicates their type (piercing, slashing, or bludgeoning). Speed factors are determined by the difficulty of using the attack form and by how comfortable members of that race are with it. Note that damage per attack is the same regardless of opponent's size. Refer to the "Proficiencies" chapter of this section for information

on weapon proficiencies and natural weapons.

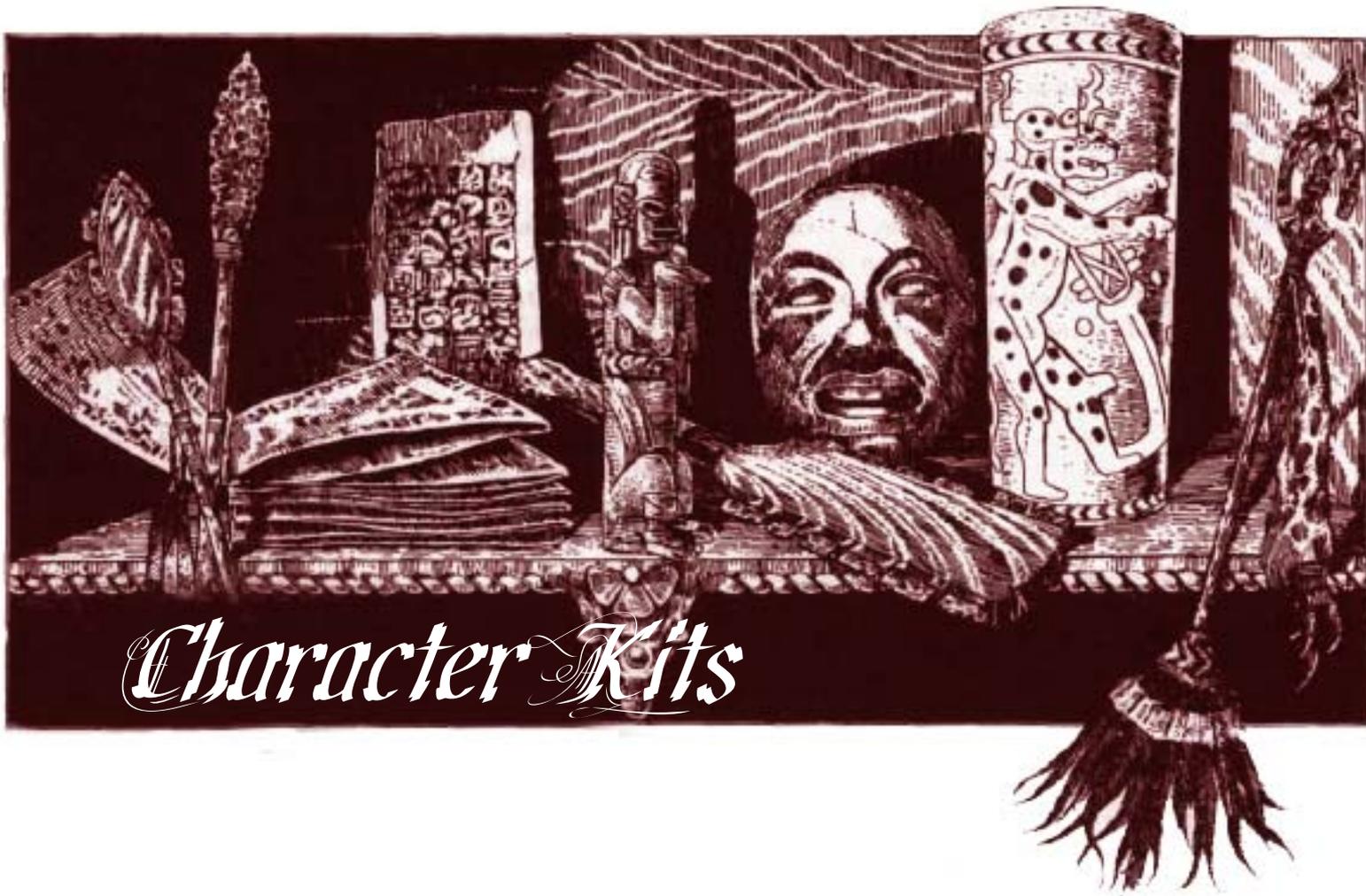
Table 11.11: NATURAL ATTACK FORMS

Attack	Type	Factor	Speed Damage
aranea, bite	P	2	Special
aranea, web-casting	**	6	Special
cayma, bite	S	2	1d3
gurrash, bite	S	2	2d4
gurrash, tail slap	B	4	1d8
gurrash, drowning	**	1***	Special
lupin, bite	S	3	1d4
rakasta, bite	S	2	1d4
rakasta, claws	S	1	1d2*
rakasta, rear claws	S	3	1d3*
shazak, bite	S	3	1d6
shazak, claws	S	1	1d2*
turtle, bite	S	3	1d6
turtle, claws	S	2	1d4*
Punch	**	0***	Special
Wrestle	**	0***	Special
Overbear	**	0***	Special
Martial arts	**	0***	Special

* This is damage per claw; claw hits are rolled individually.

** This type of attack is special; see the description of the attack (in the "Proficiencies" chapter or in Chapter 9 of the *PHB* or *DMG*) for details.

*** Though this speed factor indicates a quick attack, if these attack forms are used against a target wielding a weapon, they always take place after attacks made by the target with a weapon.



Character Kits

The use of kits is highly recommended for the SAVAGE COAST setting. A kit is a role-playing tool, a set of cultural notes and minor abilities and restrictions used to further define a character. It is used in addition to a normal character class and should be chosen after class and race.

Kits are often restricted according to culture and race. Some kits are so important to a particular combination of race and class that they are always used with it, even if a character is actually multi-classed. Dual-class characters also choose a kit when beginning a career and often keep it even after switching classes (see “Switching Kits” later in this chapter).

Because the SAVAGE COAST campaign can be attached to a larger world, the DM might also make kits and classes from that world available to Savage Coast cultures. When doing so, the DM should either make sure the kits and classes fit the cultures or adapt the local culture to reflect the kit and class. In some cases, players might wish to import characters from other areas of the world; such characters should use the restrictions of those places, not the Savage Coast. Additionally, if a foreign character arrives in the area without a kit, the player can choose to take a Savage Coast kit, subject to any restrictions listed.

Chapter Overview

This chapter contains descriptions of the SAVAGE COAST kits. While many of the kits presented here are new, others are adapted from other sources.

The kit descriptions are divided by class. First listed are kits available to multiple classes (Inheritor, Local Hero, Noble, Spy, and Swashbuckler). Following this are the warrior kits (Beast Rider, Defender, Gaucho, Honorbound, Myrmidon, and Savage), wizard kits (Militant, Mystic, and Wokan), priest kits (Fighting Monk, Shaman, War Priest, and Webmaster), thief kits (Bandit, Filcher, and Scout), and finally bard kits (Herald, Skald, and Trader).

Following the kit listings are notes recommending particular kits for specific cultures and races, details on abandoning and changing kits, and comments concerning use of the setting without kits.

Proficiencies and Secondary Skills

The optional proficiency system, presented in Chapter 5 of the *PHB*, is strongly recommended for the Savage Coast. Like kits, the proficiency system helps define a character’s cultural background; many



kits also offer bonus proficiencies. DMs who do not use the proficiency system can use the information in the kits as a guideline for determining secondary skills.

The “Complete” Handbooks

Some kits in the SAVAGE COAST campaign are based on kits from other sources, usually one of the books in the PHBR series. Those books are listed here for your convenience, indicating the PHBR number, the book’s title, and the abbreviation used in subsequent text.

- PHBR1: *The Complete Fighter’s Handbook* - CFH
- PHBR2: *The Complete Thief’s Handbook* - CTH
- PHBR3: *The Complete Priest’s Handbook* - CPH
- PHBR4: *The Complete Wizard’s Handbook* - CWH
- PHBR7: *The Complete Bard’s Handbook* - CBH
- PHBR10: *The Complete Book of Humanoids* - CBoH
- PHBR11: *The Complete Ranger’s Handbook* - CRH
- PHBR12: *The Complete Paladin’s Handbook* - CPaH
- PHBR13: *The Complete Druid’s Handbook* - CDH

Special Note: The Inheritor

The Inheritor is a particularly important and potentially powerful kit that makes use of the Legacies of the Red Curse. The kit is available to most races and classes and is unique to the cursed lands of the Savage Coast. In many ways, the Inheritor kit is pivotal to the campaign because it illustrates how some people have reacted to the Red Curse. Even if your campaign does not use kits, the Inheritor ideals should serve as the basis for a region-wide society.

Kit Descriptions

Each kit begins with a short overview, explaining how the kit reflects its cultural background and how it is used in the campaign. Other sections are as follows:

Character Class: Many kits are open to more than one class; the classes permissible are listed here.

Races and Nationalities: Not all kits are available to all races. Some are required for certain combinations of race and class, and others are permissible only for particular nationalities. In general, kits are more a function of culture than race, so racial restrictions often can be ignored for characters of a proscribed race who have been raised in the kit’s culture. However, some

kits are so restrictive that their secrets are taught only to actual natives, never to those adopted into the culture. This entry lists all such availabilities and restrictions.

Requirements: Any other requirements for membership in the kit are listed here, including social class, gender, alignment, and ability scores. Ability score requirements, if any, are in addition to those for the character’s chosen class.

Role: This section describes how a character of the given kit tends to act in a campaign, including how characters of different races vary in their treatment of the kit. It also details any special appearance or mannerisms specific to members of the kit.

Class Modifications: Kits often affect the abilities inherent to a class, such as available schools of magic or thieving abilities. Any such changes, bonuses, or restrictions are listed in this entry.

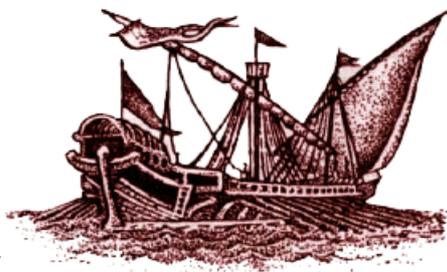
Weapon Proficiencies: Some kits require particular weapon proficiencies. When required to take a weapon proficiency, the character must still spend the appropriate number of proficiency slots, unless the kit specifically states otherwise. This section also lists weapon preferences for the character and weapons initially forbidden to the kit (those unavailable to a 1st-level character of this type). Some kits may receive bonus proficiency slots for weapons; these are detailed here also.

Nonweapon Proficiencies: This section lists skills that develop the role of the kit. Included are bonuses (additions granted to the character without the cost of a proficiency slot), as well as any nonweapon proficiencies required (must be taken but cost the normal number of slots), recommended (help define the character role, but are not mandatory), and forbidden (cannot be taken by a 1st-level character with the kit).

Some characters are better able to access certain proficiencies, as detailed in the “Proficiencies” chapter in **Table 14.1: Nonweapon Proficiency Group Crossovers** (reprinted and augmented from Chapter 5 of the *PHB*). If a character takes a proficiency from the group’s listed for the character’s class, it costs the normal number of slots. A proficiency selected from any other group costs *one additional slot*.

Equipment: Some types of characters are inclined to use certain types of equipment. This section covers preferences and restrictions regarding armor and miscellaneous equipment. Some kits gain certain equipment without cost.

Special Benefits: Most kits have some benefit that is not available to other characters. This can be anything from special rights in certain places to an



unusual ability.

As explained in Chapter 11 of the *DMG*, under “Encounter Reactions,” reactions can be rolled randomly, with lower numbers being better. Thus, the numbers given as reaction adjustments under Charisma in the *PHB* should be *subtracted* from the reaction roll. In this book, a beneficial reaction adjustment is listed as a negative number, which can be applied directly to a random reaction roll.

Special Hindrances: Just as most kits have some special benefit, most also have some special disadvantage. These include such things as an unfavorable reaction from NPCs or particular customs or habits members of that kit must follow. Note that penalties to reaction rolls are *added* to the roll.

Wealth Options: Some kits provide their members with more money than normal for members of the same character class, while others might be restricted from starting with any money at all.

Kits for Multiple Classes

There are five kits available to a wide range of classes. The following is an overview of these kits:

Inheritors have set themselves the task of fighting against the Red Curse. To do so, they learn how to control the Legacies it provides, gaining more than the single Legacy that others acquire. *Inheritors* can be fighters, mages, clerics, thieves, or bards. The *Inheritor* kit is unique to the *SAVAGE COAST* setting. Because of its special nature and importance to the setting, the *Inheritor's* description is more extensive than that of any other kit.

Local Heroes are members of the lower classes and usually live in rural areas; they are heroes of the local populace. *Local Heroes* can belong to any character class but are rarely specialist wizards, wild mages, or specialty priests. This kit takes the place of the Peasant from *CFH*, *CPH*, and *CWH*; the Adventurer from *CTH*; the True Bard from *CBH*; the True Paladin from *CPaH*; and the Village Druid from *CDH*. Allowing the most flexibility, it is the default kit, for use if all others are inappropriate for a character.

Nobles are members of the upper classes and ruling families in those nations and states that have such things. *Nobles* can belong to any character class except bards, thieves, necromancers, and wild

mages. This kit takes the place of the Noble Warrior from *CFH*, the Nobleman Priest from *CPH*, and the Patrician from *CWH*.

Spies are those characters who infiltrate enemy groups to discover their secrets. In this setting, the spy kit is not limited to thieves: Wizards of all types, bards, fighters, and rangers can also take the *Spy* kit, which is adapted from the *Spy* kit in *CTH*.

Swashbucklers are dynamic and witty, often known for their daring escapades. In this setting, the *Swashbuckler* kit can be used with warrior, rogue, or wizard classes. *Swashbucklers* were first described in *CFH* and *CTH*.

Inheritor

An *Inheritor* is a character trained to harness and control the beneficial effects of the Red Curse, gaining multiple Legacies while using *cinnabryl* to stave off the detrimental effects. Because of this, *Inheritors* seek to control the supply of *cinnabryl* so they will always have enough for their needs. This also leads them to monitor the users of Legacies and the trade of *red steel*, making *Inheritors* something like self-appointed “curse police” (a nickname they have acquired in some regions).

Inheritors can be of any alignment, but they all have two major concerns in common: controlling the trade of *cinnabryl* and *red steel* to ensure their availability, and monitoring the use of Legacies to prevent abuse of those powers (and the backlash that abuse could incite). All belong to one of three exclusive, secretive societies, sprung from three earlier organizations which have existed on the *Savage Coast* for decades. Historically, these groups have aligned along lines of Law versus Chaos. Officially, less attention is paid to questions of good versus evil—especially in the Neutral and Chaotic camps—though that struggle takes place at the personal level.

Lawful Inheritors belong to the Order of the Ruby, the organization once known as the Brotherhood of Order or the Lawful Brotherhood. Individuals are known as *Inheritors of the Ruby* or *Ruby Inheritors*. Most of these *Inheritors* seek to one day reverse the Red Curse. They believe that gaining multiple Legacies will help them more fully understand the Red Curse and that fighting the curse is possible only by using Legacies against it. The symbol of a *Ruby Inheritor* is a ruby carved with a rune indicating the character's status in the organization. The ruby can be worn as jewelry or simply carried.

Chaotic Inheritors belong to the Order of the Flame,





once called the Friends of Freedom, the Chaotic Alliance, and (in some places) the Chaotic Sisterhood. Individuals are known as Flame Inheritors or Inheritors of the Flame. These people become Inheritors because it is a road to power they can use for their own ends. The symbol of a Flame Inheritor is a specially decorated box that holds ceremonial flint, steel, and tinder.

Neutral Inheritors belong to the Order of Crimson, once known as the Neutral Alliance. Individuals are known as Crimson Inheritors. Most believe the Red Curse is a test from the Immortals. Good Crimson Inheritors believe Legacies should be used to help others, those of true neutral alignment believe they must be used to support the balance of nature, and those rare evil Crimson Inheritors think the Legacies are curses that should be used to test others. A Crimson Inheritor's symbol is some sort of red cloth, such as a handkerchief, a sash, or even a cape.

The orders are opposed in many ways, though divisions are not absolute. Crimson Inheritors often ally with the other orders—good ones usually with the Order of the Ruby, evil ones generally with the Order of the Flame.

Each order determines a leader to solve disputes within the order and guide it toward its goals. The Ruby Order elects their leader, the Flame Order leader is determined by combat, and the leader of the Crimson Order is the highest level cleric. These three leaders have a monthly Conclave in the capital of Bellayne, each often bringing assistants or aides. At the beginning of each year, the leaders gather in a Grand Conclave, along with any other Inheritors who want to be there. The Crimson Order's leader presides over Conclaves and Grand Conclaves, which are held to mediate order disputes, exchange ideas and information, and discuss common problems.

For instance, suppose an evil Inheritor thief acquires *cinnabryl* by stealing amulets from the peasants of a town. A good Inheritor fighter from the village takes offense. The characters could fight (after challenges have been issued) or bring their conflict before others. If they belong to the same order, that order's leader mediates the dispute and makes a decision. If they are of different orders, the Conclave mediates the dispute; if the Conclave is far away (in time or distance), a Minor Conclave, consisting of a single non-involved member (usually a cleric) of each order, can be called to mediate informally. The mediator(s) would probably decide against the thief, who should have asked permission from the fighter before stealing *cinnabryl* in his area.

The secrets of gaining multiple Legacies are jealously

guarded by the orders. They teach the procedure only to members, beginning with initiation into an order. Inheritors must protect the secrets of the orders; those who do not are considered renegades and are punished. Though Inheritors with differing philosophies and alignments sometimes have disputes, their behavior toward one another is guided by a set of regulations enforced by the orders. Prospective Inheritors are trained for a full year before being initiated (and reaching 1st level) to ensure that they will adhere to the Code of the Orders; few secrets are revealed to neophytes before that initiation.

The orders also have associate members, people who are not Inheritors, but who aid Inheritors in their endeavors. Associate members also have certain privileges and responsibilities. They can be sponsored by any Inheritor but can be initiated only by a bard or cleric of the order; associate membership is unofficial until recorded by a cleric. A member or associate member of an order always wears or carries the order's symbol, though any member on a secret mission certainly does not display the symbol openly.

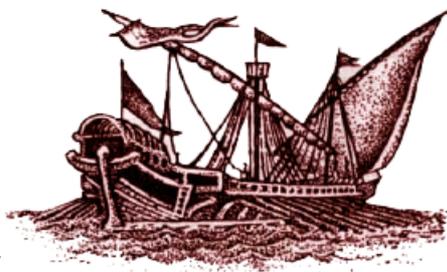
Besides the symbol of an order, an Inheritor often has a personal symbol, or sigil, as well; this is used to mark the Inheritor's works and possessions and is often displayed on a shield, breastplate, or cape or is worn as a pendant. No two personal symbols are alike, and the misuse of a sigil is considered a great affront to the owner and a crime against all the orders; both owner and order seek to punish offenders.

Inheritors are not common on the Savage Coast (yet), but the orders have members in every nation and maintain hostels in many cities. Some governments are hostile to the Inheritors, who consequently operate covertly in those places.

Character Class: Single-class fighters, mages, clerics, thieves, and bards can be Inheritors. Others are excluded from regular membership because their special interests interfere with the devotion and concentration necessary to control multiple Legacies. However, anyone can be an associate member of an order.

Races and Nationalities: The Inheritor kit is available in any land that suffers under the Red Curse. This excludes the City-States, Hule, the Yazak Steppes, and the Dark Jungle. Most of Nimmur, Jibarú, and the lands of the wallara are free of the curse; of these, only Jibarú has any native Inheritors, and these are rare. Inheritors are also rare in the lizard kin nations of Cay, Shazak, and Ator.

The orders sometimes take members from outside areas, but they must be trained for a year before



joining. Thus, an Inheritor can come from Hule (or elsewhere) if the individual has lived and trained in a cursed area for a year or more.

Some races do not start with Legacies; becoming an Inheritor is the only way that they can gain any of the powers. A rare Yazi goblinoid might take the kit if the DM allows goblinoid characters. It is rare, but possible, for ee'aar and enduks to become Inheritors. Wallaras can never become Inheritors.

Requirements: An Inheritor can have any social class, gender, or alignment. The kit can be taken only by 1st-level characters.

Each of an Inheritor's ability scores must be at least 9. The order will not accept any member who is weaker in any area because of the toll exacted by the Legacies. High Wisdom and Intelligence are preferable.

Role: In many ways, an Inheritor is an individual with powers beyond those of mortals, almost a super-being. Inheritors can be heroes or villains, depending on their personalities and how others perceive them.

All Inheritors abhor the thought of being locked up or deprived of *cinnabryl* in some other way because of the horrible effects that can occur. This leads many to believe that Inheritors consider themselves above the laws of local governments (and some really do).

An Inheritor is generally self-confident and proud. For some, this is arrogance; for others, it is simply the self-confidence that comes from total belief in a cause. Because they are so confident, many Inheritors are often viewed as obnoxious boors. Other Inheritors are simply seen as capable though potentially dangerous. The exact manner of the character is up to the player; it is influenced by alignment, race, and class.

Lawful (Ruby) Inheritors are common. They seek control over the magical substances and help the people afflicted by the Red Curse. Chaotic (Flame) Inheritors care less about control and more about having enough freedom and possessions for themselves and their friends.

Though race does not seem to matter to Inheritors, some tendencies show through. Tortles are almost always serene in their confidence, rather than arrogant or obnoxious. Herathians almost always look for an end to the Red Curse, no matter what their alignment. People of Robrenn, Jibarú, Cay, Ator, and Shazak often look to end the curse with the more immediate goal of removing it from their homeland. They often join the Crimson Order.

Members of different character classes have distinct roles in the orders; this leads to dissimilar attitudes among them. Fighters are the guardians and soldiers of their order, and they are charged with the duty of

crafting *red steel* weapons and monitoring the *red steel* trade. Bold in battle, they are the ones who are most often viewed as obnoxious or overconfident.

Thieves are given the duties of acquisitions and covert missions for their order, often "collecting" *cinnabryl* or *red steel* from its possessors without their knowledge. The job of crafting *cinnabryl* talismans also falls to an order's thieves. Though thieves tend to be quiet and competent, avoiding notice, Inheritor bards welcome public attention. They use their abilities to entertain others, while gaining information of interest for their orders. Bards are also responsible for circulating information such as Conclave news to members of the various orders. Also, it is usually a bard who initiates associate members and then reports the initiation to one of the order's clerics. Finally, in regions without Inheritors bases, thieves and bards distribute potions and talismans to members of the orders.

Inheritor mages study the Legacies themselves and can recognize manifestations at early stages. They make the potion base for *crimson essence*, used to gain multiple Legacies. Some mages consider themselves superior to other Inheritors because of their greater knowledge, but many feel a sense of impotence because they cannot prevent or negate the effects of the Red Curse.

Clerics are the historians and record keepers of the orders. They keep track of members, associate members, and their Legacies; the number of available talismans, amulets, and *crimson essence* potions; and the rules and strictures of the orders. Clerics make up the bureaucracy of each order, each serving in a semi-official capacity. They tend to be calm and unemotional, staying out of disputes among others. They are the preferred mediators of minor, local conflicts.

Class Modifications: This kit causes no modifications to the fighter class. Thieves receive no bonuses or penalties but tend to concentrate on the stealth skills of silent movement and hiding in shadows. Lockpicking and finding and removing traps are also popular skills. Bards have the standard skills for their class. Inheritor mages often prefer alteration and divination magic, though they are not limited in spell choice. Likewise, clerics can choose spells from any sphere. Clerics can be devoted to a specific Immortal or to a particular alignment. Those of particular cultures tend to stick with the Immortals, alignments, and spells of that culture.

Weapon Proficiencies: There are no special weapon proficiency additions or restrictions for Inheritors. However, an Inheritor must purchase a *red steel* weapon



at 1st level, and fighters usually specialize at 1st level, tending toward swords. Inheritors never learn any firearm proficiencies.

Nonweapon Proficiencies: Each class of Inheritor receives bonus proficiencies. Fighters receive redsmithing, mages receive alchemy, thieves receive metalworking and disguise, bards receive legacy lore and information gathering, and clerics receive curse lore and reading/writing. Inheritor fighters are required to take weaponsmithing at 1st level. Recommended proficiencies include the bonus proficiencies for other Inheritor classes, as well as glassblowing, herbalism, local history, ancient history, and ancient languages. The armorer proficiency is recommended for fighters.

Equipment: Inheritors prefer to buy equipment of *red steel*. These are considered status symbols among Inheritors. Of course, it is easier for Inheritors to obtain *cinnabryl* and related substances as the following section explains.

Special Benefits: As mentioned previously, each Inheritor belongs to a society; these groups offer support in many ways. A member of an order can recognize other Inheritors by their order symbols (if not by other means). Inheritors can expect other Inheritors to treat them by the Code of the Orders, and in case of disputes, can expect mediation during Conclaves.

The orders also serve as the source of *cinnabryl*, *red steel*, *crimson essence*, and *smokepowder*, though the latter is used only for trade. In many locales, these substances are available only through and to Inheritors. Even associate members of an order find it difficult to obtain *cinnabryl* talismans and the base potion for *crimson essence*. Though Inheritor mages make *smokepowder* and the base for *crimson essence*, and Inheritor fighters craft *red steel* weapons, these items are often sold by Inheritor thieves and bards.

Crimson essence and *cinnabryl* talismans are integral to the most important special benefit of the Inheritor, the ability to acquire multiple Legacies. Before initiation into an order, a prospective Inheritor is taught how to control the magical power of the Red Curse. At the initiation, the individual imbibes a vial of *crimson essence*. Like anyone who drinks such a potion, the character gains a Legacy. However, while anyone else would receive the Legacy only temporarily, the Inheritor gains it permanently.

The training in control of magic continues as the Inheritor advances in level, and every third level afterwards (at 3rd, 6th, 9th, etc.), the character may consume another vial of *crimson essence* and gain another permanent Legacy. If the Inheritor tries to gain another power before training is complete, the

potion grants the Legacy only temporarily (as for *crimson essence* consumed by non-Inheritors). When the Inheritor has reached an experience level sufficient to gain another power permanently, the character must purchase the vial of *crimson essence*, which is usually consumed during a ceremony performed by the Inheritor's order.

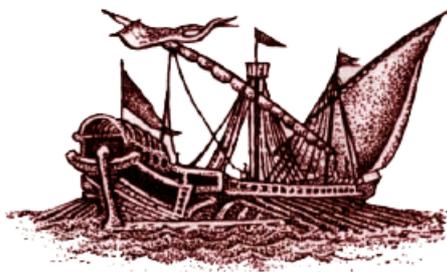
Crimson essence is made using *cinnabryl* talismans. The potion base is made by an Inheritor mage, using the alchemy proficiency. A specially crafted vial containing the potion base is then placed into a special compartment in a *cinnabryl* talisman (this compartment is the only real difference between a *cinnabryl* talisman and a *cinnabryl* amulet), which the Inheritor then wears. The power emanating from the *cinnabryl* and from the Inheritor (due to the Legacies), imbues the potion base with magic, eventually turning it into *crimson essence*. The change from potion base to *crimson essence* takes about two months, during which time the Inheritor must wear the talisman; if it is removed for more than a few minutes (one turn), the magic dissipates, and the potion base must begin the process again. This gives just enough time to exchange a potion vial from a holder of depleted *cinnabryl* to a fresh one.

It is possible for a person other than an Inheritor to create *crimson essence* using a talisman, but it takes six months. It is also possible for individual Inheritors to create more *crimson essence* than they personally need. These potions can then be sold to others who desire them.

Note: Though Inheritors who quit the orders are considered renegades (see "Special Hindrances"), a prospective member can quit before initiation without recrimination. Since a prospective member learns how to control a second Legacy, it is possible for that person to later obtain a second Legacy permanently with *crimson essence*, provided that the character manages to obtain the potion and remember his training. Thus, a character with another kit can sometimes have two Legacies.

Special Hindrances: One minor disadvantage of the Inheritor kit is its exclusion of all specialist, dual-class, and multi-class characters. If adding new classes to the campaign, DMs should not allow them to be Inheritors.

Another hindrance is the orders to which the Inheritors belong. Though the orders help in many ways, they can also cause problems. For example, Inheritors are disliked in some places because they are viewed as self-appointed police who selfishly hoard *cinnabryl* and related materials. Since all Inheritors wear recognizable symbols (except when on covert missions),



they usually can be recognized easily. In places where Inheritors are perceived as oppressors or criminals, they receive a +2 penalty to reaction rolls.

In addition, to remain in good standing with the orders, an Inheritor must follow their regulations and obey the decisions of the Conclaves. This might range from a directive for an Inheritor to move into a special area to a command to hunt down a renegade or other enemy of the orders.

The Code of the Orders: All Inheritors must also follow the Code of the Orders. The code exists primarily to protect Inheritors from other Inheritors, with most decisions regarding other people left up to individuals. With so many divisive philosophies among Inheritors, arguments are inevitable, so a unified code of behavior is important. This code is primarily a set of courtesies; it applies only to full members in good standing and has four parts.

1. **The Sanctity of Home:** An Inheritor cannot violate the home of another Inheritor. Thus, Inheritors and their possessions are safe from other Inheritors within their own home. Anyone who violates this rule becomes the enemy of that Inheritor's entire order.
2. **The Official Challenge:** An Inheritor cannot attack another Inheritor without first issuing a formal challenge. If an Inheritor on an adventure discovers another Inheritor and wishes to attack, he must first spend a round issuing a challenge. A challenge typically lasts for only the given encounter, but the person issuing it can specify an amount of time (as in "you are my enemy until the end of the year") or even make it permanent. This rule is intended to keep Inheritors from ambushing other Inheritors—unless a permanent challenge has been issued. Note that the target cannot reject the challenge.
3. **The Rendering of Aid:** An Inheritor must give aid to other Inheritors of the same order. This is usually a temporary alliance for a specific encounter but can also extend to giving shelter to an Inheritor and that person's traveling companions. The giver can decide exactly how much aid to provide, but cannot turn down a request completely. Generally, the person requesting aid makes the need specific. The two parties then negotiate on the exact help to be rendered. Once an agreement is made, it cannot be broken.
4. **The Sacredness of Conclave:** An Inheritor involved

in a conclave of any type cannot be attacked by another Inheritor.

This is for practical reasons, to prevent disruption at the Grand Conclave and protect those on the way to a conclave. Inheritors have been known to use this rule to protect themselves from attack, asking a leader for assignment at a monthly Conclave, volunteering for a Minor Conclave, or simply traveling to Grand Conclave. The claim must be reasonable; an Inheritor 10 miles from the capital of Bellayne cannot expect protection by claiming to be traveling to Grand Conclave a month before it starts.

An Inheritor who defies the code can be declared a renegade, as can one who tells the secrets of the orders or who consistently disobeys directives. Charges can be brought against an Inheritor only by another Inheritor. At the next conclave of order leaders (never a Minor Conclave), the accused is formally charged and given the opportunity for self-defense. If the conclave decides against the individual, punishments range from an order to correct the problem to a fine or even a sentence of death. The clerics of the orders record this decision, and word of it is spread by the orders' bards. Appeals are allowed only if the defendant can present new evidence to an order leader. An Inheritor who refuses to accept punishment is declared a renegade and becomes the enemy of all other Inheritors, the subject of a hunt by members of all orders. Renegades lose all protection of the code. Unless a conclave of order leaders specifically decrees otherwise, a renegade is wanted dead or alive.

Associate members of an order must also keep its secrets and follow the code, though they do not themselves enjoy its protection. Sponsors of associate members can be held accountable for their actions. An associate member can be charged with an offense and judged at a Minor Conclave. Appeals can be made through the sponsor and are decided by a conclave of order leaders.

Other Hindrances: Besides the political hindrances of the kit, some dangers are associated with acquiring Legacies as well.

One is the issue of training. If the DM uses the optional training rules, training for power gain and control must come from a higher level Inheritor, though class-related training can be conducted normally. Even if the optional training rules are not used, an Inheritor must somehow be taught to control the magic of the Legacies. If a trainer is not available at the time an Inheritor is ready to gain a third level and acquire a new Legacy, the character must learn



without aid how to master the power. In game terms, the character suffers an immediate penalty of -10% to experience. Upon regaining the experience necessary to attain the new level, the character acquires the Legacy through his own study. Note that if a trainer becomes available during the interim, the character is restored to the minimum experience necessary for the new level and acquires the Legacy with the trainer's aid.

A character who permanently gains a Legacy also loses one point from one ability score, as explained in "The Curse and the Legacies" chapter. Since Inheritors gain multiple Legacies, they lose several points from ability scores over the course of a long career. The side effects of gaining a Legacy, such as red skin, also become more pronounced in an Inheritor.

Also, as the possessor of multiple Legacies, an Inheritor must be extremely careful to always wear *cinnabryl*. As explained in the next chapter, a character with a Legacy who loses contact with *cinnabryl* for too long suffers from the malign effects of the Red Curse. Among those are physical transformation and greater attribute loss. If any of a character's ability scores is reduced to 0 or below, the character immediately dies.

Finally, *smokepowder* interacts strangely with Inheritors because their bodies carry multiple Legacies. Whenever a *smokepowder* explosion occurs within two feet of an Inheritor (even the firing of a *smokepowder* weapon), a week's worth of the character's *cinnabryl* (one ounce) is instantly depleted. If the character has less than a week's worth of *cinnabryl* left, the amount remaining is instantly depleted, and any time left over is applied to the malign effects of the Red Curse (see "The Curse and the Legacies" chapter for details).

Wealth Options: An Inheritor starts with the same amount of money as a standard member of the appropriate character class.

Local Hero

Local Heroes are champions of the masses, perhaps the most common type of wandering adventurer. Never forgetting their roots, they are advocates of commoners and equality. Many Local Heroes espouse the "rob the rich and give to the poor" philosophy.

Most Local Heroes are from rural areas, but they can also come from insular urban communities.

Character Class: Any character class can take the Local Hero kit, though specialist wizards, wild mages, and specialty priests are rare.

Races and Nationalities: Local Heroes are found in the City-States, the Savage Baronies (though rarely in

Gargoña), Renardy, Bellayne, and Herath, as well as among enduks. The kit is seldom used by people of Robrenn or Eusdria because the Local Hero often fights against oppression or struggles to improve living conditions of peasants, but no peasant class or oppression exists in either of these states. Tortles often use the Local Hero kit. Other player character races can use the kit if raised in a land that has social classes and if the individual is accepted among the locals. Regardless, wallaras never use the Local Hero kit.

Requirements: Local Heroes are almost always from the lower class, rarely the middle class, and never the upper class. They tend to be of good alignment and are usually not chaotic, though the kit has no particular requirements.

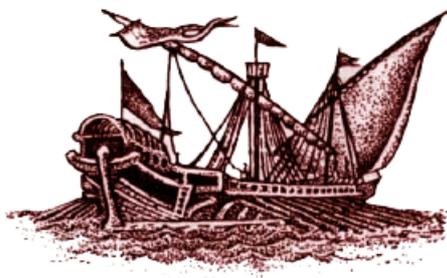
Role: The Local Hero is normally very conscious of the role he plays as the hero of a particular community. Local Heroes never forget where they came from, and they try to make things better for their families and communities. They fight for common folk, protect the helpless, and often have little patience or respect for the wealthy or the nobility. This sometimes brings them into conflict with other elements of society. This is why the Local Hero is sometimes cast in the role of rebel leader (as in Narvaez and Almarrón).

No matter how famous or important Local Heroes become, they remain simple persons in manner and appearance. If forced to dress in elegant clothing or fill a political office a Local Hero is often uncomfortable, usually believing someone else to be more deserving.

Some Local Heroes go as far as taking vows of poverty, but most just don't care much about personal gain, preferring to share wealth. They tend to be open and honest, never cheating or taking advantage of local commoners, and they try to persuade companions to follow their lead. If a treasure is recovered near a small community, the Local Hero often argues to split the treasure with the community or at least return anything stolen from it.

In an adventuring group, the Local Hero's skills are used to help the group and are never turned against comrades.

Class Modifications: Local Hero wizards have no school restrictions, but they prefer illusion, abjuration, and invocation/evocation. Necromancy and divination are relatively unpopular. Priests can be devoted to any Immortal, but seldom revere Immortals of philosophies (like good or evil) or prosperity (preferring Immortals of honest trade). A Local Hero thief usually has an even advancement of skills but sometimes



stresses the more mechanical ones (lockpicking and finding and removing traps) as the most useful.

The Local Hero ranger's chosen enemy is the biggest threat to the community. Such a character seldom has an unusual primary terrain, instead taking a terrain conducive to habitation. Local Hero druids are involved with agriculture or other local food production, discouraging locals from harming the environment. Local Hero paladins are usually independent or owe allegiance to a mentor or local church. They seldom become attached to a large organization.

Weapon Proficiencies: A beginning Local Hero character must choose from the following weapons initially: short bow, dagger, knife, hand axe, throwing axe, quarterstaff, lasso, bolas, club, dart, footman's flail, short sword, long sword, scythe, machete, and sickle. However, Local Heroes can take a proficiency in only one weapon not normally allowed to their classes, but druids and other priests usually stick with the weapons normally available to them, even at 1st level. At higher levels, Local Heroes must take other weapons normally available according to character class but seldom take proficiencies in exotic weapons.

Nonweapon Proficiencies: A rural Local Hero's bonus proficiencies are agriculture or fishing and weather sense or animal lore. An urban character receives agriculture (for gardening) or fishing and a one-slot craft proficiency from the "General" group, such as carpentry, leatherworking, or pottery. Recommended proficiencies include all those in the "General" category, plus weaponsmithing (crude).

Equipment: Local Heroes prefer simple equipment, and not a lot of it (except thieves, who sometimes have a penchant for gadgets). They have the standard armor restrictions of their particular classes. When beginning play, a Local Hero can have no more than 5 gp in coins left unspent. See also "Special Hindrances."

Special Benefits: Local Heroes are known in their home community and can expect shelter and help from the people there. The citizens will hide a Local Hero, provide food or equipment, or even offer assistance. The Local Hero receives a -2 reaction roll bonus from commoners of other areas, except in xenophobic places.

These benefits are rescinded if the Local Hero is known to have harmed local folks in some way. The Local Hero must work to restore the community's confidence to regain the benefit.

Special Hindrances: A Local Hero's community often comes to the character for help whenever the

village is threatened by marauding monsters, bandits, or tyrants. Local

Heroes who turn away such a request for help suffer a +2 reaction penalty instead of the normal bonus until back in the community's good graces.

A Local Hero must spend a total of at least one month per year in his home community. If for some reason this becomes impossible, large donations to the local causes often keep him in good standing with the people. If this happens repeatedly, however, the character will still lose support of the commoners. This will cause a loss of the benefits listed above until the character spends a full month in the community.

As mentioned before, a Local Hero never retains wealth. He keeps enough money to support himself and usually gives any excess to local charities. At least 10% of the Local Hero's income is donated to the community.

Characters who do start collecting valuables, wearing expensive jewelry, or otherwise trying to raise their station can still be considered Local Heroes if they act the part but lose the kit's reaction bonus because others perceive such a character as no longer being "one of them."

Wealth Options: The Local Hero receives the standard starting funds.

Noble

A Noble character belongs to the highest social classes of the land. As children, Nobles receive tutoring and training to give them skills and opportunities beyond those of more common folk. They are used to the finer things in life. Nobles also have a social prejudice: They believe in the superiority of the upper classes and in their right to rule. They prefer the company of other nobles and are often disdainful of peasants. However, Nobles also feel a sense of duty to their land and family, giving them something of a sense of honor. They become adventurers because of these duties or to find an exciting change from their daily obligations.

Not all persons of the upper classes need take this kit, however. It exemplifies an attitude that, while common, is not held by all members of the nobility.

Character Class: A Noble can be a warrior, priest, bard, or wizard of any type except necromancer or wild mage. Noble rangers are uncommon, and Noble druids and bards are found only in Robrenn.

Races and Nationalities: A Noble can come from the City-States, the Savage Baronies (except for Almarrón, and they are uncommon in Cimarron,



Torreón, and Gargoña), Robrenn, Eusdria, Renardy, Bellayne, and Herath. Ee'ar can also be Nobles. A non-native can never take the Noble kit; turtles, lizard kin, goblinoids, wallaras, and phanatons are never Nobles, even if adopted.

Requirements: The Noble must be born to the aristocracy or adopted into it. Nobles are seldom evil, and they have no gender or ability score requirements.

Role: Nobles are taught duty to their family and their homeland, leading most to act chivalrously. Society expects a Noble to be courageous, protective of the defenseless, and gallant. Some Nobles are less dependable than others, however. Nobles of Bellayne, Robrenn, Eusdria, Torreón, Gargoña, and Saragón tend to be the most responsible.

Nobles are often arrogant, even snobbish, though they try to act well mannered and courteous, even to those they do not respect. They are usually well educated. They dress in fine clothing and usually loathe any activity that demeans them or causes them to get dirty.

Some Nobles, especially those from Robrenn and Eusdria, are not arrogant or opposed to working with those of lower station, though they are still certain that they were born to rule.

Class Modifications: Noble wizards prefer powerful schools, such as invocation/evocation, alteration, and conjuration/summoning; they dislike necromancy. A Noble ranger's chosen enemy is the creature that most threatens his holdings; followers must be acceptable among the nobility. Noble paladins almost always serve the local government, sometimes a family mentor. Noble bards have no class modifications.

Weapon Proficiencies: A Noble of any character class is required to take proficiency in the sabre (except druids, who can take scimitar instead). Punching specialization is common in most areas, martial arts in Bellayne. Warriors and priests often become proficient in horseman's flail and horseman's mace. Lances are also popular among Noble warriors.

Nonweapon Proficiencies: Nobles receive etiquette and heraldry as bonuses. Land-based riding is required. Recommended proficiencies include dancing, gaming, hunting, local history, musical instrument, and reading/writing.

Equipment: With starting money, a Noble must buy a sabre (scimitar for druids) and a mount with full equipment (saddle and so forth). Characters who wear armor must buy it, never accepting anything worse than scale. In all cases, the Noble must pay extra for all equipment; see "Special Hindrances."

Special Benefits: Nobles receive more starting money than other characters; see "Wealth Options."

They receive a -3 reaction bonus from other members of the nobility in their homeland, a -2 bonus from nobles of other lands and the common folk of their homeland. (Though commoners may dislike the nobility, they are likely to treat them with respect).

Nobles can demand shelter from the people of their homeland and can expect shelter from the nobility of any land of the Savage Coast. Other nobles will offer shelter to a Noble PC's companions as well, up to a number equal to twice the PC's level.

In their homeland, Nobles can administer justice.

Special Hindrances: To maintain their status, Noble characters must buy above-average goods and services, paying 10% to 100% more than normal, as determined by the DM. This is part tip, but also indicates that the Noble is actually receiving higher quality materials and services. A Noble who buys substandard goods (average or lesser quality) starts looking shabby, and loses the kit's reaction bonus.

A Noble has obligations and duties. If these are not fulfilled, other nobles might consider the character a parasite, and the reaction bonus from them is lost. Nobles who gain a bad reputation, whether deservedly or not, suffer a +6 reaction roll penalty from all who know of the reputation.

One of the Noble's obligation is to extend shelter to other members of the nobility. This can be rather costly.

Wealth Options: In addition to the standard funds granted according to character class, a Noble receives 200 gp in starting funds.

Spy

Because wars and other conflicts are common on the Savage Coast, almost every government employs spies to gather information from other countries and relay it back to their superiors. A Spy might work directly for a government official, for the military, or for a guild or other organization (such as one of the Orders of Inheritors). The Spy is an expert infiltrator and can generally be trusted by an employer; a Spy who betrays a contract can quickly gain a bad reputation.

Character Class: Any thief, bard, fighter, ranger, or wizard can take the Spy kit. Thieves are by far the most common Spies, and those thieves with magical skills are quite good as Spies.

Races and Nationalities: Spies can come from the City-States, any of the Savage Baronies, Robrenn, Eusdria, Herath, Renardy, Bellayne, and Shazak.



Gurrash, caymas, phanatons, and wallaras do not become Spies.

Turtles are rarely Spies, but since turtles are an often-ignored peasant group, they can be especially effective in some situations.

Requirements: Spies can come from any social class, alignment, or gender. Lawful Spies are more common than those of other alignments. In addition to any requirements for character class, the Spy must have an Intelligence of 11 or more.

Role: Some Spies retire from that endeavor when they become professional adventurers, using their skills to infiltrate and gather information for companions. Others still serve as Spies for a government or other institution, going on adventures between jobs, but essentially remain “on call” for their primary employers.

Spies are naturally very secretive. Because they take on many different roles and must keep a tight rein on what information they disseminate, they tend to talk infrequently, especially about themselves. Many Spies have a cover identity or even a number of different aliases; they might try to maintain one or more of these when with an adventuring party.

The Spy can be smooth and sophisticated, or crude and brutal, depending on the roles he takes the most often. Most Spies become specialists of sorts, and can take an assignment that lasts for years. In some cases, the Spy might even choose to be an adventurer as a cover, because adventurers are often given a sort of grudging respect that allows them passage when others are restricted; in this case, the Spy might never reveal his true name, character class, or motivations to companions.

Though the thief, with superb infiltration and acquisition skills, seems to be the perfect character to become a Spy, other classes can take the kit as well. Thieves are probably the most mercenary of Spies, changing employers slightly more often than others. A Spy bard has a natural cover, as a wondering entertainer, allowing them to travel widely and listen to tales and conversations, often at the courts of nobles.

A Spy ranger usually operates in the wilderness, acting as an army scout, infiltrating a group of bandits, keeping watch on a tribe or group of nomads, or watching troop movements; in many ways, the Spy ranger is like the thief with the Scout kit (from *CTH*). A Spy wizard augments his skills with magic, often disguising the character’s true class.

Class Modifications: Since the profession can lead the character into many diverse situations, the Spy

thief usually acquires a fairly even distribution of skills. A bard receives no special modifications to class abilities. A Spy ranger can choose any primary terrain and species enemy. Some rangers refuse followers because they might break the character’s cover, while others use their followers as an intelligence network.

A Spy wizard automatically learns the *change self* spell at 1st level, and *alter self* when he reaches 3rd level; these two spells are available even to specialists who would normally be unable to learn them. Many Spy wizards concentrate on illusions and alterations.

Weapon Proficiencies: Spies are restricted to the weapon proficiencies normally allowed because of character class. Because of the need for a cover identity, they can carry weapons not allowed but use them with a non-proficiency penalty. At the DM’s option, a Spy who carries a weapon for a very long time (at least three experience levels) can be allowed to spend a proficiency slot for that one weapon, even if it is not a weapon normally allowed to that character class.

Nonweapon Proficiencies: The character gains bonus proficiencies in disguise, information gathering, and observation. Most Spies take the acting proficiency, especially if they plan to imitate another race, nationality, or character class for any length of time. Recommended proficiencies include alertness, etiquette, forgery, heraldry, local history, reading/writing, reading lips, trailing.

Equipment: Spies receive no special equipment restrictions or allowances. However, a Spy wizard can wear leather armor for disguise purposes; because the armor is uncomfortable and unusual for the character, though, he receives no bonus to Armor Class. Magical bonuses and those for Dexterity apply normally. Even though leather armor provides no protection, it still prevents certain magical items, such as bracers of defense, from functioning.

Spies enjoy special or magical gadgets and often have custom equipment made, such as a cane that conceals a rapier or a staff that houses a spring-loaded blade. A Spy often carries more than he appears to carry. For some ideas, see *CTH* and *CFH*.

Special Benefits: The Spy has no special benefits other than those listed elsewhere.

Special Hindrances: The Spy has no special hindrances other than the profession itself, which often warrants the death penalty from the victims of the spying and which requires the character to perform tasks for an employer.

Wealth Options: The Spy receives standard starting funds.



Swashbuckler

This character is roguish and acrobatic, a daring individual who wields rapier and rapier wit with equal skill. Though possibly capable of wearing armor and wielding heavy weapons, a Swashbuckler is more comfortable when lightly armed and armored. The Swashbuckler is the sophisticated, but seldom serious, hero or villain who rebels against societal standards.

Character Class: Any warrior, wizard, or rogue can be a Swashbuckler, though Swashbuckler paladins and necromancers are quite rare and Swashbuckler rangers are uncommon.

Races and Nationalities: Swashbucklers are most common in the Savage Baronies, with the exception of Cimarron and Guadalante. Characters from Bellayne and Herath can also take the kit, and Swashbucklers are common in Renardy. Caymas, gurrash, and wallaras never take the kit, even when raised in other cultures. It is rare, but possible, for turtles, shazaks, and phanatons to be Swashbucklers.

Requirements: Swashbuckler characters can be of any alignment, social background, or gender, but they are seldom lawful and often have aristocratic or wealthy backgrounds. They must have a 13 or better in Strength, Dexterity, Intelligence, and Charisma.

Role: Though some have deep motivations that are seldom shared with others, most Swashbucklers are thrill seekers, adventurers because of a whim. Sometimes characters moonlight as Swashbucklers, leading an entirely different career by day. Swashbucklers are usually chivalrous, or at least pretend to be, though this is less because they believe in chivalry than because they like the esteem.

A Swashbuckler often gains a reputation and notoriety, which is not always good. Cunning and dashing, the epitome of charm and grace, these characters are often found on the wrong side of the law because of their common disrespect for authority. They sometimes ally with bandits or pirates, typically leading such bands.

With charm and wit, a Swashbuckler often gravitates toward the position of group leader, or at least group spokesperson. However, these characters tend to dislike such responsibilities and are more comfortable with wild theatrics and acrobatics than either politics or real fighting. They are most comfortable in cities, where they can shine amid squalor.

Class Modifications: A Swashbuckler thief usually balances all skills but tends to emphasize picking pockets (more for sleight of hand). Skills such as moving silently and hiding in shadows tend to suffer

because the character likes being noticed. Among Swashbuckler wizards, the schools of alteration, enchantment/charm, and illusion are popular. Rangers usually choose a species enemy that brings notoriety, a recognized but not terribly dangerous foe. Thieves, paladins, and other characters are almost always independent, seldom working with guilds or other organizations. Most classes have an expanded range of weapon and nonweapon proficiencies available.

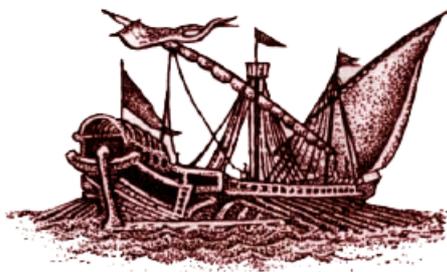
Weapon Proficiencies: The weapons of the Swashbuckler are the rapier, sabre, main-gauche, and stiletto. At 1st level, a Swashbuckler receives a bonus weapon proficiency slot which must be used for one of these weapons; the most common choice is the rapier. Swashbucklers of any class fight with a warrior's THACO with that chosen weapon. Until a Swashbuckler is proficient in all four of these weapons, at least half the character's proficiency slots must be used on them. Swashbucklers can become proficient in the use of wheellock pistols, and many prefer them. Swashbuckler warriors and rogues of all types can take wheellock specialization (most prefer the belt pistol, but a few use the horse pistol instead). The character is also fond of special maneuvers. Many learn secret passes, mostly leaning toward the Moncorvo fighting school (see the "Proficiencies" chapter for details on secret passes).

Nonweapon Proficiencies: The Swashbuckler's bonus proficiencies are panache and tumbling. Recommended proficiencies include alertness, artistic ability, blind-fighting, dancing, disguise, etiquette, fast-talking, gaming, jumping, navigation, seamanship, tightrope walking, and gunsmithing. All other rogue group proficiencies are appropriate as well. Rogue proficiencies do not cost extra slots, no matter what the character's class.

Equipment: At 1st level, these characters must buy their weapon of choice. All other gold can be spent as the individual sees fit, though Swashbucklers tend to buy stylish clothing and exotic equipment. Swashbucklers must adhere to the armor restrictions of their class.

Special Benefits: A Swashbuckler has two special benefits, besides those mentioned under proficiencies. When wearing light armor (leather or padded) or none, the character receives a -2 bonus to Armor Class. As a dashing figure, the Swashbuckler also receives a -2 bonus on reaction rolls from NPCs of the opposite sex.

Special Hindrances: Just as the Swashbuckler seeks adventure, adventure comes looking for the Swashbuckler. A reputation often precedes the



character, leading Duelists and other Swashbucklers to challenge the character's prowess.

Strange luck affects these characters. For example, if a member of the local nobility falls ill, a Swashbuckler might be asked to imitate him—in the midst of an assassination plot. A helpless person running away from something might stumble into a Swashbuckler's arms and ask for help. A Swashbuckler who leaps off a hill to avoid capture might find himself in an ogre camp and have to talk his way out.

Life conspires to make things a little more difficult for Swashbucklers, and the DM should throw a little more good-natured bad fortune their way than at other characters. The use of "gauche" points is one way to do this (see the panache proficiency description in the "Proficiencies" chapter for details).

Wealth Options: The Swashbuckler receives the standard funds according to character class.

Warrior Kits

Because of the nature of the Savage Coast, more kits are available to warriors than to any other class. The following is an overview of these kits:

Beast Riders are warriors bonded to a certain type of animal, which they use as a mount. They are exotic people, often seeming savage and animal-like in behavior.

Defenders are warriors devoted to a specific religion, something like paladins. Defenders can be of any alignment. Only fighters can become Defenders.

Gauchos are horse-riding cattle herders of the grasslands. These warriors tend to be crude and unruly. They are comfortable in the outdoors, and they enjoy the excitement of adventuring.

Honorbound follow a strict code of honor and behavior. They are something like the samurai of Oriental settings, something like the mamluks of Arabian settings, something like the honorable knights of Western European cultures. Honorbound warriors usually belong to special companies of like-minded individuals.

Myrmidons have been trained as soldiers and usually adventure as mercenaries.

Savages are warriors from primitive cultures, usually with a stone age level of technology. Relatively peaceful, the Savage is usually a hunter and tribal protector from a wilderness area.

Beast Rider

The Beast Rider is an elite warrior in his culture, one who has bonded with a particular type of mount. Beast Riders are common enough on the Savage Coast but are still intimidating and a little exotic to most people. A Beast Rider often serves as a guardian of the homeland but can go adventuring to learn more about the world. The characters often have trouble finding lodging for their mounts, though settlements in Bellayne and Renardy and some towns and cities in other nations have stables for the exotic animals they ride.

Character Class: Any warrior can be a Beast Rider.

Races and Nationalities: Beast Riders can be lupins from Renardy, rakastas or elves from Bellayne, or shazaks from Shazak. If goblinoids are allowed as PC races, Yazi and Yazak goblinoids can be Beast Riders. No other races or nationalities can take the kit.

Requirements: Beast Riders are seldom from the lowest classes. They tend toward neutral alignments, but they are not actually restricted according to social class, alignment, or gender. A Beast Rider must have a Charisma of 13 or higher.

Role: While elite warriors in their own society, Beast Riders are often viewed as intimidating in other cultures or as potential enemies in the land of other types of Beast Rider. A Beast Rider should be played as an outsider when away from home; rakasta and elf Beast Riders are considered outsiders even in the larger settlements of their own homeland.

Beast Riders usually like all types of animals and are especially protective of those related to their mount. The characters do not understand how someone can mistreat a mount, tending to be unfriendly toward those who do. If the rest of the party accepts a Beast Rider and minimizes harm to normal animals, especially mounts, the character considers them family.

Class Modifications: A ranger's species enemy is never the same as his mount. If a neighboring Beast Rider culture is an enemy, rangers might choose that culture's mount if it is different from their own. Most Beast Rider rangers choose plains or steppes as a primary terrain.

A Beast Rider paladin does not call a war horse. Instead, the paladin's mount has an added 2 Hit Dice and a -2 bonus to its Armor Class. Beast Rider paladins usually owe allegiance to their specific clan or village.

Weapon Proficiencies: A rakasta Beast Rider must take claws as a weapon proficiency and often use war claws (see the "Proficiencies" and "Equipment and



Economics” chapters). Beast Riders have no weapon restrictions, though if goblinoids are allowed, they should be restricted to the weapons of their culture. They prefer weapons associated with mounted combat: short bow or short composite bow, horseman’s flail, horseman’s mace, horseman’s pick, lance, spear, and saber.

Nonweapon Proficiencies: Bonus proficiencies include animal training and riding (each for the species of the Beast Rider’s mount). Recommended proficiencies are animal handling, direction sense, fire-building, veterinary healing, animal lore, hunting, set snares, survival, tracking, and weaponsmithing (crude).

Equipment: A Beast Rider can wear only leather, studded leather, padded, or hide armor (plus helmet and shield if preferred). Hide or leather armor made from the hide of a mount who served faithfully and continues to do so is preferred by many, but a mount is never slain to make armor.

Special Benefits: The Beast Rider has an amazing rapport with the type of animal used as a mount, receiving a -5 bonus to reaction rolls whenever dealing with these animals. If a roll is 9 or less, Beast Riders can persuade attacking animals of that type to leave them and their allies alone.

Lupin Beast Riders use dire wolves as mounts, while rakastas and elves use feliquines - creatures that have the heads and forelegs of a lion and the hindquarters of a horse (see below). Shazaks use huge bats (mobats), as described in the MONSTROUS MANUAL accessory, but these have 5 HD and a true neutral alignment. These mounts are exceptionally large and strong. Trained feliquines and dire wolves have the speed and carrying capacity of medium warhorses, while trained mobats have the carrying capacity of a medium warhorse and flying speeds equal to a heavy warhorse’s ground speeds. All mounts can go full speed only if carrying 220 pounds or less. Beast Riders almost always weigh less than 200 pounds, though shazak Beast-Riders weigh just over 200 pounds.

Goblinoids use the following mounts: Orcs use war boars; hobgoblins ride dire wolves; goblins of the Yazaks ride worgs; and the Yazi gnolls use horses. Yazi goblins seldom use mounts, riding worgs when they do. Ogres and trolls never use mounts.

A Beast Rider character is bonded with an animal of the appropriate type in a special ceremony and begins the game with that creature as a mount and personal friend. The animal is devoted to the Beast Rider and will risk or even sacrifice its life for the character. If the animal’s alignment is different from that of the rider, it slowly changes to match (about

one alignment step per level gained by the rider).

Beast Riders have a telepathic rapport with their mount and when in physical or visual contact, can tell what the animal is feeling and thinking, communicating without appearing to do so. Even when Beast Rider and mount are not in sight of each other, each knows the other’s emotional state, physical condition, direction, and approximate distance.

Feliquine: AC 5; MV 18; HD 4+4; THAC0 17; #AT 3; Dmg 1d6/1d6/1d10; SA Kick for 2d6; SZ L (10’ long); ML 12; Int Semi- (2-4); AL N; XP 175.

Special Hindrances: As an outsider, the Beast Rider suffers a +3 reaction roll penalty from people of other cultures, including Beast Rider cultures who use other mounts. Beast Riders are expected to act the same way toward their mounts as the mounts do toward them; they for instance, they must be willing to risk or sacrifice their lives for their animals. Beast Riders who do not act appropriately are considered to have abandoned the kit.

A Beast Rider can have only one mount at a time. If the mount dies, the Beast Rider immediately takes 2d6 points of damage from grief. In addition, the character must make a successful saving throw vs. spell or suffer as if affected by a *feeblemind* spell for 2d6 hours (or until cured with a *heal* or *wish* spell). Upon recovering, the character must find another mount or abandon the kit. This is a quest worthy of an entire adventure. Likewise, a mount whose rider dies will often find a new one.

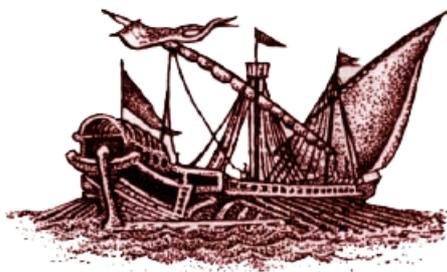
A Beast Rider paladin who loses a mount cannot find another of the same exceptional quality as the original. Although the mount will be of lesser quality, it can be the best possible for a normal specimen.

Wealth Options: The character has normal starting funds.

Defender

The Defender is a paladin-like character, the guardian of a faith, religion, or church. A Defender can be of any alignment but is bound by that alignment and the precepts of the religion the character supports. Basically, such a character has all the hindrances of a paladin, though not as many benefits.

Defenders are found throughout the Savage Coast, where they are respected and sometimes feared, but always supported by those who have the same philosophy. Good or lawful defenders can serve as



heroes in a campaign, while evil or chaotic defenders can be used as consummate villains.

Character Class: Only single-class fighters can take the Defender kit. If the Immortal supported by a Defender is the patron of a certain character class, the DM may allow multi-class Defenders, assuming that one of the classes is fighter and that the multi-class combination is open to the character's race. Similarly, a dual-class character could become a Defender; for instance, a thief could change classes to become a fighter and if devoted to an Immortal patron of thieves, could take the Defender kit.

Races and Nationalities: Defenders can be of any race or nationality, though the kit is illegal in Narvaez. They are quite important in Robrenn and among enduks, so are most common among those societies. Overall, they make up only a small percentage of the population. See the "Robrenn and Eusdria" chapter for information on the Defender in Robrenn.

Requirements: A Defender must have at least a 12 Strength and a 13 Wisdom. All social classes, genders, and alignments are open to the kit. Once a Defender's alignment is chosen, it cannot be changed without the loss of the kit.

Role: A Defender's role in a campaign depends largely on the individual's alignment and choice of Immortal. A character devoted to the druidic way is a sort of "druidic knight" and a Defender of nature, while chaotic evil Defenders who worship an Immortal of Entropy might be considered "anti-paladins." A Defender supports the religious hierarchy of a specific Immortal and has the same alignment as the order's priests (if they can choose from several alignments, so can the Defender).

Certain duties are common to all Defenders. They must safeguard their religious order and defend its priests, worship sites, and sacred items. They must protect the faithful and obey the priests. They may even be called upon to punish those who break the faith (assuming the order believes in such punishment).

Some people treat Defenders as a type of warrior priest, the fighting force of the faith, and even a substitute when priests are unavailable. Defender characters preach the tenets of their faith when the opportunity presents itself.

Class Modifications: Defenders can cast spells at higher levels, and in some ways, they are like specialty priests. If specialty priests are used in the campaign, Defenders must use only spells from the spheres available to a specialty priest of their religion. Even if other specialty priests are not used, druidic Defenders

are limited to the spheres open to druids. Similarly, Defenders from cultures with limited choices of priest kits should be restricted to the spheres open to those kits. If other specialty priests besides druids are not used in the campaign, a Defender not limited by faith or culture has access to the spheres of combat, divination, healing, and protection.

Weapon Proficiencies: If the Immortal worshipped by the Defender has a favored weapon, the Defender must become proficient in its use. If the specialty priests of the Immortal are restricted from certain weapons, so are Defenders of that faith. A Defender's other weapon proficiencies at 1st level are limited to the weapons available in the character's culture. Defenders who join fighting schools always choose the Verdegild school (see the "Proficiencies" chapter for details).

Nonweapon Proficiencies: Defender characters receive two bonus proficiency slots in religion, giving them general information about faiths of their homeland and nearby areas, plus precise knowledge of their own faith. Defenders are also required to take the ceremony proficiency (see the "Proficiencies" chapter) for the Immortal of their faith. Recommended proficiencies include all priest proficiencies, the ceremony proficiency for enemy Immortals, and any appropriate to the faith (such as agriculture and weather sense for druidic Defenders).

The Defender does not have to pay extra proficiency slots for priest group proficiencies. If the Defender's Immortal is a patron of magic, the character can take wizard proficiencies without extra cost, while the Defender of a patron of thieves can take rogue proficiencies without extra cost.

Equipment: Defenders must follow restrictions of their faith, race, and homeland but are not otherwise limited.

Special Benefits: Defender characters are recognized officials in their chosen religious hierarchy, so they enjoy the support of the order. A Defender can expect the faithful to offer shelter and to render aid when called upon. When encountering other followers of the same religion, Defenders receive a -3 bonus to reaction rolls.

A defender can detect beings of an alignment selected by the character at 1st level. Defenders may choose to detect law, chaos, good, evil, or true neutral. Most often, they elect to detect the alignment of enemies, but some choose the alignment of friends instead. A druidic Defender always chooses the ability to detect the true neutral alignment.

A Defender also gains the ability to cast priest spells



at higher levels, as shown on Table 12.1. See “Class Modifications” for spell sphere restrictions. Defenders with high Wisdom scores do not gain extra spells.

be declared blasphemers for dereliction of duty.

Wealth Options: Defenders have standard starting funds.

Table 12.1: DEFENDER SPELL PROGRESSION

Defender Level	Casting Level	Priest Spell Level			
		1	2	3	4
1–5	—	—	—	—	—
6	1	1	—	—	—
7	2	2	—	—	—
8	3	2	1	—	—
9	4	2	2	—	—
10	5	2	2	1	—
11	6	3	2	1	—
12	7	3	2	1	1
13	8	3	3	2	1
14	9*	3	3	3	1
15	9*	4	3	3	1
16	9*	4	3	3	2
17	9*	4	4	3	2
18	9*	4	4	4	2
19	9*	4	4	4	3
20*	9*	4	4	4	4

* Maximum spell ability.

Special Hindrances: Just as some people support and even admire Defenders, others revile them. Defenders must prominently wear the symbol of their faith at all times, unless the faith specifically allows otherwise. Thus, the Defender can be easily recognized by enemies and receives a +3 reaction roll penalty from those not well disposed toward the character’s religion. Defenders are prohibited from associating with enemies of their faith and usually hire henchmen of the same faith.

Defenders are obligated to uphold their demands of their religious order. They must obey the commands of priests more highly placed in the organization (of higher level if the DM has not defined the hierarchy). Commands range from guard duty to messenger service or recovery of sacred items. The Defender must also spread the faith and minister to the faithful when a priest is unavailable.

In addition, Defenders must tithe to their religious institutions, giving 10% of their income—whether coins, jewels, magical items, wages, rewards, or taxes.

They must also follow the tenets of the faith. Failure to do so can result in forced abandonment of the Defender kit and all rights that go with it, perhaps even resulting in a hunt by other faithful to punish the offender for blasphemy or heresy. Defenders can

Gaucha

The Gaucha is a warrior of the pampas, the grasslands of the Savage Coast’s eastern regions. Gauchos herd cattle and other beasts, living off the land for weeks at a time, then entering a town for a little rowdy relaxation. They are very comfortable on horseback, and spend most of their time that way.

Character Class: Any warrior can be a Gaucha, though rangers are the most common. Gaucha paladins are extremely rare.

Races and Nationalities: Only humans and demihumans (elves, dwarves, and halflings) of the Savage Baronies can be Gauchos. The kit is common in Cimarron and Guadalante, but less so in Torreón, Narvaez, Almarrón, and Saragón. Gauchos are quite rare in Gargoña and are found only as visitors in Vilaverde and Texeiras.

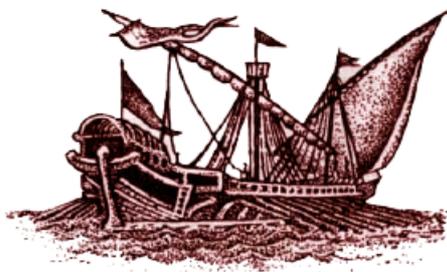
Requirements: Gaucha characters usually come from the lower classes, though some come from the middle classes. A very few come from the upper classes, seeking the “romantic” life of the plains. No matter what their origins are, Gauchos are always considered lower class.

Most Gauchos are male, but they can be of either gender. They have no alignment restrictions, but tend toward chaotic alignments. A Gaucha must have a Constitution of at least 13. High Strength and Dexterity are also desirable.

Role: Gauchos are unruly frontier riders who live most of their life on horseback, herding cattle. When not herding, a Gaucha might live as a bandit or enter a small town to sample the local food, drink, and women. Gauchos could even join a military force as outriders or light cavalry, but few of them really have the temperament for such activities. They would likely join only in a fight for their own independence or to earn some money.

An adventuresome lot with a love for excitement, many Gauchos become professional adventurers because the thrill-seeking lifestyle appeals to them. In an adventuring group, a Gaucha might act as a scout. Gauchos like quick adventures without consequence and usually care little about grand political movements or fine military strategies.

Gauchos are generally crude and a little rude, but they usually have a soft-hearted streak hidden under



that rough exterior. They are proud, swaggering rowdies with little use for the niceties of civilization.

Most have a direct manner and are happy to solve problems with their fists or their wheellock pistols. Some are sneaky and sly, others honest and kind; the exact personality is left to the player.

Class Modifications: Gaucho rangers must choose grasslands as their primary terrain. Gaucho paladins are always independent; they are never associated with a government or a church. The bonded mount for a Gaucho paladin is always a horse.

Weapon Proficiencies: The Gaucho is required to become proficient with dagger, bolas, and the wheellock horse pistol. Other weapons allowed at 1st level include club, dart, hand or throwing axe, horseman's flail, mace, or pick, javelin, light horse lance, morning star, scourge, sword (saber only), and whip. Gauchos never become proficient with any type of polearm and rarely learn how to use a weapon inappropriate for mounted combat, but they can take other weapons after 1st level.

Nonweapon Proficiencies: A Gaucho's bonus proficiencies are direction sense and land-based riding (see "Special Benefits"). The characters are required to take the tracking proficiency (except for rangers, who already get it for free). Recommended proficiencies include animal handling, animal training, blacksmithing, cooking, fire-building, leatherworking, weather sense, gaming, hunting, set snares, survival, and weaponsmithing (crude). At 1st level, a Gaucho cannot take etiquette, and few take reading/writing.

Equipment: At 1st level, Gauchos must purchase either a riding horse or a light war horse; they receive a saddle, saddle blanket, bit and bridle, horseshoes, and saddle bags without expenditure. They prefer light war horses above all others and never own anything as large as a heavy war horse. A Gaucho must also purchase bolas and a dagger at 1st level. As soon as possible, the character must purchase a wheellock horse pistol as well. Gauchos travel light, so they keep other equipment to a minimum. They Gaucho never wear armor more bulky than studded leather.

Special Benefits: Besides the benefits listed above, Gauchos receive a -3 bonus on reaction rolls when they encounter other Gauchos. Gauchos also can always assess the quality of a horse.

Finally, Gauchos are experts on horseback and receive a +4 bonus to their proficiency score for land-based riding. Note that a natural roll of 20 is still a failure, even if the character's proficiency score happens to be above 20.

Special Hindrances: Because the Gaucho tends to

be rough around the edges, the character receives a +3 penalty to reaction rolls when encountering anyone from the Savage Baronies, other than another Gaucho. For the most part, people from other nations do not know of the Gauchos' poor reputation.

In addition, Gauchos spend money almost as quickly as they get it. At least half of what the Gaucho earns must be spent on "frivolous" things such as fine food or drink, a few days of expensive lodging, gambling, and so forth.

Wealth Options: The Gaucho starts the game with 10d10+100 gp but must spend most of it on initial equipment.

Honorbound

The Honorbound is a warrior who follows a strict code of honor, known as the Warrior's Honor. Honorbound warriors generally belong to special Companies that have ancient traditions (an Honorbound without a Company is considered a "Company of One"). Some groups of Honorbound owe allegiance to a particular government, while others work as elite mercenaries; some are professional duelists, and others are wanderers who fight for what they believe is right or simply for the sake of fighting. Each Honorbound wears a special emblem, chooses a particular weapon, and has a declared enemy of some sort.

The tradition of Honorbound warriors began centuries ago among the elven and rakastan cultures of the Savage Coast. The elves who became the ee'ar developed one branch of the tradition, while the rakastas and elves who settled in Bellayne carried on a second branch. The Warrior's Honor, while ancient, has changed little over the decades, so that when ee'ar recently returned to the Savage Coast, the ee'ar and Bellayne traditions were still almost identical. The ee'ar had spread the traditions to the enduks, while shazaks, tortles, and a few goblinoids had acquired it from the rakastas. The elves took the tradition to Eusdria, and gurrash later acquired it from the shazaks.

Honorbound warriors are easily recognized and highly respected by the cultures of the Savage Coast.

Character Class: Fighters, rangers, and paladins can take the Honorbound kit. A Company of Honorbound often consists of only one type of warrior (all rangers, all paladins, or all fighters). However, some allow dual-class or multi-class characters, though only with combinations of warrior and wizard or priest, never any that include rogue classes. Even priests are



sometimes avoided to keep a Company free of religious overtones.

Races and Nationalities: Companies of Honorbound are relatively common in Bellayne, and Shazak and Um-Shedu each have a Company. Only ee'aar and enduks can join the Company in Um-Shedu, while only shazaks can join the sect in Shazak. Honorbound Companies in Bellayne accept rakastas, elves, and turtles, as well as a few humans, dwarves, halflings. Some Companies of Bellayne accept members of only a single race (rakastas, elves, or turtles).

Individual Honorbound are found in Renardy and the Savage Baronies. Not associated with any Companies, these Honorbound are mostly professional duelists. In the Savage Baronies, humans, elves, dwarves, and halflings can become Honorbound; in Renardy, most Honorbound are lupins, though a few are human or demihuman. No Companies are located in Renardy or the Savage Baronies.

The nations of Eusdria and Ator each have a single informal Company, a sort of national Company. All members have the same emblem and consider themselves members of the same Company, but no Company hierarchy exists. Enemies and weapons are chosen by the individual.

If goblinoids are allowed as PCs, the gnolls of El Grande Carrascal near the Savage Baronies should also have a Company of Honorbound, much like the Companies found in Eusdria and Ator. Individual Honorbound are occasionally found among the Yazak goblinoids. No other goblinoids can take the kit.

Requirements: An Honorbound can be born into any social class, renouncing such things when joining one of the Companies or otherwise starting a career as an Honorbound. Honorbound can be of either gender and can have any alignment except chaotic.

To become an Honorbound, a character must have minimum ability scores of at least 13 in Strength and Wisdom and at least 12 in Constitution and Intelligence.

Role: Honorbound are compelled by decades of tradition to follow particular rules of behavior. Because of this, they are correctly considered trustworthy, and they work hard to maintain their integrity. The Honorbound honestly enjoy combat as a way to find self-enlightenment, prove oneself, and test honor and devotion. Within the parameters of the Warrior's Honor, they can have any personality from dour to humorous, sedate to bloodthirsty.

Honorbound warriors are often sought by armies because they are reliable as leaders and soldiers. An Honorbound can stay with an army as long as that

organization does not require the Honorbound to break any portion of the Warrior's Honor. Honorbound are sometimes granted land to govern, and they make effective managers. The characters are also sometimes sought by adventuring groups because they make fine allies. Honorbound join such groups to see more of the world, embark on a specific quest, or spread teachings of the Warrior's Honor.

In any group, an Honorbound is tolerant of others. The character does not expect others to adhere to the Warrior's Honor and is seldom surprised (though occasionally disappointed) when they do not. An Honorbound realizes that others must come to the Warrior's Honor themselves and does not force it on anyone. As long as companions do not try to make the Honorbound forget the Warrior's Honor, the character can stay with the group.

The Warrior's Honor is split into two sets of governing regulations: Precepts and Protocols. Precepts are simple rules, generally phrased as things to do (or avoid) or as beliefs. Protocols are procedures to be followed in certain situations. Note that all Honorbound, of any alignment, follow the Precepts and Protocols of the Warrior's Honor.

The basic Precepts are as follows:

Honor is more important than life.

Fear is acceptable; cowardice is not.

Live to fight, and fight to live.

Respect your enemy.

Do not attack the defenseless, the weak, or the innocent.

Do not threaten the defenseless, the weak, or the innocent to exert control over an enemy (do not take hostages).

Do not involve yourself in the dishonorable actions of others.

Missile weapons are suitable for hunting, but not for war (the Honorbound can attack unintelligent beasts, undead, or otherwise unnatural beings with missile weapons but cannot use missile weapons against intelligent enemies).

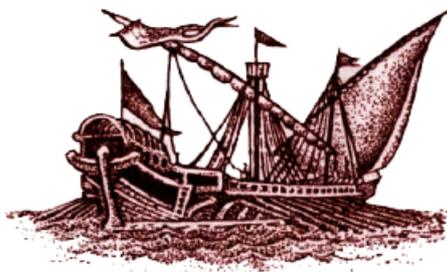
Mind control (including charms and possession) is not to be used or tolerated.

Obey the leaders of your Company and those to whom you or the Company owe allegiance.

Avenge dishonor to Company, mentors, allies, and self—in that order.

Seek glory for the Honorbound, never for yourself.

If you are responsible for the death of a friend, companion, or follower, assume the obligations of that individual.



Honor those you care for by remembering them, even after their deaths.

- Be tolerant of the beliefs and actions of others.
- Spread the code by example, not by force.
- Keep all promises.
- Fulfill all duties.
- Repay all debts.

The most important Protocols are summarized in the following text.

The Protocol of Adulthood states that a warrior reaches adulthood when he kills an enemy under honorable circumstances. Upon reaching adulthood, a warrior can choose to become an Honorbound by espousing the Warrior's Honor by oath and actions.

The Protocol of Host and Guest demands that hosts protect their guests from mortal harm and that a guest respect the rules put forth by a host. Neither host nor guest can make unreasonable requests of the other. Note that a host usually invites a guest for a specific period of time, after which the guest is no longer welcome and must leave unless the invitation is renewed. Only the actions of a guest can prematurely end the period of invitation.

The Protocol of Challenge and Fair Combat tells an Honorbound to inform enemies of an impending attack. For individual combat, the Honorbound issues a challenge, and the Honorbound's enemy must have time to respond. Thus, an Honorbound cannot attack an unprepared enemy, nor attack from behind. However, an enemy who is engaged in an attack on a friend or ally is considered prepared. For large-scale combat, a declaration of war is necessary; once this has been done, the armies of the enemy are considered prepared, and surprise attacks are allowable. An Honorbound can never participate in an ambush except against enemies in a declared war.

The Protocol of Dueling demands that an Honorbound learn and remember the informal dueling rules of the many lands of the Savage Coast. The two main types of duels considered are those with pistols and those with swords. Each Honorbound knows dueling rules, as explained in the dueling proficiency in the "Proficiencies" chapter. Honorbound of Renardy and the Savage Baronies are especially concerned with dueling.

The Protocol of Respect for an Honored Enemy states that an honored enemy, usually a leader of an opposing force, is accorded certain privileges. It is considered honorable to touch an honored enemy, without harming him, during melee. An honored enemy should be felled only in single combat. If

captured, an honored enemy is treated as a guest. If called for, a captured honored enemy can be executed, but only in a formal ceremony. Honored enemies can be returned to their people in return for material or other concessions.

The Protocol of Negotiation declares that negotiations are sacred. They are a cause for a truce, and a truce should not be broken. To insure this, opposing forces exchange hostages during negotiations. These hostages are warriors who understand that their lives are held as proof of their force's honor. If the truce is broken by one side, the lives of the hostages from that side are forfeit.

The Protocol of Betrayers refers to those who break the oaths of the Honorbound. An Honorbound who abandons the Precepts or the Protocols is declared a Betrayer and is subject to a hunt and eventual death. This can be administered by any Honorbound. Betrayers besmirch the honor of all Honorbound, and cleansing is possible only if an Honorbound kills the Betrayer. However, to retain honor, individual Honorbound must ascertain the proof of betrayal for themselves. Even if orders have come down from the leader of an Honorbound's Company, individual Honorbound must determine the truth when the suspected Betrayer is caught. If the capturer cannot determine the truth, the suspected Betrayer must be brought before a group of at least six Honorbound, where the truth of the matter is decided, and a sentence carried out.

Individual Companies of Honorbound sometimes have additional regulations, but these are not considered on the same level with Precepts and Protocols. Company regulations are sometimes specifications of the Precepts and Protocols; they also include special weapons, duties, allegiances, and symbols. Each Company has at least a special weapon and a symbol.

Every Honorbound (whether a member of a Company or not) wears a white sash around the waist; this symbolizes the purity of honor for which the character strives. In addition, the Honorbound must wear a red circle emblem, symbolizing the blood shed by warriors. The emblem cannot be made of cloth (to avoid confusion with Crimson Inheritors).

An Honorbound's race usually determines the form and placement of the red circle. Elves, dwarves, humans, and halflings wear red circle markings on their face (such as on the forehead), on one cheek (never both), or on the back of a hand. Because of the Red Curse, a character's skin might already be red; in this case, the Honorbound surrounds the red circle



with a white border. Ee'aar and enduks usually paint a red circle on one or both wings. Shazaks and gurrash usually wear the red circle as body paint; some paint a circle on a hand or on the face, while others might create a series of red circles all along one arm or wear the symbol on armor. Goblinoids use similar methods to the lizard kin. A rakasta Honorbound wears a circular, red-painted, ceramic pendant on a thong or chain around the neck. Tortles usually dye the red circle onto the front of their shells and add decorative symbols around it. Whatever the method, the red circle must always be shown and worn, never simply carried.

Each Company also has an emblem, which is usually worn in the center of the red circle. An individual not allied with a Company might have a personal emblem. Like the sigils of the Inheritors, the emblems of the Honorbound are considered private property, and their unauthorized use by others is a great offense. Each Company of Honorbound also has a declared enemy.

Class Modifications: Paladins and rangers who take the kit are required to specialize in a single weapon. In addition, the ranger's species enemy might be pre-chosen (see "Special Benefits").

Weapon Proficiencies: Honorbound must specialize in the use of one melee weapon at 1st level; this costs the normal number of slots. No Honorbound can ever specialize in more than one weapon. Tortles often use the staff. Rakastas often use war claws, though some prefer the katana. Honorbound who belong to a Company must use the weapon of that Company.

The Honorbound of Renardy and the Savage Baronies, most of whom are professional duelists, are allowed to specialize in the use of the wheellock belt pistol instead of a melee weapon. These are the only Honorbound who can do so.

Nonweapon Proficiencies: Honorbound receive bonus proficiencies in dueling, etiquette, and heraldry (focusing mainly on the Heraldry of the Honorbound). Recommended proficiencies include ancient history (specifically military), military tactics, gunsmithing (for duelists), animal handling, animal training, dancing, reading/writing, blind-fighting, endurance, direction sense, and fire-building.

Equipment: A beginning Honorbound must purchase his weapon of specialization. Characters can wear any armor available to their race but seldom wear anything heavier than chain mail, preferring to retain mobility. They have no other equipment restrictions other than those mandated by an individual's culture. Most acquire any equipment they need to survive

as wanderers but do not carry enough to slow themselves down.

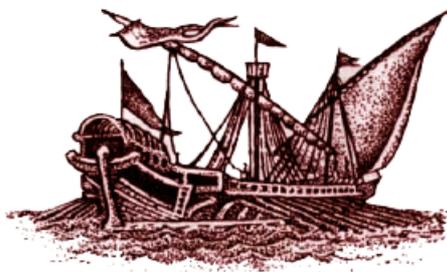
Special Benefits: The Honorbound warrior has a few special benefits from the ancient traditions of the Warrior's Honor. First, the Warrior's Honor demands that Honorbound treat each other a certain way. In addition, the Warrior's Honor (and the special symbols of the Honorbound) insures that the character is recognized by others as an honorable warrior. Unless recognized immediately as an enemy, Honorbound receive a -3 bonus to reaction rolls. Even those recognized as an enemy receive a -1 bonus to reaction rolls, because of the respect that others feel for the Honorbound.

Honorbound characters also benefit from the Company to which they belong. The Company provides a support network and instant allies if an Honorbound gets into trouble. An Honorbound who is a Company of One enjoys independence instead. An Honorbound of a national Company, like those in Eusdria and Ator, gains the network of allies but does not have to follow Company orders (though they must still defend their country in times of trouble).

In addition, Honorbound gain a +4 bonus on attack rolls against a declared type of enemy. Honorbound who belong to a Company have this enemy type chosen for them; the Company of One or a member of a national Company is free to choose. The enemy can be a species (like the ranger's chosen foe), the people of a certain enemy nation, the members of an enemy Company, or a particular type of creature (like undead or giants). The declared enemy can never be changed by the Honorbound unless an entire Company decides to change. A Company of One can never change his declared enemy.

If the Honorbound is a ranger, this chosen enemy replaces the ranger's species enemy; the bonuses are not cumulative, and the ranger still incurs the reaction penalty for the species enemy and prefers to fight the chosen foe before all others. Other Honorbound can make a conscious choice about whether or not to fight the chosen foe, and can determine what their own reactions are.

Special Hindrances: Just as the Companies and the Warrior's Honor can help the Honorbound, so can they hinder the character. An Honorbound who belongs to a Company must follow the regulations of that Company and the orders of the Company's leaders. An Honorbound who belongs to a national Company must defend that nation and obey edicts of its leaders (defending the nation takes precedence). The Honorbound must also follow the Precepts and Protocols of the Warrior's Honor or be declared a



Betrayer, subject to capture and execution by other Honorbound.

In addition, almost everyone on the Savage Coast recognizes an Honorbound as a warrior, which can cause a few problems. Honorbound of other Companies and warriors of other kits might want to test their combat prowess against a recognized professional warrior. If asked, the Honorbound is also bound to mediate duels between other characters.

Some unsavory individuals try to catch Honorbound on points of honor. For instance, a person might be able to extract a promise of protection, or an invitation from an Honorbound host, thereby gaining protection from enemies bent on murder. The Honorbound must keep the promise and uphold the Protocol of Host and Guest, even when he agrees with the guest's enemies.

Wealth Options: The Honorbound receives standard starting funds.

Myrmidon

The Myrmidon is a soldier. The character can be an officer in an army or a mercenary. In times of war, Myrmidons are heroes; in times of peace, they are viewed as parasites who provide no useful service. On the Savage Coast, a Myrmidon is often a front-line explorer as well. The character brings discipline and an understanding of military tactics to an adventuring party.

When a Myrmidon is created, the player and DM must decide if the character is a mercenary or part of a standing army. If the latter, the character has duties to his unit. Mercenary Myrmidons have much more freedom in accepting commissions. The character's rank in a given unit, whether an army or a mercenary group, is up to the DM.

Character Class: Fighters and rangers are often Myrmidons. Myrmidon paladins are allowed but uncommon because their greater devotion to a cause may not fit well with the actions of an army or mercenary group.

Races and Nationalities: Myrmidons are found in the City-States, the Savage Baronies (especially Torreón and Narvaez), Eusdria, Renardy, Bellayne (though uncommon there), and Herath. Members of any PC race can be Myrmidons, though halflings and caymas are rarely taken seriously in such a profession. Wallaras are never Myrmidons.

Requirements: A Myrmidon can have any social class, gender, or alignment. A Myrmidon must have scores of at least 12 in Strength and Constitution.

Role: The Myrmidon is a strategist who prefers to think and plan before launching an attack. This is a disciplined character who is contemptuous of individualists and those who do not take orders well. Of course, such an attitude can lead to friction in an adventuring party. Myrmidons are often gruff in manner and rough in appearance.

Myrmidons welcome war and some travel great distances to sign on with an army involved in a conflict. In peacetime, some turn to banditry or adventure for excitement and income.

A Myrmidon paladin is often the leader of a unit (or even a whole army), while a myrmidon ranger often serves as a scout.

Class Modifications: Myrmidon paladins usually owe allegiance to a government, though some have mentors or work independently. Rangers can take any species enemy, but many choose one that causes particular problems for the army they belong to.

Weapon Proficiencies: The Myrmidon has no restrictions or preferences for weapons, though a particular military unit might have proficiency requirements. Many Myrmidons are proficient in one or more types of polearm.

Nonweapon Proficiencies: A Myrmidon's bonus proficiencies are military tactics and fire-building. Recommended proficiencies include ancient history (specifically military), animal handling, cooking, heraldry, riding (usually land-based), seamanship, swimming, weather sense, reading/writing, armorer, blind-fighting, bowyer/fletcher, endurance, navigation, set snares, survival, tracking, and weaponsmithing.

Equipment: A Myrmidon can buy whatever equipment is desired, but some military units require that something specific be owned.

Special Benefits: The Myrmidon gets a free weapon specialization when created, chosen from one of the following: battle axe, any bow, heavy or light crossbow, wheellock horse pistol, any lance, any polearm, spear, or any sword. The specialization reflects the type of unit for which the Myrmidon has trained.

Myrmidons also (usually) have an employer, with specific benefits determined by the DM. If part of a standing army, a character might get free room and board and could be immune to civilian prosecution.

Special Hindrances: The Myrmidon's employer can also be a hindrance by making demands upon the character. The Myrmidon must follow the orders of superior officers or risk court-martial.

A Myrmidon also gains a reputation. Such characters are remembered for their military demeanor and disciplined manner and can be easily recognized



and described, possibly making it easy for an enemy to identify and follow them. Not all mercenaries or soldiers are as memorable as a Myrmidon.

Wealth Options: The Myrmidon receives the standard starting funds.

Savage

A Savage warrior is one from a primitive tribe, usually one with a stone age technology and hunter-gatherer or basic agricultural methods of food production. The character is in tune with the natural world and usually serves as a tribal guardian and hunter. In this case, “savage” refers only to a person from a primitive tribe, and does not necessarily imply brutality, cruelty, or rudeness. In fact, many Savages of the Savage Coast are peaceful.

Character Class: Only fighters can take the Savage kit. The only societies that have Savage rangers are those of the phanatons and the wallaras. No primitive human tribes exist along the Savage Coast, so a Savage paladin is unheard of; it would only be possible if a human were raised under special circumstances by shazaks or phanatons.

Races and Nationalities: Savages come from Cay, Shazak, Ator, Jibarú, and the land of the wallaras. Goblinoids of the Dark Jungle and the Yazak Steppes have savage cultures, as do the Yazi goblinoids of the coast. It is possible, though very rare, for members of most other races to be captured and raised as Savages by shazaks or phanatons, or even Yazi or Yazak goblinoids.

Requirements: Savages have no real social classes, but Savage warriors are automatically in the middle and upper echelons of their societies. Savages can be of any alignment and either gender. A Savage warrior must have a Strength of 11 or more and a Constitution of 15 or more.

Role: A Savage warrior can be crude or civil, coarse or noble, depending on the character’s culture of origin and the desires of the player. Phanatons, wallaras, and shazaks are almost always peaceful and noble in bearing, feeling a responsibility to their lands and disdaining cruel or devious methods. Caymas are also usually peaceful, though somewhat temperamental and occasionally sneaky. Gurrash and goblinoids come from warrior cultures who avoid devious methods.

In the campaign, the Savage must be played as an outsider, a person unaccustomed to the accoutrements of civilization, such as excessive clothing or armor,

complex tools and weapons, money and materialism, and deceit and treachery. Savages, even the more warlike specimens, often serve as the “voice of the conscience,” speaking out against the more base values and ethics of civilization.

Class Modifications: A Savage ranger takes the terrain of his tribe (plains for wallaras, forest for phanatons) as a primary terrain. Followers of Savage rangers are almost always from the same savage culture, while their species enemy is usually whatever most threatens their tribe or an important food animal (such as manscorpions or giant spiders for phanatons, and iguanas or wild dingos for wallaras). The very rare Savage paladin would owe allegiance to the tribe and its elders and would gain a bonded mount (a mobat) only if raised in Shazak.

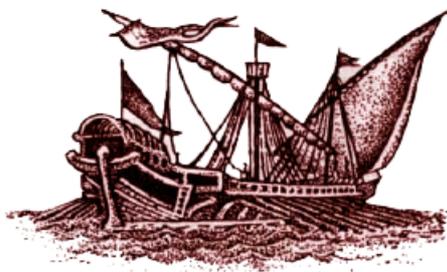
Weapon Proficiencies: At 1st level, the Savage can choose only tribal weapons for proficiencies. Tribal weapons are club, net, javelin, blowgun, hand axe and bite for phanatons; knife, spear, club, and boomerang for wallaras; shazaks, caymas, and gurrash as per their tribes (see the “Shazak, Ator, and Cay” chapter for details on the lizard kin tribes). Many of these weapons are made of stone, bone and wood.

After gaining more experience, the Savage can choose other weapons but tends to stay with familiar implements as much as possible. It is a rare Savage who learns skill with firearms.

Nonweapon Proficiencies: The Savage receives bonus proficiencies in direction sense, weather sense, endurance, and survival. Recommended proficiencies include alertness, animal handling, animal lore, animal noise, animal training, boating, fire-building, fishing, herbalism, hunting, jumping, religion, rope use, set snares, tracking, and weaponsmithing (crude). A 1st-level Savage can choose only the proficiencies on the recommended list or any others the DM allows. The Savage must have experience with the outside world to take others.

Equipment: The Savage warrior starts with no money with which to purchase equipment. Instead the character starts with one of each of his weapons of proficiency; the character can also have up to 10 items of other equipment common to the tribe. As with the Shaman, this list must be approved by the DM. More complex items are common only in Shazak, so mirrors, lanterns, and the like are uncommon to Savages. They are restricted to the armor common among their respective tribes.

Special Benefits: Besides the bonus nonweapon proficiencies that the character gets (which reflect the Savages’ struggle to survive), each Savage gains a special



ability resembling a spell. The ability is not magical, so it cannot be discerned by *detect magic*, nor does it require components of any type. The character can use the ability once per day per level (so a 3rd-level Savage could use the ability three times each day). Success is automatic.

Shazaks and gurrash have an *alarm* ability, automatically being alerted to an intrusion within 10 feet; a sleeping Savage is awakened when a creature ventures within that distance. Only creatures the size of a normal rat and larger are noticed in this fashion—including flying, levitation, invisible, incorporeal, or gaseous creatures, but not ethereal or astral beings. An active character must concentrate for a full round without distractions (such as combat or noisy companions) to enact this power consciously.

Caymas can *detect magic* within 10 feet. Wallaras can *detect evil* in a monster, place, or magical item within 10 yards; like the priest spell, this ability allows wallaras to determine the degree of evil and its general nature but not the exact alignment. The DM might occasionally allow these powers to be activated involuntarily by overwhelming emanations of the appropriate type; this should not count against the number of times the character can use the ability.

Phanatons have an *animal friendship* ability similar to the 1st-level priest spell. To use the ability, the Savage must confront the animal face-to-face, within the creature's attack range, and can have no ulterior motives, which would be detected by the creature. With this ability, the phanaton Savage warrior can make friends with a normal animal that is not angry or threatened or calm a hostile normal animal. Therefore, to make friends with a belligerent animal, the character must use the ability twice.

Special Hindrances: The Savage warrior is uncomfortable in civilized clothes and armor. When wearing clothing more encumbering or concealing than tribal dress, the Savage suffers a -1 to attack rolls, damage rolls, and nonweapon proficiency scores. If the character wears armor unusual to the society (gurrash and wallaras do not normally wear armor, while other societies are restricted), the Savage is uncomfortable and suffers a -3 penalty to attack rolls, damage rolls, and nonweapon proficiency scores. Natural abilities are often impaired as well.

If the character ignores the discomfort and continues to wear unusual clothing and armor, the negative modifier gradually gets worse. An additional -1 per day is assessed until the character stops wearing the offensive materials. The character can also end the penalties by dropping the kit, accepting civilization

and losing all his bonus nonweapon proficiencies and special abilities.

A Savage warrior is not all that unusual in the lands of the Savage Coast, so the character does not suffer from a penalty to reaction rolls.

Wealth Options: A Savage character has no starting funds, receiving materials as explained under "Equipment." Of the cultures described here, most rely on barter or make their own weapons and equipment.

Wizard Kits

Wizards are often mysterious figures on the Savage Coast, though their help is welcomed in any war effort. A short description of each Savage Coast wizard kit is as follows:

Militant wizards are skilled in the military arts and are found as spellcasters for armies. Illusionists, enchanters, and wild mages cannot use the kit.

Mystics are wizards devoted to learning and self-enlightenment. Necromancers, invokers, and conjurers cannot be Mystics, and Mystic wild mages are rare.

Wokani are spellcasters of primitive societies. A wokan uses a special set of spells, the "school" of nature.

Militant

The Militant comes from a culture that uses wizards extensively in its military. Generally, the culture is either a warmonger society or one constantly besieged by others. With the frequency of wars on the Savage Coast, every culture with an army also has Militant wizards.

A Militant considers a trained body as important as a trained mind and keeps combat skills as sharp as magical talents.

Character Class: Mages and all specialist wizards except illusionists and enchanters can take this kit, though diviners rarely do. Wild Mages cannot be Militants.

Races and Nationalities: The Militant kit is found in the City-States, the Savage Baronies (though rare in Narvaez), Robrenn, Eusdria, Renardy, and Herath. It is an uncommon kit in Bellayne. Tortles, wallaras, and phanatons are never Militants, and only rare Militants teach their skills to goblinoids or lizard kin,



fearing those skills might be turned back on them.

Requirements: A Militant can come from any social class and is not restricted to a particular gender or alignment. However, most Militant wizards are lawful, and they are considered middle or upper class when serving with an army. A Militant wizard must have a Strength of at least 13.

Role: A Militant wizard is a respected—sometimes honored or feared—member of society. The character can be a bloodthirsty battler who enjoys violence or a heroic soldier who takes lives only when necessary.

The character might become an adventurer to earn extra money (perhaps to build an army), to pursue personal goals, or to study the fighting techniques of other cultures. Though Militants are often part of an army, they can also belong to a mercenary group or take jobs on a freelance basis.

Significantly, these characters have a military background. They make good leaders but also understand how to follow the orders of a respected commander. Militants prefer action to inaction, combat to negotiation, and are usually suspicious of scholars, philosophers, and bureaucrats.

Class Modifications: As explained under weapon proficiencies, a Militant has an extended range of available weapons. A Militant wizard can also learn the two-weapon fighting style (see the “Proficiencies” chapter for details).

Militants prefer magical schools that give a good selection of offensive and defensive spells—such as abjuration, alteration, conjuration/summoning, invocation/evocation, and necromancy. Militant elementalists are often pyromancers (fire elementalists), though some specialize in the elemental schools of water and earth. Characters of this kit cannot specialize in illusion or enchantment/charm and most consider those schools relatively useless in combat. Few Militants specialize in greater divination, though they recognize the school’s importance in reconnaissance.

Militant specialists have greater restrictions on the spells available to them. Specialists and their forbidden schools are listed in **Table 12.2**.

Table 12.2: FORBIDDEN SCHOOLS

<i>Abjurer:</i>	illusion, alteration, greater divination
<i>Conjurer:</i>	alteration, greater divination, invocation/evocation
<i>Enchanter:</i>	invocation/evocation, necromancy, greater divination
<i>Diviner:</i>	conjuration/summoning, abjuration
<i>Invoker:</i>	illusion, enchantment/charm, conjuration/summoning
<i>Necromancer:</i>	enchantment/charm, illusion, alteration
<i>Transmuter:</i>	necromancy, abjuration, conjuration/summoning
<i>Aeromancer:</i>	(air elementalist) elemental earth, elemental water

Geomancer: (earth elementalist) elemental air, elemental fire

Hydromancer: (water elementalist) elemental fire, elemental air

Pyromancer: (fire elementalist) elemental water, elemental earth

In regard to spell level attainable, chance to learn spells, maximum number of spells per level, and spell immunity, Militant wizards are treated as if their Intelligence were 2 points lower than it actually is.

Weapon Proficiencies: The Militant wizard receives one bonus weapon proficiency slot. Militants must choose their weapon proficiencies from the following: battle axe, any bow, any crossbow, dagger, javelin, quarterstaff, sling, spear, any sword, and war hammer.

Characters who abandon the Militant kit also give up the weapons forbidden to wizards of their culture. Three experience levels after giving up the weapons, they lose the proficiencies entirely.

Nonweapon Proficiencies: A Militant’s bonus proficiencies are endurance and military tactics. The following are recommended: ancient history (specifically military), animal handling, direction sense, riding (land-based), swimming, weather sense, reading/writing, blind-fighting, ancient languages, set snares, and tracking. The militant can take warrior group proficiencies without extra cost.

Equipment: The Militant has no special restrictions or benefits in regard to equipment.

Special Benefits: Besides the benefits listed above, the Militant character gains an extra 1 hit point per level. This reflects the person’s military training.

Special Hindrances: Other than those listed under “Class Modifications,” the Militant has no special hindrances.

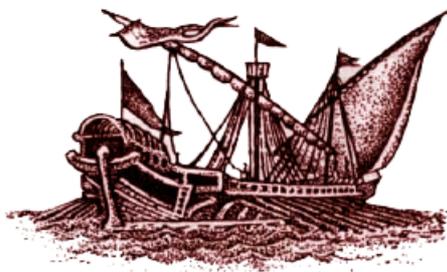
Wealth Options: The character receives standard starting funds.

Mystic

The Mystic is a character who values philosophy, art, and scholarship and uses them for self-enlightenment. The character sees magic and adventuring as roads to knowledge. Generally peaceful and contemplative, the Mystic is uncommon on the Savage Coast but can be found in many different locales.

Character Class: Mages, abjurers, diviners, enchanters, illusionists, transmuters, and (rarely) wild mages can be Mystics.

Races and Nationalities: A few Mystics are found in Gargoña, Saragón, Bellayne, Herath, and among the turtles and enduks. Gurrash and goblinoids can



never become Mystics. The Mystic is more common among wallaras and is the most popular wizard kit among the ee'aar.

Requirements: The Mystic can come from any social class, can be of either gender, and can have any alignment. However, evil Mystics are rare, most Mystics tending toward law and neutrality. A Mystic must have a Wisdom of 13 or more.

Role: Mystics are thoughtful and introspective enjoying nothing more than spending long hours contemplating the mysteries of the universe and attempting to become more in touch with their inner selves. The Mystic is not necessarily a student of religion or philosophy but, instead, seeks awareness that can be found only intuitively.

A Mystic has chosen the study of magic as the key to spiritual awareness. Mystics believe that each casting of a spell and each acquisition of a new technique brings them closer to ultimate awareness.

Many people consider a Mystic to be a lazy eccentric with no useful purpose. More enlightened cultures (especially the ee'aar, among whom the kit is plentiful) recognize the Mystic as a seeker of truth.

The Mystic avoids combat but will protect comrades. However, only in the most extreme circumstances will Mystics take a life, killing only to protect their own life or that of a companion.

Class Modifications: No schools are barred from the Mystic wizard, but the character avoids spells designed to cause damage, such as those from the necromancy, invocation/evocation, and conjuration/summoning schools.

Weapon Proficiencies: The character has the normal range of weapon choices allowed to the class and culture. The Mystic seldom carries more than one weapon, if that, and prefers blunt weapons.

Nonweapon Proficiencies: The Mystic receives bonus proficiencies in astrology and spellcraft. Recommended proficiencies include agriculture, artistic ability, carpentry, etiquette, languages (ancient and modern), pottery, stonemasonry, weaving, ancient or local history, herbalism, religion, and reading/writing.

Equipment: The Mystic never buys more than one, or possibly two, weapons. Other than this, the character has no special equipment restrictions.

Special Benefits: Once per week, Mystics can transform their consciousness into a *spirit form*, leaving their physical body behind. The *spirit form* looks like a mist in the shape of the Mystic. Through it, the character can see and hear, but cannot attack, speak, or cast spells. The form can, however, fly at a

movement rate of 24 (maneuverability class B) and can pass through the tiniest crack. Although the *spirit form* is invulnerable to all attack types, *dispel magic* causes it to instantly return to the body.

Unless dispelled, a *spirit form* can remain away from its body for up to 24 hours, during which time the body remains comatose, and is subject to all regular attacks, suffering damage normally. While out of the body, it can move as far as allowed by its movement rate but cannot pass from the same plane of existence. Once the *spirit form* returns (which it does instantly and automatically at the end of 24 hours if it has not done so sooner), the Mystic revives and cannot use the form for another week.

To use the ability, the Mystic must simply concentrate for 1 round.

Special Hindrances: A Mystic must meditate for two consecutive hours at the same time each day. When the character is created, the player decides upon the exact time period to be used each day; after that, the time cannot be changed. If a Mystic neglects to (or cannot) meditate or is interrupted more than once during meditation (for a total of more than one minute), on the following day the character can cast only the number of spells allowed to a wizard of one level lower than the Mystic's own.

Wealth Options: The mystic cares little for material wealth, and receives only $(1d4+1) \times 5$ gp in starting funds.

Wokan

Wokani are usually wizards from primitive cultures. These characters are very concerned with nature; they will not live in cities, and they disdain "unnatural" equipment. In many ways, a Wokan is like a druid, serving as a protector of nature. Wokani even have their own "school" of magic.

Wokani from tribal cultures are important individuals in their tribes. These are referred to as Tribal Wokani. Those in Robrenn, Herath, and Bellayne are generally hermits, living deep in wilderness areas but usually helping deserving people (those who revere nature) who seek them out. These individuals are called Hermit Wokani.

Character Class: Only mages can take the Wokan kit. These mages are also restricted in spell selection.

Races and Nationalities: Hermit Wokani exist in Robrenn, Herath, and Bellayne, though they are uncommon even there. Tortles and other natives can become Hermit Wokani in those three nations. Non-



natives (those whose families have lived in the area for less than five generations) can never become Hermit Wokani. Tribal Wokani are found only among goblinoids, lizard kin, and phanatons.

Requirements: Tribes have no real social class, so neither do their Wokani though they are respected as tribal leaders. Hermit Wokani can have any social standing when born but give it up to become Wokani. This kit has no gender restrictions.

Wokani cannot be evil and usually have an alignment with one or more neutral components. A Wokan must have minimum scores of 12 in both Wisdom and Constitution.

Role: The Wokan character is a protector of nature, a person at peace with animals and plants. These individuals never willingly harm nature and are angered by those who do. They constantly strive to teach others how to live in harmony with nature, which might cause friction in some adventuring parties. A Wokan usually adventures to view natural wonders, though some leave their homes to fight against those who would harm natural habitats, hunt animals to extinction, or otherwise offend the forces of nature.

These characters see magic and the Legacies as parts of nature's grand scheme, so they are accepting of those with such abilities. However, they will try to insure that the abilities are not used in unnatural ways or for unnatural purposes.

Wokani hate all forms of undead and will attack them before any other opponents. They will fight normal animals only in self defense and even encourage hunting for food (but not for sport).

A cayma Wokan is the tribe member who makes the grenade weapons used by caymas. The character must take the alchemy proficiency in order to make grenades.

Class Modifications: As mentioned, a Wokan wizard is restricted in spell selections and can choose only those spells in the "school" of nature. This includes all spells of the elemental schools of air, earth, fire, and water (as detailed in the *Tome of Magic*; if that source is unavailable, spells that use any of those elements are allowed). Note that many of these spells must be used with caution, so as to not permanently harm the environment. Other spells available (related to animals, plants, weather, light, darkness, and so forth) include the 1st-level spells *change self*, *find familiar*, *light*, *mending*, and *spider climb*; the 2nd-level spells *alter self*, *continual light*, *darkness 15' radius*, *glitterdust*, and *summon swarm*; the 3rd-level spells *lightning bolt* and *protection from normal missiles*; the 4th-level spells *hallucinatory terrain*, *massmorph*, *plant growth*, *polymorph*

other, and *polymorph self*; the 5th-level spells *animal growth* and *hold monster*; the 6th-level spells *chain lightning* and *conjure animals*; the 7th-level spells *charm plants*, *reverse gravity*, and *shadow walk*; the 8th-level spells *mass charm* and *polymorph any object*; and the 9th-level spell *shape change*.

Weapon Proficiencies: Tribal Wokani are limited to the weapons of their cultures (as defined in the Savage warrior kit). Hermit Wokani are limited to standard mage weapons, as listed in the *PHB*. Wokani can use weapons made from stone, bone, or wood, but no other materials.

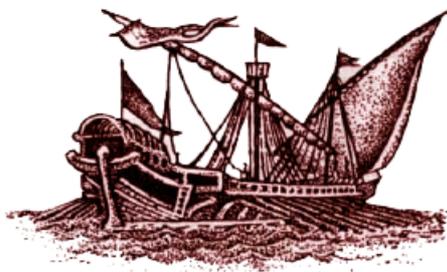
Nonweapon Proficiencies: Bonus proficiencies for the Wokan are animal lore, herbalism, and survival. Recommended proficiencies include agriculture, animal handling, animal training, direction sense, fire-building, fishing, leatherworking, pottery, weather sense, healing (regular and veterinary), religion, set snares, hunting, and tracking. Hermit Wokani can take reading/writing, but other Wokani are forbidden that proficiency at 1st level. Alchemy is a recommended proficiency for cayma Wokani, who are the only Wokani allowed to take that proficiency at 1st level.

Equipment: Wokan can use only leather, padded, or hide armor, and wooden shields. Wokani do not use complex tools or anything made of worked metal. Wokani otherwise have the same equipment restrictions as members of the Savage warrior kit.

Special Benefits: Besides their bonus proficiencies, Wokani have the benefit of being able to craft enchanted items at a relatively low level. A Wokan of 5th level or higher gains a special *enchant an item* ability, much like the 6th-level wizard spell, but with a few adjustments.

Wokani believe that all natural objects have inherent magical power. Consequently, all enchanted items made by them must be created using natural materials. They enchant the item by drawing the innate magic from it. Thus, an item should have some relation to the power to be used. For example, a limb from a tree that has been struck by lightning is the perfect component for a *wand of lightning*, while a band of fur might be used to make a *ring of mammal control* (for that type of mammal only). The item to be enchanted should be worked as little as possible; the more natural its condition, the better.

The character enchants the item as explained in the *enchant an item* spell description, but must work in a natural environment, never a laboratory. No other spells need be cast into the item; *permanency* need not be used. Items receive only 1d10+4 charges but can be recharged with another ceremony. The DM can similarly restrict the function of other items as seems



appropriate.

Special Hindrances: Wokani are unusual outside of their homeland, receiving +2 penalty to reaction rolls in foreign regions.

The Wokan does not use material spell components and does not learn spells in the normal manner. Though this might sound like a benefit, it can cause some problems.

First, the character must have a fetish. This is a small natural item, such as an amulet composed of bits of bone, fur, wood, and feathers, or a small leather bag containing the same. A pine cone wrapped with fur could be appropriate, as could a bird's claw with feathers attached by leather strips. The item must be somewhat unusual, and the Wokan must have it to cast spells. It is the only material component the Wokan ever needs for spell casting, and it is needed for every spell. If the fetish is lost or destroyed, a new one must be created, a process that takes a few hours each day for a week. During that week, the character can cast no spells.

Second, the character must learn and memorize spells differently from other wizards. Spells must be learned from another Wokan and are never written down. Instead, the character learns a special dance and chant from the Wokan mentor. To memorize the spell, the Wokan must perform the dance and voice the chant. Thus, while other wizards would spend their mornings reading from spellbooks, the Wokan must go off to dance and chant. Memorization times, rest required, and all learning restrictions based on Intelligence apply normally.

Wealth Options: Wokani receive no starting funds.

Priest Kits

Priests of the Savage Coast are often involved in the art of war, ministering to the needs of soldiers and warriors. If the DM chooses, specialty priest can be used as substitutes for the Priest kits (see "The Campaign" chapter for details on the Immortals and their spheres). The Priest kits are as follows:

Fighting Monks belong to orders devoted to spiritual enlightenment through physical discipline. They learn special unarmed fighting styles.

Shamans are the priests of primitive tribes. They are more concerned with their tribes than with their religions. Shamans were presented in *CBoH* and are modified here.

War Priests are the clerics of Immortals devoted to war and strife.

They are mercenaries found with most of the armies of the Savage Coast.

Webmasters are druids dedicated to protecting arachnid life. No type of priest other than a druid can take this kit.

Fighting Monk

The Fighting Monk seeks spiritual enlightenment through physical discipline. This includes learning a special fighting style and consists of long hours of labor, exercise, meditation in uncomfortable positions, and practice. These characters learn the art of combat but ordinarily use it only for self-defense. They learn religion primarily for self-enlightenment, rather than to preach to others. Orders of Fighting Monks are found only in Bellayne.

Character Class: Only clerics can take this kit.

Races and Nationalities: People living in Bellayne can become Fighting Monks. No race is refused admittance into an order, but the majority are rakastas, elves, and turtles. Wallaras never become Fighting Monks.

Requirements: Characters can come from any social class, but give up such things when they take the kit. A Fighting Monk cannot be chaotic and is rarely evil. All members of a particular order have the same alignment, and one order exists for each allowable alignment. Both genders are permitted—all orders have Brothers and Sisters—but they live in separate monasteries, often miles apart.

Fighting Monks must have a Dexterity of at least 12.

Role: These characters are philosophical and scholarly, devoted to self-enlightenment. While unconcerned with preaching their philosophy to others, Fighting Monks will teach it to those who ask to learn. They know most basic religious ceremonies and can conduct them if needed.

Some Fighting Monks never leave their monastery to adventure. Others are wanderers who seek knowledge in the far reaches of the land. They periodically return to their monasteries to pass on knowledge to others of their order.

A Fighting Monk's order provides stability and acts as a place of formal learning. The split because of genders is absolute, and Fighting Monks take vows of celibacy. Females are not allowed in male monasteries, nor males in female monasteries, except in emergencies. Even then, it is for as little time as is



possible. Male and female branches communicate by sending messengers, who leave materials at the gate of the other monastery without going in. Because of this, Fighting Monks are often uncomfortable around members of the opposite sex.

Class Modifications: These characters are not restricted or modified in any way, except that they are able to fight with two weapons (see the “Proficiencies”).

Weapon Proficiencies: The Fighting Monk receives two bonus weapon proficiency slots, which must be spent on unarmed combat styles. One must be used to acquire martial arts (torasta), and the other slot must be used to specialize in martial arts, punching, or wrestling; see the “Proficiencies” chapter of this section for details on unarmed combat styles. The character can choose only bludgeoning weapons (including weapons that are both bludgeoning and piercing). Not all weapon proficiency slots must be spent at 1st level; they can be saved and used at any level.

Nonweapon Proficiencies: The Fighting Monk receives tumbling and dancing as bonus proficiencies. The character is required to take artistic ability and reading/writing. Religion, herbalism, and healing are recommended. Fighting Monks can purchase proficiencies from any and all groups and do not pay extra slots to do so.

Equipment: These characters take a vow of poverty. They cannot wear armor and can own only what they can carry.

Special Benefits: Other than those detailed under proficiencies, the character has no special benefits.

Special Hindrances: Fighting Monks are subject to the commands of their order’s elders and must faithfully perform whatever service is required of them. Also, they must spend at least two hours each day in meditation and some sort of physical exercise.

Wealth Options: The Fighting Monk receives the standard starting money but cannot retain more than 1 gp in coins after buying equipment (see “Equipment,” above). Money unspent beyond 1 gp must be given to the character’s order.

Shaman

The shaman is a priest devoted to a particular tribe, stressing the needs of that tribe over all other concerns. While most priests are identified with their Immortals or religions, the Shaman is most often identified with a tribe. A Shaman is a mediator between the spirits and the members of the tribe, a religious leader in all

tribal endeavors, from war and hunting to agriculture and art. A primitive village usually has only a handful of religious figures. Shamans are usually less regimented and more down-to-earth than other priests.

Character Class: Only clerics can take the Shaman kit, and they are restricted to certain spheres.

Races and Nationalities: Shamans are only found among phanatons, lizard kin, and goblinoids.

Requirements: A primitive character starts with no true social class, but a Shaman, no matter how young or new to the job, is always considered a tribal leader. Shamans have no gender restrictions, but a village usually has either male or female Shamans, not both. A Shaman can be of any alignment but is almost always the same alignment as the majority of village inhabitants.

A Shaman has no special requirements for ability scores.

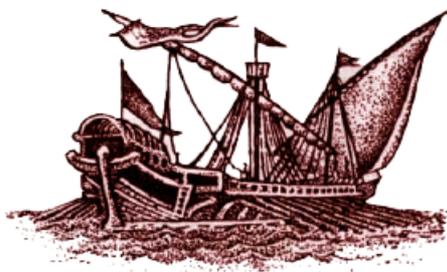
Role: The well-being of the village is the most important thing to a Shaman, for they are the repository of the lore and wisdom of the tribe. No problem is too trivial for a Shaman. They provide divinations, though the form is often improvised and the source of information usually dubious. They give sympathy and moral support, healing ills with skills and folk remedies more often than spells, and they teach the young what they will need to serve the community.

A Shaman must undergo arduous rituals and serve as an apprentice to the previous Shaman before actually taking that post. These rituals include long periods of fasting, initiation ceremonies that require some amount of pain and suffering, and even trials of danger.

Most adventuring Shamans have a greater purpose. Some adventure to aid their tribes, while others travel as part of their initiations, with a specific goal that must be achieved before they can return to their tribes. Still others are the last survivors of their tribes; guilt-ridden because they failed to protect the tribe, they consider the adventuring party their new tribe. Rare Shaman PCs have rejected their tribes and seek a new tribe to aid, ministering to the adventuring party in the meantime.

A Shaman casts spells to help the group but only sparingly. The character believes others should be tough and self-sufficient and avoids coddling them. The Shaman has no patience or sympathy for whiners.

Class Modifications: Shamans have major access to the spheres of divination and protection; minor access to the spheres of all, animal, combat, healing, and plant. If the *Tome of Magic* is used, they also have mi-



nor access to the war sphere. The Shaman seldom prays for healing spells on a daily basis, preferring to use the healing proficiency instead, saving spells for major injuries.

A Shaman cannot turn undead and never has direct access to raise dead or resurrection spells. At 9th level, a Shaman can cast reincarnation as if it were a 5th-level spell.

Weapon Proficiencies: A Shaman is limited to the weapons of his tribe. They tend to avoid large weapons. Tribal weapons are as follows: phanatons use club, net, javelin, blowgun, and hand axe; wallaras use knife, spear, club, and boomerang; shazaks use spear, club, long bow, (imported) long sword, claws, and bite; caymas use hessta, grooka, bok, grenade, crossbow, and bite; gurrash use spear, throwing stone, great club, broil, maga, bite, and tail.

Nonweapon Proficiencies: The Shaman receives healing and local history as bonus proficiencies and is required to take herbalism. Recommended proficiencies include agriculture, animal training, fire-building, fishing, fortune telling, rope use, weather sense, weaving, religion, spellcraft, animal lore, set snares, and veterinary healing. The character cannot take reading/writing at 1st level.

Equipment: The Shaman receives no starting money. Instead, the character starts with one of each of the weapons of proficiency. The character can also have up to 20 items of other equipment common to the tribe. The list must be approved by the DM but might include rope, food, clothing, weapon sheath, items important for the character's nonweapon proficiencies, and so forth.

The Shaman can also have one item unusual to the culture. As with other equipment, this item must be approved by the DM. It might be an item from an ancient culture, a strange decoration from another tribe, or some piece of equipment from a more technologically advanced society. Examples include a statuette from an ancient ruin, a feathered headdress for a phanaton, or a lantern. This piece of equipment is something the character received in tribute, traded for, or was given by a mentor. It is often used as a sign of the "office."

A Shaman can wear only leather, padded, studded leather, or hide armor.

Special Benefits: The Shaman has no special benefits besides those mentioned elsewhere.

Special Hindrances: Besides the hindrances listed elsewhere, Shamans are considered unusual outside their homeland, and receive a +2 penalty to reaction rolls.

The Shaman also has a special holy symbol, a gri-gri, which is the only material component needed for almost any spell the character casts. Like the Wokan's fetish, this might seem like a benefit, but can cause problems for the character.

The beginning Shaman is assumed to have a gri-gri, either one handed down by an older Shaman, or one constructed by the character before attaining 1st level. The gri-gri is a special item constructed of natural materials. Attached to a staff or rod, it is symbolic of the tribe and the Shaman. For instance, since phanatons consider spiders a delicacy, a phanaton Shaman might have a dried spider, or a spider symbol made of fur and bone, at the top of a staff. A Shaman with a name like "Slays-snakes" might have snake skins attached to the staff. Many Shamans use a skull or a hollow gourd as a component of the gri-gri, putting stones or beads inside so it rattles when shaken (some even place small stones in a hollowed staff so they rattle when the staff is turned upside down). The gri-gri is used in place of a normal holy symbol for all spellcasting and is never consumed by casting. A good Shaman continually updates his gri-gri with items or carvings symbolic of travels and experiences.

If the gri-gri is destroyed, the Shaman must construct a new one and cannot cast any spells until the new one is made. Making a gri-gri requires a staff or rod and all the other components the Shaman wants to add to it. Finding the materials usually involves a short quest and might take as long as a week. Afterwards, the Shaman must meditate with the gri-gri, dancing and chanting as appropriate for the tribe (DM discretion), for no less than eight hours without interruption.

In addition, the Shaman learns spells in a manner similar to a Wokan. While praying for spells, the Shaman must dance and chant; many have special steps, rhythms, or chants for each spell. Memorization times and rest requirements are the same as for a standard cleric.

Finally, the Shaman must go through a special ceremony each time he attains a new spell level, regardless of any other training required by the DM. For instance, upon becoming a 3rd-level character, the Shaman gains the ability to cast 2nd-level spells; in addition to any training required to advance a level, the Shaman must take part in a long ceremony in which he learns how to cast spells of the new level. The rite involves fasting and staying awake for at least 24 hours, during which time the Shaman creates and performs chants and dances for the new spells.

Wealth Options: Shamans receive no starting funds.



War Priest

These characters are clerics of battle. They are relatively common among nations that maintain armed forces. War Priests are devoted to war and often to Immortals who encourage it. They carry the faith to soldiers, fighting beside them.

These clerics have better than average combat skills, including a military background, and they administer to the body as well as the soul. To them, war is a way to honor self, nation, and the Immortals.

War Priests are respected by those who value war, and feared by those who seek more peaceful solutions to problems.

Character Class: Only clerics can be War Priests.

Races and Nationalities: War Priests are common in the City-States, the Savage Baronies, Robrenn, and Eusdria, as well as among enduks and ee'ar. Though priests are rare in Herath, some of them are War Priests, as are some clerics among lizard kin and Yazi and Yazak goblinoids. Tortles, phanatons, and wallaras are never War Priests.

Requirements: The War Priest can come from any social background, and the kit is open to both genders and any alignment. War Priests who serve with standing armies tend toward law, while freelancers are often chaotic. A War Priest must have a Strength of at least 12.

Role: To War Priests, the act of war (and by extension, combat of any kind) is a holy endeavor. Anyone uninvolved with war is virtually insignificant to the characters, and even the nation they serve is secondary in importance to battle itself. A War Priest ministers to warriors first, soldiers of other types second, other combatants third, noncombatants only when trying to convert them, and cowards and deserters not at all. The character is demanding of companions, often pushing them into battle, frequently showing disrespect for those who avoid combat. Importantly though, while War Priests enjoy battle, they also recognize the value of a good plan.

A War Priest can be devoted to any Immortal, or group of Immortals, except those specifically opposed to war or combat. The characters support the Immortals through war, in an almost constant crusade for their particular faith. War Priests are less concerned with preaching to the converted than with bringing enlightenment to the unbeliever. They can be very determined (seeking combat to force the faith on others), or more relaxed (waiting for others to ask for aid, then preaching to companions during a battle).

The War Priest determines when the time is right to fight in support of a particular Immortal (though

for Immortals of War, this can be almost any time). They prepare troops with inspirational sermons, fight alongside them, and support the idea that dying in the service of an Immortal brings favor. War Priests can become adventurers at the bequest of their Immortals and often join a group on a quest to recover sacred items, scout enemy forces, punish or preach to unbelievers, or simply gain funds to support the church. In the eyes of the church, the War Priest is especially suited to adventuring chores.

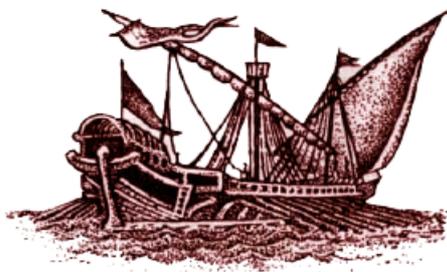
Alignment is very important to a War Priest's actions. A lawful character fights to restore order; a chaotic one promotes entropy and disarray. Similarly, a good War Priest fights for a worthy cause, while an evil one enjoys hurting the enemy.

Class Modifications: The War Priest has major access to the spheres of all, combat, healing, and protection; minor access to divination, guardian, necromantic, and sun. If the *Tome of Magic* is used, War Priests also have major access to the spheres of travelers and war.

Even though these characters promote war, they do not necessarily have to support an Immortal who does. Instead, the War Priest supports any chosen Immortal by fighting in that Immortal's name. The character can be a cleric of any Immortal except those specifically opposed to war. In addition to their other spheres, War Priest characters can choose minor access to one of the following spheres, depending on alignment or choice of Immortal: elemental air, elemental earth, elemental fire, elemental water, animal, plant, sun, thought, time, weather, law, or chaos.

Weapon Proficiencies: If a War Priest's Immortal has a favored weapon, the cleric must take proficiency for that weapon as a "weapon of choice." All other weapon choices are restricted to blunt, bludgeoning weapons. If the deity has no preferred weapon, the cleric is limited to the standard selection of blunt, bludgeoning weapons and can select one as a weapon of choice. With the weapon of choice, the character fights with a warrior's THAC0.

Nonweapon Proficiencies: The character receives bonus proficiencies in religion and military tactics. Recommended proficiencies include ancient history (specifically military history), endurance, intimidation, land-based riding (except for lizard kin), airborne riding (for shazaks only), armorer, blind-fighting, weaponsmithing, engineering, healing (regular and veterinary), and spellcraft. Goblinoid War Priests receive military history only for their own tribes, unless educated in another land. A War Priest can take



proficiencies from the warrior group without extra cost.

Equipment: War Priests have no particular restrictions or allowances for armor or equipment, except that goblinoid War Priests are limited to equipment available to their tribes.

Special Benefits: Other than abilities detailed under the proficiency headings, the War Priest has no special benefits.

Special Hindrances: Besides the limited selection of spells, the War Priest has no special hindrances.

Wealth Options: The War Priest has standard starting funds.

Webmaster

The Webmaster druid is dedicated to the protection and fostering of insectoid and arachnid life, wherever it is found. Webmasters always come from Herath. That nation's forests have numerous insects and spiders, both normal and giant.

Character Class: Only druids can be Webmasters.

Races and Nationalities: A Webmaster is always a native of Herath.

Requirements: Webmasters can be of either gender. Like other druids, they have a true neutral alignment, and they must meet the ability score requirements of the druid class. A Webmaster usually comes from the upper social classes and is well respected in Herath.

Role: Webmasters tend to be enigmatic and mysterious. Many attempt to instill insectoid virtues in their followers—such as patience, hard work, and close cooperation. Webmasters often take on the patient, deadly personas of predator arachnids or insects, ruthlessly hunting down (or lying in wait to trap) the enemies of the druidic order. A Webmaster's grove is usually in a web-laden section of the forests of Herath.

A Webmaster might go adventuring to preach the doctrine of protection of insects and arachnids to others, gain a wider world view, or track down an enemy. In a group, Webmasters are hard workers. They are generally fine (and patient) strategists, enjoying ambushes and well-placed traps.

Class Modifications: The Webmaster of Herath is a forest druid, as described in the *PHB*. With the exceptions noted here and under "Special Benefits" and "Special Hindrances," the Webmaster has the same abilities as a standard druid.

Upon reaching 7th level, the druid gains the ability to *shapechange* into a giant spider once per day. This shape takes the place of one of the forms normal to

druids (bird, mammal, or reptile; player's choice). The character can still assume only three forms per day.

Weapon Proficiencies: Webmasters have the standard druidic weapon restrictions, except that they are also allowed proficiency in lasso, bolas, and scythe. They prefer lasso, scimitar, and quarterstaff.

Nonweapon Proficiencies: A Webmaster character receives a bonus proficiency in rope use and is required to take the set snares proficiency. Recommended proficiencies include agriculture, animal training, healing (especially veterinary), herbalism, animal lore, endurance, survival (forests), tracking, and weaponsmithing (crude).

Equipment: The Webmaster has the normal druidic limits on armor and equipment. If the druid's initial allotment of money is not spent when the character is created, it is lost.

Special Benefits: The Webmaster receives a +4 bonus to saving throws against poisonous stings or bites of normal and giant insects or arachnids. The character can also pass unhindered through webs of all sorts, including those created by the *web* spell.

In addition, when the Webmaster casts a *summon insects*, *giant insect*, *creeping doom*, or *insect plague* spell, the effects occur as if the Webmaster were three levels higher than his actual level.

Finally, the Webmaster gains a -4 bonus to proficiency checks for agriculture, animal training, and animal lore, when that knowledge is applied to insects or arachnids. The character can also apply animal training to giant spiders.

Special Hindrances: The Webmaster's *animal friendship*, *speak with animals*, and *summon animals* spells allow communication with or summoning of only normal and giant insects or spiders. The character receives a +3 penalty on proficiency checks when using animal lore, animal training, agriculture, and other animal proficiencies on creatures other than insects and arachnids.

Wealth Options: Webmasters receive standard starting funds.

Thief Kits

As with thieves of other lands, those of the Savage Coast are rogues, people who usually live off the work of others, by stealing or conniving their way through life. However, many thieves of the Savage Coast are



involved with organizations other than guilds, such as armies, governments, and tribes. Overviews of the most common thief kits of the region are as follows:

Bandits are usually thugs who group together to rob passersby.

Filchers are tribal thieves who bring their tribes status by stealing from other tribes.

Scouts are trailblazers and army members who use their skills to explore and observe.

who push for direct physical confrontation.

Bandit characters often try to establish who is strongest and weakest in a group. A character might do this by ordering or bullying others to discover if they obey or starting a fight to discover who is “toughest.” However, Bandits who have established their place in a group can be the picture of cooperation, ready to go along with group decisions (though they might revert if another group member shows weakness).

Class Modifications: Bandits usually stress rogue skills most useful for scouting, such as climbing walls (tree-climbing in the Bandit’s case), moving silently, and hiding in shadows. The normal rogue skill for finding and removing traps applies to snares and pits for the Bandits and can be used for ambush. These characters avoid rogue skills useful primarily in urban settings. They receive the following bonuses and penalties to thieving abilities: pick pockets, -5%; find and remove traps, +10%; move silently, +5% for wilderness settings only; hide in shadows, +5%; climb walls, -5%; and read languages, -5%.

Weapon Proficiencies: The Bandit receives a free weapon proficiency in knife. They prefer heavy bludgeoning weapons, and one of the Bandit’s initial weapon proficiency slots must be chosen from the following: flail, mace, morning star, and war hammer. The other initial slot, and all other slots, can be spent on the weapons normally allowed to thieves.

Nonweapon Proficiencies: Bandits receive a bonus proficiency in survival (for an appropriate terrain). The following proficiencies are recommended: alertness, animal handling, animal noise, animal training, fire-building, intimidation, looting, riding, rope use, set snares, swimming, and weaponsmithing (crude).

Equipment: A Bandit should be well equipped for wilderness survival. Vital items include provisions, backpack and pouches, flint and steel, tinder, a blanket, and a knife. Other useful items include things for scouting and signaling. Bandits rarely buy (or steal) anything of a frivolous nature. They do not like to carry much, only items with a definite purpose.

Special Benefits: Because of their talent at ambushes, in a wilderness setting Bandits inflict a -1 penalty to opponents’ surprise rolls.

Special Hindrances: These characters are viewed—not inaccurately—as outcasts, ruffians, and crude robbers. They receive a +2 penalty to reaction rolls from nonbandits.

Wealth Options: A Bandit receives standard starting funds.

Bandit

The bandit is a robber who accosts passersby on lonely roads. Bandits generally group together for effectiveness, setting up a camp in the wilderness, away from law enforcers. They are not uncommon on the Savage Coast. Some are refugees of wars, others simply opportunists willing to prey on the weak.

Character Class: Only thieves can take the Bandit kit.

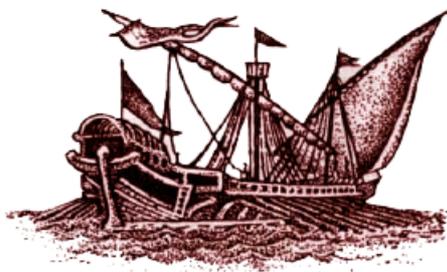
Races and Nationalities: Bandits are found in every region of the Savage Coast. Wallaras, phanatons, and Dark Jungle orcs never take the Bandit kit, but members of other races sometimes act as bandits in their areas.

Requirements: The bandit can come from any social class, but since the profession is more brutal and less thrilling than other thieving professions, upper class bandits are rare (usually only those who have been disenfranchised). Bandits can be of any alignment, but lawful and evil are most common. Though the majority of Bandits are male, they have no gender restriction. A Bandit must have a minimum score of 10 in both Strength and Constitution.

Role: Bandits are often vicious characters—desperate, cunning, and cruel. They are prone to fight or even betray each other, but two things keep them bound in groups: the utter necessity of cooperation in order to survive the perils of the wilderness and the strength of whoever has become leader among them by force and cunning.

Bandits do not join guilds, usually operating by numbers and force of arms, rather than by subtlety. They are rough folk, often the subject of bounties. They have a history of breaking other laws than just those against thievery.

Some bandits join adventuring groups because they want to move away from the lawbreaking activities of their fellows and because an adventuring party offers the same “safety in numbers” as a company of bandits. In an adventuring group, they tend to be the ones



Filcher

Among the more primitive tribes of the Savage Coast, stealing is an honored task if used against an enemy or a rival village. It is considered an act of bravery to sneak into an enemy's camp and steal something from them without being caught. A Filcher never truly steals from his home village but might practice by taking things and returning them the next day.

Character Class: Only thieves can be Filchers.

Races and Nationalities: Filchers are found among caymas, shazaks, gurrash, wallaras, phanatons, and goblinoids (except those of the Yazak Steppes). Members of other races can become Filchers if raised in a shazak, phanaton, or Yazi tribe.

Requirements: Like other members of their cultures, Filchers have no real social class. However, a Filcher usually has less prestige than a Shaman or warrior though is respected more than common tribe members. A Filcher can be of either gender and any alignment. A Filcher must have Wisdom and Dexterity of at least 12 each.

Role: Inside his tribe, the Filcher serves a useful purpose, bringing shame upon enemies and rivals by avoiding their patrols and guards to take something from them. The item can be small or large, but ideally it is something that will be missed. The Filcher sneaks in, takes the item, and sneaks back out, reserving violence (including backstabbing) for a last resort. Many Filchers regard their profession as something of a game; they enjoy the challenges and sometimes perform harmless pranks, usually on enemies or rivals, rarely on friends. The Filcher seldom sees reason to resort to violence; usually, embarrassing an enemy by taking away a precious item is enough.

A Filcher often gets to see more of the surrounding areas than other members of the tribe, developing a sort of wanderlust. Filchers who join adventuring groups treat those groups as surrogate tribes and offer their services to the group. The Filcher seeks to bring honor to the new tribe, the adventuring party, by fooling others and stealing for the group. In a dungeon setting, the Filcher pits his skills against those of ancient builders.

Unlike members of certain other tribal kits, the Filcher does not receive gifts from other tribe members. Instead, the Filcher is expected to steal what he needs from enemies or rivals. Thus, when robbing a place, the Filcher often takes what he most needs or desires, often ignoring valuable treasure in favor of something useful or decorative.

Class Modifications: Filchers put most of their skill

points into move silently and hide in shadows; a beginning Filcher receives a +5% bonus to each of these scores.

Filchers have little experience with locks until they leave their homelands, so they cannot add to that skill until 2nd level unless the DM approves.

Weapon Proficiencies: The Filcher's initial weapons must come from the weapons available to the tribe, as detailed in the Savage warrior kit. When character gains more experience in the world, he can take other weapons normally allowed to thieves, as well as tribal weapons.

Nonweapon Proficiencies: The Filcher receives the following bonus proficiencies: alertness, direction sense, and survival. Recommended proficiencies include animal handling, rope use, animal lore, hunting, set snares, and tracking.

Equipment: Like the Savage warrior, the Filcher has a limited equipment choice. Rather than starting with money, the beginning Filcher receives one of each weapon of proficiency, plus up to 10 items of equipment normal to the tribe. In addition, the Filcher can have as many as five items stolen from other tribes; these must be chosen with the DM's input, perhaps including some items from civilized lands as well as tribal.

Special Benefits: Besides the bonuses covered elsewhere, a Filcher has the ability to *detect evil* within 10 feet; the ability can be used once per day per level of the Filcher. The ability follows the restrictions of the priest spell, so can be used on monsters, places, and items, but not on characters, except under special circumstances. A Filcher cannot detect the precise type of evil (lawful, neutral, or chaotic), but can determine the degree of evil and its general nature.

Special Hindrances: Like other savage characters, the Filcher is an outsider when away from the tribe, and suffers a +2 penalty to reaction rolls from others.

A Filcher goes to great lengths to hide his identity; a Filcher caught or identified by members of a rival or enemy tribe will suffer at their hands because of the embarrassment he has brought them.

Wealth Options: The Filcher receives no starting funds.

Scout

The Scout is an independent rogue who operates primarily in a wilderness setting. One might say that Scouts are to regular thieves as rangers are to fighters, but Scouts usually avoid the strict ethics of the ranger class. They work as guides, spies, and saboteurs. If



unemployed, a Scout might turn to poaching or hunting animals for bounties. Scouts are often employed by armies of the Savage Coast but can also work for private enterprise or for themselves.

Character Class: Only thieves can take the Scout kit.

Races and Nationalities: Scouts are found in every nation and land of the Savage Coast. A thief of any race can take the Scout kit. Like the Filcher, the Scout is used extensively by the tribes of the Savage Coast. Lupins are acknowledged as the best Scouts in the Savage Coast area, but wallaras have a natural talent for the profession as well.

Requirements: The Scout can start with any social class, though members of the upper classes rarely become Scouts. Either gender is allowed. A Scout can be of any alignment, but evil Scouts are less common than those of neutral or good alignment. The Scout has no ability score requirements.

Role: On the whole, the scout is a good deal more reliable than thieves in general, but some have a cutthroat streak that makes them dangerous and unpredictable. Scouts are typically rugged individualists, practical and serious; their manner makes them endearing to daring adventurers. Because their profession demands silence, Scouts tend to talk very little; they also seem to use their stealth skills almost unconsciously.

A Scout might join an adventuring group with a few friends from a military organization. Many join adventurers first because they are hired, then some decide to join the group full time to seek excitement with kindred souls.

Most Scouts who turn adventurer have put in some time with the military or with a warrior band in the more savage societies. Those who have a past record of breaking the law usually give up such activities when they begin adventuring.

Scouts are respected by those who value their services. Since they have a well-deserved reputation, they are usually well treated. If a Scout feels an adventuring party does not have enough respect for the services rendered, he will likely leave the group.

Scout characters prefer clothing that blends with the surroundings. They care little about appearance but most bathe regularly so they do not build scents for dogs and other trackers to follow.

Class Modifications: Scouts prefer stealth skills such as moving silently and hiding in shadows (gaining a +10% bonus to each in wilderness settings), as well as observation skills like detecting noise. Skill at climbing walls is also quite useful to a Scout.

These characters seldom pick pockets, so they have

no need for the skill. They usually consider opening locked doors a job for someone else but might add a few points to the lockpicking skill when joining an adventuring group. Goblinoid scouts cannot add points to their lockpicking skill until reaching 2nd level.

In an urban setting, the Scout suffers a -5% penalty to all thieving skills.

Weapon Proficiencies: Scouts from civilized areas can use the weapons normally permitted to thieves. Goblinoids are restricted to the weapons of their respective cultures at 1st level but can use weapons available to standard thieves after that.

Nonweapon Proficiencies: The Scout's bonus proficiencies are alertness, direction sense, and tracking. Recommended skills are animal handling, animal training, animal lore, animal noise, boating, fire-building, fishing, herbalism, hunting, mountaineering (where appropriate), observation, riding, rope use, set snares, survival, swimming, weather sense, and weaponsmithing (crude).

Equipment: No self-respecting Scout goes anywhere without a good assortment of wilderness survival gear, such as adequate clothing, rations, fire-starting materials, and such. The Scout also likes tools and gadgets that aid in hiding, scouting, climbing, and so forth. Other than necessities, the Scout carries little, preferring to travel light.

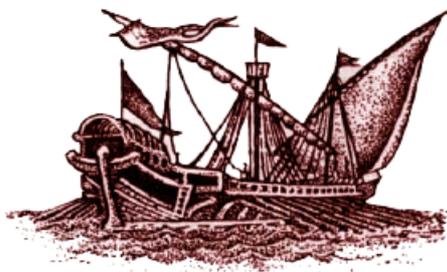
Special Benefits: Besides the bonuses listed elsewhere, the Scout has an increased chance to surprise opponents, who suffer a -1 penalty on surprise rolls when encountering the character.

Special Hindrances: Other than the penalty for use of thieving skills in urban settings (listed under "Class Modifications"), the Scout has no special hindrances.

Wealth Options: The Scout receives standard starting funds.

Bard Kits

While the *PHB* presents the bard as an optional character class, the bard is not optional in a SAVAGE COAST campaign. Here, bards are a major part of several cultures of the area. In particular, they are quite important in Robrenn, Eusdria, Bellayne (where they serve as historians and information brokers), and among the savage tribes (where they are respected traders). Following are overviews of bard kits of the region.



Heralds are medieval versions of reporters. They gather news and uncover stories, relating tales of current events to the masses and interested governments. *Skalds* are the historians of Eusdria. A Skald is also the inspirational voice of a Eusdrian military force. *Traders* travel among savage tribes with goods for barter. They often know religious ceremonies as well. Most come from the tribes themselves, but some few are from other races. All are respected among the tribes because of the service they perform.

Herald

The Heralds of Bellayne are well known throughout the Savage Coast as bringers of news and brokers of information. Most Heralds belong to guilds (all headquartered in Bellayne), while a few are “freelancers” who work for hire and often have commerce with several of the guilds.

Freelance Heralds sometimes work for nobles, even in other nations, or for some organization (such as an order of Inheritors or a particular temple). These characters gather information for a specific purpose, such as to warn a government of attack, determine how restless the masses are in a certain area, or report on how a war is going. Freelance Heralds often receive training from a guild but then fail to be initiated into it (by their own choice or the guild’s). A few freelancers were once full guild members but left (again, by their own choice or the guild’s).

Note that some campaigns treat freelance Heralds as spies. That is not the case in the Savage Coast setting. Though Heralds might hide their true affiliation or even operate “undercover” for a time, it is common for them to become well known and therefore ineffective as spies.

The Savage Coast lands have several Herald guilds of varying power. Members take an oath to the guild and must follow its regulations. Most powerful of the guilds are the Heralds of the Sun (also called the Illuminators), who pride themselves on bringing secrets to light; the Heralds of the Times, who gather and tell tales of current events of all types; and the Royal Heralds, who concentrate on coverage of politics and war.

Character Class: Only bards can be Heralds.

Races and Nationalities: Heralds, while they might be found anywhere, originate only in Bellayne. Only rakastas and elves can be Heralds, and the latter are limited to 6th level. Heralds never train any other individuals for the profession.

Requirements: Heralds can come from any social class and be of either gender. They have the same alignment and ability score restrictions as a standard bard.

Role: The Herald is naturally curious, a likeable and outgoing character with the ability to uncover news. Many Heralds quest for the truth, for at least their own edification, though some choose only to share their knowledge with others for a price. The Herald collects stories and rumors and becomes a storehouse of information, both useful and trivial.

These characters gather information in a variety of settings. Some adventure to seek out ancient libraries, others sit in taverns and swap stories with locals, and many attend functions sponsored by nobles. Heralds are well versed in matters of social etiquette and can blend with nearly any group.

A Herald’s guild (or lack of one) influences the character’s actions. For example, a Herald of the Sun searches for secrets and shares them with the guild, perhaps selling them for a price, perhaps seeking favors by letting involved parties know that the information has leaked. Heralds of the Times feel a duty to gather news for the common people, considering themselves defenders of the public’s right to be informed. A freelance Herald might take on many different activities.

The character’s guild affiliation also affects the Herald’s appearance. A member of a Herald’s guild always has a writ of identification (which indicates that the character has acquired the skills necessary to become a Herald) and carries a symbol or wears the uniform of the guild. Because of these things, a Herald can expect to be treated well by people who want to hear the news (which is almost everyone). Freelance Heralds also carry a writ of identification but do not wear the symbol of a guild. However, many freelance Heralds effect a specific look and set of mannerisms, becoming famous or infamous among the common people. Most prefer bright colors and expensive fashions, but a few favor a “rumpled” look.

Heralds (especially freelancers and Heralds of the Times) are very likely to become adventurers because such a lifestyle gives them the opportunity to travel and helps hone the skills needed in their profession. In addition, tales of adventurers make good stories for the masses.

For more information on the Heralds’ guilds, see the “Renardy and Bellayne” chapter.

Class Modifications: Heralds do not gain the standard bard abilities of influencing audience reactions, rallying allies, countering magical song effects, or learning “a little bit of everything” (legend



lore). Instead, they have the abilities described under “Special Benefits,” below.

The Herald receives the following skill adjustments: pick pockets, -5%; detect noise, +10%; climb walls, -10%; read languages, +5%. Heralds tend to concentrate on literacy above other skills.

For spells, Heralds concentrate on the school of illusion and can learn those spells from other Heralds. At least half the Herald’s initial spell selection must come from this school. For purposes of learning illusions, Heralds receive a +2 bonus to their Intelligence score.

A Herald does not build a stronghold and attract followers as detailed in the *PHB*. However, at 9th level the character can start a new guild or new branch of an existing guild (with that guild’s approval), attracting 10d6 Heralds and prospective Heralds of 0 level to 3rd level (1d4-1) as followers.

Weapon Proficiencies: Heralds, like standard bards, can become proficient in any weapon. Most use weapons preferred by all rakastas, such as war claws.

Nonweapon Proficiencies: The Herald receives bonus proficiencies in etiquette, heraldry, local history, and reading/writing. The Herald also has the information-gathering proficiency (see the “Proficiencies” chapter), complemented by the special abilities listed under “Special Benefits,” below. Recommended proficiencies include fast-talking, languages (ancient and modern), and musical instruments. Heralds must spend at least half of their nonweapon proficiency slots to learn languages. Most choose horns for their musical instruments because these are used to announce their presence in many places. Many become proficient in art and craft skills.

Equipment: Heralds have no special restrictions or allowances in armor and equipment. They are seldom without writing materials, so beginning characters must buy a writing utensil, ink, and paper (or parchment).

Special Benefits: Because they are recognized as bringers of news, guild Heralds are generally respected and granted safe passage, even in areas suffering from war. Heralds of powerful guilds are the most readily recognized (by colors and symbols), so it is sometimes difficult for freelance Heralds to convince others of their profession.

In addition, the Herald receives four special abilities that replace the standard class abilities. These reflect the Herald’s ability to discover information and learn about local events. The new abilities are local lore, identify rumors, persuade crowd, and basal communication.

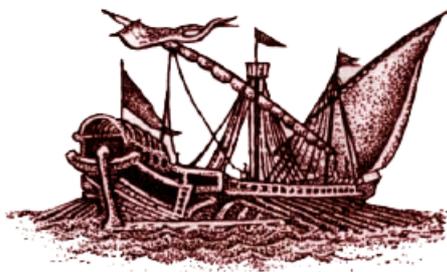
Local lore allows a Herald to quickly learn about a

new area, such as who the important people are, what most buildings are used for, the quality of various establishments, any major rumors, and so forth. Gaining such information takes one day of snooping per 1,000 people in the area under scrutiny. Heralds never need make a proficiency check to learn major rumors; people just naturally want to pass on interesting news to them because of their personality and reputation. A Herald learns more rumors than other characters in the same situation, perhaps twice as many as normal. This ability should be adjudicated by the DM according to the requirements of the adventure, but a Herald should be able to pick up about one rumor per three levels of experience, even in situations in which rumors are scarce.

After the initial period of information collecting, to determine if a Herald knows information the player desires, the DM secretly makes a proficiency (Intelligence) check for the character. If the check is successful, the Herald remembers something of importance (such as the name of the captain of the guard, or the location of a good inn); if the roll is two points or more below the character’s Intelligence, the Herald remembers something more detailed (such as what the guard captain looks like, or the approximate cost of the inn’s services). This can be expanded for any information desired. If the Herald wants to remember the name of the local baron’s horse, there might be no penalty. However, the name of a typical citizen might require the Intelligence check to succeed by 10 or more. Whenever the roll is a 20, the DM should secretly give the character false information.

The Herald can also discover specific details more quickly by using the information gathering proficiency. However, while the Herald’s reaction bonus due to Charisma adjusts the proficiency check as normal, the character is considered to have an extended home territory. For purposes of the proficiency check, the Herald’s home territory includes Bellayne, Renardy, Eusdria, Robrenn, the Savage Baronies, the free cities of the Savage Coast, and the homelands of the turtles and the Yazi goblinoids. Areas considered outside this home territory are Herath, the lands of the lizard kin, the whole of the Orc’s Head peninsula, the Yazak Steppes, Hule, the City-States, and any lands not described in this boxed set.

Heralds need offer no bribes or other incentives when using this ability (and suffer no penalties for failing to do so), except when outside the extended home territory. In addition, in any area where another Herald of the same guild operates, Heralds receive a



+2 bonus to Intelligence for purposes of the check (freelance Heralds never receive this bonus).

Identify rumors amplifies the local lore ability. A Herald can determine the validity of a rumor by making a successful Wisdom check (the DM rolls and relays what “gut instinct” tells the character).

Persuade crowd allows a Herald to affect the mood of a crowd by telling the true (or slightly altered) local rumors and news. The character must speak the language of the crowd to use this ability. If the crowd’s initial mood is unknown, the DM can use the **Encounter Reactions** table (Table 59) in Chapter 11 of the DMG. After 1d10 minutes, those listening to the Herald’s words are allowed a saving throw against paralyzation, with a -1 penalty per three levels of the character. Those who fail have their reactions adjusted one level in favor of the Herald’s opinion; those who succeed have an equal chance of remaining at the same reaction level, or adjusting one level in the opposite direction. For example, a Herald could try to convince people to throw stones at the cruel teamster Tornack, but if the crowd is indifferent to the fact that Tornack whips his horses cruelly, the Herald will, at most, persuade the crowd to be leery of using Tornack’s services.

Basal communication allows Heralds to communicate even when they do not speak the correct language, provided the creature being conversed with has at least Low Intelligence (5 or more) and a spoken language. Because they are master linguists, Heralds can incorporate bits of fundamental root languages, certain universal gestures, and common expressions to get the meaning across. For the Herald to perform such difficult communication, the “listener” must be within ten feet and the Herald must be clearly visible, with no distractions (such as combat). Success is determined with a read languages roll, even though the communication is rarely in any sort of written form. Separate rolls are required for sending and receiving ideas, so a Herald might be able to understand but be unable to transmit ideas to the individual.

Special Hindrances: Just as the recognition of a Herald sometimes gives the character an advantage, so might it cause problems. Heralds are disliked by those who have secrets to keep, suffering at least a +3 reaction penalty from them. Some powerful folks who wish to maintain secrets might have a Herald expelled from their lands or even send assassins after the character. In such a case, the Herald’s guild will not look favorably on someone who assaults one of their own—provided the guild finds out.

In addition, for a Herald to remain a member of a

guild, the character must follow the guild’s rules and regulations. The guild Herald must also sometimes perform tasks for the guild whenever its leaders request such duties.

Likewise, a freelancer must remain on good terms with all the guilds or cannot expect them to lend help of any kind. So these characters must adhere somewhat to the guilds’ regulations and requests.

Wealth Options: The Herald receives standard starting funds.

Skald

The Skald is a historian for a culture with a strong oral tradition. In the SAVAGE COAST setting, this includes only the country of Eusdria.

Skalds also accompany war parties from their clans, inspiring their compatriots and memorizing each feat of the battle. The characters create poems and ballads from battles and quests. They are valued and respected members of their clan.

Character Class: Only bards can be Skalds.

Races and Nationalities: Skalds come only from Eusdria. Only humans, elves, and dwarves can become Skalds. Elves and dwarves cannot advance past 12th level. Non-natives are never taught to be Skalds.

Requirements: Skalds can be of either gender and have the same ability score and alignment restrictions as a standard bard. They tend to have a good Strength and Constitution so that they can be effective warriors. The characters usually come from the freeheart class in Eusdria, but some come from the noble class instead.

Role: Most Skalds stay with their clans, supporting them in war and recording their histories. However, some join adventuring parties in order to participate in great quests, which they then turn into epic poems or ballads. The characters are easily taken by the idea of dangerous, exciting, and important quests. Whether with an army or a small group, the Skald expects, and usually receives, respect and courtesy. Those who treat the Skald well know their deeds will be honored in the Skald’s next recital, and it is well known that those who malign a Skald are likely to hear their name slandered in innumerable ballads across the land.

Skalds go to great lengths to be worthy of the respect given to them. They work almost constantly on new poems and ballads that record the deeds of their fellows and patrons. To retain respect, Skalds must be brave and supportive of their companions. Likewise, they are expected to remain dignified; this



often influences them toward a more dry and subtle wit, rather than the bawdy or coarse humor preferred by some other bards. A Skald's companions usually find the character to be supportive and kind.

Skalds almost always dress in the clothing of their clan. A blue cloak is the symbol of a Skald of Eusdria.

Class Modifications: The Skald has the standard bard ability to influence audience reactions. The character's ability to learn a little bit of everything (legend lore) does not apply to all magical items, but only to those related to combat or war. Skalds have a more specialized ability to rally friends and allies, detailed under "Special Benefits" below, but they do not gain the standard ability to rally allies. They cannot counter magical song effects but gain another ability in its place as explained under "Special Benefits."

The Skald receives a +5% bonus to the "detect noise" ability. Unlike those of other nations, Eusdrian Skalds have no penalty to their ability to read languages, because Eusdria is a literate culture. The Skald often makes written records of poems and ballads, though they are always taught orally to pass on the proper pauses and inflections.

The Skald's culture does not stress spellcasting, and some Eusdrians view magic with suspicion. A Skald does not begin learning spells until 3rd level, so the spell progression chart given in the *PHB* is off by one level for the Skald. For instance, a 7th-level Skald can memorize only as many spells as a 6th-level standard bard (three 1st-level spells, two 2nd-level spells). In addition, the Skald cannot learn spells of greater power than 5th level, so the 6th-level spells given on that chart should be ignored. In addition to these restrictions, Skalds prefer spells useful in combat and cannot learn spells from the schools of enchantment/charm or illusion/phantasm.

Dwarf bards do not cast spells at all. Instead, they learn to resist spells as described in the "Player Characters" chapter.

Weapon Proficiencies: Like other bards, Skalds can become proficient with any weapon but must devote all initial slots to weapons common in Eusdria: bows, crossbows, spears, swords (bastard, long, broad, and two-handed), slings, and war hammers.

Nonweapon Proficiencies: The Skald receives bonus proficiencies in ancient history, poetry, singing, local history, and reading/writing. Recommended proficiencies include armorer, blacksmithing, blind-fighting, bowyer/fletcher, etiquette, hunting, leatherworking, musical instrument, and weaponsmithing.

Equipment: Skalds prefer equipment appropriate to warriors but have no special restrictions or

allowances (including armor).

Special Benefits: The Skald's ability to rally friends and allies comes from the character's war chant. For the war chant to have effect, the Skald must begin chanting at least three rounds before combat begins; otherwise, allies are too caught up in the events around them to benefit from the ability. The war chant has an effective range of ten feet per level of the Skald. Its effects end as soon as the Skald receives a wound or after a number of rounds equal to the Skald's level (whichever occurs first).

Skalds can choose from six effects for the war chant, choosing different effects each battle, if desired. A 1st-level Skald can choose only one effect, but can add another effect with each three experience levels (two effects at 3rd level, three effects at 6th level, etc.). The Skald cannot choose the same effect twice for the same battle and can never choose more than six effects.

The effects apply to the Skald and all allies within range of the war chant. The six available abilities are as follows:

Bonus hit points equal to the Skald's level.

A morale bonus of 1 for each six levels of the Skald (rounded up).

A +1 bonus to all attack rolls.

A +1 bonus to all damage rolls.

A +1 bonus to all saving throws.

A -1 bonus to Armor Class.

Skalds also receive combat bonuses. Whenever singing or chanting during combat (including the war chant), the Skald receives a +1 bonus to attack rolls. This ability is not cumulative with a bonus to attack rolls due to the war chant. Even if not in time to perform an effective war chant, Skalds almost always sing or chant during combat (sometimes just a soft chant under the breath), so they nearly always receive this bonus.

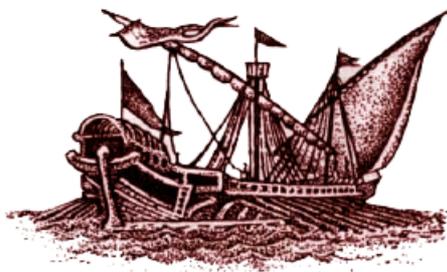
In addition, Skalds gain a +1 damage bonus when using a spear, battle axe, or a sword (bastard, long, broad, or two-handed).

Special Hindrances: Skald characters have no hindrances other than those already detailed in other sections of this kit description.

Wealth Options: The Skald receives standard starting funds.

Trader

Traders are wandering storytellers and merchants among the less civilized cultures of the Savage Coast. Most are native to one of those cultures, but some few are from PC races. Representing one of the few



links among different primitive tribes, they are welcomed by all as bringers of news, trade goods, and ancient lore. Traders are well respected by tribal cultures and are generally safe even when visiting tribes hostile to their own.

Trader characters gather lore of all kinds, especially religious. If a tribe visited by a Trader has a task for a Shaman or other priest, and none are available, the Trader can usually advise the locals or even act in place of a Shaman for a short time.

Character Class: Only bards can be Traders.

Races and Nationalities: Turtles and lizard kin (of Shazak, Cay, and Ator) can take the Trader kit, as can phanatons of Jibarú and wallaras. It is remotely possible for a member of another race to become a Trader if adopted by shazaks or turtles, but the character suffers the same level limit (for the bard class) as the adopting race. If goblinoid PCs are allowed, Traders can be found in the Yazak Steppes and among Yazi goblinoids.

Requirements: Traders can be of either gender and have the same ability score requirements as standard bards. The tribes from which Traders come have no true social classes, but Traders are considered to be sort of upper middle class, generally less respected than tribal leaders and about equal to warriors (though warriors generally view them as belonging to a lower echelon). Traders are seldom chaotic and never evil.

Role: Not surprisingly, the Trader's primary role is trade. The characters transport goods between tribes, bartering for good deals whenever they can find them, making a circuit of various tribes about once each year. Significantly, traders deal almost as much in stories as in trade goods. At each stop, they pass along tales of excitement and adventure as well as teaching the mythology and folklore of the tribes. If necessary, the Trader can also apply the mythology and folklore by advising a local Shaman of forgotten rites or even acting as a substitute Shaman for small ceremonies if a true Shaman is unavailable.

Traders never steal because that would break the bond of trust that protects them when traveling among foreign tribes. They are afforded courtesies by the tribes they visit, including lodging and food. A Trader might snoop a little around the tribe to learn about what they are doing and what they plan. However, the tribe being visited expects this and is careful to hide its more important secrets. A Trader is careful about spreading gossip about a tribe because the character wants to be welcomed there again.

Some Traders want to expand their horizons, finding better goods and stories or sometimes even

retrieving an item important to the tribe. They are the ones who become

adventurers. In an adventuring group, a Trader often acts as a spokesperson and is usually deferred to for bargaining, even in the more urban areas of the Savage Coast. Adventuring Traders also expect their companions to respect them. They never fail to do things that make them valuable to the group, such as casting spells for the party, scouting, or fighting. The characters are engaging and personable, respectful of the beliefs of others, and very tolerant of people who are different. They can sometimes provide shelter for companions when visiting tribes (see "Special Benefits" below).

Class Modifications: The Trader has the standard bard ability of influencing audience reactions. The Trader's ability to learn a little bit of everything (legend lore) applies only to tribal items, until the character has been exposed to the more urbanized cultures. Spending a year or more in the more "civilized" cultures (not just adventuring with people from them) is necessary for a Trader to be able to apply the legend lore ability to items of those cultures.

Traders have neither the ability to rally friends and allies with inspiring song, nor to counter magical song effects. Instead, they have abilities detailed under "Special Benefits."

The characters do not learn wizard spells. Instead, they build a spellbook of clerical spells. The characters do not pray for these spells, memorizing them as if they were wizard spells. Whenever a spell description calls for a holy symbol, the Trader must instead perform a short chant (this does not change the spell's casting time). A Trader is limited in spell selection as follows: major access to the spheres of divination and protection; minor access to the spheres of all, animal, combat, and plant.

Traders never build a stronghold or attract followers.

Weapon Proficiencies: At 1st level, Traders are restricted to those weapons available to their respective tribes. Beginning turtle Traders must choose from short bow, staff, long sword, and bite. At later levels, Traders can become proficient in weapons unavailable to their tribe but almost never learn how to use firearms.

Nonweapon Proficiencies: The Trader character receives direction sense, storytelling, religion, local history, and reading/writing as bonus proficiencies. Recommended proficiencies include animal handling, animal training, fire-building, fishing, rope use, weather sense, animal lore, hunting, set snares, healing (regular and veterinary), herbalism, local history (for areas other than their homes), land-based riding (among



goblinoids), survival, and weaponsmithing (crude).

Equipment: Traders receive no starting money. Instead, they start with one of each of their weapons of proficiency. A Trader can also have up to 20 items of other equipment common to the character's tribe. This list must be approved by the DM but might include rope, food, clothing, weapon sheathes, items important for the character's nonweapon proficiencies, and so forth. The character also begins the game with 10d6 gp worth of trade goods appropriate to the tribal cultures (feathered cloaks, necklaces and other jewelry, or even weapons, as approved by the DM). The Trader uses armor according to the restrictions of the character's culture, so are greatly restricted.

Special Benefits: Among tribal peoples (lizard kin, phanatons, wallara, some turtles, and goblinoids), the Trader receives a -3 bonus to reaction rolls. If members of a tribe recognize the character as a Trader, the character can receive a reaction of "hostile" or "threatening" only if the Trader has personally caused problems for the tribe in question.

Traders are welcomed by other tribes and can get a tribe to extend this welcome to companions by claiming them as assistants (bearers, guards, etc.). A Trader can claim up to one assistant per level of experience but must have enough trade goods to make an entourage plausible.

Besides safety among tribal peoples, Traders have one other ability: detecting spirits and undead. A Trader automatically gets a saving throw vs. spell for detection of a spirit or undead when such a being approaches within 10 feet and for every round the being remains that close. The Trader does not automatically know where the creature is, just that it is close; locating it still requires other clues. A Trader can also use this ability to detect the presence of invisible spirits or noncorporeal undead, such as ghosts. Spirits and undead are almost never immediately hostile toward Traders but defend themselves if attacked. Other than the beneficial reactions from such beings, Traders have no special attack or defense abilities against them.

Besides being able to detect such beings, Traders have a special ability to speak with them as per the *Speak with Dead* spell. To learn more ancient lore and mythology, they use this ability to talk to undead (or normal dead creatures). They can also use the ability to talk to spirits of various sorts. This ability is particularly useful if the Trader needs to communicate with an ancient spirit to learn rituals appropriate to a specific tribe, allowing the Trader to serve better as a keeper of religious lore.

Special Hindrances: Besides those mentioned earlier, the Trader has no special hindrances.

Wealth Options: As explained under "Equipment," the Trader gains no starting funds. Traders rely mostly on barter, but they are quick to grasp the uses of money when they come into contact with it.

Kits by Culture and Race

As mentioned earlier, most races are restricted in the kits they can use, and some kits are more appropriate to particular cultures. To save players time in locating kits appropriate for their characters, a summary of the kits available to different races and cultures follows. Under each heading, kits are listed in the following order: those for multiple classes, warrior kits, wizard kits, priest kits, thief kits, then bard kits.

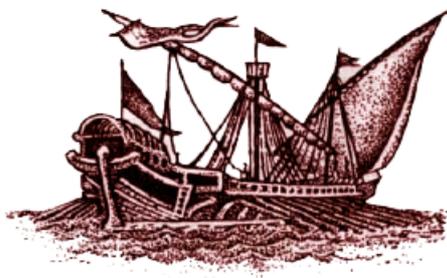
To present a fuller picture of the Savage Coast and its environs, this section covers some nations mentioned only briefly in other portions of this text. In addition, this listing includes several races not presented as PC races in this source; until such time as those races are given a more detailed treatment, this list can help characterize the races for NPC encounters.

Kits by Nation

Any notes about restrictions and frequencies are included parenthetically in the listing. The races most common to the areas are listed, but all of these nations have at least a few people of each player character race.

City-States: (*inhabited mostly by humans, with some demihumans*) Local Hero, Noble, Spy, Swashbuckler; Defender, Myrmidon; Militant; War Priest (common); Bandit, Scout.

Savage Baronies and free cities of the Savage Coast: (*inhabited mostly by humans, with some demihumans*) Inheritor, Local Hero (rare in Gargoña), Noble (except for Almarrón, uncommon in Cimarron and Torreón, and rare in Gargoña), Spy, Swashbuckler (common in Almarrón and Gargoña, rare in Guadalante, and uncommon in Torreón, Narvaez, and Cimarron); Defender (laws of Narvaez declare this kit illegal), Gaucho (humans and demihumans only; common in Cimarron and Guadalante, rare in Gargoña, and not native to Vilaverde and



Texeiras), Honorbound (humans, elves, dwarves, and halflings only), Myrmidon (especially in Torreón and Narvaez); Militant (rare in Narvaez), Mystic (only in Gargoña and Saragón, and rare there); War Priest (common); Bandit, Scout.

among ee'aar); War Priest (common); Bandit, Scout.

Kits for Miscellaneous Races and Outside Nations

Information given with each heading below falls into three basic categories: 1) kits allowed to those individuals raised in their home culture; 2) kits taken rarely and only by individuals raised in a culture other than their native one; and 3) kits never taken by members of that race. Exceptions to the listing style are shazaks, phanatons, ee'aar, and enduks, whose nations and native kits are listed in the previous section. Turtles are also an exception, being almost always raised in other cultures.

Notes are included for DMs who wish to allow goblinoid PCs or those from Hule. Goblinoids sometimes raise outsiders in their culture—these are usually prisoners or slaves taken from other cultures.

Tortles. *Native:* Inheritor, Local Hero (very common), Spy (rare), Swashbuckler (rare); Defender, Honorbound, Myrmidon; Mystic (rare), Wokan (only in Robrenn, Bellayne, and Herath); Fighting Monk; Bandit, Scout; Trader (tortles rarely raise members of other races to be Traders). *Non-native:* Savage (if raised by shazaks); Filcher (if raised by shazaks). *Never:* Noble; Beast Rider, Gaucho; Militant; Shaman, War Priest, Webmaster; Herald, Skald.

Caymas. *Native:* Inheritor (rare), Defender, Savage; Wokan; Shaman, War Priest; Bandit, Filcher, Scout; Trader. *Non-native:* Local Hero; Myrmidon; Militant, Mystic; Fighting-Monk. *Never:* Noble, Spy, Swashbuckler; Beast-Rider, Gaucho, Honorbound; Webmaster; Herald, Skald.

Gurrash. *Native:* Inheritor (rare); Defender, Honorbound (uncommon), Savage; Wokan; Shaman, War Priest; Bandit, Filcher, Scout; Trader. *Non-native:* Local Hero; Myrmidon; Militant; Fighting-Monk. *Never:* Noble, Spy, Swashbuckler; Beast-Rider, Gaucho; Mystic; Webmaster; Herald, Skald.

Shazaks. *Non-native:* Local Hero, Swashbuckler; Myrmidon; Militant, Mystic; Fighting-Monk. *Never:* Noble; Gaucho; Webmaster; Herald, Skald.

Yazak Steppe Goblinoids. *Native:* Beast Rider, Defender, Honorbound (rare), Savage (uncommon); Wokan (goblinoids only); Shaman (goblinoids only), War Priest; Bandit, Scout; Trader. *Non-native:* Inheritor, Local Hero, Spy, Swashbuckler; Myrmidon; Militant; Fighting Monk; Filcher. *Never:*

Robrenn: (inhabited mostly by humans, with many elves and some other demihumans) Inheritor (uncommon), Local Hero (uncommon), Noble, Spy; Defender (relatively common); Militant, Wokan (no non-natives); War Priest (common); Bandit, Scout.

Eusdria: (inhabited mostly by humans, with many elves, half-elves, and dwarves, and some halflings) Inheritor, Local Hero (uncommon), Noble, Spy; Defender, Honorbound, Myrmidon; Militant; War Priest (common); Bandit, Scout; Skald (humans, dwarves, and elves only).

Renardy: (inhabited mostly by lupins) Inheritor, Local Hero, Noble, Spy, Swashbuckler (common); Beast Rider (lupin only), Defender, Honorbound (mostly lupins, rare humans, elves, dwarves, and halflings), Myrmidon; Militant; Bandit, Scout (relatively common).

Bellayne: (inhabited mostly by rakastas, with many elves and turtles as well) Inheritor, Local Hero, Noble, Spy, Swashbuckler; Beast Rider (rakastas and a few elves only), Defender, Honorbound (rakastas, elves, and turtles relatively common; humans, dwarves, and halflings rare), Myrmidon (uncommon); Militant (uncommon), Mystic (rare), Wokan (no non-natives); Fighting Monk (mostly rakastas, elves, turtles; all other PC races allowed); Bandit, Scout; Herald (rakastas and elves only).

Herath: (inhabited mostly by araneas) Inheritor (uncommon), Local Hero, Noble, Spy, Swashbuckler; Defender, Myrmidon; Militant, Mystic (rare), Wokan (no non-natives); War Priest, Webmaster (relatively common; no non-natives); Bandit, Scout.

Shazak: (inhabited mostly by shazaks) Inheritor (rare), Spy; Beast-Rider (shazak only), Defender, Honorbound (shazaks only), Savage; Wokan (shazaks only); Shaman (shazaks only), War Priest; Bandit, Filcher, Scout; Trader (non-natives allowed rarely).

Jibarú: (inhabited mostly by phanatons) Inheritor (rare); Defender (phanatons only), Savage; Wokan (phanatons only); Shaman (phanatons only); Bandit, Filcher, Scout; Trader (phanatons only).

Um-Shedu: (inhabited mostly by enduks and ee'aar) Local Hero (no ee'aar), Noble (ee'aar only), Swashbuckler; Defender (especially among enduks), Honorbound (especially among ee'aar); Militant (uncommon), Mystic (rare among enduks, relatively common



Using Other Kits

Noble; Gaucho; Mystic; Webmaster; Herald, Skald.

Yazi Goblinoids. *Native:* Inheritor (rare); Beast Rider, Defender, Honorbound (only gnolls of El Grande Carrascal), Savage; Wokan (goblinoids only); Shaman, War Priest; Bandit, Filcher, Scout; Trader. *Non-native:* Local Hero, Spy, Swashbuckler; Myrmidon; Militant; Fighting Monk. *Never:* Noble; Gaucho; Mystic; Webmaster; Herald, Skald.

Dark Jungle Orcs. Members of other races are never raised in the orcish culture of the Dark Jungle. *Native:* Defender, Savage; Wokan; Shaman; Scout; Trader. *Non-native:* Inheritor, Local Hero; Myrmidon; Militant; Fighting-Monk, War Priest; Bandit, Filcher. *Never:* Noble, Spy, Swashbuckler; Beast-Rider, Gaucho, Honorbound; Mystic; Webmaster; Herald, Skald.

Phanatons. *Non-native:* Local Hero, Spy, Swashbuckler; Honorbound, Myrmidon; Mystic; Fighting-Monk. *Never:* Noble; Beast-Rider, Gaucho; Militant; War Priest, Webmaster; Bandit; Herald, Skald.

Ee'ar and enduks. *Non-native:* Inheritor; Myrmidon; Wokan; Trader (if raised by turtles). *Never:* Spy; Beast-Rider, Gaucho, Savage; Fighting-Monk, Shaman, Webmaster; Filcher; Herald, Skald. Ee'ar never become Local Heroes, and enduks never become Nobles.

Wallas. Because of their insular society, special breeding requirements, and racial memory, wallaras have certain societal knowledge at birth. It is very rare for a wallara to be raised outside his homeland, and even those who are never fit into other societies enough to take their kits. Wallaras know little about raising children, so people of other races are never raised in their society; any children they might find would be returned to their homes or given to the phanatons of Jibarú. *Native:* Defender, Savage; Mystic (relatively common); Filcher, Scout; Trader. *Never:* Inheritor, Local Hero, Noble, Spy, Swashbuckler; Beast-Rider, Gaucho, Honorbound, Myrmidon; Militant, Wokan; Fighting-Monk, Shaman, War Priest; Bandit; Herald, Skald.

Hule. Characters from Hule are always human and can have the following kits from this book: Spy; Defender; Mystic; War Priest; Bandit, Scout.

Nimmur. Characters of Nimmur are always manscorpions and, if the DM wants to give them character class abilities, can have the following kits from this book: Local Hero, Noble; Defender, Myrmidon; Militant; War Priest; Bandit, Scout.

It is possible for a DM to create additional kits for use with the SAVAGE COAST campaign. Many possibilities are covered in this chapter, but others exist. There is also nothing to prevent a DM from running a SAVAGE COAST campaign with characters imported from other regions. Such characters need not worry about conforming to native kits.

The DM can also use kits from other sources, as listed below. Sources not listed contain no kits suitable for a Savage Coast campaign. For example, sources such as the *Complete Book of Elves* and the *Complete Book of Dwarves* are inappropriate because demihuman cultures along the coast are almost nonexistent. Savage Coast demihumans have lost the cultural identity that makes any of those kits appropriate. Most other sources that have kits are too closely tied to the cultures of those sources to be of much use.

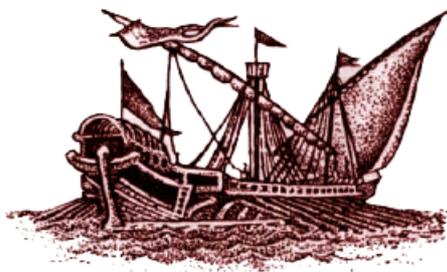
Note that several kits from the sources listed have already been adapted for the setting and appear in this chapter.

The Complete Fighter's Handbook. Adaptations of the book's Beast Rider, Myrmidon, Noble, Peasant, and Swashbuckler kits appear earlier in this chapter. The Amazon, Cavalier, Gladiator, and Samurai are unsuitable for the setting. The Pirate/Outlaw is appropriate for all but goblinoids; the Barbarian and the Berserker can be used for people of Eusdria. Wilderness Warriors could be found in Robrenn, Eusdria, Herath, and among Yazi goblinoids. Anyone can become a Wilderness Warrior by moving to one or another of these wilderness areas.

The Complete Thief's Handbook. Adaptations of the Adventurer, Bandit, Scout, and Swashbuckler appear in this chapter. The other kits in the CTH are appropriate as well. Any could be used in the SAVAGE COAST setting (except among the goblinoids).

The Complete Priest's Handbook. Adaptations of the Fighting Monk, Nobleman, and Peasant appear in this chapter. The Amazon is inappropriate for use with this setting. The Barbarian/Berserker might be found in Eusdria if the appropriate warrior kits are adapted as well. The Outlaw can be used, but the Pacifist is not terribly suitable. Likewise, the Savage could be used, but the Shaman presented here is preferable. Prophets could be used for Hule, and Scholars might be found in Bellayne, Renardy, and the Savage Baronies (especially in Gargoña).

The Complete Wizard's Handbook. Adaptations



of the Militant, Mystic, Patrician, and Peasant appear in this chapter.

The Amazon and Anagakok are not suitable for this setting. Academicians could be found in Gargoña, Bellayne, Renardy, and especially Herath. The Wu Jen could be used as a hermit wizard in Bellayne, while the Witch could be used in all areas of the Savage Coast. Also, the Savage could be used among the goblinoids.

The Complete Bard's Handbook. Note that the kits from this source are not so much kits as they are replacement bard classes because almost all of them take away the bard's standard abilities and replace them with something new. This chapter includes adaptations of the True Bard, Blade (as Swashbuckler), Herald, and Skald. The following additional kits are usable with the setting: Charlatan, Gallant (in Renardy and the Savage Baronies), Gypsy (in Bellayne), Jester, Jongleur, Loremaster, Meistersinger (especially in Robrenn), Riddlemaster, and Thespian (rarely). Of the demihuman kits, only the elven Minstrel might be found, and then only among the nobility of Robrenn.

The Complete Book of Humanoids. Adaptations of the Shaman and the War Priest appear in this chapter. Several kits available here are similar to those in *CBoH*. The Mine Rowdy, Pit Fighter, Saurial Paladin, Witch Doctor, and Tunnel Rat are not suitable for the setting. All other kits from *CBoH* can be used on the Savage Coast, but only for goblinoids and the other savage tribes.

The Complete Ranger's Handbook. The following kits from the *CRH* can be used with this setting: Beastmaster (in Robrenn), Guardian, Justifier, Pathfinder (especially lupins and rakastas), Sea Ranger (uncommon), Seeker, and Stalker. The Explorer, Falconer, Forest Runner, and Warden could be used in Renardy, the City-States, and the Savage Baronies. The Mountain Man and Giant Killer could be found in Eusdria. The Feralan is a rare kit, but could be found in some of the less civilized areas of the Savage Coast. The Greenwood is also rare, and found only in Robrenn, if anywhere.

The Complete Paladin's Handbook. Paladins in general are rare in the Savage Coast setting, but any paladin kit can be used in the area, except for the Sky rider (no appropriate culture) and the Wyrmslayer (not enough dragons). Either the Local Hero or the Noble can be considered an adaptation of the True Paladin kit from *CPaH*. The Votary, Divinate, Expatriate, and Inquisitor could be found in Narvaez, but only the Divinate is found in other areas. The Envoy and Errant would be common paladins of the region, and the Chevalier, Equerry, Ghosthunter,

Medician, Militarist, and Squire are also possible.

The Complete Druid's Handbook.

Druids are rare in this setting, except in Robrenn where they dominate the country. The *CDH* offers druidic branches, as well as kits; branch is determined by the druid's home environment. The forest branch is the strongest and is especially strong in Robrenn and Herath. Druids of Jibarú belong to the jungle branch, even though their region is not tropical rain forest. A few druids are in the swamp branch, but mountain or plains druids are rare. Gray and desert druids are all but unknown here, and no arctic druids exist.

In terms of kits, only the Hivemaster and Village druids have been adapted in this chapter, as the Webmaster and Local Hero, respectively. The Adviser is common in Robrenn. The Outlaw is found in Narvaez. A few Lost Druids might be in the area, and the Totemic druid could find a place in Beast Rider cultures (Renardy, Bellayne, and among goblinoids). The Natural Philosopher and the Pacifist are rather unsuited to the region. Beastfriend, Guardian, Shapeshifter, and Wanderer can also be used and would likely come from Robrenn.

Arabian Adventures. For the most part, the kits in this source are unsuitable for the Savage Coast campaign. However, the Askar, Desert Rider, Faris, Holy Slayer, Rawun, Moralist, Hakima, and Mystic could possibly be used for characters from Hule until more material about that nation becomes available.

Maztica. The Plumaweaver kit would make a fine choice for turtles. No other kit is truly appropriate for the Savage Coast.

Switching Kits

Many of the kits described mention penalties suffered by a character who abandons a kit. Generally, abandoning a kit means giving up all or part of the culture that goes with it. For example, clerics who abandon the Shaman kit essentially renounce their home culture in favor of a more "civilized" one. Similarly, warriors who leave the Noble kit might be renouncing a birthright. In such cases, where a character is closely tied to a kit, and the kit to the culture, the DM is perfectly justified in giving the character a penalty such as the loss of two experience levels. In other cases, kits represent groups like Inheritors and the Honorbound, who punish those who abandon their ranks.





For the most part, leaving a kit or joining a new kit is not necessary or desirable. The kit gives the character an initial mind-set and a way of doing things; it does not prevent the character from changing professions, and it seldom precludes the character from changing habits, acquiring skills with new weapons, or learning something more common to another culture or kit. Leaving kits should be discouraged, and switching kits should be allowed only in the rarest of circumstances.

Keep in mind, however, that it is possible to join a kit late if, for instance, a character is brought to the Savage Coast from some other area. Each case must be handled individually by the DM, according to the situation. For example, a character cannot become an Inheritor after 1st level but could become an associate member of one of the orders. A character who wanted to become a Gaucho could live with the range riders for a time, learning the appropriate skills and gaining acceptance from them. Someone who wanted to become a Shaman would have a difficult time but might be accepted by a tribe after a long series of ceremonies and initiation rites. The DM might make the character give up certain skills, spells, or habits to join a particular kit and should require the character to spend time to learn the nonweapon proficiencies appropriate to the kit.

Please note that most kits can be used by multi-class or dual-class characters, but a character can have only one kit. For instance, a Militant wizard who decides to become dual-class—adding the fighter class—would keep the Militant kit. On the other hand, suppose a fighter character decides to become dual-class, adding wizard. If the player decides this when the character is created, choice of kit can be put off until the class switch is made, with the Militant kit being taken when the character becomes a wizard.

Some other kits are similar enough that the DM could allow a dual-class character to switch kits. For instance, it would be reasonable for a fighter with the Myrmidon kit to become dual-class, taking a wizard class with the Militant kit. This is possible only if allowed by the DM and only if the new kit is used. The character would then be a Militant, not a Myrmidon; the original kit does not come back when the character becomes able to use the abilities of both classes. For dual-class characters to acquire a new kit, they should be required to spend slots on the proficiencies necessary to the new kit, before being able to join. This can be used as a guideline for other kit-switching as well.

Similarly, a multi-class character can choose a single

kit appropriate to one of the classes in particular. If a kit is not intended for use with multi-class combinations, such information is listed under “Character Class” in its description.

Playing Without Kits

Some people prefer to play without kits. With the DM’s approval, this can be allowed, though the DM should be careful about allowing a mixed group—one in which some characters have kits and others do not. In such a situation, the special abilities and quirks of characters with kits make them seem much more attractive or powerful than those without, and players of “kitless” characters might feel left out of the action. The simple solution is to encourage everyone to play with a kit, working to find the right kit for each player character.

Some DMs favor a more freeform style and do not allow any kits, preferring that each player come up with the appropriate role-playing hooks for the character. This may cause a struggle with balance and fairness. If everyone has a kit, everyone has advantages and disadvantages; without kits, advantages and disadvantages must be determined by the DM (and players) in such a way that no character is “better” than another, while each has unique powers and abilities that allow players to enjoy themselves. Kits are, in some ways, crutches for those who do not want to invent such special abilities. Please note, though, that a kit does not keep a character from becoming unique; most kits have a wide range of available personalities and quirks.

Also, the kits in this campaign set are designed to convey much of the atmosphere of the setting. DMs who prefer to play without kits will certainly need to work harder to convey the setting’s flavor. Some kits, notably the Inheritor, are so central to the setting that even if it is not used as a PC option, the DM should definitely retain its background information. Regarding the Inheritor kit in particular, the DM could allow player characters to join the different orders, ruling that members learn how to manipulate the powers, gaining one every three levels of experience. In this manner, the kit is emulated though the DM has not used it directly. Other special abilities or hindrances for the kit can be used or ignored, as the DM and players choose.



The Curse and the Legacies

The most important addition to the rules for this setting are those concerning the Red Curse. Because the curse is still very much a mystery to the inhabitants of the Savage Coast, release of the information in this chapter to players should be carefully controlled.

Though the Red Curse is potentially devastating, ways have been found to channel its magical energies; to some individuals the curse is almost a blessing. The Savage Coast is also home to two unique magical substances, *vermeil* and *cinnabryl*, and the latter can be used for protection from the Red Curse.

This chapter details the Red Curse and its origins, the magical substances of the region, the acquisition of Legacies, and the Legacies themselves.

Basic Effects of the Curse

The fundamental effects of the Red Curse are twofold. First, every person who spends time in the cursed area begins to manifest an extraordinary, magical power, known as a Legacy. Second, if preventative measures are not taken, the affected individual usually suffers a change in physical appearance and an attribute

loss. Various side effects of the Red Curse exist. For most people, the acquisition of a Legacy means a loss of health, degeneration of mental or physical prowess, and other equally unpleasant physical manifestations.

For example, someone who receives a Legacy of great strength might gain it only in one arm, which could grow to huge proportions, leaving the rest of the body relatively normal. At the same time, the person would lose Intelligence, forgetting those things once learned and possibly even losing the ability to learn.

However, the magical substance *cinnabryl* prevents the worst effects of the curse, while allowing individuals to enjoy the benefits. *Cinnabryl* and other magical substances are used to manipulate the curse's magic to beneficial purposes, even allowing some people to gain more than one Legacy.

Origins of the Curse

No mortal is completely sure of the Red Curse's origins. Indeed, many people search for its cause, sure that once it is found, the curse can be lifted. However, many people enjoy the benefits of the curse, from the



personal Legacies it gives them to the chaos it imposes on the region, allowing a clever person to rise to great power.

Following are a few commonly held theories concerning the origins of the curse. Each of these circulates the region periodically as legend, but sages study them all.

The Dragonfall

According to this legend, many years ago, dragons roamed the lands and were often seen in the sky. The dragons met in great conclaves, where they decided how they should be governed and how they should relate to other races.

Then, the dragons began to war among themselves for reasons lost in the mists of time. It is said that the leader of all the dragons was saddened by these conflicts; he had believed that the noble dragons were above the petty conflicts of other races.

Eventually, the dragon leader was able to find out who started the conflict, but doing so cost him greatly, for he had to battle other dragons. Grievously wounded, the dragon leader left the scene of the battle and flew to find the instigator, leaving a great trail of his blood.

The great dragon finally found his hated enemy, a powerful human. They fought for many days. In the end, the dragon won, but only at the cost of his own mortal life. As he lay breathing his last, he laid an eternal curse on all the lands where his blood had fallen. So great was his curse that, in effect, he gained immortality. The red *vermeil* that blows on the winds is the living remnant of his blood, a reminder of his pain. Because of it, the curse is eternal.

The wording of the curse was such that all who lived in the area would suffer, becoming twisted relics of their former selves. The curse was also to draw the greedy and the power-hungry to the area, leading them away from the rest of the world to a secluded place where they would eventually destroy themselves.

The Araneas and Wallaras

Another tale claims that the wallaras, known to many as chameleon men, once had a great and powerful civilization. Descended from dragons, the wallaras were altered to have smaller forms so they might interact more freely with the human and near-human races and spread the wisdom of dragons to them. They brought many great things to the world.

Then came the araneas.

They were evil spider beings who, in their arrogance, conducted strange magical experiments on wallaras, releasing a plague that almost destroyed the wallaras completely. The Immortal patron of the wallaras, the dragon known as the Great One, tried to save his chosen people, but his magic was twisted by the araneas and their patrons. In the end, the wallaras devolved into the race of spiritually rich, yet technologically primitive, people that they are today.

The Great One's wrath was terrible. He brought all his magic to bear and laid an aura of magic over the land. The magic was meant to give every living being in the area a magical power, that they might use it to resist the araneas. Alas, the araneas and their patrons again interfered, altering the magic so that with the power came a curse. All who gained the arcane power would be twisted by it.

Still, the Great One fought against the forces of evil and chaos in a battle beyond the comprehension of mere mortals. He fought the enemy until both sides were exhausted by their efforts, but still the Great One persevered. He knew that he would be unable to act for a long time, too late to save the people doomed by the magic he had initiated. With a great effort, the Great One pulled a bone from his body and smashed it above the area that would become known as the Savage Coast.

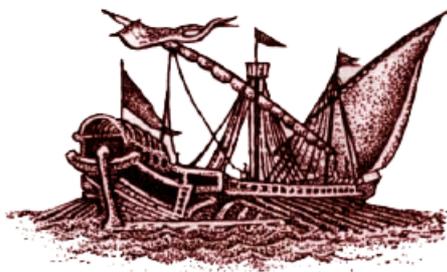
The blood that rained down dried and became the powdery *vermeil*, while the pieces of his bone fell deep into the earth, where they turned into the deposits of *cinnabryl*, the substance that protects from the curse and allows the Great One's blessing to function properly.

Now the araneas are a hated race, nearly extinct. Those few who still exist hide from the sight of all who care for good and order.

Nimmur and the Manscorpions

This legend states that many centuries ago, beings that were half man and half scorpion roamed the land that would become the Savage Coast. They became friends with the ancient people of Nimmur, the ancestors of the enduks. At first, the manscorpions were friendly, even helpful, but they hid a deep and abiding love for chaos. Eventually, they turned against the good people of Nimmur and against the Immortal patron of both races, Ixion, ruler of the Sun.

Ixion was angered, and he took his blessing from the manscorpions, making them vulnerable to the light and heat of the sun. Wherever they stood,



manscorpions burnt to piles of red ash, which we now know as *vermeil*. The power of Ixion was great, and it sank into the land. Now, all people who live here gain power from the land.

Now, the red ash from the manscorpions flies through the air, poisoning all who live near it and giving them bizarre Afflictions unless they dig to find the receptacles of Ixion's power, the magical metal *cinnabryl*.

The Real Story

Each of the legends above contains at least part of the truth, yet none tells the complete story. The Red Curse is actually composed of several curses and blessings. It is a result of several conflicts that took place about 1,500 years ago during a time of magical troubles.

Roughly around that time, the Nithians were at the height of their power. They built an empire centered on a great river, constructing immense pyramids throughout the surrounding deserts, lands that would eventually become home to the Emirates of Ylaruam. The pharaohs of Nithia also sent out exploratory expeditions to other regions, discovering the Savage Coast about 1,700 years ago and starting a colony there. At about the same time, the Immortal Thanatos decided to destroy Nithian culture. It took almost two centuries to complete, during which time Thanatos led the Nithians to irritate almost all the other Immortals. In the end, the Nithians were destroyed. On the Savage Coast, their disappearance took place almost overnight.

The other Immortals also concocted an incredibly powerful enchantment known as *The Spell of Oblivion*. This magic affected every living, mortal being in the world, robbing all of any memory of the Nithians and destroying many of their monuments and artifacts. Curiously, on the Savage Coast, the destruction was not absolute; a few pyramids were left, as was a legacy of art and philosophy. The people of the Savage Coast have no true memory of the origins of those things, however. The manscorpions of Nimmur believe, for example, that they simply migrated west rather than being driven by the Nithians. Most people believe ancient Nithian artifacts to be remnants of wallaran outposts.

While the Nithians on the Savage Coast were in power, they were great workers of magic, involved in a conspiracy to wrest power from their pharaoh. Their wizards had even created powerful magic which was

the root of the Legacies, intended to give spell-like powers to many of their troops. The Savage Coast Nithians also set loose spells creating a magical metal that could be mined and shaped into magical weapons. This was the origin of *cinnabryl*. Nonetheless, doom fell upon all Nithians before the rebels could attack.

Meanwhile, the manscorpions, having been driven west by the Nithians, had been accepted by the enduks of Nimmur. At about the same time as the Nithian destruction, the manscorpions turned on the enduks and drove them out. In fact, the enduks only survived this treachery because they were aided by their friends, the ee'aar, from across the sea.

The Immortal Ixion punished the manscorpions with a two-fold curse. First, the manscorpions of Nimmur on the western edge of the Orc's Head peninsula became vulnerable to Ixion's power, that of the sun. Many were incinerated, and the rest were driven underground. The second part of Ixion's curse fell along the rest of the Savage Coast, to catch those manscorpions still living at various places along it. This curse declared that those who sought power would be doomed by it, having their bodies twisted and their mental and physical abilities depleted.

As might be expected, Ixion's curse acted upon anyone who gained power, even those who were unwillingly granted it—in the form of Legacies—by the Nithian enchantment. Thus, the Legacies are the result of one enchantment, and the detriments associated with them are the result of another.

During the time of the Nithian and Nimmurian conflicts, a war broke out between the mages of Herath and the wallaras. Most people believe who know anything of the araneas believe that the race began to decline about 3,000 years ago, being supplanted by human and elven wizards, but this is not the case. As explained in the "Herath" chapter, the araneas began to assume other forms, and the "humans and elves" who supplanted them were actually araneas in disguise. The Herathians have managed to keep their secret, even to this day.

However, the wallaras were a very wise people, able to discern what was real and what was not. They understood the secret of the Herathians. They did nothing with the knowledge because they were a peaceful people, content to possess knowledge without using it, despite the fact that Herathians had occasionally used wallaras as stock for magical experiments.

To the Herathians, however, the wallaras' knowledge of their secret was intolerable. Approximately 1,700 years ago, Herathians used captured wallaras in an



experiment, infusing their essence into lizard men to create the more advanced specimens who eventually became the shazaks. The wallaran nation protested, and the Herathians feared that the wallaras would spread their secret. In response, the mages of Herath released a magical plague upon the wallaran nation, causing that people to forget all they knew about Herath and its inhabitants. Unfortunately, the plague worked too well. Within two centuries, it had erased so much of the wallaras' knowledge that the race reverted to a Stone Age level of technology and learning. This drew the attention of the wallaras' patron, the Immortal called the Great One.

The Great One stopped the devolution of the wallaras, leaving them frozen at their current level of development. He then laid an enchantment on the area, casting his blood over the region roughly 1,500 years ago, about the same time as the Nimmurian and Nithian conflicts. That blood became *vermeil*, and it clouded all readings of magic in the area, which greatly hindered the mages of Herath, keeping them from using divinations on their enemies and even destroying their ability to detect magical energy. The Great One's enchantment also catalyzed the other magical forces (the Nithian powers and Ixion's curse), linking all three together while altering them slightly.

Enraged, the Herathians gathered their powers and fought back. Weary from his efforts to help the wallaras and hinder the araneas, the Great One could not prevent their interference. The mages of Herath were able to confine the curses (all linked now) to a small area at the eastern edge of the coast, in the lands that would eventually become the Savage Baronies. Because the curses were confined, few people outside that area were aware of them, though from time to time a few strange creatures would come scrambling or oozing from the region.

Little was known of the curses and enchantments until the most recent wave of colonization brought more people to the area. Even then, the effects were confined to a small area, thanks to Herathian magic. About ten years ago, the people of the Savage Baronies began experimenting with *cinnabryl* and power gain. They also began referring to the combined afflictions as the Red Curse.

Finally, only a year ago, all magic in the world suddenly failed for about a week. During this time, the Herathian's capital, Belpheon, was sacked by a goblinoid horde, and the spider people's magical protections were destroyed. When magic was restored, the Red Curse was released to cover nearly the entire coastal region. Not knowing why it spread, the people of the area attributed it to the wrath of the Immortals,

which they also blame for the multitude of wars that have swept the region over the past decade.

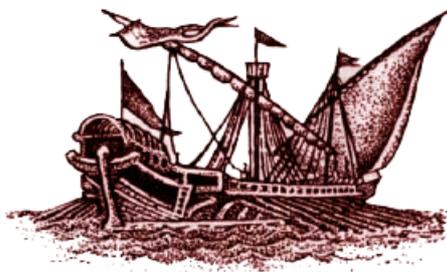
Removing the Red Curse

Whether or not the Red Curse can be lifted (in whole or in part) is, of course, left to the DM's discretion. Some DMs may wish to have this as a focus of their campaigns; others will prefer to present the Red Curse as a background condition, permanent and unremovable. Both types can benefit from a discussion concerning the difficulties involved in attempting to dispose of the Red Curse.

For one thing, the nature of the Red Curse is a linked combination of three separate enchantments. Of the three, only the Legacies and *cinnabryl* were created by mortals; the others came almost directly from Immortals. Since they are linked, removing just one piece of the puzzle would be difficult. If the DM wishes to make it possible to remove just a part of the Red Curse, the Legacies or *cinnabryl* seem to be the place to start since they were created by mortal magic. Nonetheless, these are the most beneficial parts of the curse, and many people who stand to lose by their removal would certainly object. Additionally, both started with the Nithians, who are remembered by no mortals. Thus, seeking out their roots would be extraordinarily difficult. It would probably involve asking an Immortal, and the Immortals are unwilling to talk about the Nithians or even admit that they once existed, except under the rarest of circumstances.

If the DM wishes to allow an end to the campaign by the removal of the Red Curse, it is suggested that an epic quest lead player characters to discover the truth about the Curse's separate components. The end of the Red Curse would need to involve the Inheritors of the Savage Coast because they hold the key to much of its power. Not all Inheritors would be willing to cooperate, so some might need to be eliminated if the goal is to be reached. In addition, the removal of the Red Curse would require the cooperation of at least Ixion and the Great One, if not other Immortals as well. Reaching the Immortals and convincing them to cooperate would be, needless to say, quite difficult.

In addition to the problems of discovering the truth about the Nithians and gaining the cooperation of the Immortals, the quest to end the Red Curse would



likely bring PCs into conflict with the Herathians. The spider people want to protect their secrets, but their cooperation would be necessary to reconcile with the Great One. To willingly reveal their secrets and cooperate with the Great One, the Herathians would have to change their culture greatly, risking retribution from many quarters because of their centuries of secrecy and spying.

The DM might also require the cooperation of the wallaras, which could come only from their restoration to greatness. Like the other parts of the epic quest, this task would require great magic and much perseverance.

As an alternative to removing the Red Curse, it is also possible to direct a campaign toward re-establishing its containment within the lands of the Savage Baronies. This would probably require the cooperation of the Herathians. It is something they would be quite willing to do, but Herath is inclined to move slowly and subtly to protect itself from the scrutiny of outsiders.

In short, ending even part of the Red Curse or curtailing it in any way would be very difficult. If it is to be done at all, it should take many years of the characters' lives. In fact, it might require two or more generations of heroes to accomplish the mighty task. Such a quest would likely lead some characters to achieve immortality so they could aid in its completion from the level at which the most cooperation is needed. The problems involved are great, but bringing about their solutions is the stuff of which legends are made.

Vermeil

The most obvious nonliving manifestation of the curse is *vermeil*, a reddish dust found in the soil and air of the region. *Vermeil* is sometimes referred to as *dragon's blood*. The substance radiates magic, and since it is omnipresent along most of the Savage Coast, *detect magic* and similar spells are all but useless there (for details, see the "Magic" chapter).

Vermeil glows very slightly, enough that it can be seen in the dark, but not enough to light an area, unless in great concentration (which is rare). The presence of *vermeil* in the air causes strange effects at times, such as glowing winds. Because it is extraordinarily difficult to keep *vermeil* out of metal during processing, coins and other metal items made on the Savage Coast glow slightly and radiate the same hazy magical aura as *vermeil*.

Vermeil is unavoidably ingested by anyone living in the area, and many blame the substance for the Red Curse, even referring to affected people (those changed physically or suffering from great attribute loss) as being "tainted" or "under *vermeil*'s curse." However, ingesting the substance causes no harm, and by itself, *vermeil* has no properties other than its hazy magical radiance and those properties common to normal dust. It does not dissolve in water.

Vermeil is a necessary component of the potion *crimson essence*, as well as of *smokepowder*, both of which are described in subsequent entries. Because it is a sort of "generic" magical dust, *vermeil* is also useful as a component of various sorts of magical dusts, powders, and inks, helping other substances to hold enchantments.

The Magical Substances

As mentioned earlier, the Savage Coast is home to several inherently magical materials. Two basic magical substances are found in the region: *vermeil* and *cinnabryl*. Both are useful in several ways and can be used to create *crimson essence*, *red steel*, *steel seed*, and *smokepowder*. All are described in the following text. This material is intended as a general overview; details on certain game effects are found later in this chapter and in the "Magic" chapter. Cost and availability of the various materials are discussed in the "Equipment and Economics" chapter.

Cinnabryl

Cinnabryl is a rare, slightly glowing, shiny red metal. It is smooth and feels almost slick to the touch, leaving a slight residue, reddish in color, when worn next to the skin (just as a copper bracelet leaves a green-blue residue). *Cinnabryl* does not hold an edge well but is easily shaped with hammer and heat. It has a density slightly less than that of gold and almost exactly twice that of steel.

When worn next to the skin, *cinnabryl* protects the wearer from the detrimental effects of the Red Curse. Fortunate (or wealthy) people wear jewelry of *cinnabryl* to protect themselves from the curse. The metal radiates magic and also gives off a slight reddish glow; its radiance is necessary to make *crimson essence*. A



protective item made of *cinnabryl* is typically called an amulet, while one designed for the creation of *crimson essence* is called a talisman.

After being worn by a living being for a while, however, *cinnabryl*'s magic becomes depleted; it no longer protects from the curse. Strangely, the metal's weight decreases as its magic depletes, so someone able to test the material's weight and displacement (a jeweler or alchemist, for example) can determine how long a sample of the material will last before becoming fully depleted. Since its usefulness has a time limit, *cinnabryl* must be replenished periodically. Consequently, it is in great demand and hunted almost constantly. Depleted *cinnabryl* is called *red steel* (see the subsequent entry).

Cinnabryl also has effects harmful to those not suffering from *vermeil*'s curse. This keeps most people from taking *cinnabryl* away from the Savage Coast. When *cinnabryl* becomes depleted, these potentially harmful effects disappear as well. See "Effects of the Red Curse" later in this chapter for full details regarding depletion of *cinnabryl* and the substance's various effects.

Cinnabryl is found in deposits in many places along the Savage Coast, but only in that region. The deposits consist of clusters of rounded nuggets of pure *cinnabryl*. These nuggets are generally found in reddish clay, and small deposits of *steel seed* (see subsequent entry) are often found with them.

Unknown to all but the most learned of wizards and sages, *cinnabryl* is self-perpetuating while in deposits of red clay. That is, the metal produces more nuggets of itself while in that material. (The Nithians designed *cinnabryl* to be a self-replenishing supply of magical metal.) This replenishment is a slow process, and it is possible to over-mine deposits, which means the metal might someday disappear from the Savage Coast.

Red Steel

When the magical protective effects of *cinnabryl* have been completely depleted, the remaining substance is *red steel*. This is a lightweight, dull red metal (it does not glow like *cinnabryl* and *vermeil*). *Red steel* is hard without being brittle, holds an edge very well, and weighs only half as much as steel. Thus, it is in great demand for the making of weapons.

Because *red steel* is inherently magical, weapons made from it can strike creatures normally hit only by enchanted weapons, as well as those normally struck only by silver or cold iron weapons. *Red steel* also holds enchantments well, so along the Savage Coast it is

the preferred base metal for magical armor, weapons, and other devices. The metal's popularity is spreading wherever it is traded, but most *red steel* remains on the Savage Coast, due to the efforts of the Inheritors.

It should be noted that *red steel* does not conduct electricity well. Thus, it is not considered a conductor for *shocking grasp* spells or similar effects (though it has no real effect against such powerful electrical forces as *lightning bolt* spells).

Armor of *red steel* can also adjust its shape when a Legacy is used. Items made of *red steel* are discussed in the "Magic" chapter, and a full description of *red steel* armor appears there.

Crimson Essence

This substance is a potion that grants Legacies to the imbiber. In most cases, the power gain is random and temporary, but some people learn how to control multiple Legacies and use *crimson essence* to possess extra Legacies permanently.

Crimson essence is a liquid medium created from *vermeil* and other substances. Once the liquid has been prepared, it is carried close to the body and bathed in the radiance of *cinnabryl* for a time. Some people create *cinnabryl* talismans with special holders for carrying their potion vials. When ready to be used, *crimson essence* glows red and sparkles with reflected light.

Creation of *crimson essence* requires two months (for an Inheritor) or six months (for anyone else). Full details can be found in the description of the Inheritor in the "Character Kits" chapter. More details on the effect of the potion are found in the "Magic" chapter.

Steel Seed

Steel seed is a silvery-red, granular substance found with deposits of *cinnabryl*. Alchemists and sages have determined that *steel seed* is *cinnabryl* that has been depleted of its magic before having been mined. These same wise folk have not determined how the substance becomes depleted, however, because it seems to be different from the organic depletion that changes *cinnabryl* to *red steel*.

In any case, *steel seed* is a somewhat hard, slightly brittle substance that radiates magic in a manner similar to *vermeil*, but *steel seed* does not glow. It is something like crystallized *red steel*, but it cannot be forged into weapons or items as that metal can. *Steel seed* is an important component in *smokepowder* and may possibly be useful in other magical preparations. The material is found in small amounts wherever



cinnabryl deposits are found. The only known large caches of *steel seed* are found in the *cinnabryl* mines near Smokestone City, in Cimarron County of the Savage Baronies.

Effects of the Red Curse

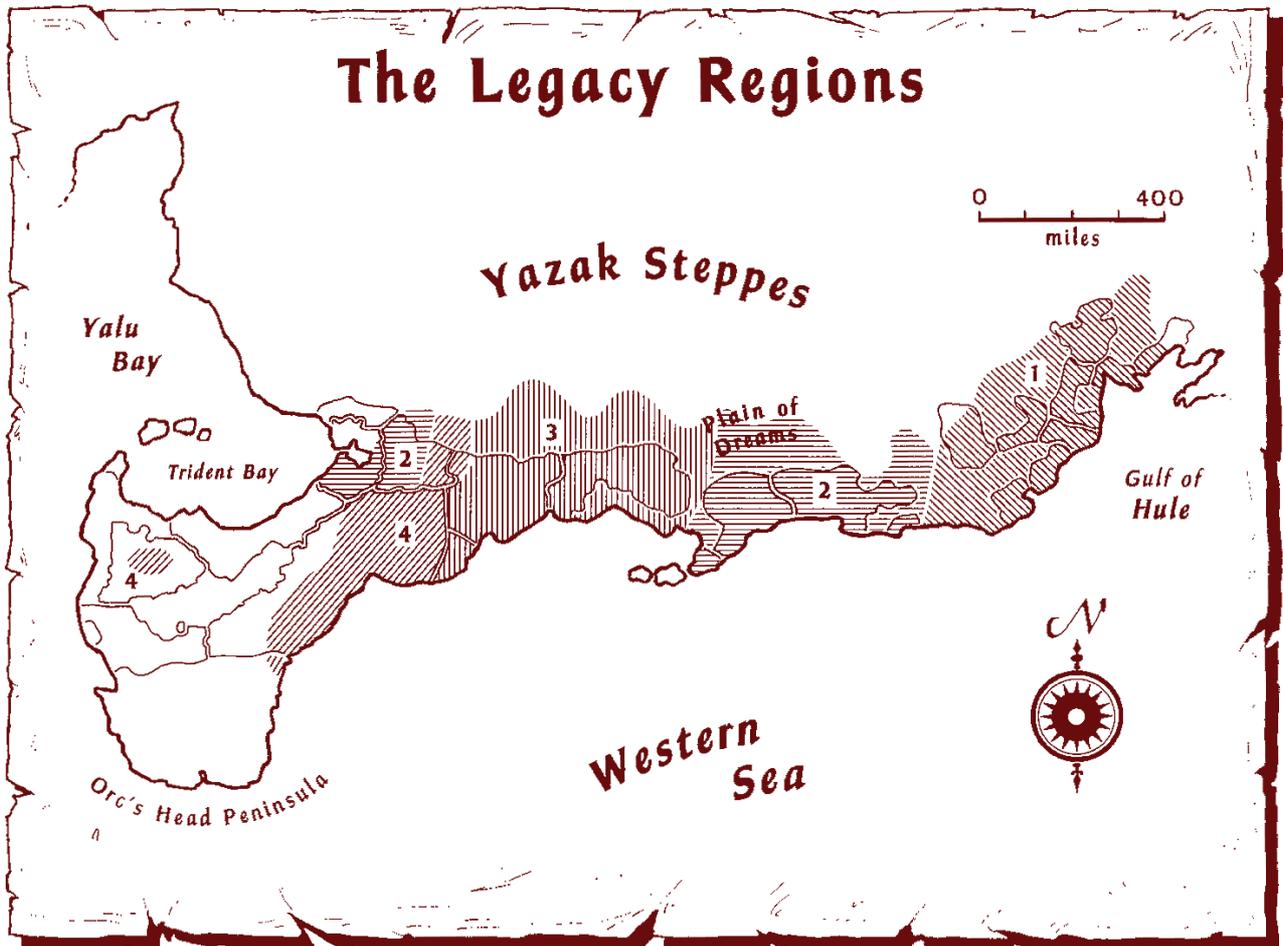
Smokepowder

In the SAVAGE COAST campaign setting, *smokepowder* can be created by combining *vermeil* in a specific proportion with *steel seed*. In all other respects, *smokepowder* conforms to the description in the *DUNGEON MASTER Guide*. It can be made only by someone with the appropriate skill and materials (as detailed in the “Proficiencies” chapter). *Smokepowder* is relatively common in Cimarron County, uncommon in the other Savage Baronies and Renardy, and rare elsewhere.

Note that detonation of *smokepowder* can affect the depletion rate of *cinnabryl*. See the section on *cinnabryl* depletion later in this chapter.

As mentioned, the Red Curse is actually composed of three different enchantments. The people of the Savage Coast group all effects together, believing the affliction to be a single curse (so they never refer to the “Red Curses”). However, certain terms are used for different effects of the Red Curse. This section of the rules describes each component of the effects of the Red Curse, the time factors involved, and the details of protecting oneself from the curse’s detriments.

Generally speaking, the Red Curse affects only intelligent beings. However, animals and monsters have been known to acquire Legacies. Some of these suffer the detriments of the Red Curse as well. Almost all animals of the cursed lands are affected by at least the side effects of the Red Curse. See “The Campaign” chapter for notes on monsters with Legacies.



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Benefits: The Legacies

The Red Curse has precisely one beneficial effect: the Legacies. Since this is always accompanied by some malign effect, the people of the Savage Coast never refer to acquisition of a Legacy as a blessing or benefit, but always as part of the curse. The name “Legacy” hearkens to the bane on these lands, for an arcane power gained is considered a legacy of the Red Curse.

The Legacy is the first effect of the curse to manifest. A Legacy is a magical, spell-like power; its use is essentially automatic, but limited, for the user. Legacies are usually directly beneficial to the user but can sometimes be used to aid another. Further discussion and description of these Legacies appear later in this chapter.

Detriments: Loss and Change

After a person acquires a Legacy, he begins to lose points from a particular ability score, such as Constitution or Intelligence. The precise number of points lost is variable; the DM should roll 2d4 to determine how many are lost (note that wearing *cinnabryl* prevents most of this loss). The ability score affected is dependent on the exact Legacy acquired, and is usually more or less the opposite of the arcane

power gained. For example, a character who gains a Legacy of Strength loses points from the Intelligence score.

In addition to the ability loss, the character receives another detrimental effect related to the Legacy acquired. In most cases, this is a physical deformation. For example, characters with a Legacy of Armor might grow ugly and uncomfortable scales over their skin.

An individual who suffers ability loss and physical change is referred to as an Afflicted.

Side Effect: Coloring Change

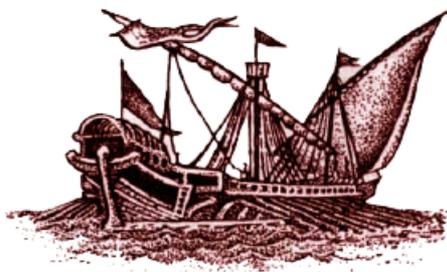
People living in the cursed lands gradually acquire a red tint to their skin and hair. For humans and humanoids, this reddening begins well before adulthood in the Savage Baronies, approximately at adulthood in other lands. The reptilian races, turtles and lizard kin, first manifest redness around the edges of their scales, or in webbed lines through their skin or shells. Furred races like rakastas and lupins gain a red tint to the ends of their hair strands. The winged races—*ee’aar* and *enduks*—reddden first at the tips of their feathers.

In all cases, the coloring spreads, eventually causing the whole body to appear red if the character lives long enough. After the initial reddening described

Table 13.1: INITIAL LEGACIES BY REGION

1d20

Roll	Region 1	Region 2	Region 3	Region 4
1	Aid	Animal Form	All-Around Vision	Acid Touch
2	Amber Paralysis	Anti-Poison	Anti-Missile	Animate
3	Armor	Bite	Ball of Fire	Blend
4	Burn	Breathe Water	Craft Item	Clairvoyance
5	Charm	Chill	Cure	Climb
6	Create Liquid	Crimson Fire	Disintegrate	Dexterity
7	Detonate	Digging	Displace	Disguise
8	Fight	Disrupt	Find	Duplicate
9	Grow	Entangle	Float	Feel Magic
10	Light	Farsight	Fog	Missile
11	Luck	Fly	Gas Breath	Phantasm
12	Proficiency	Meld	Gaseous Form	Poison
13	Projectile	Plant Form	Hypnosis	Red Steel
14	Senses	Red Shield	Leap	Reflect
15	Sight	Repel Metal	Phase	Regenerate
16	Speed	Shape Stone	Separation	Silence
17	Swim	Sleep	Shock	Spell Shield
18	War Cry	Spikes	Shoot	Unlock
19	Weapon Hand	Strength	Shrink	Weaken
20	Wind	Temperature	Translate	Webcasting



above, hair usually colors next, with that on the head acquiring a deep red tint after some time. The exact rate varies, though the rate of spread is rather slow for ee'ar, enduks, gurrash, and caymas; it might take several years for a character of one of these races to acquire red skin, scales, or fur, and they might never get red hair. People of Herath, Renardy, Bellayne, and Shazak redden slightly quicker but never acquire a complete reddish cast. Thus, it might take two to five years for a lupin's coat to turn red, but the color would be limited to the tips of individual strands. In Eusdrians, the skin tone changes little, but a Eusdrian's hair turns a fiery crimson rather quickly, usually over the course of a few months. Wallaras never show any sign of coloring at all.

The people of the Savage Baronies start coloring early, and the process continues rather rapidly. Eventually they acquire a deep, reddish tone to their skin, while their hair often appears to be the dark, blackish-red color of dried blood.

The acquisition of Legacies accelerates this reddening process. A person colors relatively quickly when a Legacy becomes enabled, often serving as a clue that the person has gained the power. In addition, an individual who has acquired a Legacy receives an additional side effect: They begin radiating a slight magical aura. Even those who gain the detrimental effects of the curse but do not gain a Legacy (as with ee'ar, enduks, araneas, and wallaras) acquire this aura. The basic effect of this magical aura is that it befuddles most detection spells (as detailed in the "Magic" chapter). The more Legacies a character gains, the greater the aura.

Characters not native to the cursed lands begin the reddening process when they acquire a Legacy, which gives them a clue as to what is happening to them. Non-natives never color completely, even if they manage to become Inheritors with several Legacies.

The exact amount of coloring a character endures is left to the DM and the player. This should be something of a role-playing choice, influenced by the character's origin and how the player wants the character to look.

Manifestation of Effects

The following text describes the Red Curse's effects on a person not protected by *cinnabryl*.

For natives, the reddening of skin and hair is typically the first thing to manifest, starting well before the character reaches adulthood, particularly in the Savage

Baronies. For all characters, the base starting age (given in Chapter 2 of the *PHB* or in the "Player Characters" chapter in this book) can be considered the approximate age of adulthood though most races mature slightly sooner than that.

Most people gain a Legacy when they reach maturity; some develop earlier, while a few gain the power later. Despite what any sage or church might claim about fate, a person's Legacy is essentially random, though related people tend to have related Legacies, and some Legacies are more common in certain regions. In some very small villages, virtually all the people have the same Legacy. The Legacies of the character's relatives and neighbors should influence the choice of the character's initial Legacy. If these are not known, the player should roll 1d20 and consult **Table 13.1** and the map of Legacy regions. The map shows numbered regions, and the table identifies Legacies by those same numbers. In the column numbered for the region in which the character resides, find the Legacy on the same row as the number rolled on 1d20.

People who travel into a cursed area after reaching maturity also gain a Legacy unless they belong to a race that does not acquire initial Legacies (araneas for PCs, ee'ar, enduks, and wallaras for NPCs). Non-natives are completely unaffected for a number of days equal to their Constitution score; one day later, the Legacy manifests. As with native characters, the player of a non-native should roll 1d20 and consult **Table 13.1** to determine which Legacy is acquired.

The first indications of the manifestation of a Legacy, in both natives and non-natives, are increased reddening of the person's skin or hair, a tingling in the extremities, and a subdued sense of euphoria and power. This "Time of Grace" lasts for about a week (1d4+5 days), during which time the person can activate the Legacy once per day. Natives are well acquainted with the symptoms and know that Legacies are activated by force of will. They immediately seek to obtain *cinnabryl* (see the following section). A non-native will not automatically understand what is happening and might need to consult a local. Still, the Legacy might be activated in times of stress if the DM deems it appropriate. For example, a non-native whose Legacy has manifested might unconsciously activate it when threatened by a monster. This would certainly be a clue that something strange has happened to the character.

After the Time of Grace, the Legacy becomes fully enabled, and the user can activate it the standard three times per day. This coincides with the beginning of the "Time of Loss," which lasts for 2d4 days. Each





day, the person loses one point from the ability listed for the Legacy acquired. If any ability score other than Charisma drops to a score of 0 or below, the character dies. A Charisma of 0 or less simply means that deformation has rendered the character extremely ugly.

After the Time of Loss, the “Time of Change” begins. It is during this period that the physical detriments of the curse manifest. In most cases, the body of the affected individual begins to change in some way. As with the ability loss, this physical change depends on the exact Legacy gained and is detailed with the description of the Legacy. The Time of Change lasts about a week (1d6+4 days), during which time the body of the affected person transforms slowly. If the person has a Legacy that does not cause a physical transformation, the other detriment(s) begin to slowly occur over this period of time.

Those races who do not gain an initial Legacy still go through the rest of the process—the Time of Grace, the Time of Loss, and the Time of Change. As indicated, they do not actually gain a Legacy. However, the DM does determine which Legacy the person would have gained; this dictates the ability affected during the Time of Loss and the physical transformation that takes place during the Time of Change.

Those individuals who have suffered ability loss and physical transformation are referred to as the “Afflicted.” Afflicted are considered hideous mutations; they are hunted and destroyed by some people, though their friends might try to obtain *cinnabryl* to reverse the effects.

Protection: *Cinnabryl*

When a person’s Legacy first manifests, the individual has a few days to obtain a *cinnabryl* amulet to hold off the detrimental effects. The amulet should remain in contact with the person, which means either touching the skin or separated from it by no more than a thin layer of cloth.

People who do not obtain *cinnabryl* deteriorate slowly, as detailed in the previous text. If they begin wearing *cinnabryl* during the Time of Grace, they lose only one point from the designated ability score, shortening the Time of Loss to one day, but this ability loss is permanent. An individual wearing *cinnabryl* from the beginning does not go through the Time of Change.

Cinnabryl can also counteract detrimental effects that have already occurred, provided not too much time

has passed. If a person begins wearing *cinnabryl* after the first day of the Time of Loss, the loss of ability score points is halted. The process of loss is reversed, and the character regains ability score points until only 1 point below the original score.

Regardless of when a character begins wearing *cinnabryl*, 1 point is always permanently lost from the ability score. The loss of that point cannot be reversed by *cinnabryl*.

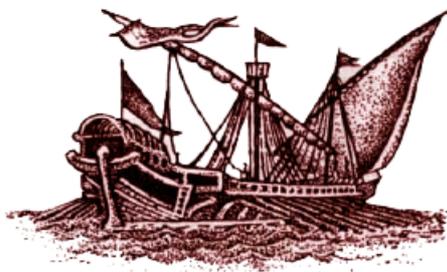
If an individual begins wearing *cinnabryl* during the Time of Change, the progress of the transformation halts immediately. Regardless of how long the character has been changing, the time required to reverse the change is 1d6+4 days. The transformation is slow and rather painful.

If the character stops wearing *cinnabryl* for a time, the detrimental effects of the curse can occur again. A new Time of Grace begins, lasting only one day, after which the Time of Loss and the Time of Change begin, occurring simultaneously. At such a time, the affected person loses the full 8 points from the designated ability score, a process that requires eight days. The transformation requires the same amount of time, and is quite painful. As with the standard Time of Loss, a character can die (or become exceptionally ugly) because of ability score loss. During this combined Time of Loss and Change, the process can be stopped if the character begins wearing *cinnabryl*. As with the other times when *cinnabryl* is worn, the process of loss and change stop immediately. However, after this discontinuation follows a period of stasis; the character remains at the ability score as adjusted and in the state of transformation reached for a period of 2d4 days. After this, reversal begins. The ability score returns at a rate of 1 point per day, again until the character’s ability is 1 point below the original score. The reversal of the transformation takes longer, 2d4+6 days.

If the processes of loss and change are ever completed, the person is considered fully Afflicted, and special measures must be taken for restoration. See the following section on “Recovery from Affliction.”

Everyone with any common sense considers it important to wear *cinnabryl* from the moment the effects of the Red Curse are first detected. Naturally, this makes *cinnabryl* a valued commodity. Most people wear an amulet of *cinnabryl*, simply a piece of jewelry designed to place *cinnabryl* near the skin. Inheritors wear *cinnabryl* talismans, amulets designed to hold a vial for production of *crimson essence*.

Someone who has been affected by the Red Curse, acquiring a Legacy and suffering the loss of an ability



point but using *cinnabryl* to hold off further change, is considered “Tainted” or “Balanced.” The former term is used mostly by the common folk, the latter by Inheritors.

Depletion of *Cinnabryl*

Whenever *cinnabryl* is worn next to the skin, its magical properties become depleted. One ounce of the material will deplete in a week (seven days), so if an amulet weighing eight ounces is worn, its power drains in eight weeks. It is the amount worn that is important, rather than the number of items worn. A character wearing two bracelets of *cinnabryl*, each weighing eight ounces, is protected for 16 weeks. Both items are depleted equally, so if the person removes the bracelets after wearing them together for eight weeks, each would be good for four weeks alone. Since the depletion rate of *cinnabryl* is so vital to the people, they tend to wear one item at a time, usually an eight-ounce item that has been tested and is guaranteed for eight weeks, or a one-pound item guaranteed for 16 weeks.

Note that the weights mentioned here are for *cinnabryl* that has not been depleted. As mentioned previously, the substance’s weight decreases as its power diminishes. The actual weight of *cinnabryl*, compared with its mass, indicates how long the *cinnabryl* item will last. This testing of a *cinnabryl* item can be performed by jewelers, alchemists, smiths, and some merchants and traders. A player character can learn to test *cinnabryl* without the expenditure of a proficiency slot, but scales and a marked container for water are required, as is knowledge of the simple equation for the test. Only a truly nasty person would mislead another as to the time a *cinnabryl* amulet can be expected to last, but such a thing has been known to happen.

Note that detonation of *smokepowder* can increase the depletion rate of *cinnabryl*. Fortunately for most people, this affects only *cinnabryl* worn by Inheritors, due to the odd interaction between the magical substances and the Inheritors’ bodies, which have been imbued with the magic of multiple Legacies. A *smokepowder* explosion within two feet of an Inheritor causes the instant depletion of a week’s worth of *cinnabryl*. The amount of *smokepowder* that explodes does not matter, as long as it is at least enough to propel a bullet from a wheellock pistol (about one ounce).

If the character is not carrying at least a week’s worth

of *cinnabryl*, the amount carried is instantly depleted, and any time left over is applied to the Time of Loss and Change (as detailed previously under “Manifestation of Effects”) as if the character had stopped wearing *cinnabryl*. Thus, an Inheritor caught by a *smokepowder* explosion while wearing less than an ounce of *cinnabryl* will experience perhaps several days’ worth of the Time of Loss and Change, all in a few seconds. Because of this, and the pronounced effects of *cinnabryl* deprivation, Inheritors try not to allow themselves to be caught wearing less than an ounce of the metal.

Recovery from Affliction

Some people become fully Afflicted, either from never wearing *cinnabryl* or from ceasing to wear it. To become fully Afflicted, an individual must complete both the loss and the change. After this occurs, reversing the detrimental effects of the Red Curse becomes very difficult. Though the *remove curse* spell normally has little effect on the Red Curse (see the “Magic” chapter), it is vital in helping an Afflicted recover. The Afflicted must be the recipient of a *remove curse* spell; the spell does nothing more than make it possible for *cinnabryl* to be used to reverse the condition. The Afflicted must begin wearing *cinnabryl* immediately after the *remove curse* is cast.

During the first week thereafter, nothing happens (except that the *cinnabryl* depletes at the normal rate). At the end of that week, the Afflicted recovers 1 point lost from an ability score. The character then continues to recover lost points at a rate of 1 point every third day.

Once the ability scores have returned to normal (that is, one point below what they were when the character was originally created), the Afflicted must receive another *remove curse* spell. This causes the character’s physical transformation or other detrimental effect to begin reversing itself. The character must make a system shock roll. If this roll fails, the character can never recover any further and must permanently suffer the effects of the physical change, but if the roll succeeds, the individual’s transformation reverses in a process taking 2d4 weeks. The reversal process is very painful and actually causes damage to the character, at a rate of 1d4 hit points per day. Thus, the recovering character will probably require a few healing spells during this period. Natural healing occurs at the normal rate, and the healing proficiency helps as is standard.



A Cure?

As discussed, *cinnabryl* can protect people from the worst effects of the Red Curse and can even reverse some of these effects. However, no complete cure exists for the Red Curse, only prevention and continuous treatment. It is possible, though more dangerous, to come closer to a cure by leaving the cursed lands and going beyond the safety of the Haze.

Leaving the Area

It is dangerous for a character to leave the Savage Coast after being affected by the Red Curse. Once a person leaves the lands marked by *vermeil*, nothing unusual happens for a number of days equal to the character's Constitution. However, at the end of this period, the character suffers the loss of any and all Legacies. When this occurs, the Legacy or Legacies activate automatically. Each activation has its maximum effect and duration. After one finishes, the next begins, until the character has used each of his Legacies the maximum number of times allowed. In this fashion, the Legacies "burn out" of the character's system.

After all the Legacies have run their course, the character must make a successful system shock roll. If this roll is successful, nothing else happens, but if it fails, the character loses all but 1 hit point and immediately falls unconscious for 1d4 hours. No healing magic less powerful than a *heal* spell can help the character during this time.

An Afflicted who leaves the cursed lands regains lost ability points at the rate of 1 point per day (though the initial point lost is still not regained). If the character has undergone physical transformation, this condition is not reversed. However, when the character is outside the cursed area, a *remove curse* spell cast by a 9th-level priest or a 10th-level wizard can restore the individual's body to its natural state. If the detriment was something other than a physical transformation, the effect ceases when the Legacy is lost. The red tint the character acquired while in the lands of the Savage Coast gradually declines over the course of the next year, leaving the character's hair and skin their original colors.

Any character who wears *cinnabryl* after leaving the cursed lands suffers the loss of 1 point of Constitution per day. This condition is often referred to as the "red blight." It continues until all Constitution has been lost (at which point the character dies), until the *cinnabryl* depletes completely, or until the individual

stops wearing the *cinnabryl*.

If characters such as this ever go back to the Savage Coast, they are considered non-native persons entering the region for the first time in regard to the time until the Red Curse takes effect again. Legacies possessed before are not automatically regained. If a character remains in the lands long enough to gain a Legacy, he has a 50% chance of obtaining the same Legacy as was initially possessed and a 50% chance of obtaining something else entirely. In either case, the manifestation of symptoms follows the usual course, including the permanent loss of another point from an ability score.

The Haze

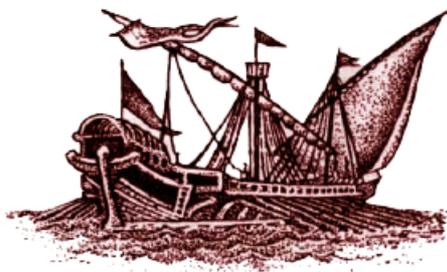
Not all of the red lands are visited by the Red Curse. *Vermeil* extends beyond the cursed lands into the area known as the Haze, eventually fading out completely. The City-States, Hule, Yavdlom, The Arm of the Immortals, most of Orc's Head Peninsula, and several miles of water all around the coast lie within the Haze.

The Haze creates a type of buffer zone around the cursed lands. Both those with Legacies and Afflictions and those from other lands can enter the Haze without danger. Those with Legacies do not run the risk of losing these powers or suffering from the "red blight." People from other places should be wary, because though they will not become Afflicted or gain a Legacy by entering the Haze, they will not know where the actual borders of the Red Curse begin and could wander into a cursed area accidentally.

Because the red coloring reaches beyond the cursed areas, it is almost impossible to detect exactly where the Red Curse actually begins. To make things more complicated, some even say that the Red Curse shifts periodically, places that were once thought safe suddenly becoming cursed. This is a great way to get non-native characters involved in a SAVAGE COAST Campaign.

The Legacies

As mentioned, the sole beneficial effect of the Red Curse is to grant magical powers, or Legacies, to nearly every intelligent living being that enters the cursed area. These powers draw on the same energies as wizard magic. The only PC race whose members do not gain Legacies automatically are araneas. Even Yazi



goblinoids are assumed to suffer all the effects of the Red Curse. Some tribes consist only of Afflicted, while others are able to obtain *cinnabryl* to protect themselves.

Members of any PC race can choose to become Inheritors, pursuing a life path that will grant them more Legacies. For a full description of the Inheritors, see the “Character Kits” chapter. Some clarifications

Table 13.2: LEGACY REFERENCE LIST

Legacy (Region/Ability)	Related Legacies	Legacy (Region/Ability)	Related Legacies
Acid Touch (4/Cha)	Gas Breath, Poison, Weapon Hand	Gaseous Form (3/Con)	Fog, Gas Breath, Wind
Aid (1/Int)	Anti-Poison, Fight, Regenerate	Grow (1/Cha)	Animal Form, Shrink, Spell Shield
All-Around Vision (3/Str)	Clairvoyance, Reflect, Silence	Hypnosis (3/Dex)	Charm, Phantasm, Sleep
Amber Paralysis (1/Dex)	Animate, Armor, Chill	Leap (3/Int)	Climb, Luck, Speed
Animal Form (2/Cha)	Grow, Plant Form, Webcasting	Light (1/Dex)	Crimson Fire, Phantasm, Temperature
Animate (4/Wis)	Amber Paralysis, Separation, Stone Shape	Luck (1/Any)	Charm, Farsight, Leap
Anti-Missile (3/Wis)	Fly, Projectile, Shoot	Meld (2/Cha)	Separation, Shape Stone, Shrink
Anti-Poison (2/Cha)	Aid, Cure, Poison	Missile (4/Con)	Crimson Fire, Fly, Reflect
Armor (1/Cha)	Amber Paralysis, Spell Shield, Weapon Hand	Phantasm (4/Con)	Duplicate, Hypnosis, Light
Ball of Fire (3/Str)	Burn, Create Liquid, Spell Shield	Phase (3/Int)	Blend, Disintegrate, Feel Magic
Bite (2/Int)	Poison, Weapon Hand, Webcasting	Plant Form (2/Dex)	Animal Form, Duplicate, Shrink
Blend (4/Con)	Disguise, Phase, Silence	Poison (4/Cha)	Acid Touch, Anti-Poison, Bite
Breathe Water (2/Con)	Create Liquid, Sight, Swim	Proficiency (1/Any)	Craft Item, Senses, Unlock
Burn (1/Str)	Ball of Fire, Chill, Shock	Projectile (1/Wis)	Anti-Missile, Shoot, Spikes
Charm (1/Con)	Hypnosis, Luck, Translate	Red Shield (2/Con)	Crimson Fire, Red Steel, Shock
Chill (2/Con)	Amber Paralysis, Burn, Temperature	Red Steel (4/Dex)	Craft Item, Feel Magic, Red Shield
Clairvoyance (4/Dex)	All-Around Vision, Disguise, Find	Reflect (4/Int)	All-Around Vision, Missile, Repel Metal
Climb (4/Wis)	Entangle, Find, Leap	Regenerate (4/Cha)	Aid, Cure, Disrupt
Craft Item (3/Con)	Disintegrate, Proficiency, Red Steel	Repel Metal (2/Int)	Reflect, Shock, Unlock
Create Liquid (1/Str)	Ball of Fire, Breathe Water, Wind	Senses (1/Str)	Proficiency, Sight, Translate
Crimson Fire (2/Str)	Light, Missile, Red Shield	Separation (3/Cha)	Animate, Displace, Meld
Cure (3/Dex)	Anti-Poison, Disintegrate, Regenerate	Shape Stone (2/Wis)	Animate, Digging, Meld
Detonate (1/Wis)	Digging, Displace, Spikes	Shock (3/Str)	Burn, Red Shield, Repel Metal
Dexterity (4/Wis)	Disguise, Strength, Unlock	Shoot (3/Wis)	Anti-Missile, Fight, Projectile
Digging (2/Int)	Detonate, Shape Stone, Swim	Shrink (3/Cha)	Grow, Meld, Plant Form
Disguise (4/Wis)	Blend, Clairvoyance, Dexterity	Sight (1/Con)	Breathe Water, Farsight, Senses
Disintegrate (3/Con)	Craft Item, Cure, Phase	Silence (4/Int)	All-Around Vision, Blend, Sleep
Displace (3/Int)	Detonate, Duplicate, Separation	Sleep (2/Cha)	Gas Breath, Hypnosis, Silence
Disrupt (2/Dex)	Regenerate, War Cry, Weaken	Speed (1/Wis)	Leap, Strength, Swim
Duplicate (4/Str)	Displace, Phantasm, Plant Form	Spell Shield (4/Str)	Armor, Ball of Fire, Grow
Entangle (2/Int)	Climb, Spikes, Weaken	Spikes (2/Cha)	Detonate, Entangle, Projectile
Farsight (2/Str)	Fly, Luck, Sight	Strength (2/Int)	Dexterity, Speed, Weaken
Feel Magic (4/Str)	Find, Phase, Red Steel	Swim (1/Int)	Breathe Water, Digging, Speed
Fight (1/Int)	Aid, Shoot, War Cry	Temperature (2/Dex)	Chill, Fog, Light
Find (3/Dex)	Clairvoyance, Climb, Feel Magic	Translate (3/Str)	Charm, Senses, War Cry
Float (3/Dex)	Fog, Webcasting, Wind	Unlock (4/Wis)	Dexterity, Proficiency, Repel Metal
Fly (2/Wis)	Anti-Missile, Farsight, Missile	War Cry (1/Wis)	Disrupt, Fight, Translate
Fog (3/Con)	Float, Gaseous Form, Temperature	Weaken (4/Con)	Disrupt, Entangle, Strength
Gas Breath (3/Cha)	Acid Touch, Gaseous Form, Sleep	Weapon Hand (1/Int)	Acid Touch, Armor, Bite
		Webcasting (4/Str)	Animal Form, Bite, Float
		Wind (1/Con)	Create Liquid, Float, Gaseous Form



regarding rules are provided there.

Inheritors: Multiple Legacies

For most people, gaining a single Legacy and acquiring *cinnabryl* for protection is the end of the process. Inheritors, however, study the Legacies and learn to channel more magical energy, gaining multiple Legacies.

An Inheritor's initial Legacy is gained in the same manner as that acquired by anyone else. As with most abilities, the extra Legacies are gained according to character level. Inheritors acquire a second Legacy when they are initiated at 1st level. They use *crimson essence* to gain an additional Legacy every third level thereafter. Just as a wizard must achieve 3rd level in order to cast 2nd-level spells, so must the Inheritor reach 3rd level before gaining another Legacy; it is a matter of learning to control the energies. As explained in the "Magic" chapter, *crimson essence* normally grants a Legacy only temporarily, but the Inheritor learns to focus the magic of the potion.

Whenever the Inheritor drinks *crimson essence*, the new Legacy is fully enabled immediately. At the same time, the Inheritor loses the 1 point from the designated ability score. This assumes that the character is wearing *cinnabryl* when *crimson essence* is consumed. If this is not the case, the character will go through the remainder of the Time of Loss, as well as the Time of Change, as normal. At the same time, however, the Inheritor will suffer from the effects of *cinnabryl* deprivation because of previously gained Legacies.

For Inheritors, wearing *cinnabryl* is a must, because the detrimental effects of the curse are cumulative for each Legacy. Note that when an Inheritor suffers *cinnabryl* deprivation, the loss of ability scores occurs simultaneously. If the character has Legacies that cause a loss of different abilities, 1 point is lost from each ability each day. If the Inheritor has two Legacies that cause a loss from the same ability score, the character loses 2 points per day. Likewise, all physical changes occur concurrently.

However, during a recovery period, each physical transformation is considered separately; thus, one must be reversed before another can start. Similarly, the character recovers only 1 ability point per day, not 1 point per ability per day. Therefore, a character who has lost 4 points from Intelligence, and 7 from Constitution, recovers either Intelligence or Constitution each day until all points are regained at the end of 11 days.

Because of their extreme sensitivity to *cinnabryl*

deprivation, Inheritors are particularly careful to maintain their supplies of the metal. They have even developed special societies, the Inheritor Orders, to control the flow of *cinnabryl*.

When subsequent Legacies are gained, the Inheritor has some freedom of choice as to which are acquired. Each Legacy is related to certain others; for instance, the Burn Legacy is related to the Chill Legacy. The Inheritor can choose to roll a Legacy randomly, according to the region inhabited at the time, or can choose any Legacy related to the one he already has. For example, someone with the Burn Legacy could roll randomly or choose to gain the Chill Legacy. The character can choose a Legacy related to any of those he already possesses. Related Legacies are listed in **Table 13.2**.

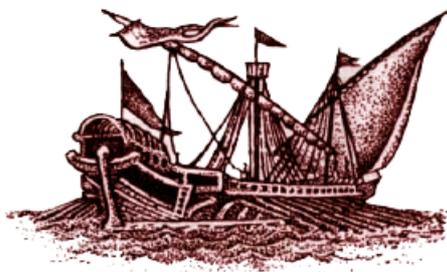
At the DM's option, the character could also choose to increase a Legacy already possessed. This would do one of the following: increase the duration of each use of the Legacy; increase the damage inflicted by each use; or double the number of times the character can use the Legacy each day. Still, choosing the same Legacy twice is allowed only if the DM agrees.

Using Legacies

For the most part, the use of a Legacy is automatic; the character wills it to happen, and it does. The character never has to make an ability check to use the Legacy, nor is any expenditure of points required. However, a Legacy can be used only three times each day, and the exact effects, such as duration or damage, are often based on the character's level. The character can activate up to one Legacy per round. In regard to initiative, all Legacies are treated as if they were spells with a casting time of 1. Their use can be disrupted, as per spell disruption, only if a character is hit in exactly the same initiative segment as he attempts to activate a Legacy. Unless otherwise specified, a Legacy must be used immediately once it is activated. If desired, however, the caster of a Legacy can end its effects before the duration expires.

Most Legacies cause no change in the user's body, but a few require temporary changes. For example, to use Amber Paralysis, the character need simply concentrate, but using Entangle requires that the user's hair or fingers grow and move to entangle an enemy.

The Afflicted suffer the physical effects of their Legacies all the time. However, this does not enable them to use the ability all the time. For example, an Afflicted might grow wings as a result of acquiring



the Fly Legacy. Most of the time, the wings would just get in the way and be a hindrance. Three times per day, however, the character could activate the Legacy and use the wings to Fly.

Most Legacies do not allow their victims a saving throw, because their use requires an attack roll or some other check on the part of the user. If a saving throw is possible against the effects of a Legacy, it is mentioned in the description. Also, attack forms gained from Legacies automatically grant proficiency whenever the Legacy is active. For instance, an activated Bite Legacy gives the character a temporary bite proficiency.

Magic and the Legacies

For the most part, Legacies are treated exactly like spells. The *detect magic* and *dispel magic* spells react with Legacies as if they were spells (refer to the “Magic” chapter for details). The *remove curse* spell has no special effect on individual Legacies. Since Legacies are like spells, their effects and restrictions are quite similar. For instance, elves are 90% immune to the *sleep* spell, so they are 90% immune to the Sleep Legacy. The descriptions below note occasions when Legacies are treated differently from spells. If no such note exists, it is safe to assume that the Legacy acts like similar spells.

Legacies in the Campaign

These powers could throw off the balance of a campaign, especially if characters with Legacies are exported to campaigns outside the region. Steps have been taken to keep the Legacies within the SAVAGE COAST Campaign, as noted previously under “Leaving the Area.”

However, even in the campaign that takes place solely on the Savage Coast, problems can arise. Fortunately, the area has many balancing factors (firearms, Beast Riders, special racial abilities, and so forth). The DM must keep in mind the power of Legacies and compensate for them when necessary.

This is not to say, of course, that the DM should make the Legacies useless in adventures. If a certain character has the Legacy Sight, which allows detection of invisible beings, the DM might be tempted not to use invisible people or items, but this would be overcompensation. Naturally, players want to use any interesting powers and abilities their characters possess,

and they will feel cheated in situations that make those abilities useless. Instead of eliminating invisible foes in order to balance the power of the Sight Legacy, the DM should use them wisely. For instance, providing an opponent that only one person can actually see might put that character in a leadership position, directing others to attack. It might even make other characters assume that a character who sees “invisible beings” must be insane. Also, keep in mind that most of the character’s opponents would not know the character’s Legacy, so they would have no reason to avoid using invisibility. Once they do find out, they will likely target the character who can see them. It is perfectly reasonable to allow monsters to use Legacies as well, providing the occasional fire-breathing centipede or flying owlbear for variety.

Characters with Legacies are common in the cursed lands. They draw very little attention in the Savage Baronies, slightly more in other areas. The Afflicted are also relatively common, especially among the poor of the land. Afflicted have villages and enclaves in Renardy and the Savage Baronies, though they seldom gather together in other nations. Most of the Tainted (or Balanced) are adventurers, nobility, or wealthy merchants. This inspires many people to become adventurers and seek wealth, so the Red Curse is largely responsible for the Savage Coast’s high incidence of adventuring parties.

Individuals with Legacies are treated like normal people, because in the cursed lands, they are the normal people. Afflicted are generally shunned, though people with light Afflictions (minimal attribute loss and minor physical changes) may be treated well.

People with spiderlike deformations are often met with fear or pity. They are felt to be especially cursed because they remind people of the araneas, who are sort of universal “bogeymen” along the Savage Coast.

Legacy Descriptions

Following are details on each of the 80 Legacies. The DM should feel free to add other Legacies of similar power. However, before creating new Legacies, give some thought to what the new powers do. Each Legacy gives its user some kind of an advantage. The DM should strive to avoid new Legacies that closely duplicate existing ones.

Each description contains several components.



First, the ability score affected with acquisition of the Legacy is noted (this is also abbreviated in the reference list, **Table 13.2**). Note that even if the character uses *cinnabryl*, 1 point is lost permanently. If the character does not use *cinnabryl*, or runs out, as many as 8 points can be lost (though all but 1 point can be regained later). If the ability score is listed as “Player’s Choice,” the player can choose a single ability to be affected by acquisition of the Legacy; this choice cannot be changed later.

Next, the durations of the Legacies are given. Following the duration is a description of the effects of the Legacy, including damage, area of effect, and range. Most of these are based on the character’s level. Hit Dice can be used in place of level, and a being is always considered to be at least 1st level, even if it has only 1 hit point or 1/2 Hit Die. Remember that each Legacy can be used three times each day. In Legacy descriptions, “caster” is used to describe the character using the Legacy.

Finally, the Legacy’s detriments are listed. In most cases, these are physical transformations that occur in characters who do not use *cinnabryl*. Some Legacies have more than one possible detrimental effect, and even those with only a single effect have slight variations. The DM is encouraged to be creative with these changes, as long as they make some amount of sense with the Legacy given. Keep in mind that a detriment does not grant use of the Legacy all the time. For instance, a person with the Breath Water Legacy who grows gills can still only use them to breathe water three times per day. The rest of the time, the physical change is simply an odd deformation (armored skin remains soft and pliable except when activated, spikes are malleable, tentacles have no strength, etc.).

Other than causing an individual to appear strange, the change should not cause too much of a hindrance, unless otherwise specified. For example, the Fly Legacy can cause its user to grow wings. Though these are somewhat clumsy and get in the way, they should not have any real game effect. The exception to this guideline is this: Since most of the changes are rather hideous, the DM is free to assess a Charisma penalty for someone who has changed.

Acid Touch

Ability Score: Charisma

Duration: Instantaneous

Description: The character produces acid from the hands or mouth. Once the source of the acid is chosen, it

cannot be changed. The acid does no harm to the caster but causes damage to an opponent if the caster makes a successful attack roll. After the Legacy dissipates, the acid again becomes inactive.

The amount of damage is 1d4 plus 1 hit point per level of the caster. The acid affects plants and animal flesh only, whether that material is living or dead. It does not affect metal or stone. Thus, an attack that does not cause damage to an opponent might adversely affect that opponent’s clothing.

Detriment: The character constantly secretes a brownish, slightly acidic liquid from the hands or mouth. The secretion slowly dissolves any plant or animal material that it contacts (such as a cotton tabard or leather gloves). It also causes an inflammation where it touches the caster’s flesh. Unless the use activates the Legacy, the acid is too weak for use as an attack.

Aid

Ability Score: Intelligence

Duration: 1 round/level

Description: The caster can bestow a bonus of a number of hit points equal to his level. The bonus can be given to the caster or to another character and must be given by touch. It enables the recipient to have more hit points than his full normal total. The bonus hit points are lost first if the recipient takes damage and cannot be regained with curative magic.

Detriment: The character sprouts small, rounded lumps, about an inch in diameter, usually on the face and hands. The more hit points that the character can bestow, the more lumps that appear.

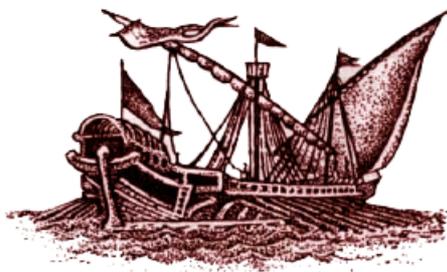
All-Around Vision

Ability Score: Strength

Duration: 1 round/level

Description: With activation, the character sprouts an extra eye at each temple and two in the back of the head. These eyes do not have sharp vision, but they can detect movement and distance. Thus, they cannot be used to search or examine something, but could be used to detect an opponent. All-Around Vision helps a character notice backstabs and allows the individual to apply any Dexterity bonus to rear Armor Class, assuming conditions allow movement.

These extra eyes can be blocked in normal ways. If a



character normally has infravision, so do the extra eyes.

Other sight-related spells and Legacies can operate through the additional eyes.

Detriment: The character sprouts extra eyes, two at the temples, and two in the back of the head. On occasion, eyes appear in other places, such as the chest, arms, and hands. All these other eyes are useless, transmitting no sight to the caster. They tend to move about on their own, as if glancing around.

Amber Paralysis

Ability Score: Dexterity

Duration: 2 rounds/level

Description: The character can use this Legacy to paralyze one individual who is within 10 yards of the caster. The target is allowed to make a saving throw vs. paralysis to avoid the effects, but the saving throw is penalized by -1 per each three levels of the caster (-1 for 1st-3rd level, -2 for 4th-6th, etc.). If the saving throw fails, the recipient is encased within a hard, red, amberlike shell about a quarter of an inch thick. Possessions are encased as well. The victim is held completely immobile for the duration. All bodily functions cease without harm to the victim. The shell cannot be penetrated by gas or liquid, and has AC 0 against attacks. Missiles from the *magic missile* spell or the Missile Legacy can penetrate the shell, and a *disintegrate* spell will dissolve it—and probably the person inside as well. The Disintegrate Legacy can dissolve portions of the shell. Amber Paralysis can be used beneficially, to protect someone from physical attack or to keep the recipient from bleeding or breathing poisonous gas. Successful attacks made on the paralyzed individual cause normal damage.

Detriment: The caster is encased in a paper-thin, slightly glistening, red shell. The shell provides no protection and does not hinder movement or breathing. It does cover the caster's eyes, causing the world to appear red. It also covers the caster's mouth, so that a hole must be made for eating. The caster's voice is muffled when no hole is made, but sufficient air passes through the shell for the character to breathe; hearing is also impaired. Any holes made in the shell regenerate in a matter of minutes (1d4 rounds).

Animal Form

Ability Score: Charisma

Duration: 2 rounds/level

Description: The caster can assume the form of one living animal of approximately the same mass. This form can be that of a normal animal, a smaller form of a huge animal, or a larger form of a tiny animal. The animal can have any characteristics the caster wishes. For example, a caster might choose the form of a wolf with a ragged left ear so he can be identified by companions. Alternately, the caster could choose the form of a 200-pound mouse with hands for spellcasting. Whatever form the caster chooses when the Legacy is first gained, that is the only shape available from then on. The caster gains the creature's mode of locomotion and breathing, but not any other abilities (attack, magic, special movement, etc.). No system shock roll is required for this change, and the caster retains his personality and mentality, as well as any other abilities that can be used in the other form. When the Legacy is activated, the caster's equipment melds into the new shape. As long as the shape has a mouth, the caster can speak while in animal form. Other Legacies can be used while the caster is in animal form, but spells can be cast only if the form allows completion of the appropriate verbal and somatic components.

Detriment: The character transforms into the form, completely or partially, staying that way as long as he remains one of the Afflicted.

Animate

Ability Score: Wisdom

Duration: 1 round/level

Description: The caster can animate a single item composed of any non-magical material weighing less than 10 pounds. It is not possible to animate only part of a larger object. To be animated, the item must be touched, and it must remain within 10 yards of the caster. Attempting to animate an object in someone's possession grants that person a saving throw vs. spell to prevent the Legacy's effect. The item moves as appropriate—a rug slithers, a jar rolls, an arrow flies, a sword might balance on its pommel and strike, etc. Movement rate for the object is 6, and it can attack once per round. If the item is a weapon, it causes normal damage for its type with no bonuses for Strength or magic. Other objects



cause 1d6 points of damage. Animated items have AC 5, and they can take damage equal to twice the caster's level before being rendered immobile.

Detriment: The character suffers little physical change but acquires numerous nervous habits. He is in constant motion, rubbing his hands together, brushing dust from his clothing, etc. The character's hair (or fur) seems to constantly move of its own accord. In addition, small items nearby often animate without prompting—pebbles roll around, the character's belt slithers away, a friend's dagger jumps from its sheath, objects fall from shelves, and so forth.

Anti-Missile

Ability Score: Wisdom

Duration: 1 round/level

Description: The caster gains partial immunity to all non-magical hurled or projected missiles. Only those with an attack roll of a natural 20 can damage the caster during this time. Enchanted missiles and magical attacks are completely unaffected by this Legacy.

Detriment: The character grows some sort of body covering which might resemble spikes, large scales, bark, rocks, wrinkled skin, or writhing worms. This covering feels like normal flesh and provides no special protection unless the Legacy is activated. Unfortunately, it is fairly thick and makes it necessary for the character to have special clothing and armor made.

Anti-Poison

Ability Score: Charisma

Duration: 3 rounds/level

Description: The caster can bestow a bonus to a character's next saving throw vs. poison attempt. This Legacy can be cast on either the caster or another character. The bonus is +1 for each three levels of the caster (+1 at 1st or 2nd level, +2 at 3rd or 4th, etc.). To bestow it, the caster must touch the recipient. Each activation of the Legacy will only bestow a bonus to one attempted saving throw. Once the recipient attempts a save vs. poison (whether it is successful or not), this activation of the Legacy ends. If the recipient has already made and failed a saving throw before being touched by the caster, he is allowed a second saving throw

instead, but no bonus is added.

Detriment: The character grows fangs, claws, or even a barbed tail. Though these cannot be used for an attack (or any other purpose), they must be used when the Legacy is activated. With activation, an Afflicted character actually injects an anti-toxin into the body of the poisoned character, using fangs, claws, or tail.

Armor

Ability Score: Charisma

Duration: 1 round/level

Description: When this Legacy is activated, the caster's skin changes, becoming to a deep red and sometimes acquiring a light covering of scales or other form of armor. This covering does not inhibit the character or get in the way of any clothing or armor. The caster gains a bonus to his Armor Class equal to -1 per three levels, up to a maximum -5 bonus to AC and never exceeding AC -10 with other bonuses included. The effect is cumulative with normal and magical armor, including bracers, cloaks, and rings.

Detriment: An Afflicted character gains a thickened body covering of some kind. The covering usually appears to be scales, plates, bands, bark, stone, or something similar. It provides no protection unless the Legacy is activated but alters the character enough so that clothing and armor must be specially made.

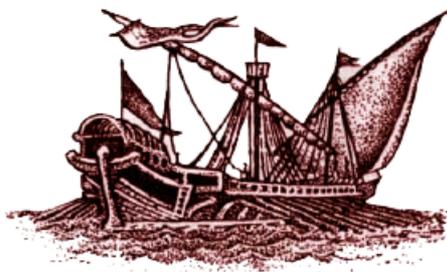
Ball of Fire

Ability Score: Strength

Duration: Instantaneous

Description: The character can throw a small flaming ball at a single opponent. It forms in the caster's hand and grows to one foot in diameter when thrown. The caster must make a successful attack roll to hit an opponent; the ball has the range of a thrown dagger. Even if the Ball of Fire does not hit an opponent directly, it might set fire to the target's clothing or hair. Its magical flame will set fire to any flammable materials with which it comes into contact. Damage caused by the ball is 1d4 per three levels of the caster (1d4 at 1st-3rd level, 2d4 at 4th-6th level, etc.), up to a maximum of 5d4.

Detriment: The skin of the character is red and hot to the touch. He sweats constantly and must drink twice as much water as a normal member of the



same race. In addition, the character's clothing smolders, and paper occasionally bursts into flame when the character holds it. The irises of the character's eyes usually turn red.

can breathe water as if it were air. The Legacy does not enable the character to swim or move freely in water, nor does it enhance vision in any way.

Detriment: The character often grows gills, usually on the neck, but sometimes on the upper torso or even in a crest on the top of the head. For some Afflicted, the change is the growth of a breathing tube, either from the nose or the top of the head, with a fringe of gills around it. The gills serve no purpose and are not even attached to the character's respiratory system unless the Legacy is activated.

Bite

Ability Score: Intelligence

Duration: 1 round/level

Description: When this Legacy is activated, the character grows fangs and can bite for 1d8 points of damage. An attack roll must be made to determine success.

Detriment: The character's teeth grow large, and the mouth becomes misshapen. Some characters grow long fangs or even tusks. The character's bite causes standard damage for a normal member of the same race unless the Legacy is activated.

Blend

Ability Score: Constitution

Duration: 1 round/level

Description: The caster's coloring (and that of any possessions worn or held) changes to more closely match the surroundings. This makes the character 20% undetectable by sight plus an additional 5% per level of the caster, to a maximum of 95%. If the caster is a thief, this percentage can be added to the character's chance to hide in shadows, but the combined total can never be higher than 99%. If the character moves while using the Legacy, the blending continues, but the character receives a -10% penalty to the chance to remain hidden while moving.

Detriment: Some Afflicted with this Legacy automatically change to colors that contrast with their surroundings, making them stand out. The flesh of other Afflicted grows transparent, so that bones and sometimes internal organs become plainly visible. If a character's bones are the only parts that do not turn transparent, they often turn some shade of red. This transparency in no way makes the character more difficult to see unless the Legacy is activated.

Breathe Water

Ability Score: Constitution

Duration: 2 rounds/level

Description: While this Legacy is activated, the caster

Burn

Ability Score: Strength

Duration: Instantaneous

Description: The caster can release a flame to burn an enemy. The caster must make a successful attack roll to cause damage directly to an enemy, but even a miss might set fire to clothing or other flammable materials. A 1st-level character has no range for the power and must touch the target to be burned. The caster's range increases by one foot per level after the first (one foot at 2nd level, two feet at 3rd level, etc.), to a maximum range of 10 feet. The flame sets fire to any flammable materials it touches. The flame can issue from the character's mouth or from a hand. Point of origin is chosen when the Legacy is acquired and can never be changed. The amount of damage is 1d4 plus 1 hit point per level of the caster.

Detriment: The skin of the character is red and hot to the touch. He sweats constantly and must drink twice as much water as a normal member of the same race. In addition, the character releases small flames from his hands or mouth at random intervals. These flames set fire to anything flammable that they touch. Usually, the irises of such characters' eyes are red.

Charm

Ability Score: Constitution

Duration: 2 rounds/level

Description: The caster can affect one opponent who has a number of Hit Dice lower than his own level. The target must be visible to the caster and receives a saving throw vs. spell to avoid the effect of the Legacy. If this saving throw fails, the recipient believes the caster to be a trusted friend and ally to



be heeded and protected. Any adjustment due to Wisdom applies to the saving throw. If the target receives damage from the caster's group in the same round that Charm is used, an additional +1 per point of damage received is added to the victim's saving throw.

Note that Charm is effective on monsters as well as people. However, the caster gains no special communications ability.

Detriment: An Afflicted with this Legacy grins constantly. The individual's mouth is changed to bare the character's teeth in a wide, somewhat maniacal grin. This affects the character's speech, making it difficult to use the lips to make sounds. This makes the "f" and "v" sounds particularly difficult to speak; the sounds of "p" and "b" are almost impossible.

Chill

Ability Score: Constitution

Duration: Instantaneous

Description: The caster can generate a cold blast to cause damage to an opponent if he makes a successful attack roll. A 1st-level character has no range for the power and must touch the target to be affected. For each level after the first, the caster's range increases by one foot (one foot at 2nd level, two feet at 3rd level, etc.), to a maximum range of 10 feet. The cold can issue from the character's mouth or hand. The point of origin is chosen when the Legacy is acquired and can never be changed. The amount of damage is 1d4 plus 1 point per level of the caster.

Detriment: The skin of the Afflicted is cold to the touch. He feels cold and shivers almost all the time. Small patches of frost form in the character's hair or fur and on exposed skin. The irises of the character's eyes turn white, and the skin, fur, or other body covering pales.

Clairvoyance

Ability Score: Dexterity

Duration: 1 round/level

Description: This Legacy allows the caster to see from a different location. The location must be within a number of feet equal to twice the caster's level. The character can see from any point within the given range but gains no other special vision powers through the use of this Legacy.

A character of 5th level or greater can also hear from the chosen location.

Detriment: The Afflicted's eyes change; they might grow to very large proportions or perhaps grow eyestalks. Alternately, he might grow an extra eye in the center of the forehead. While this eye is completely useless, it sometimes moves of its own accord as if looking around. Occasionally, the character sees visions of real events occurring anywhere from 100 yards to several miles away. These visions are very brief and disorienting, almost never granting any advantage.

Climb

Ability Score: Wisdom

Duration: 1 round/level

Description: This Legacy gives the caster a 95% chance to climb.

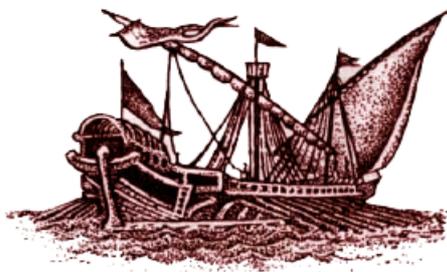
Detriment: In some cases, the Afflicted's hands and feet become sticky, so that debris and small items stick to them. The stickiness is not enough to aid the character except when the Legacy is activated. In some Afflicted, the arms or fingers change into ropelike tentacles. These can be used like the character's normal extremities, but when the Legacy is activated, they can be flung to attach to a high point on a wall or other obstacle, allowing the character to climb it. Sometimes a character's limbs become spindly and spiderlike, with an extra joint on each finger. Short, bristly hair may sprout from the character's body.

Craft Item

Ability Score: Constitution

Duration: Special

Description: Using this Legacy, the character can craft a small item, using a nonweapon proficiency or other skill. The character must have the necessary skill (or gain it from the Proficiency Legacy). The needed materials must be within 10 feet of the character when the Legacy is activated. If the materials are in the possession of another being, that individual can make a saving throw vs. spell to prevent them from being used. The item's construction requires 1d4 rounds, during which time the materials form themselves into the final product. For example, if a sapling and some string are nearby and the character has the bowyer/fletcher skill, he can use the Legacy to make a bow. Similarly, if some steel



(or iron ore) is nearby and the character has weaponsmithing, the character can make a sword. Note that only a single item can be made; alternately, the caster could create a group of arrows with a single use of the Legacy. If two or more skills are necessary to construct the desired item, the character must know them all. The caster can make only small items, so could not use the Legacy to build a house, even if he had the appropriate skill and the correct materials were available. Similarly, the character could make a breastplate or a chain mail shirt with one use of the skill, but not a full suit of armor.

Detriment: The character's hands twitch nervously, as if always constructing something. When the Legacy is not activated, all the character's nonweapon proficiency scores are penalized by -2. At random intervals, items handled or worn by the character fall apart: Bowstrings break, swords fall apart, backpacks open, pottery cracks, etc.

Create Liquid

Ability Score: Strength

Duration: Instantaneous

Description: The caster can create water, wine, or milk with this Legacy, up to four gallons per experience level. The type of liquid is determined each time the Legacy is activated, and it appears anywhere desired, within 10 feet of the caster but not within the body of a living being. If no container is prepared for the liquid, it falls. The liquid is normal in all ways and is the same temperature as the surroundings. Its taste is average, neither very good nor very bad.

Detriment: Liquids (sweat, sour milk, and bad wine) ooze constantly from the pores of the character, who also drools almost constantly.

Crimson Fire

Ability Score: Strength

Duration: 2 rounds/level

Description: The caster can cause a dancing red light to outline creatures or objects. Targets need not be seen by the caster, but must be within 10 yards. The number of items affected is one per three levels of the caster (one at 1st-3rd level, two at 4th-6th,

etc.), assuming items or people are of approximately human size. Half

as many large creatures or items can be outlined, while only a portion of bigger targets can be outlined until the caster reaches higher levels. The DM should estimate the size of the target(s) in comparison to a standard human being and adjust accordingly. Outlined objects are visible at 80 yards in the dark, but only 40 yards if the viewer is near a bright light source. Outlined creatures are easier to strike, so opponents gain a +2 bonus to attack rolls in darkness (including moonlit nights), and a +1 bonus in twilight or better. Crimson Fire can render otherwise invisible creatures visible but cannot outline noncorporeal, ethereal, or gaseous creatures. The light produced is fairly dim and has no effect on the vision of undead, dark-dwelling creatures, or infravision.

Detriment: The character is constantly outlined in a glow, as described. In addition, the character's eyes glow red. This impairs the caster's distance vision, giving the character a -2 penalty to attack rolls with missile weapons. When the Legacy is activated, the glow is transferred to the targets, temporarily leaving the caster.

Cure

Ability Score: Dexterity

Duration: Instantaneous

Description: The caster can heal damage equal to 1 hit point plus 1 hit point per level (2 hp at 1st level, 3 hp at 2nd, etc.), up to a maximum of 16 hit points. Healing must be applied all at once but can be applied to one or two recipients plus the caster, if desired. Recipients must be touched by the caster. The hit points are split among them as the caster desires.

Detriment: In many cases, the Afflicted's hands become covered with a gauzy web, much like a bandage. On occasion, small pieces of this webbing fall from the hands. This webbing neither helps nor hinders the character, though it reduces touch sensitivity in the fingers.

In other cases, the Afflicted constantly sweats and drools a milky liquid. It is a mild anesthetic, which causes the Afflicted to feel numb and tingly. The liquid has no healing effect, nor will it dispel pain.



Detonate

Ability Score: Wisdom

Duration: Instantaneous

Description: The caster can cause an object to explode.

The object must weigh between one and five pounds and must be within 10 yards of the caster. Only a complete object can be affected, not part of a larger object. The item is broken into tiny pieces, which cause 1d8 points of damage to anyone within 10 feet of the explosion. This Legacy cannot affect magical, living, or animated items. If the object is being held by someone, that individual can make a saving throw vs. spell to avoid its destruction.

Detriment: At random intervals, small items (as detailed above) within five feet of the Afflicted explode. This includes clothing and mundane items, but seldom weapons. These explosions are loud but cause no damage to people nearby.

Dexterity

Ability Score: Wisdom

Duration: 1 round/level

Description: The caster's Dexterity becomes 18 for the duration of the Legacy. If the character's Dexterity is already 18 or more, the caster receives a +2 bonus to Dexterity, up to a maximum Dexterity of 25.

Detriment: The Afflicted typically grows two extra arms, or extra fingers. His fingers usually gain an extra joint, growing to twice their normal length. Optionally, the character might grow an extra pair of legs. Except when the Legacy is activated, extra arms are useless and hang limply, but if the Afflicted grows extra legs, they are necessary for locomotion and inhibit the character's movement if damaged.

Digging

Ability Score: Intelligence

Duration: 1 round

Description: The caster can excavate earth, sand, or mud. This Legacy excavates 125 cubic feet (a five-foot cube) of matter in one round. The caster must be within 10 feet of the material to be moved. The material is thrown from the hole and scattered more or less evenly. Any creature within a foot of the pit must make a successful Dexterity check or fall into the hole. Note that holes in mud or other loose material will quickly collapse.

Detriment: The character's hands usually acquire a

shovel-like shape, which prevents fine manipulation of objects. In other cases, the Afflicted acquires large, thick claws or even tusks. Unless the Legacy is activated, these new growths cannot be used for anything other than what the caster's normal teeth or hands could do.

Disguise

Ability Score: Wisdom

Duration: 3 rounds/level

Description: The caster can alter his form and appearance. Height can be altered by up to one foot, weight by as much as 50 pounds. The form acquired must be similar to the caster's own (bipedal if the caster is bipedal, for example). Clothing and possessions do not change. A specific person cannot be imitated, but another species can be. Only the caster's form changes; he acquires no special abilities of any kind, nor are any native abilities lost. Physical deformations caused by a Legacy can be temporarily eliminated (or imitated) by the use of the Disguise Legacy.

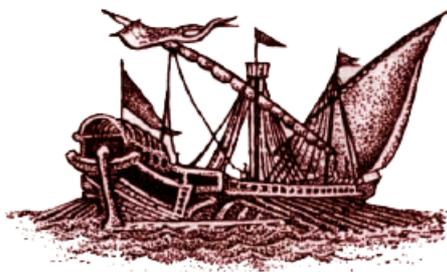
Detriment: The body of the Afflicted changes constantly: fur, hair, and scales grow and disappear; a tail might grow or disappear. The character's height changes by as much as an inch per minute, weight by as much as five pounds per minute, and the character's facial features change at irregular intervals. The character's features and form stabilize only when the Legacy is activated. Note that these changes cause problems with the fit of most clothing and armor.

Disintegrate

Ability Score: Constitution

Duration: Instantaneous

Description: The caster can cause up to one cubic foot of nonliving solid material to crumble into dust. The material to be affected must be touched, which might require an attack roll. The exact material affected is determined by the caster, but it must all be connected (so a piece of a wall could be affected, or several feet of a rope). Normal materials do not get a saving throw, but magical items and materials do can attempt a save vs. crushing blow. (See the section on saving throws for equipment in Chapter 6 of the DMG. Any weapon bonuses provide equivalent bonuses to the saving throw. Magical cloth has a saving throw of 5.)



Detriment: Items the Afflicted touches slowly crumble to dust.

In addition, the character's hair and skin constantly crumble and flake.

Displace

Ability Score: Intelligence

Duration: 2 rounds/level

Description: After this Legacy is activated, if the caster is hit by a physical object, he teleports a short distance (up to 10 feet), but the Legacy provides no more than one such displacement per activation. The displacement instantaneously moves the character away from the attack that caused it, eliminating any and all damage from that attack. The place where the character reappears is random, but it is physically as safe as the caster's immediately previous location. (If the character displaces from a standing position on solid ground, he reappears standing on solid ground.) The character never reappears inside a solid object or in the direct path of an already moving weapon.

Detriment: The character's hands or head sometimes displace to a position one or two feet from where they were previously. They do not disconnect from the body; instead, the neck or arm grows instantly to the new length and shape required. This happens at unpredictable intervals, and 2d4 turns are required for the extremity to gradually return to its original position as the neck or head returns to its original size and shape.

Disrupt

Ability Score: Dexterity

Duration: Instantaneous

Description: With a red light that leaps from his hand or eye, the caster can cause damage to any single undead being within 10 yards. Once the origin of the beam is established, it cannot be altered. An attack roll must be made to strike the undead creature with the beam, which is treated like a missile weapon in regard to Dexterity bonuses on attack rolls. Damage caused by the beam is 1d4 per three levels of the caster (1d4 at 1st–3rd levels, 2d4 at 4th–6th, etc.).

Detriment: Non-living organic material (such as cloth, leather, or a quarterstaff) occasionally crumbles to dust when the character touches it. In addition, the character's hands or eyes often glow with a red light, and the skin acquires a deathlike pallor.

Duplicate

Ability Score: Strength

Duration: 2 rounds/level

Description: When this Legacy is activated, an illusory duplicate of the caster appears anywhere within 10 yards, as desired by the caster. The image can be actively controlled by the caster or "programmed" to perform a specific series of actions. The duplicate need not start or stay in the same room as the caster, but to avoid having the duplicate walk through items or people, the caster may need to be able to see it (or have a good memory of the location).

Detriment: All or part of the Afflicted's body is duplicated at all times. The character might appear to have an extra arm, head, or nose. Sometimes, an entire body duplicate appears and follows the Afflicted, performing acts that might be embarrassing for the character. All such manifestations are illusory.

Entangle

Ability Score: Intelligence

Duration: 1 round/level

Description: When this Legacy is activated, the caster's arms, fingers, or hair grows into tentacles. The precise method is chosen by the caster when the Legacy manifests and can never be changed. Growth is five feet per three levels of the caster (five feet at 1st–3rd level, 10 feet at 4th–6th, etc.), up to a maximum length of 25 feet. They can be used to retrieve or wield items from a distance or entangle a single opponent. For the duration of the Legacy's activation, the caster's tentacles acquire AC 0. Targets held by the tentacles can break free with a successful roll to bend bars, or by someone inflicting 10 or more points of damage to the tentacles in a single strike with an edged weapon. None of the damage inflicted to the tentacles during the Legacy's activation applies to the caster's hit point total.

Detriment: The Afflicted's hair is long and unruly, often moving of its own accord and sometimes touching another person or picking up small items. If the hair is cut, it grows back to its original length at a rate of one foot per round. Alternatively, the character's fingers or arms grow into long tentacles. Except when the Legacy is activated, the tentacles are no stronger than normal. Though they can be used to retrieve items from a distance, they cannot be used to entangle; any damage inflicted upon



them is subtracted from the Afflicted's hit point total.

Farsight

Ability Score: Strength

Duration: 2 rounds/level

Description: The character can see clearly—even reading if so desired—for a distance of up to 100 yards per level of the caster (to a maximum distance of one mile), though not through obstacles. If the caster prefers, the Legacy can instead be used to examine something in minute detail, enabling the character to detect tiny seams, minute marks, even the impressions left from writing.

Detriment: The Afflicted's eyes change. They might grow to very large proportions or even grow eyestalks. In addition, the character has trouble seeing normally. Items within one inch of the character's eyes can be seen as clearly as normal, as can items at a distance of 20 yards or more. Anything else appears somewhat blurry. Unless the character has the blind-fighting nonweapon proficiency, he receives a penalty of -2 to all melee attack rolls.

Feel Magic

Ability Score: Strength

Duration: 1 round/level

Description: The caster can detect, and to an extent identify, magical emanations in anything he touches. Note that this Legacy is not adversely affected by *vermeil* or the Red Curse like other forms of divinatory magic are (as explained in the "Magic" chapter). By touching an object while the Legacy is activated, the caster can determine if that object is magical. If it is handled for a full round, the character has a 5% chance per level (to a maximum of 75%) of identifying some property of the object (a spell with which it is enchanted, the attack bonus it has, the approximate number of charges left, etc.). Only one such fact can be determined per round; handling the object for longer might reveal another fact, or it might reveal the same one again. If a living being is touched while the Legacy is activated, the caster can tell if that individual is enchanted in some way (charmed, for instance) and whether or not the target possesses a Legacy. By examining a single person for at least a full round, the caster can determine a fact about the being, such as how many Legacies that individual has, whether the being is

affected by a charm, or how advanced an Affliction the being has. The caster has a chance of 5% per level (to a maximum of 75%) to determine such information.

Detriment: Most Afflicted with this Legacy grow long, feathery antennae from their foreheads; some develop a covering of fine cilia on their hands. The Afflicted can use Feel Magic only by using the antennae or cilia. Otherwise, the growths are useless, though they sometimes move of their own accord.

Fight

Ability Score: Intelligence

Duration: 1 round/level

Description: By using this Legacy, the caster can acquire the THAC0 of a warrior of the same level. A caster who is already a warrior receives a +2 bonus to attack rolls. This bonus or adjusted THAC0 applies only to melee combat.

Detriment: The Afflicted with this Legacy is very temperamental and angers easily. In addition, whenever the character handles a weapon, his hand acquires the form of that weapon within 2d4 rounds. The form lasts for 2d4 hours before instantly reverting to its original form. An altered hand is no different from a normal hand in terms of damage it inflicts in an attack, but if the character activates the Fight Legacy while the hand is in altered form, it becomes a weapon capable of inflicting 1d8 points of damage per hit for the duration of the activation.

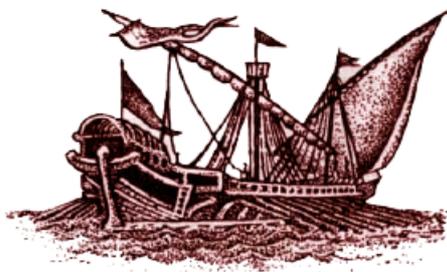
Find

Ability Score: Dexterity

Duration: 2 rounds/level

Description: This spell helps the caster locate a known or familiar object. If a sword is desired, for example, the Legacy guides the caster to the nearest one (possibly held by a companion). If a specific item is desired, it must have been seen by or carefully described to the caster. The Legacy indicates the direction to the object but does not tell the character how to get to it or how far away it is, though the character is able to tell when the object is within one foot.

Detriment: The Afflicted often grows an extra eye in the center of his forehead, sometimes on an eyestalk. This eye is completely useless but sometimes moves of its own accord, as if looking around. Some



Afflicted instead grow long, feathery antennae, which also seem to move on their own. An

Afflicted with this Legacy sometimes acquires a forked tongue in addition to the eyestalk or antennae. The tongue flicks in and out of the character's mouth rather often, affecting speech.

In addition, the character constantly misplaces small, relatively unimportant items.

Expanding wings can break through armor or clothing, damaging it (requiring a round to do so), so most people who transform in this way wear special armor and clothing with holes for the wings.

Detriment: The Afflicted has permanent wings of some type, but they are useless except when the Legacy is activated. Some Afflicted have flattened bodies instead of wings, so they are only about two inches thick from front to back.

Float

Ability Score: Dexterity

Duration: Special

Description: With the use of this Legacy, the caster can slow the rate of a fall to a mere two feet per second (120 feet per round). This allows the character to fall as much as 100 feet per three caster levels (100 feet at 1st–3rd level, 200 feet at 4th–6th, etc.), up to a maximum of 500 feet, without taking damage from the fall. The character can instead use the Legacy to float upward for a number of rounds equal to his level, levitating slowly at a rate of 10 feet per round. A single activation of the Legacy works to slow a fall or to levitate upward, but not both.

Detriment: The character's body weight is reduced by half, while mass remains the same. The Afflicted also sprouts feathers from various places on the body.

Fly

Ability Score: Wisdom

Duration: 2 rounds/level

Description: For the duration of this Legacy, the caster can fly at a movement rate of 12 and a maneuverability class of C. For a caster who can already fly, normal flight speed is increased by 6 and maneuverability class by 2 places, to a maximum of A, but duration is only a number of rounds equal to the caster's level. Many, but not all, characters transform when this Legacy is activated. Most grow two or four wings (batlike, birdlike, dragonlike, insectlike, etc.), some characters' arms transform into wings, and other characters' bodies flatten. The exact transformation, if any, is chosen by the caster when the Legacy is acquired and can never be changed. Transformation takes place instantaneously. The character's clothing or armor does not automatically change to accommodate (unless made of *red steel*—see the "Magic" chapter).

Fog

Ability Score: Constitution

Duration: 1 round/level

Description: The caster can create enough fog to fill a cube 10 feet on each side. This fog can take any shape the caster desires but remains stationary. It is thick enough to obscure vision, limiting visibility (both normal and infravision) to a range of two feet within the fog and blocking vision through the fog entirely. A strong wind disperses the effect in a single round, while a moderate wind reduces the Legacy's duration by 50%. If this Legacy is used underwater, it clouds the water in the same area. Currents can disperse the effect before the Legacy actually expires.

Detriment: The Afflicted's flesh becomes puffy and feels soft to the touch. This affects most of the character's body, so the face becomes misshapen and the character looks as if he has gained quite a lot of weight. In addition, the character breathes out wisps of fog and "sweats" them from the pores.

Gas Breath

Ability Score: Charisma

Duration: 1 round/level

Description: By activating this Legacy, the caster can expel poisonous, gaseous breath from his lungs. If the gas is not expelled before the Legacy expires, its damaging effects wear off. The gas is greenish-yellow and smells vile. It can be expelled to affect a single opponent within five feet of the caster, requiring an attack roll (including Dexterity adjustments, if any). The target takes 1d4 points of damage per three levels of the caster (1d4 at 1st–3rd level, 2d4 at 4th–6th, etc.). It is not necessary for the victim to inhale the gas to suffer from its effects; it is a contact poison. Magical effects that work against poison can help the target, usually by granting a



saving throw vs. poison for half damage when no saving throw would be allowed.

Detriment: The character has foul body odor and breath.

In addition, the Afflicted's flesh becomes puffy and discolored in some places, and the character breathes out wisps of yellowish fog and "sweats" them from the pores.

Gaseous Form

Ability Score: Constitution

Duration: 1 round/level

Description: The character's body and any possessions worn or carried become gaseous when this Legacy is activated. While in this form, the character has a flying movement rate of 3 and a maneuverability class of B. Winds—both magical and normal—can drive the character unwillingly before them or can be used to increase the caster's speed. Also, the character can enter any space that is not airtight. While in this form, a person cannot be affected by most attacks but is vulnerable to magical fire or electricity, which have normal effects. The *magic missile* spell and the Missile Legacy can also be used to attack a character using the Gaseous Form Legacy.

Detriment: The Afflicted's flesh becomes puffy and feels soft to the touch. This affects most of the character's body, so the face becomes misshapen and the character appears to have gained a lot of weight. The flesh of some Afflicted becomes transparent as well. Also, the character breathes out wisps of fog and sweats them from the pores.

Grow

Ability Score: Charisma

Duration: 2 rounds/level

Description: When the caster activates this Legacy, the size and weight of the character, or of any one other creature size Large or smaller within the caster's sight, is increased. The creature doubles in height, width, thickness, and weight. (This means, of course, that body weight is no longer in correct proportion to body volume.) Rather than doubling the measurements, the caster can also choose a lesser amount of enlargement any time the Legacy is activated. Weight and all linear dimensions can change in the same proportion or in different amounts. An unwilling target of the Legacy can make a saving throw vs. spell to avoid the effects entirely. Clothing and armor worn by the target do not

change in size when the Legacy

is used, so they are ripped apart. Clothing causes no damage to the target, but unless armor is specially constructed, it inflicts a number of hit points equal to the character's Armor Class (without Dexterity adjustments) subtracted from 10. The character is able to move in the new form but does not actually gain an increased Strength score or any benefits of such an increase. If all the character's linear dimensions are doubled with the Legacy, the character's movement rate also doubles. Multiple applications of this Legacy cannot be used for cumulative effect but merely extend the duration of the change.

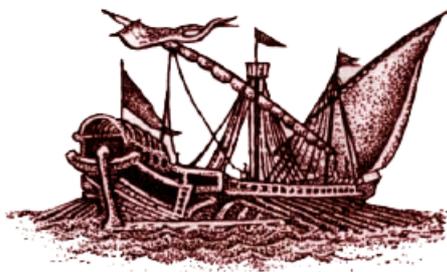
Detriment: Some portion of the Afflicted's body becomes permanently enlarged (not the whole body). Typical effects include one or more limbs becoming twice their normal size. The character might instead change in one dimension—becoming twice as wide, thick, or tall as normal, with all features appearing stretched in that dimension. On some other Afflicted, the facial features grow, so the character has big ears, eyes, lips, and nose. When the character uses the Legacy to affect himself, his original dimensions (before acquiring the Legacy) are used to determine the size of the new form.

Hypnosis

Ability Score: Dexterity

Duration: 1 round/level

Description: When this Legacy is activated, the caster's eyes glow with a red fire. The character can affect any single target within 10 yards, assuming the target has an Intelligence of at least 5 and understands the language spoken by the caster. In addition, the victim can make a saving throw to avoid the effects of the spell. If the saving throw fails and all the other conditions are correct, the target individual immediately falls into a trance. Alternately, the caster can choose to make a brief and reasonable-sounding request of the individual (as per the 3rd-level wizard spell, *suggestion*). In this case, the trance lasts only for the single round in which the request is made. The victim follows the suggested course of action for up to an hour, unless something happens to make the suggestion seem unreasonable. For example, an attack from the caster or the caster's companions makes a suggestion to protect them seem unreasonable; the victim's friends might also argue the hypnotized character out of performing a suggested action.



Detriment: The character's eyes glow a fiery red, and lights seem to whirl within them. People conversing with the Afflicted become distracted and lose track of the conversation quite easily.

combat abilities). In addition, the Afflicted suffers the detriment for a randomly determined Legacy. This other Legacy's detrimental effect is applied even though the character does not gain its power.

Leap

Ability Score: Intelligence

Duration: Instantaneous

Description: With this Legacy, the caster can leap great distances from a standing start. The distance possible is forward or straight upward 20 feet, plus one foot per level of the caster, to a maximum of 35 feet. The character can also leap backward 10 feet. Horizontal leaps forward or backward have only a slight arc—about two feet per 10 feet traveled. This Legacy does not ensure a safe landing.

Detriment: A character's leg muscles may grow to huge proportions. Some Afflicted suffer a greater change, their legs changing to look like a grasshopper's legs.

Light

Ability Score: Dexterity

Duration: 2 rounds/level

Description: This Legacy creates a reddish light that illuminates the surroundings in a radius of 20 feet. The Light springs from one of the character's hands or the forehead. The point of emanation is chosen by the caster when the Legacy is acquired and is unchangeable thereafter. While it is just bright enough to show details in the area, it is not enough to cause harm or even temporary blindness.

Detriment: The character is constantly outlined in a reddish glow, and his eyes glow red. Consequently, the caster's distance vision is impaired, giving the character a -2 penalty to attack rolls with missile weapons. When the Legacy is activated, the glow dissipates, and the Light springs forth as described.

Luck

Ability Score: Player's Choice

Duration: Instantaneous

Description: When activated, this Legacy enables the caster to re-roll a failed saving throw or ability check.

Detriment: The character is somewhat clumsy and tends to drop things and stumble a lot (though the effect is not pronounced enough to affect the character's

Meld

Ability Score: Charisma

Duration: 2 rounds/level

Description: This Legacy allows the caster to meld his body and possessions into stone, dirt, or wood. The caster becomes part of the surface of the material for the duration of the Legacy. Up to 100 pounds of possessions can meld with the caster. The material into which the character melds (typically a wall, floor, tree, or even a table or door) must be at least as large as the caster. Any damage done to the surface of the item is passed on to the caster. Melding into material requires one round, though exiting is instantaneous.

Detriment: The character's body tends to merge with any earth or wood being touched if the character rests too long in a single spot. For example, the character's arm might sink into a table, feet into a path, and so forth. In addition, the Afflicted's body acquires the look of the material being touched. A character leaning against a stone wall would find his flesh (and fur or scales, if applicable) taking on a stony appearance, or a character touching a tree would begin to gain a barklike covering. This lasts until the Afflicted touches another item into which he could meld.

Missile

Ability Score: Constitution

Duration: Special

Description: The caster can release missiles of magical energy from the fingertips. Each Missile causes 1d6 points of damage, and the caster can release one Missile per every three levels of experience (one at 1st-3rd level, two at 4th-6th, etc.), up to a maximum of five missiles per activation of the Legacy. For each Missile fired, an attack roll must be made (Dexterity adjustments apply). The missiles can be fired all at the same time or one per round until used up. Similarly, they all can be shot at the same target or at different targets without penalty. Even inanimate objects can be the target of the Missile Legacy.



Detriment: Each of the Afflicted's fingers lengthens and acquires a tubelike shape. The missiles are generated in and fired from these tubes.

Plant Form

Ability Score: Dexterity

Duration: 3 rounds/level

Description: The caster can assume the form of an inanimate plant of approximately the same mass. The form can be that of any type of plant and can have any characteristics the character wishes. For example, a caster might choose the form of a giant flower or a slender tree with only a few leaves. The caster has only one available form, chosen when the Legacy is acquired, and can never change it. No system shock roll is required, and the caster retains his personality and mentality. The caster retains normal human senses (sight, hearing, smell, and touch). While in Plant Form, the caster cannot move, talk, or cast spells but can use Legacies or spy upon anything in the area. When the Legacy is activated, the caster's equipment melds into the new form.

Detriment: The Afflicted usually sprouts leaves, flowers, or other plant parts from his body. Some gain a grasslike covering. The character needs regular sunlight or becomes nauseous.

Phantasm

Ability Score: Constitution

Duration: 1 round/level

Description: When this Legacy is activated, a horrifying, illusory visage takes the place of the caster's normal features. Anyone viewing the visage must make a successful saving throw vs. spell or flee in terror at maximum speed for the remainder of the duration. Undead are never affected by this spell, nor are creatures with an Intelligence below 2. The visage remains for a number of rounds equal to the caster's level.

Detriment: The Afflicted's visage becomes very ugly, but rather than generating horror in those who view it, it causes disgust and revulsion. Others might seek to avoid interaction with the Afflicted, though they will not flee in terror.

Phase

Ability Score: Intelligence

Duration: 1 round/level

Description: The character can adjust the composition of his body, so it becomes possible to pass through solid matter and for solid matter to pass through the caster. Any equipment worn is affected, but any single item carried in the hand remains solid if the caster so desires when the Legacy is activated. Also, the character can walk along the ground without sinking into it, even while passing through something else. Otherwise, all items pass through the character, who likewise passes through all solid material. Though the character is immune to solid weapons, he can still be affected by magical fire, cold, and electricity, as well as the *magic missile* spell and the Missile Legacy.

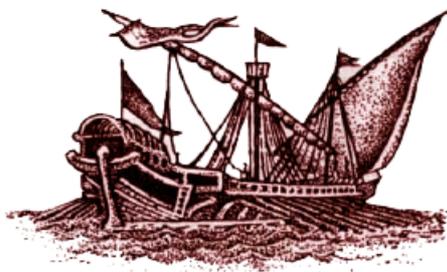
Detriment: The Afflicted's flesh becomes soft and puffy, distorting form and features. The character tends to sink into solid matter if he spends more than a moment in the same place, and any clothing of a weave coarser than silk tends to merge with his body. Extrication takes about one round, and can be rather painful, as if the character were pulling a bandage from a fresh wound.

Poison

Ability Score: Charisma

Duration: Special

Description: The character can produce poison from fangs, sharp claws, or a stinger of some sort, which appear when the Legacy is activated. The method of delivery causes no damage other than that produced by the poison. A successful attack roll is necessary to deliver the poison. If the poison is not used before the Legacy expires, it loses its potency and becomes inactive. The poison's effects vary with the caster's level. A caster of 1st-3rd level can generate poison that causes the victim to fall asleep in 1d4 rounds, remaining that way for a number of rounds equal to the caster's level. A caster of 4th-6th level can produce either the sleep poison or another form that causes paralysis, beginning within one round of delivery and lasting a number of rounds equal to the caster's level. A caster of 7th-9th level can produce sleep or paralysis poison or a poison that causes damage of a number of hit points equal to twice the caster's level, applied immediately when the target is hit. A caster of 10th-12th level can produce sleep, paralysis, or damaging poison, or a combination of damage and paralysis, again taking effect instantaneously. A caster of 13th or



greater level can generate any of the other poisons, or one that causes instant death. The victim of a poison attack can make a saving throw to lessen the duration of sleep or paralysis, to halve damage, or to avoid death.

Detriment: The Afflicted grows fangs, claws, or a stinging tail, but these are useless except when the Legacy is activated. In addition, the character's flesh (or fur or scales) acquires ugly splotches of bright colors.

Proficiency

Ability Score: Player's Choice

Duration: 2 rounds/level

Description: The caster acquires the ability to use any one weapon or nonweapon proficiency. (Optionally, this Legacy could give a bonus of +2 to an existing nonweapon proficiency score or a bonus of +2 on attack rolls when using a weapon that the caster is already proficient in.) The proficiency gained is decided by the caster each time the Legacy is activated and cannot be changed during activation. Any knowledge gained from use of the Legacy is forgotten by the caster when the duration expires, though anything written down could be preserved. Other characters have the normal chances to remember facts noted.

Detriment: The character acquires some type of minor physical deformity, such as large ears, warts, a nasty overbite, etc. All the Afflicted's nonweapon proficiency scores are penalized by -2.

Projectile

Ability Score: Wisdom

Duration: Special

Description: The caster can produce physical missiles from his body and shoot them at an opponent. The character's body changes when the Legacy is activated: sprouting quills, developing a horn or blowhole through which rocklike projectiles are propelled, growing a snout through which the missiles are spit, or producing thick claws that are fired from the fingers. The form of the projectiles is chosen by the caster when the Legacy is acquired and can never be changed. The number of projectiles produced is equal to twice the caster's level, and each is fired separately with its own attack roll. All can be fired in the same round, or they can be fired

at a rate of one per round until all are used. Multiple targets can be fired at without penalty. The projectiles are not considered magical.

Detriment: The character sprouts quills over much of the body, a blowhole or horn forms, or the Afflicted's fingers lengthen and become tubelike. In some cases, the character's mouth and nose lengthen into a tubelike snout. When the Legacy is activated, projectiles are fired from whatever growth forms, which is otherwise useless.

Red Shield

Ability Score: Constitution

Duration: 2 rounds/level

Description: The character generates a glowing, transparent red shield from one hand. Its radius is one foot per three levels of the caster (one foot at 1st-3rd level, two feet at 4th-6th, etc.), to a maximum five-foot radius. The character can choose to produce a shield smaller than the largest possible, but the shield is always circular.

The shield weighs nothing, but it is solid and attached to the caster's hand (either one, determined each time the Legacy is activated). A shield with a one- or two-foot radius provides an AC bonus of -1. Larger shields can be used as cover by the caster and any allies, with the exact amount of cover depending on the situation.

Detriment: Shieldlike, round growths, about the size of bucklers, appear on the backs of the character's hands. These cannot be used for defense, because hitting them causes damage to the character. However, when the Legacy is activated, one of the shield growths (caster's choice) expands to the size called for by the Legacy and hardens. Some Afflicted gain a thickened body covering of some kind, such as scales, plates, or bark. While this provides no protection, it alters the character enough so that clothing and armor do not fit unless specially made.

Red Steel

Ability Score: Dexterity

Duration: 1 round/level

Description: With this Legacy, the character can temporarily enchant a melee or missile weapon, giving it the properties of *red steel*. If used on an item made of *red steel* (or an item already altered by this Legacy), the Legacy gives the item a +1 bonus



to attack and damage rolls per every three levels of the caster (+1 at 1st–3rd level, +2 at 4th–6th, etc.), up to a maximum bonus of +5.

Detriment: The character acquires a silvery-red color over the whole body, and his eyes glow red. *Smokepowder* explosions affect the Afflicted as if the character were an Inheritor.

Reflect

Ability Score: Intelligence

Duration: 1 round/level

Description: This Legacy allows the caster to reflect a single attack directed at him within its duration. The Legacy can reflect a melee or missile attack, or any spell or Legacy that does not have an area of effect. If the character suffers several attacks while the Legacy is activated, only one can be reflected, and this immediately ends that activation of the Legacy. For example, a character attacked with two missiles from a magic missile spell could reflect only one, or a character attacked with sword and hammer could reflect only one. Note that an attack must hit the character to be reflected, but the caster takes no damage from the attack. The individual who originated the attack must make a saving throw vs. spell, or suffer damage from the reflected attack.

Detriment: Many Afflicted acquire a shiny, silvery body covering. Normal visual reflections can be seen in this coating. Other Afflicted are affected as if they have the Armor Legacy.

Regenerate

Ability Score: Charisma

Duration: Special

Description: With each activation of this Legacy, the caster regenerates a number of hit points equal to his level at a rate of one hit point per round. The Legacy does not operate when the character has 0 or fewer hit points, but it can help the character regrow small body parts such as a nose or finger.

Detriment: The caster constantly sprouts small growths, and skin flakes away from these spots. Some Afflicted grow additional body parts—like an extra nose, ear, or finger—which eventually flake away and fall off.

Repel Metal

Ability Score: Intelligence

Duration: 1 round/level

Description: Metal weapons cannot hit the caster when this Legacy is activated. During this time, any metal swung or hurled at the character veers away at the last moment. Metal worn by the character remains in place.

Detriment: An Afflicted with this Legacy cannot touch metal; small items skitter out of reach, and the character cannot force his or hand to touch larger items. The character cannot wear metal armor or armor with any metal components. Fast-moving metal, like a swinging sword, can still hit the character.

Senses

Ability Score: Strength

Duration: 2 rounds/level

Description: The caster gains superb senses of sight, hearing, smell, and touch. The character can note small details (such as a disguise or a hidden door) by sight, hear faint sounds, identify or track individuals by smell (as if with the tracking proficiency), read by touch, or tell precisely how much something weighs by lifting it. This Legacy can instead be used to counter effects that impair the senses, such as fog or deafness. When it is activated, the character treats such things as if they did not exist.

Detriment: The character's eyes, ears, and nose grow large and misshapen. Sometimes, the fingers grow as well, becoming elongated.

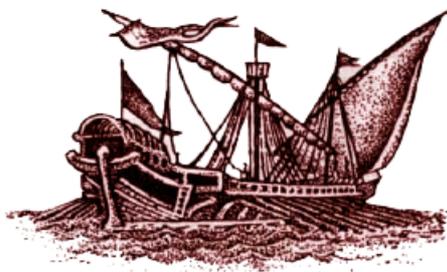
Separation

Ability Score: Charisma

Duration: 2 rounds/level

Description: The character can detach a hand or an eye from his body, which can then act on its own. For example, a detached eye left in a room can see whatever crosses in front of it, or it can roll around for a better view, while transmitting visual images to the caster. A detached hand can move on its own and even retrieve small items. The detached parts are controlled by the caster. The separation is bloodless and painless. At the end of that time, the part reappears where it belongs. Detached parts can be damaged normally and are considered to have the same Armor Class as the caster (though the part can find cover more easily).

Detriment: At unpredictable intervals, the character's



hands fall off or eyes pop out. As with the normal use of the Legacy, this separation is painless and bloodless, but the detached part ceases all function until reattached. Reattachment must occur within a turn of when the part falls away, or the body part cannot be reattached, and the character suffers damage (1d4 points for the loss of an eye, 1d8 for the loss of a hand). Sleeping characters wake when one of their body parts detaches.

Shape Stone

Ability Score: Wisdom

Duration: 2 rounds/level

Description: With activation of this Legacy, the caster becomes able to mold stones with bare hands. To the caster, stone feels like soft clay; it can be molded and shifted, or even torn apart. To mold a cubic foot of stone requires one to four rounds, the exact time required depending upon the amount of precision desired. The caster can change general shape, tear out pieces, or create a hole in about one round, but shaping stone more artistically, such as to create a small, rough statue, requires closer to four rounds. Softer stone (limestone) is easier to mold than very hard stone (granite), so this affects the time required as well. Note that gems can be affected by this Legacy, but require about one round per cubic inch of material to be manipulated. The DM can choose the exact amount of time required or simply roll 1d4. Of course, this also determines the amount of stone that can be affected. When the Legacy's duration expires, the stone remains in its new shape. The character can shape tools or weapons using this Legacy, make a hole in a wall, or create a rough shape that can later be carved or otherwise refined into a work of art.

Detriment: The Afflicted gains a stony exterior covering, usually of a red, orange-red, or reddish-gray color. This covering replaces scales or skin. If the character normally has fur, this now sprouts from seeming cracks in the covering, but most of the character's hair falls out. This covering provides no special protection to the individual. In addition, it can be molded rather easily. For example, the character's features can be changed, and the indentation from a weapon strike remains in place until the flesh is remolded.

Shock

Ability Score: Strength

Duration: Instantaneous

Description: The caster can release an electrical charge from a hand, choosing one or the other each time the Legacy is activated. A 1st-level character has no range for the power and must touch the target to effect the discharge. Range increases by one foot per level after the first (one foot at 2nd level, two feet at 3rd level, etc.), up to a maximum range of 10 feet. This charge requires a successful attack roll on an opponent (dexterity adjustments apply). If the target is wearing metal armor, that armor's protective value is not included in the target's AC, though magical bonuses still apply. Armor that is not primarily of metal, such as studded leather, leather, or padded armor, applies to the target's AC as normal. A charge causes 1d4 points of damage, plus 1 point per level of the caster. Note that the charge can be issued through a metal object held in the caster's hand, if so desired. If this is done, the object must touch the intended target. It will not extend the range of a bolt of electricity.

Detriment: The character is constantly affected with static electricity. Whenever the Afflicted touches another person or object, he receives a mild shock. If the character has fur or hair, it stands on end all the time. Clothing worn sticks together and to the character. The character's skin is dry and flaky.

Shoot

Ability Score: Wisdom

Duration: 1 round/level

Description: By using this Legacy, the caster can acquire the THACO of a warrior of the same level, but this is applicable only to missile fire or other long-range combat (such as the Shock Legacy). A caster who is already a warrior receives a +2 bonus to attack rolls.

Detriment: Afflicted with this Legacy are very temperamental and anger easily. In addition, their arms and fingers grow in length, to perhaps twice normal length, as if stretched out of proportion by excessive throwing or firing of missiles. The lengthened extremities provide no particular advantage, except to somewhat extend the character's reach.



Shrink

Ability Score: Charisma

Duration: 2 rounds/level

Description: The caster can decrease his size and weight, or that of any creature size large or smaller, reducing the affected individual's height, width, thickness, and weight by half. Note that when a character is affected by this Legacy, body weight is no longer in the correct proportion to mass. A lesser amount of shrinkage can be caused as well, the exact amount being determined by the caster each time the Legacy is activated. Weight and all linear dimensions can change in the same proportion, or by different amounts. Unwilling targets of the Legacy can make a saving throw vs. spell to avoid the effects entirely. Clothing and armor worn by the target do not change in size when the Legacy is used, so the character shrinks out of clothing and armor without harm to the items worn. If the target's linear dimensions are affected in any amount by this Legacy, its movement rate is halved. The target's Strength and other abilities do not change. Multiple applications of this Legacy are cumulative in effect or in duration, but not both.

Detriment: Some part of the Afflicted's body shrinks. Typical effects include one or more limbs becoming half their normal size (though never just one leg). The character might instead change in one dimension, becoming half as wide, thick, or tall as normal, with all parts of the body appearing shrunk in that dimension (so if the character becomes half as wide, so do the caster's eyes). On some Afflicted, the facial features shrink, so the character's ears, eyes, lips, and nose become small. When the character uses the Legacy to affect himself, the character's original dimensions (before acquiring the Legacy) are used to determine the size of the new form.

Sight

Ability Score: Constitution

Duration: 2 rounds/level

Description: Each use of this Legacy enhances the caster's vision. The character can gain infravision, the ability to see normally underwater, the ability to see through normal or magical fog, or the ability to see invisible creatures and items. The exact effect is chosen by the caster each time the Legacy is activated and cannot be changed during that activation. Note that the ability to see invisible

beings does not allow the character to see ethereal forms that do not have a visible manifestation, nor to see creatures whose natural state is invisibility (like the invisible stalker, which is invisible not because of magic but because it is made of air).

Detriment: The Afflicted's eyes usually change, perhaps growing to very large proportions or even growing eyestalks. Alternately, the character might grow an extra eye in the center of the forehead or in some other place. This eye is completely useless, but it sometimes moves of its own accord as if looking around. If an extra eye is grown, it becomes active when the Legacy is activated, and the character's normal eyes stop functioning for the duration of the Legacy.

Silence

Ability Score: Intelligence

Duration: 1 round/level

Description: The caster can cause an aura of silence to encase one person, either the caster or another target. Any recipient other than the caster can make a saving throw vs. spell to completely avoid the effects of the Legacy. If the saving throw is successful, the Legacy's effect dissipates entirely. The duration is doubled if used on the caster. This Legacy is typically used for stealth purposes, so the recipient creates no noise while moving, but it also prevents the recipient from vocalizing (which includes casting spells with verbal components).

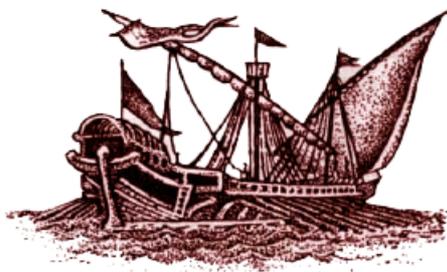
Detriment: Most Afflicted with this Legacy become mute, losing their tongues. Some become deaf, losing their ears. Many acquire a particularly loud walk. Some have loud voices, but their feet become large and brushlike, creating only a whisper of sound when the character moves. In other Afflicted, the sounds the character creates fluctuate wildly in volume.

Sleep

Ability Score: Charisma

Duration: 2 rounds/level

Description: This Legacy can cause one living being within 10 yards of the caster to fall asleep. The caster need not see the intended target, but must direct the effect to a general location. It then affects the being closest to that location, regardless of the number of Hit Dice. The victim is allowed a saving



throw vs. spell to avoid the effects, however.

Detriment: The Afflicted always appears tired, with droopy features and eyelids. The character has trouble sleeping, but yawns incessantly, usually noisily.

Speed

Ability Score: Wisdom

Duration: 1 round/level

Description: This Legacy allows the caster to move at twice his normal speed. The caster gains a -2 initiative bonus while the Legacy is active, also gaining twice his normal movement rate and number of normal melee or missile attacks. Spellcasting speed is not increased, nor does the Legacy enable the character to use more special powers (spells, Legacies, etc.) than can normally be used in the same round.

Detriment: In most cases, the Afflicted gains additional legs, usually two. In some cases, the character's normal legs might change into a cluster of insectoid or other arthropod legs (like an ant, spider, or even a millipede). The character might also gain extra arms. These extra limbs grant no special abilities except when the Legacy is activated. However, any extra legs become necessary for locomotion.

Spell Shield

Ability Score: Strength

Duration: 1 round/level

Description: When this Legacy is activated, a flat, transparent, glowing red disk begins to orbit around the caster. The disk is about a foot in diameter and moves very quickly. During this time, the shield interferes with the effects of all Legacies and spells directed at the caster, who receives a bonus to all saving throws vs. spells. The bonus is +1 per three levels (+1 at 1st-3rd, +2 at 4th-6th, etc.), up to a maximum +5 bonus. The effects for success and failure of the saving throw are normal.

Detriment: The character grows some sort of body covering, which might resemble spikes, large scales, bark, rocks, wrinkled skin, or writhing worms. This covering feels like normal flesh and provides no special protection. It is fairly thick but appears only in scattered patches. These patches slowly migrate slowly around the character's body. The character must wear special clothing and armor to accommodate the changed flesh.

Spikes

Ability Score: Charisma

Duration: 1 round/level

Description: When this Legacy is activated, the character grows spikes over the entire body. All the spikes are sharp, though most of them are small. Spikes on the backs of the hands are fairly long, however. The caster's clothing and any nonmetal armor worn are pierced by the spikes, though metal armor impedes them. If the caster is physically touched by another being (bitten, slapped, punched, grabbed, or wrestled, for example), the individual touching the caster receives 2d4 points of damage. In addition, the caster can physically strike an opponent with the backs of the hands (requiring an attack roll) for 1d6 points of damage per successful hit. The character can attack with both hands in the same round.

Detriment: The Afflicted grows spikes over the entire body, but these spikes are relatively soft, causing damage only when the Legacy is activated. The spikes are uncomfortable, and they require that special clothing and armor be made. The character cannot wear plate armor of any material except *red steel* (see the "Magic" chapter for details on *red steel* armor).

Strength

Ability Score: Intelligence

Duration: 1 round/level

Description: When this Legacy is activated, the caster's Strength becomes 18/00. If the character's Strength is already 18 or more, the caster receives a +2 bonus to Strength, up to a maximum Strength of 25. With activation of this Legacy, the caster's muscles grow to large proportions as well, sometimes ripping through clothing worn. A character wearing armor when the Legacy is activated takes 1d4 points of damage. While the armor's protective value is unaffected, the armor must be repaired unless it was specially constructed to accommodate the change.

Detriment: The Afflicted sometimes grows two extra arms. Usually, specific muscles grow to huge proportions. The muscular growth sometimes affects one arm, though it may affect both arms, both legs, or the torso instead. Only the muscles of a specific part of the body grow. The expanded muscles grant the character no advantage, but they make the sizing of armor and clothing difficult.



Swim

Ability Score: Intelligence

Duration: 2 rounds/level

Description: This Legacy allows the caster to swim at a movement rate of 12 and be quite maneuverable in the water. If the caster can already swim, swimming speed is increased by 6, but this Legacy does not provide any special underwater vision or breathing abilities. Many characters, though not all, transform when this Legacy is activated, typically growing webs between their fingers and flipperlike feet. In some cases, a character's fingers grow to about twice normal length with webbing between them, or the arms become flipperlike. The precise changes, if any, are determined by the caster when the Legacy is first acquired and remain the same with each activation of the Legacy. Any transformation takes place instantaneously. The character's clothing or armor does not automatically change to accommodate a transformation unless made of *red steel*, as explained in the "Magic" chapter. Growing flippers or webbing can break through armor or clothing, damaging it, so most people who transform wear special armor and clothing.

Detriment: The Afflicted permanently transforms in one or more of the manners described above. The extra growth serves no useful purpose except when the Legacy is activated.

Temperature

Ability Score: Dexterity

Duration: Special

Description: This Legacy can have one of three effects, chosen by the caster each time it is activated. The first use gives the caster immunity to normal temperature extremes, such as desert heat or arctic cold, for a number of hours equal to caster's level. The second effect provides partial immunity to unnatural or unusual effects that can be used as attacks. For a number of rounds equal to the caster's level, the caster takes only half damage from normal or magical fire, or from cold-based attack forms. The third effect of the Legacy allows the caster to adjust the temperature in the area upward or downward by as much as 20 degrees. The area affected has a maximum radius of 10 yards, and the effect lasts for a number of rounds equal to three times the caster's level. None of the effects of the Legacy are cumulative with other uses of the Legacy, though they can be cumulative with spells of similar

effects.

Detriment: The character suffers from personal temperature extremes. At times, the character's flesh feels cold, often temporarily growing thick hair, fur, or scales; cold breezes also emanate from the character to affect those nearby. At other times, the character's flesh feels hot, temporarily shedding fur, hair, or scales; hot breezes then emanate from the character to affect those nearby. Changes between the two states are relatively slow, taking as much as a day, while the different states might last for as long as a week.

Translate

Ability Score: Strength

Duration: 2 rounds/level

Description: When this Legacy is activated, the character can speak, understand, read, or write in any other language. This can include modern or ancient languages. With activation, the caster must name the language to be translated, so if the language is coded or completely unknown to the character, the Translate Legacy cannot be used.

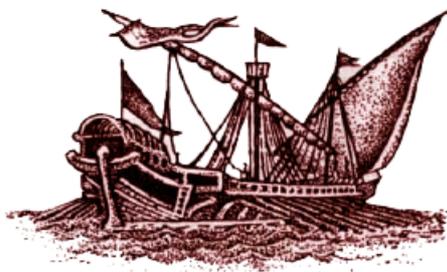
Detriment: The Afflicted constantly changes form, transforming from the physical appearance of one race to that of a similar race (a PC could acquire the physical form of any other PC race). Tails and wings are neither lost nor gained during transformation. The character gains none of the special abilities of the other race, and loses none of his normal abilities. For example, a lupin transforming into a phanton grows gliding membranes but cannot glide. Similarly, a rakasta transforming into a human loses his claws but can still cause the same damage with a clawing attack. Each transformation takes several days but the form acquired lasts more than two days. In addition, at random intervals, the character speaks or writes in another language, without conscious control or effort. Sometimes, this is only for a few words. At other times, it lasts for a few sentences or even over the course of an entire hour.

Unlock

Ability Score: Wisdom

Duration: Instantaneous

Description: With the activation of this Legacy, the caster gains a chance to open any lock. The chance is equal to 20% plus 5% per level of the caster, up



to a maximum of 95%. The lock to be opened must be touched. If the caster's percentage roll is successful, the lock springs open instantaneously.

Detriment: The Afflicted's fingers (on one or both hands) double in length, acquiring an extra joint at the end. This extra joint takes on the shape of a lockpicking device. When the Legacy is activated, the Afflicted uses these organic lockpicks to open the lock, with the same percentage as normally granted. At all other times, the Afflicted is unable to use these growths to pick locks, even if the character has the rogue lockpicking skill.

War Cry

Ability Score: Wisdom

Duration: Instantaneous

Description: The individual with this Legacy can issue a loud cry with a range equal to 10 yards per level of the caster, up to a maximum of 150 yards. Within that range, opposing monsters must immediately make a morale check; failure means they panic and flee. Player characters (and all others without morale ratings) must roll a saving throw vs. paralyzation. An opponent who succeeds suffers no ill effects from the War Cry, but one who fails suffers a loss of courage and cannot attack for 1d4 rounds. Individuals immune to magical fear are still susceptible to War Cry because its effects are based on sonic wavelengths as well as magic.

Detriment: In most cases, the Afflicted's mouth becomes very large. In some Afflicted, the mouth changes to become trumpet-shaped, with the teeth exposed in a ring around the inside. The character's jaw parts are immovable, and the individual cannot eat solid food unless it is finely chopped.

Weaken

Ability Score: Constitution

Duration: 1 round/level

Description: Using this Legacy, the caster can weaken any other living being within 10 yards. The caster need not see the target but must aim the Legacy's effect at a specific area. The Legacy affects the individual closest to that place. The target individual can make a saving throw vs. spell to completely avoid the Legacy's effects. If the saving throw fails, the target suffers the loss of Strength. An individual who has a Strength score is reduced to a Strength

of 5 and suffers penalties of -2 to melee attack rolls and -1 to damage rolls. A being without a rated Strength suffers a penalty of -2 to attack rolls, and a -1 penalty for each die of damage normally inflicted (though each die still causes a minimum of 1 point of damage).

Detriment: The character looks very weak. Though the Strength score is unaffected, the character seems to have no muscle tone, appearing extremely emaciated.

Weapon Hand

Ability Score: Intelligence

Duration: 1 round/level

Description: When this Legacy is activated, one of the caster's hands changes shape to resemble a normal melee weapon that can be wielded in one hand. Any weapon is possible, from a sword to a hammer or a whip. The weapon form is selected by the caster when the Legacy is first acquired, and it cannot be changed. The weapon has most of the properties of a normal weapon of that type, such as hardness and sharpness, but it looks like the character's normal flesh. Regardless of the weapon's form, it causes 1d8 points of damage per attack, and it is not considered a magical weapon in any way. It is possible for the caster to use the Legacy twice to transform both hands into weapons.

Detriment: An Afflicted always has one hand in the shape of a weapon. The flesh of this hand is as soft as normal flesh, and it cannot be used as a weapon except when the Legacy is activated, though most can be used to punch as a normal fist. The hand can no longer be used for manipulation, except to shove things around.

Webcasting

Ability Score: Strength

Duration: 2 rounds/level

Description: When this Legacy is activated, the character assumes a demispider form. An extra eye appears at each temple, the fingers and thumbs acquire an extra joint, and two fangs grow in the character's mouth. The new eyes cannot see, and the change in the fingers grants no advantage or ability. However, the fangs can be used to bite for 1d2 damage (or an additional 1d2 points of damage if the character already has a bite attack). A caster who normally



has no bite attack suffers a non-proficiency penalty to attack rolls with the bite. In addition to these transformations, spinnerets appear in the palms of the character's hands. With each activation, the caster can generate a 10-foot strand of webbing from each of the two spinnerets. With a normal attack roll, the caster can attack with a web strand as if it were a lasso (see the "Equipment and Economics" chapter). The web can instead be cast to wrap around an item, requiring the caster to either touch that item or roll an attack roll against an Armor Class determined by the DM based on the item's size, varying from AC 10 for a human-sized or larger item to AC 1 for an item that could be held in the palm of a normal human hand. The web is strong enough to support about 400 pounds.

Detriment: The Afflicted acquires demispider form, as described previously, permanently.

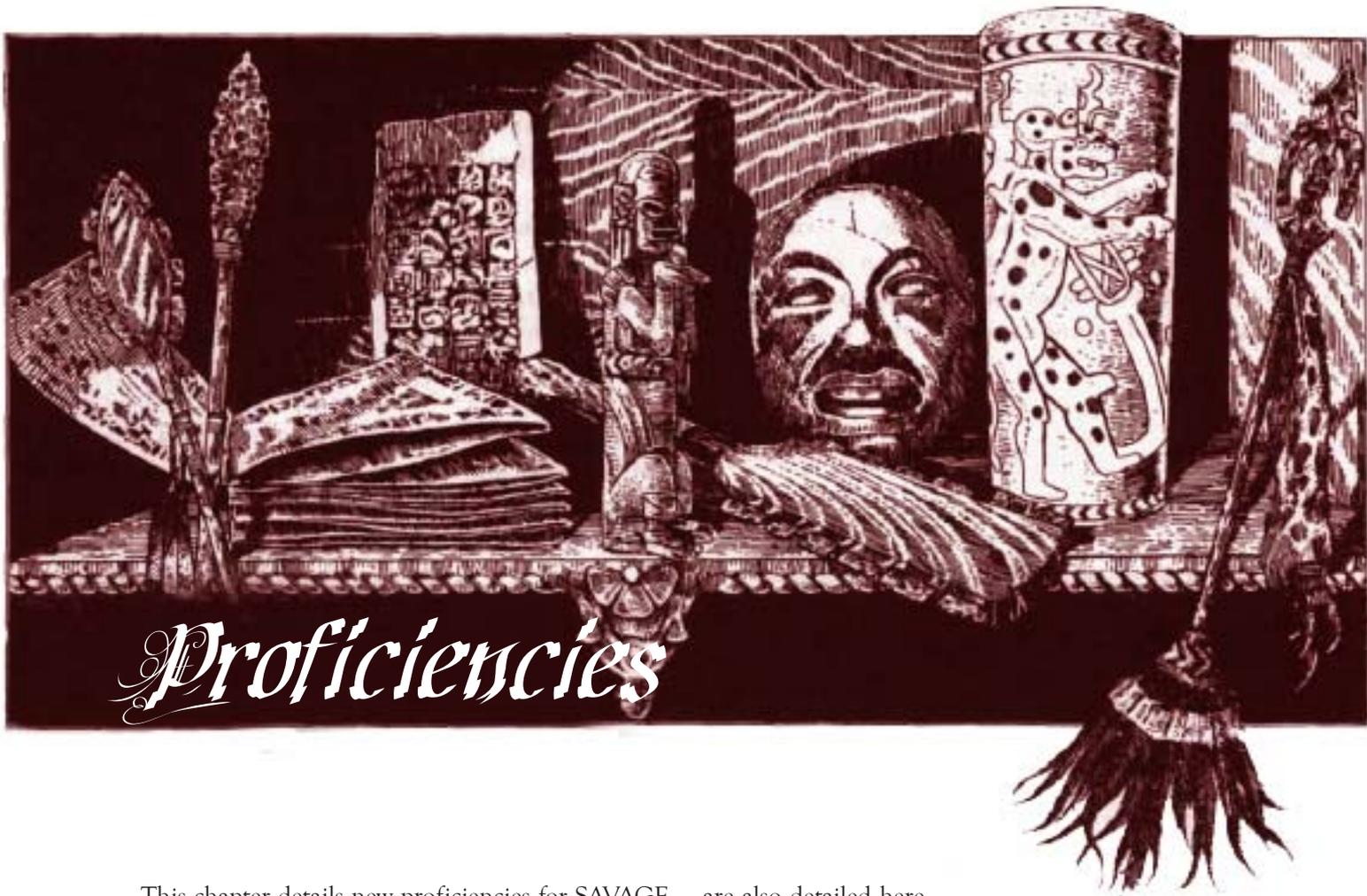
Wind

Ability Score: Constitution

Duration: Special

Description: The caster can generate a wind from his mouth. This wind moves at a speed of about 30 miles per hour and is sufficient to extinguish candles, torches, and other unprotected flames. Protected flames (such as those in lanterns) dance and have a 5% chance per level of the caster to be extinguished. Large fires are fanned 1d6 feet in the wind's direction. The speed of flying creatures is reduced by 50%. Vapors, small items, and levitating beings (or those using the Float Legacy) are moved by the wind. The wind lasts for a number of rounds equal to the caster's level, or it can be split into short gusts, one per round for a number equal to the caster's level.

Detriment: The Afflicted's features appear windswept, as if affected by an incredibly strong wind. The nose tilts, the eyes are a small distance to one side from where they should be, and the mouth's shape is distorted. In addition, a small vortex of wind surrounds the character, causing hair and loose clothing to whip about constantly. Small, light items are sometimes blown from pouches, backpacks, or even from the character's grasp.



Proficiencies

This chapter details new proficiencies for SAVAGE COAST campaigns. In addition to a number of new nonweapon proficiencies, there are new weapon proficiencies, new specializations, and notes on using natural weapons. The new weapons themselves are described in the “Equipment and Economics” chapter. This chapter also includes expanded rules for weaponless combat, such as martial arts, punching, and wrestling.

Weapon Proficiencies

In this setting, a number of races have natural attack forms. In order to maintain play balance between those races and more standard humans and demihumans, PCs with such natural attack forms must devote proficiency slots to them if they are to be used. This is similar to human and demihuman characters being required to spend proficiency slots to become more effective with their natural attack forms of punching and wrestling. Note that all humanoid PCs can use the normal punching, wrestling, and overbearing attacks as described in the *PHB* and *DMG*.

Characters can even specialize in punching, wrestling, and martial arts in the SAVAGE COAST campaign setting. Rules for other attack specializations

are also detailed here.

Natural Attack Forms

The races of the Savage Coast have many different types of natural weapons: bite (for turtles, lupins, rakastas, and araneas), claws (for turtles and rakastas), rear claws (for rakastas), and web-casting (for araneas). The attacks are defined in the following text; damage is listed in **Table 11.11** in the “Player Characters” chapter. Note that members of these races used as “monsters” may not be proficient in all the natural attack forms of the race; for example, the average rakasta does not learn how to use rear claws. However, attack forms gained from Legacies automatically grant proficiency in that form whenever the Legacy is active.

Like other weapons, natural attack forms fall into these types: bludgeoning, piercing, and slashing. A bite (at least for these PC races) classifies as a piercing attack and claws classify as slashing attacks. Strength adjustments to attack and damage rolls apply to all natural attack forms.

Natural Weapons

This proficiency allows a character to take full advantage of one type of natural attack form. For example, a lupin with this proficiency could bite an opponent without suffering a non-proficiency penalty.



Other lupins incur a non-proficiency penalty when biting. If the character wishes to use two attack forms, such as claws and bite, he must spend two weapon proficiency slots. However, if the race's natural attack form is with two claws, the character need spend only one slot to gain full use of both claws in the same round. For example, a rakasta can take one weapon slot for a bite attack and a second slot for a claw attack; the second slot allows the rakasta to attack with both claws in the same round at no penalty.

Note: Rakastas also have a special weapon unique to the race: war claws. Characters gain the war claw proficiency for free by taking the natural weapon proficiency for claws.

A **bite** attack requires characters to close their jaws on a portion of an opponent's anatomy. In some situations, however, the attacker might also suffer damage due to special properties of the victim. **Claw** attacks are made by slashing an enemy with claws on the hands. **Rear claw** attacks can be made only if the attacker has grappled with an opponent or has otherwise grasped the defender with both hands (such as by making two successful claw attacks and holding on). In order to make a rear claw attack, a character draws his feet up and uses his rear claws to slash the enemy. Of course, a rear claw attack cannot be made if any type of footwear covers the claws.

A **tail slap** can be used only against an opponent who is behind or flanking the attacking character; a character who cannot see an opponent suffers a penalty to the attack roll (-2, unless the attacker has no idea of the location of the individual in tail range). The **drowning** attack is a variation of the overbearing attack; drowning attacks can be made only by gurrash.

A **web-casting** attack closely resembles a lasso attack, with the same results. Only araneas can make a web-casting attack. The rope use nonweapon proficiency provides the character with a +2 web-casting attack bonus, just as it does for someone with the lasso proficiency. It takes 20 feet of webbing to immobilize a medium-size creature, about half that for a small or tiny creature, and about twice that for a large creature. A lesser amount can be used to capture or entangle an opponent. Strands can be cut easily (requiring only 2 points of damage) and can be broken by a successful open doors roll.

Weaponless Attacks

Punching and wrestling rules are detailed in Chapter 9 of both the *PHB* and the *DMG*. Anyone can use

punching or wrestling without the expenditure of a proficiency slot, but to specialize in either, characters must spend one weapon proficiency slot.

The martial arts system described below is condensed from the *CFH* and the *CPH*. By spending one weapon proficiency slot, any character can acquire the ability to use martial arts. Spending a second weapon proficiency slot gives the character specialization in martial arts.

In a *SAVAGE COAST* campaign, any character can specialize in more than one type of unarmed combat. Typically, however, only Nobles specialize in punching, and few people besides Fighting Monks specialize in more than one unarmed combat style. Some Savages and Traders specialize in wrestling, which is used to prove battle prowess without causing lethal damage.

Note that a character who carries a weapon in one hand and nothing in the other can punch with the empty hand, but the same penalties apply as for using a second weapon. A character specialized in martial arts, who wields a weapon in one hand and carries nothing in the other, can make a martial arts attack in addition to the weapon attack. As with punching, the character suffers penalties for the second attack.

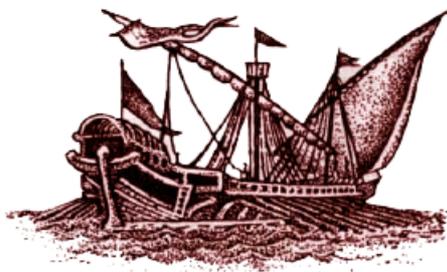
A character with natural weapons (like claws) causes no additional damage when making an unarmed attack. Natural weapon attacks are considered separately. For example, a rakasta punches with the claws turned inward, not causing extra claw damage.

Punching Specialization

A character specialized in punching gains a +1 bonus on punching attack rolls, a +1 bonus to all damage done while punching, and a +1 bonus on the **Punching and Wrestling Results** table. The chart bonus reflects the character's superior accuracy. While most characters roll on the punching results table to determine which maneuver is made, the +1 table bonus allows the specialized character to choose from the rolled result or either result within one space of it (in other words, the result directly above or below it on the table).

Wrestling Specialization

A character specialized in wrestling gains a +1 bonus on wrestling attack rolls, a +1 bonus to all damage with wrestling (including damage per round of a continued hold), and a +1 bonus on the **Punching and Wrestling Results** table. The table bonus operates exactly like that for punching.



Martial Arts: Torasta

The martial arts described here belong to a sort of “generic” style. In most places on the Savage Coast, the skill is called torasta, usually acknowledged to be a combination of ancient turtle and rakastan unarmed combat styles.

At its basic level, torasta operates just like punching or wrestling. Torasta combat occurs when a character attacks with bare hands, feet, or head. No weapons are used in torasta attacks, but the character can hold a weapon in one hand—though not both—while performing this martial arts style with the other. If a character’s torasta attack occurs in the same round as his weapon attack, penalties apply as if the character were attacking with two weapons.

When making a torasta attack, the martial artist makes a normal attack roll against the target’s Armor Class. An attacking character who wears armor suffers from the armor modifiers for wrestling, as detailed in Chapter 9 of the *PHB* and *DMG*. Any other modifiers to the attack roll—such as those from Strength or using martial arts as a second attack—apply normally.

If the attack roll succeeds, consult **Table 14.1** for results. Damage modifiers for Strength apply to all torasta attacks.

Table 14.1: TORASTA RESULTS

Roll	Maneuver	Damage	%KO
20+	Head punch	3	15
19	High kick	2	10
18	Vitals kick	2	8
17	Vitals punch	2	5
16	Head bash	2	5
15	Side kick	1	3
14	Elbow shot	1	1
13	Body punch	1	2
12	Low kick	1	1
11	Graze	0	1
10	Body punch	1	2
9	Low kick	1	1
8	Body punch	1	2
7	Knee shot	1	3
6	Side kick	1	5
5	Head bash	2	10
4	Vitals punch	2	10
3	Vitals kick	2	15
2	High kick	2	20
1	Head punch	3	30

The “Roll” refers to the modified attack roll; the “%KO” refers the percentage chance that the maneuver has to knock out the target; maneuvers are described

in the following text.

Body punch: The attacker lands a straightforward punch into the target’s stomach or chest.

Elbow shot: The attacker plants an elbow in the target’s chest, side, or stomach.

Graze: This begins as another maneuver but does not land firmly, merely grazing the target.

Low kick: The attacker kicks the target’s leg or thigh.

Head bash: The attacker slams his forehead into the target’s face.

Head punch: The attacker plants a good, strong blow with the fist to an enemy’s head, particularly the jaw.

High kick: The attacker kicks the target somewhere in the upper body—stomach, chest, back, or shoulder.

Knee shot: The attacker brings a knee up into the target’s stomach or thigh.

Side kick: This maneuver indicates that the attacker has time to prepare and launch a very powerful sideways kick (perhaps at the end of a cinematic leap).

Vitals kick: The attacker kicks the target at some vital point—groin, kidney, neck, solar plexus, etc.

Vitals punch: The attacker puts a fist into a vulnerable point, as listed under vitals kick.

Martial Arts Specialization

The torasta specialist gains a +1 bonus to attack rolls with torasta, +1 to damage rolls with torasta, and a +1 bonus on the **Torasta Results** table.

Continuing Specialization

Fighting Monks can continue specialization in any form of unarmed combat; Honorbound can continue specialization in martial arts; duelists and Nobles can continue specialization in punching. These characters are the only ones who can continue specialization in unarmed combat styles. In a SAVAGE COAST campaign, a character can devote multiple slots per level to continued specialization, if desired.

Continuing specialization requires the expenditure of one additional weapon proficiency slot per level of specialization. For each additional slot spent, the character gains a +1 bonus to attack rolls with the chosen combat style, a +1 bonus to all damage with the combat style, and an additional +1 bonus on the appropriate attack results table. For example, a character with a +2 chart bonus could choose the maneuver rolled, either of the two above it, or either of the two below it.



Special Attack Forms

Several special weapon maneuvers are described in the *PHB* and the *CFH*. Two of these maneuvers—attacking with two weapons and disarming—are repeated and expanded here because of their popularity on the Savage Coast, especially among the Swashbucklers of the Savage Baronies. In addition, another proficiency, “quick draw,” is described here as well. This proficiency aids mostly in dueling, a popular pastime in the area.

Each of these abilities costs one proficiency slot. Some of these skills are only available to certain classes, though.

Disarm

This is a variation of the rules for attempting to hit a specific target, as described under “Hitting a Specific Target” in Chapter 9 of the *DMG*.

Intent to disarm must be declared before initiative is rolled. This maneuver can be used to dislodge any item held in one hand of a target. Just as with other called shots, the character attempting to disarm receives a +1 penalty to the initiative roll and a -4 penalty to the attack roll. The attack is then made against the target’s normal Armor Class.

A successful attack sends the dislodged item 2d6 feet from the target’s hand (unless some special factor prevents this). To determine the direction in which the item moves relative to the attacker, roll 1d6 with results as follows: 1, straight ahead of the attacker; 2, ahead and right; 3, behind and right; 4, straight behind; 5, behind and left; 6, ahead and left.

Other disarming maneuvers, as well as many details on called shots, can be found in the *CFH*.

Two-Weapon Style Specialization

Any warrior or thief can automatically wield two weapons at the same time without spending a proficiency slot. As explained in the *PHB*, however, the character suffers penalties of -2 with the main weapon and -4 with the second weapon. These rules also limit the choice of secondary weapon. Using a second weapon provides the character with one extra attack per round, barring *haste* and other similar magic, regardless of how many attacks the character can normally make.

Note that in this setting, punching and martial arts can be used as a “second weapon,” though martial arts work this way only if the character is specialized.

Any warrior, rogue, Fighting Monk, Militant, or Swashbuckler can specialize in the two-weapon style

by spending one weapon proficiency slot. This skill never requires a proficiency check.

If the character acquires the two-weapon style specialization, attacks made with two weapons suffer lesser penalties: 0 with the primary weapon and -2 with the secondary weapon. An ambidextrous character (as determined by the DM, or purchased at the cost of a proficiency slot of any type) with this proficiency suffers no penalties for either weapon. Also, as described in the *PHB*, a character’s Reaction Adjustment can modify or negate these penalties.

In addition, characters with this specialization can use two weapons of the same size. The weapons can both be used for the same maneuver or different maneuvers (such as one striking and the other disarming). If used for different maneuvers, each receives a -1 penalty to its attack roll.

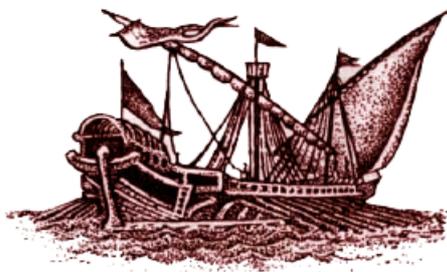
The Dominguez fighting school requires its members to purchase this skill. They receive no penalty to their secondary weapon attacks. See the “Secret Passes” section for details.

Quick Draw

Anyone able to choose nonweapon proficiencies from either the warrior or the rogue group may purchase the quick draw proficiency. This proficiency allows a character to more quickly use a ranged weapon during combat. The ability can be purchased as either a weapon or nonweapon proficiency.

To use this proficiency, a character must make a successful Dexterity check. If the check fails, the character fails to perform a quick draw in that round but suffers no other adverse effects. On the other hand, if the check succeeds and the character is firing a bow, crossbow, or firearm of any type, the character gains a -2 bonus on individual initiative. If individual initiatives are not being used, the character still gains the bonus, acting two steps earlier than others on his side of the conflict. Obviously, this is important only if the difference between initiatives for the two sides equals 2 or less.

A character with this proficiency who is also specialized in the use of a bow, crossbow, or firearm can still fire first in a round (before initiative is rolled), if the character has an arrow nocked and drawn or a crossbow or firearm loaded and cocked and a target in sight. In this case, the -2 initiative bonus applies to the character’s next shot if the character gets a second shot in the same round, given the weapon type and the situation.



Secret Passes

One of the most important elements of swashbuckling is dueling. This new secret pass system heightens the excitement of these types of encounters. With the new system, PCs can join fighting schools to learn secret fencing moves and strategies.

Secret passes are fighting maneuvers that PCs must spend a great deal of time learning and perfecting. Still, the hard work pays off grandly in the end. These special maneuvers can mean the difference between a mundane win and a grandiose victory—and sometimes even between life and death.

The secret pass system should be used instead of, not in addition to, the critical hit system. Secret passes each cost one weapon or nonweapon proficiency slot. A PC may begin play with one secret pass only if he is a full member of a fighting school. (See “Fighting Schools” below for more details.) These passes can be performed only against humanoids or other creatures using weapons (DM’s call otherwise). The DM should also feel free to expand the list of passes for each school or even add new schools, using these as guidelines.

Learning Secret Passes

Any PC can learn a secret pass if he joins a fighting school. A PC must accumulate one month’s worth of training with a master and make a successful Intelligence check to learn the pass. If the check fails, the PC cannot try to learn that pass again until the next level of experience, but the proficiency slot is not lost. A PC learns a pass only on a specific weapon. Once a PC has learned a pass, however, spending one more proficiency slot on it would allow him to perform that pass with any one-handed sword he is already proficient in.

To learn a Difficult Pass, a PC must have already mastered two Basic Passes. To learn a Master Stroke, he must have already mastered two Difficult Passes. To learn a Death Move, he must have already mastered two Master Strokes. A PC can never have more Difficult Passes than Basic Passes, more Master Strokes than Difficult Passes, or more Death Moves than Master Strokes.

To determine which pass a PC’s master chooses to teach him, refer to the list of passes for his school and roll for a pass that he is eligible for. If it is his first pass, roll for a Basic Pass. If he already knows two Basic Passes, roll for either a Basic Pass or a Difficult Pass (PC’s choice). A PC can always go back and learn a lower level pass.

These special combat moves are almost always taught by a master swordsman. A PC cannot teach a move until he has known it for at least five levels of experience, and even then he must acquire permission from his school.

Stealing Secret Passes

Secret passes are just that—secret. One does not want to use them in public for fear that another swordsman might see and copy them. Generally, a swordsman would use such moves only in combats to the death, or at least duels held in secret.

Allowing someone to steal a move is not only dishonorable, but it can also be grounds for punishment by that school. Stealing passes, while not dishonorable, does anger the members of the school from which it is stolen.

A PC can steal only moves that he would be capable of learning. For example, a PC who knows only one Basic Pass could not steal a Master Stroke. In order to steal someone’s move, the PC must see the pass used firsthand with no distractions (such as being in battle). A PC fighting nearby could not see the pass well enough to copy it. Even if it was used against him personally, a PC would not be able to duplicate the move. The PC must also be proficient in the weapon that was observed.

If all of these qualifications are met, then the PC can attempt an Intelligence check to see if he understands the move; if this check is successful, the PC must practice the move until he reaches the next level of experience. At that point, the PC must make another Intelligence check at a –4 penalty to actually master the move. If this check is successful, the PC has completely mastered that secret pass. If this check fails, however, the PC must continue the training and attempt another Intelligence check at a –3 penalty upon reaching the next level. The attempt gets easier each time.

A stolen pass still requires spending a proficiency slot. If the PC does not have one available at the time, he must wait to master the move until he does.

Using Secret Passes

The rapier is the most appropriate weapon for these moves, but any one-handed sword will suffice (subject to DM approval). Rapiers receive no penalty; other swords receive a –1 penalty to all secret pass attacks. DMs must use common sense in deciding which passes can be performed with some swords.

When a player rolls *at least* five points higher than



his target number in an attack, this counts as an exceptional hit. In combat, any time a PC makes an exceptional hit against an opponent, he has the option to use a secret pass. The degree of success necessary for each type of move is given below in **Table 14.2**.

Table 14.2: SECRET PASS EXCEPTIONAL HITS

Pass	Rapier	Sword
Basic Pass	5	6
Difficult Pass	6	7
Master Stroke	7	8
Death Move	8	9

A player does not declare before rolling that he intends to use a secret pass. By rolling well in combat, the PC creates an opening for one of these maneuvers, and he can then choose whether to take it or not. If too many people are around or he doesn't have an appropriate move available, he can choose to simply score a normal hit on the opponent.

The effect of a secret pass is always in addition to normal damage unless otherwise specified in the description. Some of the passes require a special condition, such as the use of a shield or second weapon or the presence of a certain object.

For example, Fernando (an 11th-level fighter) has a 10 THAC0 with his rapier. His opponent has an Armor Class of 3 due to his Dexterity and +3 *ring of protection*, so Fernando needs a roll of 7 to strike him successfully. An attack roll of 15 succeeds by 8 points, so Fernando can then choose to land a normal hit on him—or use any Basic or Difficult Pass, Master Stroke, or Death Move that he has learned. Fernando, having already been severely wounded, decides to perform the Surgeon's Knife, killing his opponent and ending the duel.

Fighting Schools

Secret passes differ according to school. The four most famous fighting schools on the Savage Coast are the Dominguez, Cavalcante, Moncorvo, and Verdegeld schools. These schools distinguish themselves by their differing philosophies. No one is ever allowed to join more than one school. Each school has its own set of secret passes, though some of the basic ones are similar. The schools each employ a few masters, who learn all the passes, and some instructors, who learn most of them.

Very selective in choosing their students, these schools often require a test (or series of tests) be passed

before joining. Most schools also charge dues to their members, usually around 100 gp per year. This amount does not include any fee or demands made by the specific instructor before revealing a secret pass. The price of learning an individual pass can be as high as 200 gp per level of the pass.

The schools each have a secret phrase or signal that lets members identify one another. Someone who performs a secret pass and cannot identify himself as a member of that school could be in a bit of trouble.

Dominguez. The Dominguez fighting school originated in Torreón, but it has also become the most popular school in Renardy. It focuses on the two-weapon fighting style, so to be a member of this school, a character must spend an additional proficiency slot in that style. Dominguez members do not receive the -2 penalty to their secondary weapon attacks.

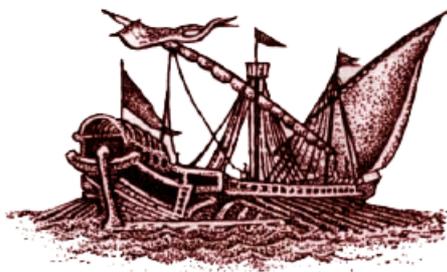
Table 14.3: DOMINGUEZ SECRET PASSES

1d4 Basic Passes

- Torreóner Two-Step:** This attack can be used only on the swordsman's first attack (that round). With it, the swordsman sets up his next attack, which he will use to throw his secondary weapon at a +2 bonus to hit.
- Swift Sting:** This attack inflicts a wound to the opponent's sword-bearing arm. Foe fights at an attack penalty of -2 until damage is healed. (Effect is cumulative with each secret pass until -10; then, the foe loses all use of that arm).
- Slow Counter-Step:** This attack automatically puts the opponent off balance until the end of the following round; he has a +2 AC penalty (AC 5 becomes AC 7). This attack inflicts no damage.
- Dominguez Double-Dive:** This pass can be used only on the swordsman's first attack (that round). This move is actually two successful attacks, so it also takes the place of the second attack. Damage for both attacks is rolled at a +1 bonus.

1d6 Difficult Pass

- 1-2 Kiss of Steel:** Swordsman hits opponent with weapon hilt; opponent must make a successful Constitution check at a -6 penalty or be stunned, losing all attacks for one round.
- 3-4 Morales Ironsnap:** Swordsman pins foe's weapon. If used against an opponent fighting with one weapon, the next attack automatically hits for maximum damage unless the opponent uses his initiative (if he hasn't already used it) to make a successful Strength check, freeing his weapon. If the



Strength check fails, his weapon must successfully save vs. crushing blow or break. This attack inflicts no damage.

5-6 *Two-Handed Farewell*: No matter which attack it is performed with, this pass inflicts maximum damage for both weapons. This does not negate any other attacks

1d4 Master Strokes

1-2 *Torreóner Block and Strike*: This attack must be on the first attack (that round). The first weapon inflicts no damage, but the second weapon inflicts maximum damage if it hits. The swordsman also automatically gains initiative in the next round. If the opponent has not attacked this round, his next hit is effectively parried.

3-4 *Manzanas Blurring Tower*: Swordsman whirls blades so quickly that the opponent is confused, missing all attacks until the end of the next round and suffering a +2 AC penalty.

Death Move

Dominguez Necktie: Swordsman strikes with both weapons, opening the arteries in the foe's neck. Opponent can no longer fight and will die in 2d4 rounds if a healing spell (*cure serious wounds* or better) is not used.

Cavalcante. The Cavalcante fighting school originated in Texeiras but is becoming popular throughout the Savage Baronies. This school focuses on force. Practitioners prefer moves that display strength and power. To be a member of this school, a character must have a Strength of at least 13.

Table 14.4: CAVALCANTE SECRET PASSES

1d4 Basic Pass

1 *Agueira's Salute*: This attack is a crushing blow to the opponent's head. It gives a +2 bonus to damage; the opponent must make a successful Constitution check at a -4 penalty or be stunned, automatically missing his next attack.

2 *Cavalcante's Charge*: The opponent must make a Strength check at a -4 penalty or be forced backward 1d4+2 steps. This is especially useful when fighting on a ledge or cliff.

3 *Baronial Masquerade*: The swordsman distracts the opponent and rushes in, knocking foe's weapon to the ground. The swordsman automatically gains initiative next round and a +2 bonus on his next attack. This attack inflicts no damage.

4 *Texeiran Trounce*: Swordsman attacks forcefully

enough to knock foe off balance.

Opponent must make a successful

Strength check at a -4 penalty or be thrown to the ground. His next initiative must be spent picking himself up.

1d6 Difficult Pass

1-2 *Iron Lunge*: The swordsman doubles the damage rolled for this attack and adds +2.

3-4 *Battle Royale*: The swordsman runs his sword through the opponent, doing maximum damage. The opponent must make a successful save vs. paralyzation at a -2 penalty or flee.

5-6 *Shattering Ram*: Swordsman strikes foe's weapon with his own sword, using massive force. Opponent's weapon must successfully save vs. crushing blow or be shattered. This attack inflicts no damage.

1d4 Master Stroke

1-2 *Scarlet Veil*: Swordsman gouges out one of the foe's eyes. Opponent receives a -2 penalty to all attacks and initiative rolls and a +2 AC rating penalty until the eye is magically regenerated. If both eyes are gouged out, the foe suffers a 4-point penalty to all the above.

3-4 *Sudden Squall*: Swordsman successfully hits for maximum damage and grabs a nearby object, hitting the opponent for an additional 1d8 points of damage plus any Strength bonus.

Death Move

Surgeon's Knife: Swordsman disembowels foe. Opponent can no longer fight and will die in 2d4 rounds. Only healing spells (*cure serious wounds* or better) can be used to repair this damage.

Moncorvo. The Moncorvo fighting school is a favorite of Swashbucklers all over the Savage Coast. This school originated in Vilaverde and still has its headquarters there. To be a member of this school, a character must either have the tumbling proficiency or a Dexterity of 13. This school also favors the use of a buckler.

Table 14.5: MONCORVO SECRET PASSES

1d4 Basic Pass

1 *Hidalgo Deathwish*: This attack inflicts a wound to the opponent's side. Foe suffers an AC penalty of +2 until the wound is healed. (Effect is cumulative with each pass until the opponent's AC is 10; then, the attack inflicts double damage.)

2 *Rapier's Harvest*: Swordsman can cut any single



nonliving object within reach, such as a pouch, rope, candle, belt, or any object that can normally be cut by a rapier. This attack inflicts no damage.

- 3 *Baronial Panache*: Swordsman's spectacular skill requires foe to make a successful save vs. paralyzation or flee.
- 4 *Silk and Steel*: This attack lets the swordsman swirl a cloak to confuse his foe and entangle opponent's weapon, causing him to automatically miss the next attack.

1d6 Difficult Pass

- 1-2 *Master Seal*: Swordsman carves a personal mark into the foe's forehead or clothing. Scar requires regeneration to erase.
- 3-4 *Swordsman's Gambit*: Swordsman tumbles under the foe's weapon and adds an extra 1d6 damage on this attack.
- 5-6 *Vilaverdan Slip*: Swordsman skillfully steps around a foe blocking the way (including through a doorway), automatically gaining initiative in the next round and a +2 bonus on his next attack roll.

1d4 Master Stroke

- 1-2 *Inigo's Rebuke*: Swordsman creates an opening for 1d3 extra attacks, which he must apply immediately.
- 3-4 *Swashbuckler's Eyebrow*: Swordsman slashes the opponent on the forehead, inflicting maximum damage and temporarily blinding foe, who attacks with a -2 penalty for the next two rounds.

Death Move

Moncorvo's Heartbreak: Swordsman pierces for through the chest. Opponent can no longer fight and will die within 2d4 rounds if not healed magically (*cure serious wounds* or better).

Verdegild. The Verdegild fighting school originated in Eusdria. Popular with both paladins and Honorbound, this school teaches that superior skill is shown through control. Anyone can kill an opponent, but a superior swordsman can prove his skill without causing death. A duel ends when an opponent is disarmed or, occasionally, at first blood. Though practitioners of this style do not like to kill, they will defend themselves to the death if no other alternative presents itself.

Table 14.6: VERDEGILD SECRET PASSES

1d4 Basic Pass

- 1 *Corsair's Handshake*: This disarm attack will work even against an opponent using the two-weapon

fighting style. Opponent must make a successful Strength check at a -4 penalty or drop all weapons he is currently holding. This attack inflicts no damage.

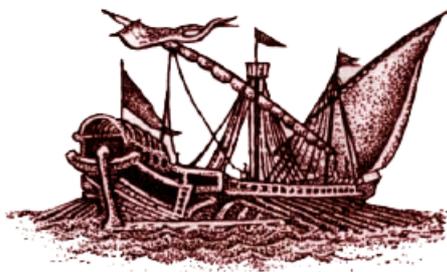
- 2 *Paladin's Reverence*: This attack inflicts a wound to the opponent's leg. Foe suffers a -2 penalty to initiative rolls until the leg is healed. (Effect is cumulative with each pass up to a -10 penalty; then, the opponent loses use of the leg.)
- 3 *Swordsman's Slice*: Swordsman can cut any single nonliving object within reach, such as a pouch, rope, candle, belt, or other object which can normally be cut with a rapier. This attack inflicts no damage.
- 4 *Show of Force*: Opponent must make a successful Dexterity check at a -4 penalty or be knocked to the ground. His next action must be used to pick himself up. The swordsman can choose to execute this attack for no damage.

1d6 Difficult Pass

- 1-2 *Royal Display*: Swordsman's superior ability frightens opponent so much that he must make a successful save vs. paralyzation at a -2 penalty or surrender.
- 3-4 *Knight's Accolade*: This attack inflicts damage to the opponent's sword-bearing arm. Foe fights at a -4 penalty to all attack rolls until arm is healed. (Effects are cumulative the first two times this is used; after that, the opponent can no longer use that arm.)
- 5-6 *Eusdrian Standoff*: Swordsman locks swords with the opponent, closing in until they are face to face. This effectively prevents any sword attacks by either of them until someone steps away. If the opponent steps away first, the swordsman automatically gains the next initiative with a +2 bonus on his attack roll. However, the opponent can attempt a Strength check at a -6 penalty to push the swordsman away; if he succeeds, neither receive any subsequent bonuses.

1d4 Master Stroke

- 1-2 *Musketeer Sundown*: This attack inflicts a hard blow to the side of the opponent's head. Foe must make a successful Constitution check at a -8 penalty or fall unconscious. This attack inflicts 1/2 damage.
- 3-4 *Honorbound's Courtesy*: The swordsman disarms the opponent and shreds his garments over a vital area. The opponent must make a successful save vs. paralyzation at a -4 penalty or flee (if there is room) or surrender. The swordsman can choose to execute this attack for no damage.



Death Move

Verdegild's Sentence: Opponent's sword arm is severed (or at least completely disabled) at the elbow; opponent's hit points are automatically halved, and he must make a successful system shock roll or fall unconscious. He will bleed to death in 1d4 hours if not healed, magically or otherwise.

Table 14.7: SPECIALIST
ATTACKS/ROUND

Level	Boomerang	Belt pistol	Horse pistol
1-6	2/1	1/1	1/2
7-12	3/1	3/2	1/1
13+	4/1	2/1	3/2

Weapon Specialization

In SAVAGE COAST campaigns, only single class fighters can specialize in the use of a weapon unless a kit specifies otherwise. They can also specialize in the use of more than one weapon if they care to devote the slots to the skill. In other ways, specialization is treated just as it is in the *PHB*, with the addition of some new weapons presented for the setting.

A character with natural weapons can also specialize. These specializations are treated exactly like melee weapon specialization. Since the claw proficiency already allows the character two attacks per round, specialization allows one extra attack per round.

Lasso (or web-casting) specialization is also possible in the Savage Coast campaign. The specialist gains the normal +1 bonus to attack rolls and +2 to bonus damage rolls; this damage bonus applies to all damaging effects except for strangulation (if a target is suspended with a lasso). A web-casting specialist can make two attacks in the same round if able to generate a web from each hand). Specialization does not otherwise grant extra attacks.

Boomerang specialization grants additional attacks, as indicated in **Table 14.7**. Specialization in throwing stones acts like dagger specialization in regard to the number of attacks allowed.

Fighters, Swashbuckler warriors and rogues, and Honorbound duelists can specialize in the use of the wheellock belt pistol or horse pistol. Such a specialist gains the point-blank range category like that of a bow or crossbow specialist, except with a range of 6 to 15 feet. The effect is a +2 bonus to attack rolls at point-blank range. No additional damage is caused, unless the character's bullets have a magical bonus. The number of shots allowed per round is shown in **Table 14.7**. As with bow or crossbow specialization, specialization in wheellock pistols allows a character to fire at the beginning of a round (before initiative rolls), if the pistol is loaded and cocked and a target is insight.

Nonweapon Proficiencies

Some of the proficiencies detailed here are adapted from other sources. In the case of any disagreements, descriptions in this book take precedence. The nonweapon proficiencies groups available to each class are listed in **Table 14.8**. Additionally, **Table 14.9** lists new nonweapon proficiencies available, along with the slots required for each proficiency, its relevant ability, and modifiers applied to that ability to determine the score for the proficiency.

Table 14.8: GROUP CROSSOVERS

Class	Proficiency Groups
Fighter	Warrior, General
Paladin	Warrior, Priest, General
Ranger	Warrior, Wizard, General
Cleric	Priest, General
Druid	Priest, Warrior, General
Any Wizard	Wizard, General
Thief	Rogue, General
Bard	Rogue, Warrior, Wizard, General

Note: All wizards—whether mages, wild mages, specialists, or elementalists—have access to the same proficiency groups. However, some specialty priests might be able to access groups other than those listed for the cleric. This is left to the DM's discretion, but access to other proficiency groups should make sense for the priest's chosen Immortal.

Proficiency Descriptions

Details regarding the use of each new nonweapon proficiency follow. For convenience, the group to which the proficiency belongs is listed in parentheses after the proficiency's name.



Table 14.9: NONWEAPON PROFICIENCY GROUPS

General Proficiency	Slots	Ability	Modifier
Alertness	1	Wis	+1
Boating	1	Wis	+1
Glassblowing	1	Dex	-1
Legacy lore	1	Int	-1
Metalworking	1	Dex	0
Observation	1	Int	0
Panache	1	Cha	0
Poetry	1	Int	-2

Priest Proficiency	Slots	Ability	Modifier
Ceremony	1	Wis	0
Curse lore	1	Int	-1
Storytelling	1	Cha	0
Veterinary healing	1	Wis	-3

Rogue Proficiency	Slots	Ability	Modifier
Acting	1	Cha	-1
Animal noise	1	Wis	-1
Fast-talking	1	Cha	Special
Fortunetelling	2	Cha	+2
Information gathering	1	Int	Special
Intimidation	1	Special	Special
Looting	1	Dex	0
Storytelling	1	Cha	0
Trailing	1	Dex	Special

Warrior Proficiency	Slots	Ability	Modifier
Acting	1	Cha	-1
Animal noise	1	Wis	-1
Dueling	1	Cha	0
Gunsmithing	2	Int	-3
Intimidation	1	Special	Special
Military tactics	2	Int	0
Redsmithing	2	Int	0
Veterinary healing	1	Wis	-3
Weaponsmithing	1	Wis	-3

Wizard Proficiency	Slots	Ability	Modifier
Alchemy	2	Int	-3

Acting (Rogue, Warrior)

Characters with this proficiency have the ability to portray a role and speak clearly and deliberately, conveying the message in both words and manner. This allows them to make a living on the stage and can even help a character fake emotions or assume a false identity.

Generally speaking, only a difficult or unrehearsed role, performed on short notice, requires a proficiency

check. A successful proficiency check can dupe unsuspecting individuals, making the user appear genuine, though further actions can create suspicions and force new checks.

If someone disguises the character with magic or the disguise proficiency, the character's acting checks receive a -1 bonus to the rolls. If the character actually has the disguise proficiency as well as the acting proficiency, proficiency checks for both acting and disguise are made with a +1 bonus.

Alchemy (Wizard)

This proficiency grants its owner basic knowledge of both alchemical compounds and the equipment used to manipulate them. It does not allow the user to create magical potions, but it does permit the individual to analyze and identify potions, poisons, and other substances—given the proper tools (alembics, retorts, burners, etc.—which are not the sort of things normally carried around). Proper identification requires a successful proficiency check.

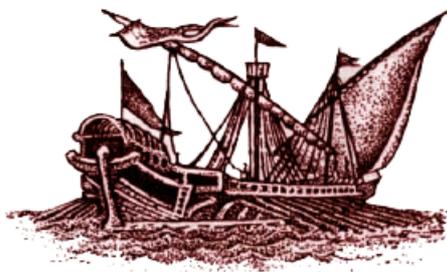
Given the proper tools, a character with this skill can create an antidote to a particular poison. A sample of the poison or the blood of the poisoned individual is required for analysis. A failed check means that particular poison eludes the knowledge of the alchemist. Current theory holds that all poisons are relatively unique, so an antidote for the poison from the sting of one wyvern might not work for that of another. Antidotes can be created relatively quickly (1d10 rounds) but must be used immediately, since their efficiency diminishes within a matter of minutes. If stabilizing agents exist that allow antidotes to survive for a long time, they are tightly held secrets of professional alchemists.

An alchemist of the Savage Coast also acquires the knowledge required to make *smokepowder*, including the correct ratio of *vermeil* and *steel seed* required (about 2 to 1), and the amount of time required (approximately an hour per ounce, to properly heat and mix the ingredients).

If an Inheritor teaches the character alchemy, the proficiency also includes knowledge of the recipe for the base liquid needed to make *crimson essence*. An Inheritor teaches this recipe only to other Inheritors; teaching it to anyone else is grounds for being declared a renegade.

Alertness (General)

Characters with this proficiency are exceptionally attuned to their surroundings, able to detect disturbances and notice discrepancies. A successful proficiency check reduces a character's chance of being



surprised by 1.

Animal Noise (Rogue, Warrior)

Sometimes known as mimicry, this proficiency enables a character to imitate noises made by various animals or make other simple sounds. Such sounds are often used to signal others without alerting enemy forces. A successful proficiency check means that only magic can distinguish the mimicry from the noise of a real animal. A failed check means the sound varies slightly from what it is intended to mimic. Even if the check fails, not everyone who hears the sound knows it is a fake. Those familiar with the sound being imitated recognize the fake automatically, but other listeners might have to make a successful Wisdom check to detect it.

Boating (General)

With this proficiency, a character can pilot any small water craft no longer than 35 feet (such as a canoe or raft), even operating at maximum speed. Such craft are usually maneuvered by paddles, though some have light sails. This skill also allows the character to make minor repairs and improvements in water craft, such as waterproofing and patching holes.

A successful proficiency check enables the character to handle the craft in treacherous situations, like maneuvering a boat through choppy water without capsizing or avoiding collisions when boating through a narrow, rocky channel.

Note that while the navigation and seamanship proficiencies deal with ships in oceans, seas, and other large bodies of water, the boating proficiency is confined to small craft on rivers, lakes, or oceans (close to shore), usually on relatively calm waters.

Ceremony (Priest)

This proficiency indicates that the character has a basic understanding of the rituals pleasing to a particular Immortal, church, or cult and can use them to his advantage. This also means the individual might know enough to fully despoil an enemy's temple, if so desired.

Priests automatically have the ceremony ability for their own church, should they have a specific Immortal or faith. Characters can take additional ceremony proficiencies for other Immortals without offending their own, provided they use the knowledge to advance the cause of their chosen Immortal.

Curse Lore (Priest)

Characters with this proficiency have a fairly precise knowledge of the Red Curse, its effects, and its manifestations. They know all the legends of the Red Curse's origins and probably have a favorite. More useful is the fact that they know the true properties of the land's magical materials, are familiar with how magic interacts with the Red Curse, and are able to understand divinations more clearly (see the "Magic" chapter). With a successful proficiency check, such a character can recognize the stages of the Red Curse's manifestation and determine how far into the process someone is. The character can also determine the accuracy of a newly acquired piece of knowledge about the Red Curse, assuming he makes a successful proficiency check.

Dueling (Warrior)

The dueling proficiency provides its possessor with knowledge of all the rules of dueling for the different nations and states of the Savage Coast. This applies to duels with pistols, swords, other weapons, and even martial arts. The character can mediate duels and never makes a rules misstep when participating in one.

Suggested game mechanics for dueling are covered in "The Campaign" chapter; samples of dueling regulations of different cultures are described there as well.

Characters with this proficiency are very calm and collected during a duel. Those who make a successful proficiency check can stare down an opponent for a full round, shaking that opponent's resolve. The opponent then suffers a -2 penalty to his next attack roll, and opponents with the quick draw proficiency suffer a +2 penalty to their next proficiency check for that skill. Opponents who possess the dueling proficiency can attempt a Wisdom check to avoid the effects when it is applied against them.

Fast-Talking (Rogue)

Fast-talking is the art of distraction and conning. If the fast talker makes a successful proficiency check, he perpetrates the attempted scam with no trouble. If the proficiency is used against a player character and the check is successful, whatever the fast-talker says sounds reasonable to the PC.

Modifiers to the roll for the proficiency check are based on the target's Wisdom and Intelligence, as shown on **Table 14.10**. The DM can also introduce modifiers according to the difficulty or plausibility of what the fast-talker is attempting to achieve. All modifiers are cumulative.



penalty to the proficiency

Table 14.10: FAST-TALKING MODIFIERS

Target's Intelligence	Target's Wisdom	Modifier
3 or less	—	NA
—	3 or less	-5
4-5	4-5	-3
6-8	6-8	-1
9-12	9-12	0
13-15	13-15	+1
16-17	—	+2
18	16-17	+3
19	18	+5
20+	19+	NA

Targets with Intelligence of 3 or less are so dim that attempts to fast-talk them fail automatically because they cannot follow what is being said. (Still, creatures that stupid are easy to fool in other ways.) Targets with an Intelligence of 20, or more or a Wisdom of 19 or more, are impervious to fast-talking.

Fortunetelling (Rogue)

This proficiency includes knowledge of a variety of methods of divination, mostly fake. The character with fortunetelling is usually familiar with numerous devices and methods, such as cards, palm reading, interpreting bird flight, and so forth. At the very least, the character is familiar enough with these practices to appear to be an authentic soothsayer.

In this campaign, some predictions by such characters are accurate, though the proficiency confers no magical powers. If the proficiency check is a 1 or 2, the character using the skill has a flash of insight and is able to make an accurate prediction based on the method used. If the check succeeds with any other number, the character simply invents a prediction that the client believes. If the check fails, any prediction made is not believed by the client. Note that fast-talking modifiers can be applied with the fortunetelling proficiency if the DM allows it.

Glassblowing (General)

This proficiency indicates that the character is trained in the craft of glass-blowing and can make a comfortable living at it, given the proper materials. The skill allows the user to make unique, hand-crafted items, as well as more traditional bottles or windows. Large sheets of glass are all but unknown on the Savage Coast; windows are made of smaller, hand-crafted pieces. The character also knows the basics of cutting and etching glass, performing these tasks with a +4

check.

This proficiency cannot be taken by characters of primitive tribes until those characters reach an area where they can learn glassblowing.

Gunsmithing (Warrior)

Characters with this proficiency are able to build and repair wheellock pistols. If the proficiency check for building fails, the pistol has some error that causes it to explode the first time it is used, causing 1d8 points of damage to the user. If a check for repair fails, the character breaks something in the firearm, necessitating two successful checks to repair it.

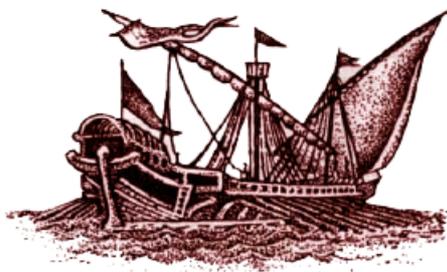
Information Gathering (Rogue)

This proficiency allows a character to gather information, usually from the underworld and commonly in regard to roguish jobs and characters. A character with this proficiency, in appropriate circumstances, will be aware of any major rumors circulating around the area; this character can gather twice as many rumors as other characters in the same situation.

With a successful proficiency check, specific information about a person or place can be gathered. The DM can modify the proficiency check according to the specificity of information desired. Reaction adjustments based on Charisma can also affect the check, provided the situation requires the character to talk with people during the search. Membership in a guild or other organization gives the skill user a +2 bonus to the proficiency check, because the character can gain information from connections in his organization.

Since this proficiency depends on a network of informants and contacts, characters using it are at a disadvantage when trying to gather information outside their regular base of operations (a neighborhood of a city, a town, or a whole province in some cases). Outside this territory, a proficiency check is required for such a character to hear rumors, and gathering information incurs a penalty of -3 to the proficiency checks. The DM can increase the penalty for truly foreign areas.

Whenever a proficiency check is required for information gathering, the gatherer must make a small investment for drinks, bribes, or other incentives. This money is spent whether or not the proficiency check is successful. A total of 1d10 gp is typical; if this amount is not spent, an additional -3 penalty is applied.



Characters can continue searching for rumors if they fail at first, making a new proficiency check each day. The DM may choose to modify the character's chances of success as a result.

Intimidation (Warrior, Rogue)

By using this proficiency, a character can bully or otherwise influence others through force or threats. The skill is ineffective against PCs or against NPCs of 5th level or higher. The DM can apply modifiers for particular situations (such as when a low-level ruler is surrounded by guards and supporters).

The character can use either Strength or Charisma to determine the score for this proficiency, with a -2 penalty. If Strength is used, the character is threatening immediate bodily harm; if Charisma is used, the intimidation consists of more subtle threats.

If the proficiency check is successful, the target NPC is convinced that the character is ready and able to make life miserable for him. The NPC will act according to the PC's wishes for a short time but might harbor resentment, planning revenge. A failed proficiency check indicates that the intimidation attempt results in a curt rebuff or even a call to combat.

Legacy Lore (General)

Legacy lore is similar to the spellcraft proficiency. If a character with this proficiency sees the manner in which a Legacy is used or any transformational or detrimental effects of a Legacy, the character has a chance to identify that Legacy. A successful proficiency check allows correct identification (though a failed check might still come close to identifying the Legacy used). With a second successful proficiency check, the character can remember some details about the Legacy identified, such as duration or approximate damage. If the character happens to have the same Legacy, or a related one, the check is made with a +3 bonus. This proficiency also provides a bonus when a caster attempts certain divination spells (see the "Magic" chapter).

Looting (Rogue)

This proficiency represents a knack for grabbing the best loot in the shortest time. For instance, if a character had only about two minutes to ransack a room before guards arrive, a successful proficiency check would allow the character to recognize and take the most valuable combination of items available, given space and time limitations.

Metalworking (General)

Characters with this proficiency can work artistically in silver, copper, gold, tin, brass, and other soft metals. They produce beautiful and useful metal items, such as oil lamps, vases, trays, and so on. They can also construct lovely jewelry.

A successful proficiency check results in an item of high quality. Failure may indicate that the character has fashioned something ugly. More often, failure means the item still looks pleasing but is somehow flawed or fragile, failing when put to the test.

Characters with an artistic ability proficiency that relates to metalworking gain a -1 bonus to rolls for metalworking proficiency checks. While metalworking allows characters to mold iron or steel with some deftness, it does not grant them the ability to make effective weapons, armor, or tools. Metalworkers can attempt to repair nonmagical armor made of metal, but a failed proficiency check results in destruction of the armor (people seeking armor repair should visit an armorer). A metalworker can add engraving and inlays to armor.

Inheritors with this ability also learn the correct ways to manipulate and shape *cinnabryl*.

Military Tactics (Warrior)

Characters with this proficiency are so well trained in the concepts of military organizations and performance that they can interpret the movements of enemy forces and plan accordingly. To properly use this proficiency, a character must have accurate data as to the nature of the enemy force, either from magical scrying or mortal spies. This applies whether dealing with a band of marauding orcs or an enemy army.

When using this proficiency (with accurate data), the character gains a "double-check" to any plans, whether they are invasion or ambush. The DM makes a proficiency check in secret; if it succeeds, the DM should suggest a few ways to make the plan work better (though the player can reject advice as desired). A failed check means the DM can be silent on the matter, encourage a faulty plan, or even make foolish recommendations.

Observation (General)

This proficiency gives a character exceptional observational powers. If something is askew, the DM should secretly make an observation proficiency check for the character. A successful check means that the character notices something out of place.

This proficiency can also be used to increase a character's chance of finding secret or concealed doors



by 1 in 6.

Panache (General)

Even though characters must expend nonweapon proficiency slots to learn panache, it is not a typical nonweapon proficiency. Instead, panache is a special effect native to the Savage Coast that characters can learn how to control. Simply put, the panache special ability allows characters to take advantage of the flamboyant, swashbuckling, adventuresome nature of the Savage Coast to mold situations to their advantage. Characters with panache can do what may seem to be impossible and even accomplish it with style.

Accumulating Panache Points. When a character learns panache, he gains the ability to accumulate Panache Points (PPs). PPs are an accumulation of heroic energy gathered by flamboyant individuals and expended, almost unconsciously, on their behalf. A character can accumulate a number of PPs equal to his current level plus his Charisma reaction modifier. So, a 1st level character with an 18 Charisma can accumulate up to 1 (his level) + 7 (his reaction modifier) = 8 PPs. A 5th level character with a 3 Charisma, however, can only accumulate $5 + (-5) = 0$ PPs.

Of course, obtaining the panache special ability doesn't give characters PPs automatically. Characters must accumulate them by performing heroic and dangerous actions in a flamboyant, stylish manner. A panache-using character does not approach a problem by thinking "How can I accomplish this task?" but, rather, "How can I accomplish this task and come out looking *great*?" If an action is performed in a flamboyant manner, the DM can award PPs to the character even if it fails.

For example, two characters are standing on a balcony, looking at a bar fight below. They see Pirate Pete, Scourge of the Savage Coast, standing in the doorway. Pete pulls out his wheellocks and prepares to fire into the crowd. The characters must do something to prevent this (people who owe them money are in the crowd).

The first character, Miguele de Rocha, is a fighter who does not use panache. Drawing his weapon, he runs down into the crowd, forcing people aside with his great strength and using his Dexterity to side step battles. Because of his natural abilities, he should feasibly be able to cross the room in one round.

The second character, Melisande Sharp, is a swashbuckler who has learned panache. She could draw her rapier and follow her large partner through the crowd, arriving in front of Pirate Pete at the same time, but that would be extremely dull. Instead, she chooses to grab the rope of a nearby chandelier and

cut it with her dagger, using the force of the descending weight and her tumbling proficiency to swing over the bar fight, right at Pirate Pete. When she gets there, instead of kicking him or drawing her sword, she kisses him full on his lips, stunning the scoundrel and allowing Miguele (who catches up breathlessly) to attempt to disarm the man.

When Melisande Sharp does this, the DM is encouraged to reward her inventiveness and devil-may-care attitude with a PP award (1–2 PPs is the standard award for a flamboyant act in the middle of an adventure). The DM may choose, instead, to make a note of the accomplishment and award Melisande a bulk award at the end of the adventure. However the DM does it, Melisande should gain some PPs for her exciting display.

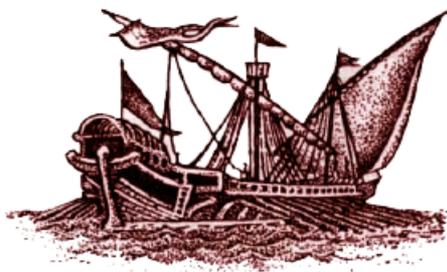
Spending Panache Points. PPs can later be spent to increase the chance a character has of accomplishing a task, or even to accomplish a seemingly impossible task with little effort. The simplest translation of this effect in game terms is that if a character spends a PP, he gains a +1 (or +5%) to whatever action he is currently performing. The action could be an attack, a non-weapon proficiency check, or even a one-round improvement of his armor class. Virtually anything can be improved by panache. In addition, the character can spend a number of PPs equal to his level on any one action. So, a fifth-level character could spend 5 PPs to improve his chances on any single action by +5 (or +25%).

The other way to spend PPs leaves the exact effects up to the DM. A character can spend a bulk amount of PPs to accomplish a task (usually one for which few rules exist). The DM then determines whether or not the character is successful, possibly asking for attribute or nonweapon proficiency checks at the same time. The character might spend 1, 5, or 10 PPs, hoping to accomplish a particular action. In order to rate these types of actions, the DM can use the examples in **Table 14.11**.

Table 14.11: BULK PP EXPENDITURES

Spend Accomplish . . .

- 1 PP a normal task automatically: a non-weapon proficiency check or impressing a potential employer.
- 5 PP a challenging task automatically (or with a few skill rolls): diving from the crow's nest of a ship into the water safely or making a hostile enemy retreat.
- 10 PP a seemingly impossible task with a skill check: diving from a castle tower into a moat or taking over the leadership of a band of hostile mercenaries.



While this chart is only a series of benchmarks, it should give DMs something to work with.

If a character spends PPs to accomplish a particular action, that character receives no PPs as a reward for that action. The rationale is simple; if the character spends PPs to do something, he is actually taking less of a risk. This does not affect awards given out for accomplishing adventure goals, however, since they are awarded based on a long series of actions, not one single action.

Characters cannot simply spend Panache Points to get any of the above effects. PPs are not just a game mechanic to cheat or avoid die rolls. The characters must substitute roleplaying and description for these things. **Whenever a character spends even one PP, the player must describe, in detail, how his character is using panache to accomplish his action, or that action will automatically fail.**

For example, Melisande Sharp is in trouble again. Pirate Pete's men have grabbed Miguel from behind. The Scourge of the Savage Coast is not amused by Melisande's little trick; he throws her to the ground and draws his cutlass, preparing to carve her into bait.

Melisande's player states she'll use 5 PPs to decrease her AC from 8 to 3. The DM then asks for a description of her action; the player can't just mark 5 PPs off Melisande's sheet and leave it at that.

The player describes Melisande's action: "Melisande reaches around on the ground and finds a metal tankard, apparently cast off in the fighting. She swings the heavy cup around, blocking Pirate Pete's fatal blow. When Pete retreats in surprise, Melisande throws the mug in his face and flips onto her feet, saying, 'Now, let's dance!'"

Since this is a colorful description sure to impress "the natives," the DM allows the PP expenditure. However, if Pirate Pete rolls well enough to hit AC 3, Melisande will get hit despite her panache. She can't change the outcome of an action; she can only state her *intent*.

Gauche Points. If a character runs out of PPs or has none left, he can accumulate Gauche Points (GPs) in exchange for the PPs he needs. For every GP a character takes, he gets one PP. The maximum number of GPs a character can have is always ten.

GPs tie into the "trouble magnet" aspect of the swashbuckler's lifestyle. GPs can be used by the DM at almost any time to make the character's life more difficult. During an adventure, the DM can tell a character who has accumulated GPs to mark one off and then give the player bad news. Whenever a GP is used, something bad or unexpected happens to the

character.

The DM can "spend" GPs two different ways. The easiest way is to cancel out a successful action performed by the character, immediately after it is performed. One GP erased cancels one successful action. The character can try to perform the action again if circumstances allow, but that prior success is negated.

The DM, however, is also constrained by the panache rules. He must describe, in detail, how the action was negated.

For example, when Melisande Sharp spent her 5 PPs to improve her armor class, she had to "buy" 2 PPs with 2 GPs, so she now has two Gauche Points that the DM can use at any time to make her life more difficult.

Currently, Melisande is dodging Pirate Pete's blows. She grabs up a chair and swings it at him, catching him right over the head and doing maximum damage. The DM notices that this would knock Pete unconscious and end the fight, so he tells Melisande to mark off a GP right away and then describes how the action failed.

"As you raise the chair over your head, you notice the fear in Pirate Pete's eyes. Desperately, he raises his arms to protect his head, but too late—you bring the surprisingly light chair down on his skull! Well, you think you do. When you look at your hands, you notice you are holding two broken chair legs. Next time, you should look more closely at the weapon you choose. Meanwhile, Pete growls and hefts his cutlass again. This fight is far from over!"

The one exception to this cancellation of successful actions is simple. If a character spends PPs to succeed at an action or improve his chances, the DM cannot use a GP to cancel that success.

The other way a DM can use GPs is a little more subtle and a little more interesting. The DM can have a character erase one GP to introduce a "story twist," an event or situation that makes the situation more complicated for the character.

For example, Melisande and Pirate Pete are still sparring in the bar as Miguel holds Pete's men at bay. Melisande still has 1 GP left; the DM asks her to mark it off as he describes what happens next.

"You breathe a sigh of relief as you see the city watch burst into the tavern. Everyone pauses in their battle; Pirate Pete lowers his cutlass.

"You!" the leader of the watch yells at Pete, 'Drop your sword!' You smile. Pete is the only armed person in the bar. Surely, the watch will haul him off.

"However, as the leader approaches Pete, you see the pirate dig into his pocket and come out with a



gem the size of your eye. Without hesitating, he flips it to the watch commander. ‘Now, I’m sure you fine officers can tell who the *real* culprits are, can’t you?’ Both Pirate Pete and the watch captain turn to face you.”

This method of spending GPs ties into the “trouble magnet” aspect of the swashbuckling lifestyle. This gives the DM a very useful tool in introducing surprises for the panache-using character.

Poetry (General)

Proficiency in poetry includes the skills of reciting poetry and judging its quality. It also indicates that the character has a repertoire of poems memorized for recital at any time. Normal recitals require no proficiency checks. For composition of original poems, a successful proficiency check indicates above average quality.

Redsmithing (Warrior)

Characters with this proficiency are able to shape *cinnabryl* and *red steel* into useful shapes. This ability is necessary in the production of weapons and other items of *red steel*, so such a character is often in high demand, usually finding it easy to make a living as a redsmith.

This proficiency includes thorough knowledge of *cinnabryl* and *red steel*, including as how these substances are affected by heat and pressure. The character is familiar with *cinnabryl* talismans and amulets and is often necessary (at least as an adviser) in their production.

Storytelling (Priest, Rogue)

This proficiency grants the ability to captivate an audience with stories, making moral points and bringing humor through the tale. It does not allow an individual to draw a group from other actions just to listen, nor to prevent them from reacting if the tale is interrupted. It simply enables a character to tell stories well and perhaps even make a living at it. Some societies, especially the primitive cultures of the Savage Coast, hold storytelling in high regard.

If a character with this proficiency has knowledge in other areas (especially local history, ancient history, or lore of any kind) and uses this in the tale, the character should gain a bonus of +1 to +4 to the proficiency check. If the character speaks from personal experience, an additional +2 bonus should be applied as well.

Trailing (Rogue)

Trailing is similar to tracking, but it is used in urban centers, rather than in the wilderness. This includes the talent of tailing someone who may be attempting to blend into a crowd, duck around corners, or get lost in the confusion of a busy street.

A proficiency check is first made to see if the trailing character is able to trail without being noticed. The person trailing suffers a -5 penalty to the proficiency check if the person being followed has the alertness proficiency. If the trailing character is noticed, the person being followed might try to evade. To keep from losing the trail, the trailing character must make another proficiency check. The DM can apply a modifier between +3 and -3, depending on the two characters’ relative familiarity with the area.

Other modifiers based on the situation can also be applied, such as a penalty for avoiding notice if the street is relatively clear or a bonus if in a crowd. The check for following the target can be penalized for a crowd setting or given a bonus for a clear area.

For any trailing proficiency check, a -3 penalty to the roll applies if the person being followed also has the trailing proficiency (presumably knowing a few tricks for evading pursuit).

Veterinary Healing (Priest, Warrior)

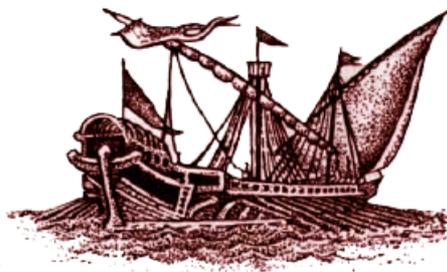
This skill resembles the healing proficiency, except that it applies to nonhumanoid monsters and animals. Its effects imitate those of the healing proficiency, except that a character with veterinary proficiency can also identify and treat diseases in monsters and animals. A successful proficiency check means that natural diseases take the mildest forms and last the shortest duration possible. Supernatural creatures and creatures from other planes cannot be treated with this proficiency.

The veterinary proficiency can be used on humanoids at half the normal chance for success. Veterinary healing is not cumulative with the healing proficiency; the first one used takes precedence.

Weaponsmithing, Crude (Warrior)

This proficiency allows the character to make simple weapons out of natural materials. This skill is most often used by those from a primitive or tribal background. Crude weapons are limited to natural materials: stone, wood, bone, sinew, reeds, and so on. The DM can add additional primitive weapons to the list.

The character must be proficient in the use of the



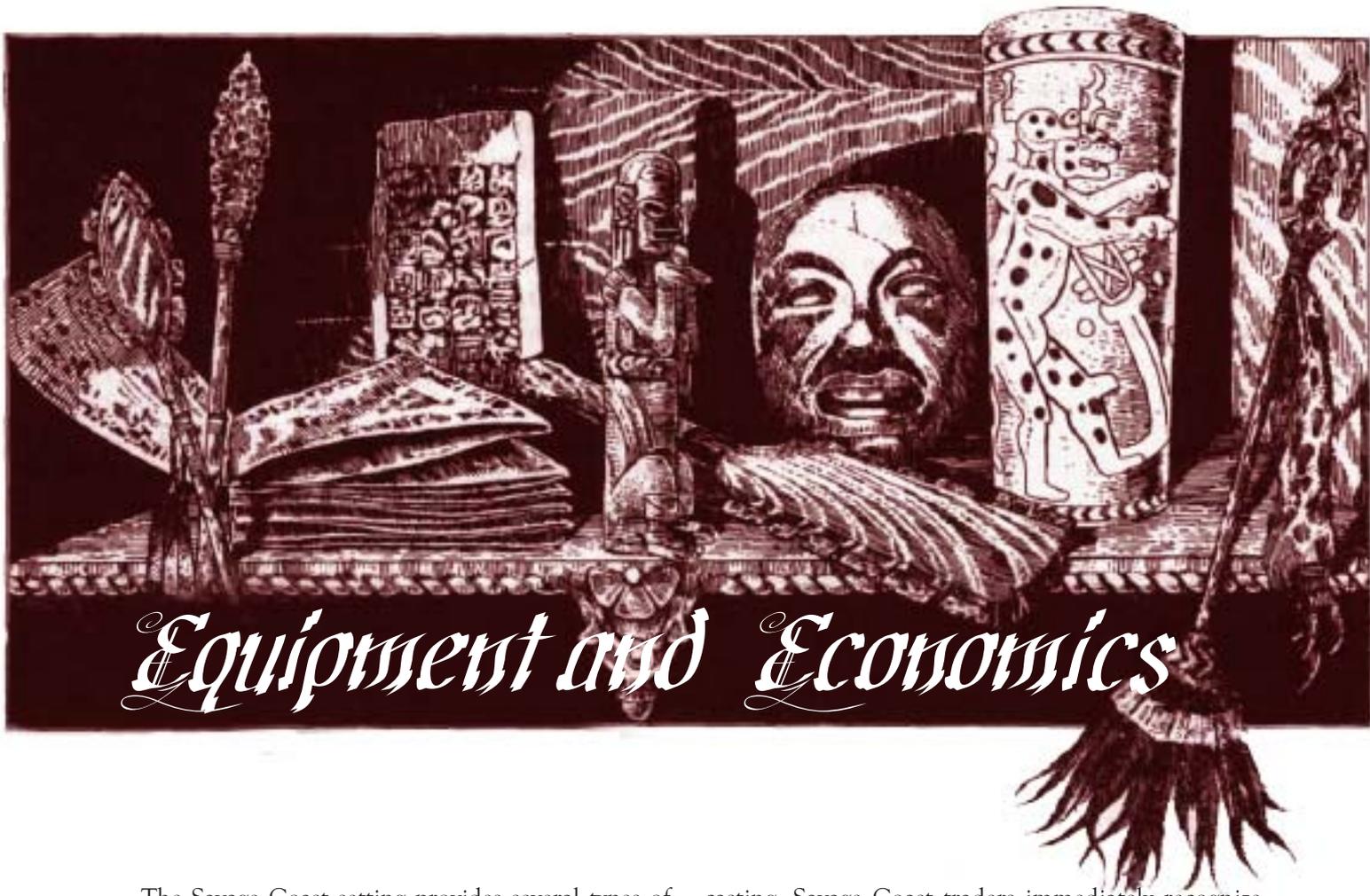
weapon he is trying to make. Any character with the hunting proficiency gains a +3 bonus to crude weaponsmithing proficiency checks.

If the proficiency check succeeds, the weapon can be used normally; if it fails, the weapon is so badly flawed that it is useless. If the roll for the proficiency is a 20, the weapon seems sound but breaks on the first use. Whenever, a weapon of wood, stone, or bone hits a target, an additional 1d20 must be rolled; on a result of 1, the weapon breaks. If when the weapon is made the proficiency check rolled is a 1, the weapon is so well crafted that it does not ever need to be checked for breakage.

Weapons that can be made with this proficiency, and the time required to make them, are listed in the following chart. Note that these times are for high quality weapons; a character can also make an extremely crude version of a weapon in 2d4 hours (though it most likely won't last long). If the proficiency check for a quickly made weapon fails, the weapon is useless. If the proficiency check succeeds, whenever the weapon is used, roll 1d6; the weapon breaks on a roll of 1 or 2 if it hits an opponent and on a roll of 1 even if it misses. If the proficiency check to make the weapon succeeds with a roll of 1, this is a special case. The maker has discovered just the right materials for the weapon, and it serves as a standard crude one, rather than extremely crude.

Table 14.12: CRUDE WEAPON CONSTRUCTION

Weapon	Construction Time
Arrows	7/day
Axe, battle	4 days
Axe, broil	8 days
Axe, hand	1 day
Axe, throwing	6 days
Bolas	3 days
Boomerang	8 days
Bow, long	15 days
Bow, short	12 days
Club	1 day
Club, great	1 day
Dagger	2 days
Dart	3/day
Dart, hessta	1 day
Javelin, bok	1 day
Knife	2 days
Lance, flight	2 days
Maga	3 days
Nunchaku	2 days
Quarterstaff	1 day
Spear	2 days
Staff sling	3 days
Throwing stone	3 days
War hammer	5 days



Equipment and Economics

The Savage Coast setting provides several types of weapons and equipment new to the AD&D game. In addition, a number of special materials exist for making useful items in this region. This chapter describes those new items and materials, and includes notes regarding changed prices and availability of certain equipment.

Money

The Savage Coast uses the monetary system presented in the *PHB* (unless the Savage Coast is placed into a world with a different standard). However, barter is popular in many of the regions of the coast. In addition, coins made on the Savage Coast have a pinkish glow due to contamination by *vermeil* during

casting. Savage Coast traders immediately recognize coins from other regions and may not accept them, at least at full value.

Several of the nations of the coast mint coinage, including Slagovich, Torreón, Narvaez, Saragón, Almarrón, Gargoña, Cimmaron, Eusdria, Robrenn, Renardy, Bellayne, Herath, and Nimmur. However, sizes are reasonably similar, so a Cimmaron copper piece is worth the same as an Eusdrian copper piece.

Copper pieces and gold pieces are minted by each of the nations named here, except Robrenn. Each of the nations named here, except for Eusdria, also mints silver coins (this is the only coin minted by Robrenn). Only the baronies named here, plus Eusdria, Bellayne, and Slagovich, make coins of electrum. Platinum coins are rare but can occasionally be found in the baronies, Renardy, Bellayne, Herath, and Slagovich. See **Table 15.1** for names of coins along the Savage Coast.

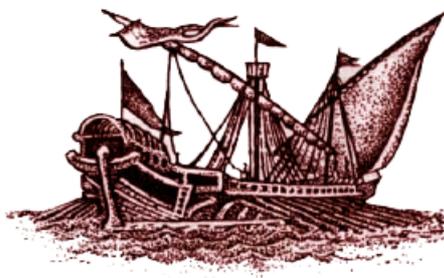
Table 15.1: MONEY ON THE SAVAGE COAST

Baronies	Slagovich	Eusdria	Robrenn	Renardy	Bellayne	Herath	Nimmur
CP	Centa	Stonik	Groschen	—	Sou	Penny	Zet
SP	Dies*	Viller	—	Groat	Écu	Shilling	Rezhna
EP	Medio	Levu	Taler	—	—	Quid	—
GP	Oro	Korun	Geld	—	Renár	Pound	Vaim
PP	Real**	Halav	—	—	Roi	Crown	Rach

* Pronounced *dee-EHS*

** Pronounced *ray-AHL*

Special Materials



Most weapons, armor, and equipment in the AD&D game campaign are made using carbon steel. On the Savage coast, some weapons and equipment are made of unusual materials.

The enduks and manscorpions craft bronze armor, but few others use this metal. Most tribal cultures craft their weapons from stone, bone, wood, and other simple, natural materials. The ee'ar use weapons of glass (actually glassteel), which have spread somewhat into other places. Ee'ar sometimes even make armor of glassteel. In addition, *red steel* weapons are becoming popular on the coast, spreading from the Savage Baronies. In some places, *red steel* is crafted into armor (albeit rarely).

Table 15.2: WEAPON MATERIALS

Material	Cost	Weight	Damage	Attack
Steel	100%	100%	—	—
Glassteel	500%	50%	—	—
Red steel	1000%	50%	—	—
Bone	30%	50%	-1	-1
Stone	50%	75%	-1	-2
Wood	10%	50%	-2	-3

Special materials of the Savage Coast are detailed in the following text. The attack and damage adjustments for special weapons are listed in **Table 15.2**. The damage modifier applies to the weapon's normal damage, down to a minimum of 1 point of damage per hit. The attack modifier applies to all attack rolls with a weapon of the given material, but it does not apply to missile weapons. The chart also lists the relative weight and cost of weapons made of alternate materials. For the price and weights of other metals used for equipment, refer to Chapter 6 of the *DMG*. Weapons made with other metals cause the same damage as steel weapons, unless made entirely of a soft metal such as silver or gold. Soft-metal weapons are treated like wooden weapons in regard to damage and attack adjustments.

Note that rules presented here take precedence over those presented in other sources.

Stone, Bone, and Wood

The less technologically advanced cultures of the Savage Coast are unable to work metal. As for phanatons and wallaras, they prefer to use materials other than metal for weapons and equipment. Gurrash

have not yet learned the skills needed to make metal items; caymas can do fine metalwork but do not smelt metal; a few shazaks are learning the skills of smelting and forging but are still unable to make high-quality steel weapons, usually trading for steel weapons and equipment.

Weapons of natural materials are usually crafted using primitive tools. A tribe's weapon-maker might have a stone tool that is used to scrape wood into shape or chip flint. Points of wooden weapons are typically hardened in a fire. Stone weapons are typically made using flint, though some (usually in the eastern lands of the Savage Coast) use obsidian instead. Other details regarding the construction of weapons from natural materials can be found in the description of the weaponsmithing (crude) nonweapon proficiency in the previous chapter.

In general, weapons of stone, bone, and wood are not as sturdy as their steel counterparts. Stone and bone weapons are brittle and do not hold an edge well. Wood is typically more supple, so it breaks less often. However, wood does not hold an edge or point well, and it can be bent relatively easily. Whenever a bone, stone, or wooden weapon hits its target, roll 1d20. If the roll is a 1, the weapon breaks or is so badly damaged that it can no longer be used effectively. This roll should not be made for blunt wooden weapons, such as the club or quarterstaff, which do not break easily.

Stone, bone, and wooden weapons are less effective than their metal counterparts. If a weapon (or weapon-head in the case of spears, arrows, and so forth) normally constructed with steel is instead made from stone, bone, or wood, it has a worse chance to hit than normal, and causes less damage, as shown on **Table 15.2**.

Note that weapons such as clubs, quarterstaves, bolas, and nonakas are normally made with wood, stone, or bone. The modifiers in **Table 15.2** do not apply to any of these weapons, and they need not be checked for breakage when they hit successfully. Making such weapons out of metal instead of natural materials does not give them any damage or attack bonuses, though it does increase their weight and cost. Steel versions of wooden weapons weigh twice as much and cost 10 times as much; steel versions of stone weapons weigh about a third more and cost twice as much.

The brol (stone axe), hessta (bone-tipped dart), and maga (club lined with shards of stone or bone) are something of a special case. When constructed with metal, they hit successfully more often and cause



slightly more damage, as explained under their individual descriptions later in this chapter. Also, stone weapons shaped with the *stone shape* spell or the Shape Stone Legacy do not suffer any of the penalties normally attributed to stone weapons. They are less brittle and do not break as easily; the better control of shaping also allows them to attack and cause damage as metal weapons.

Buying and selling primitive weapons can be difficult. Of all the tribal cultures, only the shazaks care to use money; other primitive races barter for their needs. Characters who wish to buy a primitive weapon from a tribe member must offer something of the same approximate value in trade. (Of course, the item must also be something the tribe member desires.) Tribe members trading for more advanced weapons pay by barter as well.

Glassteel

The ee'ar construct weapons of glass, causing them to acquire the properties of steel with the *glassteel* or *minor glassteel* spells (the latter is described in the “Magic” chapter). Ee'ar also make *glassteel elven chain mail*; this is always made for winged beings, either ee'ar or enduks. Some ee'ar wizards enchant glass items such as tools or decorations, while the most skilled wizards of the ee'ar homeland enchant large pieces of glass used to construct homes and other buildings. Note that the price for glassteel listed in **Table 15.2** is for glassteel items sold outside the ee'ar lands or to anyone other than ee'ar or enduks.

Items made of glassteel radiate magic. Weapons of glassteel are considered magical for purposes of striking beings that can be hit only by magical weapons, but they grant no bonuses to attack or damage rolls unless enchanted for that purpose.

Red Steel

Items of *red steel* are a valued commodity in the lands of the Savage Coast. The material is almost always used to forge weapons because weapons of *red steel* can strike beings normally hit only by weapons of at least a +1 enchantment, as well as those creatures normally hit only by silver or cold iron. However, *red steel* weapons grant no bonuses to attack or damage rolls unless enchanted for that purpose.

Information on *red steel* armor can be found in the next chapter. General information on *red steel* can be found in “The Curse and the Legacies” chapter and

the “Magic” chapter.

The price in **Table 15.2** is the price at which *red steel* is available to most people. Inheritors can purchase the substance from other Inheritors at half that price. Since Inheritors use so much *cinnabryl*, thereby converting it into *red steel*, they seldom have difficulty locating a supply. An Inheritor never overcharges another Inheritor (even one from a different order), but he may refuse to sell at all. When dealing with people outside the orders, Inheritors usually sell *red steel* for the price listed.

Table 15.3: SPECIAL ITEMS

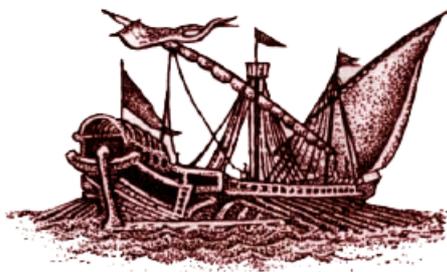
Item or Material	Price
<i>Cinnabryl</i> (per ounce)	1 gp
<i>Cinnabryl</i> amulet (8 ounces)	12 gp
<i>Cinnabryl</i> talisman (16 ounces)	32 gp
<i>Crimson essence</i>	200 gp
<i>Crimson essence</i> base	50 gp
<i>Crimson essence</i> ingredients	5 gp
<i>Crimson essence</i> vial	5 gp
Potion vial	3 gp
<i>Red steel</i> (per ounce)	2 sp
<i>Smokepowder</i> (per ounce)	1 gp
Steel (per ounce)	1 cp
<i>Steel seed</i> (per ounce)	1 sp
<i>Vermeil</i> (per ounce)	1 sp

New Equipment

Since so many magical items and substances exist on the Savage Coast, most can be purchased on the open market, at least in the eastern and central coastal regions.

An ounce of *cinnabryl*, which has a volume of slightly less than a cubic half-inch, is usually unshaped metal, though it might be pounded into a coinlike shape. This is the usual amount purchased by commoners. An amulet is *cinnabryl* crafted into a bit of jewelry, usually a bracelet, necklace, pendant, or brooch. These items are worn by wealthier people, such as merchants, nobles, and adventurers. An amulet weighing eight ounces protects the wearer for eight weeks (as explained in “The Curse and the Legacies” chapter). By comparison, a cubic inch of gold weighs approximately 11 ounces. An eight-ounce amulet is by far the most common size available, though larger amulets can be constructed at a cost of 15 sp per additional ounce. A depleted eight-ounce amulet provides two ounces of *red steel*.

A *cinnabryl* talisman resembles an amulet, but it is larger and has an empty space built into it to hold a



crimson essence vial. Talismans are almost always pendants (up to 16 ounces in weight) or bracelets (up to eight ounces), because these are the most secure holders. A clasped compartment holds the vial in place, and usually the talisman is designed to hide its vial from view. Talismans are almost never smaller than eight ounces. They cost 2 gp per ounce.

Crimson essence grants a Legacy to the person who drinks it. (The potion's precise effects are detailed in the next chapter.) A single dose of *crimson essence* contains one fluid ounce of liquid. *Crimson essence* base, the liquid initially placed in the vial, must be subjected to the magical radiance of *cinnabryl* for a time to transform into the potion. *Crimson essence* ingredients are the materials required by an alchemist to make *crimson essence* base. These ingredients include one ounce of *vermeil*, plus pure water and a few ingredients known only to alchemists.

Brewing *crimson essence* requires a special vial. The vial is actually double walled, and the potion base is poured between them. This leaves the center of the vial empty to gather the magical radiance of *cinnabryl* to evenly permeate the potion base. The glass used in this type of vial is heavy, made with about an ounce of *steel seed*. Compare the price of this special vial to the price of a standard potion vial, which is made of leaded glass and able to hold between two and four fluid ounces of liquid.

The prices for unworked steel and *red steel* provide similar comparison. This indicates how much a *cinnabryl* amulet can be sold for once it has depleted into *red steel*. Note that an ounce of *red steel* has twice the volume of an ounce of steel, because *red steel* weighs only half as much.

The price given for *vermeil* applies only if the material is purchased. A character can gather *vermeil* at a rate of about an ounce per hour and remove impurities at a rate of about half an hour per ounce (so obtaining a clean ounce of the material requires about an hour and a half).

Steel seed is found in *cinnabryl* mines and must usually be purchased for the price indicated. Mixed together and heated properly (by an alchemist), two ounces of *vermeil* and one ounce of *steel seed* make two ounces of *smokepowder*. An ounce of *smokepowder* is sufficient to cause 1d2 points of damage or to launch a bullet from a wheellock pistol.

Availability of Materials

The availability of substances can influence the prices

required for them. Prices on **Table 15.3** are for regions where the materials are the most common. In places where the materials are less common than normal, prices might be doubled or tripled, at the DM's discretion.

Unworked *cinnabryl*, suitable for purchase by the ounce, is available at the given price in all lands of the Savage Coast, though high-priced compared to other necessities. *Cinnabryl* amulets are also fairly common throughout the region. In the east, talismans of the substance, while uncommon at best, sell for the listed price; talismans are rare in the west. *Crimson essence*—like its base, vial, and ingredients—is rare everywhere, so the prices seldom vary from those listed.

Red steel is uncommon in the east, rare in central coastal regions, and very rare in Herath and points farther west. Normal steel is common everywhere, and *vermeil* is always common in the cursed lands. *Steel seed* and *smokepowder* are common in Renardy and the Savage Baronies (especially in Cimarron County); however, these substances are uncommon in Bellayne and Herath, and rare west of Herath.

Inheritors control most of the commerce in *cinnabryl*, *red steel*, *steel seed*, and *crimson essence*. While these characters never use *smokepowder*, some Inheritor mages make it, and some Inheritor thieves market it. An Inheritor can purchase any of the magical substances for half the prices listed, if the purchase is made from another Inheritor. Note that a PC Inheritor is never simply given these materials, except as detailed in the kit's description. The materials must usually be purchased from other Inheritors.

New Weapons

Table 15.4 offers details on the new weapons available for the SAVAGE COAST campaign. Most of the weapons have special details in addition to the statistics listed in this table. Refer to the item descriptions for particulars.

Note that hand crossbows and quarrels for hand crossbows are much more common along the Savage Coast than in other places, found most often among the enduks, in Herath, and in the Savage Baronies. On the Savage Coast, a hand crossbow can be purchased for 40 gp, quarrels for 1 sp each.

Crossbows receive a similar advantage to that of firearms in this setting. If the user has a full round to



load the crossbow and get it into firing position before the round in which it is used, the speed factor for the weapon is considered to be 1. Also note the rules regarding bow and crossbow specialists in the *PHB*, which are detailed again in the specialization notes in the “Proficiencies” chapter.

Ranges and rates of fire for missile weapons are given on **Table 15.5**. Ranges are given in tens of yards; for all weapons except wheellocks, the range should be reduced to tens of feet when indoors. The range for a lasso is always in tens of feet. A cayma crossbow bolt is exactly like that fired by a light crossbow. A bullet for a wheellock pistol (either type) costs 1 cp; four lead bullets weigh one pound.

Table 15.5: MISSILE RANGES

Weapon	ROF	Range		
		S	M	L
Bolas	1	3	6	9
Boomerang	1	2	4	6
Crossbow, cayma	1	6	12	18
Dart, hessta	1	1	2	4
Grenade	1	1	2	3
Lance, flight	1	1	2	3
Lasso	1*	1/2	2	3
Stiletto	2/1	1	2	3
Throwing stone	2	1	2	5
Wheellock belt pistol	1	1	3	5
Wheellock horse pistol	1/2	2	4	6

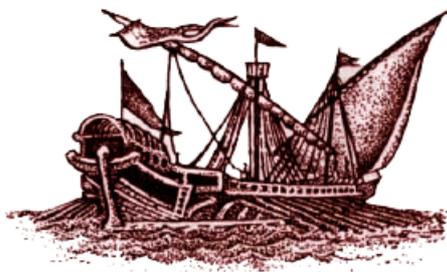
* Only one end of the lasso is thrown; a lasso can be used and recoiled once per round.

Table 15.4: WEAPONS LIST

Item	Cost	Weight	Size	Type	Speed Factor	Damage	
						S-M	L
Axe, Brol*	10 gp	10	L	S	9	1d10	2d8
Bok (Javelin)*	5 sp	2	S	P	132	1d6	1d6
Bolas	5 sp	2	M	B	8	1d3	1d2
Boomerang	5 gp	1	S	B	6	1d3+1	1d4+1
Crossbow, Cayma**	35 gp	7	M	P	72	1d4	1d4
Dart, Hesstal	15 sp	5	S	P	3	1d4	1d4
Grenade	10 gp	1/2	T	-2	5	1**	1**
Lance, Flight**	6 gp	5	L	P	6	1d6+1**	2d6**
Lasso**	5 sp	3	L	-2	10	-**	-**
Machete	10 gp	4	M	S	8	1d8	1d8
Maga*	25 gp	6	M	S	5	1d8	1d6
Main-Gauche**	3 gp	2	S	P/S	2	1d4	1d3
Nonaka**	1 gp	3	M	B	3	1d6	1d6
Sa**	5 sp	2	S	P/B	2	1d4	1d2
Scythe	5 gp	8	M**	P/S	8	1d6+1	1d8
Shot*	3 gp	3	S	B	3	1d6	1d6
Stiletto**	5 sp	1/2	S	P	2	1d3	1d2
Sword, Grooka*	2 gp	2	T	P/S	3	1d4**	1d3**
Sword, Matara**	100 gp	6	M	P/S	4	1d10**	1d12**
Sword, Mishiya	50 gp	3	M	P/S	3	1d8	1d8
Sword, Rapier**	15 gp	4	M	P	4	1d6+1	1d8+1
Sword, Sabre**	17 gp	5	M	S	4	1d6+1	1d8+1
War Claws**	3 gp	1/2	S	S	2**	1d4	1d3
Wheellock Belt Pistol	100 gp	3	S	P	7**	1d8**	1d8**
Wheellock Horse Pistol	200 gp	4	S	P	8**	1d10**	1d10**

* These weapons are typically made of primitive materials and suffer a penalty to attack and damage rolls as listed in **Table 15.2**. See the individual weapon descriptions to determine which materials (stone, bone, or wood) are used and which penalties apply.

** See the weapon description for special details.



Weapon Descriptions

The following text provides specific descriptions for the weapons listed in **Table 15.4**.

Axe, brol: A huge battle axe with a great oval head, the brol is a common weapon among gurrash. The standard brol is made of stone, usually flint that has been chipped to achieve the desired shape. However, a weaponsmith can craft a brol from obsidian for three times the listed cost. (Obsidian is rare in the swamps of the gurrash.)

Some brols are made using the *stone shape* spell or the *Shape Stone Legacy*. A brol made with magically shaped stone costs as much as five times the standard price. Brols can also be made of metal, increasing the weight and cost of the weapon as explained under the “Stone, Bone, and Wood” heading. Brols made in either of these manners need not check for breakage, and they hit more easily (ignore the footnoted penalty) and do more damage (1d10 against small or medium creatures, 2d8 against larger creatures).

Bok (javelin): These slender javelins are wielded two-handed by caymas as pikes; however, caymas cannot throw them. Most boks are made with stone or bone heads, suffering penalties as detailed in **Table 15.2**. A bok can also be wielded by a larger character as a standard javelin, with the speed factor of 4.

Bolas: Bolas are typically three ropes or cords about a yard in length, knotted at one end with stone balls attached to the other end. Stone bolas do not suffer penalties as detailed in **Table 15.2**. Bolas can be made with metal or even hard wooden balls, but the weight is the same because the balls are then sized differently. No bonuses or penalties are imposed for metal or wooden bolas.

The wielder of the bolas whirls them by the knot, throwing them at a target. If they hit, their cords wrap around the target, and the balls smash into it as they connect. Once the bolas have wrapped around a target, it takes the victim one full round and a successful Strength check to get free. If this check fails, the victim can try again in the next round.

If called shots are used (as described in Chapter 9 of the *DMG* and detailed in *CFH*), bolas can be even more effective. A successful attack on the legs prevents the victim from walking or running, and the victim must make a successful Dexterity check just to avoid falling down. If the victim was moving when hit, a -3 penalty is applied.

A successful called shot to the arms pins both to the target’s body. The victim cannot wield a weapon and does not gain AC bonuses from a shield; the victim’s Strength check to become untangled receives

a -2 penalty.

A successful called shot to the head causes the bolas to wrap about the target’s neck. After the first round in which the bolas cause normal damage, they do 1d3 points of strangulation damage per round until removed.

Weapon proficiency with bolas is not related to any other weapon proficiency.

Boomerang: The boomerang is a specially curved and shaped hunting stick with a beveled inside edge. Made exclusively by wallaras, the boomerang curves at an angle of more than 90 degrees, designed to return to the thrower if it misses the target. If the thrower misses the target but makes a successful Dexterity check, the boomerang returns within a few feet of the thrower at the end of the round, allowing the thrower to catch it. If the Dexterity check fails, the boomerang misses the thrower by a number of yards equal to the difference between the die roll and the Dexterity score, multiplied by 10 (so if the thrower’s Dexterity were 12, and the roll 16, the boomerang would miss by 40 yards). A 1d8 roll indicates where the boomerang lands in relation to the thrower (1=north, 2=northeast, 3=east, 4=southeast, 5=south, 6=southwest, 7=west, 8=northwest).

Boomerangs are almost all made of wood but suffer none of the penalties from **Table 15.2**. Normal metal cannot be used to make a boomerang, but if the DM allows, a boomerang can be constructed from *red steel* or *glassteel*. Weapons made of these materials have the standard bonuses and costs for those materials.

Only someone proficient in boomerang can use one at all.

Crossbow, cayma: The cayma crossbow is exactly like a standard light crossbow, except that caymas build their crossbows with wheels and a special winding mechanism. In addition, the crossbow is balanced on its axle, so it can be tilted to aim at different heights.

A larger individual acquainted with a standard crossbow can pick up a cayma crossbow and use it normally, but caymas typically cannot use a normal crossbow unless three or more serve as a crew for it.

If the character has a full round to prepare the crossbow (so it is loaded and in firing position at the beginning of the round), the weapon’s speed factor is considered to be 1. If the cayma has to single-handedly shift the crossbow to aim because a target has moved too much or to change targets, the weapon can be fired only once every two rounds.

Dart, hessta: This barbed dart is used primarily by caymas, who hurl it or thrust it like a spear. It is usually about two feet long. A larger being can throw one hessta dart per round with the same speed factor.



Most hesstas are made with bone heads, suffering the appropriate penalties, but they can be made with metal heads instead.

Grenade: Caymas craft grenades of pottery. Finished grenades measure about two inches in diameter. They contain powdered herbs that explode in a cloud when the ball is cracked. When the grenade is thrown and hits a hard surface, roll 1d20; if the roll is less than 18, the ball breaks and the preparation is released.

Though the grenade causes little damage, the herbs have special effects. Cayma Wokani make three types of grenades: sleep, choke, and fog. A sleep grenade explodes in a radius of one foot, and anyone whose head (or other breathing apparatus) is within that radius must make a successful saving throw vs. breath weapon or fall asleep for 1d4 turns. A choke grenade is filled with pepper and other irritating materials. It explodes in a radius of one foot, and anyone whose head (or other breathing apparatus) is within that radius must make a saving throw vs. breath weapon or be incapacitated (unable to attack or defend) for 1d6 rounds, due to choking, sneezing, and coughing. A fog grenade explodes in a five-foot radius and obscures vision (normal and infravision) in that area for 1d6 rounds (half that in a strong wind).

Only cayma Wokani can create grenades, which are typically available only in the cayma homeland.

Lance, flight: This lance has a 10-foot shaft of tough wood and a sharp head of steel. The butt end is fletched. This lance can be used by flying humanoids as a mounted warrior might use a regular lance or can be hurled at the end of a swoop. If the flying being makes a charging attack holding the lance, it causes double damage on a successful hit.

Lasso: The lasso classifies as a large weapon because it always takes two hands to wield and requires a lot of space for use. It is a length of rope, usually about 30 feet, with a loop at the end. Before throwing a lasso, an attacker must declare whether he is conducting a normal attack or a called shot. The user holds the slack in one hand, twirls the loop with the other, and hurls the loop at a target.

The normal attack drops the loop around a target's torso to stop, dismount, or pull the target to the ground. A mounted or moving target causes a jolt to both target and attacker when the rope extends to its full length. If the target is not moving, a jolt can be caused by the attacker or the target tugging sharply on the rope. If no jolt is made, the target is simply held in place until the lasso is removed. Both attacker and target must attempt a Strength check; the character who rolls higher, while still making a successful Strength check, wins. If one succeeds and the other

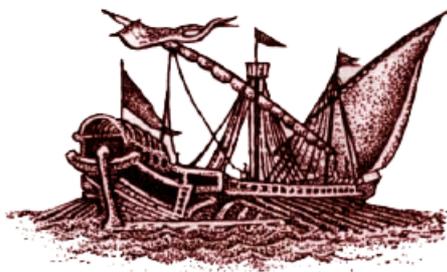
fails, the one who succeeds wins; if both fail, it is considered a tie. If the target wins, the lasso is torn from the attacker's hands, causing 1d2 points of damage. If the attacker wins, the target is pulled to the ground and takes 1d3 points of damage (1d2 points of damage if the target was stationary); Strength modifiers for damage apply. When the result of the Strength checks is a tie, both effects occur: the attacker takes 1d2 points of damage and loses the rope, and the target is pulled to the ground for 1d3 damage. If the attacker ties off the slack end of the rope to a stationary object, like a boulder or large tree, before throwing, no Strength roll is necessary on the attacker's part; if the target rolls his Strength score exactly, the rope breaks. Otherwise, a stationary target is not jolted, while a moving target is pulled to the ground.

Removal of the lasso normally requires one full round and a successful Strength check unless the attacker is still working to hold the lasso tight (as explained above). A lasso can also be cut. Sawing through a rope takes a full round, while chopping a rope (against a solid surface) requires a single successful attack against AC 10, with damage of 2 points or more.

An attacker can make a called shot to the legs in an attempt to trip the target. The target can make a Dexterity check, with a +6 bonus if stationary or a -3 penalty if unaware of the attack. If the Dexterity check succeeds, the target jumps out of the loop before it closes. Otherwise, the target falls down.

An attacker can instead make a called shot to the arms, to pin a target's arms to his sides. Such targets are allowed a Strength check with a +6 bonus if stationary or -3 penalty if unaware of the attack. A target whose Strength check succeeds shrugs off the lasso; otherwise, both the target's arms are pinned. Pinned targets can struggle; both attacker and target must then attempt a Strength check, and the character who rolls higher, while still making a successful Strength check, wins. When one succeeds and the other fails, the one who succeeds wins; if both fail, it is considered a tie. If the target wins, the target has freed both arms and can move, attack, and defend normally in the next round. If the attacker wins the contest, the target's arms remain pinned; the target cannot wield weapons or use a shield effectively, though he can struggle again in the next round. Each additional lasso that hits the same target gives the target a -4 penalty to his Strength check for struggling. If the total penalty reaches a number greater than the target's Strength, the target can no longer attempt to struggle free.

Attackers can also make a called shot against a



target's head. If such an attack hits, the attacker can yank on the rope to cause 1d3 points of damage plus any Strength adjustment. In subsequent rounds, the attacker can yank for 1 point of damage plus modifiers due to Strength. If the attacker can somehow hoist the victim into the air by the neck, the target takes 1d4 points of strangulation damage per round (Strength modifiers do not adjust this damage). Strangling victims cannot shout or raise an alarm, but they can still use their hands. A character caught around the neck can struggle as explained under the arm-pinning attack, but hoisted targets must make a successful bend bars roll or cut the rope to escape.

Note that the lasso proficiency is essentially the same as web-casting. Also, a character with the nonweapon proficiency of rope use receives a +2 bonus on attack rolls made with the lasso.

Machete: This is a three-foot long flat blade with a squared end, typically used to chop crops or clear underbrush but able to inflict serious damage as well.

Maga: The maga is a club about three feet long, four inches wide, and one inch thick. Sharp shards of stone are embedded along its edges. Gurrash usually make the shards of flint; obsidian shards are a sign of status, which triple the cost of the maga. The maga suffers the standard penalties for stone weapons.

The stone shards can be replaced with metal blades for extra cost and a slight increase in the club's weight.

Main-gauche: This is a large-bladed dagger with a basket hilt, often used as a secondary weapon in two-weapon fighting style. It gives a +1 to hit with disarm maneuvers (covered in the "Proficiencies" chapter) because of the large quillions. The basket hilt can serve as a metal gauntlet in a punching attack.

Main-gauche proficiency is related to dagger proficiency.

Nonaka: Known as nunchaku in some places, the nonaka consists of two rods of hard wood (each about a foot long) connected by a short length of chain or rope. Nonakas can also be made by plating the wood with metal, adding a little weight and cost but not altering the weapon's other statistics. The weapon can be used for called shots and attempts to disarm. Though the weapon is similar in construction to a flail, the weapon proficiencies are unrelated.

Many people proficient with nonakas use two of them at once. Some take two-weapon specialization, while some even add nonaka specialization to that.

Sa: Known as the sai in some regions, this small, defensive weapon consists of a metal bar with a hilt and oversized, upward-curving quillions. When used by someone proficient with the weapon, a sa confers

a +1 bonus when attempting disarm maneuvers. The sa is listed as a piercing or bludgeoning weapon; it can be one or the other, but the type must be chosen by the user when it is purchased. Sa proficiency is not related to other weapon proficiencies.

Many users of sa wield two at once, some taking two-weapon style specialization.

Scythe: A curved blade about three feet long attached to a five-foot handle, this farm tool is used both to cut grain and as a weapon. A character wields the scythe by holding the short wooden bars on the end opposite the blade. The scythe is always used as a two-handed weapon.

Shot: This is a small ball of metal that is thrown at an opponent. In primitive areas, it is made of stone and called a throwing stone, suffering penalties as detailed in **Table 15.2**.

Stiletto: This narrow-bladed knife is sharp at the point only. It confers a +2 non-magical bonus to attack rolls when used against plate mail (of any type), ring mail, and chain mail because its narrow point and blade can more readily slip through such armor. Stiletto proficiency is the same as knife proficiency.

Sword, grooka: This is a small sword, about dagger-sized, used by caymas. If a cayma wields a grooka two-handed, it causes damage as a short sword (1d6 points against small or medium creatures, 1d8 against larger creatures). Most grookas are made of stone and suffer appropriate penalties. The statistics in the chart are for the metal version. A grooka can be wielded as a dagger by beings larger than caymas.

Sword, matara: This is a sword very similar to a katana. It is a medium-length, slightly curved blade with no quillions (only a small, circular guard) and a hilt suitable for one-handed or two-handed use. The damages given in **Table 15.4** are for one-handed use; when the weapon is wielded two-handed, its damage is 2d6 points for any size opponent. The blade is sharpened along only one edge.

Making a matara is very difficult. The technique, known only in Bellayne, is a closely guarded secret. It takes twice as long to make a matara as to make a long sword, and the weaponsmith receives a -3 penalty on proficiency checks during this attempt.

Mataras are personal weapons, often family heirlooms. A wielder often wields a mishiya at the same time.

Sword, mishiya: This is a sword very similar to the wakizashi. It is the shorter companion blade to the matara. Like the matara, it is difficult to make, usually made only in Bellayne.

Only Honorbound of Bellayne can wear both



matara and mishiya. For another character to do so is to insult these Honorbound.

Sword, rapier: The rapier is a long-bladed sword, normally sharp only at the end. It is a thrusting weapon wielded for lightning-fast strikes and lunges. Most Swashbucklers of the Savage Coast choose to wield a rapier. Swashbucklers often use two-weapon style to wield a rapier and a second, shorter blade (though a two-weapon specialist may fight with two rapiers).

A rapier can be made with a basket hilt, costing an additional 2 gp and adding one pound to the weapon's weight. This allows it to be used as a metal gauntlet in a punching attack. If parrying is allowed, a rapier's basket hilt provides the same parrying bonus as the main-gauche.

Sword, sabre: The sabre is a light slashing sword, another favorite of Swashbucklers. It is fitted with a basket hilt that can be used as a metal gauntlet in punching. If parrying is allowed, the basket hilt provides the same parrying bonus as the main-gauche.

War claws: Worn mostly by rakastas, these sharp claws attach tightly to the hands and fingers with gauntlets and leather straps. These are always worn one per hand. Caymas and other tiny characters cannot use war claws, and no one without the war claws proficiency can make effective use of the weapons. War claws are considered metal gauntlets in punching attacks.

A character wearing a pair of war claws can make one extra attack each round. If the character has a natural claw attack, neither attack is made with penalties; otherwise normal penalties for fighting with two weapons apply. Similarly, the speed factor listed is for characters who do not have natural claw attacks; characters with natural claw attacks have a speed factor of 1 with war claws. War claw damage supersedes natural claw damage, rather than adding to it.

Proficiency with claws as a natural weapon also gives the character proficiency in war claws.

Wheellock pistols: The wheellock is a firearm with a spring-wound wheel, similar to that on a modern cigarette lighter. Pulling the trigger releases the wheel, which spins against a flint, spraying sparks into a priming pan to ignite the *smokepowder*. Wheellocks are always made with metal and wood, though stone, bone, and ivory are often used as decoration. Wheellock bullets are always metal.

The belt pistol is small enough to be carried stuck through a belt or waistband, often concealed beneath a cloak. In Cimarron and Guadalante, the belt pistol is a popular weapon of personal defense.

The horse pistol is larger than the belt pistol, up to

18 inches long. It is intended for use by riders, who can sling a holster across their saddles. At the cost of 2 gp, a large metal ball can be added to the bottom of the grip, making it less likely for the user to drop the weapon when it is drawn. The ball adds an extra pound to the weapon's weight and allows the weapon to be used as a club.

If a character has a full round to prepare (so a pistol is loaded and in firing position at the beginning of the round), the weapon's speed factor is 1 for that round.

Wheellocks can cause extra damage when they hit. If the damage roll is an 8 or 10, roll the damage die again and add the new result to the old. Each time an 8 or 10 is rolled, the die is rolled again and added to the previous total. For example, if two consecutive 8s are rolled and then a 3, a belt pistol would cause 19 points of damage.

Range modifiers are standard for firearms: -2 at medium range, -5 at long range. Unlike modifiers for the arquebus as given in the *PHB*, range modifiers for wheellocks are not doubled.

A firearm can also punch through armor. At short range, all armor is ignored; the target's AC depends on Dexterity, cover, and magic. At medium range, the target's AC is penalized by 5, to a maximum AC of 10. At long range, the target receives a +2 AC penalty. These penalties apply only to that portion of a character's AC that comes from armor. Dexterity and magical bonuses are unaffected. The penalty cannot make a target's AC worse than it would be if the target were wearing no armor. In terms of cover, few things will stop a bullet, particularly at short range. Characters must get behind substantial barricades to qualify for a cover bonus rather than concealment.

For various reasons, firearms sometimes fail to fire. If the attack roll with a firearm is a 1, the weapon does not fire at all. It cannot be fired again until 10 rounds are spent clearing the ruined charge from the barrel and cleaning and reloading the piece. Because of the nature of these weapons and the *smokepowder* of the Savage Coast, these wheellocks need not check for backfires, hanging fire, or fouling.

Caymas and other tiny creatures cannot use wheellocks, except possibly in the same manner in which they use crossbow. By attaching a frame and wheels and providing a crew of at least three caymas, they could use a pistol as a sort of cannon.

Wheellocks do not function outside the lands marked by vermeil. If taken beyond the borders of the Haze, the weapons cease to fire until brought back into the area.



Magic

Because the Savage Coast region suffers the effects of multiple curses and enchantments known collectively as the Red Curse, magic use in the region is affected in a few significant ways. In particular, divinations and certain abjurations are adversely affected. This chapter details what those special effects are, in addition presenting new spells and discussing magical substances. While most information about magical materials can be found in “The Curse and the Legacies” chapter, additional details concerning *crimson essence* are found here.

Existing Spells

Other than treating Legacies as spell use, most spells are basically unaffected by the special conditions of the Savage Coast. However, because of the magical aura over much of the region due to the Red Curse and such substances as *vermeil*, divination magic is often thrown off. Almost everyone and everything in the cursed region radiates at least a minor magical aura. Because of the Immortal power behind the Red Curse, the effects of some abjuration spells are also inhibited.

Note that spells are affected whether cast within the cursed areas, cast to reach the cursed areas, or carried into the cursed areas. Magical items that du-

plicate the effects of these spells are affected in the same ways, but Legacies are unaffected.

Detection and Identification Spells

Items made of *red steel* and *cinnabryl* are relatively common; *vermeil* dust permeates the area, getting into clothing and other items; and almost everybody has a Legacy. Thus, in the cursed lands, something is sure to glow whenever *detect magic* is used. This naturally makes it difficult to tell which items are truly enchanted, which are naturally magical, which are simply covered with *vermeil*, and which are just being carried by someone who personally radiates magic.

For *detect magic* to be at all useful, the caster must make a saving throw vs. spell. Failure indicates that the distortion is too great to give any kind of accurate reading, while success allows the caster to cut through the “static” and use the spell as normal. Even then, the caster’s chance to determine the school or sphere of an effect is halved. If *detect magic* is cast from a scroll or other item, the user must make a saving throw vs. spell as a 1st-level wizard (must roll a 12 or better on 1d20). A caster (but not an item user) is allowed to add bonuses to the roll for certain proficiencies: +2 for curse lore and +1 for spellcraft. These modifiers are cumulative.

Note that any individual who has at least one Legacy radiates a magical aura. Therefore, *detect magic* can also



be used to determine the school or sphere into which the Legacy's effects would fit if it were a spell. If *detect magic* is used on a character for this reason, casters with Legacy lore receive a +1 bonus to the saving throw (cumulative with any other bonuses). As with normal detections, the chance to determine the school or sphere of the Legacy is halved. Characters with multiple Legacies probably radiate multiple auras. As with magical items, the DM must determine the exact reading for the caster. *Detect magic* never identifies the exact Legacies the target has but can indicate the number possessed or provide enough information for a caster with Legacy lore to make a proficiency check, even if the character has not seen the target's Legacy in operation.

Since someone with a Legacy is sort of like a living magical item, the *identify* spell can be used on such people as well. Like *detect magic*, *identify* is adversely affected by the cursed region, even when used on items instead of people. To have a chance for a useful reading, the caster must make the same type of saving throw as for *detect magic* (the same modifiers, if any, apply). The chance of learning information with *identify* on the Savage Coast is equal to 5% per level of the caster, rather than the 10% per level normally given. The maximum chance is still 90%. If used on a person, *identify* can determine the exact Legacy the person possesses (or one of them, if the target has multiple Legacies).

Other Divinations

The Red Curse affects divinations in several different ways, the most prominent of which are "blurring" and false readings. Spells are affected in different ways depending on their exact use.

The most common effect on divination spells is "blurring." Visions granted by spells blur, sounds are indistinct, even thoughts are unclear, as if static were interfering. In most cases, this is just an annoyance: a translation is garbled a little, a vision is dim, or unimportant words are not heard. The DM determines the exact amount of interference and its precise effects. The saving throw mentioned previously for casters of *detect magic* could be used, in which case the curse lore bonus applies. Bonuses for spellcraft apply only if the person casts the spell (rather than using an item); a Legacy lore bonus applies only if the detection, identification, or penetration of a Legacy is somehow involved. Spells affected by blurring include *augury*, *clairaudience*, *clairvoyance*, *commune*, *commune with nature*, *contact other plane*, *detect invisibility*,

detect scrying, *ESP*, *find the path*, *magic font*, *magic mirror*, *reflecting pool*, *speak with animals*, *speak with dead*, *speak with monsters*, *tongues*, *true seeing*, and *vision*. All types of magical scrying are affected as well.

The next most common effect on divinations is the false reading. This applies primarily to spells that seek to discover if something is nearby or determine an item's location. Whenever a character casts an affected spell, he should make a saving throw vs. spell; any bonuses are applied as described above for spells susceptible to blurring. The DM should make these saving throws and inform the player of the results. If the spell has an extended duration, a saving throw each round or every three rounds might also be appropriate.

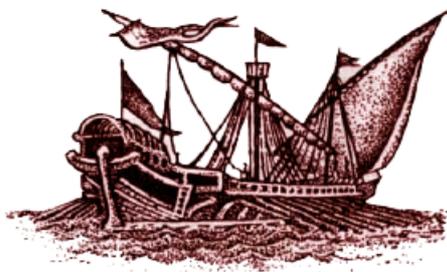
When a saving throw fails, the caster gets a false reading. This is usually an indication that something is there when it really is not. In other cases, a false reading might indicate a wrong direction as the best to be followed, but a false reading never obscures something that really exists. (That is what the blurring effect does.) For example, a false reading on a *detect lie* spell always indicates that the target of the spell is lying, whether the person is or not. Spells affected by false readings include *commune with nature*, *detect evil*, *detect lie*, *detect poison*, *detect snares & pits*, *detect undead*, *find the path*, *find traps*, *foresight*, *locate animals or plants*, and *locate object*.

Other effects are possible as well. Detection spells with percentages can have those percentages halved (round all fractions up). Spells affected include *detect poison*, *detect charm*, and the clerical version of *detect evil*. Spells not affected by this restriction include *augury*, *commune*, and *divination* (though if the percentage roll for the *divination* spell fails, a false reading is given).

Contact other plane, *commune*, and similar spells never provide information about the Red Curse, unless the DM wants to reveal information to a high level character who has performed some major favor for the power contacted. Such an event can be pivotal to a campaign and should be used with caution.

Readings for *know alignment* always provide the caster with two alignments. The caster can determine the truth by making a saving throw as described previously. This also affects the alignment detection of the clerical *true seeing* spell.

Divinations using the *cantrip* spell (such as determining which card someone has drawn from a spread deck) cannot be used in the cursed lands. *False vision*, *legend lore*, *read magic*, *screen*, and *identify species* (described in the following text) are unaffected. Reversed versions of divinations are generally



unaffected, but their effects might be mistaken for the effects of the Red Curse.

Polymorph self and other spells that do not normally grant magical powers cannot duplicate Legacies.

Additionally, the Red Curse is not evil or good; it is the result of Immortal magic and transcends normal definitions of alignment. For example, *protection from evil* does not exclude an Inheritor or anyone else with a Legacy, because a Legacy is not considered an evil enchantment.

Dispel Magic

This spell not only acts as described in the *PHB*, but it can also dispel the effect of a Legacy if aimed correctly. A Legacy is considered an innate ability for determining difficulty; however, the chance for success is penalized. The base chance becomes 40% (13 or better on 1d20). The spell can stop one activation of a Legacy or halt the Legacy's effects prematurely, but it cannot prevent someone from activating the Legacy again.

Dispel magic affects magical items as normal but has no effect on innately magical substances, such as *vermeil*, *cinnabryl*, *red steel*, and *steel seed*). A *red steel sword +1* could have its bonus restricted for 1d4 rounds, but the item remains *red steel* and therefore inherently magical. *Dispel magic* affects *crimson essence* and *smokepowder* as potions as well. If the spell is successful, *crimson essence* is reverted to *crimson essence* base (as if the material had just been prepared and had not yet been exposed to the radiance of *cinnabryl*), and *smokepowder* is converted to a powdery mixture of *vermeil* and *steel seed*. The base can be affected again by the radiance of depleting *cinnabryl*, and the powdery mixture can be recombined by an alchemist. When checking for the effects of dispelling on *smokepowder*, a check should be made for each separate mass. Charges kept separately make individual checks, but a keg of the material gets only one check.

Remove Curse

The *remove curse* spell can never completely remove the effects of the Red Curse from any individual; it simply is not powerful enough to affect Immortal magic, even when cast by a high-level mortal caster. It might be possible—if the DM allows and plans for it in the campaign—for an Immortal to remove all or part of the Red Curse using the *remove curse* spell. *Remove curse* is also ineffective at removing the effects of a Legacy or preventing the use of a Legacy. However, it can help an Afflicted in recovery, as explained in “The Curse and the Legacies” chapter.

Other Spells

Most other spells are unaffected by the Red Curse.

New Spells

A few new spells have been created that are unique to the Savage Coast and the areas nearby. Two of them, *maintain* and *deplete*, relate specifically to the Red Curse. *Determine race* is an old aranean spell, which they used to examine others. It has been adapted since to determine the race of those Afflicted whose appearance has been distorted.

The other new spells, *interruptable light* and *minor glassteel*, are creations of the ee'aar, who typically do not reveal these spells to others.

Deplete

6th-level Wizard Spell (Alteration)

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 1 round

Area of Effect: One item of *cinnabryl*

Saving Throw: None

This rarely used spell depletes as much as one ounce of *cinnabryl* per three levels of the caster (four ounces at 12th level, five ounces at 13th-15th level, etc.). The caster can choose to deplete a lesser amount of *cinnabryl* at the time of casting. The spell is used infrequently because *cinnabryl* is better used than wasted. It is generally used to quickly turn *cinnabryl* into *red steel* but can also be used as an attack against Inheritors, depleting their protective *cinnabryl* amulets.

The caster must touch the item to be depleted. If the item is worn by someone who does not want to be touched, the caster must make an attack roll against the target's normal Armor Class with a -4 penalty (as per a called shot). The spell remains active for one round after casting. If the caster does not touch a target within that time, he must make a successful saving throw vs. spell, or the *deplete* spell affects his *cinnabryl*. If the amount of undepleted *cinnabryl* in the



item is less than the amount affected, any leftover depletion applies instantaneously to the Time of Loss and Change (as detailed in “The Curse and the Legacies” chapter). For instance, if a wizard depletes four ounces of *cinnabryl*, and the target is wearing only two ounces, the target instantly suffers the effects of two weeks of the Time of Loss and Change. Since the effects can be so devastating, depletion that places the target into the Time of Loss and Change is considered an evil act.

This spell does not speed the production of *crimson essence*, which depends on the amount of time spent near a person with a Legacy as well as time spent bathing in the magical radiance of the *cinnabryl*.

Identify Species

3rd-level Wizard Spell (Divination)

Range: 10 feet per level

Components: V, M

Duration: 1 round per level

Casting Time: 3

Area of Effect: 1 creature per level

Saving Throw: Negates

By using this spell, a wizard can determine the race and species of a target creature. One creature can be examined per round while the spell remains in effect. A saving throw is allowed only to creatures that realize a spell is being cast at them and actively resist. For the spell to be effective, the target’s exact location must be known to the caster. If the spell works, the name of the target’s species immediately comes to the caster’s mind.

The caster may find this spell especially useful when dealing with creatures in disguise, beings deformed by the effects of the Red Curse, or unidentified monsters. The spell sees through magical or normal disguises and deformations, including such spells as *polymorph other*.

However, since the araneas created this spell, it detects their true race only when they are in the form of giant spiders. If used against an aranea in another form (even one affected by *polymorph self* or *shape change*), the spell reveals the aranea to be a member of the race which it is imitating. Nobody else knows enough about genetics, especially aranean genetics, to create a version of the spell to successfully identify araneas when they are in other forms.

The spell’s material component is two strands of animal hair twisted tightly together. The hairs are pulled apart during casting and are consumed when completely separated.

Interruptable Light

3rd-level Wizard Spell (Alteration, Enchantment)

4th-level Priest Spell (Sun)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell must be cast on a person or item. Developed by the ee’aar, the spell creates a round spot that radiates a beam of bright light. The beam created is about four inches in diameter and illuminates an area in a direct line from the place it originates, to a range of 60 feet. Of course, the light can be seen by others for a much greater distance. The light is as bright as full daylight, lasting until negated by magical darkness or *dispel magic*. In addition, the caster (or another person named at the time of casting) has mental control over the light and can order it to turn on or off at will.

In a somber ceremony, the spell is cast by elders on young ee’aar when they reach maturity. It is placed on the chest of the recipient, who is named as the controller of the light. The ee’aar use the spell to light their way and confuse or frighten enemies. Creatures who suffer penalties in bright light receive them if the beam is directed at their eyes. Those who try to avoid looking at the light are allowed a saving throw vs. paralyzation; success indicates that the beam missed them.

Maintain

6th-level Wizard Spell (Necromancy, Abjuration)

3rd-level Priest Spell (Protection)

Range: Touch

Components: V, S, M

Duration: 1 day per level

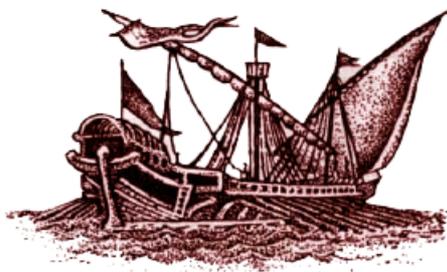
Casting Time: 1 turn

Area of Effect: One creature

Saving Throw: None

Since *cinnabryl* is difficult to find in some places, priests developed a spell to counteract some of the effects of the Red Curse. After some work, wizards were able to duplicate the spell’s effects.

The caster must recite the spell’s verbal component while touching the target individual. The material component of the spell is at least one ounce of undepleted *cinnabryl*. This must be touched to the recipient’s head at the end of casting, but it is not consumed in the casting.



The target is maintained at his current stage of the Red Curse for the duration of the spell. A recipient in the Time of Grace remains at that stage (except for suffering the loss of a single ability point); a recipient in the Time of Loss or the Time of Change stays at exactly the same point as when the spell is cast. The use of a Legacy by the recipient immediately dispels the *maintain* spell.

As mentioned, this spell does not prevent the loss of the initial 1 point from the appropriate ability score, nor does it eliminate or heal any existent detrimental effects. It also does not work on Inheritors. If the recipient is the victim of a successful *deplete* spell, the *maintain* spell is immediately eliminated, and the full time called for by the *deplete* spell is instantaneously applied to the Time of Loss and Change.

This spell is used throughout the Savage Coast, but most commonly in Robrenn, Eusdria, Renardy, Bellayne, and Herath. In several small towns, the village priest or wizard makes rounds, casting the spell on all who need it. This holds off detrimental effects and keeps the common folk in those small towns from using Legacies.

Measure Cinnabryl

2nd-level Wizard Spell (Divination)

1st-level Priest Spell (Divination, Elemental)

Range: 10 feet

Components: V, S, M

Duration: Instantaneous

Casting Time: 2

Area of Effect: One item of *cinnabryl*

Saving Throw: None

With this spell, the caster can measure the amount of time for which a single, visible item of *cinnabryl* will remain useful in holding off the detrimental effects of the Red Curse. The amount of time comes to the caster's mind as if suddenly remembered.

Minor Glassteel

5th-level Wizard Spell (Alteration)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: Object(s) touched

Saving Throw: None

Created by ancient and powerful ee'aar wizards, this spell is a lesser version of the 8th-level wizard spell *glassteel*. Like the greater spell, *minor glassteel* turns normal, nonmagical crystal or glass into a transparent

substance that has the tensile strength and durability of steel.

Ee'aar use this spell to create glass weapons and armor.

The caster can affect a single, whole object that weighs five pounds or less. Since the substance created has half the weight of steel for the same mass, an item equivalent in size to a 10-pound steel item can be created. Alternately, a pound of smaller, linked items (such as glass links for *glassteel* mail) can be enchanted with a single casting of the spell. An ee'aar making *glassteel* chain mail creates the rings in small amounts, enchants them, attaches the next batch, enchants them, and so forth.

The material components for this spell are the glass item to be affected, a small piece of steel, and a gem worth at least 10 gp.

Magical Items

Almost any standard magical item can be found in a SAVAGE COAST campaign. Items from the *DMG* that are named for people are extraordinarily rare at best. In general, the items act exactly as described in that book; none have special effects against the Red Curse or people affected by it. Items work for any PC race unless otherwise specified in the item description. For example, a person deformed by the Red Curse could still wear magical rings or bracers; the items change size to fit unless otherwise specified in their descriptions.

As noted elsewhere, the Savage Coast is home to a number of inherently magical substances. For details, see "The Curse and the Legacies" chapter, which describes how they are used in making magical items.

Red steel can be enchanted to create magical weapons or armor. The weapons receive normal enchantments, while retaining the natural magic of *red steel*. Alternately, *red steel* armor has special properties, as described below. Enchanting *cinnabryl* is possible but rarely done because the substance is too valuable as a counter agent of the effects of the Red Curse. In most cases, the *cinnabryl* would eventually deplete and become *red steel*, at which time it would be reshaped and lose any enchantments that had been placed on it. *Steel seed* is useful in the making of *smokepowder* and other magical substances. *Vermeil* has no real magical properties of its own (other than a magical aura), but it mixes easily with other substances and helps them hold enchantments. It is



used to make *smokepowder* and *crimson essence*, as well as other magical powders, potions, and preparations.

Red Steel Armor: Armor of Change

Red steel armor can be constructed by any competent redsmith who is also an armorer. Armor of *red steel* has few special properties, other than radiating magic and being a poor conductor for electricity. (It will not conduct the effects of a *shocking grasp*, but it provides no protection from *lightning bolt* and similarly powerful electrical effects.) However, just as with normal armor, a wizard of high enough level can enchant *red steel* armor.

In addition, *red steel* armor can be enchanted with a *polymorph self* spell (which, as usual, must be cast in concert with *enchant an item* and sealed with *permanency*). *Red steel* armor enchanted in this fashion is commonly called *chain mail of change*, *plate mail of change*, etc. When the caster is affected by a Legacy or spell that alters shape, it changes shape and even size with its wearer, continuing to provide the same protection as before.

Crimson Essence

This potion grants Legacies permanently to Inheritors. The process is detailed in the description of the Inheritor kit in the “Character Kits” chapter. If used by someone other than an Inheritor or an Inheritor who is not ready to accept a new Legacy permanently, *crimson essence* grants a Legacy temporarily to the user.

The Legacy gained is determined by region (roll 1d20 and check **Table 13.1** and the accompanying map). The imbiber can use the Legacy a maximum of three times in the first 24 hours, with the same restrictions as usual. When the Legacy is temporarily gained, the drinker of the potion must make a successful saving throw vs. poison or instantaneously suffer the Legacy’s detrimental effects (except for ability score loss). These effects remain until the potion wears off (at the end of the Legacy’s third use or after 24 hours, whichever comes first).

The preparation of *crimson essence* is covered in the description of the Inheritor kit. If the potion is consumed before it is ready, no beneficial effect occurs. In addition, someone who drinks *crimson essence* before it is ready must make a successful Constitution check or fall ill, becoming weak and helpless for 2d4 hours.

Drinking a second potion of *crimson essence* while

another is still in effect requires a roll on the “Potion Compatibility” table in the *DMG*, Appendix 3. This applies only when the first potion is granting a temporary power; it does not apply if the first was used to gain a permanent Legacy.

Careta de la Barrera: The Barrier Mask

Really an artifact rather than a simple magical item, the *barrier mask* is a large ceremonial mask of ancient Oltec design. Carved from a rare wood and treated with special magical preparations, the mask appears to be made of stone. The mask is large and intricately carved. Wearing it is fatiguing not only because of its size and weight, but also because it draws energy from its user. The *barrier mask* normally resides on small pedestal in the uppermost level of Torre de Manzanas in Saragón.

The mask plays an integral role in the adventure in this book, “Divided We Fall.”

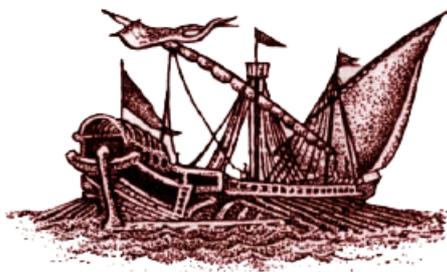
History

Two millennia ago, the various Oltec cities reached a plateau of civilization and culture on the Savage Coast. At peace with one other, they had only to defend against outside invaders to know lasting prosperity. To this end, the high priests of Ixion devised a plan to unify the Oltec cities and honor their patron Immortal at the same time.

Artisans in each city were to create portions of a ceremonial mannequin representing Ixion. Then, the greatest wizards of each city were to imbue their portions with great magic—powers which would allow the completed mannequin to defend all Oltec cities against invasion.

For months the artisans labored, and for months the wizards toiled, imbuing the various pieces of the totem mannequin with protective magic. At last their work was finished, and all that remained to do was the great assembly. Alas, for all of their foresight, the Oltec priests underestimated the aggression of the goblinoid tribes of the Yazak Steppes. Before the totem could be assembled, goblins and orcs descended with a fury, decimating Oltec cities across the coast.

Some priests, artisans, and wizards who had worked toward creating portions of the totem were able to hide their work from the invaders. Others are said to have destroyed their portions lest they be captured. Still, some certainly fell into goblin or orc hands. Certainly, the *barrier mask* and *bracers of forbiddance* are



not the only parts of the original totem, but whether others still exist and what their powers may be, none can say.

for a full turn after using it, unable to attack, defend, or move for ten minutes.

Campaign Use

The *barrier mask* currently belongs to Don Luis of Saragón. Depending on the results of “Divided We Fall,” it may be destroyed, or Don Luis may also gain the *bracers of forbiddance* to keep in his tower. If the *barrier mask* survives the adventure, it is sure to be coveted by the other baronies. If it is destroyed or stolen, then Don Luis no longer suffers the effects of its curse.

Powers

Constant. A person wearing the *barrier mask* is immune to all mind-affecting spells. In addition, the wearer is immune to visual illusions simply because the mask has no eye holes.

The *barrier mask* generates a field around the structure in which it rests, negating all transportation spells (*dimension door*, *passwall*, *teleport*, etc.) into or out of the affected structure.

Invoked. The character who wears the *barrier mask* can at will create a huge, invisible wall of fear 100 miles long (50 miles to either side of the mask) and project it up to five miles away. Any hostile group of 100 or more beings is struck at once with irresistible fear all that lies beyond the wall. Individuals in groups of fewer than 100 beings are allowed a saving throw vs. spell to resist the wall’s effects, but even they must make a successful saving throw at a -4 penalty or flee. Beings struck with fear by the *barrier mask* flee as quickly as possible, refusing to return to where they encountered the wall for 100 days.

A character who associates with the mask for a full year is advanced to 12th level in his chosen class, regardless of any restrictions. Characters of 12th or higher level are unaffected.

Curse. The user of the *barrier mask* always evokes suspicion and distrust among his peers, no matter how altruistic his acts or selfless his motives. Even if the character uses the artifact to save an entire country, anyone of the same social standing will view the user as a power-hungry schemer. Thus, if the *barrier mask* is used by a noble, he is suspected by other nobles; if used by a commoner, the character is met with distrust by other commoners. This curse was an intentional effect created by the makers of the artifact to prevent people from coveting the item.

In addition, the user of the *barrier mask* is exhausted

Means of Destruction

The *barrier mask* can be destroyed only by use. If ever activated to repel a horde of more than 10,000 creatures, it will first begin to crack, ultimately splintering and disintegrating as it fulfills its function.

Bracers of Forbiddance

A pair of thick gold bracelets, these bracers act as *bracers of defense*, AC 2 and prevent all non-magical missiles from hitting the wearer. When worn in conjunction with the *barrier mask*, the bracers increase the effectiveness of the *barrier mask* by ten, allowing it to affect hordes of up to 100,000 individuals without harming either component of the artifact.

A single *bracer of forbiddance* has no magical properties.

The Thunder Dragon

This powerful magical item is a beautiful wheellock pistol whose firing mechanism and surrounding parts were molded from gold into the shape of a dragon’s head. Ruby eyes glinting with intelligence, smoke issues from the nostrils after firing. Rumored to be one of a set, *thunder dragon* has numerous abilities and, while not ancient, should be considered an artifact.

History

Weapons that use *smokepowder* have existed on the Savage Coast for about half a century, but the first wheellock pistol was used only 35 years ago. According to legend, the *thunderdragon* was one of the earliest wheellock pistols created, and it and its mate were used by General Cimmaron in the revolution to free Nueva Esperanza from the control of Almarrón. Cimmaron County, named for the general, was the result of this revolution.

The *thunder dragon* was supposedly used by General Cimmaron in the decisive Battle of Hondo, but was lost in that same battle.

Campaign Use

The *thunder dragon* has great historical value to the people of Cimmaron County since it is the weapon used by the great general to win the revolution. No reliable sighting of the weapon has occurred since the battle, though several have claimed to see or even



possess it; more than one inferior copy has even made its way to Sir John, current ruler of Cimmaron County.

Cimmaron County offers a standing reward of 50,000 gold (or the equivalent in materials, such as *red steel*, *cinnabryl*, and *smokepowder*) for the return of the true *thunder dragon*. However, with this weapon, an individual might become a powerful leader, potentially destroying the relative peace in the area or even uniting the Savage Baronies.

Powers

Constant. The weapon is affected by a permanent *nondetection* spell; anyone carrying the pistol is affected by this spell as well. In addition, the weapon is self-aware, with an Intelligence of 15 and the power of telepathy (though it cannot speak aloud). It is Chaotic Good in alignment and has the military tactics nonweapon proficiency.

The *thunder dragon* provides a +3 to attack rolls when firing it. It requires normal *smokepowder* and ammunition but never fails to fire or needs repair or cleaning. Curiously, the blasts fired by the weapon never drain *cinnabryl*, even when used by an Inheritor.

In addition, the pistol has a ball of *red steel* at the bottom of its grip, held in the golden clutches of the dragon. If used as a melee weapon, the *thunder dragon* acts as a *club* +3 and gains all the benefits of a *red steel* weapon.

Invoked. Three times per day, the *thunder dragon* can release a potent cone of fire, like the breath of a gold dragon. This use requires a command word, as well as the consent of the weapon. The cone is 30 feet long, five feet wide at its far end. Anyone caught by the cone must make a successful saving throw vs. breath

weapon or suffer 6d12+3 damage; those whose saving throws succeed take only half damage. The fire also ignites any flammables it touches.

Curse. Other than being a dangerous weapon, the *thunder dragon* seems to have no real curse of its own. However, it is said to draw its counterpart, the *howling dragon*, toward it.

Suggested Means of Destruction

Some sages claim the *thunder dragon* is necessary to end the Red Curse, so its destruction is not desirable. However, some have suggested that true dragon breath might destroy the weapon, or that it will immediately disintegrate if ever touched by an Immortal.

The Howling Dragon

Supposedly, the *thunder dragon* has a mate, a pistol that looks exactly the same, except for the malevolent glint in its eyes. This weapon is said to be evil, attempting to lead its possessor to perform horrific deeds.

Little is known of this weapon. Perhaps it does not exist, and the *thunder dragon* has simply had unpleasant effects on some people. Perhaps it did exist and has been destroyed, or maybe it just has not been seen for a while. The truth is unknown.

Powers

The *howling dragon* is said to have the same powers as the *thunder dragon*, with the following exceptions: It is chaotic evil; it hungers for blood and destruction, trying to encourage its user to evil; and it can use its fiery breath weapon without the command of anyone else.

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Campaign Book



Adventures on the Savage Coast



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Campaign Book *The Campaign*

Based in part on the "Princess Ark" series by Bruce Heard and partially derived from the work of Merle and Jackie Rasmussen.

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Table of contents

Player Characters	3	Starting the Adventure	27
The World	4	The PCs Mission	30
Immortals	5	The Barrier and the Horde	37
Inheritors	10	Appendix 1	
The Afflicted	11	Torre de Manzanas	42
Running Campaigns	12	Appendix 2	
Dueling Rules	13	Non-Player Characters	46
Short Adventures	16	Don Luis de Manzanos	46
Lord Flame	16	Igor Balazar	47
War Party	17	Appendix 3	
The Afflicted	19	Pregenerated PCs	49
The Flying Bulette	20	Miguel Hernando de la Montoya	50
Tower Ruins	21	Gloriana de Rondalla	51
Divided We Fall	24	Miles Killian OKayne	52
Balazar and the Gosluk	24	Bridget OKayne	53
Don Luis de Manzanos	25	Francisco del Carrascal	54
Careta de la Barrera: the Barrier Mask	26	Nina Alhabashi	55
Adventure Synopsis	26		

Credits

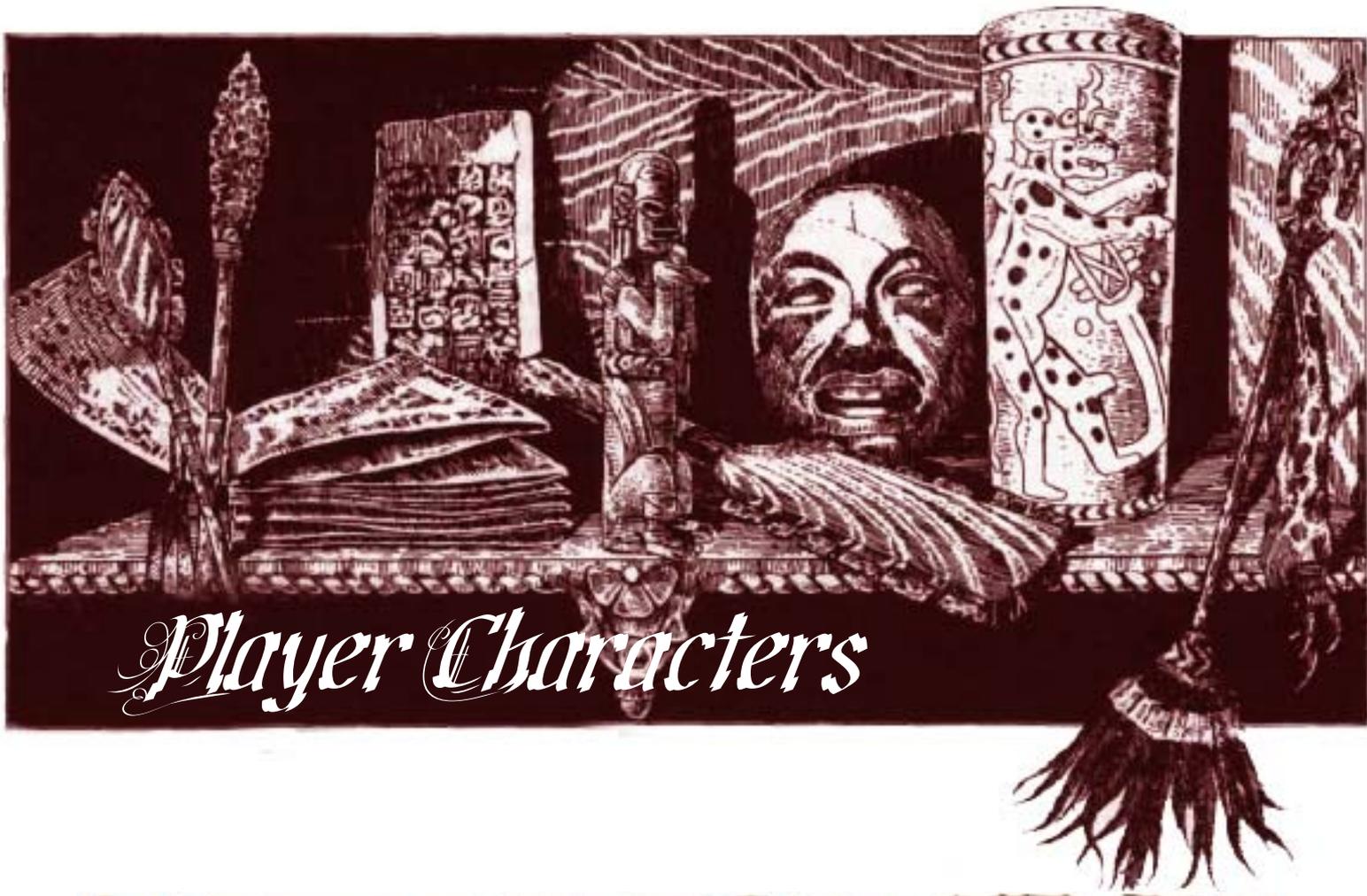
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Editing: Cindi M. Rice **Editorial Assistance:** Tony Bryant, Jonatha Ariadne Caspian, and Lester Smith
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Cartography: John Knecht and Diesel **Graphic Design:** Heather Le May

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Player Characters

As Nidrieth studied the interlopers, a glittery red wind swept down the canyon, dimly lighting the scene. The intruders' argument reached a climax as the tall human woman drew a radiant sword and threatened a small lupin in leather armor. The lupin stammered for a moment, ears perked forward, then reached into his belt pouch and drew out a handful of pinkish glowing coins.

The tall woman seemed happy and turned away, stuffing a few coins into her pockets and handing some to her other two companions. It looked like they were ready to move on, continuing their exploration of the canyon.

Nidrieth sighed. She didn't want them to find her cave. It was bad enough being one of the Afflicted; she didn't want others to see her current state. She knew she must be prepared to defend her home, such as it was; she began casting a spell. A lopsided smile appeared on her scaly face as she quietly chanted the magical words. At least the Time of Loss and Change hadn't taken away her ability to cast spells.

As the spell took shape, Nidrieth felt the familiar tingle that always came when she tried to detect magic in the cursed lands. Maybe she could cut through the interference in the air, and learn if any of the intruders were carrying any dangerous magic. Eyes narrowed in concentration, she brought her smaller arm toward the larger one, to link twisted fingers and complete the spell. Success!

Nidrieth frowned as she contemplated the information gleaned. One of the strangers was an Inheritor. He would be tough to fight, and it was Inheritors who took away her cinnabryl. Still, perhaps this one would be willing to help her. . . .



This chapter includes tips on running a SAVAGE COAST campaign, as well as some additional rules and information for the DM.

Herein, a brief overview of the world that is home to the Savage Coast is followed by advice for adapting the setting to other campaign worlds. Immortals and deities are covered next, followed by a general overview of the politics and current events of the Savage Coast. Then comes advice on running campaigns in this wild and war-torn setting.

The World

Set in Mystara, the Savage Coast borrows many things from the surrounding lands. Explorers from the Known World have settled several times along the Savage Coast. Many of the coast's languages and cultures have their roots in the Known World. The Savage Coast also uses the Thyatian calendar, which designates the current year as A.C. 1010, dividing the year into 12 months of 28 days each. The months and days of the calendar are shown in **Table 17.1**. The new moon begins with the first week of each month.

Table 17.1: CALENDAR OF THE SAVAGE COAST

Months (season)	Days of the Week
Nuwmont (midwinter)	Lunadain
Vaterrmont (late winter)	Gromdain
Thaumont (early spring)	Tserdain
Flaurmont (midspring)	Moldain
Yarthmont (late spring)	Nytdain
Klarmont (early summer)	Loshdain
Felmont (midsummer)	Soladain
Fyrrmont (late summer)	
Ambyrrmont (early fall)	
Swiftmont (midfall)	
Eirrrmont (late fall)	
Kaldmont (early winter)	

Despite these commonalties and shared backgrounds, no political ties remain between the Savage Coast and the Known World. Communication and trade between them is sporadic at best.

The Savage Coast is also the point of origin of several cultures that have spread to other places. The araneas had their start on the coast, as did the three races of lizard kin, the wallaras, and turtles. Minotaurs are descended from their winged kin (the enduks), while the winged elves of the Savage Coast (the ee'aar) are

an offshoot of normal elves. The origins of phanatons, rakastas, and lupins are unsure, but it seems likely that these three races came from elsewhere, spreading simultaneously to the Known World and the Savage Coast. Ironically, many of the so-called savage races of the Savage Coast (phanatons, turtles, wallaras, caymas, gurrash, and shazaks) are less primitive than their cousins in other parts of the world. Similarly, lupins and rakastas have true civilizations only on the Savage Coast; in other places, they have nomadic tribal cultures. It should be noted that the native races do not consider the area a "frontier," and that term is certainly a misnomer in regard to their cultures. Only the humans and demihumans of the eastern coast think of the region in those terms.

It is not necessary to play the campaign with the Savage Coast as part of the larger MYSTARA campaign world. The Savage Coast can be placed in other worlds published for the AD&D game or in a world of the DM's creation. This can be done to add spice to an existing campaign or to allow players to take existing characters into the SAVAGE COAST campaign, rather than creating new characters. Tips for adapting the Savage Coast to other worlds follow.

Other Worlds

The Savage Coast stretches between the Serpent Peninsula in the east and the Orc's Head Peninsula in the west. The maps included with this set show the coastal region, the northern portion of the Orc's Head Peninsula, and part of the Serpent Peninsula. The maps show a region approximately 2,700 miles long from east to west that contains more than 5,000 miles of coastline (just over 2,100 of which is the Savage Coast, between the two peninsulas) and more than one million square miles of land. Obviously, this is not a region that can be conveniently dropped in wherever the DM desires. It is more of a subcontinent, and some thought should be given to where it is placed. The entire setting need not be used; for example, a DM could use just the coastal nations themselves, the nation of Herath, or the rakastas.

The climate of the Savage Coast is warm temperate to sub-tropical. Because of the long coastline and the warm currents, it rarely snows anywhere along the coast (perhaps once in 10 years). The plant life of the region varies from coniferous and deciduous forest plants to palm trees and long grasses. The Savage Coast has hills, mountains, swamps, and deserts, each with appropriate plant life. The animal life of the region is fairly typical for climate and terrain as well.



Immortals

Thus, the DM should consider geography and climate when placing the Savage Coast into another world. Adjustments can be made in the size of the area (ignoring the peninsulas, for instance), and the climate can be modified to reflect the area's placement.

In general, the Savage Coast should be placed somewhere far away from the main campaign area of the DM's world. This way, when the PCs discover a "new" area that is already settled and civilized, a logical reason exists as to why they have never heard of it before. In addition, it keeps red steel and the Legacies from interfering with the rest of the campaign world.

Monsters and Legacies

Monsters of the Savage Coast include whatever the DM chooses, but should fit with the rest of the ecology. For example, no thri-kreen should live here, because the grasslands and deserts are occupied by other creatures. Few lycanthropes exist here, because lupins hate them (especially werewolves), hunting them down whenever possible. Civilizations should be limited to those intelligent races specifically mentioned in this set, plus whatever the DM might want to put in an underdark setting. Individuals or small families of other intelligent species might live here, but they should be used sparingly. The forests of Robrenn have many sylvan and faerie creatures, while the forests of Herath hold insects and arachnids of all shapes and sizes.

Generally, in the cursed lands, members of intelligent animal races are susceptible to the effects of the curse. This includes members of all PC races, goblinoids, and intelligent monsters. The effects are as described in "The Curse and the Legacies" chapter. Many animal life forms have Legacies as well. Magical beings, most sylvan creatures, and monsters with spell-like powers (such as unicorns, pixies, and beholders) do not gain Legacies. Almost all other monsters are affected by at least the side effects of the Red Curse, and the majority gain Legacies as well.

Many monsters with Legacies are also transformed by the detrimental effects of the Red Curse. When a monster gains a Legacy, roll a saving throw vs. spell. If the saving throw fails, the monster becomes Afflicted. Otherwise, the creature could appear perfectly normal, except for being red in color.

Except undead described especially for the SAVAGE COAST setting, undead are never affected by Legacies. Plants and fungi never acquire Legacies but might suffer slightly by the side effects of the Red Curse, acquiring red striping or spotting on the leaves or bark.

As mentioned before, Mystara has Immortals instead of gods. These Immortals have great power and grant spells to clerics. Immortals do not die of old age, disease, or damage; they do not need to eat, drink, or breathe; they are unaffected by mortal magic and can cast spells far more powerful than those cast by mortals; and they live on other planes. Like gods, Immortals are not "monsters" to be used in direct conflicts with PCs.

The main difference between gods and Immortals is that the latter were once mortal, attaining Immortal status through the sponsorship of Immortals who approved of their mortal accomplishments. This means that Immortals retain an empathy with mortals and are more willing to interfere in their affairs. By doing so, they work to achieve their own personal goals, gain further powers, and advance their Spheres (see subsequent text). While Immortals are forbidden from acting directly against mortals, they can work through agents and prophecies.

The path to Immortality is difficult and is not covered in these rules. The *Wrath of the Immortals* offers rules for characters achieving Immortality in the D&D® game system. Those rules can be adapted for use with the AD&D game system if so desired.

Immortals are ranked in degree of power. The rankings, from lowest to highest are as follows: Initiate, Temporal, Celestial, Empyrean, Eternal, Hierarchy. These rankings are important (from a mortal viewpoint) only to show the raw power of Immortals in relation to one another. It does not reflect the power or influence of various churches. Immortals increase their rankings through activities and experience, similar to the way that PCs rise in levels.

Immortal Spheres

Each Immortal also belongs to a Sphere (not to be confused with the clerical spheres of spells). Each Sphere is a sort of loose pantheon of like-minded individuals with common goals and an established, though changeable, hierarchy. The five spheres are Matter, Energy, Time, Thought, and Entropy. Each Sphere is related to an element; members of each Sphere have alignment tendencies, but alignments are not set. A member of any Sphere can have any alignment. Note also that a Sphere is not a place, but a philosophy. See the sidebar for a description of the five spheres.



THE FIVE SPHERES OF THE IMMORTALS

The **Sphere of Matter** concerns itself with the physical world and its inhabitants. This is the Sphere of solidity, sturdiness, and stability—mutable within set and understandable rules. This Sphere relates to the element of earth, and most of its members are lawful. Suggested priest spheres are as follows: Major Access to All, Animal, Elemental (Earth), Plant, and Summoning; Minor Access to Combat, Creation, Divination, and Healing.

The **Sphere of Energy** promotes activity and transformation. It includes such things as fire, creation, and magic. Energy is temperamental, dynamic, changing, and brilliant. This Sphere relates to the element of fire, and most members are chaotic. Suggested priest spheres are as follows: Major Access to All, Creation, Elemental (Fire), Sun, and Weather; Minor Access to Combat, Guardian, Healing, and Summoning.

The **Sphere of Time** seeks constant change, but at a set and controlled rate. Like a river, time is constantly in motion, while remaining in one place. This is the Sphere of history, growth, and rebirth. The Sphere relates to the element of water. Most members are neutral. Suggested priest spheres are as follows: Major Access to All, Creation, Divination, Elemental (Water), and Healing; Minor Access to Animal, Necromantic, Plant, and Sun.

The **Sphere of Thought** seeks understanding and enlightenment, attracting Immortals who revere realization, philosophy, and analysis. This Sphere relates to the element of air, ephemeral yet ever-present, invisible yet pervasive. Most members are good. Suggested priest spheres are as follows: Major Access to All, Astral, Elemental (Air), Divination, and Summoning; Minor Access to Charm, Guardian, Healing, and Weather.

The **Sphere of Entropy** is the Sphere of destruction, disintegration, and death—the end of all things. It is the shattering of matter, the quenching of energy, the final lapse of time, and the stilling of thought. It acts against all the other Spheres, and even against itself. This Sphere has no definite elemental analog, but some believe it to be tied to the Negative Energy Plane (hinting at the possibility of an undisclosed sixth sphere tied to the Positive Energy Plane). Most Immortals of the Sphere of Entropy are evil. Suggested priest spheres are as follows: Major Access to All, Combat, Divination, Healing (reverse only), and Necromantic (including reverse); Minor Access to Elemental (reverse only), Plant (reverse only), Summoning, and Weather.

Specialty priests can replace the required kits for priests in this setting. Clerical spheres are suggested for priests according to their patron Immortal's sphere. Most specialty priests should have a special weapon available to them, based on the Immortal's preferences or abilities. Some might have other special abilities or access to unusual spells. For instance, priests of a patron of thieves could have thieving abilities, or the patron of magic might grant wizard spells. These decisions are left to the DM. Comparisons with established specialty priests would be valuable. DMs should also consider the desired power level of specialty priests, and try to balance them with other classes. The DM may also choose to allow specialty priests unlimited advancement if they are priests to racial patrons.

Specific Immortals

Following is a short overview of the Immortals who are revered on the Savage Coast. Each entry includes the Immortal's most common name; the Immortal's gender; regions in which the Immortal is revered and the local name used there if different; the Immortal's rank and Sphere; the required alignments of the

Immortal's priests/followers; and a short description of the Immortal's areas of interest. If only one element of an alignment is listed, clerics and followers can be of any alignment that contains that component.

Al-Kalim. Male. Revered in Saragón. Initiate of Time.

Any/Lawful or Neutral. Imported with Ylari settlers a century ago, Al-Kalim is the patron of scholarship, tolerance, and courage. He is the favorite of sages and wizards, as well as warriors who favor strategic planning.

Asterius. Male. Revered in Robrenn as Belnos. Eternal of Thought. Any/Any. Asterius controls the moon, money, and commerce. The patron of healers, traders, thieves, and travelers abroad, Asterius is popular among halflings.

Atzanteotl. Male. Revered in Nimmur as Menlil. Hierarch of Entropy. Chaotic/Chaotic or Neutral. This corrupter of civilizations seeks destruction of all surface life. He is the patron of war and revenge among the manscorpions; he also taught them how to make protective body paints so they could venture into Gilmun, the "land above," a place of sun and light.

Calitha Starbrow. Female. Revered in Bellayne as Felidae, by turtles as Mother Ocean, and by wallaras



as Barramundje the Mother. Celestial of Time. Neutral/Any. In Bellayne, this Immortal governs oceans, travelers, adventurers, good fortune, and merchants. The turtles revere Calitha as their mother and protector, chief among their Immortals. Among the wallaras, Barramundje is the mother of rivers and billabongs, patron of fertility, the element of water, and all that grows. Anyone who befouls the lands of the wallaras runs the risk of being cursed to become a wandering frilled lizard, eventually to fall to some hunter's boomerang. One of the first elven Immortals, Calitha also protects the sea, which is the cradle of life.

Clébard, Saimpt. Male. Revered in Renardy. Initiate of Thought. Lawful/Any. One of the few lupin Immortals, he is the patron of loyalty, fidelity, and family. He represents the law, as well as love between those of good breeding.

Crakkak of the Sharp Tooth. Male. Revered by orcs of the Dark Jungle. Temporal of Matter. Chaotic/Any. This savage aquatic power is the great shark spirit of the orcs of the Dark Jungle, the bringer of disasters to seafarers.

Demogorgon. Female. Revered in Ator as Goron. Eternal of Entropy. Chaotic evil/Nongood. Goron is the embodiment of gurrash evil and destruction. She is the reptilian queen of evil and water; she made the gurrash brutal and bloodthirsty, causing them to revolt against Herath. For the gurrash, Goron is the patron of victory, bravery, and ultimately death (because Goron uses her followers as fodder to spread destruction).

Diulanna. Female. Revered in Robrenn as Arduinna. Celestial of Thought. Lawful or Good/Any. The patron of will, her interests are willpower, archery, and hunting. She accepts only female druids.

Eiryndul. Male. Revered in Eusdria as Eirys, in Herath as Shaibuth, and in Aeryl as The Adventurer. Empyrean of Energy. Any/Any (mostly Chaotic). One of the first elven Immortals, Eiryndul promotes jokes, amusement, and relaxation. In Eusdria, this Immortal is protector of elves and woodland beings and patron of elven wizards. In Herath, Shaibuth is the patron of forest dwellers and the sponsor of a small druidic sect composed only of Webmasters. Among the ee'ar, Eiryndul represents freedom, curiosity, and acting on impulse. Wandering or adventuring ee'ar often follow Eiryndul.

Faunus. Male. Revered in Robrenn as Cernuinn. Temporal of Matter. Neutral or Chaotic/Any. Often depicted as a man with the head or antlers of a deer, this patron of woodland beings and herd

animals is fond of eating, drinking, poetry, song, and bards. One of the oldest Immortals, Faunus lacks both malice and ambition.

Frey. Male. Revered in Eusdria as Fredar. Celestial of Thought. Lawful or Neutral/Any. This thoughtful warrior is wise, noble, handsome, and inspires strategic planning and nobility of deed. He is held in high regard by the freehearts of Eusdria. Frey is the brother of Freyja.

Freyja. Female. Revered in Eusdria as Fredara. Celestial of Thought. Lawful or Neutral/Any. This wise warrior is beautiful, thoughtful, and noble. She inspires tactical planning and honorable actions and is highly regarded by the freehearts of Eusdria. She is the sister of Frey.

Great One. Male. Revered by wallaras as Agundji. Eternal of Matter. Any/Any. This patron of dragons is the chief Immortal of the wallaran pantheon. Most wallaras revere Agundji as the lord of all creatures and the patron of sky heroes. His interests extend to the sky, the element of air, colors, and mimicry.

Hel. Female. Revered in Robrenn and Eusdria as Nytt. Hierarch of Entropy. Neutral or Evil/Non-good. This patron of death and reincarnation sees death and entropy as part of life. While not really followed in Robrenn or Eusdria, she is acknowledged as part of the beginning and the end of everything. The most powerful Immortal of Entropy, she is one of the oldest Immortals and a foe of Odin.

Iilric. Male. Revered in Herath as Negyavim. Temporal of Energy. Chaotic/Any. This Immortal is a brilliant teacher of magic whose attention was attracted to the nation of mages. Negyavim is not only the patron of Herathian wizardry but also of greed and insensitivity.

Isundal. Male. Revered in Eusdria as Tiuz, in Aeryl as The Guide. Eternal of Energy. Lawful Good or Lawful Neutral/Any. Isundal was one of the first elven Immortals. Patron of elves, wisdom, law, and trust, Tiuz is often represented among Eusdrian clerics as a warrior whose right hand is missing. Isundal leads the ee'ar pantheon and represents peace and serenity. The ee'ar believe that it was Isundal's will that led them to the high mountains and that he requires them to live there in quiet seclusion from the rest of the world.

Ixion. Male. Revered in Narvaez, by goblinoids as Tabak, by wallaras as Warrantam the Eagle Spirit, and in Nimmur and Eshu as Idu. Hierarch of Energy. Any/Any. Ixion represents fire and sun, as well as a balance of passion and wisdom, power and scholarship. He is the eldest known Immortal



of Energy. In Narvaez, he is the sun, life, power, and wisdom and is seen as the one Immortal worthy of true veneration (though Vanya is seen as his avenging servant); much religious persecution has been carried out in his name. The Yazi and Yazak goblinoids see Tabak as the ruler of the sun and the moon, the bringer of the seasons, and the maker of order. In the lands of the wallaras, Warruntam is the patron of hunting, speed, bravery, and fire; he is also the closest thing they have to a patron of war. Idu is the patron Immortal of the enduks, who were created to serve him. Among the manscorpions, Idu is generally feared and hated, an “evil” figure who caused the sun to destroy manscorpions. Some few manscorpions still revere Idu, but they are considered dangerous heretics by the established clergy of Nimmur.

Ka the Preserver. Male. Revered in Shazak as Ka’ar, by turtles as Father-Earth, and by wallaras as Genjoo the Crocodile Spirit. Hierarchy of Matter. Lawful or Neutral/Any. Ka interfered with Herathian experiments to create shazaks (because he felt it wrong for mortals to create life), making the shazaks unsuitable as Herathian slaves. Ka became the patron of the shazaks and is their patron of trade, wealth, and a better life. The turtles revere Ka as their father, husband to Calitha, their mother. Among the wallaras, Genjoo is responsible for the earth, the land, and the magical places. Great rocks are thought of as entrances to Genjoo’s world and are venerated by wallaras.

Kagyar. Male. Revered in Robrenn as Belsamas and in Eusdria, Bellayne, and Cimarron County as Kagyar. Eternal of Matter. Any (true neutral in Robrenn)/Any. This patron of dwarves governs the arts of forging, metalworking, and construction. In Bellayne, Kagyar represents the working-class male. In Cimarron County, Kagyar is the patron of artifice, and the master of firearms.

Karaash. Male. Also known as Ilneval. Revered by the orcs of the Dark Jungle, and by the Yazak and Yazi goblinoids. Initiate of Thought. Chaotic or Neutral/Any. The patron of warriors among the tribes of orcs in the Dark Jungle, as well as among the Yazi and Yazak goblinoids, Karaash is the stern, uncompromising warleader, not given to rages or expressions of any emotions. He encourages strategic planning and proving personal strength in individual combat.

Korotiku. Male. Revered in Renardy as Saimpt Renard, in Herath as Yehm. Hierarchy of Thought. Any/Any. Saimpt Renard represents wit, freedom of thought, wisdom, sense of smell, cunning, and

trickery. He leads the pantheon of Renardy and, as a prank played on pompous Immortals of human origins, sponsored lupins to become Immortals. In Herath, Yehm is the grand patron of the araneas. A prankster, Korotiku is one of the oldest Immortals. He is venerated by those who survive by guile and deception, even though he encourages the shattering of illusions.

Loki. Male. Revered in Eusdria as Lokar and in Hule as Bozdogan. Eternal of Entropy. Chaotic/Nonlawful. The ultimate troublemaker and sower of dissension, a malicious trickster and causer of betrayal, Lokar is the patron of flames, mischief, and lies. He plots the destruction of Viuden (Odin), Donar (Thor), and Eirys (Eiryndul). As Bozdogan, Loki has created in Hule a bureaucracy of liars, politicians, and thieves as a monument to his own cleverness.

Loup, Saimpt. Male. Revered in Renardy. Temporal of Thought. Any/Any. One of the few lupin Immortals, Saimpt Loup portrays both good and evil among lupins, as the patron of mercy, hunger, destruction, night, and winter. Among the peasant classes, Saimpt Loup is revered as the one who keeps the lupins strong by weeding out the sick and weak.

Malinois, Saimpt. Male. Revered in Renardy. Celestial of Thought. Good/Non-evil. One of the few lupin Immortals, Saimpt Malinois the Were-Slayer is the patron of hunters and master of revenge, courage, warriors, blacksmiths, and those who go to war. He is the lord of glory and conquests against evil.

Masauwu. Male. Revered in Herath as Eneban, in the Savage Baronies as The Ambassador. Eternal of Entropy. Chaotic/Any. Eneban represents the arts of diplomacy, intrigue, influence, and masquerade, things of vital importance to araneas. By definition, he is the patron of rulers, spies, liars, thieves, and smooth-talking manipulators. In the Savage Baronies, Masauwu is regarded as the patron of diplomats and politicians, those who seek to win by intrigue rather than by open warfare.

Mâtin, Saimpt. Male. Revered in Renardy and as Brother Shell by turtles. Temporal of Thought. Lawful or Good/Any. One of the few lupin Immortals, the Great Watcher is patron of fortresses, guards, and those who died on the battlefield protecting their kin. He is the master of safety and happiness at home. Brother Shell is a recent addition to the turtle pantheon and is believed to be the son of Ka and Calitha. He represents defense of land and protection of the family.

Mealiden Starwatcher. Male. Revered in Aeryl as The Guardian and in the Savage Baronies as Milan.



Empyrean of Energy. Lawful/Any. Mealiden protects Ilsundal. Among the ee'aar, Mealiden is revered as the defender of Aeryl, and by extension, the patron of war. He likes bold, mocking, light-spirited adventurers. In the Savage Baronies, Milan is the patron of seafarers and Swashbucklers.

Nyx. Female. Revered in Nimmur as Nin-Hurabi and by the orcs of the Dark Jungle as Na'al. Hierarchy of Entropy. Any/Any. Nyx is the Immortal of night, darkness, beasts of the darkness, and undead; she ultimately wants undead to take over the world. In Nimmur, Nin-Hurabi represents darkness, fertility, birth, and the safety of the caverns of Apsur (the dark underworld beneath Gilmun, realm of Atzanteotl). Nin-Hurabi seeks to protect the manscorpions and believes they should remain in the caverns. She despises Ixion for the way he dismissed and cursed the manscorpions and frowns on the way Atzanteotl manipulated the manscorpions into conquering ancient Nimmur. Among the orcs of the Dark Jungle, Nyx is simply the patron of darkness, a favorite of those orcs who live in caverns.

Odin (or Wotan). Male. Revered in Robrenn as Taranos and in Eusdria as Viuden. Hierarchy of Thought. Lawful Good or Neutral Good/Any. Wise and thoughtful, Odin is one of the oldest Immortals. In Robrenn, he is the master of the skies, storms, and mighty lightning, but he is not very influential. In Eusdria, he leads the pantheon as the representation of sky, storms, and authority.

Orcus. Male. Revered by the orcs of the Dark Jungle as Oruguz. Eternal of Entropy. Chaotic Evil/Neutral or Chaotic. Cold and cruel, this bestial engine of destruction is a genius who loves to destroy in spectacular fashion. Oruguz is a favorite of porcine lycanthropes who lead the Sea Plague tribe of orcs in the Dark Jungle.

Ordana. Female. Revered in Robrenn as Breig, in Bellayne as Tawnia, and in Jibarú as Ui. Hierarchy of Time. Neutral/Any. Originally a treant, she is the Mother of Forests, Patron of Robrenn, and head of the Robrenn pantheon. She allows only female druids, though men often follow her precepts. She is venerated by most elves in Robrenn. In Bellayne, she defends elves and rakastas, hunters, archers, and druids. As Ui, Ordana is the head of the phanaton pantheon, patron of the forest and protector of its people. Ordana gave the phanatons the impetus toward civilization, so they might defend themselves from the araneas, whom Ordana hates as manipulators of life. Ordana promotes commerce between phanatons and wallaras.

Ralon, Saimpt. Female. Revered in Renardy and as Sister Grain by tortles. Initiate of Thought. Any/Any. One of the few lupin Immortals, Saimpt Ralon is the patron of life, good food, fun, and health; she is master of wealth, farmers, merchants, and those who produce goods for all. Among tortles, Sister Grain is a recent addition. Considered the daughter of Ka and Calitha and sister to Mâtin, she is the patron of farmers and the bringer of food.

Shining One, Kurtulmak the. Male. Revered in Cay as Kutul. Temporal of Energy. Non-lawful/Any. This patron of the caymas is a chaotic teacher of tricks, traps, indirect confrontation, and using enemies' strength against them. Seeing that the caymas were poor warriors, he sought to teach them a few things. He shares leadership of the caymas with Terra and is the patron of war, fire, and territorial gains.

Talitha. Female. Revered by the orcs of the Dark Jungle as Ait-Tha. Eternal of Entropy. Chaotic/Any. This Immortal is devoted to self-gratification and malicious stealing. Among the orcs of the Dark Jungle, she is patron of thieves and victory by deception.

Tarastia. Female. Revered in Bellayne as Pax Bellanica and in the Savage Baronies as The Judge. Eternal of Energy. Lawful Neutral or Lawful Good/Any. This patron of justice and revenge aids seekers of honorable vengeance. Though she represents peace to the rakastas, she also inspires them to mount crusades against the goblinoid hordes. In the Savage Baronies, the Judge is the representation of justice. She is also the patron of duelists.

Terra. Female. Revered by the goblinoids as Yamag, in Cay as Cay, and in Jibarú as Mother-Earth or Marau-Ixuf. Hierarchy of Matter. Lawful Neutral or Lawful Good/Lawful or Neutral. Terra, the most powerful of the Immortals of Matter, is concerned with the creation and protection of new life. The Yazi and Yazak goblinoids believe that Yamag is the keeper of the world. She insures new births to replace those who die, brings death to beings whose time has come, and keeps rivers and wells flowing. Cay represents earth, life, fertility, population growth, and good luck. She resented Herathian experiments on other races and is the Immortal who made the caymas too proud of their limited building skills, so as to become useless to the Herathians. In Jibarú, she is the patron of birth, life, and death. It was Terra who caused the early phanatons to be predators to balance the aranean threat. She encourages commerce between the phanatons and the wallaras.



Thor. Male. Revered in Robrenn as Tuatis, in Eusdria as Donar, and in the Savage Baronies as the General. Eternal of Energy. Lawful Neutral or Lawful Good/Any. In Robrenn and Eusdria, this Immortal is the patron of warriors, the unchallenged lord of wars and bravery. He demands a code of honor and is the patron of many Companies of Honorbound. He sometimes sponsors reckless urges and berserk rages in Eusdrian followers. In the Savage Baronies, the General is the patron of war, bravery, and honorable treatment of the enemy.

Valerias. Female. Revered in the Savage Baronies and as Shaya in Herath. Hierarch of Matter. Any (usually Chaotic)/Any. Valerias is dedicated to romance, passion, and emotion; she is a figure of both love and war. In the Savage Baronies, she is the patron of Gauchos and Swashbucklers, as well as any other passionate individuals. She is the inspiration for duels and wars, as well as representing the reason to come home. Valerias is attracted to tragic love stories and is the patron of Herathians unable to fully realize their love because of interspecies conflict or an all-consuming devotion to magic.

Vanya. Female. Revered in Bellayne as Belbion; in Narvaez as the Inquisitor; and in Vilaverde, Texeiras, and Torreón as Faña. Empyrean of Time. Any/Any. In Bellayne, Belbion represents pride, honor, war, conquests, and the superiority of one's way. She is a favorite of warriors and those who believe that rakastan culture is better than any other. She is venerated by those who want to expand their boundaries and those who believe in survival of the fittest. She often inspires wars against goblinoids. In Narvaez, the Inquisitor represents pride and the correctness of beliefs, so is the punisher of those who stray and the avenger of all who do not follow the way of Ixion, lord of fire. Faña represents war and pride in Texeiras, Vilaverde, and Torreón. In those states, she is the patron of warriors and the representation of self-defense and vindication, especially reprisals against those who deliver insults.

Yav. Male. Revered in Yavdlom. Celestial of Time. Neutral or Good/Any. This patron of divination and prophecy is very important in Yavdlom. He teaches responsibility with divination and prophecy.

Zirchev. Male. Revered in Robrenn as Leug and in Jibarú as the Huntsman or Uatuma. Celestial of Energy. Neutral/Any. This patron of forest folk is a huntsman and beast-handler. In Robrenn, Leug is patron of demihumans, wisdom, and the arts. In Jibarú, he is the patron of the hunt, as well as

bravery and charm. He guides phanaton hunting parties, as well as war parties in times of crisis. Sympathetic to intelligent social misfits, Zirchev is also patron of the Afflicted.

Inheritors

Many people view Inheritors as a sort of “curse police” who control the trade and sale of *cinnabryl* and *red steel*. Most known *cinnabryl* mines are in and around the Savage Baronies (one in Cimarron, two mines and scattered deposits in the Red Lands near Vilaverde, Texeiras, and Torreón), though there is one in Cay (near Hwezzah) and one in each Renardy, Bellayne, and Herath. In addition, Slagovich has a *cinnabryl* mine, which exports most of the material to the Savage Baronies in return for *red steel*. Except for the mine in Slagovich, Inheritors have taken controlling interests in each of these mines, and they prevent overmining and artificial inflation caused by nonexistent shortages.

However, most people know only that Inheritors have *cinnabryl*, charging high prices for it. In some ways, this makes *cinnabryl* protection an elitist thing, available only to the wealthy. On the other hand, the fact that it serves to keep peasants from ever trying *cinnabryl* can be viewed as a good thing. *Cinnabryl* is simply too rare for everybody to use, and the evil effects of the Red Curse are much worse for someone who uses *cinnabryl* and then stops.

Though Inheritors try to educate others about *cinnabryl* and the Red Curse in general, it is difficult. Some Inheritors just do not care about what others know, while many folk are not willing to listen to explanations. It is difficult for people to care about economic realities when someone they care for has been transformed by the Red Curse. Many people blame the Inheritors when relatives or friends become Afflicted. These problems lead to difficulty for Inheritors, but they are certainly compensated with ready access to *cinnabryl* and extra Legacies.

It is important for the DM to know how people feel about Inheritors so that NPCs react appropriately. Note that the following overviews are general trends; individuals can act quite differently. In most of the Savage Baronies, which have suffered the Red Curse longer than any other area, Inheritors are met with acceptance.

Inheritors have been around for many years, though they went unrecognized and have only recently begun





organizing into Orders. Now they are almost always recognized, some regarded as heroes, others as villains. Though villains are avoided, everyone still enjoys the notoriety of having one in town; it is very much an “Old West” sort of attitude, as if Inheritors were notorious gunslingers. In the Savage Baronies, challenges between Inheritors are relatively common, and many Inheritors have flashy nicknames (the Red Avenger, The Crimson Kid, Lord Flame, and so forth).

Note that Inheritors are considered outlaws in Narvaez, the clergy of which seeks to buy *cinnabryl* for distribution to the people. Inheritors sometimes sneak in, while others engage in fair trade with the government and hope the material gets distributed fairly. Torreón is known for its poverty, so most people cannot afford *cinnabryl*. In Torreón, Inheritors are feared and hated by peasants, but not by warriors.

Eusdria and Robrenn are places where nature is revered. Here, many people died during the wars, the plagues, and the increase of the Red Curse that followed. A few people use *cinnabryl* because these were the first areas to receive relief from the Inheritors. Many others became Afflicted and remain that way. Robrenn and Eusdria both have enough priests able to cast *maintain* that the majority of poor people live comfortably without *cinnabryl*, so these nations do not add to the drain on supplies of *cinnabryl*. Robrenn and Eusdria are tolerant of Inheritors but do not really welcome them. Inheritors helped after the war but do not help much now, so they are uncommon. Most people of Robrenn and Eusdria do not like to see residents join the Inheritors’ orders, believing they should stay and work on local problems, rather than becoming involved in international politics and commerce.

Renardy and Bellayne have several Inheritors of their own, plus a recently discovered *cinnabryl* mine in each country. In Renardy, Inheritors are respected—the nice ones liked, the bad ones feared. Becoming an Inheritor is like being knighted in Renardy, and an Inheritor is instantly accepted into the lower levels of noble society. This reflects the fascination of the upper classes with Inheritors. They are curious about them, seeing them as a valuable contact for obtaining *cinnabryl*. In Renardy, an Inheritor must dress well and is often invited to dinners and special events. Peasants of Renardy tend to fear and hate Inheritors, because they take most of the *cinnabryl* to the nobility, leaving the poor folk to become Afflicted in many areas. In Renardy, many villages do not have enough qualified priests to cast the necessary *maintain* spells.

In Bellayne, Inheritors are neither well liked nor despised; they are simply regarded as another part of

society. It is the Honorbound who are the heroes of the nation, and no one else draws the same respect. Most people of Bellayne judge each Inheritor on an individual basis, not letting an individual’s actions reflect on other Inheritors, even those of the same order. Here, *cinnabryl* distribution is carefully managed, so even the peasants and the wanderers have little reason to hate Inheritors.

Not all of Herath is affected by the Red Curse, so the need for *cinnabryl* is not widespread. However, the nation pays high prices to import most of Cay’s *cinnabryl* (Cay being a close and discreet source), and it makes heavy use of its own recently uncovered mine. As a result, any Herathian who does need the substance finds it readily available. The nation’s Inheritors receive *cinnabryl* directly from their government, then distributing it to the populace as needed.

The Red Curse affects only parts of the lands of the lizard kin. In most of the affected areas, the inhabitants never begin using *cinnabryl*, seeing it (not incorrectly) as an artificial means of preserving the life of the weak. The lizard kin tend to be very pragmatic about the effects of the Red Curse. Inheritors are rare in these lands; they are the subject of curiosity but are not reviled or rejected (except perhaps as individuals). Most lizard kin respect Inheritors because they are obviously powerful people.

The Red Curse affects very little of the lands of the phanatons or the wallaras, and none of the rest of the Orc’s Head Peninsula. On the peninsula, Inheritors are very rare. Wallaras study them and phanatons accept them. Among the winged folk, Inheritors are regarded as visiting heroes of other lands. The manscorpions and orcs usually seek to kill Inheritors because they are powerful and, therefore, potentially dangerous.

The Afflicted

Following are some general guidelines about the Afflicted. No specific information is given to allow the DM freedom of placement. Since a PC’s origin might be based on such information, the DM should create such details as needed to enhance play.

Relatively few Afflicted exist in the Savage Baronies because of the ready availability of *cinnabryl*. The exception to this is Torreón, a poor nation that is home to a few villages of Afflicted. Most people in Torreón never use *cinnabryl*. Therefore, the mercenaries of that state tend to be rather distinctive. In the



Baronies, the Afflicted are usually shunned by others, living in small, isolated enclaves. In Robrenn and Eusdria, Afflicted are rather rare, because of the availability of druids and clerics who can cast *maintain*. Few people of these nations use *cinnabryl*. Afflicted individuals are cared for when possible and are not shunned, though the clergy of the two states seldom aid those individuals deemed “lost causes.” However, Afflicted refugees are not usually welcome in the two states.

Some villages and enclaves of Afflicted have been built in Renardy, but they are usually shunned. The poor people of Renardy are often Afflicted; most have never used *cinnabryl*, though some have tried it and suffer complete Affliction.

In Bellayne, few become Afflicted because of the good distribution network for *cinnabryl*. Afflicted almost always stay with their families. Even refugee Afflicted are well treated in Bellayne, though they are usually encouraged to leave eventually unless they have family there.

Herath has few Afflicted. Those few are shunned, and refugees are not welcome. Since few lizard kin use *cinnabryl*, many become Afflicted in the lizard kin countries affected by the Red Curse. The shazaks are very accepting of the Afflicted, including refugees. Caymas tend to be a little more shy about welcoming refugees, especially large ones. The gurrash seldom like the company of anybody else, and foreign Afflicted are usually killed on sight. Afflicted are rare sights in the lands of the phanatons and wallaras but are accepted so long as they do not cause problems. Both the wallaras and the phanatons are somewhat awed by Afflicted, affording them great respect.

Running Campaigns

Campaigns in the SAVAGE COAST setting should be similar enough to those in other settings that players are comfortable, while different enough to remain original. The main differences lie with the Red Curse and the associated substances.

Because of the Red Curse, magic is very common along the Savage Coast. Almost every person has a magical power of some kind. Magical items are also very common. Due to this, people are rarely frightened by displays of magic; the wizard who expects a *pyrotechnics* spell to frighten away natives is in for an unpleasant surprise. In this setting, even the most

primitive peoples know what magic looks like, and they expect it. It should be noted, however, that the more primitive peoples do show some respect for those who can cast spells.

Despite the frequency of magic, warriors of various kinds are still very common on the Savage Coast. They have a thriving business in war and are much in demand. Swashbucklers, Honorbound, and Defenders are common sights. In fact, adventurers in general are more common in the lands of the Savage Coast than elsewhere; perhaps one out of every four people has led at least a short adventuring career.

Druids are much more common here than in other lands, and these folks try to spread the word. Thus, druids wander throughout the region, especially strong in Robrenn, Herath, and Jibarú. The Savage Coast region has its own Great Druid, currently the leader of the Robrenn clergy.

Firearms, the multitude of player character races, Beast Riders, and flying elves and minotaurs also serve to add unusual challenges to the region. Still, most adventures are similar to those in other lands. There are ruins and wilderness areas to explore; many people are motivated by gold and glory to seek an adventuring life. The next chapter provides sample adventure outlines to give the DM a head start on beginning a SAVAGE COAST campaign.

Swashbuckling

The swashbuckling style is important in the Savage Coast lands. Renardy and the Savage Baronies give rise to that type of person: hot-blooded, dashing, witty, and skilled with the rapier or sabre. Adding spice to the campaign, Swashbucklers are found everywhere—as wanderers, special army units, heroes, and pirates.

To encourage the swashbuckling style, several weapons and skills—from the rapier and wheellock to the two-weapon style specialization and Panache Point system—have been consciously added to these rules. It is possible to build several different types of swashbucklers, from seafaring privateers to forest-dwelling archers. However, even with the skills and weapons available, it is still necessary for the DM to encourage the proper attitude among the players.

One way to do this is to allow a bit more freeform play. Encourage the players to have their characters swing on ropes or chandeliers, try to fight two opponents at once, and so forth. Promote the use of individual trademarks, from a “K” made with a rapier to a rose left at the scene of a battle.



The DM should also note that tumbling is a bonus proficiency for all true swashbucklers. By widening the definition of tumbling, or by simply using a Dexterity check, the DM can encourage daring feats. Whenever a character wants to do something unusual that depends on Dexterity, roll a simple check to see if it succeeds. Add a colorful description and the game becomes more fun for all involved.

Also, remember that a swashbuckler's style is largely dependent on his charisma. Do not be shy about making reaction rolls or Charisma checks, but foster role-playing as well.

Above all, let the players know that whatever they want to try has a chance to succeed—if it is done with style.

Dueling Rules

Because of the prevalence of firearms and rapiers along the Savage Coast, dueling is very popular in most nations and states of the coast. Therefore, special rules for dueling are presented here. Please note that these are suggested for duels only, not for normal combat.

Duels are the preferred method of dealing with disputes of honor, avenging insults, or proving weapon prowess. For a duel to occur, one person must issue a challenge to another; the challenge usually includes the type of weapon to be used. Once the challenge has been issued, the other party can decline but runs the risk of being branded a coward. If both parties agree and they have a witness to the agreement, time and terms for the duel are set. Only then can the duel take place legally.

Each nation has its own dueling rules; some call for an area to be marked and dueling to be confined to that area, while others call for seconds and witnesses to be named. In most cases, a duel continues only until the first wound. At this point, the wounded individual is given an opportunity to apologize or admit defeat. However, an individual may not always be willing to surrender, or the duel may have been declared "to the death." If both have agreed to these terms before witnesses, the winner cannot be held legally accountable for killing the opponent.

Because a duel is so personal, individual initiative (as described in the *PHB*) should be used. Weapon speed modifiers are also strongly recommended. Note that officially, Dexterity has no effect on initiative, but the DM could decide to allow the reaction

adjustment for Dexterity to affect initiative for dueling. Parrying should also be allowed, and the DM should use the optional rule allowing multiple attacks against opponents with less than one Hit Die (as detailed in the *DMG*). The many optional rules from the *CFH*, such as disarming and called shots, can also add excitement to a duel.

A rule for injuries can also be used. With this rule, every wound penalizes a character's THAC0 by 1. Half of this penalty disappears when the character's wounds are bound (each wound reduces THAC0 by 1/2, rounding fractions in the character's favor). The remainder of the penalty disappears when the wounds are healed or after three days of rest, whichever comes first. Note that a wound is one successful strike for at least 1 point of damage.

See the "Proficiencies" chapter for a description of the quick draw and dueling proficiencies.

Dueling with Firearms

Dueling with pistols is popular in Renardy and the Savage Baronies, especially Cimarron. This style of duels is somewhat unusual. One character issues a challenge, which is usually accepted. The characters go to an outdoor location and stand facing one another, usually about 10 yards apart. The duelists stare at each other, trying to break their opponent's nerves. Both players roll initiative; the character who wins, including various modifiers, gets the drop on the other and fires first.

In some places, duels are performed with hand crossbows, but people who use firearms consider such a thing degrading.

Firearm Duels in the Savage Baronies

Firearm duels are common in Cimarron, where Honorbound, Gauchos, and commoners are known to duel with pistols. Pistol duels in Guadalante are less frequent, usually involving Gauchos or commoners. In Vilaverde and Texeiras, duels with wheellock pistols are less common, likely to occur only between Swashbucklers. Firearm dueling is more rare in the other Savage Baronies, where it is usually limited to members of the nobility (since they are often the only ones who can afford wheellock pistols). In Torreón and Narvaez, mercenaries sometimes duel with pistols, but most prefer swords.

Because death is often unavoidable in a firearm duel, due to the heavy damage the weapons can inflict, all of the Savage Baronies have laws requiring at least one witness for a firearm duel. Seconds are acceptable



and encouraged; these people can serve as witnesses and can initiate a subsequent duel if a primary participant is wounded. When a firearm duel involves at least one member of the nobility or takes place in Torreón or Narvaez, an area must be marked for the duel. As long as participants obey the laws of dueling, neither participant is legally accountable for the death of the other participant.

The principals stand facing each other, about 10 yards apart, and begin the duel; both dueling and quick-draw proficiencies can have profound effects on a duel, as can initiative rolls. A duel officially ends when both participants have fired once. This might mean the battle is fought to the first wound or to the death; it could even mean that a duel ends with no wounds. Any subsequent attacks on opponents are not sanctioned by dueling laws; it is bad form to attack a wounded opponent. However, if one party is wounded or neither party has been hit, both participants can agree to a second duel. If this is done, a second can stand in for a wounded primary with no loss of honor for the primary.

Note that in Guadalante and Cimmaron, the law allows firearm duels to the death if both parties agree to those terms. In this case, the duel does not end after each participant has fired once; instead, the duel continues until one participant is dead. For a death duel with firearms, each participant usually carries two or more pistols. While the initial shot must be fired from the standard facing position, participants often move around after the first shots are fired since these nations do not require a marked area for the duel. Duelists can seek cover or move closer but must attack only by firing pistols.

In firearm duels, a participant can make a called shot to disarm an opponent. If the shot succeeds, the other duelist is disarmed. In a Cimmaron or Guadalante duel, this can be deadly because disarming is a legitimate action and requires no pause in the proceedings. In other nations, a disarm is performed as a warning, allowing the disarmed opponent to think again about the duel. A disarmed opponent who chooses to end a duel can do so without dishonor, or he can retrieve the weapon and fire at the opponent, provided he has not yet done so. The opponent must stand still and wait for the shot. While most people frown on such an action, it is allowed.

Dueling with Swords

Sword users believe that a blade is the proper way

to settle a duel. This method is popular among Swashbucklers, as well as Honorbound in Bellayne. It is also common in Renardy, Bellayne, and the Savage Baronies, and to a lesser extent in Eusdria and Herath.

In a sword duel, a specific dueling area is usually marked. The duelists stand within this area, state their grievances (briefly), salute each other, and begin dueling.

The use of a critical hit and fumble system (as detailed in the *DMG*) can add to the drama of a duel. It is recommended that on a critical fumble (a die roll of 1 for an attack roll), the person attacked be allowed an immediate counterattack. This attack does not count against the character's normal number of attacks per round, happening even if the character has used all available attacks for that round. This attack requires a standard attack roll, can be parried, and can lead to another counterattack if another critical fumble is rolled.

Rapiers are prone to breaking at inopportune times, such as when parried viciously or when stuck through a suddenly collapsing body. If an attack roll is a 1, the defender can choose to forego a counterattack for a chance to break the attacker's rapier. The attacker must make a saving throw vs. crushing blow for the rapier. The saving throw is successful if the roll is 7 or better; failure indicates that the attacker's rapier breaks. Also, if a rapier attack causes maximum damage, the attacker must make a saving throw vs. crushing blow with a +5 bonus. If it fails, the blade snaps with the blow. A broken rapier can still be used, having all the characteristics of a dagger.

Sword Duels in the Savage Baronies

Dueling with swords is fashionable throughout the Savage Baronies, but less frequent in Guadalante and Cimmaron because of the popularity of firearms in those states. The rapier is the weapon of choice for sword duels, but sabres are also used, most commonly in Vilaverde, Texeiras, and Guadalante. Long swords are used among mercenaries in Torreón and Narvaez, but are seldom seen in duels in the other baronies.

A sword duel requires a marked area, except in Vilaverde or Texeiras or when duelists fight aboard a ship. A marked area can be either a circle drawn in the dirt outdoors or a specific room indoors. In Texeiras and Vilaverde, duelists can define an area for the duel if they choose. This can include anything from a drawn circle to an entire town; it is not unusual to see a duel range over great distances in these states.

Death duels cannot be declared in Almarrón, Saragón, or Gargaña, but are allowed elsewhere. Of course, any duel can result in death, regardless of



whether or not the initial challenge called for those terms. A witness is necessary to confirm the proceedings if a sword duel results in death; otherwise, the winner of the duel can be considered a murderer.

Since sword duels have been known to drag on an hour or more, some duelists name a witness as a mediator; the mediator can call for regular breaks, at which time weapons can be replaced or participants can be healed without fear of attack. In a mediated duel, breaks are typically called after every 10 minutes, lasting two minutes each. Note that if a weapon snaps during fighting, the participant can still replace it but might need to put himself at risk to do so. However, because a sword duel is considered an honorable endeavor, a participant might allow his opponent to replace a dropped or broken weapon out of courtesy.

Seconds are allowed in sword duels, but serve little purpose. They watch the opponent's seconds for cheating, carry replacement weapons, or heal a wounded primary. A second never replaces a primary in a sword duel. However, it is not unusual for a second to challenge someone who defeats his primary.

The standard procedure for a sword duel includes declaration and acceptance, after which the duelists set a time and place for the duel. Once they arrive, they briefly state their grievances, salute one another, and begin to fight. However, it is not unusual for a sword duel to follow immediately after declaration and acceptance; Swashbucklers are notoriously impatient in regard to dueling.

Dueling with Daggers

This type of duel also encompasses similar weapons, including knives, main-gauche, and stiletos. Never considered by nobility and seldom fought by Swashbucklers, dagger duels are popular among commoners of all the baronies, as well as among Gauchos. Dagger duels are also seen in Renardy and Bellayne. An Honorbound forced to duel a peasant would likely use a dagger out of courtesy.

Dagger duels seldom follow general dueling procedures. For example, a dagger duel might be declared by someone pulling a dagger and threatening an opponent; if the opponent draws as well, the two fight. Crowds commonly gather around these fights, and the area of the fight might be marked by a circle of spectators. A dagger duel is usually assumed to be to the death, or until both participants agree to stop. Treachery is frequent in dagger duels. After the duel, the law seldom becomes involved. If it does, a witness or two usually comes forward to testify that a duel was formally declared to the death—whether it really was or not.

Other Forms of Dueling

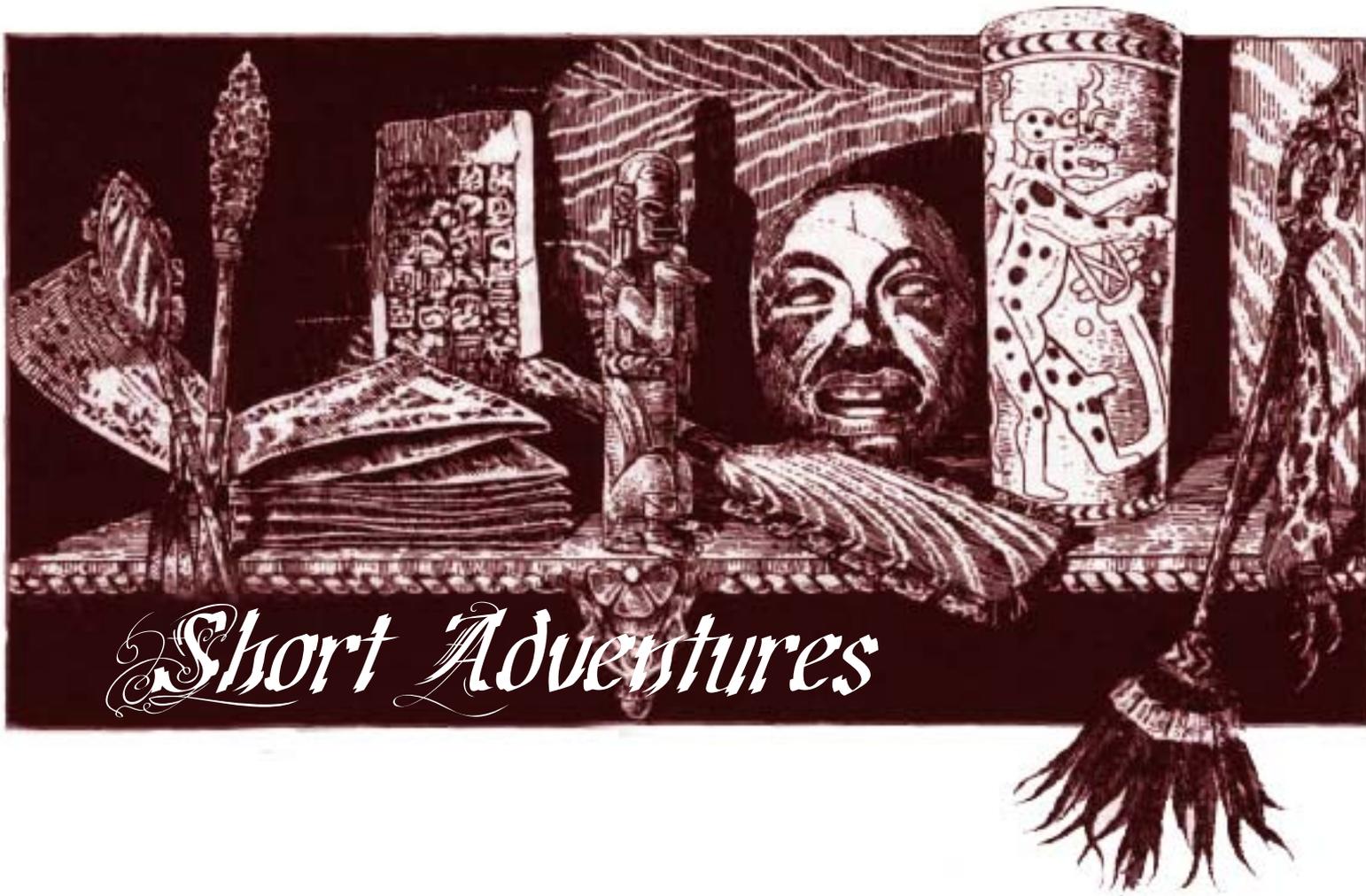
Generally speaking, duels on the Savage Coast, especially in the Savage Baronies, are conducted only with firearms or blades. On occasion, a character might name a hand crossbow, but he risks ridicule by those who favor firearms. Duels with melee weapons other than blades are simply not performed; no Baronial would accept such a duel, or even imagine suggesting it (though axe duels have been known to occur in Eusdria). Note that this prevents most priests from participating in weapon duels.

However, it is possible to duel by means other than weapons. For example, two people could agree to an unarmed duel, using rules for punching, wrestling, or even martial arts. Though martial arts are uncommon along most of the Savage Coast, wrestling and boxing matches are not unknown. No laws exist regarding contests of this sort; participants set their own terms, but can use sword dueling rules as an example.

Duels are also possible using spells or Legacies. These contests are also left mostly to the participants. Offensive spellcasting in public is generally frowned upon on the Savage Coast but is illegal only in the barony of Narvaez. In spell duels, the duelists set their own rules; since spell duels are not recognized by law, participants can be held accountable for damage to people and property.

Duels with Legacies usually occur only between Inheritors. If an Inheritor officially challenges another Inheritor, the conflict proceeds like a regular duel. An Inheritor cannot refuse the challenge of another. Inheritors set the terms of the challenge, including time, place, length of challenge, and allowed weapons. Quite often, a challenge between Inheritors is fought using no weapons but Legacies. These challenges occur with some regularity throughout the Savage Baronies and to a lesser extent in other states, often drawing a crowd because pyrotechnics are likely. Such challenges are supposed to follow dueling laws, with witnesses and marked areas, but since Inheritors take care of those who violate the code of the challenge, all baronial governments except Narvaez ignore violations of the dueling laws between Inheritors. Other states are no so lenient, because of the relative rarity of Inheritors there.

Duels with Legacies are seldom fought between people who are not Inheritors. However, it can be done, requiring witnesses and a marked area for official sanction by the local government. The duel generally proceeds until either death or surrender. As long as the duel has been declared and witnessed, participants are immune to prosecution for wounds or other damage inflicted, unless they harm private property or a nonparticipant.



Short Adventures

This chapter contains five sample adventure encounters specific to the Savage Coast, as well as a few sample characters that can be used for SAVAGE COAST adventures.

Immediately after each adventure title, headings identify the terrain the adventure should be set in, total party levels recommended, total gold pieces possible, and experience points to be gained from defeating the central creature. Next comes a “Setup” section, listing ideas for involving the PCs in the story. The body of the adventure follows, often with subheadings for particular creatures or events.

Of course, many other adventures can be found on the Savage Coast, including adventures that lead into a campaign to remove the Red Curse. Before running any of these sample adventures, or the larger adventure presented in the next chapter, the DM should give some thought to how any of these might be used to set off a long term campaign. Several of these adventures present characters that can be used again at a later date, and some have adventure hooks that can lead into a larger series of adventures.

Each of these adventures should serve as a springboard for future campaign ideas. For example, the “Lord Flame” scenario should suggest several ways in which Inheritors can be used to provide adversaries or friends for the player characters. “War Party”

demonstrates the constant difficulties with border disputes on the Savage Coast; it should be easy enough for a DM to generate some sort of conflict for anywhere the PCs visit.

As with any campaign, initially generating adventures, especially adventures that correctly capture the flavor of the setting, can be difficult. However, the samples provided here should present a feel for life on the Savage Coast.

The sample characters provided at the end of this chapter should also offer some ideas. Use these characters for a quick start or to show what Savage Coast characters are like, but remember that the best way to really delve into a setting is to create a character for it. Do not hesitate to help a player create a character for the SAVAGE COAST campaign; both player and DM should learn from such a session.

Lord Flame

Terrain: Any
Total Party Levels: 18
Total gp: 34
Monster XP: 6,000





Setup

The PCs hear about an Inheritor named Lord Flame, who has been attacking people and taking their *cinnabryl* and *red steel*.

Lord Flame ambushes the PCs.

Another Inheritor (who would have to be created by the DM and introduced separately) has declared a permanent challenge against Lord Flame. This Inheritor hires the PCs to kill Lord Flame.

If one of the PCs is an Inheritor, Lord Flame challenges that character to a battle for his *red steel*.

The Story

For the past several weeks, Carlos de Las Navas, better known as Lord Flame, has been building a hoard of *cinnabryl* and *red steel*. His primary method of acquiring the materials has been to steal them. The villain intends to make himself a suit of *red steel* plate mail and is most interested in that metal. Still, he collects *cinnabryl* as well, so he has a long-lasting supply. Lord Flame seldom steals anything else from his victims unless something unusual catches his eye.

Lord Flame belongs, unsurprisingly, to the Order of the Flame, the chaotic Inheritors. He is a selfish individual, concerned mostly with enriching himself. So far he has respected the Code of the Orders, adhering to both its letter and its spirit, so as to avoid being declared a renegade. He has never robbed anyone on land protected by an Inheritor, and even avoids attacking associate members of the Orders. If Lord Flame encounters another Inheritor, he issues a challenge. However, he never makes permanent challenges, wishing to avoid the possibility of ambush.

Flame stands 5'6" tall and is well muscled. He has dark, curly hair, a mustache, and a malicious grin. His skin is deep red, and his hair is tinted with red. The irises of his eyes are red as well. His rough features do not make him a handsome man. As Lord Flame, he dresses in chain mail with a red tabard and a red cape, both decorated with his sigil, a flame with eyes.

Lord Flame is a somewhat charismatic and skilled actor. He might approach the PCs in a friendly manner, using a false name, offering to help them with whatever they are doing. If they reveal that they are looking for "Lord Flame," he happily offers to join them, waiting for an opportunity to launch a surprise attack. A smooth talker, he is genuinely helpful until he turns against his prey, at which point he proudly declares "I am Lord Flame!" and attacks.

The villain prefers to start a battle with a flying attack, keeping the sun at his back and often using

Missile or Ball of Fire from the sky. His first melee attack is usually a charge with his flight lance, later attacking with a *red steel* long sword. Lord Flame uses his Legacies as needed but always saves one activation of the Fly Legacy in case the battle goes against him and he needs to escape. While he does not go out of his way to kill opponents, neither is he squeamish about doing so if necessary. He avoids *smokepowder* weapons, and the threat of an explosion of *smokepowder* can cause him to break off combat, even though he is currently carrying enough *cinnabryl* to safely weather several explosions without suffering the Time of Loss and Change.

If Lord Flame encounters the PCs and survives, he could become a recurring villain. If the PCs kill him and make their deed known, they will be reviled in the town of Las Navas (in Gargoña), where Lord Flame is regarded as something of a hero.

Carlos de Las Navas, Lord Flame: AC 5; MV 12; 9th-level Inheritor fighter; hp 44; THAC0 12; #AT 3/2; Dmg by weapon; AL CN; ST 14, DX 14, CN 13, IN 11, WI 9, CH 11.

Legacies: Ball of Fire, Burn, Crimson Fire, Fly, Missile, Red Shield. The flame for Burn issues from Lord Flame's right hand. His Fly Legacy causes no transformation.

Weapon Proficiencies: Long sword, bolas, flight lance, javelin, horseman's mace.

Nonweapon Proficiencies: Redsmithing (11), weaponsmithing (8), gaming (11), acting (10), intimidation (14 or 11).

Equipment: *Red steel* long sword, *red steel* horseman's mace, *cinnabryl* (enough for eight weeks and three days), chain mail, purse with 34 gp. Lord Flame also has a small, hidden treasure trove of *cinnabryl* and *red steel*. The exact location of this cache is left to the DM, as is the exact content.

War Party

Terrain: Plains

Total Party Levels: 18

Total gp: 0

Monster XP: 2,100

Setup

Mysterious raiders have waylaid caravans recently, and an attack was made on a small town within the last week. The PCs are asked by local leaders to find



the perpetrators and put a stop to the raids.

While the PCs are relaxing in a small town, mounted raiders approach and demand booty from the villagers.

As the adventurers travel, they see someone approaching from a distance. Eventually, the war party catches up with them to negotiate or attack.

The Story

Because of recent goblinoid activities in the Yazak Steppe region, hunting has been poor there. As a result, a small group of rakasta Beast Riders (with feline mounts) has moved south in search of prey. Upon reaching more civilized regions, the Beast Riders recently raided a herd of cattle owned by a local merchant. The merchant hired guards to drive them out of the area, and now the Beast Riders have more or less declared war on the local populace, conducting retributive raids. Their first raid resulted in the merchant's death and the burning of his farm. Now the other locals are up in arms from rage and fear.

As roving warriors, the rakasta Beast Riders did not understand at first that the free-ranging cattle they encountered were owned by anyone. Consequently, they felt wronged when they were attacked, and they began striking back from a sense of vengeance and self-defense. Since the initial hubbub, however, they have come to realize that brands on cattle are signs of ownership, but now that they consider themselves at war, they ignore all such symbols.

The Beast Riders are in an environment alien to them, and their numbers have been reduced dramatically by the conflict. In addition, they have now spent enough time in the cursed regions that the Red Curse is beginning to affect them. (At the DM's option, the Beast Riders can be at the end of the Time of Grace, or can have entered the Time of Loss and have fully enabled Legacies.) Although they feel the tide has turned against them, their sense of honor demands they stay to seek revenge on their enemies. It may be possible for the player characters to negotiate with them and work things out (for which the PCs should be given the full experience point award listed), but several problems must be solved before that can happen.

First, the Beast Riders are inclined to attack anyone they see, especially armed parties (such as, presumably, the PCs). On the other hand, they prefer not to fight unarmed or helpless individuals. Consequently, the PCs might avoid a fight by meeting the Beast Riders

in an open area without weapons, though with armor and empty scabbards. The rakastas, recognizing this as an attempt to parley, are receptive. Rakasta PCs or other characters from Bellayne should be aware that this is a reasonable approach; if none of the PCs know this, an NPC can inform the adventurers of this tactic.

Another possible solution to this problem is to send a single character out to contact the Beast Riders. If the Beast Riders encounter a lone rakasta, they might try to seek information from that person. A rakasta Beast Rider would certainly be met as a potential ally, but other Beast Riders are considered enemies. Any other type of lone warrior would be afforded grudging respect. If this lone encounter leads to a meeting with a PC band containing any rakasta PCs, the raiders will ignore others to talk to them unless those PCs are perceived as weak. In that case, the raiders attempt to talk with whoever appears to be the most able warrior in the group.

A second problem to be solved is that the rakastas speak only Rakastan, and none of them can read or write. If none of the PCs speak Rakastan, a translator will be needed. If necessary, the DM should make an NPC available, but keep in mind that the NPC would likely be frightened by the prospect of talking to the raiders. Given that, hiring a translator becomes an entertaining role-playing exercise.

Even after the barrier of language is surmounted, more problems must be solved. The Beast Riders are unwilling to leave unless their honor is satisfied. They want the locals to give them supplies and herd animals as an "apology." If this is done, the Beast Riders will move north again. Unfortunately, it will take some convincing to get the locals to agree to sacrifice any of their possessions. After the raids, they want revenge; they are unlikely to be satisfied with anything other than the deaths of the Beast Riders.

In terms of game mechanics, the rakasta raiders can be treated as monsters, or as NPC fighters with the Beast Rider kit. For the latter, the DM will need to come up with appropriate proficiencies, abilities, and personalities.

Rakasta Beast Rider (6): AC 8 (leather armor); MV 9; HD 2+1; hp 11 each; THAC0 19; #AT 3; Dmg 1d4/1d4/1d4 (war claws and bite); SA rear claws for 1d3/1d3; SD keen senses, blind-fighting; AL N; ML 12; XP 175.

Feline (6): AC 5; MV 18; HD 4+4; hp 22 each; THAC0 17; #AT 3; Dmg 1d6/1d6/1d10; SA kick for 2d6; AL N; ML 12; XP 175.



The Afflicted

Terrain: Forest

Total Party Levels: Any

Total gp: 0

Monster XP: 65 (or 50 per character for a nonviolent solution to the problem)

Setup

After the PCs have set up camp for the night, they are approached by Geraud, the Afflicted character.

The PCs hear tales of a hideous monster that has frightened travelers in the woods and poses a threat to commerce.

The PCs are approached by a noble. Recently, her servants have found the remains of several dead animals, and apparently a predator or unauthorized hunter has taken up residence on her property. The noble asks the PCs to capture or kill the predator.

The Story

A few months ago, Geraud (a lupin from a poor family) acquired a Legacy. Since the family could not afford *cinnabryl* and Geraud had aspirations of becoming an adventurer, the young lupin left to seek his fortune, optimistic that he could find *cinnabryl* before his Legacy affected him adversely. This was not the case.

Geraud's Legacy is Animal Form, and his form is that of a giant armadillo. As one of the Afflicted, Geraud is partially transformed into this shape. While remaining basically lupin, he has a banded shell along his back and tail. His face is still canine, but he has lost most of the hair on his ears and upper snout, and his ears have grown somewhat larger. His hands and feet are claws with armor-like covering, but most of the rest of his body is covered with fur. For the most part, Geraud simply looks strange. The deformations grant him no special abilities, not even extra protection from the shell-like bands.

However, when Geraud activates his Legacy, he gains several abilities. For one thing, he can burrow at a movement rate of 1. He can also curl into a ball, though because the shell is not hard, it does not protect him. Finally, he can walk across the bottoms of shallow creeks, being heavy enough to sink in water and able to hold his breath for twice as long as a normal character.

Geraud has wandered the countryside for several weeks, unwilling to enter a town or city, for fear of being ridiculed or reviled. A few days ago, he unknowingly entered the estate of a noble. He has been living on that estate, hunting and staying hidden. Using his Legacy, he dug out a small, hidden burrow where he keeps what few personal effects he has.

The Afflicted lupin really poses no threat to anyone. He is a peaceful sort, whose dreams of fame and fortune have been crushed. Mostly he wants to be left alone. Though Geraud seeks to avoid contact with others, he has grown very lonely. Because of his desire to become an adventurer, he may be willing to talk to the PCs. He believes that if he would fit in anywhere, it would be with adventurers.

Geraud does not want to fight. If attacked, he attempts to run away. If cornered, he begs for mercy. However, before these things can happen, the PCs first have to find him. If they hunt him, he proves to be elusive, leading them on a merry chase through the forest. Unless the PCs have a superior tracker among them, Geraud should be able to avoid them successfully. If the PCs seem to be too much of a threat, Geraud moves on, possibly becoming the source of rumors or problems in some other area.

The PCs have several choices for dealing with Geraud. If they somehow manage to capture him, the noble will be disgusted by his appearance and tell them to dump him somewhere far away from her lands. The PCs might instead try to help Geraud recover from Affliction. As explained in "The Curse and the Legacies" chapter, this takes quite some time, as well as spells and *cinnabryl*. If the PCs attempt such help, Geraud is very grateful; if they manage to cure him, he will be their friend for the rest of their lives; he could become a recurring character or even a henchman if the DM and players wish it.

The PCs might instead try to take Geraud to an enclave of Afflicted, who would accept Geraud as one of their own. The prospect of this is frightening to Geraud, who does not want to be a "freak" at all, let alone a "freak among other freaks." Geraud might be convinced to travel to such an enclave, but in the end, he would not stay there.

Another option is to take Geraud home. As with the enclave, this plan is abhorrent to him. Still, if the PCs talk to him in the right manner, Geraud realizes he has a loving family who would still care for him. If the PCs help his family financially, they might even seek a cure for Geraud. In any case, they will be eternally grateful to the PCs.



Geraud: AC 10; MV 12; 1st-level Local Hero fighter; hp 8; THAC0 20; #AT 1; Dmg by bite or weapon; AL CG; Str 17, Dex 13, Con 10, Int 11, Wis 9, Cha 5.

Legacy: Animal Form. Geraud's Animal Form is that of a human-sized, somewhat humanoid armadillo.

Weapon Proficiencies: Long sword, dagger, short bow, bite.

Nonweapon Proficiencies: Blind-fighting, tracking (9), hunting (8).

Equipment: Long sword, short bow, 7 arrows, cloak.

The Flying Bulette

Terrain: Plains

Total Party Levels: 24

Total gp: 0

Monster XP: 5,000

Setup

Local farmers have suffered devastating raids recently, with horses and other livestock being lost to a predator of great size and ferocity. The player characters are hired to hunt and destroy the creature.

While the PCs are visiting a village, the flying bulette attacks an outlying farm, killing livestock and people.

During their travels, the PCs hear a buzzing sound that rapidly gets louder. Suddenly, a winged bulette dives at them and attacks.

The Story

This is basically a straightforward monster encounter except that the monster in question has a Legacy. This encounter serves as a powerful example to the players, demonstrating that monsters can have Legacies too.

The bulette in this adventure is standard in every way, except that it has the Fly Legacy. The creature has wings like a beetle's. When not in use, they lie along the creature's sides. When the bulette flies, it makes an extremely loud buzzing sound, and the disturbance caused by the wings raises dust and causes other small objects to fly through the air.

Like any other bulette, this creature usually approaches a potential target by burrowing, then bursts from the ground to begin an attack. Once out

of the earth, it activates its Legacy, flying just a few feet above the ground and attacking with its bite and all four claws. If the bulette flies in an area with dry earth, it raises a cloud of dust that causes difficulties for its victims. Such a cloud can reach a diameter of 30 feet, and everyone in the cloud suffers a -2 penalty to attack rolls (this applies to the bulette as well). Any characters within the cloud must also take precautions (such as wrapping a cloth about the mouth and nose) or roll a Constitution check to avoid being choked by the dust. A successful check indicates no harm, but a failure indicates the character spends 1d4 round coughing, unable to attack. Another Constitution check must be made for each round a character stays within the cloud.

The bulette attacks for food. Once it kills something, it usually consumes it on the spot. If struck while eating, the bulette might turn to fight its attackers, or it might simply pick up its prey and wander off, ignoring unsuccessful attacks. This could be a considerable blow to the PCs' pride, as the bulette simply waddles (or flies) away, perhaps with a horse in its mouth, while the PCs attempt to get a blow through its thick hide. Local farmers would certainly be likely to rethink their choice of champions.

The bulette continues to raid the farms in the region until killed or driven away. If the creature is just driven away (by annoying attacks while it is trying to eat), it moves on to raid in another region.

Bulette with Fly Legacy: AC -2/4/6; MV 14, Br 3, Fl 12 (C); HD 9; hp 54; THAC0 11; #AT 3 or 5; Dmg 4d12/3d6/3d6 or 4d12/3d6/3d6/3d6/3d6; SA jump, possible dust cloud; AL N; ML 11; XP 5,000.

The bulette can fly for up to 18 rounds with each activation of the Legacy.

Other Ideas

Here are some other examples of monsters with Legacies:

An *aurumvorax* with the Ball of Fire Legacy. The creature attacks trespassers by firing a Ball of Fire from its burrow.

A giant alligator (use crocodile statistics) with the Entangle Legacy. The creature's tail grows into an entangling tentacle.

A dog with the Detonate Legacy. The creature remains fairly inconspicuous as random items explode around it, begging for table scraps while the PCs



desperately seek to identify who is using the Legacy.

Gnoll warriors with a variety of Legacies, such as Armor, Burn, Grow, or Projectile. Given their primitive culture, most would be Afflicted as well.

A griffon with the Poison Legacy. The poison could be injected by spikes that grow on the creature's beak, or by a stinging tail it has grown.

A horse with the Armor Legacy. Such a creature would not present a direct danger, but would be a prize sought after by many. Its owner would certainly be the target of jealous attacks.

A minotaur with the Speed Legacy. This monster would have two extra legs, and would resemble a strange sort of centaur. As an Afflicted, the minotaur would be even more surly than normal.

A muckdweller with the Gas Breath Legacy. Locals could mistake this creature for a green dragon, causing the PCs some trepidation about seeking it out.

An owlbear with the Missile Legacy. The monster could shoot missiles from its claws or even its beak.

A pack of rats, all with the Shape Stone Legacy. These rats could infest a castle, using the Legacy to burrow within the walls.

A giant spider with the Regenerate Legacy. This combination should certainly surprise a group of PCs.

Tower Ruins

Terrain: Hills
Total Party Levels: 12
Total gp: 600
Monster XP: 2,615

Setup

While the PCs are searching for a place to make camp for the night, they come upon a ruined tower.

A noble who lost possession of his tower during recent wars has decided to reclaim it. He asks the PCs to clean it out so he can rebuild and move back in.

The PCs hear stories about a ruined tower with great treasures hidden within.

The Story

The tower in question stands 60 feet tall. It has four interior levels, each a circle 30 feet in diameter, with a ceiling 15 feet tall. A staircase goes around the

inside of the tower, leading to each floor. This staircase is in good shape, but the interior of the tower is messy and dirty. The door at the tower's base allows entrance to the lowest level; each other floor has a window that can be reached by climbing. The top floor has a breach in one wall, and part of the roof has collapsed as well. The basic structure of the tower is intact, and repairs would be simple if the current denizens of the tower were eliminated or driven out.

If the PCs try to claim the tower for themselves after cleaning it out, they could come into conflict with the tower's previous owner. The owner might ask for payment or might be grateful enough to extend some courtesy to the PCs, offering them a place to stay between adventures. The local government might also take possession of the tower, claiming it in the interest of national defense.

The DM can make a basic map of the tower if desired. Descriptions of each level are left open enough to allow for changes. Whether or not the DM decides to flesh out the area, minor details—such as exact room contents—should be added.

Outside the Tower

An overgrown pathway leads to the tower. The door to the first level shows partially through a growth of plants, including a snapper-saw that blocks approach to the door. The snapper-saw has been feeding rather well on creatures trying to enter the tower, so it is a robust specimen. The door itself is relatively solid, made of hard, thick wood and banded with iron. Its lower hinge is broken, and the upper hinge is bent, so they would have to be repaired to serve well. In its current condition, the door doesn't actually impede entry to the tower, but opening it causes enough noise to alert the denizens of the lowest level.

Snapper-saw: AC 4/7/9; MV 0; HD 5; hp 31; THAC0 15; #AT 6; Dmg 1d4+1 each; SA trapping; AL N; ML 12; XP 975.

The snapper-saw has six saw-stalks, each with AC 4 and 22 hit points. It has eight grasping leaves, used to trap prey; each is AC 7 and has 12 hit points. Note that the hit points of the saw-stalks and leaves do not count toward the plant's total. Rather, they determine how much damage is required to sever the parts.

Level 1: Goblin Lair

This level, once a reception area and grand hall, has become the home of a small group of goblins, who enter the level by climbing through the window



(located opposite the door). The goblins consider the tower theirs, though they have not explored beyond the second floor (which they occasionally raid in order to catch a fat rat for dinner). The DM should consider the goblins to be from one of the Yazi tribes of the Savage Baronies area, though they could be from the Yazak Steppes if the DM prefers. They use this level of the tower as a base from which to conduct raids into the surrounding countryside.

The goblins watch the window for attackers, relying on the snapper-saw and the noisy front door to alert them if anyone tries to enter from that direction. If the tower is invaded, they make use of what cover exists in the room (a couple of collapsed tables), firing arrows at intruders. Though the goblins fight ferociously to defend their home, they will break and run if faced with vastly superior foes. The goblins have a small hoard of treasure in a large chest in the room. This includes 47 gp, 54 sp, 23 cp, and jewelry (a ring, a necklace, and two bracelets) worth 230 gp total.

Goblins (6): AC 6; MV 6; HD 1-1; hp 5 each; THAC0 20; #AT1; Dmg 1d6 (short sword); AL LE; ML 10; XP 35. At the DM's discretion, the goblins can have Legacies.

Level 2: Almost Empty

At one time, this level served as both a storage space and kitchen. The large fireplace on one side has a chimney, allowing smoke to exit the tower through a large vent. Other than wrecked tables and chairs, old boxes, split barrels, and spoiled food, this area holds little of interest. However, 17 copper pieces are spread around in the refuse (household money, once used to reward servants). In addition, vermin inhabit the room (Afflicted rats).

Each of the rats possesses some variation of the Webcasting Legacy. All have somewhat spidery forms, with extra eyes and longer claws. By activating its Legacy, each rat can spin two strands of web, each 10 feet long. To produce the web, a rat rears up on its hind legs, projecting the webbing from the front paws.

For the most part, the rats avoid conflict; once the PCs see how odd the rats look, they will likely avoid hostilities as well. However, if the PCs attack the rats or otherwise agitate them, the rats attack—first by spinning webs to entangle the PCs, and then by biting. At the DM's discretion, a disturbance among the rats might attract some stirges from Level 4. The stirges have learned that animals webbed by the rats are nearly helpless against their blood-draining attacks, and a few of them might fly in through the fireplace vent.

If the PCs retreat, the rats do not follow them.

Rats (14): AC 7; MV 15; HD 1/4; hp 2 each; THAC0 20; #AT 1; Dmg 1 (or 1d2 when the Legacy is activated); AL N; ML 4; XP 35 each.

Level 3: Dead Things

Level 3 once held a large study and parlor. Like Level 2, it has a large fireplace with a vent to the outside. This level's window is blocked by a wardrobe that stands in front of it. Rags and trash have been stuffed into the fireplace vent, preventing most creatures from entering that way. The furniture here is in better shape than that in Level 2. It has not suffered from the elements much, although time has taken its toll. The padded chairs and couch smell musty, releasing great clouds of harmless dust when touched. An old desk sits empty in the room, and a few old books are scattered about.

This area is also home to three skeletons, the remains of adventurers who met with a sad end, crawling into this area after a battle with the stirges. Two of the skeletons are not animated, nor is there anything odd about them. The bones have been cleaned by the vermin in the tower, but many of their possessions are intact.

The first skeleton is dressed in chain mail that has rusted nearly to the point uselessness. It lies on the floor next to a backpack that holds various mundane items of equipment, such as a couple of torches, a rotted rope, and a flask of oil. The second skeleton is that of a wizard, dressed in a robe and sitting in a chair. It has a ring (worth 30 gp) on one finger, and a spellbook (containing several spells up to 5th level in power, including *animate dead*) lies on a table nearby. This wizard was the last to die. To provide protection, which came too late, he animated the remains of a fallen companion before he passed on.

The DM should describe the wizard's skeleton in a way that makes the PCs suspicious, such as by mentioning that light (from the moon or the sun, depending on the time of day) from the window strikes its face, illuminating it in an eerie way. The vibrations caused by their passage might also cause the wizard's remains to shudder somewhat. If the PCs disturb the wizard's skeleton, it does nothing, but the third one in the room moves to attack them.

The third skeleton lies on the couch until the second skeleton is disturbed, at which time it animates to defend its long-dead vivifier. This skeleton wears leather armor and wields a short sword. Its clothing and long hair make it apparent that it was once a woman. When



the skeleton rises, it disturbs the couch and raises dust, filling the room with an eerie cloud. It has a pouch that contains 13 sp.

Skeleton: AC 7; MV 12; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1d6 (short sword); SD immune to sleep, charm, hold, fear, and cold, takes only half damage from edged or piercing weapons; AL N; ML 20; XP 65.

Level 4: The Nest

At one time, this level was the tower's master bedroom. It holds a large bed, a chest, a pair of small tables, and a few lanterns. At the DM's discretion, it could be divided into more than one bedroom (it is a large room, after all). Like the lower levels, this one has a fireplace. Also, its wall is breached, and part of the roof has collapsed. Note that the stairs lead up to a trapdoor in the roof.

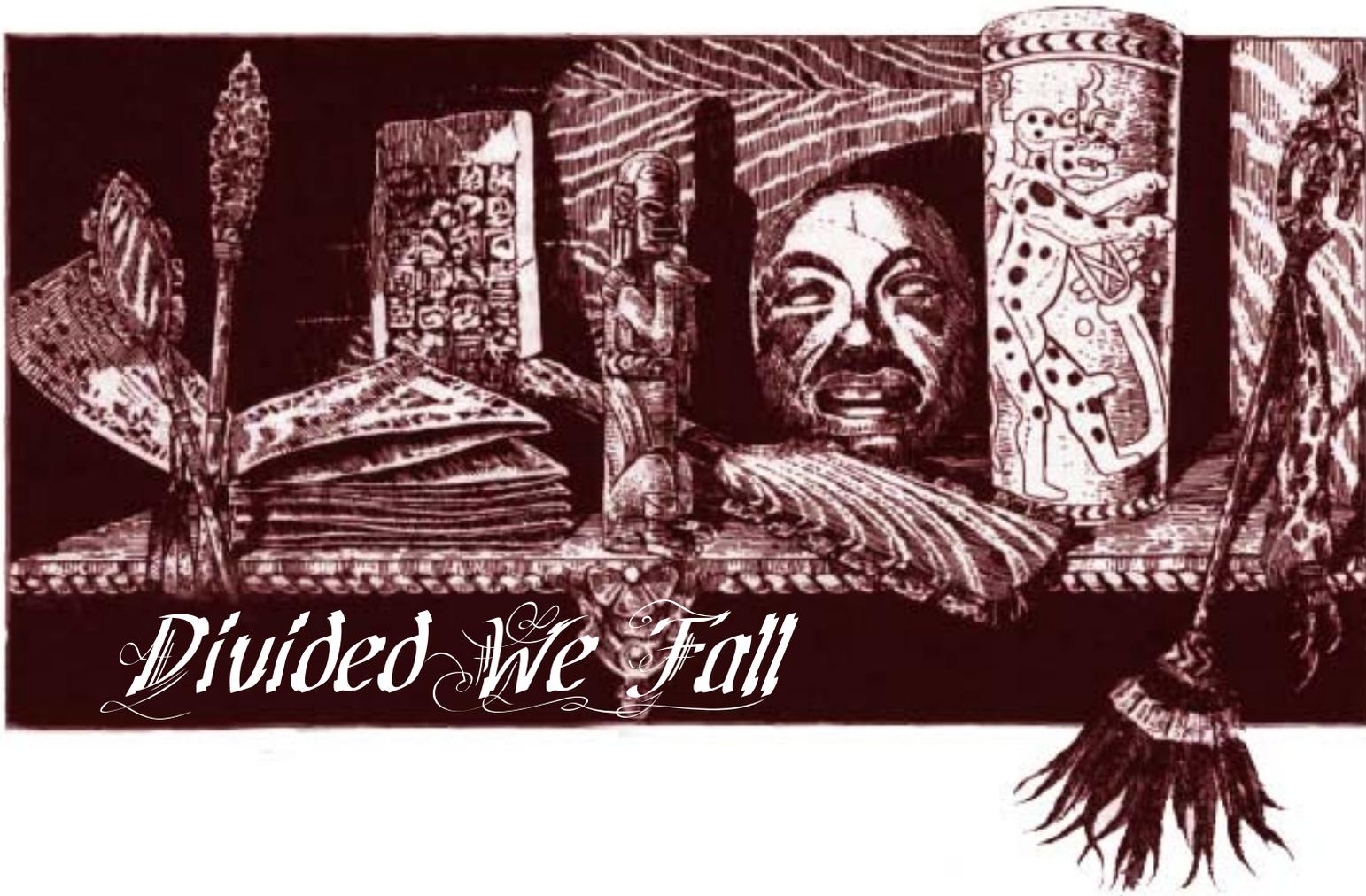
The main bedroom has become home to a small family of stirges. The creatures might be found sleeping, hanging from rafters in the ceiling. In any case, they attack the PCs when disturbed. The stirges are relatively well fed. They feed on local wildlife and the occasional goblin from downstairs but avoid preying on the web-casting rats of the second level.

The chest here contains the following treasure: 130 cp, 156 sp, 114 gp, and six gems worth a total of 165 gp.

Stirges (5): AC 8; MV 3, Fl 18 (C); HD 1+1; hp 5 each; THAC0 17; #AT 1; Dmg 1d3; SA blood drain; AL N; ML 8; XP 175. The stirges do not have Legacies.

The Roof

The roof is basically featureless. However, it provides an excellent view of the surrounding countryside, making the tower a perfect lookout point.



Divided We Fall

Divided We Fall is an adventure set in the Savage Baronies. To run this adventure, the DM should be familiar with the SAVAGE COAST campaign setting, especially with the Red Curse and the Legacies it causes.

So this adventure can be used easily in any world, all the monsters in it can be found in the MONSTROUS MANUAL tome. However, monsters from other sources, such as the MONSTROUS COMPENDIUM appendix for the MYSTARA campaign world, might add more flavor to the setting and provide greater challenges for the PCs; the DM should feel free to add monsters and challenges unique to the world in which he has placed the SAVAGE COAST campaign.

This adventure is best suited for player characters (PCs) of levels 4-6. Because the majority of the monster opponents in the adventure are relatively weak goblinoids, the DM has room to adjust the danger of the adventure to suit slightly higher or lower level PCs. Characters of higher level can still enjoy the adventure as long as the DM increases the number of opponents or substitutes more powerful opponents during combat encounters. Most of the role-playing and non-combat encounters are challenging to PCs of any level. However, lower level characters can have considerable difficulty overcoming the combat and other life-threatening obstacles of this adventure, and they have

little chance of defeating Balazar, the main villain. Take care not to force lower-level PCs into combat with opponents they cannot defeat.

The adventure begins in the barony of Saragón, and most or all of the PCs should be from one of the Savage Baronies, perhaps even Saragón itself. In the previous chapter are six pregenerated characters who are ideal for this setting. However, players should be encouraged to use PCs of their own design. If the pregenerated characters are not used as PCs, the DM can feel free to use them as NPCs or replacement characters in the event that a PC is incapacitated or even slain.

It is possible to import characters from other settings; characters from far lands should find the Legacies of the local people to be unsettling—perhaps even frightening. Be sure to emphasize the strange nature of the region to any foreign PCs. Encourage them to role-play their outsider status.

Balazar and the Gosluk

Balazar became an Inheritor a few years ago; over the past two years, he has had a couple of run-ins with another Inheritor, Don Luis de Manzanar,



Don Luis de Manzanas

baronet of Aranjuez in Saragón. Balazar has considered Don Manzanas his mortal enemy ever since the baronet refused to surrender his *cinnabryl* to Balazar. Upon Don Manzanas' refusal, Balazar challenged him; the baronet suggested they meet the next day, at which time Balazar broke the Code of the Inheritors by attacking then and there, violating the sanctity of Don Luis' home and proving himself a thorough villain by confronting his host—in front of guests.

Unfortunately for Balazar, Miguel Hernando de Montoya, castellan to Manzanas, was present to help defend his lord. Firing his *smokepowder* pistol at Balazar, Miguel instantly depleted the attacking Inheritor's remaining *cinnabryl*, forcing Balazar to undergo the Time of Loss and Change, as described in "The Curse and the Legacies" chapter of this book. Instantly and painfully transformed into a grotesque brute, Balazar retreated from Torre de Manzanas, swearing revenge on Don Luis and Miguel.

What neither Don Luis nor Miguel know is that after Balazar's retreat, the transformed Inheritor traveled far from Saragón, horrified by his new appearance and furious in his defeat. Wandering the wilds north of Torre de Manzanas, Balazar eventually encountered a small raiding party of about 20 Gosluk goblins. Thinking the mutated Balazar a particularly ugly ogre, the goblins at first tried to enlist his service. When he refused with great hostility, the goblins attacked him. The three who survived were quite agreeable when Balazar demanded that they take him to their chief.

Six months later, Balazar had established himself as a chief among the Gosluk, murdering his way up their hierarchy of personal power and ruthlessness, then leading them into raids against the neighboring Kuttai orcs and goblins. Between the fear he inspired in his troops and his powerful Legacies, Balazar led the Gosluk in military strikes so brutal and frightening that the Kuttai were quick to agree to an alliance in order to stop the fighting.

The Dankut orcs have been allies of the Kuttai, but their chieftains' distrust of Balazar makes them hesitant to accept the Gosluk as allies, despite the Kuttai's alliance with them. If Balazar leads the Gosluk and Kuttai in victorious raids against the humans of the Savage Baronies, however, he may be able to unite more tribes. If so, the Savage Baronies will face a horde of monsters the likes of which have not been seen there since the fall of Oltec civilization.

One man stands between Balazar and this conquest.

The common residents and soldiers of Saragón consider Don Luis de Manzanas a noble of the highest degree, a man of character as well as station, and a hero to the entire barony. Still, many nobles of Saragón and the other Savage Baronies consider Don Luis a clever schemer, bent on advancing his own position by whatever means are handy. In this particular case, it is the commoners who are correct. Don Luis is a nobleman in the truest sense of the word.

Honorable and altruistic, Don Luis strives to defend not only his own barony but also the entire Savage Baronies region. His attitude is exemplified by his actions at the Battle of Morrión just three years ago, when he helped lead Saragóner forces against Yazi gnolls that had sacked castles in Almarrón and Gargoña, avenging the losses suffered by those two baronies. Given the mistrustful climate of the Savage Baronies, it is easy to see how such a man is misunderstood, but the baronet is not just a victim of envy and ordinary human mistrust. The artifact he uses to defend Saragón and all the baronies exacts a price for its use. It is the source of the distrust and suspicion that has kept Don Luis from rising above his current status. For more information on the effects of this artifact, see the description of the *careta de la barrera*, the *barrier mask*, in the "Magic" chapter.

As a member of the Inheritors' Order of Crimson, Don Luis strives to control and distribute *cinnabryl*. As a retainer and adviser to Barón Balthazar de Montejo y Aranjuez, he serves the barony; as lord of the northernmost citadel he also directly protects Saragón and its people. Fortunately, the baronet has never faced the dilemma of divided loyalties; but should that problem ever arise, he would almost certainly serve his country first, his Order second.

Recently, Don Luis' scouts have reported frighteningly large and frequent sightings of Gosluk. More disturbingly, some of those scouts have failed to return from their missions. Don Luis has no idea that Balazar is the one mustering the goblinoids of the steppes, but he does know enough to prepare for an impending invasion.

Don Luis has sent word to Barón Balthazar already, and the baron has sent emissaries to each of the other baronies in an attempt to achieve unity against the goblin hordes. Unfortunately, Saragón's reputation for being able to fend off large invasions has left even the more sympathetic baronies with little fear that



the goblins pose a real threat.

Since diplomacy has failed, the baronet has decided to take matters into his own hands. He is currently trying to find a way to increase the power of the *careta de la barrera*.

Careta de la Barrera: the Barrier Mask

Saragón has remained safe from foreign invasion largely because of the *barrier mask*, a powerful Oltec artifact which can repel invading armies of 100 or more beings. Most residents of the Savage Baronies believe that Barón Balthazar, the ruler of Saragón, keeps the mask in the capital city of Ciudad Matacán. Barón Balthazar could not be more pleased at this misconception, for the artifact's powers, while considerable, are less than commonly believed.

The *barrier mask* must be brought very close to an approaching force for its powers to affect the invaders. Thus, Barón Balthazar has entrusted the artifact to Don Luis, whose stronghold is strategically placed to deploy the *barrier mask* quickly against invaders from either the Yazak Steppes or the barony of Narvaez, the two clearest threats to Saragón. Secondarily, Barón Balthazar wishes personally to avoid the effects of the mask's curse, which he learned of through astute divinations. Though the baron does not especially wish ill on Don Luis, he does worry about potential conflicts of interest should the charismatic noble become baron. Thus, entrusting Don Luis with the mask serves two purposes at once: protecting the barony from invaders and keeping the baronet from being considered heir to Saragón.

While the *barrier mask* has allowed Don Luis to keep Saragón from being invaded by its more aggressive neighbors, he fears it may not work against such a huge horde as is now threatening. While sending scouts to investigate activity from the Yazak Steppes, Manzanas also charged sages and bards with researching a means by which the artifact's power could be enhanced or complemented. These efforts bore fruit nearly a year ago when one of the bards in the baronet's employ returned from his travels with a promising legend.

The legend suggested that the *careta de la barrera* is only part of a larger artifact created by the ancient Oltecs. Each Oltec city crafted one portion of a

mannequin meant to represent a patron Immortal. At a great celebration in honor of Oltec unity, they planned to assemble the totem and forever defend their lands from invaders. Unfortunately, the invaders came far too soon, sweeping away the last remnants of Oltec civilization before they could assemble the artifact which might have protected them.

Don Luis' scouts have been charged with investigating any ancient Oltec ruins. As this adventure opens, one small scouting party has recently discovered just such a ruin.

Adventure Synopsis

The PCs begin the adventure while traveling through a small village near Torre de Manzanas. While there, they encounter the lone survivor of one of Don Luis' scouting parties. If they give her aid, they learn that she and her companions found the ancient Oltec ruin that Don Luis suspects may contain an artifact capable of enhancing the power of the *careta de la barrera*.

If the PCs bring the survivor, Maria, to Don Luis, they are offered the opportunity to complete her mission by traveling to the ruins and recovering the new artifact. When they return, the PCs should also report on any Gosluk activity they witness.

Actually, two ruins lie near the location the survivor described; one of the ruins is Oltec, but the other is a much more recent structure built by Traladarans. Worse, a large band of Gosluk and Kuttai goblinoids have made camp in one of them while they search for the artifact themselves. Fortunately, the goblinoids are mistakenly searching the wrong ruin.

The PCs can find the ruin which contains the artifact either by searching the area or by rescuing another surviving scout who was captured by Gosluk. The captive, Orlando, is being held in the Traladaran ruins by Gosluk and Kuttai goblins. Once saved from the goblinoids, Orlando can lead the PCs to the correct part of the Oltec ruin and warn them of the dangers inside. The PCs must explore the ruins, find the artifact, and escape before the goblin and orc hordes arrive. When the PCs are about ready to leave the area of the ruins, Balazar arrives with a group of elite Kuttai orcs; not far behind him, a huge horde of goblinoids advances. The great horde includes Gosluk and Kuttai, and even a few Dankut who have been enticed into coming along. The alliance of the three great tribes, even for a short time, bodes ill for the baronies.





If the PCs are successful, they can return to Torre de Manzanas in Saragón, where Don Luis can add the power of the *bracers of forbiddance* to that of the *barrier mask*, and turn aside the approaching horde just in time. Balazar and a small group of elite orcs manage to slip through the barrier, however, and attack Don Luis in an attempt to destroy both the baronet and the barrier. Weakened by using the artifact, Don Luis is vulnerable to Balazar, and only the player characters can save the baronet from certain death at the vengeful hands of Balazar.

Starting the Adventure

The action of this adventure begins in the tiny hamlet of Escudo, a few miles northwest of Torre de Manzanas in the barony of Saragón. The player characters need not be natives of Saragón, but most should be native to the Savage Baronies. To explain why the PCs are traveling through this tiny town together, the DM can either integrate this adventure into an ongoing SAVAGE COAST campaign, or use one of the following adventure hooks:

- * If any PC is a native of Saragón, Escudo can be his hometown. Perhaps the party is traveling here simply so the PC can visit with relatives. Alternately, the DM can include a message from the PC's family in the adventure before this one, summoning the PC home because of a wedding, funeral, or other important event in the family.
- * If any of the PCs has ties to another barony, the party may be delivering a message to Don Luis from another noble. Escudo is the last settlement through which the PCs must pass before reaching Torre de Manzanas.
- * A PC wizard or bard might have heard of Don Luis' interest in ancient lore and be traveling to Torre de Manzanas to seek employment.
- * Any or all of the PCs may have heard that Don Luis is paying excellent wages for specialist scouts brave enough to venture to the Yazak Steppes.

Regardless of the hook used to draw the party to Escudo, the PCs should feel a sense of serenity when they enter the tiny hamlet. The fresh air is sweet with the scent of apples and cool with orchard shade. In the precise rows of trees beyond every house in this loosely arrayed village, men climb ladders with baskets attached. The older boys and girls help with the

harvest, gathering bags and baskets drooping with the weight of fruit. Younger children chase between trees and ladders, never far from the eyes of their parents.

The villagers are friendly, if a bit shy. They glance up at the PCs, but when the PCs meet their eyes, the villagers smile politely and quickly glance back down. They seem more respectful than fearful, though, as if they are comfortable in their relatively low niche in the social order. Note that these villagers show few signs of the Red Curse because the local priest protects them with *maintain* spells.

As long as the PCs are friendly, the villagers greet them pleasantly. They are used to scouts and occasional wanderers, but for the villagers themselves, most travel is between the Escudo and the Tower. They rarely go beyond the world defined by the trail that connects the two. If questioned, the villagers are full of local gossip but have little useful information. Some sample dialogue follows; try to work this information into a conversation between a villager and a PC, rather than simply dropping the data on the PCs without a context. The PCs could strike up a conversation with any of the hamlet's inhabitants, but remember that most of them are a little shy at first; the statements below will not be the first thing to pop out of someone's mouth.

- * "The soldiers patrol all the time. Even though we are near the edge of the barony, we're safe from goblins and bandits."
- * "Harvest has just begun, and we will work hard for at least another week before festival. You should stay for La Festiva de Manzanas at the Tower. All the villages will bring their best food and wine, and all the best minstrels will visit."
- * "Don Luis is truly a noble man. He has devoted his life to protect the barony, even though he is also a member of the Crimson Order. Such a man is important to everyone here, especially the accursed."

The PCs can buy food and drink here. They can barter or pay for lodging in one of the homes, but no inn or tavern is situated here. Villagers tell anyone inquiring about supplies or equipment that they should visit the little market at Torre de Manzanas, about two miles southeast.

The Lone Survivor

Just before the PCs leave the village, or as soon as the players begin to lose interest in role-playing with



the villagers, the DM should bring the first of the important NPCs into the adventure. The PCs hear a distant cry that disrupts the tranquility of the little village. It is a boy, running out into the fields beyond the northern orchards. None can make out what he is saying, but his gesture can only mean, “Come here!”

Assuming the PCs look beyond the boy, they can see he is running northwest toward a lone rider. Together, rider and mount are a black silhouette against the yellow fields. Even from this distance the PCs can see that a humanoid figure is slumped behind the drooping neck of the horse, exhausted or dead.

If the PCs make no move to follow the boy, a nearby woman calls out, “Manuel! Stay back from the stranger!” If the PCs do not act now, a man and a teenage boy grab staves and run after Manuel. If the PCs still refuse to follow, one of the other laborers suggests that the rider may bring trouble. “Won’t you go see what it is? We are a simple people, and surely no lone rider would challenge such as you.” If nothing else, the PCs should see the survivor, Maria, as Manuel and the other villagers lead her horse into the village.

Maria is in bad shape. Slouched forward to allow the mount to support most of her body, she is barely able to clutch her horse’s mane. Somehow she finds strength to hang on, though the PCs can see she has been wounded on the shoulder and the side, probably by arrows. Her trousers are slit above the knee to reveal a crude, blood-stained bandage, her thigh swollen round beneath it. As she nears the village, she lifts her dusty face to rasp weakly, “Water!”

The rider is Maria Cordoba, one of Don Luis’ scouts and (she thinks) the last survivor of a group that discovered an ancient ruin in the near foothills of La Pampa Rica (territory west of Saragón, unclaimed by humans). Maria suffers from arrow wounds and dehydration, but what threatens her life is the poisonous sting from a mantichore. If the PCs apply sufficient healing to restore Maria to half her hit point total and give her water, she can talk a little.

She speaks in a gasping voice, her eyes unfocused, and tries to get the PCs to swear to complete her mission: “Please! Swear to complete . . . my mission. My life is gone . . . the poison. Swear to me!” Most PCs should be reluctant to swear to complete an unknown mission, but rash promises epitomize the Swashbucklers so common in the Savage Baronies, and Maria is most definitely a damsel in distress. Any requests that Maria explain the mission in more detail before a PC accepts are met with impatient protests: “There is no time! My life . . . it slips away. Swear it!” She has nothing more to explain if no one will take her oath, though she will ask to be taken to Don Luis.

Should any PC swear to complete Maria’s mission, she calms considerably and continues to speak: “The ruins—we found them! They are not far . . . 50 miles, perhaps. Tell Lord Luis . . . we searched for the artifact. There were . . . monsters in the ruin, but we . . . escaped. Then Gosluk ambushed us. . . .” The woman coughs and calls for water again.

A PC with either the healing or the herbalism nonweapon proficiency can use knowledge of either skill to examine Maria; a successful proficiency check confirms that Maria is indeed doomed if the poison in her system is not neutralized. Any successful use of the knowledge of herbalism (that is, another proficiency check) informs the player character that only magic can neutralize the poison this late in its course. If a priest character casts a *neutralize poison* spell upon her, Maria is saved from death, and healing her to her full hit point total restores her to some vitality; if this occurs, she insists that she go directly to Don Luis to report. If, as is likely, no PCs are priests or can cast *neutralize poison*, the party can still save Maria by taking her immediately to Torre de Manzanas, which is only a few minutes away by horse or half an hour on foot.

Maria Cordoba, Scout Thief: AC 8 (leather); MV 12; 3rd-level thief; hp 16 (1 at present); THAC0 19; #AT 1; Dmg 1d6+1 (rapier); AL NG; Str 15, Dex 14, Con 12, Int 14, Wis 10, Cha 11. Maria should not need her thieving skills in this adventure; if for some reason she does, the DM can invent them as appropriate or use the average scores listed in the DMG.

Equipment: rapier, leather armor, light crossbow, bolt case with no crossbow bolts remaining.

The PCs may wish to escort Maria to Torre de Manzanas themselves, send a messenger to summon help, or perhaps even leave her with the villagers.

If they choose to take her to the Tower, the PCs must devise a way to carry her there, as she no longer has the strength to remain on horseback. If the PCs request a cart to carry Maria, the villagers provide one. It might also be possible for someone on horseback to carry her if she is somehow secured.

If the PCs send a messenger to Don Luis, then Miguel Hernando de la Montoya, the baronet’s dwarven castellan, appears within about half an hour to fetch Maria, bringing a priest and a unit of six soldiers. Miguel introduces himself with haste and courtesy, and requests that the PCs accompany him to Torre de Manzanas. Miguel is a bit brusque, because he does not understand why the PCs did not bring



Maria directly to the tower, rather than make her dangle by a thread of life.

If the PCs choose to leave Maria with the villagers and then proceed to Torre de Manzananas, Miguel rushes out with a priest and six soldiers to retrieve the scout as soon as the PCs arrive and tell anyone what has happened. Neither Miguel nor Don Luis thinks much of the PCs in this event. Unless they express a convincing reason for their unchivalrous actions, the PCs will not be asked to complete Maria's mission. How could they be expected to help an entire nation if they cannot help one needy woman?

Meeting Manzananas

When the PCs arrive at the citadel with Maria, guards meet them before the open drawbridge. As long as the PCs are not hostile, the guards respond in a friendly, if somewhat formal, manner. When the PCs get close enough, the guards recognize Maria, understand the situation immediately, and allow the PCs through the gate while initiating a shouted summons for the castellan (Miguel). If the PCs are already accompanied by Miguel, Miguel shouts for Don Luis.

In any case, it should not be long before Don Luis himself appears. The baronet is a handsome man in his late 30s. He appears young and vibrant but has just a touch of gray at his temples, the result of too much stress in his adventuresome life. As mentioned, Don Luis is an Inheritor of the Order of Crimson. In fact, the baronet was one of the first 11 Inheritors, who led the adventuring group that caused *crimson essence* to be invented (see the material on Saragón earlier in this book).

The first concern of Don Luis (and Miguel) is to save Maria's life, assuming the PCs have not delayed so long as to make this impossible. (The exact amount of time Maria can survive is left to the DM, but the DM should not be afraid to be harsh with PCs who procrastinate.) Don Luis has a skilled healer as part of his staff, and the guards call for the healer at the same time the baronet is notified. Both healer and lord arrive within a minute or two.

The healer is skilled in both the healing and herbalism nonweapon proficiencies, but he quickly realizes these will not be enough for Maria. As soon as he assesses the situation, the healer asks permission of Don Luis to get a magical potion (actually a dose of *Keoghtom's ointment*) from the baronet's stock of such things. Don Luis readily agrees, and he asks the PCs to help move the girl to a comfortable room inside

the tower while Miguel runs off to get the magical ointment. The ointment is enough to save the scout, but she is exhausted from her ordeal, falling into a deep sleep as soon as her wounds have been tended.

Manzananas the Man

Statistics for both Don Luis and Balazar are given at the end of this adventure. The DM should become familiar with these statistics, taking special note of the baronet, his role as an Inheritor, his personality, and his alignment (neutral good).

Don Luis always carries himself with an air of nobility and compassion. As soon as Maria is under the able care of the healer, he turns to business with the PCs. Still, he occasionally sends for word about the girl's condition until he is reassured that Maria is on her way to recovery.

The baronet begins by introducing himself to the PCs and taking them to his study, where he offers them wine or water, whichever they prefer. Don Luis comes quickly to the point, but in a friendly and open manner, asking the PCs why they were in the area, how they happened to find his scout, and anything she might have said to them. One hopes the PCs relay the important information they gained from Maria, namely that she discovered the ruins, that the site lies about 50 miles away, and that she and her companions were attacked by Gosluk goblins.

If for any reason the PCs do not provide this information to Don Luis, it is only a short time before Maria wakes from a restful sleep to give the information to her lord herself. Even if the PCs do tell Don Luis all they know, he talks to Maria and hears about the manticore and the fact that two sets of ruins are located in the area she was scouting.

Once Don Luis discovers the status of Maria's mission, he feels a sense of urgency: If goblins are close to the artifact, someone must go retrieve it quickly before the goblins take it or destroy it. Don Luis interrogates the PCs further, trying to determine their trustworthiness. If the PCs all swear to undertake an important mission and keep it secret—before hearing the details—Don Luis tells them a little of the story, not wanting to disclose the whole tale in case they are captured or should somehow turn against him.

Don Luis explains that he has spent the last few years searching for an ancient Oltec artifact, a set of magical bracers. These bracers will help protect their wearer from damage—or so it is believed. He suspects they are an ancient form of *bracers of defense*, which might have powers other than simple protection.

While what he says is basically true, it is not the



whole story. Under no circumstances does Don Luis tell them more at this time. That the bracers are part of a set, along with the *barrier mask*, is a secret he wishes to keep for now.

Note: Due to the effect of the *barrier mask*, any PC of noble birth gets an odd, very subtle feeling that the baronet is not to be trusted. If the PCs act on this, perhaps questioning the castle guards and servants, all answers indicate that Don Luis is a wonderful person; the mask's effects apply only to other nobles. No amount of questioning or study leads to an explanation for this feeling.

A Little Help

If the PCs agree to help Don Luis, he suggests that Miguel go along with them. The dwarf knows a little about the mission and should be able to recognize the bracers, having studied Oltec artifacts with the baronet. Miguel is eager to help, especially if any women are in the adventuring party. The DM should play up Miguel's usefulness as much as possible. Though he may appear comical (the concept of a dwarven Swashbuckler is a bit amusing, after all), Miguel is a quite capable individual. He can guide the PCs on their mission, give them information, and come to their assistance in combat.

The PCs might suspect that Miguel would be going along to keep an eye on them, which is entirely true. Don Luis trusts Miguel implicitly and knows he will do his best to bring the bracers back to Torre de Manzanas. Thus, Miguel's task is not to watch the PCs and insure their loyalty so much as it is to see to their safety so the bracers can be retrieved. If the characters show the slightest hesitation, Don Luis conceals none of his reasoning for wanting Miguel to go along. The DM should make every effort to portray Miguel as trustworthy and potentially helpful so that he can give them more clues about the bracers later on. Besides, he's an engaging character. If the PCs refuse to take Miguel, the baronet does not force them to do so, but instead provides a map marked with the suspected site of the ruins.

Note: If Miguel is used as a player character, the DM has to add a little more history to the adventure. First, at the beginning, Don Luis sends Miguel to Escudo to debrief (and of course heal) Maria and hear what she has discovered. Miguel heads back to his lord, bringing the PCs. After Don Luis tells the adventurers about the mission, he pulls Miguel aside and gives him the real story of the artifact. When and if Miguel tells the other PCs is up to his player.

The PCs Mission

Once the PCs have agreed to Don Luis' request, they are allowed to outfit themselves from the armory and enjoy reasonable credit from the marketplace. Allow the PCs to equip themselves with any supplies listed in the *PHB*, up to a total cost of 100 gold pieces per PC. Normal equipment can be obtained from the market, basic weapons are available from the citadel's smiths, and leather or chain mail can be acquired as well. Don Luis also has a supply of *cinnabryl*, but he asks the PCs to pay for it; if he has been impressed with the PCs, the baronet charges them Inheritor's prices. Though Don Luis has several *red steel* weapons, these are hidden in a secret armory, and he does not release them to the PCs. Don Luis is also willing to supply horses to any PCs who do not have them (as a loan only).

The baronet encourages the PCs to be on their way as quickly as possible, so that no time is lost in recovering the bracers. If they waste time getting supplies, Don Luis and Miguel try to speed up the procedures, going as far as traveling to the different market stalls themselves to get the goods. Don Luis is pleasant to the PCs unless they waste a lot of time.

Once the PCs are ready, they should head off toward the ruins. If Miguel is not accompanying the PCs, Don Luis makes sure they have a map to the approximate location of the ruins. He also passes on some information from Maria: The two sets of ruins are each on a hill within sight of the other. If necessary, the baronet can also describe Oltec architecture, which uses step pyramids, giant stone heads, and intricately carved statuary. When all preliminaries are done, Don Luis wishes the adventurers luck and sends them on their way.

The first part of their journey, across the grasslands of La Pampa Rica, should be relatively uneventful; the PCs are headed almost due west from Torre de Manzanas, and while they might have a few encounters, none are important to the progress of the adventure.

After they reach the hilly lands, the PCs have an encounter with some Gosluk goblins, an event foreshadowing things to come. After the PCs move on, they come to the two sets of ruins. When they become able to see the ruins, they should notice goblinoids encamped around one. The other set of ruins appears uninhabited and is the one the PCs want to explore.

The PCs then need to make several decisions about



whether they should attack, sneak in, etc. They might also know about a human prisoner (Maria's partner Orlando) in the goblin encampment and need to decide what to do about him. Eventually, the PCs should search one or both sets of ruins to find the *bracers of forbiddance*, which are located in the Oltec ruins (not the ruins with the goblinoid camp). At about the time the PCs recover the bracers, or when the DM feels they have spent long enough looking, a great goblinoid horde, led by Balazar, approaches from the northwest. The ideal situation is for the PCs to try to warn Saragón, running just ahead of the horde until they reach Torre de Manzanas.

As this part of the adventure progresses, the PCs can come to realize that the goblinoids represent a very serious threat to the Savage Baronies. By the time they encounter the large horde of goblins at the end of this section, the player characters should be feeling the urgency of the situation and should be ready to retreat to Torre de Manzanas. Be sure to give the PCs every opportunity to run; they are not meant to actually face the goblin horde they see here, merely to retreat ahead of it to warn Don Luis.

La Pampa Rica

Following a map or Miguel's directions, the PCs should not take long to cross these grasslands to reach their goal. The first portion of the PCs' journey is through cultivated fields and patrolled lands. The PCs have no adverse encounters in these areas, but the DM may wish to include short role-playing encounters with workers in the fields, Gauchos, military scouts returning from patrol, or other characters that might give the setting a greater sense of reality.

Once the PCs cross the border of Saragón, the fields give way to savannahs, then eventually to rough hills. The PCs risk encounters with wild animals, bandits, and even Gosluk outriders. If the party is powerful enough to withstand a few incidental encounters on the way, the DM should feel free to include them. A short random encounter chart is included if the DM wants to use it. The short adventures from the previous chapter can also be used if the PCs have not experienced those encounters previously, and the DM is encouraged to experiment with favorite monsters, perhaps giving them Legacies.

Remember that these encounters, like the role-playing encounters mentioned above, are diversions that add color to the adventure setting. They are not intended to pull the PCs away from the main adventure or to kill them.

Table 19.1: LA PAMPA RICA ENCOUNTERS

1d4 Encounter

- 1 Gosluk Goblin Scouts (5): Int Low (5-7); AL LE; AC 6; MV 6; HD 1-1; hp 5 each; THAC0 20; #AT 1; Dmg 1d6 (short sword); SZ S; ML 10; XP 15 each. This is a small scouting party that could serve as a sort of warm-up encounter.
- 2 Aurumvorax (1): Int Animal (1); AL N; AC 0; MV 9, Br 3; HD 12; hp 47; THAC0 9; #AT 1; Dmg 2d4 (bite); SA 2d4 claws for 2d4 damage each; SZ S; ML 19; XP 9,000. This monster prowls in hilly ground. It does not really want to fight, which is probably fortunate for the PCs, but it attacks if approached or pestered.
- 3 Gauchos (6): Int Avg (8-10); AI N; AC 8 (leather armor); MV 12 (18 on light warhorses); HD 1; hp 7 each; THAC0 20; #AT 1; Dmg 1d4 (dagger) or 1d10+ (wheellock horse pistol); SZ M; ML 14; XP 15 each. These are cattle herders wandering the range or possibly camped for the night, depending on when they are encountered. Each gaucho has a horse, and several cattle graze nearby. The gauchos are peaceful but willing to become rowdy if insulted. These gauchos live outside the cursed lands and do not have Legacies.
- 4 Prairie Dogs (10): Int Animal (1); AL N; AC 8; MV 12, Br 2; HD 1/2; hp 2 each; THAC0 20; #AT 1; Dmg 1; SZ S; ML 8; XP 7 each. This encounter can be played for humor, but it can also have serious repercussions. As the PCs are riding along, they begin to notice prairie dogs popping up from nearby holes. While the animals do not attack unless bothered, their dens are a hazard. If the PCs don't take precautions in this region, each horse has a one in six chance of stepping into a hole; if this happens, the rider must calm his mount, or it has a one in twelve chance of breaking a leg and being unable to continue. Otherwise, it is relatively easy to extricate a horse from a hole.

The Gosluk Goblins

The party's first real encounter with Gosluks is in the grassy valleys leading up to the hills where the ruins are located. Goblins have paused in a small valley and are not visible until the PCs come over a small rise. The goblins have alert scouts, who spot the PCs at the same time the party sees them unless the PCs have taken precautions (like sending out a stealthy



scout).

This is purely a combat encounter to show the PCs that the goblins are not at all shy about attacking humans, as they would be normally. If one of these goblins is captured, he tells the PCs that his friends have a human prisoner back at the ruins. If it does not look like a goblin will be captured, the DM can even have one of the goblins mention the prisoner during combat, either bragging about the captive or ordering his compatriots to “get another one to take back to the ruins!” Though goblins usually speak their own language, several of them have learned rough common in order to communicate more easily with Balazar; this allows them to communicate with the PCs as well.

If Miguel is with the adventuring party at this time and the PCs do well against the goblins, exhibiting reasonably honorable behavior, Miguel takes them into his confidence and tells them about the artifacts, including all he knows about the *barrier mask* and the *bracers of forbiddance*.

Goblins (13): Int Low; AL LE; AC 6 (10); MV 6; HD 1-1; hp 5 each; THAC0 20; #AT 1; Dmg 1d6 (by weapon); SZ S; ML 10; XP 15 each.

Goblin leader (1): Int Low; AL LE; AC 6 (10); MV 6; HD 1; hp 7; THAC0 20; #AT 1; Dmg 1d6 (by weapon); SZ S; ML 10; XP 15 each.

Worgs (14): Int Low; AL N(E); AC 6; MV 18; HD 3+3; hp 17 each; THAC0 17; #AT 1; Dmg 2d4; SZ M; ML 11; XP 120 each.

Two Ruins

Following Maria’s directions, Don Luis’s map, or Miguel’s leadership, the PCs eventually arrive at the area Maria described. The two hills here are both dotted with scrub vegetation and gouged by ravines. The clearly recognizable ruins of a Traladaran outpost stand on the higher hill, abandoned hundreds of years ago after a devastating Gosluk raid. The lower hill is more a plateau; on it, invisible to cursory examination, are the half-buried remains of a much older ruin, this one a devastated Oltec temple.

When the first Traldar pioneers traveled to this region, they established a series of small fortresses meant to protect their claimed lands from goblinoid raiders. It was not long before those raiders laid siege to the fortresses and scattered most of the Traldar. These ruins mark the location of a fortress which took

nearly two years to construct, but which stood for less than a year before it was razed to the ground.

The two ruins lie within sight of one another, and as the PCs approach, they can clearly see goblins around the ruins on the higher hill. The PCs are correct if they believe that any activity in the Oltec ruin is visible from the Traladaran ruin; they must do something about the goblins, or sneak in and out of the Oltec ruin with either speed or magical concealment. The PCs might also be aware that the goblins have a human prisoner, Orlando; if they do not yet realize he exists, he becomes visible on a close approach to the ruins of the Traldar citadel.

Note that if Miguel is with the PCs when they see the ruins, the dwarf makes a remark or two. He recognizes the costumes of the Yazak goblinoids, and when he sees Gosluk and Kuttai together, he says something like, “The Gosluk, they are no problem. They raid, and they go away. They are weak. The Kuttai, they are no problem; they raid, and they go away. Seeing Kuttai and Gosluk together, that is a bit of a problem, but not one that is insurmountable. Thank goodness the Dankut are not with them.”

The main concern of the PCs is getting past the goblinoids, either by avoiding them or fighting them. In regard to their approach to the ruins, the PCs have three broad options:

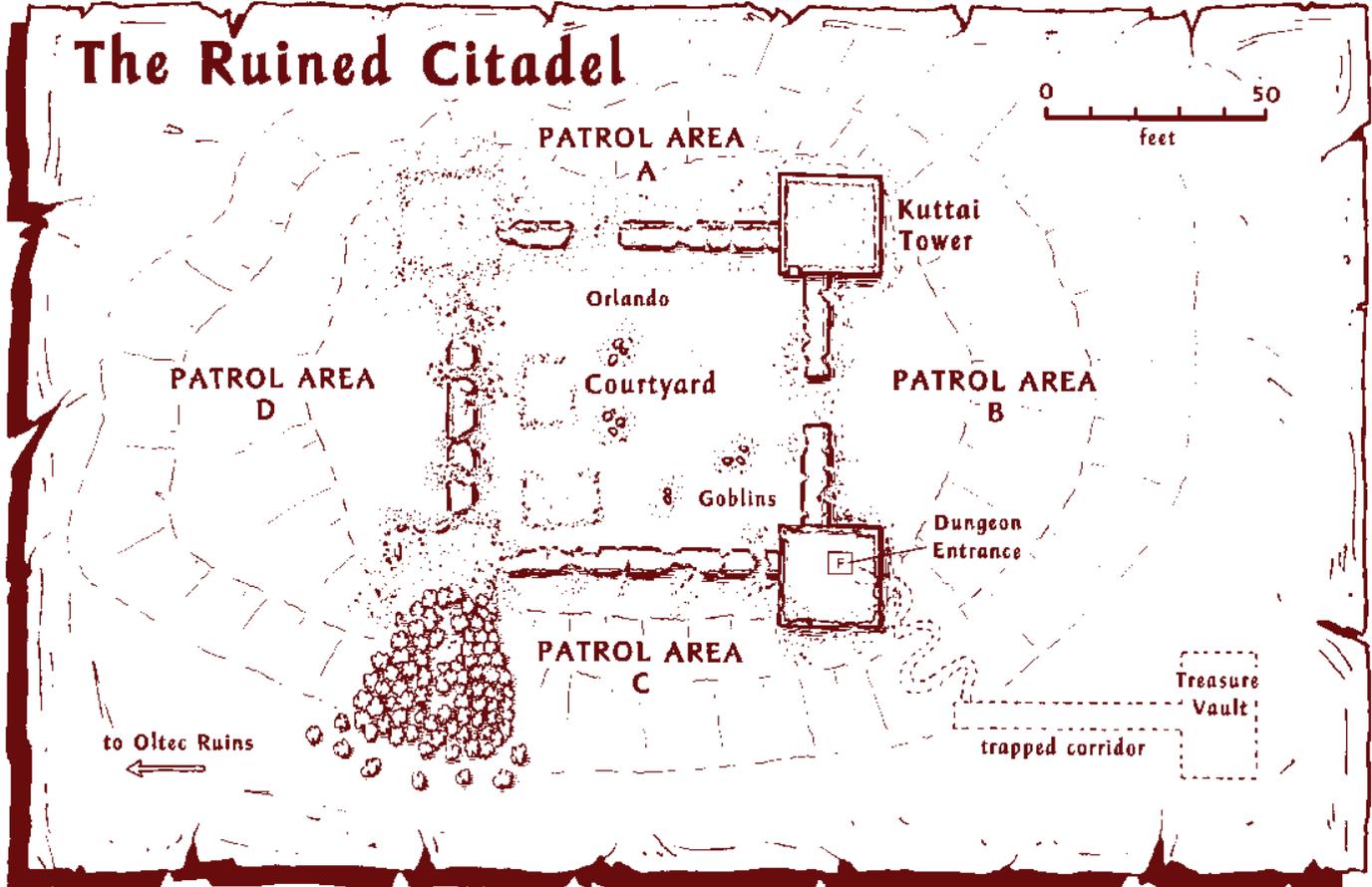
◦ *Stealth.* The PCs can sneak in and rescue Orlando, sneak into the Oltec temple to recover the bracers, or both. If the PCs are very careful, they might pull off a stealthy approach, but they will definitely make noise when they find the manticore guarding the bracers (unless they use magical silence to block the sound from reaching the goblins, such as by casting *silence*, 15' radius across the mouth of the manticore's cave). If the goblins hear the PCs fighting the manticore, they send patrols over until eventually a large group of goblins and orcs surrounds the well, waiting to take on the winner of the fight.

◦ *Attack.* The PCs can try to kill or rout the goblins and orcs. This option is viable; after a few goblinoids die, both Kuttai and Gosluk think better of their rather shaky alliance and run away, leaving their former allies to their fate.

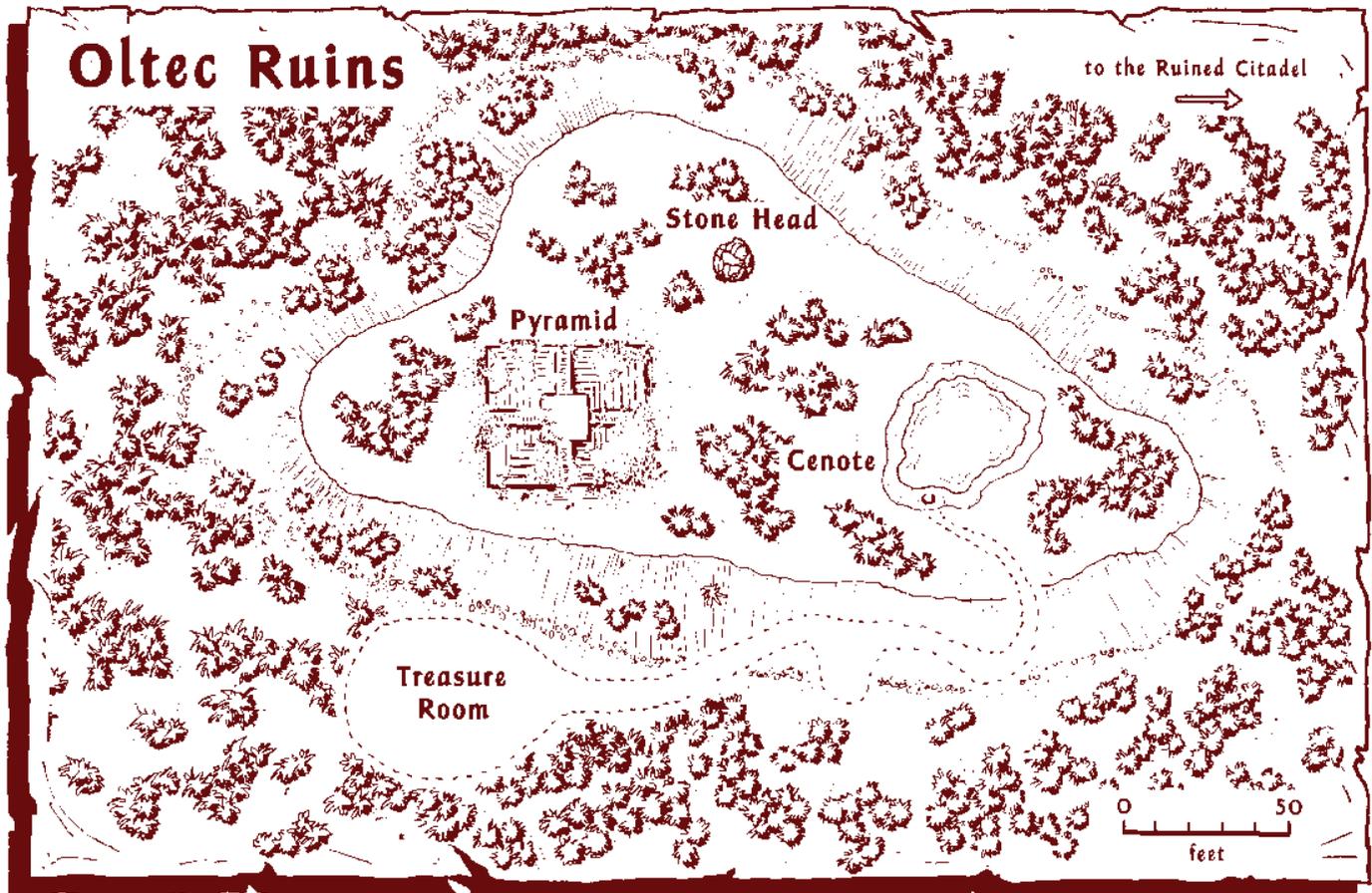
◦ *Wait.* This option does the PCs no good. The goblins wait, too—until reinforcements show up, in the form of several hundred more goblins and orcs, with Balazar. When the horde shows, Balazar briefly prowls around the two temples, kills the manticore, recovers the bracers, and leads the horde to attack Saragón.



The Ruined Citadel



Oltec Ruins





The Ruined Citadel

The Traladaran ruin is the only one the goblins and orcs have yet explored. They are aware of the older ruins, but consider them useless. The goblinoids have made their camp within the scant shelter of the two remaining fortress walls while they explore those few chambers of the dungeon so far revealed.

While several goblins and orcs stand watch outside, a small group representing both Gosluk and Kuttai explores the dungeon chambers below. A few goblins and orcs rest inside the walls, and two Gosluk goblins guard a human prisoner.

Among the tumbled stones of the Traladaran ruin are worked blocks, some of which are carved with recognizably foreign designs. Any PC who makes a successful ancient history proficiency check identifies these marks as Oltec and knows that the Oltec civilization fell thousands of years ago—if it is not simply the stuff of legend, as some scholars argue. These blocks were taken from the Oltec ruin by the Traldar and placed in their own construction, probably for decoration.

When the PCs get close enough, they can see into the fortress—through the wall, through the ancient gate, or over the top of the rubble, depending on the angle from which they approach. In any case, they can see a human is being held prisoner inside. If Miguel is with the PCs, he recognizes Orlando, Maria's partner. Maria assumed Orlando died with the other members of their small scouting party, but the goblins actually knocked him unconscious and captured him. Note that Miguel insists on rescuing Orlando. As a romantic, Miguel has noticed that Maria and Orlando are smitten and believes they must be reunited for true love.

Patrol Quadrants

Both Gosluk and Kuttai goblins camp here, along with a unit of Kuttai orcs. The two tribes are currently allied, though lingering hatreds and suspicions remain. Fights between members of the two tribes are not uncommon, and to diminish the chances of a serious conflict, the unit chieftains have divided the area into four discrete patrol quadrants.

A: Gosluk Goblins. A walking patrol of four goblins surveys this area. These goblins are alert, but they pay more attention to the Kuttai goblins that patrol nearby, anxious to make sure the Kuttai do not receive some extra privilege that Gosluk do not. The goblins walk the perimeter of their open, grassy area, sometimes stopping to look back at the Kuttai.

B: Gosluk Goblins. A lone goblin stands guard here while his two companions sleep at his feet. PCs who can approach with stealth may be able to dispatch this lone guard quietly. In addition, the goblin's position cannot be observed from the ruins, which is why two of the guards are able to get away with sleeping.

C: Kuttai Goblins. A walking patrol of three goblins watches this area. These goblins walk close together, and patrol back and forth at the edge of their designated area. While the goblins are visible from the citadel and cannot be killed without raising an alarm, PCs might sneak by in some brush at the edge of the patrol area if they wait until the goblins are headed the other way. Of course, the Gosluk goblins in area A may see stealthy PCs if their mistrust leads them to look this way at the right moment.

D: Kuttai Orcs. Four orcs patrol this area. Each is stationed in a corner of the designated area, and every few minutes they all rotate to the next post, to insure they are all awake and alert. These orcs cannot be bypassed safely without great luck or magic.

Approaching the Ruined Fortress

The best way for PCs to approach the fortress is through area B, though Areas A and C have advantages as well. Area D cannot be penetrated by stealth alone. The party's best chance for success depends on their abilities; if they have several stealthy members, an approach through area A or C might be in order. If the party is unsubtle, their best bet might be to attack quickly, hoping to distract the goblins from attacking Orlando until he can be rescued.

The Remaining Tower

Kuttai orcs claimed the tower as their headquarters, and the Gosluk did not protest, since they had explored it earlier and found it boring. The tower is mostly featureless, and a collapsed upper level leaves it open to the sky.

The Dungeon Levels

In the remains of the citadel's second tower, the orcs found a hidden trap door that led down to the two sublevels. Rather than explore the levels themselves, the lazy orcs sent down a mixed party of Kuttai and Gosluk goblins. The goblins have been inside for about two hours and have not been heard from since they went in. There are two reasons for their silence.



First, the upper sublevel is 100 feet below ground and can be reached only by going through a twisted little passage; sound does not travel well through this narrow passage. Only one person can fit in the tiny tunnel at once. Goblins can fit rather comfortably, but orcs and humans would have difficulty moving in the tunnel.

Second, the goblins reached a long corridor below the surface with brick walls and a cobblestone floor. As the goblins advanced along this corridor, they began setting off a series of mechanical traps. Three goblins, a Gosluk and two Kuttai, lie dead. The other three goblins, one Kuttai and two Gosluks, stand or sit in the middle of the corridor, unsure what to do. When they tried to retreat back the way they came, another trap went off, injuring one of the remaining Gosluks. Now they are scared to move and are trying to think of a way out without setting off even more traps. The rivalry between the two tribes keeps these three goblins quiet; each hesitates to show weakness in front of the other tribe, such as howling for help from the surface.

If the PCs venture into the sublevels, their passage through the twisted corridor is uneventful and relatively easy, if slow. However, once the characters reach the deep corridor, they face two dangers: traps, and goblins. The goblins shout threats from the middle of the corridor, and heedless of the traps, rush to attack characters who come toward them. Use standard goblin statistics, except that one of them has only two hit points remaining.

Whenever someone moves in the corridor, whether walking, running, or maneuvering to attack, a one in six chance exists of a trap going off. The corridor is loaded with several different types of trap, and most are self-loading and repeating. There are darts that shoot from the walls; blocks that drop from the ceiling; spikes that jut from the floor; blades that swing out of the wall; axe blades that swing like pendulums across the corridor; and any others the DM cares to add. A character who sets off a trap must make a successful saving throw vs. paralyzation to avoid its effects or take 1d6 damage (regardless of the type of trap). While it might be possible for a thief to go through the corridor and disarm the traps, he would also have the goblins to worry about. At the DM's discretion, it might be possible for the PCs to negotiate a truce while one or more of them try to disarm traps—but it is suggested that the DM just have some fun with traps going off throughout melee to liven things up a bit. If a thief does try to disarm the traps, 82 different mechanisms must be disabled.

If the characters make it through the corridor to

reach the room at the end, they find the door easy to open. Inside is a treasure hoard guarded by a wight. The exact contents of the treasure hoard are up to the DM, but should be based on the wight's treasure type (B) and the needs of the campaign.

Wight (1): Int Average (9); AL LE; AC 5; MV 12; HD 4+3; hp 26; THAC0 15; #AT 1; Dmg 1d4; SA energy drain; SD spell immunities, hit only by silver or magical weapons; SZ M; ML 14; XP 1,400.

Courtyard

The remaining "courtyard" is nothing more than the outline of the original walls with partial remains of two of those walls. Against the interior of one crumbling barrier lie the off-duty Gosluk goblins. Against the other wall, almost 40 feet away, two Gosluk goblins guard Orlando, who is tied hand and foot and leans propped against the cold stone wall. The goblins guarding Orlando pay little attention to him, only occasionally glancing in his direction, sometimes going for minutes without checking on him. Orlando's guards are more interested in playing knucklebones and keeping an eye on the Kuttai.

Rescuing Orlando

Fortunately for Orlando (and the PCs), rescuing him is not difficult for a careful and stealthy party. The goblins have foolishly placed him near a rather large hole in the wall, so after eliminating the one wakeful goblin in patrol area B, the PCs can climb up behind Orlando. Orlando is tied up but not closely guarded. (The perimeter guards are supposed to make sure he cannot escape.) As long as the PCs are quiet, they can release Orlando from his bindings with little trouble and spirit him away.

Orlando, Gaucho Ranger: AC 8 (leather); MV 12; 3rd-level ranger; hp 19 (6 at present); THAC0 18; #AT 1; Dmg 1d4 (dagger); AL CG; Str 17, Dex 12, Con 13, Int 13, Wis 11, Cha 12.

Equipment: leather armor. Orlando's other equipment (a wheellock pistol, bolas, and so forth) was taken by the goblinoids and is miles away.

Goblins (34): Int Low; AL LE; AC 6; MV 6; HD 1-1; hp 5 each; THAC0 20; #AT 1; Dmg 1d6 (by weapon); SZ S; ML 10; XP 15 each.

Goblins, leader's henchmen (5): Int Low; AL LE; AC 6; MV 6; HD 1-1; hp 7 each; THAC0 20; #AT 1; Dmg 1d6 (by weapon); SZ S; ML 10; XP 15 each.



Goblin leader (1): Int Low; AL LE; AC 6; MV 6; HD 1; hp 7; THAC0 20; #AT 1; Dmg 1d6 (by weapon); SZ S; ML 10; XP 15.

Wolf, Worg (39): Int Low; AL NE; AC 6; MV 18; HD 3+3; hp 14 each; THAC0 17; #AT 1; Dmg 2d4; SZ M; ML 11; XP 120 each.

Orcs (13): Int Average; AL LE; AC 6; MV 9 (12); HD 1; hp 6 each; THAC0 19; #AT 1; Dmg 1d8 (weapon); SZ M; ML 12; XP 15 each.

Orc Leader (1): Int Average; AL LE; AC 6; MV 9 (12); HD 1; hp 8; THAC0 19; #AT 1; Dmg 1d8 (weapon); SZ M; ML 12; XP 15.

Boar, Steppe (14): Int Animal; AL N; AC 6; MV 12; HD 5; hp 30 each; THAC0 15; #AT 1; Dmg 2d4; SZ L; ML 10; XP 270.

The Oltec Temple

Far more ancient than the Traladaran fortress is this nearly-buried ruin of an ancient Oltec temple built in honor of some long-forgotten Immortal.

The ruins consist of a giant human head carved from stone and standing 15 feet tall; a small stone pyramid with steps up all sides and an open platform on top; and a deep “cenote,” a natural well about 30 feet in diameter. The water in the well is several feet below the edge of the pit, and is only about 10 feet deep. A cave opening is exposed in one side of the cenote’s wall. Climbing down the wall is not difficult if a rope is used; the side is smooth and a little wet, giving a thief or other character a -10% chance to climb down safely without a rope or climbing equipment.

The bracers are deep in the cavern, guarded by a mantichore. This creature has declared the treasures of the cenote for its own, having discovered and claimed the lair about three months ago, so it will fight to the death. The rest of the treasure is left to the DM’s discretion, based on the mantichore’s treasure type (E) and the requirements of the campaign. The mantichore does not have any *cinnabryl*, *red steel*, or related materials.

Mantichore (1): Int Low; AL LE; AC 4; MV 12, Fl 18 (E); HD 6+3; hp 34; THAC0 13; #AT 3; Dmg 1d3/1d3/1d8; SA poison; SZ H; ML 14; XP 975.

Escaping the Horde

While the PCs are dealing with the ruins and their inhabitants, a great horde of orcs and goblins approaches from the west. In addition, a sort of “advance horde” precedes the main body. Led by Balazar, this advance party should arrive at the ruins at about the time the PCs have decided to leave after recovering the bracers.

Ideally, after getting the bracers or defeating the goblins and orcs at the ruins (or some combination thereof), the PCs would exit one set of ruins. Looking to the west, they would see a few goblins, perhaps 20, come over a hill, causing the PCs to think something like “oh no, not again.” Then they see more goblins come over; then a few more and a few more, until a wave of about 200 orcs and goblins comes over the hill and approaches the ruins. This should encourage the PCs to leave rather quickly; if they do, the horde pursues them all the way back to the border of Saragón, barely stopping to rest, always in sight.

Even if the PCs do not recover the bracers—if they fail against the mantichore or just delay too long, the advance hoard still arrives, and the PCs are still forced to flee. If they have not acquired the bracers, then Don Luis must hold back the horde with just the *barrier mask*. Of course, unless Miguel came with the PCs and was able to explain the connection between the bracers and the mask, the PCs may not realize how important the bracers really are.

At this point, the PCs can see Balazar as he approaches. If Miguel is with them, he relates the previous confrontation between Balazar and Don Luis. If one of the PCs is an Inheritor, that character stands a chance (based on an Intelligence check) of recognizing Balazar as a renegade Inheritor.

If Miguel is with the group, he frowns and shakes his head when the hoard approaches. If asked what the problem is, he replies with something like, “I said the Gosluk were no problem, it was true. And the Kuttai, the same, no problem. Even when together, they can be defeated. Unless the Dankut join them. Well, those are Dankut. Three of the great nations have united and nothing can stand against them now.” Miguel is right; Balazar has managed to unite the three tribes, at least temporarily. Despite his sudden depression, Miguel become just as abruptly enthusiastic if the PCs make any reasonable suggestion for dealing with the situation (such as rushing back to warn the baronet).



Goblins (134): Int Low; AL LE; AC 6; MV 6; HD 1-1; hp 4 each; THACO 20; #AT 1; Dmg 1d6 (by weapon); SZ S; ML 10; XP 15 each.

Wolf, Worg (134): Int Low; AL NE; AC 6; MV 18; HD 3+3; hp 18 each; THACO 17; #AT 1; Dmg 2d4; SZ M; ML 11; XP 120 each.

Orcs (49): Int Average; AL LE; AC 6; MV 9 (12); HD 1; hp 6 each; THACO 19; #AT 1; Dmg 1d8 (weapon); SZ M; ML 12; XP 15 each.

Boar, Steppe (49): Int Animal; AL N; AC 6; MV 12; HD 5; hp 30 each; THACO 15; #AT 1; Dmg 2d4; SZ L; ML 10; XP 270 each.

Option: The Noble Sacrifice

It is possible that at some point, realizing their dire situation, one or more of the PCs may suggest staying behind to delay the horde or at least to serve as a distraction while the fastest PCs continues at top speed toward Saragón. If the players role-play such martyrdom well, the DM should give the player characters a break.

If the PCs think they can delay the horde simply by attacking the multitude, the goblinoids retaliate, and the PCs do not last long. If a PC tries to parley or challenges the leader to single combat, Balazar approaches and tries to capture the character. If a PC should happen to challenge Balazar to a duel or issue an Inheritor's Challenge, Balazar refuses and orders his goblins to take the PC prisoner. Balazar has lost his standing as an Inheritor and has never cared for the rules of dueling, so he feels no need to accept a challenge. If the PC or PCs allow it, they will be taken prisoner and brought along to Saragón for the climactic encounter.

The Barrier and the Horde

In this section, the PCs return to Saragón, pursued closely by the leading edge of the goblinoid horde. At this point, Balazar is leading his orcs only, and all 50 of them (Balazar and 49 orcs) are mounted on steppe boars—giant, specially bred versions of the more mundane boars found elsewhere. The player characters should arrive less than an hour ahead of Balazar, giving Don Luis little time to discover how to use the *bracers of forbiddance* by deciphering the marks on them.

Once Don Luis figures out how to use the *bracers of*

forbiddance in conjunction with the *barrier mask*, he puts them on and goes to the top of his central tower. From there, the baronet can see the approaching goblinoid horde and direct the magic of the artifacts at them. Unfortunately, while Don Luis is turning back the horde of thousands, Balazar slips through with his elite force, a force too small to be affected by the artifacts.

Whether he uses both the artifacts or only one, Don Luis is successful in turning back the main horde. However, the effort drains the baronet's energy, until he is so weak he can barely stand. It is at this time that Balazar launches an attack against Don Luis. While his elite orcs assault the castle, Balazar flies above the melee to attack the baronet directly. Miguel is busy leading the castle's defenders, so it is up to the PCs to save the baronet from certain death—or worse.

Protecting the Realm

When the PCs reach the western border of Saragón, they are met by a small patrol that has brought fresh horses for them to ride for the last few miles; their own mounts are likely to be quite exhausted by now. The presence of the patrol means Manzanás has received reports from scouts and considers it vital that the PCs shave even a few minutes from their arrival time. The patrol encourages the PCs to hurry, wishes them luck, and then runs as far as they can to avoid the goblinoids themselves.

At Torre de Manzanás

When the PCs reach Torre de Manzanás, they see that it has been prepared for war. Before, markets were set up outside, and people were seen all around the castle. Now, all the commoners and merchants are inside the castle, and defenders can be seen at several points along the walls.

Don Luis meets the PCs at the gate when they ride up and asks immediately for the bracers. If the PCs do not have them, the baronet turns very grim and says, "Very well. We will do what we can." He then turns sharply and stalks back to his tower, leaving the PCs to their own devices. They are welcome to help the defenders of the castle, but Don Luis would not care if they simply left and never returned.

If the PCs have the *bracers of forbiddance*, Don Luis thanks them and praises their bravery—and speed. He takes the bracers and goes into his tower, where he can use an ancient book to decipher the pictographs on the bracers and learn their precise function. If the PCs should try to hold out for more money or



anything like that, the baronet will not shed a tear for the PCs when he orders his archers and pistoleers to shoot them down.

As Don Luis goes inside with the *bracers of forbiddance*, he offers the PCs the opportunity to rest—they have certainly earned it—or to help defend the castle walls. Either is acceptable, but hopefully the PCs are willing to aid in castle defense so they don't miss the climax of the adventure. Besides the baronet's full-time healer, who the PCs met before, Don Luis has also brought several clerics to the tower, and the PCs can receive any healing attention they need before the battle begins.

The PCs are welcome to help prepare castle defenses and can choose their own posts if they desire. If they do not have a preference, Miguel asks them to guard the gatehouse, and to possibly be prepared for a counter-charge from the castle if it is needed.

Not long after Don Luis disappears into his tower, Balazar and the orcs arrive. If the characters have a good vantage point, the larger goblinoid horde can be seen in the far distance behind Balazar and the orcs.

Balazar's Return

During the next part of the adventure, the NPCs come to center stage, but this should not keep the PCs from playing. If they want to jump in with an action at any time, the DM should improvise as needed to accommodate the players' actions.

Balazar slows as he approaches, and the orcs stop about a hundred yards from the castle gate. Balazar rides forward a little, and he throws back his cloak to reveal his hideous form.

If nothing has happened to Miguel, the stalwart dwarf calls out to Balazar, and the following conversation takes place:

Miguel: "Ah, Balazar, it is so good to see you. My pistol shot seems to have improved your looks. You are most handsome now."

Balazar: "Dwarf, you were less than me before, and you are still nothing. Go, dog, and tell your master that I am here."

Miguel: "Ah, well, the last time I did that, you followed me. I think perhaps I should wait here with you this time, but I will send someone to speak to Don Luis de Manzanas and ask him if he has time to look at some interesting garbage that has floated up to the castle."

Balazar: "Dwarf, I hate to admit it, but you did hurt me when I visited before, and for that you will die slowly—after you watch me kill your beloved Lord

of the Apples. I do have one thing to be thankful for, you know. At least when you shot me, I did not become as repulsive as you."

At about this time, Don Luis arrives, walking onto the top of his keep's central tower. The baronet is wearing the *bracers of forbiddance* (if he has them) and carries the *barrier mask* under one arm. The conversation continues.

Don Luis: "Balazar. I see that neither your beauty nor your attitude has improved since we last met. And you have allies. How is it that a proud Inheritor can sink to such depths?"

Balazar: "You should know, Apples. You selfishly kept me from your *cinnabryl*, saving it for your peasants. But after I have slain you, I will have your *cinnabryl*, as well as theirs."

Don Luis: "Balazar, you bore me. I do not know if there are still parts of the Inheritor's Code you have not broken, but you are certainly an Inheritor no longer. Nothing you can do will surprise me, and I am beyond being offended by you. Attack if you must, and we will end this."

With that, Don Luis dons the *barrier mask* and looks to the west, raising his arms slowly to the sky. Balazar waves his followers to attack, and the orcs charge forward on their war-boats to assault the castle walls. The baronet continues to concentrate on the distant goblinoid horde, and a brilliant flash of white light appears in the west; those looking in that direction can see the goblinoid horde come to a stop. If they continue to watch, they see panic spread through the goblinoid ranks; mounts rear up, and individuals begin turning and fleeing. The horde begins to turn, and in smaller clumps, the goblinoids head back to the west. Don Luis, in the meantime, slumps to his knees, drained. He pulls the *barrier mask* from his face, gasping, and falls forward a little, catching himself on one hand, while holding the *barrier mask* in the other. Balazar chooses this moment to attack the baronet.

Suddenly, Balazar unfolds great, batlike wings, having just activated his Fly Legacy. Balazar flies into the sky and toward Don Luis, who, in his weakened state, does not notice. Once he reaches a height of 30 yards or so, Balazar activates his Missile Legacy, firing three crimson missiles at the baronet. Don Luis cries out in pain and drops the mask. Balazar's laughter echoes over the battlefield, and he pulls two wheellock pistols from his belt and flies toward his foe. Since he no longer has to worry about their effect, Balazar has



been practicing with the wheellocks, and he is obviously intending to use the *smokepowder* explosions to drain Don Luis' *cinnabryl*.

It is now time for the PCs to attain glory or suffer ignominious defeat. Miguel is too busy with the orcs to go to his aid, so it is up to the PCs to save the noble lord of Torre de Manzanas.

If the PCs have already started toward the tower and Don Luis, they can get there before Balazar, who is moving in slowly to savor the pain he is causing his enemy. If the PCs have not already started to move, they arrive after Balazar reaches Don Luis. Balazar, laughing, takes the baronet's *cinnabryl* talisman and tosses it aside. He then raises his wheellocks, but rather than pointing them at the lord, he just holds them nearby. If necessary to give the PCs a little more time to get there, Miguel uses his own Fly Legacy to fly to the tower after Balazar; but Miguel is no match for the former Inheritor and is soon severely injured.

Despite having his visible talisman removed, Don Luis is still wearing *cinnabryl*, on an ankle bracelet. He has enough *cinnabryl* in his "spare" to last for three weeks and two days; he can withstand proximity to three pistol shots before entering the Time of Loss and Change. Note that since Balazar is close to the defenseless lord, he can use his wheellocks to shoot the PCs and still drain Don Luis's *cinnabryl*.

What happens now is up to the PCs. However, it is strongly suggested that Balazar be allowed to live through the battle so he can become an enemy of the PCs and a long term villain for the campaign. Balazar's potential future plots should be most intriguing, and it would be a shame to lose such an interesting villain.

The Goblins

Don Luis successfully turned back the main horde of goblins and orcs attacking from the west. If he did so with only the *barrier mask*, the mask is now ruined; this could have serious repercussions for Saragón. If the baronet used both the *barrier mask* and the *bracers of forbiddance*, both items survive the encounter.

Those orcs who came through with Balazar fight tenaciously with the defenders of the castle. If Balazar dies, the orcs lose their confidence and run away.

In any case, after this debacle, the short-lived Alliance of Three Tribes comes to an end. The Gosluk, Kuttai, and all Dankut leave, quarreling the whole way back.

Option: Noble Sacrifice, Part 2

Once again, it is possible that the PCs come up with a couple of ideas for meeting death head on. For

example, one of them might suggest that he wear the *barrier mask* and the *bracers of forbiddance*, rather than Don Luis. Don Luis would be reluctant to try this but might be convinced with a good argument. For example, if the PCs suggest that Don Luis is needed to fight Balazar and that it is the baronet's right to kill Balazar, he might be convinced to let someone else don the mask and the bracers. The items can be used by anyone, but Don Luis allows only another Inheritor, someone of noble blood, or possibly a very patriotic Saragóner to use them.

Another possible sacrifice a PC could make is to give his *cinnabryl* to Don Luis to prevent the blasts of *smokepowder* from sending him into the Time of Loss and Change. A few minutes without *cinnabryl* (supplies can be readily replenished after the battle) does not cause harm to anyone. However, an Inheritor who gives up his *cinnabryl* to Don Luis runs the risk of being adversely affected by *smokepowder* explosions.

Rewards and Results

Assuming Don Luis lives and the goblinoids are driven away, the PCs get a reward. The PCs can, of course, keep any treasure they recovered from the Gosluk or the ruins. The rest of the PCs' reward depends on exactly what they did.

- * If the PCs recovered the bracers, Don Luis rewards them with 5,000 gold pieces, transported in a finely carved chest depicting harvesters working industriously in rich orchards surrounding Torre de Manzanas. The chest is worth an additional 500 gold pieces if the PCs care to sell it.
- * If the PCs rescued Orlando, Don Luis awards each PC an apple tree in his best orchard. The PC can have all the produce from that tree he desires and can rest in its shade at any time. In addition, the tree will be known by the adventurer's name (as in "Miguel's tree"), and the commoners will know the story of the PCs' valor.
- * If the PCs helped Don Luis by fighting Balazar, the baronet rewards each of them with a *red steel* weapon.
- * If an Inheritor PC killed Balazar, or if the PCs allowed Don Luis to deliver the final blow, the baronet rewards each PC with an eight-ounce talisman (not an amulet) of *cinnabryl*. The talisman is emblazoned with the crest of Saragón. Don Luis also asks each of the PCs to become associate members of the Order of Crimson.



Future Adventures

If the PCs succeeded in recovering the *bracers of forbiddance*, Don Luis may wish to reward them not only with treasure but also with continued employment. Don Luis could become a patron to the PCs, giving them a base of operations and a real purpose. Alternately, the baronet is willing to release Miguel from his service from time to time if the PCs wish to lure the swashbuckling dwarf away on an adventure farther from home.

Here are just a few ideas for creating new adventures near Saragón and La Pampa Rica:

- * Don Luis is ordered to extend the borders of Saragón to the northwest, creating a greater buffer zone against the Yazak hordes. To this end, Don Luis commissions the PCs to recapture the lost Traladaran fortress and command a garrison to protect the place while it is rebuilt. The DM can easily expand into sublevels beneath the citadel, populating them with traps, treasure, and perhaps undead or subterranean monsters.
- * The PCs may wish to explore around the Oltec temple for more treasures, including the intangible but highly regarded treasure of knowledge about the Oltec culture. Again, the DM can expand the temple ruins to include more levels, traps, monsters, and treasures. Some of the ancient Oltec relics may be worth huge sums to the nobles of Saragón, who are especially interested in ancient magical lore.
- * The PCs might go on a quest to recover all the rest of the parts of the great artifact to which the *barrier mask* and the *bracers of forbiddance* belong. These would include sandals, a skirt, and a short cloak. The DM can determine what the different parts do, and what they might do if united.
- * Though the great horde has been turned back, Gosluk continue to patrol La Pampa Rica and make occasional, small-scale incursions into the Savage Baronies. If the PCs patrol for goblinoids, they might find the smoking remains of a hunter's campsite, with a trail that indicates the marauding goblins entered Narvaez. If the PCs follow the trail into Narvaezan territory, they may prevent the destruction of a farmstead by defending it from the goblinoids. However, once discovered on Narvaezan soil, the PCs must parley carefully to avoid diplomatic disaster.
- * If Balazar lives, he continues to plot. He might try again with the goblinoids, probably concentrating on the stronger hobgoblin nations of the central Yazaks. He might instead turn more directly to the

baronies, perhaps seeking a cure for the Affliction and maybe showing up somewhere like Narvaez, where he makes a secret pact to help Barón Hugo against the Enlightened States (secret to hide Balazar's involvement and to hide Barón Hugo's commerce with an Inheritor). Another possibility is for Balazar to make a deal with Doomrider, the Inheritor lich of the Savage Baronies—or even to eventually become an inheritor lich himself.

A Change of Focus

It is perfectly acceptable for the DM to change or expand this adventure. Two portions of the story have taken place without the PCs; both segments could be turned into side adventures that involve the player characters.

The first part of the story that went on without the PCs is the overall search for pieces of the Oltec artifact, the search that led to Maria's discovery of the ruins to the west. If the DM wants, the impending goblinoid invasion can be moved back several weeks or even months of game time. The PCs can search the countryside, having a wide variety of encounters, perhaps checking through several ruined Oltec sites. They might find clues in the sites that, when deciphered, lead them to the ruins described in this adventure. This mini-campaign would require that the PCs be told more about the nature of the quest, such as the existence of the several parts of the ancient Oltec artifact, so they know what they are trying to find.

While the PCs are visiting various ruins, most outside barony boundaries, they can notice increased goblinoid activity themselves, rather than simply being informed the goblinoids are building toward an invasion. The PCs can also witness an increasing brutality among the goblinoids and the slow start of the alliance between Gosluk and Kuttai. As the PCs report these things to Don Luis, he becomes more and more concerned. Finally, as things come to a head, the PCs are sent to meet another group of adventurers in Escudo, to discuss the search's progress. This meeting becomes the encounter with Maria. Now the PCs have a much greater involvement in the story.

A second direction for expansion is the quest to unify the baronies to face another horde of goblinoids. In "Divided We Fall," Don Luis has already failed this quest; in an expanded adventure, the PCs could have a go at it, traveling to the various baronies to negotiate some sort of defensive pact or simply to convince other heads of state of the threat. The reactions of the other Baronial leaders would vary widely.



The leaders of Gargoña and Almarrón are initially well-disposed toward Saragón; despite some natural resistance because they feel safe behind Saragón, they are likely to commit soldiers or advisers. Likewise, Guadalante and Cimmaron are friendly with Saragón; they would not hesitate to commit cavalry units if the existence of a threat were proven to them. Torreón wants any alliance to pay for the participation of its mercenaries. Narvaez is perfectly happy to let the Enlightened States be overrun by goblinoids and so would ally only if it saw proof that goblinoids threatened it directly. The Sea Powers have little

commitment to an inland war, but they would likely join in if several of the other baronies do.

The two missions could be combined as well, so that while the PCs visit the different baronies, they also search through local Oltec sites and talk to sages. This variant might also lead to a completely different adventure ending. Logically, if the baronies discover that someone is manipulating the goblinoids, they'll hire a group of brave adventurers to find and kill the behind-the-scenes leader. Most likely this assignment pushes the PCs into a confrontation with Balazar long before he returns to the Savage Baronies.



Appendix 1

Torre de Manzanas

Torre de Manzanas (the Tower of Manzanas) is a high citadel, consisting of a central tower shielded by two defensive walls. It is all new construction except for the central tower. Its name refers particularly to the central tower, but people speak of the whole citadel as the Tower of Manzanas.

The citadel serves as refuge for all the local villages in time of war, but it also provides a base for all the patrols along the northwestern border of Saragón. Those few merchant caravans which travel so far west use the tower as a layover, opening their wares for sale to the local residents when they come.

Don Luis administers justice from his great hall, passing judgment on anyone below the rank of nobility. Any case in which a noble stands accused of a crime must be deferred to the court of Ciudad Matacán and the judgement of Barón Balthazar.

See the accompanying map for the layout of the Torre de Manzanas.

1. Towers

On the eastern towers crouch large catapults, each with plenty of large stones. Ballistas, generally aimed at the outer bailey, are found on the western towers, along with several ballista bolts. Additional ammunition and other defensive equipment—such as arrows, bolts, and flammable oil—are stored in the lower level of each tower.

2. Walls

The brown stone outer walls of the citadel are 15 feet tall and 10 feet thick. They stand upon a hard earthen palisade reinforced with mortared stone, so the total height of this outer defense reaches 25 feet from the surface of the filled moat, 35 feet from the bottom.

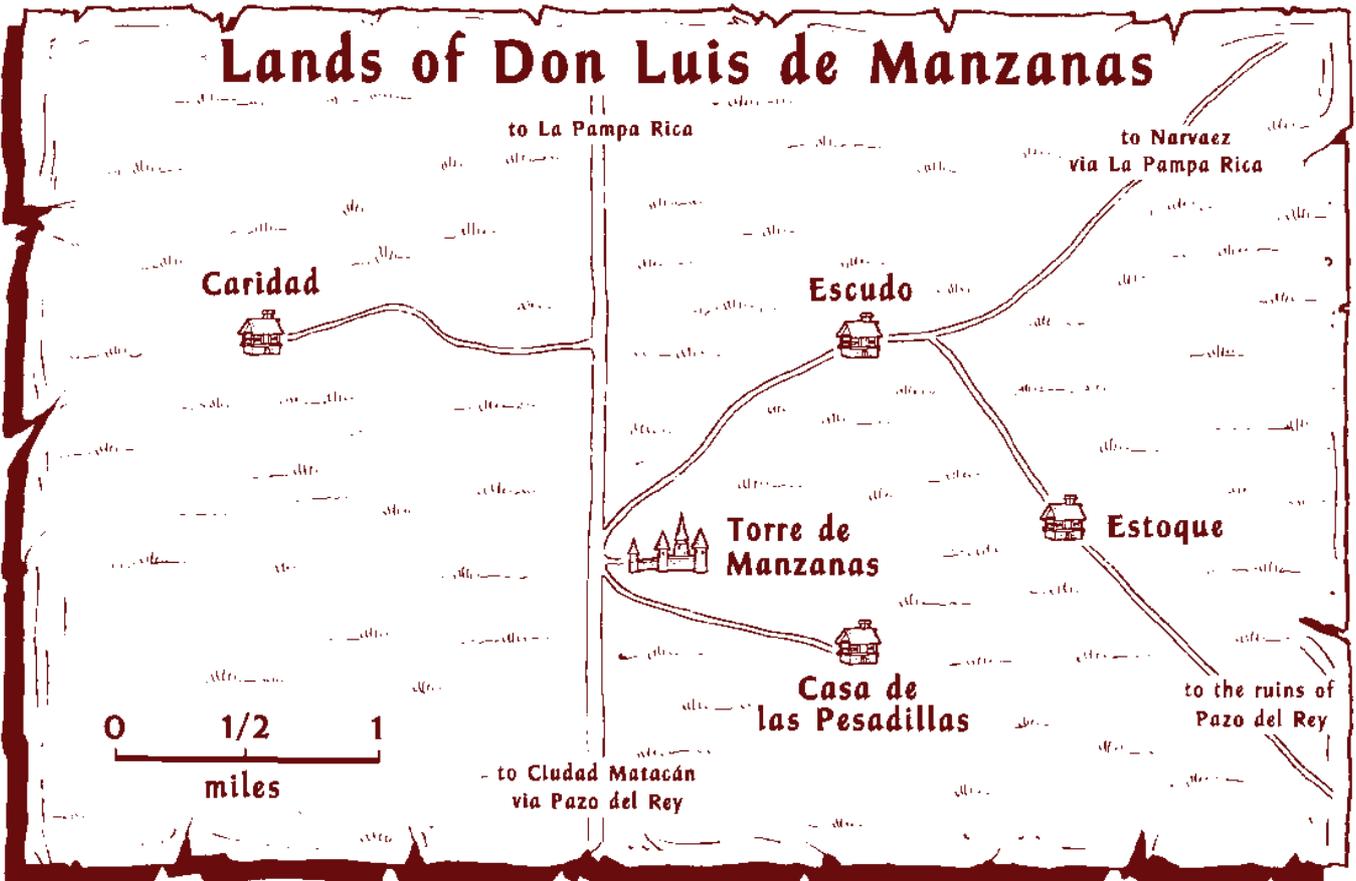
3. Moat

Don Luis' grounds servants are especially careful to keep the moat clean of algae and other growth, draining the moat once every two or three years in order to remove the weeds that thrust between the stones lining its sides and bottom. An area 15 feet beyond the outer edge of the moat is kept clear of grass and other foliage, and the groundskeepers have spread a rough gravel over this margin.

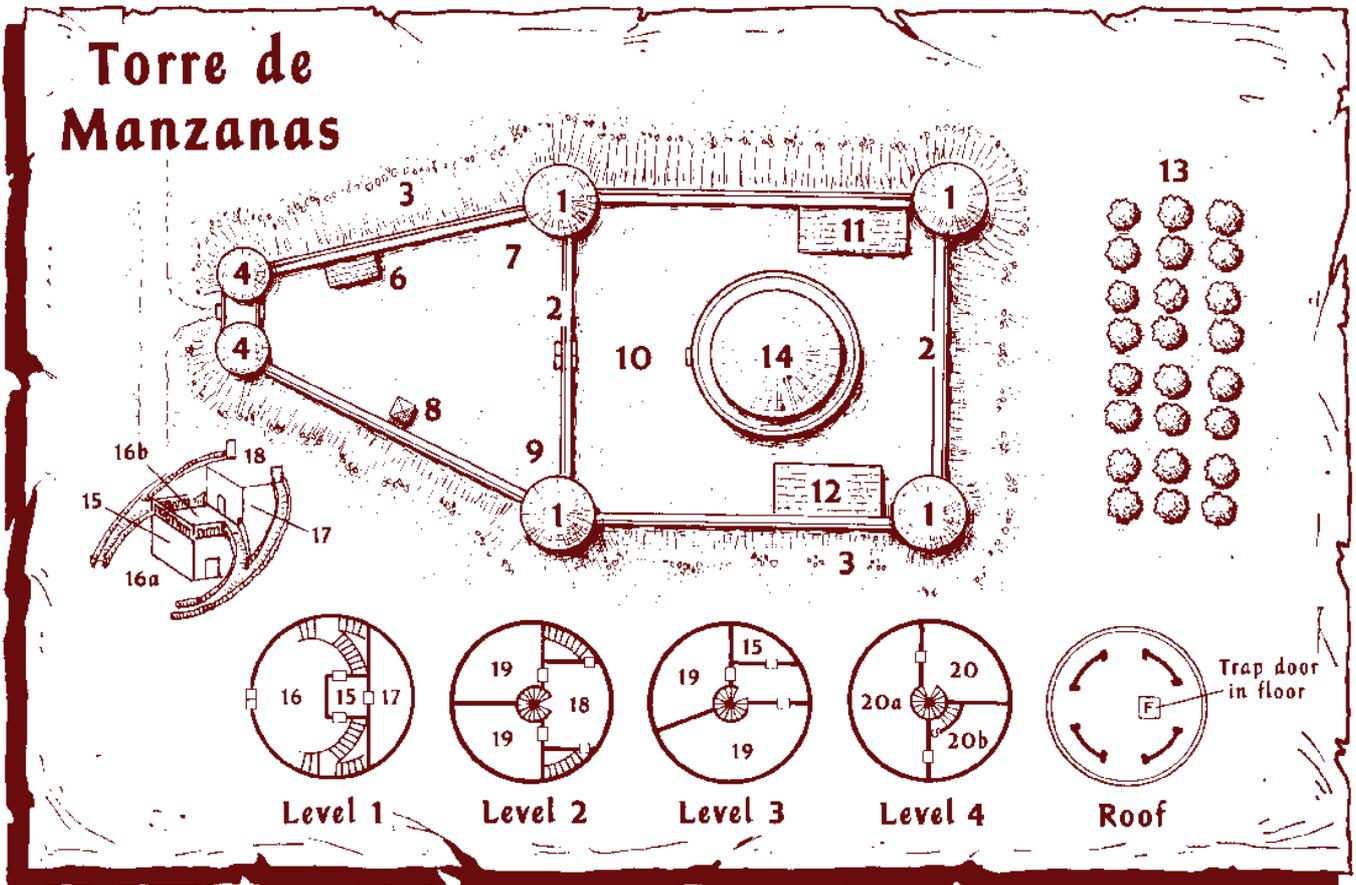
These precautions do not mean that Don Luis is preoccupied with the aesthetic appeal of the moat. Instead, they allow the defenders of the citadel secretly to release flammable oil into the moat when under siege. When invaders come close enough to set ladders and rams, the defenders need only drop lit torches into the moat to create a sudden, temporary ring of fire around the citadel without fear of starting a grassfire.



Lands of Don Luis de Manzanos



Torre de Manzanos





4. Gatehouse

The outer gate is an iron-bound wooden drawbridge. Its lower (outer) side is covered in red hide from fire lizards, highly resistant to flame. Behind the drawbridge stands an iron portcullis, the gate proper, and then a second pair of doors, also iron-bound and secured with three heavy bolts when closed.

The gatehouse boasts a very special defense: a unit of soldiers with wheellock pistols. Since the lord of this citadel is an Inheritor, however, the soldiers are especially careful with these weapons. In fact, it is forbidden to practice with them when Don Luis is in residence (which is most of the time). Even during an active defense of the citadel, the sergeant in charge of the pistoler unit must be sure that Don Luis—or any Inheritor guest of the citadel—is not nearby when the soldiers fire their weapons.

5. Outer Bailey

The outer bailey is usually free of flammable constructions, except for the tents and awnings of the little market each morning.

6. Barracks

Stucco walls, square windows, and red-tiled roofs are the simple extent of these structures. The interiors are only somewhat less utilitarian, as officers have their own small rooms and the soldiers share a long dormitory of bunks and footlockers interrupted by an occasional table for games and conversation. Only a few soldiers (the night watch) will be found here sleeping during the day, except during the hour after high noon, when the two shifts of the day watch take turns for a brief siesta.

7. Drill Field

Here is where the soldiers engage in marching, weapons drills, and archery practice. Sometimes targets are set against one wall, backed by thick bales of hay to prevent the arrows from passing through the targets and breaking on the stone. These bales are always removed immediately after practice and returned to the stables in the inner bailey.

8. Jaques

The location of these latrines changes over the course of the year. Every two months, soldiers dig another pit and move the wooden structure to its new location, dredging and filling in the previous pit. This work is given to soldiers who have earned their officers' displeasure.

9. Little Market

Every morning some of the local farmers, vintners, crafters, bakers, butchers, and tinkers travel to Torre de Manzanas to set up stalls in the outer bailey. Many visit just once or twice each week, but on any given day, the market offers most common goods and produce. Soldiers and other residents of the citadel supplement their diets with treats and special meals bought from the little market.

10. Inner Bailey

Even more secure than the outer bailey, this area houses servants, artisans, garrison captains, and Don Luis himself.

11. Stables

Large and utilitarian, this building consists mostly of wood but has a stone foundation and a tiled roof. All of the castle's horses are stabled here, though usually half to three-quarters are out on extended patrol at any one time. The stablemaster is a woman named Estelle, and though she is not a soldier, she carries herself in a curt and military manner. Upon meeting Estelle or any of her assistants, rangers and PCs with the animal handling proficiency will feel comfortable turning over their mounts to the stable hands.

12. Craft Hall

A huge area cluttered with worktables, shelves, cabinets, and a myriad different tools, this hall serves as home and workplace to the crafters of the citadel. A shoemaker, an armorer, two potters, a tinsmith, a woodcarver, and half a dozen other artisans all labor for Don Luis and the garrison. One day each week the artisans devote to themselves, creating goods they can then sell at the little market for cash or trade.

13. Orchards

These are the main orchards that give this district its name ("manzanas" means "apples"). Of all the orchards in the nearby countryside (such as in Escudo and several other hamlets), these orchards are said to produce the best fruit.

14. Central Tower

This construction houses many of the essential components of the castle, and is Don Luis' home. The first structure built on the site, this was the original Torre de Manzanas, which has served Don Luis' family for four generations.

This edifice stands about 70 feet tall, plus the wall surrounding the roof. The interior is divided into four



stories. The central tower holds the rest of the areas described here.

15. Storage

These rooms vary from fully-stocked pantries to unused armories. The DM should feel free to give these rooms greater detail if the PCs feel the need to snoop about the citadel.

16. Great Hall

All meals are served in this large hall, which also passes as the court and main audience chamber for Lord Manzanos. The ceiling is 25 feet above the floor of the lower great hall.

16a. Lower Great Hall

This area is crowded twice each day with soldiers and servants, who come to the great hall for their meals. The lower chamber is comfortable but rather plain, except for during festivals and celebrations. Sweeping stairways lead to the upper great hall and on up to the second floor.

16b. Upper Great Hall

Its floor 15 feet above the floor of the lower great hall, the upper chamber is reserved for officers and guests, all seated within 20 feet of the lord's own table.

During celebrations, such as the one Don Luis threw to commemorate the reopening of his tower, musicians are seated in the northern part of this chamber. One of the possessions of which Luis is rather proud is the harpsichord in this area. No more than a half-dozen harpsichords exist in the Savage Baronies (a notable example being the one used to entertain people in the Red Steel Saloon in Smokestone City, Cimmarron). Don Luis takes good care of this beautiful instrument, which is said to be the finest on the entire Savage Coast (though certain Renardois would disagree).

17. Kitchen

Three huge ovens and one tremendous central stove dominate this room. Preparation tables, banks of pots and skillets, cutlery racks, and shelves for tableware fill much of the rest of the room. At any time of day,

three or four cooks are busy baking bread or preparing dishes to be cooked later in the day. A few hours before dinner and again before supper, the room is crowded with cooks and other servants who prepare, serve, and clean up after meals for all of the tower's residents and all the barracks' soldiers.

18. Inner Hall

When Don Luis wishes to give a private audience or to confer with his officers, this is the room he uses. It is comfortable and well appointed with rich oak and leather furniture, fine oil paintings in frames of silver, and a candelabra which reflects a canopy of stars against the dark ceiling.

19. Bedrooms

Varying in size and luxury, these rooms range from simple dormitories, which house commoners during times of war, to sumptuous chambers fit for the most pampered of noble visitors. The DM should feel free to elaborate on the description of these rooms if the PCs have cause to explore them.

20. Lord's Rooms

Don Luis de Manzanos is not unsociable, but he does enjoy his privacy; little would it surprise those who know him that he keeps his personal rooms away from those of his servants and guests.

20a. Bedroom

Don Luis enjoys creature comforts as much as any man, but he confines almost all of his to this room. Part bedchamber, part library, part office, this large area is where the baronet spends most of his time each day. His officers are permitted to interrupt him here, though none but the most intimate and trusted of visitors are invited within.

20b. Secret Vault

It is here that Don Luis keeps the *careta de la barrera*, resting on a pedestal in a central position of honor. The baronet also keeps his *red steel* and *cinnabryl* in this room, as well as some of his other prized possessions. A secret door behind the mask's pedestal leads to a stairway rising up to the roof of the tower.



Appendix 2

Non-Player Characters

Don Luis de Manzanas

12th-Level Male Human Inheritor Fighter

Strength	15
Dexterity	12
Constitution	12
Intelligence	14
Wisdom	15
Charisma	17

Hit Points:	72
AC:	5 (chain mail)
Rear AC:	5
Unadjusted THAC0:	9

Height:	6'2"
Weight:	188
Hair/Eyes:	reddish black/reddish brown
Skin:	dark, ruddy
Age:	37
Alignment:	neutral good

Weapon Proficiencies: rapier (specialized), bolas, main-gauche, two-weapon style specialization, two-handed sword, long sword.

Nonweapon Proficiencies: redsmithing,

weaponsmithing, legacy lore, reading/writing (common), military tactics.

Languages: common, Espa (native language), Verdan, Renardois.

Secret Passes (Dominguez School): Torreóner Two-Step (Basic), Swift Sting (Basic), Kiss of Steel (Difficult), Two-Handed Farewell (Difficult), Torreóner Block and Strike (Master).

Legacies: Webcasting, Crimson Fire, Missile, Reflect, Armor, Detonate

Quote: "Our place is to protect the people and the land from those who would harm them. It is our privilege and our honor."

Description: The baronet is a virile man who stays physically fit, though his hair shows a little gray at the temples. Because of his long association with the Red Curse, Don Luis has red skin and hair, and his eyes glow red; even his teeth have acquired a slight red tinge.

Don Luis has accomplished a great deal for a man his age. Just over a decade ago, he led a group of adventurers to the conclusion of an epic quest that took them across the Savage Coast. Most of them had spent enough time in cursed lands to acquire a Legacy, and they were some of the earliest people to use *cinnabryl* with regularity.

During their long quest, the group had discovered



Igor Balazar

9th-Level Male Human Inheritor Fighter

Strength	17
Dexterity	8
Constitution	7
Intelligence	9
Wisdom	4
Charisma	5

Hit Points:	61
AC:	4 (<i>bracers of defense</i> , AC 4)
Rear AC:	10
Unadjusted THACO:	12

Height:	7'6"
Weight:	388
Hair/Eyes:	crimson/blood red (has a third eye)
Skin:	pale, blotched, inflamed
Age:	26
Alignment:	chaotic evil

Weapon Proficiencies: long sword (specialized), harpoon, morning star, battle axe, footman's pick, wheellock pistol.

Nonweapon Proficiencies: redsmithing, weaponsmithing, legacy lore, curse lore, ancient history

Languages: common, Slagich (native language), Yazakan, Herathan. Before becoming Afflicted, Balazar knew elvish, Espa, Rakastan, and Nimmurian.

Legacies: Acid Touch, Missile, Strength, Fly, Find

Quote: "If I want something, it is mine. Who are you to keep it from me?"

Description: Balazar is from Hojah, one of the City-States on the eastern side of the Gulf of Hule. Rumored to be part Hulean, Balazar was abandoned as a child in the streets of Hojah. He learned to take care of himself by taking what he needed, and he made himself strong enough to do just that. The ever-ambitious Balazar journeyed to the Savage Baronies when he was quite young. There, he was affected by the Red Curse but managed to acquire some *cinnabryl* to curb the effects by murdering a merchant and stealing his *cinnabryl*.

Not long afterward, Balazar met a man called Lord Flame. An infamous Inheritor, Lord Flame saw a kindred spirit in Balazar and convinced him to join

a set of notes that hinted at hitherto unknown properties of *cinnabryl* and *vermeil*. The adventurers hired an alchemist and commissioned him to research the notes and find a way to use the substances to attain greater power. At the same time, the 11 adventurers worked with other portions of the manuscript, training their minds and bodies to accept more of the power of the curse, to turn it into something beneficial. After a year of research and experimentation, the alchemist came up with the first vials of *crimson essence*. One of Luis' companions volunteered to test the potion, and in drinking it, she became the first Inheritor. One by one, the others tried the potion, and one by one they gained additional Legacies.

As the next two years passed and the group continued to adventure, they continued to learn about their powers. They also began to grow apart; some belonged to the Brotherhood of Order, and some to the Friends of Freedom. The Inheritors began to rise through the ranks of those organizations; Luis and a couple of other Inheritors, including one named Audra, joined the Neutral Alliance in an effort to balance the power of the Inheritors devoted to law and chaos. Each of the three aligned organizations stood on the brink of destruction at that time, with flagging membership and a loss of enthusiasm.

The Inheritors gave the groups new vitality, allowing other members of the three groups to become Inheritors as well. Eventually, Inheritors were in charge of all three groups, and the situation between the groups was becoming untenable, with new frictions generated every day. Eventually, the Inheritors of the three groups all agreed to meet; this was the first Grand Conclave, and it was there that the Code of the Inheritor was written down. Luis was instrumental in the growth of the Order of Crimson but soon retired to a less active role in the organization so that he could devote time to his homeland. His friend Audra the Masked, the current leader of the Order of Crimson, lives in Saragón.

During his adventures, Luis had become friends with an old wizard named Balthazar, the baron of Saragón. When the seat of baronet of Aranjuez came open, Barón Balthazar asked Luis to fill it. He agreed and has served faithfully as adviser to the baron for the last five years. Luis has been a good adviser to the baron and a good defender of the realm of Saragón.

Always one of the first to offer to protect Saragón, Don Luis has distinguished himself several times. Now, Barón Balthazar has entrusted the safety of the nation to the baronet in the form of the *barrier mask*.



the Order of Inheritors, specifically Lord Flame's own order, the Order of the Flame. Convincing Balazar was easy, for he saw the way of the Inheritor as a path to power.

At first, Balazar followed the Code of the Orders of the Inheritors; after a while, though, he tired of simply lordling his power over others. He wanted more. Balazar joined a group of adventurers who went to attack Doomrider, one of the Inheritor liches. Balazar wanted knowledge from the lich and thought that joining a knowledgeable adventuring party, in the guise of helping them in their task, would be the way to go about it. Eventually, the adventurers met Doomrider and the lich's servants, a pack of cursed ones. The adventurers never got close to Doomrider, and Balazar was unable to get close enough to pledge his fealty to the lich before Doomrider had left the adventurers to suffer at the touch of the cursed ones.

The other adventurers died, but Balazar managed to last until sunrise, when he escaped. However, most of his *cinnabryl* had been depleted by the cursed ones. Desperate, Balazar approached the first person he saw to ask where he was and where he could find *cinnabryl*—fast!

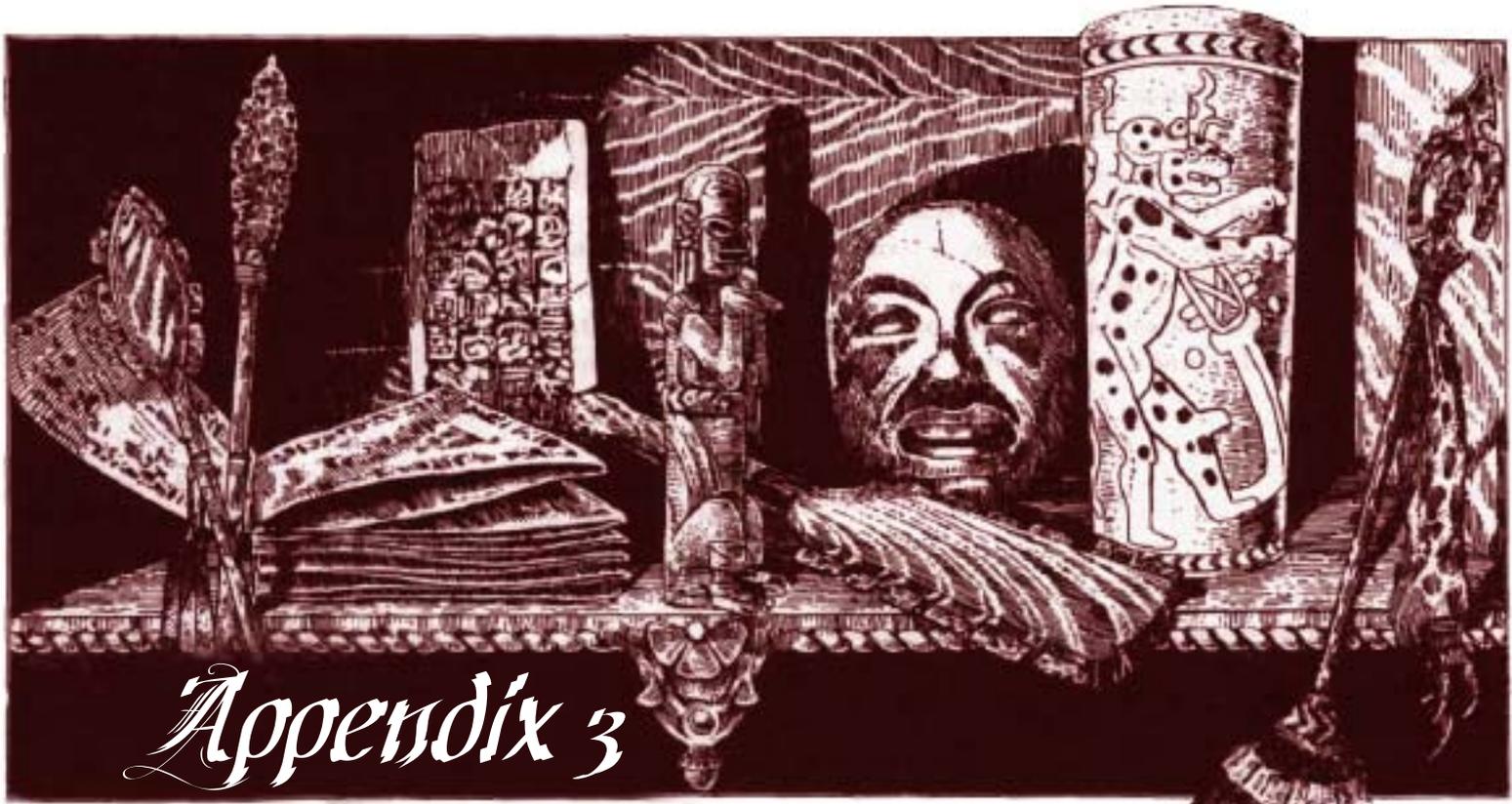
The other traveler informed Balazar that he was near Torre de Manzanos, home of an Inheritor—in fact, Don Luis was throwing a party that very night. Growing more desperate by the minute, Balazar went to Torre

de Manzanos and demanded *cinnabryl* from Don Luis. The baronet refused, and driven over the edge, Balazar lashed out, breaking the most important Inheritors' Code: He attacked another Inheritor in his own home. He would be declared an outcast and a renegade; he would be hunted by all Inheritors.

To protect his lord, Don Luis' dwarven assistant shot Balazar at close range. The proximity of the *smokepowder* explosion consumed what little *cinnabryl* Balazar still had, and it transformed him into something no longer quite human. Swearing revenge, Balazar burst through a window and disappeared into the night.

After spending a lot of time away from civilization, including some in a deep cave, Balazar concluded that he could use his transformation to make Don Luis pay for what had happened. Balazar went into the Yazak Steppes and became the leader of a tribe.

Because of his rapid transformation into an Afflicted, Balazar looks truly hideous. Because of Strength, he is larger than normal, with one exceedingly large arm and muscles bulging in random places. From his Fly Legacy, he has batlike wings; from Missile, he acquired long, tubelike fingers. Due to the Find Legacy, he has a third eye, located on an eyestalk on his forehead and a slightly forked tongue. Because of Acid Touch, he constantly drools a brownish and slightly acidic liquid.



Appendix 3

Pregenerated PCs





Miguel Hernandez de la Montoya

6th-level Male Dwarf Swashbuckler Thief

Strength 17
Dexterity 16
Constitution 16
Intelligence 13
Wisdom 13
Charisma 13

Panache Points: 2
Gauche Points: 2
Hit Points: 32
AC: 2 (*leather armor* +2, Dexterity, Swashbuckler)
Rear AC: 6
Unadjusted THAC0: 18 (15 with rapier because of kit)

Height: 4'5"
Weight: 153 pounds
Hair/Eyes: black/blue
Skin: dark, ruddy
Age: 68
Alignment: chaotic good

Weapon Proficiencies: rapier (1d6+1/1d8+1), main-gauche (1d4/1d3, +1 to disarms, punch for 1d3), wheellock belt pistol (1d8/1d8, +1d8 whenever the damage roll is an 8 or a 10), two-weapon style specialization (can fight with two rapiers or rapier and main-gauche, with no penalties for secondary weapon).

Nonweapon Proficiencies: etiquette (13), tumbling (16), blind-fighting, panache.

Languages: common, Espa (native language), Renardois, Ranax.

Secret Passes (Dominguez School): Dominguez Double-Dive (Basic), Torreóner Two-Step (Basic), Kiss of Steel (Difficult).

Legacy: Fly. Miguel's wings resemble those of a butterfly, at once incongruous and strangely fitting on this swashbuckling dwarf.

Thieving Skills: pick pockets 55%, open locks 55%, find/remove traps 55%, move silently 25%, hide in shadows 25%, detect noise 25%, climb walls 80%, read languages 20%, backstab for triple damage.

Magical Items: rapier +1, leather armor +2 (designed to allow wings to come out), cinnabryl amulet (4 weeks and 2 days left), 10 charges of *smokepowder*.

Other Possessions: rapier, main-gauche, 2 belt pistols, 50' silk rope, grappling hook, thieves' tools, tinderbox, 1 day's rations, waterskin, 2 flasks of oil, leather belt with compartments for thieves' tools, grooming kit, 4 changes of fine clothing (including cloak and feathered hat).

Quote: "A rescued damsel in every port."

Description: Witty and charming, Miguel has "a way with women." In fact, he is currently wooing women in several ports: Enid, whom he rescued from insanity; twins Katrina and Karmen, whom he rescued from a thieves' guild; Lyra, a mysterious woman he rescued from captivity; Lolita, a mysterious woman he "rescued" from her husband; and many more. Always gallant and chivalrous to the extreme, he refuses to take unfair advantage of anyone.

Miguel has served aboard trading ships all along the Savage Coast. He likes adventuring because it gives him the opportunity to impress people, especially ladies, and supplies him with enough gold to live in high style. Miguel's most recent job has been as castellan for Don Luis de Manzanas of Saragón. It is Miguel's responsibility to defend Don Luis' life and property, and it is his pleasure to entertain the noble ladies who visit.

As a member of the Dominguez fighting school, Miguel prefers to fight with two rapiers, or with rapier and main-gauche, but he always keeps both of his wheellocks loaded in case they are needed. He is careful about using them near Inheritors, since he recently fired one to save Don Luis and several of his party guests. Miguel saw the unpleasant effects that a *smokepowder* explosion can have on Inheritors when it affected Balazar. Miguel doesn't regret Balazar's condition, though. The brute certainly had it coming.



Gloriana de Rondalla

5th-level Female Elf Swashbuckler Enchanter

Strength 13
Dexterity 16
Constitution 16
Intelligence 17
Wisdom 10
Charisma 16

Panache Points: 1
Gauche Points: 0
Hit Points: 21
AC: 0 (*bracers of defense* AC 4, Dexterity, Swashbuckler)
Rear AC: 4
Unadjusted THAC0: 19 (16 with saber because of kit)

Height: 5'6"
Weight: 97 pounds
Hair/Eyes: reddish brown/brown
Skin: reddish tan
Age: 121
Alignment: neutral good

Weapon Proficiencies: saber (1d6+1/1d8+1, +1 to disarms, punch for 1d3), stiletto (1d3/1d2, +2 on attack rolls vs. plate mail, ring mail, or chain mail).

Nonweapon Proficiencies: etiquette (16), tumbling (16), navigation (15), storytelling (16), acting (15), reading/writing common (18), blind-fighting, panache.

Languages: common, Verdan (native language), elvish, Renardois, shazak, Yazakan, tortle.

Legacy: Speed. Gloriana enjoys using her Legacy to enhance her melee combat ability.

Spell Book: First level: *burning hands, cantrip, detect magic, hypnotism, jump, light, phantasmal force, shocking grasp, sleep, spider climb, taunt*. Second level: *darkness 15' radius, forget, invisibility, know alignment, levitate, Melf's acid arrow, mirror image, pyrotechnics, rope trick, Tasha's uncontrollable hideous laughter*. Third level: *blink, clairvoyance, dispel magic, flame arrow, fly, hold person, phantom steed, suggestion, water breathing*.

Magical Items: *bracers of defense* AC 2, *wand of fire, cinnabryl* amulet (3 weeks and 3 days left), *red steel* stiletto.

Other Possessions: saber, 50' silk rope, grappling hook, 50' string, tinderbox, 3 flasks of oil, pen, ink, paper, 10 pieces of chalk, signal whistle, wineskin, 2 days' rations, grooming kit, 3 changes of fine clothing.

Quote: "Are you prepared to defend yourself? Perhaps you would care to test your skill against my blade."

Description: Gloriana is a vivacious young elf with an engaging smile and a fine sense of humor. She tends to dress in blue and white, with embellishments of silver; she often wears suede and lace. While Gloriana enjoys life at sea, she is equally comfortable in forests and cities.

Originally from Torreón, Gloriana sought the adventuring life to avoid the poverty of that state. She learned some skill in magic from her grandfather, then went to Vilaverde, where she joined the crew of a trading ship. The ship occasionally engaged in piracy, so Gloriana was able to gain experience rather quickly.

Gloriana is known as a storyteller, always able to tell tall tales or old myths and legends to entertain. Gloriana likes the swashbuckling life and is an incorrigible flirt who enjoys rescuing men from difficult situations. She has romanced several of the eligible bachelors of the Savage Baronies but does not wish to settle down anytime soon.

Gloriana prefers to use magic in combat when possible, but she is also competent with a sabre. She enjoys flashy spells and flourishing maneuvers with her sword and stiletto. She has also experimented a few times with using a rope to swing across short distances to attack; it seems to impress people.



Miles Killian O'Kayne

4th/5th-level Male Human Swashbuckler Fighter/Mage

Strength	18/03
Dexterity	13
Constitution	15
Intelligence	17
Wisdom	10
Charisma	14
Panache Points:	2
Gauche Points:	3
Hit Points:	32
AC:	4 (cloak of protection +4, Swashbuckler)
Rear AC:	6
Unadjusted THAC0:	17
Height:	5'10"
Weight:	162 pounds
Hair/Eyes:	blond/green
Skin:	tan
Age:	29
Alignment:	chaotic good

Weapon Proficiencies: rapier (1d6+1/1d8+1), rapier specialization (+1 to attack rolls, +2 damage with rapiers), main-gauche (1d4/1d3 +1 to disarms, punch for 1d3), wheellock horse pistol (1d10/1d10, +1d10 whenever an 8 or 10 damage is rolled), two-weapon style specialization (can fight with 2 rapiers, or rapier and main-gauche, with a -2 penalty to secondary weapon).

Nonweapon Proficiencies: etiquette (14), tumbling (13), singing (14), seamanship (14), navigation (15), read/write common (18), gunsmithing (14), spellcraft (15), dueling (14), quick draw (13), curse lore (16), panache.

Languages: common, Ranax (native language), Espa.

Legacy: None. Killian has never spent enough time in a cursed area to acquire a Legacy.

Spell Book: First level: *alarm, armor, cantrip, charm person, color spray, protection from evil, read magic, sleep, unseen servant*. Second level: *alter self, continual light,*

glitterdust, levitate, protection from paralysis, ray of enfeeblement. Third level: *dispel magic, gust of wind, hold person, non-detection, protection from normal missiles*.

Magical Items: 12 charges of *smokepowder*, *red steel main-gauche*, *cloak of protection +4*, *Killian's cane*. (The cane is a family heirloom, an elegant sword cane of black wood with a silver hawk's head. It can release a *rapier +2* or act as a *footman's mace +2*; if a charge is spent, the user's Dexterity increases to 20 for 1 turn).

Other Possessions: rapier, 2 horse pistols, firearm repair kit, finely carved case for rapier and wheellocks, serrated utility knife, oaken whistle, pen, ink, paper, grooming kit, 2 changes of fine clothing, wineskin.

Quote: "Why should I suffer from the Red Curse simply for the sake of gaining power I don't need?"

Description: This dashing fellow is usually dressed in black and green: black leather boots, trousers, and gloves; green silk shirt; and silver and emerald earring. While his appearance is important, helping to maintain his suave image, he is not afraid to get dirty in the pursuit of adventure.

The son of a Robrenn father and a Cimmarron mother, Killian was raised in Cimmarron with his sister Bridget. Seemingly born with wanderlust, Killian became a cabin boy on a Vilaverdan trading ship when he was 12. When the Red Curse spread, Killian avoided cursed regions and studied the curse; since then, he has been very careful to never spend more than two weeks in a cursed region; therefore, he has never acquired a Legacy. He maintains a residence in Bom Jardim, in the distant Colony of the Horn, but spends most of his time on the ship he captains, the Selwynn, named for a lost love. Killian has two mortal enemies: Donovan Keir, a pirate captain, and Angelic de Ariéla, captain of Los Matónes in Narvaez.

Killian prefers to use his wheellocks first and his rapiers second, except in duels. He also keeps his spells ready in case he should need them.





Bridget O'Kayne

5th-level Female Human Honorbound Paladin

Strength 14
Dexterity 15
Constitution 16
Intelligence 13
Wisdom 13
Charisma 17

Hit Points: 38
AC: 4 (chain mail, Dexterity)
Rear AC: 5
Unadjusted THACO: 16

Height: 5'2"
Weight: 85 pounds
Hair/Eyes: white/blue
Skin: pinkish white
Age: 25
Alignment: lawful good

Weapon Proficiencies: wheellock belt pistol (1d8/1d8, +1d8 whenever an 8 damage is rolled), wheellock belt pistol specialization (+2 on attack rolls at point blank range of 6-15 feet, can fire before initiative if weapon is loaded and cocked and a target is in sight), rapier (1d6+1/1d8+1), light horse lance (1d6/1d8, double damage if used from a charging mount).

Nonweapon Proficiencies: dueling (17), etiquette (17), heraldry (13), quick draw (15), land-based riding for horses (16).

Languages: common, Ranax (native language), Espa.

Secret Passes (Verdegild School): Corsair's Handshake (Basic), Paladin's Reverence (Basic), Royal Display (Difficult).

Legacy: Sight. Use of this Legacy allows Bridget to accurately shoot even invisible opponents.

Paladin and Honorbound Abilities: *detect evil* 60' radius, +2 on saving throws, immune to disease, *lay on hands*, *cure disease*, *aura of protection from evil*, *turn undead*, +4 bonus on attack rolls vs. undead.

Magical Items: 22 charges of *smokepowder*, *red steel* rapier, *cinnabryl* amulet (6 weeks left), 10 *red steel* bullets, *gloves of missile snaring*.

Other Possessions: 3 wheellock belt pistols, *main-gauche*, light horse lance, chain mail, firearm repair kit, finely carved case for wheellocks, waterskin, red circle emblem (Honorbound).

Bonded Light War Horse (Argentino): Int Semi (4); AL N; AC 7; MV 27; HD 4+4; hp 30; THACO 17; #AT 2; Dmg 1d4/1d4; SZ L; ML 11. Argentino is a silvery-gray stallion about 2 years old.

Quote: "Justice must be upheld."

Description: Bridget is a pretty young woman with close-cropped hair. She is typically seen wearing gray trousers, a white blouse, black vest, and black boots. Around her waist she wears the white sash of the Honorbound. Her red circle emblem is of *red steel* with a silver star in the center, as is becoming standard for the government-employed Honorbound of Cimmarron; she typically wears the badge on her vest. When adventuring or traveling, Bridget adds chain mail and a wide-brimmed white hat to her gear; a tabard over the chain mail is the resting place for her badge.

The daughter of a Robrenn father and a Cimmarron mother, Bridget was raised in Cimmarron with her brother Killian. Killian left to join a sailing crew when Bridget was eight years old, but Bridget stayed on and became an Honorbound like her mother. Bridget rode with Sir John of Cimmarron during the recent wars. When John came to power in Cimmarron, Bridget was one of the first Honorbound chosen to be a Cimmarron Constable. Not assigned to a specific area, Bridget wanders Cimmarron upholding the law and dispensing justice. John also encourages her to travel to other Baronies as a sort of goodwill ambassador.

Bridget prefers her wheellock pistols over all other weapons, but as a member of the Verdegild fighting school, she is a capable duelist with rapier or *main-gauche* as well. She considers the use of her magical gloves to be dishonorable in a duel.



Francisco del Carrascal

5th-level Male Human Gaucho Ranger

Strength 13
Dexterity 16
Constitution 17
Intelligence 15
Wisdom 14
Charisma 13

Hit Points: 43
AC: 5 (studded leather, Dexterity)
Rear AC: 7
Unadjusted THAC0: 16

Height: 5'6"
Weight: 141 pounds
Hair/Eyes: black/green
Skin: ruddy tan
Age: 22
Alignment: chaotic good

Weapon Proficiencies: dagger (1d4/1d3), bolas (1d3/1d2, entangle, requiring a Strength check to get free), wheellock horse pistol (1d10/1d10, +1d10 whenever an 8 or 10 damage is rolled), sabre (1d6+1/1d8+1, +1 to disarms, punch for 1d3), light horse lance (1d6/1d8, double damage if used from a charging mount).

Nonweapon Proficiencies: land-based riding for horses (21), direction sense (15), weather sense (13), leatherworking (15), animal training for horses (14), survival for deserts (15), hunting (13), tracking (14).

Languages: common, Espa (native language), Yaz, Yazakan.

Legacy: Create Liquid.

Ranger Skills: hide in shadows 31% (15% in non-natural surroundings), move silently 40% (20% in non-natural surroundings), adverse reaction and +4 to attack rolls vs. goblins, animal empathy.

Magical Items: 12 charges of *smokepowder*, *cinnabryl* amulet (7 weeks and 5 days left), *armbands of hunting*. (Cisco was given his armbands by an old Yazi shaman

who wanted to help Cisco; the feathered armbands act as *bracers of archery*).

Other Possessions: 2 wheellock horse pistols, dagger, 2 bolas, sabre, light horse lance, long bow, blanket, tinderbox.

Light warhorse (Rapido): Int Animal (1); AL N; AC 7; MV 24; HD 2+2; hp 16; THAC0 19; #AT 2; Dmg 1d4/1d4; SZ L; ML 7.

Quote: "I'd rather be riding in the pampas."

Description: Cisco, as he is usually called, is an unkempt young man who can barely stand to remain indoors for more than an hour at a time. He usually wears trousers, chaps, and a cotton shirt, along with a bandanna and a wide-brimmed hat.

When Cisco was a child, he was captured by Yazi gnolls from El Grande Carrascal; the gnolls raised him as a slave. He acquired a Legacy early, before the Red Curse had spread over the entire coast; this helped him to eventually earn full tribal membership, when the gnolls deemed him worthy (his tribal name is "Watermaker"). Cisco was Afflicted as a child; after reaching adulthood, he returned to human lands and was able to get a full cure for his Affliction. He then moved back to Guadalante, where he found members of his family, and became a Gaucho. The skills he had learned from the Yazi served him well in the pampas.

Cisco is a crude man, much more at home among nature, or even among gnolls, than among other humans. He is one of the few Gauchos who does not automatically hate Yazi gnolls, since he was raised by them. Black Belly and Gosluk goblins caused occasional problems for his tribe, so Cisco learned a hatred of goblins from the gnolls.

Though skilled with wheellock and sabre, Cisco prefers the longbow and dagger for hunting. This proud man never backs down from a challenge.



Nina Alhabashi

6th-level Female Human Inheritor Priest

Strength 17
Dexterity 12
Constitution 15
Intelligence 12
Wisdom 16
Charisma 13

Hit Points: 31
AC: 2 (plate mail and shield)
Rear AC: 3
Unadjusted THAC0: 18

Height: 5'9"
Weight: 155 pounds
Hair/Eyes: black with coppery-red streaks/
black
Skin: dark, very ruddy
Age: 25
Alignment: neutral good

Weapon Proficiencies: war hammer (1d4+1/1d4), bolas (1d3/1d2, entangle, requiring a Strength check to get free), sling and bullets (1d4+1/1d6+1).

Nonweapon Proficiencies: ceremony for Al-Kalim (16), Reading/writing common (13), curse lore (11), Legacy lore (11), herbalism (10), healing (14), ancient history of Ylaruam (11), storytelling (12), artistic ability for pacing storytelling (16).

Languages: common, Espa (native language), elvish.

Legacies: Amber Paralysis, Armor, Fight, Projectile. When Nina activates the Armor Legacy, small, silvery-red scales cover her skin, starting at her face and head and moving rapidly to her feet. For Projectile, Nina's fingernails grow large and can be fired as missiles.

Priest Abilities: Nina can cast spells (five 1st-level, five 2nd-level, two 3rd-level) and turn undead. As a worshipper of the Immortal Al-Kalim, Nina has Major Access to All, Creation, Divination, Elemental (Water), and Healing; she has Minor Access to Animal, Necromantic, Plant, and Sun.

Magical Items: ring of free action, red steel war hammer, cinnabryl talisman (nine weeks and two days left), crimson essence (eight days until completion).

Other Possessions: sling and 24 bullets, 2 bolas, plate mail, crimson tabard without decoration, paper, pen, ink, herbs, bandages, 3 days' rations, waterskin, lantern, tinderbox, 2 flasks of oil.

Quote: "I use my Legacies to help, not to harm."

Description: Nina is a pretty, dark-skinned woman of primarily Ylari descent. Raised in Saragón to revere the enlightened ways of Al-Kalim, she eventually decided to become a priest for that Immortal. She met Don Luis de Manzanas as she was about to begin her adventuring career, to spread the word of learning and art. Don Luis convinced Nina to become an Inheritor of the Order of Crimson, a choice she has never regretted.

Generally serious and scholarly, Nina has a quiet sense of humor that relies mostly on intellectual jokes and clever stories. Nina is an exceptional poet and storyteller, using her artistic flair to cover an occasional missing plot element or contrived rhyme. Her favorite stories are those told to her by her grandmother, stories of genies, viziers, and other things not often encountered on the Savage Coast.

Nina is open and friendly, travelling throughout the Savage Baronies to tell people about the Red Curse, cinnabryl, and the Inheritors. She and others like her have done much to gain acceptance for Inheritors, especially in Saragón. Nina is curious about the world and tries to learn something wherever she goes. She enjoys adventuring, especially when the events can be used as a good story.

Nina uses her Legacies as necessary, but prefers to solve disputes peacefully. Her favored weapons are her bolas and her warhammer. Note that one week's worth of Nina's cinnabryl will be drained each time she is within 2 feet of a *smokepowder* explosion (such as that produced when firing a wheellock pistol).