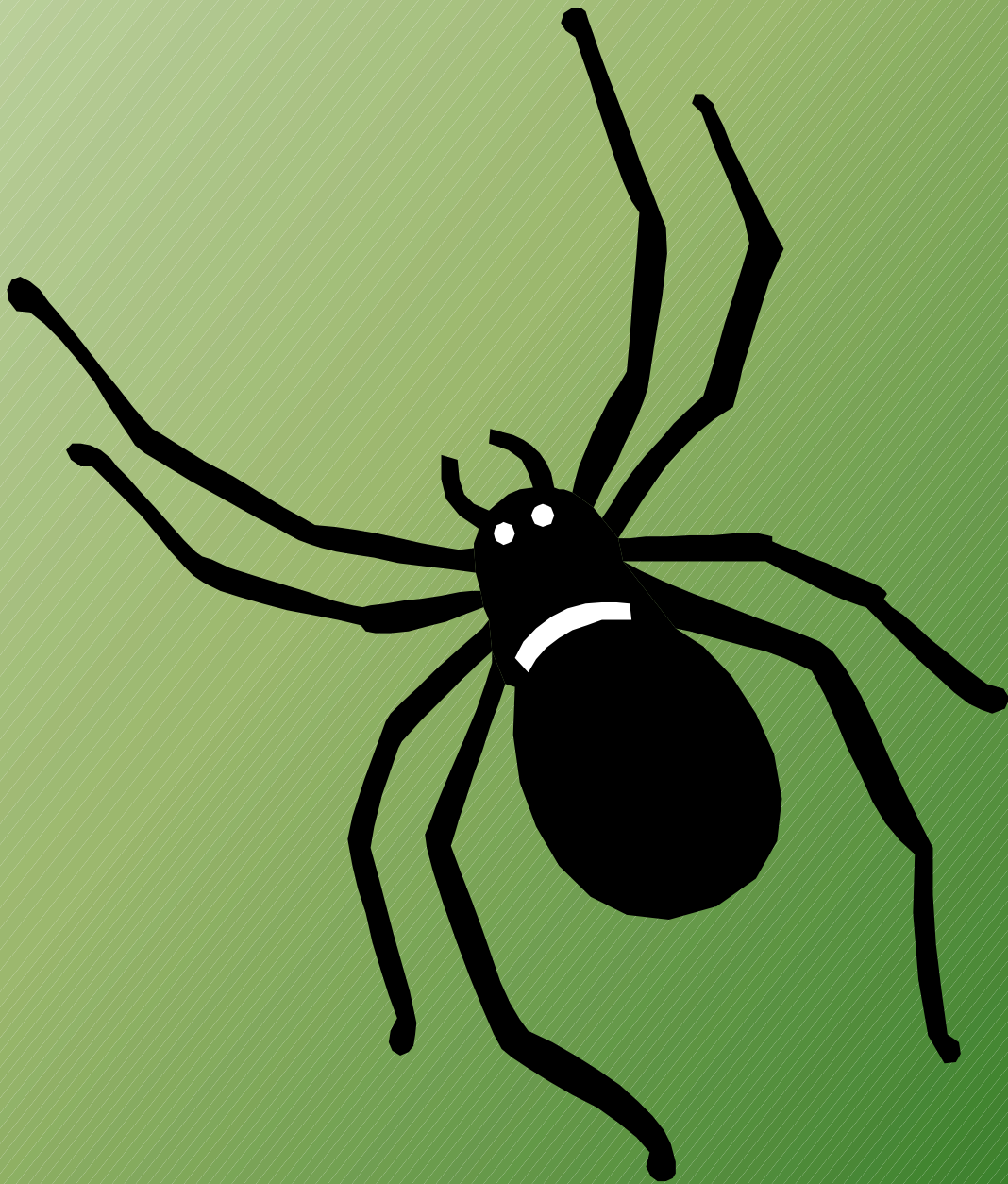


Brigands Of Spider Wood

An i20 Fantasy Adventure
by JP deHenaut

Origins, Gen Con, & Con On The Cob 2010



Brigands of Spider Wood

The Story: The current lord of the land is Jarne du Port, a well-respected noble of some renown. He united the oft-squabbling minor nobles of the land under his rule and established peace, after raising an army to drive out an invading hoard of warmongers.

A few of the warmongers escaped and formed a band of brigands (called Slyde's Blades) that terrorizes the area near Spider Wood. The party is summoned by lord du Port to clear the brigands out and to bring back the heads of any remaining warmongers (recognized as foreigners). They are promised two coffers of silver (2 Assets) per head.

The Truth: Jarne du Port had many enemies among the local nobles, but managed to crush them all with an army of hired mercenaries. When no one was left to oppose him he took power for himself and betrayed his own mercenaries by ambushing them with the remaining forces of the disposed nobles, under the pretense of summoning them for payment due.

Some of the mercenaries managed to escape and Lord du Port has been unable to get rid of them entirely, but he really doesn't care about them that much, occasionally sending out adventuring parties against the mercenaries for the soul purpose of pacifying the locals. So far, none of the adventuring parties have returned, which may be a good thing, as lord du Port plans on quietly disposing of any who should actually succeed rather than pay them what he owes...

The party has arrived in the local area and has taken lodging at a small inn called the Woodsman's Prize. The townsfolk seem to know who the party represents, but aren't very excited about their presence. After asking around about the brigands, the following is revealed:

Town: The locals only know that the brigands (about two dozen in number) have been around for about five years and are holed-up in an old stronghold north of Spider Wood. The stronghold was used by the dwarves before men came into the area, but was abandoned when the dwarves migrated deeper into the mountains. It is an ancient place, very well built, and easily defended. Every year lord du Port sends out a party of mercenaries to clean out the brigands. So far, the first two groups were annihilated, the third group actually joined up with them, and the fourth went out, came back, then left without a word. The brigands always celebrate their victories by coming into the area and raising havoc afterwards, which has led to the locals taking a dim view of their would-

be champions. The PCs are the fifth party sent out by lord du Port.

There is also a standing legend that a great treasure was hidden in, or around, the stronghold; an out-and-out dragon's hoard of ancient weapons and armor – all believed to be arcane relics from an age past. So, far the brigands have yet to find it, and no one else can get close enough to look.

The stronghold itself lies directly north of town in the foothills about a half day's trek through Spider Wood. In the area east of the stronghold is a lake, where a river flows back south towards town in a meandering course. The brigands have made a trail along the river to circumvent Spider Wood, preferring to take the long way around, rather than brave the perils of the old forest. That's because everyone knows that Spider Wood is aptly named. There is no doubt that it is filled with a variety of giant spiders. Luckily, the bigger ones seem to stay in the old growth, allowing the local woodsmen to cull the edges of the forest in relative safety. It's only the smaller (foot high) spiders that are any trouble; and they are somewhat skittish and generally a danger only if you are wounded and alone – 'cause that's when they'll swarm ya! If that happens, your only hope is to find a river or stream, 'cause the smaller ones won't cross it. The locals call them plump spiders, because that's what happens when you're bitten by one – you swell up like a balloon.

The PCs need to decide whether to take the brigand's trail along the river, or risk cutting strait through Spider Wood.

Brigand Trail: If the characters take the brigand's trail along the river, they will have an uneventful journey until they reach the lake. At that point, they can make **Spot vs. Hide 10 Roll** to notice a lone watchman checking them out from a ridge across the lake. After observing the PCs for a moment, he slips into the tree line and disappears.

Spider Wood: If the characters head through the forest, they will get to a point where they will start to hear skittering through the leaves on either side. After a few moments of this, they will start to catch glimpses of small black spiders tailing them on both sides, when suddenly, three giant brown wolf spiders charge the party from the rear. Emboldened by the wolf spiders, twenty smaller black spiders will move in and surround the PCs from all sides, but will only attack those

separated from the main party by sixty or more feet. Like vultures, these smaller spiders will swarm and feast on anything killed by the larger wolf spiders or characters themselves. PCs may also notice a single giant spinner spider trailing them off to the west, but it won't attack and will flee if the characters move towards it or attack.

Giant Plump Spiders (20 Extras)

Abilities

Str 1; Agi 8; Con 1; Int 1; Wis 1; Pre 1; Vitality (0) 4; Wounds (-2) 3

Saves

React 13; Endure 6; Will 6

Movement

Init 14; Move 20 ft (Run 20)

Attacks

Bite 13/2L (no X-Damage) + Poison (Roll; -1Agi/+1 Dmg (zero on Crit)); Grapple Moves (Trip only)

Combat Skills

Dodge 13 (2); Grapple 6 (2); Unarmed 13 (2)

All Other Skills

Conceal 4; Escape 14 (3); Hide 18 (3+4); Intimidate 4; Jump 5 (5-4); Listen 7 (3); Move Silently 14 (3); Search 4; Sense Motive 4; Spot 7 (3); Survival 7 (3)

Edges

Blind Fight; Darkvision; Poisonous; Spider Climb

Flaws

Mostly Harmless; Phobia (fear of running water); Pushover; Small

Equipment Normal Load 10; Encumbered 20; Limit 30; Drag 120

None

Giant Wolf Spiders (3 Extras)

Abilities

Str 6; Agi 6; Con 6; Int 1; Wis 1; Pre 2; Vitality (0) 28; Wounds (-1) 16

Saves

React 11; Endure 11; Will 6; Surge 3

Movement

Init 16; Move 40 ft (Run 240)

Attacks

Bite 15/2L + Poison (Roll; - X-roll Str/Fatigue (zero on Crit)); Grapple Moves (Bumrush, Hold, Pin, and Trip only)

Combat Skills

Dodge 12 (3); Grapple 13 (3+1); Unarmed 15 (6)

All Other Skills

Conceal 4; Escape 9; Hide 13 (3+1); Intimidate 14 (5); Jump 14 (5); Listen 7 (3); Move Silently 13 (3+1); Search 7 (3); Sense Motive 7 (3); Spot 7 (3); Survival 7 (3); Swim 9; Track 10 (6)

Edges

Blind Fight; Darkvision; Poisonous; Rapid Strike; Spider Climb; Surprise Strike; Combat Reflexes; Fast; Hard to Kill; Hearty; High Pain Threshold; Stealthy; Toughness; Track by Scent

Flaws

Fanaticism (fights to the death)

Equipment Normal Load 150; Encumbered 300; Limit 450; Drag 1800

None

Giant Spinner Spider (Extra)

Abilities

Str 4; Agi 6; Con 4; Int 2; Wis 2; Pre 2; Vitality (0) 15; Wounds (-2) 9

Saves

React 11; Endure 9; Will 7

Movement

Init 13; Move 35 ft (Run 140)

Attacks

Sting 11/2L (no X-Damage) + Poison (Roll; - X-roll Str/Fatigue (zero on Crit)); Grapple Moves (Bumrush, Hold, Pin, and Trip only); Thrown Web 13/0♣/10x ft (Spcl)

Combat Skills

Dodge 11 (2); Throw 13 (3+1); Unarmed 11 (3-1)

All Other Skills

Conceal 5; Escape 9; Hide 10 (5-4); Intimidate 8 (2-1); Jump 9 (2); Listen 10 (5); Move Silently 14 (5); Search 7 (2); Sense Motive 7 (2); Spot 10 (5); Survival 8 (3); Swim 7

Edges

Blind Fight; Darkvision; Poisonous; Spider Climb; Throwing Specialist

Flaws

Coward; Large; Mostly Harmless

Equipment Normal Load 75; Encumbered 150; Limit 225; Drag 900

None

Notes

Can spin and throw a sticky spider web in two Actions. Anyone hit by a web is considered Held in place, but can escape the net with a single MTN 10 or Crit Escape roll (a botch on the roll however Pins the victim and bumps the Escape roll to MTN 15 or Crit). Spider webs can be burned off in a single round but set anyone in them at the time Ablaze.

Dwarven Stronghold

The following describes the areas in and around the Dwarven Stronghold. Note that all doors within are of thick carved stone (Hardness 15/Structure 20 when barred). Unless otherwise noted, all Secret Doors require a MTN 10 or Crit Search roll to find.

1. Entrance: Among the brush you begin to see the ruined foundations of ancient walls along a steep ridge to the north. Smoke from a cooking fire wafts up from a clearing set before two massive stone doors in the side of the hill. A pair of guards sits near the fire, partially obscured by nearby wagons. A line of horses are set on the east of the clearing about sixty feet from the doors. A quick count reveals about two dozen steeds of various types and sizes.

The brigands are aware of the PCs, having spies in the town that warned them of their coming. An ambush

party hides (*Spot vs. Cooperative Hide 18 to detect*) along the top of the ridge to attack at the first sigh of trouble. One round after combat starts, an enormously overweight man in scale armor will exit the stronghold, slamming the stone doors shut behind him. A moment later, a heavy iron clank will be heard from the other side, as the brigands within lock the PCs out. The new combatant will face the PCs and grunt approvingly, before entering a berserker rage and attacking to the death. He carries an iron and silver bound tetsubo (8' long great hammer) and sports a large runic tattoo across his face. Anyone who reads Old Realm can determine that tattoo means, "There are no gods save destruction and war."

Brigands (2 Extras)

Abilities

Str 3; Agi 3; Con 3; Int 3; Wis 3; Pre 3; Vitality (0) 14; Wounds (-2) 8 (Armor 10)

Saves

React 8; Endure 10; Will 8

Movement

Init 9; Move 30 ft (Run 90)

Attacks

Unarmed Strike 9/3S; Grapple Moves; Sword 10/6L; Crossbow 9/9L/300 ft (12); Static Shock 1/day

Combat Skills

Dodge 8 (3-1); *Parry* 10; Feint 6; Grapple 9 (3); Melee 10 (3+1); Ranged 9 (3); Target 6; Throw 7 (1); Unarmed 9 (3)

All Other Skills

Balance 6; Bluff 6; Climb 9 (3); Conceal 7 (1); Diplomacy 6; Disguise 6; Escape 6; Gamble 9 (3); Gather Info 7 (1); General Knowledge 6; Handle Animal 10 (3+1); Hide 9 (3); Intimidate 9 (3); Jump 9 (3); Listen 9 (3); Move Silently 7 (1); Ride 8 (1+1); Search 9 (3); Sense Motive 6; Spot 9 (3); Streetwise 7 (1); Survival 8 (1+1); Swim 6; Taunt 9 (3); Treat Injury 7 (1); Weaponsmith 7 (1)

Edges

Rapid Strike; Fence; Great Fortitude; Low Profile; Rugged; Safe House; Underworld Ties; Weapons Specialist

Flaws

None

Equipment Normal Load 50; Encumbered 100; Limit 150; Drag 600

Commoner's garb, breastplate armor, bucklers, swords (one is an Artifact Sword (Static Shock 1/day)), crossbows, small bags of coinage (2 Goods each)

Rogues (4 Extras)

Abilities

Str 3; Agi 4; Con 3; Int 3; Wis 2; Pre 4; Vitality (0) 13; Wounds (-2) 8 (Armor 7)

Saves

React 9; Endure 8; Will 7

Movement

Init 15; Move 30 ft (Run 90)

Attacks

Unarmed Strike 8/3S; Sword 11/6L; Bow 12/6L/300x ft (24)

Combat Skills

Dodge 11 (3+1); *Parry* 11; Feint 7; Grapple 6; Melee 11 (4); Ranged 12 (4+1); Target 6; Throw 8 (1); Unarmed 8 (1)

All Other Skills

Appraise 10 (4); Balance 7; Bluff 12 (5); Climb 6; Conceal 5; Diplomacy 7; Disguise 5; Escape 7; Gamble 9 (4); Gather Info 11 (4); General Knowledge 6; Hide 15 (4+4); Intimidate 7; Jump 6; Listen 6 (1); Move Silently 11 (4); Open Locks 12 (5); Ride 7; Search 10 (4); Sense Motive 5; Sleight of Hand 14 (5+2); Spot 9 (4); Streetwise 10 (5); Swim 6; Taunt 7; Treat Injury 5

Edges

Evasion; Rapid Shot; Agile; Fence; Low Profile; Marksman; Safe House; Skill Focus (sleight of hand); Underworld Ties

Flaws

Greedy

Equipment Normal Load 50; Encumbered 100; Limit 150; Drag 600

Artifact Ranger Camouflage (enhance 1/day), mesh armor, swords, bows, caltrops, lock picks, loose coinage (10 Pittances each)

Notes

There are two sets of Artifact Ranger Camouflage (enhance 1/day) – each Rouge wears one. When activated, the Ranger Camouflage grants an additional +2 bonus to Hide rolls (+4 total).

Fat Man (Foreigner)

Abilities

Str 5; Agi 4; Con 5; Int 2; Wis 2; Pre 2; Vitality (0) 27; Wounds (-1) 15 (Armor 10)

Str 10; Agi 8; Con 10; Int 2; Wis 2; Pre 2; Vitality (0) 37;

Wounds (0) 20 (Armor 10)

Saves

React 9; Endure 11; Will 7; Luck 3; Surge 5

React 13; Endure 16; Will 7 (no fear, no pain); Luck 3; Surge 4

Movement

Init 13; Move 25 ft (Run 125)

Init 17; Move 50 ft (Run 500)

Attacks

Unarmed Strike 12/5S; Grapple Moves; Tetsubo 12/9SL

Unarmed Strike 16/10S; Grapple Moves; Tetsubo 16/14SL

Combat Skills

Dodge 8/12 (1+4); *Parry* 15/19; Feint 5; Grapple 14/19

(5+1+5); Melee 15/19 (5+3+4); Ranged 10/14 (3+4); Target 5;

Throw 10/14 (3+4); Unarmed 12/16 (4+1+4)

All Other Skills (+5 Str; +4Agi)

Balance 7; Bluff 3 (-2); Climb (6') 11 (3); Conceal 5; Construction 6 (1); Diplomacy 3 (-2); Disguise 5; Escape 7; Gamble 8 (3); Gather Information 3 (-2); General Knowledge 5; Handle Animal 8 (3); Hide 8 (3-2); Intimidate 15 (5+2); Jump (25'1/5'h) 11 (3); Listen 8 (3); Move Silently 10 (3); Ride 7; Search 8 (3); Sense Motive 5; Spot 8 (3); Survival 9 (4); Swim (6') 8; Taunt 9 (4); Track 9 (4); Treat Injury 8 (3); Weaponsmith 8 (3)

Edges

~~Berserker~~; Combo Attack (trip off tetsubo strike); Grapple Master; Heroic Surge; Martial Throw; Power Attack; Rapid Strike; Savage Blow; Weapons Master; Combat Reflexes; Grappler; Hard to Kill; Quick Healing; Scrapper; Skill Focus (intimidate); Skill Focus (melee); Spirited; Toughness; Weapon Specialist

Flaws

Big'Um; Bounty Head; Hot Head; Savage

Equipment Normal Load 100; Encumbered 200; Limit 300; Drag 1200

Normal Load 500; Encumbered 1000; Limit 1500; Drag 6000
Ranger's camouflage; scale armor; buckler; iron & silver bound tetsubo; ~~Potion (Physical Boost)~~; 8 doses Waspwood Bark (pain killer); 3 doses of *Black Lotus (black hole)*; 2 doses *Yellow Lotus (Super-Coag)*; a small sack of gold coins, an electrum ring, and four black pearls (2 Assets total).

The massive doors are barred from the inside, but are not sealed well, having shifted a bit with age; one can see the bar itself through a half inch gap. A strong sword and a Strength of 5 or greater will lift the heavy iron bar and open the doors. Examination of the doors themselves will reveal the faint remains of weatherworn runes. Anyone who can read dwarven can determine that they are actually ancient dwarven funerary glyphs, designed to keep out either "evil spirits that would steal the resting souls within" or "the righteous judgments of the vexing gods of afterlife"; it's hard to be sure which...

2a. Trap: This is a hidden twenty foot deep self closing pit trap lined with large jagged stones. PCs near the trap may make a *Spot roll* to smell the scent of rotting flesh, though they won't realize it comes from the floor unless they roll an Extra Success or better. It takes a **MTN 10 or Crit Search roll** to determine the boundary and nature of the trap without setting it off. Anyone walking across must make a *Reflex Save* when they get to the middle, or fall in and take 15SL damage (a Save indicates they were able to jump to either side before going in). The bodies of two brigands are broken upon the stones at the bottom, stinking up the pit with the foul odor of carrion. Though their armor is ruined, a usable sword and spear lay beneath them, and they each carry a small bag of silver coins (2 Goods total).

A fifteen foot heavy wooden plank rests on the east side of the trap along the wall. It can be used to cross the pit

safely, but weighs 400 lbs and must be heaved into place in such a way as to keep it from dropping into the pit. Doing so requires lifting the full weight (something three normal men can accomplish working together).

2b. Trap: This is a hidden twenty foot deep self closing pit trap lined with large jagged stones. It takes a **MTN 10 or Crit Search roll** to determine the boundary and nature of the trap without setting it off. Anyone walking across must make a *Reflex Save* when they get to the middle, or fall in and take 15SL damage (a Save indicates they were able to jump back before going in). The brigands keep this pit clean, removing any bodies as soon as they are aware of them to prevent the area from smelling like carrion.

2c. Trap: The carved relief of a grinning imp holding a hatchet peace pipe can be found on the wall of this alcove. This is an Insanity Mist poison gas trap that goes off when anyone enters this alcove. It takes a **MTN 15 or Crit Search roll** to determine the boundary and nature of the trap without setting it off. Once set off, those in the alcove must make a *Fortitude Save* (MTN 10; -4 Wis/-4 all Wis rolls (zero on Crit). The gas remains potent for two minutes (20 rounds) before dissipating and resets after twenty four hours.

3. Tomb: This long grand hall is some kind of burial chamber. To the north, the chamber drops down ten feet, where can be found six stone burial slabs, upon which rest the skeletal remains of a half dozen ancient dwarven heroes. Some kind of ceremonial alcove can also be seen high in the north wall, where the rights of the dead would have been preformed during the actual entombment.

For some inexplicable reason, the bodies of six brigands also lie among the burial slabs, quite dead and festering with an unusually putrescent decay – filling the chamber with a revolting stench. They appear to have been slain in some kind of battle among themselves... perhaps an argument over treasure looted from the dwarves...

The brigands did in fact kill themselves fighting over the dwarves' treasure and the fallen were left to rot. Cursed by the Ancestors, their bodies have begun to fester in an unusually foul manner, filling the lower area with a horrific stench.

A hidden passage (secret door) lies beneath one of the 3000 pound stone burial slabs. If the characters can manage its weight, they can slide it open and gain entry into (Area 11).

Optionally:

If the party avoided the spider encounter by traveling up the brigands' trail along the river, or there is plenty of time left, have the dead brigands rise up as Hungry Dead to attack when anyone passes through the lower chamber. The anger of the dwarven gods has fallen on them, and they must forever protect the tomb from further desecration. They will pursue those that flee into the upper parts of the hall, but will not cross the pit trap (area 2a).

Hungry Dead (6 Extras)

Abilities

Str 5; Agi 3; Con 8; Int --; Wis --; Pre --; Vitality --; Wounds (0) 18 (Armor 5)

Saves

React 8; Endure 13; Will --; Surge 3

Movement

Init 12; Move 30 ft (Run 150)

Attacks

Bite 10/4L plus Disease (Roll/3 days/1 STR); Grapple Moves (up to 15 ft); Nauseating Stench (Roll; Nausea/none)

Combat Skills

Grapple 17 (8+1); Unarmed 10 (3+1)

All Other Skills

Balance 6; Climb 11 (6-3); Escape 6; Jump 5 (-3); Listen 10 (6+1); Move Silently 6; Search 3; Sense Motive 4 (+1); Spot 10 (6+1); Track 9 (6)

Edges

Blind Fight; Combo Attack (bite off grapple); Extraordinary Attack (gut grapple); Master Grapppler; Rapid Strike; Alert; Combat Reflexes; Damage Resistant; Darkvision; Diseased; Fast; Grapppler; Hard to Kill; Hearty; Immunities (aging, berserk, cold, disease, fatigue, fear, pain, poison, pressure, radiation, starvation, suffocation); Pack Mule; Quick Healing; Scrapper; Track by Scent

Flaws

Animal Antipathy; Bum Leg; Nauseating Stench; No Mental Capacity; No Vitality; Readily Identifiable (as walking dead); Stinky

Equipment Normal Load 200; Encumbered 400; Limit 600; Drag 2400
None

Notes

The Hungry Dead are wet and moldering; what's left of their leather armor sloughing off in large chunks. Their skin and muscle is also wasting away, exposing gangrenous bone and cancerous viscera beneath. Rusting swords and bucklers lie on the floor where they fell, now of no interest to the foul abominations.

Nauseating Stench (Roll; Nausea/none): Affect anyone within 5 Ft of the Hungry Dead, unless they are holding their breath.

4. Equipment Stores: The chamber here is filled with a huge assortment of mundane equipment and provisions.

See (Appendix Storage Inventory) for a list of the room's contents.

5. Barracks: Ten double bunks and a few long tables occupy this large barracks, complete with a running water cistern to the north. Standing across the room behind one of the tables is a lone man dressed black chain armor. He waits for the PCs and will want to parley as soon as they enter...

This is Parley Guy, his goal is to convince the characters to talk to Slyde McBlade and hear his side of the story before blindly carrying out lord du Port's orders.

Should the PCs attack, he has readied an Action to use the power of his magic chain armor to turn invisible and escape, perhaps coming back later for a sneak attack, should a battle between the characters and Slyde erupt in (area 6).

If the PCs are willing, he will lead them into (area 6) and announce them to Slyde McBlade. Should a battle start at this point, he will try to use the power of his magic chain armor to turn invisible and get away, coming back for a sneak attack if the situation looks favorable.

Parley Guy, will not fight the characters directly however. He has no desire to die alone for Slyde and is even willing to pack up and leave immediately, should the party offer him the option vs. death.

In all cases, roll 1d20 to determine what Parley Guy will do should he leave or escape.

1 – 14 Parley Guy escapes and does not return.

15 – 20 Parley Guy returns and waits for a chance to sneak attack the PCs.

A hidden switch on the cistern opens the secret door in the west wall.

Parley Guy (Foreigner)

Abilities

Str 3; Agi 5; Con 3; Int 3; Wis 2; Pre 4; Vitality (0) 13;
Wounds (-2) 8 (Armor 8)

Saves

React 10; Endure 8; Will 7; Luck 4; Surge 3

Movement

Init 11; Move 30 ft (Run 90)

Attacks

Unarmed Strike 9/3S; Foil Pair 13/5L; Sap 12/3S♣; Hand
Crossbow 14/5L/80 ft (12) + Poison (4) (Roll; Dying/Fatigue
(zero on Crit))

Combat Skills

Dodge 14 (5+1); Parry 13; Feint 10 (3); Grapple 6; Melee 12
(4); Ranged 14 (5+1); Target 6; Throw 9 (1); Unarmed 9 (1)

All Other Skills

Appraise 9 (3); Balance 11 (3); Bluff 13 (5+1); Climb 9 (3);
Conceal 9 (4); Diplomacy 12 (4+1); Disguise 10 (5); Entertain
9 (2); Escape 11 (3); Forgery 11 (5); Gamble 10 (5); Gather
Info 13 (5+1); General Knowledge 6; Hide 13 (4+1);
Intimidate 7; Jump 9 (3); Listen 9 (3+1); Move Silently 13/21
(4+1+8); Open Locks 16 (4+4); Ride 8; Search 9 (3); Sense
Motive 9 (3+1); Sleight of Hand 13 (4+1); Spot 9 (3+1);
Streetwise 8 (3); Swim 6; Taunt 7; Treat Injury 5

Edges

Evasion; Rapid Shot; Mobility; Agile; Alert; Charismatic;
Fence; Lucky; Marksman; Skill Focus (open locks); Skill
Focus (sleight of hand); Stealthy; Sniper; Underworld Ties

Flaws

Bounty Head; Greedy; Outlaw

Equipment Normal Load 50; Encumbered 100; Limit 150;
Drag 600

Scholar's attire, *Assassin Mute Armor*, foil pair, sap, hand
crossbows, poison (4 doses), caltrops, Artifact Lock Picks
(Enhance: +2 Open Locks 1/day), some fancy emerald and
platinum jewelry (1 Assets), an assortment of modest silver
and gold jewelry with semi-precious stones (33 Goods); and a
bag of gold and silver coins (including a gold tooth) (2
Goods).

Notes

Assassin Mute Armor

This Arcane Relic Chain Armor, grants the wearer an Armor
Value of 8/-1/0, plus the ability to turn invisible (Full
Concealment) and virtually inaudible (+8 Move Silently)
(Duration Maintained) 1/day. Doing so requires pulling up a
chain mask built into the coif (head protection), which can be
done as a Single Action (or Quick Drawn). Unfortunately, the
wearer becomes mute for twenty four hours following any use
of the armor's magic.

6. Grand Hall: This large high-columned chamber has
an open gallery ceiling and a raised dais at the far end.
Heavy black curtains divide the room into two sections,
the first of which contains four heavy wooden beds,
some iron chests, and a table. A plump female draped in
silks with a veil lounges seductively on one of the beds,
though she is not human – her Orc skin is rubbery green,

dotted with warts, and smells of stale beer and cheap
perfume.

Standing upon the dais to the far side of the chamber is
an imposing man dressed in plate and chain armor with a
wide-bladed sword and round steel shield. He wears a
great number of heavy gold chains around his neck and
three rings on his left hand. Before him are two bulky
humanoids covered in thick red fur with three arms, flat
wide faces, and long pointed ears. They smile,
displaying a mangled collection of twisted and broken
fangs in a mouth altogether unsanitary. Each is clad in a
bizarre claptrap of black painted hide armor with an
additional hole to accommodate each creature's third
arm. They all carry reinforced wooden shields in their
off arm and wicked iron maces in both of their other two
hands.

The man is Slyde McBlade and he wants to parley...
Should the characters listen, he will tell the truth about
lord du Port as outlined in the introduction at the start of
the adventure. Even if they don't believe him and attack,
he will still warn them about returning to du Port.

"Though you may defeat us, I offer you this piece of
advice – do not return to lord du Port. You have no
reason to believe that he will treat you any differently
than he treated us. Your payment from him will be only
betrayal and death."

Hiding behind the black velvet curtains that divide the
room are two more of the Red Brutes – one of which
carries an unusual flail (see below). In addition, four
more brigands hide behind the secret doors in the
galleries above the room awaiting the signal to ambush
the characters (should it come to that). In this case, they
will burst out (two on each gallery) to hail arrows and
spears down on their foes. The female Orc Concubine
will pretend to be afraid, but is actually a Shaman and
will try to use her Psychic Powers against the PCs
subtly, without them noticing.

The chests at the foot of each bed are locked (MTN 10
or Crit Open Locks to open). They contain the Red
Brutes' personal effects (40 Pittances) and the female
Orc Concubine's collection of once fine silk clothing (4
Goods) and cheap perfume (25 Pittances)

The secret door in the north wall of the Grand Hall
leading into Area 8 is so well hidden that it can only be
found with an MTN 15 or Crit Search roll.

Slyde McBlade (foreigner)

Abilities

Str 4; Agi 4; Con 4; Int 2; Wis 3; Pre 3; Vitality (0) 26;
Wounds (-2) 14 (Armor 12)
Str 8; Agi 8; Con 8; Int 2; Wis 3; Pre 3; Vitality (0) 34;
Wounds (-2) 18 (Armor 14)

Saves

React 9; Endure 9; Will 8; Luck 3; Surge 4/4
React 13; Endure 13; Will 8; Luck 3; Surge 4/4

Movement

Init 13; Move 30 ft (Run 120)
Init 17; Move 30 ft (Run 240)

Attacks

Unarmed Strike 10/4S; Grapple Moves; Artifact Sword 18/7L;
Dagger 16/6L; Absolute Zero 1/day
Unarmed Strike 14/8S; Grapple Moves; Artifact Sword
22/11L; Dagger 20/10L; Absolute Zero 1/day

Combat Skills

Dodge 11/15 (4+4); Parry 16/20; Feint 6; Grapple 10/14
(3+4); Melee 16/20 (5+3+4); Ranged 10/14 (3+4); Target 8
(3); Throw 11/15 (4+4); Unarmed 10/14 (3+4)

All Other Skills (+4 Str; +4Agi)

Balance 9 (2); Bluff 9 (3); Climb (7.5') 11 (3+1); Conceal 9
(3); Construction 6 (1); Diplomacy 9 (3); Disguise 6; Escape
7; Gamble 9 (3); Gather Information 6; General Knowledge 5;
Handle Animal 7 (1); Hide 10 (3); Intimidate 11 (4); Jump
(20'1/4'h) 11 (3+1); Listen 9 (3); Move Silently 10 (3); Ride 8
(1); Search 8 (3); Sense Motive 9 (3); Spot 9 (3); Streetwise 9
(3); Survival 9 (3); Swim (7.5') 9 (1+1); Taunt 10 (4); Track 9
(3); Treat Injury 9 (3); Weaponsmith 9 (4)

Edges

Born Leader; Martial Throw; Mobility; Power Attack; Quick
Draw; Rapid Strike; Savage Blow; Weapons Master; Athletic;
Combat Reflexes; Hard to Kill; Quick Healing; Skill Focus
(melee); Spirited; Toughness; Weapon Specialist

Flaws

Bounty Head; Cocky; Greedy

Equipment Normal Load 75; Encumbered 150; Limit 225;
Drag 900

Scholar's attire, Artifact Plate and Chain Armor (Fortify
1/day, Absolute Zero 1/day), *Missile Warding Shield*, Artifact
Sword (Enhance +2 Accuracy 1/day), silver edged dagger,
Legacy Tattoo (Unbreakable), *Potion (Physical Boost)*, *Potion
(Physical Boost)*, 2 *Potions (Heal)*, a great number of heavy
gold chains (12 Goods), a simple gold wedding band (1
Goods), two fancy platinum filigree rings (2 Assets), an egg-
sized polished diamond (40 Assets), and a key to the chest in
area 7.

Notes

Missile Warding Shield

This Arcane Relic round steel shield allows the wielder to Dodge (as a Free Action) any Ranged or Thrown Attack that comes his way. These Free Actions do not count against the character's normal limit for the Round. Any Botch on one of these Dodge rolls however, results in the shield being penetrated by the attack (even if the Attack roll initially failed) along with the wielder's arm, imbuing the One Arm Flaw and preventing the use of the shield in that arm again, until the injury is healed.

Red Brutes (4 Extras)

Abilities

Str 7; Agi 3; Con 6; Int 2; Wis 2; Pre 2; Vitality (0) 30;
Wounds (-1) 16 (Armor 6)

Saves

React 8; Endure 13; Will 7; Surge 4

Movement

Init 9; Move 25 ft (Run 175)

Attacks

Unarmed Strike 10/7S; Bite 10/5L; Grapple Moves; Wicked
Iron Mace 9/9SL; Wasp Flail 9/9SL + Poison 3/day (Roll; -X-
roll Agi; -1 Agi (Dying on Botch; none on Crit))

Combat Skills

Dodge 9 (2+1); Parry 11; Feint 5; Grapple 18 (5+3); Melee 10
(4); Ranged 6; Target 5; Throw 6; Unarmed 10 (4)

All Other Skills

Balance 6; Bluff 1 (-4); Climb 14 (4); Conceal 5; Diplomacy 1
(-4); Disguise 5; Escape 6; Gamble 6 (1); Gather Info -1 (-6);
General Knowledge 5; Hide 6 (2-2); Intimidate 16 (4+2);
Jump 14 (4); Listen 6 (1); Move Silently 6; Ride 6; Search 7
(2); Sense Motive 6 (1); Spot 8 (3); Survival 8 (3); Swim 13
(3); Taunt 5; Track 9 (4); Treat Injury 5

Edges

Berserker; Grapple Master; Heroic Surge; Martial Throw;
Multi Attack; Power Attack; Rapid Strike; Rapid Throw;
Darkvision; Grappler; Great Fortitude; Hard to Kill; Hearty;
High Pain Threshold; Immunity (Fear); Pack Mule; Quick
Healing; Skill Focus (grapple); Spirited; Toughness; Track by
Scent

Flaws

Big'Un; Heavy Sleeper; Malevolent; Savage; Susceptible (fire)
Equipment Normal Load 400; Encumbered 800; Limit 1200;
Drag 6000

Hide armor; reinforced wooden shields, wicked iron maces,
one has a Wasp Flail, five loose rubies of various size (2
Assets); a fancy opal and white gold jeweled snuff box (1
Asset); 4 bags of gold coins (8 Goods)

Notes

Wasp Flail

The Wasp Flail has a single large head of giant wasp barbs
bundled together with an unnaturally strong length of thick
rawhide and suspended from a four-foot section of red
ironwood. This Arcane Relic functions as a normal two-
handed flail and grants to ability to inject Giant Wasp venom
(Roll; -X-roll Agi; -1 Agi (Dying on Botch; none on Crit)) off
a hit up to 3/day. The drawback is that it will also poison the
wielder on a Botched Attack roll (regardless of how many
times the poison function has already been used for the day).

Susceptible (fire): The long red fur of the Red Brute is
susceptible to fire. Any Fire Damage taken instantly sets the
beast Ablaze for as long as it takes for the creature to put itself
out. The Red Brute also suffers a -2 penalty to his Reaction
Save when trying to do so.

Brigands (2 Women Extras)

Abilities

Str 3; Agi 3; Con 3; Int 3; Wis 3; Pre 3; Vitality (0) 14;
Wounds (-2) 8 (Armor 10)

Saves

React 8; Endure 10; Will 8

Movement

Init 9; Move 30 ft (Run 90)

Attacks

Unarmed Strike 9/3S; Grapple Moves; Spear 10/6L; Thrown Spears 9/9L▲/50x ft (7)

Combat Skills

Dodge 10 (3+1); *Parry* 10; Feint 6; Grapple 9 (3); Melee 10 (3+1); Ranged 9 (3); Target 6; Throw 7 (1); Unarmed 9 (3)

All Other Skills

Balance 6; Bluff 6; Climb 9 (3); Conceal 7 (1); Diplomacy 6; Disguise 6; Escape 6; Gamble 9 (3); Gather Info 7 (1); General Knowledge 6; Handle Animal 10 (3+1); Hide 9 (3); Intimidate 9 (3); Jump 9 (3); Listen 9 (3); Move Silently 7 (1); Ride 8 (1+1); Search 9 (3); Sense Motive 6; Spot 9 (3); Streetwise 7 (1); Survival 8 (1+1); Swim 6; Taunt 9 (3); Treat Injury 7 (1); Weaponsmith 7 (1)

Edges

Rapid Strike; Fence; Great Fortitude; Low Profile; Rugged; Safe House; Underworld Ties; Weapons Specialist

Flaws

Lecherous

Equipment Normal Load 50; Encumbered 100; Limit 150; Drag 600

Artisan's wear, breastplate armor, shields, spears, modest silver and turquoise jewelry (3 Goods), small bags of coinage (2 Goods each)

Rogues (2 Women Extras)

Abilities

Str 3; Agi 4; Con 3; Int 3; Wis 2; Pre 4; Vitality (0) 18;
Wounds (-2) 8 (Armor 7)

Saves

React 9; Endure 8; Will 7

Movement

Init 15; Move 30 ft (Run 90)

Attacks

Unarmed Strike 8/3S; Sword 11/6L; Bow 12/6L/300x ft (24)

Combat Skills

Dodge 11 (3+1); *Parry* 11; Feint 7; Grapple 6; Melee 11 (4); Ranged 12 (4+1); Target 6; Throw 8 (1); Unarmed 8 (1)

All Other Skills

Appraise 10 (4); Balance 7; Bluff 12 (5); Climb 6; Conceal 5; Diplomacy 7; Disguise 5; Escape 7; Gamble 9 (4); Gather Info 11 (4); General Knowledge 6; Hide 15 (4+4); Intimidate 7; Jump 6; Listen 6 (1); Move Silently 11 (4); Open Locks 12 (5); Ride 7; Search 10 (4); Sense Motive 5; Sleight of Hand 14 (5+2); Spot 9 (4); Streetwise 10 (5); Swim 6; Taunt 7; Treat Injury 5

Edges

Evasion; Rapid Shot; Agile; Fence; Low Profile; Marksman; Safe House; Skill Focus (sleight of hand); Underworld Ties

Flaws

Greedy

Equipment Normal Load 50; Encumbered 100; Limit 150; Drag 600

Ranger camouflage, mesh armor, swords, bows, caltrops, lock picks, polished tortoiseshell jewelry (25 Pittances), a fancy fire opal and electrum necklace with matching earrings (1 Asset), small bags of coinage (2 Goods each)

Female Orc Concubine

Abilities

Str 3; Agi 2; Con 3; Int 2; Wis 4; Pre 4; Vitality (0) 15;
Wounds (-2) 8

Saves

React 7; Endure 8; Will 9; Luck 3; Surge 3

Psychosis 14

Movement

Init 11; Move 30 ft (Run 90)

Attacks

Unarmed Strike 9/3S; Dagger 9/5L; Psionic Blast

Combat Skills

Dodge 8 (3); *Parry* 9; Feint 7; Grapple 6; Melee 9 (3); Ranged 5; Target 5; Throw 9 (3); Unarmed 9 (3)

All Other Skills

Appraise 8 (3); Balance 5; Bluff 8 (3-2); Climb 6; Conceal 10 (3); Diplomacy 7 (2-2); Disguise 7; Earth Sciences 8 (3); Entertain 9 (2); Escape 5; Gamble 10 (3); Gather Info 5 (-2); General Knowledge 5; Hide 9 (4); Intimidate 10 (3); Interrogation 10 (3); Jump 6; Listen 10 (3); Move Silently 9 (4); Occult Sciences 7 (2); Ride 5; Search 8 (3); Sense Motive 13 (4+2); Spot 10 (3); Swim 6; Taunt 7; Treat Injury 10 (3)

Edges

Psychic (Telepathy); Psychic Powers x4; Psychic Superfluous Power (Biokinesis); Quick Healing; Skill Focus (sense motive); Sensitive; Spirit Sight

Spells and Powers

Psychic: (Restore Vitality; Send Thoughts; Read Minds; Mental Invisibility; Psionic Blast)

Flaws

Animal Antipathy; Lecherous; Savage; Superstitious

Equipment Normal Load 50; Encumbered 100; Limit 150; Drag 600

Artisan's wear, dagger, a string of large pearls (30 Goods)

7. Private Chambers: This large high ceilinged chamber contains a goose down bed, some embroidered couches, and a small reading table of carved cherry wood. A circular trap door of thick stone rests in the floor to the southwest, secured with a heavy iron bar. When the bar is removed, the trap door, balanced on a central rod, can be pivoted open easily. A tunnel below leads to (Area 11).

Hidden in a secret alcove to the east is a locked iron chest (MTN 10 or Crit Open Locks to open), trapped with a poison needle (MTN 10 or Crit Search roll (or) MTN 15 or Crit Spot roll) to notice and avoid. The Poison is quite potent (MTN 10; Dying/Exhausted (zero on Crit)). Inside, the chest is filled with gold ingots and

bars (1 Riches), and an assortment of fancy jewelry stolen from the local townsfolk (30 Assets).

8. Body: The walls of this oddly steep five-foot high sloping passage are painted dark red, though age has faded the color quite a bit and some parts are now bare. The passage is unusually dark; the light seeming to give out prematurely against the cold stone walls. A crumpled shape lies in an alcove at the bottom of the slope; the skeletal remains of some unlucky adventurer perhaps...

This was once a Deity-Worshipping Priest. His equipment and gear are no longer any good, but his unusually large holy symbol of solid gold is still intact (1 Assets).

Unfortunately, the Priest was killed by the spectral guardian of these tombs and is now a Wraith under its control. The Wraith is currently unmanifested in the floor under his corpse. Those with the Sensitive Edge will be able to feel its presence, but even Spirit Sight will not be able to see it (unless combined with X-Ray Vision). The Wraith won't attack the PCs here, but will wait to join its master in the ambush at (Area 9).

The Wraith can be destroyed before it even manifests however, by a Priest casting Dispel Magic on its physical remains.

9. False Tomb: The chamber here is some kind of unholy burial tomb. The faded red colored walls are carved in base relief of evil-looking dwarves cavorting with demons and engaged in all manner of vile acts. A heavy stone sarcophagus rests in the center of the walls depravity, carved with like symbols of wickedness and the dwarven name "Thormingul."

The heavy stone lid of the sarcophagus weighs 1000 pounds. Inside are three hungry Devil Head demons that will fly out with loud Shrieks.

When this happens, the Specter of Thormingul the dwarf will fly out of the west wall to attack, followed one round later by the Wraith from (area 8 – presuming it wasn't already destroyed).

Devil Head (3 Extras)

Abilities

Str 1; Agi 3; Con 2; Int 1; Wis 1; Pre 1; Vitality (0) 9; Wounds (-2) 7

Saves

React 10; Endure 7; Will 6

Movement

Init 9; Move 20 ft Flight (Run 40)

Attacks

Head Butt 11/-2S; Bite 11/1L + Poison (Roll; Cursed Wound/Crippling Pain (none on Crit); Shriek 1/day

Combat Skills

Dodge 10 (4); Feint 9 (5); Target 4; Unarmed 11 (5)

All Other Skills

Appraise 7 (3); Bluff 10 (8-2); Conceal 9 (5); Diplomacy 2 (-2); Disguise 4; Escape 11 (5); Gamble 4; Gather Info 0 (-4); General Knowledge 4; Hide 15 (5+4); Intimidate 6 (+2); Listen 9 (3+2); Move Silently 9 (3); Occult Sciences 7 (3); Ride 6; Search 4; Sense Motive 4; Spot 8 (3+1); Swim 4; Taunt 12 (8); Treat Injury 4

Edges

Mobility; Poisonous; Surprise Strike; Acute Hearing; Acute Vision; Alert; Darkvision; Flight; Immunities (aging, disease, fatigue, pain (nausea only), starvation); Lightning Reflexes; Quick Healing; Spirit Sight

Flaws

Malevolent; Small

Equipment Normal Load 10; Encumbered 20; Limit 30; Drag 120

None

Notes

Poison (Roll; Cursed Wound/ Crippling Pain (none on Crit): The bite of a Devil Head can cause a Cursed Wound that inflicts a -4 Penalty to All Rolls (does not stack with Wound Modifier) due to crippling pain (-2 Penalty to those with the High Pain Threshold Edge) and cannot be healed, except by the Heal spell or a Suppress Toxins spell directly following a Dispel Magic cast on the wound. Those who resist the poison do not receive a Cursed Wound but still suffer the -4 Penalty to All Rolls due to excruciating pain, until the wound heals or a suppress Toxins spell is cast.

Shriek: 1/day the Devil Head can let out a terrifying Shriek. All those within a 50' radius (excluding other Devil Heads) must make a Willpower Save or be Stunned and then Panicked. Those who make the Save become Shaken, while those who make the Save with an Extra Success or Crit remain unaffected. A Botch on the Save means the character is Paralyzed By Fear, temporarily losing all Strength and able to do nothing more than lie unmoving, barely able to speak. Although unable to move, a Paralyzed Character may still use purely mental based powers if he has them. Paralyzed Characters are considered Helpless. After one minute, the Character can make an Endurance Save each round to recover from this type of Temporarily Paralysis (with a +1 bonus each additional round until he succeeds). The Paralyzed By Fear Condition lasts until the situation that caused it is resolved.

Specter

Abilities

Str --; Agi 9; Con 8; Int 6; Wis 6; Pre 6; Vitality (0) 29;
Wounds (-2) 18

Saves

React 14; Endure 13; Will 13; Luck 3; Surge 6

Movement

Init 24; Move 30 ft Flight (Run 0)

Attacks

Enervating Touch 15/Energy Drain (Roll; Fatigue/Zero);
Terrifying Presence 3/day; Spells

Combat Skills

Dodge 12; Feint 9; Target 12 (3); Unarmed 15 (3)

All Other Skills

Appraise 13 (4); Bluff 10 (3-2); Conceal 9; Diplomacy 10 (3-2);
Gamble 9; Gather Info 5 (-4); General Knowledge 12 (3);
Hide (when manifested) 19 (3+4); Historical Sciences 15 (6);
Intimidate 18 (7+2); Interrogation 12 (3); Listen 14 (4+1);
Move Silently 26 (6+8); Occult Sciences 14 (3+2); Search 13 (4);
Sense Motive 13 (3+1); Spot 14 (4+1); Taunt 9

Edges

Blind Fight; Extraordinary Attack (enervating touch);
Extraordinary Power (terrifying presence); Flight; Ghostly (when manifested);
Heroic Surge; Indomitable Spirit; Manifest; Mobility; Priest; Rapid Strike;
Spirit Cutting; Spirit Sight; Telepathy; Threat Assessment; Alert; Combat Reflexes;
Darkvision; Hard to Kill; Immunities (aging, disease, fatigue, fear, normal physical damage, pain, poison, pressure, radiation, starvation, suffocation);
Internal Compass; Iron Will; Skill Focus (occult sciences); Spirited; Time Sense; Toughness; Translucent (when manifested)

Spells and Powers

Holy Spells* (Restore Vitality 5; Suppress Toxins 5; Close Wounds 10; Food & Water 10; Wildcard 10; Familiar 8♣; Heal 13♣; Elemental 18♣; Regeneration 18♣)

Universal Spells: (Messenger 5; Read Minds 10; Shield 10; Magic Ward 8♣; Precipitation 8♣; Temperature 8♣; Unbreakable 8♣; Wind 8♣; Dispel Magic 13♣; Disaster 18♣; Weather Set 18♣)

Unholy Spells: (Fatigue 5; Weaken 5; Corrosive Touch 10; Drain Vitality 8♣; Imp 8♣; Demon 13♣; Poison 13♣; Zombie 13♣; Whither 18♣)

Flaws

Incorporeal; Malevolent; Susceptible (Pushover Flaw while in daylight);
Susceptible (silver can physically harm Specters); Unnatural Aura; Vengeful

Equipment Normal Load 0; Encumbered 0; Limit 0; Drag 0
None

Notes

- *Must spend a Surge Point to complete a Holy spell (after it is successfully rolled)
- A Point of Surge can be spent to allow a Specter to 'Throw' some object at someone, using his Target skill in place of Throw. Use Improvised Weapons As STR 6 and weight 150/300/450
- A point of Surge can be spent to allow a Specter to enter a Magic Ward, where once across the boundary, he is free to act as normal.

Terrifying Presence: 3/day the Specter can radiate a terrifying presence. All those within a 50' radius (excluding other Undead) must make a Willpower Save or be Stunned and then Panicked. Those who make the Save become Shaken, while those who make the Save with an Extra Success or Crit remain unaffected. A Botch on the Save means the character is Paralyzed By Fear, temporarily losing all Strength and able to do nothing more than lie unmoving, barely able to speak. Although unable to move, a Paralyzed Character may still use purely mental based powers if he has them. Paralyzed Characters are considered Helpless. After one minute, the Character can make an Endurance Save each round to recover from this type of Temporarily Paralysis (with a +1 bonus each additional round until he succeeds). The Paralyzed By Fear Condition lasts until the situation that caused it is resolved.

Unnatural Aura: Animals detect the spector's presence within 30 feet. Normal animals will panic in its presence.

Specters are tied to a specific site. They are Immortal and reform at their focal point after 13 days, unless the focal point is destroyed and Exorcized by a Priest casting a Dispel Magic on the ruins. The focal point of this particular Specter is the sarcophagus in area 10.

Anyone killed by a Specter immediately becomes a Wraith under its control until the Specter is killed, at which point the Wraith is freed. At that point, the Wraith can make a Willpower Save to become a Ghost, otherwise it will remain a Wraith until destroyed.

Wraith

Abilities

Str --; Agi 5; Con 7; Int 4; Wis 4; Pre 4; Vitality (0) 26;
Wounds (-2) 17

Saves

React 10; Endure 12; Will 9; Luck 3; Surge 3

Movement

Init 18; Move 30 ft Flight (Run 0)

Attacks

Enervating Touch 12/Energy Drain (Roll; Fatigue/Zero);
Terrifying Presence 1/day

Combat Skills

Dodge 13 (5); Feint 10 (3); Target 10 (3); Unarmed 12 (4)

All Other Skills

Appraise 10 (3); Bluff 5 (-2); Conceal 7; Diplomacy 5 (-2);
Disguise 7; Gamble 7; Gather Info 3 (-4); General Knowledge 7;
Hide (when manifested) 17 (5+4); Intimidate 14 (5+2);
Listen 13 (5+1); Move Silently 21 (5+8); Search 10 (3); Sense Motive 10 (3); Spot 13 (5+1); Taunt 7

Edges

Blind Fight; Extraordinary Attack (enervating touch);
Extraordinary Power (terrifying presence); Flight; Ghostly (when manifested);
Indomitable Spirit; Manifest; Mobility; Rapid Strike; Spirit Sight; Telepathy; Alert; Combat Reflexes;
Darkvision; Hard to Kill; Immunities (aging, disease, fatigue, fear, normal physical damage, pain, poison, pressure, radiation, starvation, suffocation);
Internal Compass; Iron Will; Time Sense; Toughness; Translucent (when manifested)

Flaws

Animal Antipathy; Incorporeal; Malevolent; Obligation (slave to Specter that spawned it); Susceptible (cannot Manifest in daylight); Susceptible (silver can physically harm Wraiths); Susceptible (Dispel Magic sends them back into their focus for seven days); Vengeful

Equipment Normal Load 0; Encumbered 0; Limit 0; Drag 0
None

Notes

- A Point of Surge can be spent to allow a Wraith to 'Throw' some object at someone, using his Target skill in place of Throw. Use Improvised Weapons As STR 6 and weight 150/300/450

Terrifying Presence: 1/day the Wraith can radiate a terrifying presence. All those within a 50' radius (excluding other Undead) must make a Willpower Save or be Stunned and then Panicked. Those who make the Save become Shaken, while those who make the Save with an Extra Success or Crit remain unaffected. A Botch on the Save means the character is Paralyzed By Fear, temporarily losing all Strength and able to do nothing more than lie unmoving, barely able to speak. Although unable to move, a Paralyzed Character may still use purely mental based powers if he has them. Paralyzed Characters are considered Helpless. After one minute, the Character can make an Endurance Save each round to recover from this type of Temporarily Paralysis (with a +1 bonus each additional round until he succeeds). The Paralyzed By Fear Condition lasts until the situation that caused it is resolved.

Wraiths are tied to a specific site (usually their corpse or the place where they were killed). They can be destroyed by 'killing' them, or if their focal point is destroyed and Exorcized by a Priest casting a Dispel Magic on the ruins. The focal point of this particular Wraith is the corpse in area 8.

Wraiths cannot enter a Magic Ward. They cannot be destroyed by Dispel Magic however. Instead, Dispel Magic forces them back into their focus for seven days, during which time they cannot Manifest.

10. True Tomb: This secret tomb is the final place of 'unrest' for the wicked dwarf lord Thormingul. It is remarkably plain compared to the outer chamber; graced with neither carvings nor color. A single heavy stone sarcophagus rests in the center of the chamber, also plain in appearance, except for ten white emeralds that line its lid (1 Riches).

Inside are the ashen remains of the dwarf lord Thormingul and the treasures he jealously took with him to the grave. It includes:

200 dwarven mithril coins (2 Assets).

Centipede Boots

A pair of black leather boots with stylized bronze centipede clasps. Doubles Movement Speed and grants

Spider Climbing for the duration of a Scene, but causes a level of Fatigue.

Cloak of the Shadow Guardian

The Cloak of the Shadow Guardian is a glossy black cloak of fine silk. With a snap of the fingers and a thought, the cloak evaporates into cloying black smoke that envelopes and obscures the wearer, giving Partial Concealment and a +8 bonus to Hide rolls in dark or shadowy places. However, using the cloak temporarily imbues the wearer with a Susceptibility to sunlight for twelve hours, causing 1 point of damage per minute of exposure.

Quicksilver Ring

A strange liquid silver ring that magically holds its shape; the Quicksilver Ring allows the user to automatically succeed at all Escape rolls and prevents him from being Choked, Held, or Pinned. In addition, it grants the user an extra Defensive Action each Round. A Luck Point must be attuned to the ring to power it and allow its use. Attuned Luck Points are considered spent, but come back at the normal rate upon being un-attuned.

The Plunder of Earth

The Plunder of Earth is a strange stone tablet written in ancient dwarven that appears to deal with the increase of one's strength that can be gained by stealing energy from the Earth. Following the ritual requires a human sacrifice, costs 12 Points of Psychosis, and imbues the Malevolent Flaw, but also grants the user a permanent strength increase of +4. Unfortunately, using the tablet also gains the attention of the Naga, who will immediately send an Earth Elemental to punish (kill) the offender. Should the transgressor defeat the Elemental, another will be sent at the beginning of each new month for the rest of his natural lifespan.

Thormingul's Adamantine Shell

A suit of gloss black great armor trimmed in red enamel and studded with viciously sharp black dragon teeth. Thormingul's Adamantine Shell grants an Armor Value of 14/-4/-2 and causes a flat 3L damage to anyone attempting to grapple with the wearer each round. Unfortunately, the armor is cursed by the jealousy of Thormingul himself, and any successful attack against the wearer of 10 or higher is considered a Crit.

Demon Flail

A 5 foot blue iron rod, from which hangs two iron-filled demon skulls, suspended on 4 foot sections of heavy barbed chain. The Demon Flail has the Spirit Cutting quality and does 1.5 times the X-Damage vs. living targets. Unfortunately the demon skulls also weep a trickle of foul-smelling blood continually, spawning

flies, and imposing the Malevolent Flaw so long as it is owned.

Das Fang

An ornate crossbow inlaid with mother of pearl, but missing its winding mechanism and string. A tap on the side of the crossbow with two fingers causes one of the wielder's crossbow bolts to disappear from its quarrel and appear loaded in the crossbow itself a split second before firing. The crossbow can be fired as many times per round as the wielder has Attack Actions to spend on it. Trapped inside the crossbow is an Imp that powers the magic of the bow. Every once in a while though, (on a Botch) the Imp puts a crossbow bolt in backwards so that it fires back into the face of the wielder – who if he fails to Dodge (as a Free Action) his own Ranged Attack, takes the damage directly to his Wound Points (Armor still applies).

11. Secret Exit: 400 yards to the west of the Dwarven Stronghold is an extremely well-hidden Secret Door (MTN 15 or Crit Search roll), set in a natural fissure along a stony ridge. The door is barred from the inside

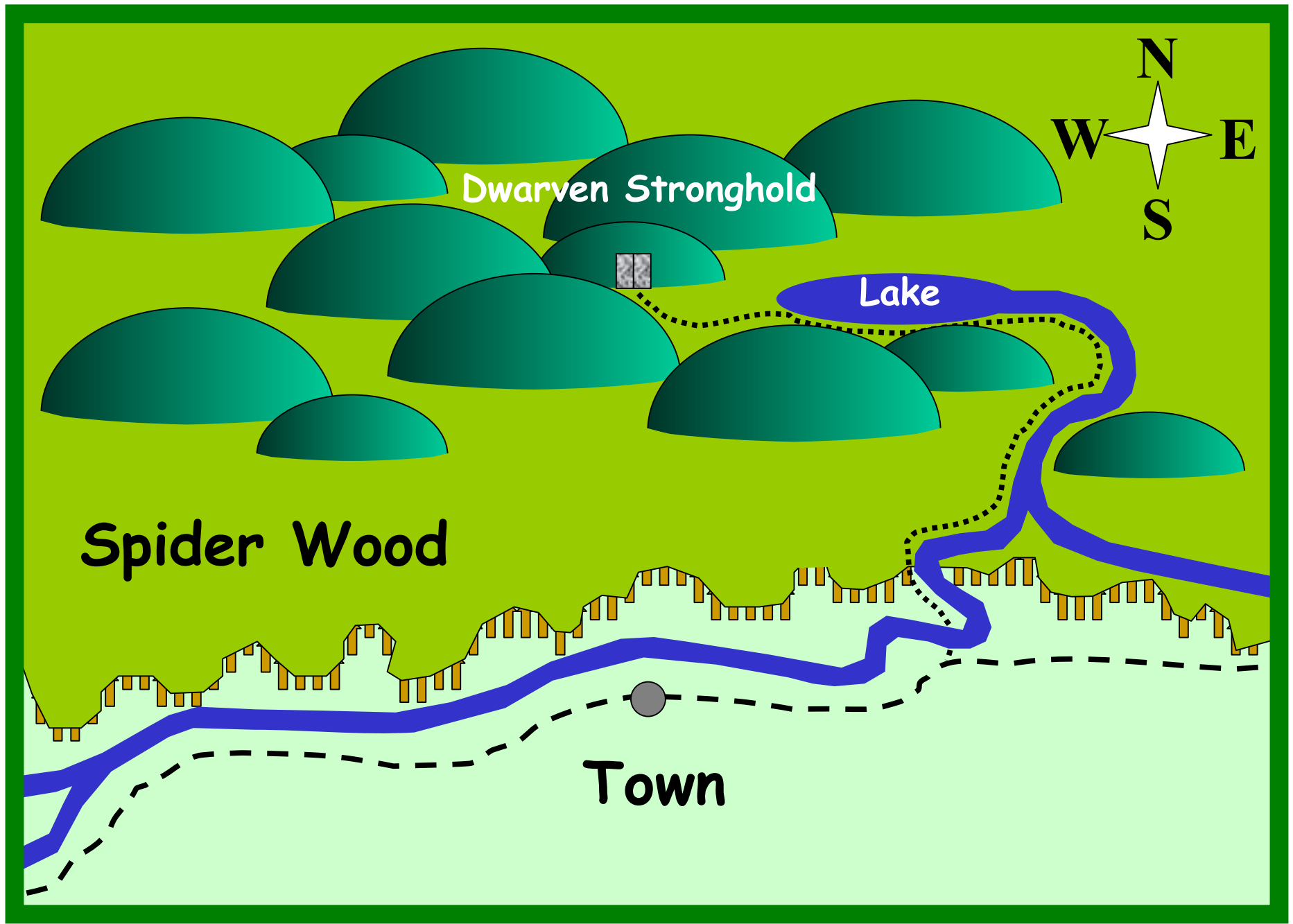
(Hardness 15/Structure 20) and leads into a ten-foot wide, five-foot high, stone tunnel leading all the way to (Area 3). A 15 Ft high shaft and a set of iron rungs leads up to the underside of the 3000 pound stone burial slab that blocks the entrance from above. If the characters can manage the weight, they can enter the Dwarven Stronghold through here.

Another extremely well-hidden Secret Door (MTN 15 or Crit Search roll) is set along the south side of the long tunnel running between (area 3) and (area 11). It opens into a five by five foot high tunnel running south and then east, coming up under the circular trap door of thick stone in area 7 (Hardness 15/Structure 20).

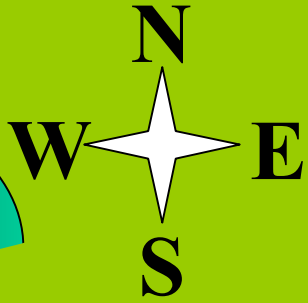
End: The PCs should consider Slyde McBlade's warnings about returning to lord du Port. Those that do will be ambushed along the way by a party of lord du Port's elite personal guard. Even with the fabled treasure of the dwarven stronghold, it will be a hard fight to escape these highly trained, merciless fighters – but that is another adventure...

Appendix Storage Inventory

Arrows	200	Grapples	6
Breastplate	1	Hammers	3
Bow	1	Handcarts	2
Chainmail Armor	1	Iron Pots	2
Crossbow Bolts	100	Iron Spikes	36
Crossbows	3	Ladder 10'	1
Great Axes	2	Lanterns	3
Leather Armor	6	Large Kettle	1
Spears	8	Locks, Average	6
Shields	4	Manacles	1
Swords	20	Mirror	1
		Oil Casks	6
Animal Feed	240 days	Oil Lamps	24
Backpacks	12	Pick Axe	1
Barrels	20	Rations	100
Bedrolls	8	Rope, 100' Lengths	5
Block and Tackle	1	Sacks	30
Buckets	3	Saddles	12
Candles	150	Shovel	1
Canvas Tarps	12	Sledge	1
Chain, 50' Lengths	4	Tent	1
Chests	6	Torches	250
Crowbar	1		



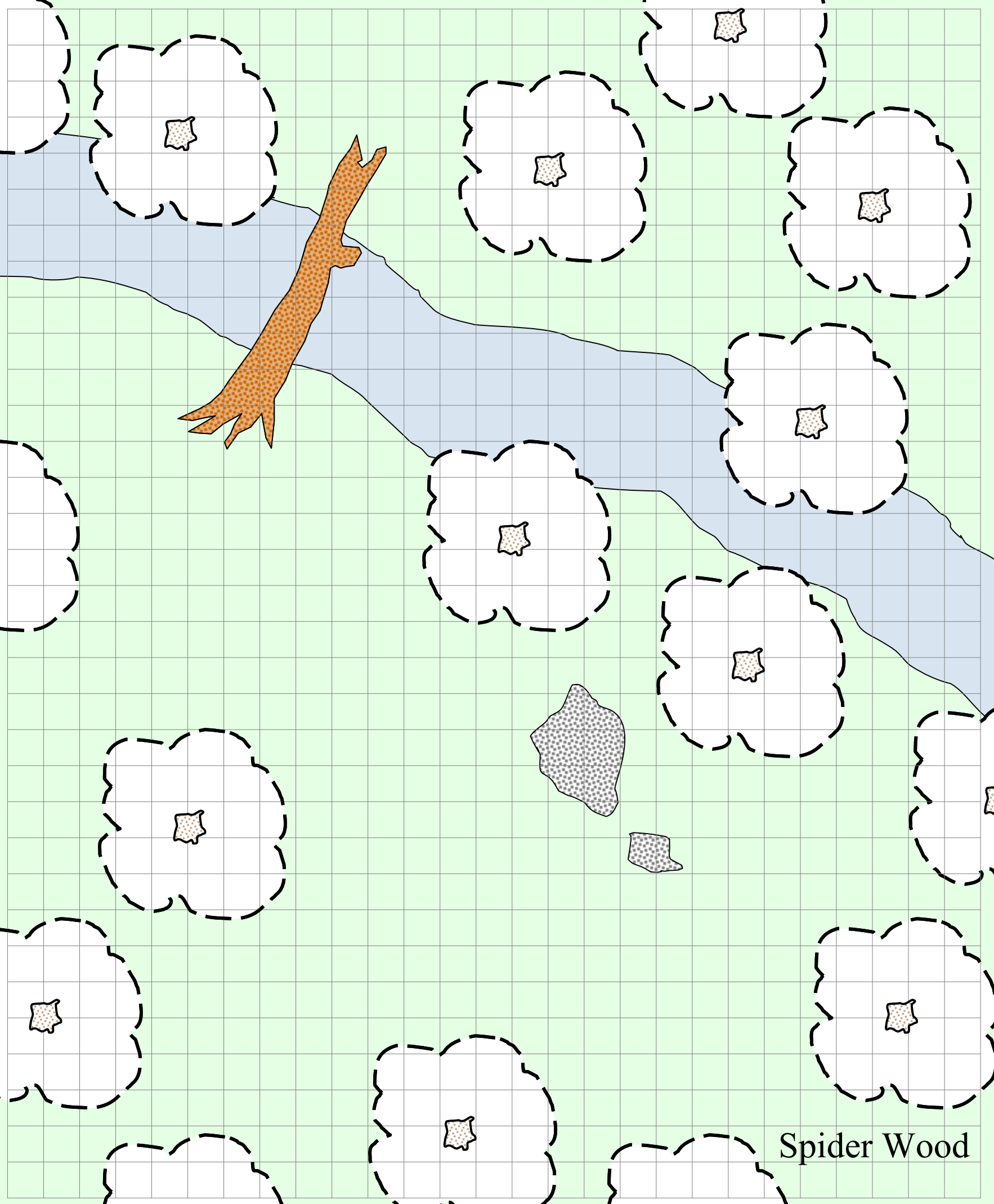
Dwarven Stronghold



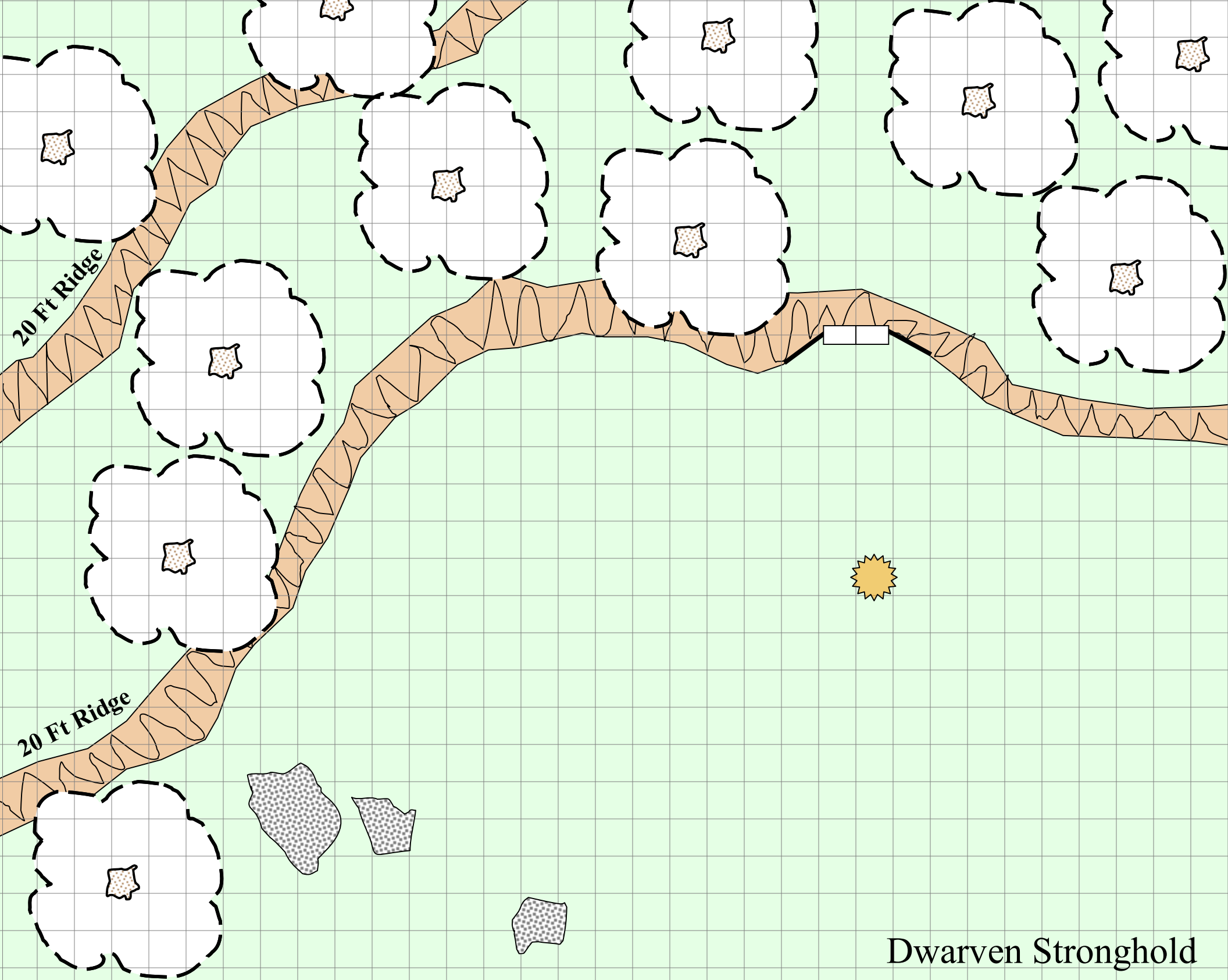
Lake

Spider Wood

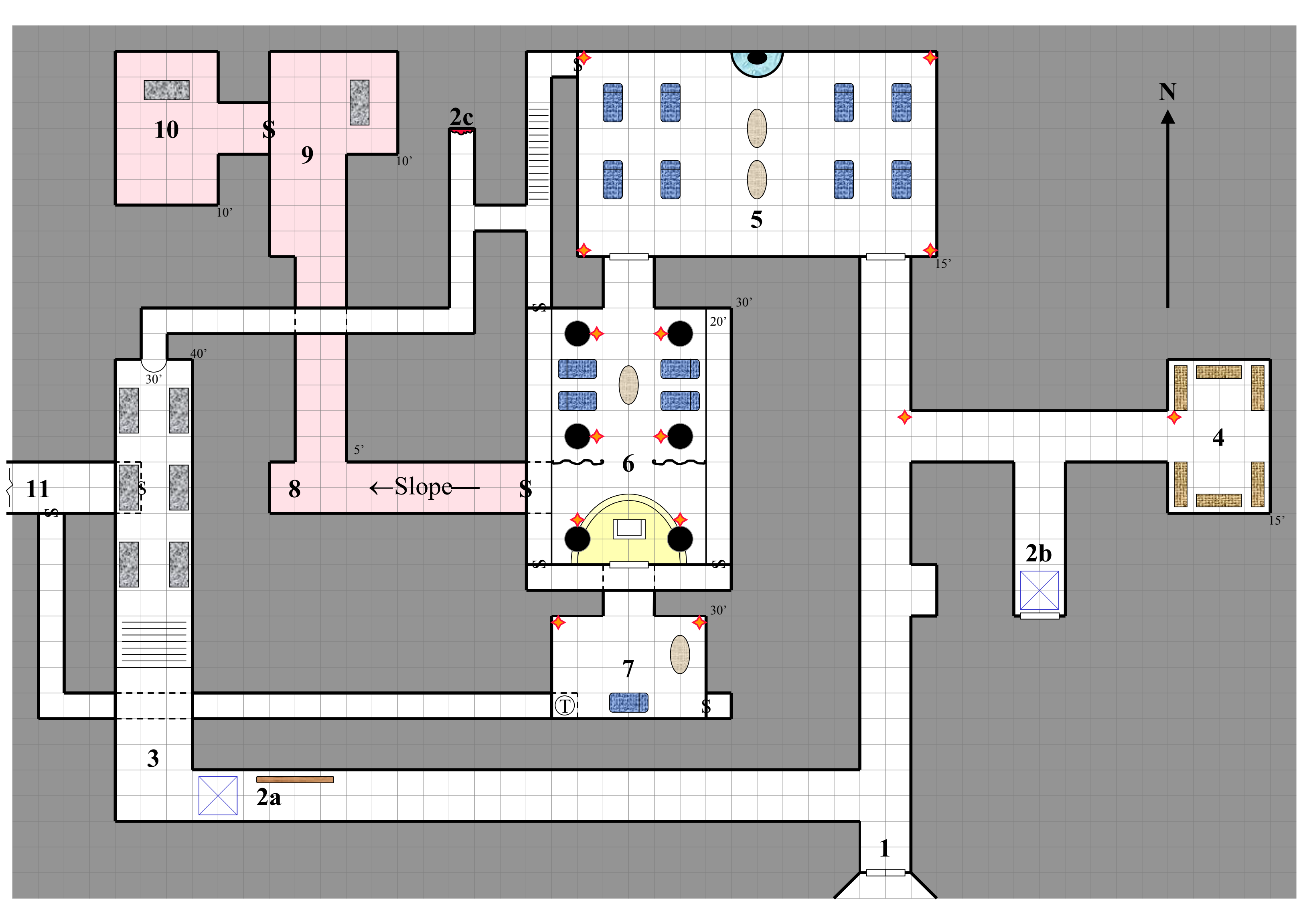
Town



Spider Wood



Dwarven Stronghold



Aurora

100 XP Female Half Elf Sorceress

Abilities

Str 2; Agi 3; Con 4; Int 5; Wis 3; Pre 3;
Vitality (0) 24; Wounds (-2) 14 (Armor 7)

Saves

React 8; Endure 9; Will 8; Luck ~~7~~ 5;
Surge 5

Psychosis 4

Movement

Init 11; Move 30 ft (Run 60)

Attacks

Unarmed Strike 9/2S; Fighting Fans
8/2L~S; Sword 9/5L; Dagger 9/4L; Fire
Oil 8/6L♠ A5'r/30x ft (12)

Combat Skills

Dodge 15 (5+4); *Parry* 10; Feint 6; Grapple
5; Melee 9 (3); Ranged 9 (3); Target 11 (3);
Throw 9 (3); Unarmed 9 (3)

All Other Skills

Appraise 14 (5+1); Artistry 9 (3); Balance 6;
Bluff 7 (+1); Climb (7.5') 5; Conceal 6;
Diplomacy 11 (4+1); Disguise 6; Earth
Sciences 10 (2); Escape 6; Gamble 7 (1);
Gather Information 10 (3+1); General
Knowledge 12 (3+1); Hide 9 (3); Historical
Sciences 11 (3); Intimidate 10 (4); Jump
(10'1/2'h) 5; Listen 9 (3); Move Silently 9
(3); **Occult Sciences** 17 (5+4); Ride 4 (-2);
Search 16 (5+3); Sense Motive 9 (3); Spot
10 (3+1); Swim (7.5') 5; Taunt 6; Treat
Injury 6

Edges

Evasion; Hexslinger; Mastered Spell
(lightning bolt); Sensitive; Spirit Sight;
Academic (occult sciences); *Acute Vision*; Agile;
Alchemist's Lab; *Charismatic*; *Half Elf*; Hard to
Kill; Hexslinger Sphere Focus x6 (Artisan,
Energy, Legacy, Levitation, Life, Protection);
Lucky; Skill Focus (dodge); Skill Focus (occult
sciences); Skill Focus (search); Thorough;
Toughness; Well Informed

Spells and Powers

Spells: (Spiff 5, Repair 10, Fortify 8♠,
Enhance 13♠, Make Whole 18♠); (Stunning
Grasp 5, Static Shock 8♠, Crackling Aura
8♠, Plasma Burst 13♠, Lightning Bolt 18♠);
(Scroll 5, Potion 10, Tattoo 8♠, Talisman
13♠, Artifact 18♠); (Light Touch 10, Heavy
Hand 8♠, Flight 8♠, Deflection 13♠, Fling
18♠); (Restore Vitality 5, Suppress Toxins
5, Close Wounds 10, Heal 13♠,
Regeneration 18♠); (Shield 10,
Unbreakable 8♠, Magic Ward 8♠, Dispel
Magic 13♠, Reflect Magic 13♠)

Flaws

Allergies; Clean Freak; *Enemy (elves)*;
Soft

Resources

Pittances (20); Goods (10); Assets (40);
Riches ()

Equipment *Normal Load 25; Encumbered
50; Limit 75; Drag 300*

Scholar's Attire; Permit to Carry Arms;
Mesh Armor; Fighting Fans; Sword;
Artifact Dagger (Whither 1/day); Artifact
Medallion (Fireball 1/day); Talisman Key
(Fortify (5)); Talisman Sharpening Stone
(Enhance (5)); Legacy Tattoo (Initiative);
Fire Oil; Alchemist's Lab; Scholar's Case
(chalks, hourglass, inks, magnifying glass,
merchant's scale, mirror, paper, pens, scrolls,
scroll tubes, waterproof case); Travel Pack
(backpack, bedroll, candles, lantern, rations,
tent, tinderbox)

Notes

none

Magnus

100 XP Male Human Mercenary

Abilities

Str 4; Agi 4; Con 4; Int 2; Wis 3; Pre 3;
Vitality (0) 26; Wounds (-2) 14 (Armor 12)

Saves

React 9; Endure 9; Will 8; Luck 3; Surge
5/5

Psychosis 2

Movement

Init 13; Move 30 ft (Run 120)

Attacks

Unarmed Strike 10/4S; Grapple Moves;
Sword 16/7L; Dagger 16/6L; Spears
11/7L♠/50x ft (6)

Combat Skills

Dodge 11 (4); *Parry* 16; Feint 6; Grapple
10 (3); Melee 16 (5+3); Ranged 10 (3);
Target 8 (3); Throw 11 (4); Unarmed 10 (3)

All Other Skills

Balance 9 (2); Bluff 9 (3); Climb (7.5') 11
(3+1); Conceal 9 (3); Construction 6 (1);
Diplomacy 9 (3); Disguise 6; Escape 7;
Gamble 9 (3); Gather Information 6;
General Knowledge 5; Handle Animal 7 (1);
Hide 10 (3); Intimidate 11 (4); Jump
(20'/4'h) 11 (3+1); Listen 9 (3); Move
Silently 10 (3); Ride 8 (1); Search 8 (3);
Sense Motive 9 (3); Spot 9 (3); Streetwise
9 (3); Survival 9 (3); Swim (7.5') 9 (1+1);
Taunt 10 (4); Track 9 (3); Treat Injury 9 (3);
Weaponsmith 9 (4)

Edges

Born Leader; Martial Throw; Power
Attack; Quick Draw; Rapid Strike; Savage
Blow; Weapons Master; Athletic; Combat
Reflexes; Hard to Kill; Quick Healing; Skill
Focus (melee); Spirited; Toughness; Weapon
Specialist

Flaws

Code of Conduct (don't harm women or
children); Heroic; Mistaken Identity

Resources

Pittances (20); Goods (25); Assets (10);
Riches ()

Equipment *Normal Load 75; Encumbered
150; Limit 225; Drag 900*

Ranger Camouflage; Permit to Carry
Arms; Plate and Chain Armor; Shield;
Sword; Dagger; Spears; Legacy Tattoo
(Heal); Legacy Tattoo (Initiative); Travel
Pack (backpack, bedroll, candles, lantern,
rations, tent, tinderbox)

Notes

none

Flint

100 XP Male Human Ranger

Abilities

Str 4; Agi 3; Con 4; Int 2; Wis 4; Pre 3;
Vitality (0) 27; Wounds (-2) 14 (Armor 8)

Saves

React 8; Endure 9; Will 9; Luck 4; Surge 4
Psychosis 2

Movement

Init 10; Move 30 ft (Run 120)

Attacks

Unarmed Strike 9/4S; Grapple Moves;
Flail 7/7SL; Dagger 9/6L; Great Bow
14/7L♠/400 ft (36)

Combat Skills

Dodge 10 (4); *Parry* 9; Feint 6; Grapple 7;
Melee 9 (3); Ranged 14 (5+3); Target 5;
Throw 9 (3); Unarmed 9 (3)

All Other Skills

Balance 9 (3); Bluff 4 (-2); Climb (7.5') 11
(3+1); Conceal 10 (3); Construction 7 (2);
Diplomacy 4 (-2); Disguise 7; Earth
Sciences 8 (3); Escape 8 (2); Gamble 9 (2);
Gather Information 7 (3-2); General
Knowledge 5; Handle Animal 10 (3+1); Hide
12 (5+1); Interrogate 10 (3); Intimidate 10
(3); Jump (20'/4'h) 11 (3+1); Listen 12 (4+1);
Move Silently 12 (5+1); Ride 8 (1+1); Search
8 (3); Sense Motive 10 (2+1); Spot 12 (4+1);
Survival 13 (5+1); Swim (7.5') 9 (1+1); Taunt
9 (3); Track 12 (5); Treat Injury 10 (3)

Edges

Bull's Eye; Quick Draw; Rapid Shot;
Sharpshooter; Uncanny Shot; Alert;
Athletic; Hard to Kill; Lucky; Marksman;
Rugged; Skill Focus (ranged); Spirited;
Stealthy; Toughness

Flaws

Cocky; Outlaw; Uncouth

Resources

Pittances (20); Goods (25); Assets (20);
Riches ()

Equipment *Normal Load 75; Encumbered
150; Limit 225; Drag 900*

Ranger Camouflage; Breastplate Armor;
Buckler; Flail; Dagger; Great Bow; Legacy
Tattoo (Heal); Healer's Kit; Ranger's Kit
(canvas tarp 10x10ft, lantern-shuttered, net,
rope 100 ft, signal whistle, spyglass, steel-
jawed traps); Travel Pack (backpack,
bedroll, candles, lantern, rations, tent,
tinderbox)

Notes

none

Raven

100 XP Female Human Priestess

Abilities

Str 3; Agi 4; Con 3; Int 3; Wis 5; Pre 4;
Vitality (0) 26; Wounds (-2) 13 (Armor 10)

Saves

React 9; Endure 8; Will 12; Luck 3; Surge 3

Psychosis 2

Movement

Init 16; Move 30 ft (Run 90)

Attacks

Unarmed Strike 14/3S~L; Grapple Moves;
Naginata 8/7L; Dagger 10/5L; Bow
10/6L/300x ft (24)

Combat Skills

Dodge 13 (5+1); Parry 10; Feint 7; Grapple
9 (3); Melee 10 (3); Ranged 10 (3); Target
6; Throw 7; Unarmed 14 (5+2)

All Other Skills

Appraise 9 (3); Artistry 11 (3); Balance 11
(3+1); Bluff 4 (-3); Climb (7.5') 6; Conceal 8;
Diplomacy 12 (4+1); Disguise 8; Escape 8
(+1); Gamble 8; Gather Information 11
(3+1); General Knowledge 6; Hide 10 (3);
Intimidate 7; Jump (15'l/3'h) 6; Listen 11
(3); Move Silently 10 (3); **Occult Sciences**
11 (5); Political Sciences 7 (1); Ride 7;
Search 9 (3); Sense Motive 12 (4); Social
Sciences 9 (3); Spot 11 (3); Swim (7.5') 6;
Taunt 7; Treat Injury 13 (5); Tumble 13
(5+1)

Edges

Death Touch; Evasion; Holy Symbol;
Indomitable Spirit; Martial Arts Master;
Martial Throw; Priestess (Ancestor
Worshiper); Rapid Strike; Sensitive; Spirit
Sight; Stunning Attack; Uncanny Dodge;
Acrobatic; Agile; Charismatic; Combat
Reflexes; Hard to Kill; Iron will; Martial Artist;
Skill Focus (unarmed); Toughness

Spells and Powers

Holy Spells: (Restore Vitality 5, Suppress
Toxins 5, Close Wounds 10, Food & Water
10, Wildcard 10, Familiar 8♣, Heal 13♣,
Elemental 18♣, Regeneration 18♣)

Universal Spells: (Messenger 5, Read
Minds 10, Shield 10, Magic Ward 8♣,
Precipitation 8♣, Temperature 8♣,
Unbreakable 8♣, Wind 8♣, Dispel Magic
13♣, Disaster 18♣, Weather Set 18♣)

Unholy Spells*: (Fatigue 5, Weaken 5,
Corrosive Touch 10, Drain Vitality 8♣, Imp
8♣, Demon 13♣, Poison 13♣, Zombie 13♣,
Whither 18♣)

Flaws

Heroic; Rotten Liar; Squeamish

Resources

Pittances (20); Goods (30); Assets (20);
Riches ()

Equipment *Normal Load 50; Encumbered
100; Limit 150; Drag 600*

Scholar's Attire; Permit to Carry Arms;
Breastplate Armor; Buckler; Naginata;
Dagger; Bow; Holy Symbol; Potion
(Haste); Healer's Kit; Scholar's Case
(chalks, hourglass, inks, magnifying glass,
merchant's scale, mirror, paper, pens, scrolls,
scroll tubes, waterproof case); Travel Pack
(backpack, bedroll, candles, lantern, rations,
tent, tinderbox)

Notes

*Good Priests must spend a Surge Point
to complete an Unholy spell (after it is
successfully rolled) and gain +1 point of
Psychosis each time they do so.

Accelic

100 XP Male Fox Kin Feng-Shui Master

Abilities

Str 2; Agi 4; Con 2; Int 3; Wis 5; Pre 4;
Vitality (0) 24; Wounds (-2) 12 (Armor 7)

Saves

React 11; Endure 7; Will 10; Luck 9;
Surge 3

Psychosis 0

Movement

Init 16; Move 30 ft (Run 60)

Attacks

Unarmed Strike or Bite 8/2S~L; Foil
11/4L; Dagger 10/4L; Repeating
Crossbow 12/7L/200 ft (12 x3)

Combat Skills

Dodge 13 (5+1); *Parry* 11; Feint 7; Grapple
5; Melee 10 (3); Ranged 13 (5+1); Target 6;
Throw 8 (1); Unarmed 8 (1)

All Other Skills

Appraise 10 (4); Balance 7; Bluff 13 (5+1);
Climb (7.5') 5; Conceal 8; Diplomacy 8
(+1); Disable Device 11 (5); Disguise 8;
Earth Sciences 8 (2); Escape 10 (3);
Forgery 9 (5-2); Gamble 13 (5); Gather
Information 11 (3+1); General Knowledge
6; Hide 17 (5+5); Intimidate 9 (2); Jump
(10'1/2'h) 1 (-4); Listen 12 (3+1); Move
Silently 13 (5+1); Open Locks 12 (5); Ride
7; Search 7 (3-2); Sense Motive 12 (3+1);
Spot 12 (3+1); Streetwise 11 (3); Swim
(7.5') 5; Taunt 10 (3); Treat Injury 8

Edges

Chosen One; Evasion; Feng-Shui Master;
Grim Reaper; *Mobility*; Quick Draw; Rapid
Shot; Uncanny Shot; Agile; Alert;
Charismatic; *Fast*; Feng-Shui Powers (x5);
Fox Kin; Hard to Kill; Lucky; Marksman;
Sniper; Stealthy; Toughness

Feng-Shui Powers

Read Aura; Danger Sense; Divine
Location; Alter Chance; Harmony

Flaws

Big Spender; Compulsive Gambler;
Distracted; *Small*

Resources

Pittances (20); Goods (25); Assets (20);
Riches (1)

Equipment *Normal Load 25; Encumbered
50; Limit 75; Drag 300*

Scholar's Attire; Constable's Title; Mesh
Armor; Buckler; Foil; Dagger; Repeating
Crossbow; Lopan; Gatestone; Legacy
Tattoo (Heal); Thief's Kit (caltrops, crowbar,
cutters, grapple, lantern-shuttered, lock picks,
rope); Travel Pack (backpack, bedroll,
candles, lantern, rations, tent, tinderbox)

Notes

Caltrops cover up to four 5x5 Ft square
areas and force a 5 ft per round
Movement through them (or) jumping
over them (or) a Reflex Save to avoid
taking the X-Dmg of a failure, plus Bum
Leg Flaw on a Botch.

Sledge

100 XP Male Dwarf Savage

Abilities

Str 5; Agi 4; Con 5; Int 2; Wis 2; Pre 2;
Vitality (0) 27; Wounds (-2) 18 (Armor 10)

Saves

React 9; Endure 11; Will 7; Luck 3; Surge 5

Psychosis 6

Movement

Init 13; Move 25 ft (Run 125)

Attacks

Unarmed Strike 12/5S; Grapple Moves;
Great Hammer 12/9SL; Great Crossbow
10/12L♣/500 ft (12); Fire Oil 9/6L♣
A5'r/30x ft (6)

Combat Skills

Dodge 8 (1); *Parry* 15; Feint 5; Grapple 16
(5+3); Melee 15 (5+3); Ranged 10 (3); Target
5; Throw 10 (3); Unarmed 12 (4+1)

All Other Skills

Balance 7; Bluff 3 (-2); Climb (6') 11 (3);
Conceal 5; Construction 6 (1); Diplomacy 3
(-2); Disguise 5; Escape 7; Gamble 8 (3);
Gather Information 3 (-2); General
Knowledge 5; Handle Animal 8 (3); Hide 12
(3+2); Intimidate 15 (5+2); Jump (25'l/5'h) 7
(3-4); Listen 8 (3); Move Silently 10 (3); Ride
7; Search 8 (3); Sense Motive 5; Spot 8
(3); Survival 9 (4); Swim (6') 8; Taunt 9 (4);
Track 9 (4); Treat Injury 8 (3);
Weaponsmith 8 (3)

Edges

Berserker; Crushing Grapple; Grapple
Master; Heroic Surge; Martial Throw;
Power Attack; Rapid Strike; Savage Blow;
Weapons Master; Combat Reflexes;
Darkvision; *Dwarf*; Grappler; Hard to Kill;
Quick Healing; Scrapper; Skill Focus (grapple);
Skill Focus (intimidate); Skill Focus (melee);
Spirited; Toughness; Weapon Specialist

Flaws

Absent Minded; Hot Head; Savage; *Short*

Resources

Pittances (20); Goods (20); Assets (20);
Riches ()

Equipment *Normal Load 100; Encumbered
200; Limit 300; Drag 1200*

Ranger's Camouflage; Scale Armor;
Buckler; Great Hammer; Great Crossbow;
Fire Oil; Legacy Tattoo (Heal); Healer's
Kit; Ranger's Kit (canvas tarp 10x10ft,
lantern-shuttered, net, rope 100 ft, signal
whistle, spyglass, steel-jawed traps)

Notes

none

Aurora's Dynamic Edges

Evasion: The character can use the Full Defense Action (Defend + Defend) without spending Surge Points during combat.

Mastered Spell (lightning bolt): The Hexslinger can never suffer more than 2 points of Drain Damage (except on a Botch) when failing to cast the spell.

Sensitive: The character can feel the presence of supernatural energies when they are nearby, whether magic, demons, spirits, or psychic powers. Only the proximity of these energies are felt, but not their precise location or nature (unless the Sensitive happens to be touching the source at the time).

Spirit Sight: The character can see through the curtain that separates the realms, allowing him to notice any unmanifested spirits, demons, or oni within his line of sight.

Spell Descriptions

Spiff (Artisan; 5; I) Attack/Touch

The Spiff spell instantly cleans and polishes any one nonliving object or area that the Hexslinger touches; making it appear upkept and well cared for, but not actually affecting its normal wear and tear in any way.

Repair (Artisan; 10; I) Attack/Touch

Each casting of the Repair spell instantly restores a number of lost Armor, Hardness, Structure, or System Points, to any one nonliving object touched, equal to 10 (plus the X-Roll of the casting).

Fortify (Artisan; 8♣; 24 hours)

Attack/Touch

The Fortify spell allows the Hexslinger to improve the structural integrity of any one object touched, temporarily increasing its Structure Points by +10 and its Hardness or Armor Value by +2. Fortified objects revert back to normal after twenty-four hours, or if hit with Dispel Magic.

Enhance (Artisan; 13♣; 24 hours)

Attack/Touch

The Enhance spell temporarily changes the quality of any one nonliving object touched to that of a higher state and value. Any object Enhanced with this spell instantly doubles in value; and if it is a weapon, both its Accuracy and Damage are increased by +1; other Enhanced objects may or may not grant a +2 Bonus to their use as determined by the GM. Enhanced objects revert back to normal after twenty-four hours, or if hit with Dispel Magic.

Make Whole (Artisan; 18♣; Pmt)

The Make Whole spell instantly restores any broken or destroyed nonliving object (of any size) to the condition of its original construction. Some portion of the original object must remain and be within the Hexslinger's line of sight when the spell is cast, though that portion can be as little as single pinch of ash. Objects that are portable can be restored anywhere, but objects rooted to a specific location, such as a ruined building, must be remade where they once stood. When cast, the Make Whole spell consumes all the original pieces of the object in question, regardless of distance or location, and then reforms them into a new and completely whole version of the original object.

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**Stunning Grasp** (Energy; 5; I) Attack; Po

When cast, the Stunning Grasp spell charges the Hexslinger's touch with a powerful electric charge that Stuns on contact. Once contact with a victim is made, the energy is transferred and the spell ends – although a Hexslinger can hold the energy indefinitely until then. Touching a victim that is intentionally avoiding contact with the Hexslinger requires a normal Unarmed or Grapple Attack.

**Static Shock** (Energy; 8♣; Until Discharged)

With the Static Shock spell, the Hexslinger causes a powerful surge of static electricity to build up in any one metal object within his line of sight. The energy then remains in the object until a living creature comes within 10' of it, at which point the energy is discharged from the object to the creature, who takes 8L AP Damage (plus the X-Roll of the casting) and must make an Endurance Save or be Stunned.

If there are already living creatures within 10' of the object when the spell is cast, then the nearest creature not actually touching the object takes the shock. Any creature in physically contact with the object when the spell is cast is considered a part of the object and is not in danger of being hit by the energy, unless they break contact with the object before the energy is released.

**Crackling Aura** (Energy; 8♣; S) Partial Save; Po

The Crackling Aura spell surrounds the Hexslinger in a nimbus of arcing electrical energy that radiates 5' from his person. Anyone coming into this area takes a flat (no X-Roll) 4L AP Damage per round and

must make an Endurance Save or be Stunned.

**Plasma Burst** (Energy; 13♣; I) Partial Save

The Plasma Burst spell causes the air around the Hexslinger to spontaneously erupt in a chaotic burst of electrical energy, causing everything within 30' of the Hexslinger to take 10L AP Damage (plus the X-Roll of the casting) and to make an Endurance Save or be Stunned. In addition, a Plasma Burst will also fry any electronic equipment within the area of effect, except for that which is in physical contact with the Hexslinger at the moment the spell is cast.

**Lightning Bolt** (Energy; 18♣; I) Partial Save

The Lightning Bolt spell causes a devastating bolt of lightning to leap out from the caster at any target within 100'. As long as the Hexslinger has an uninterrupted line of sight to the target, the Lightning Bolt will hit (no Attack Roll required), doing 18L AP Damage (plus the X-Roll of the casting) and forcing an Endurance Save to avoid being Stunned.

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Scroll (Legacy; 5; Until Activated)

The Scroll spell allows the Hexslinger to store a single magic spell on a magical scroll, usable only by himself and other Hexslingers. To cast the Scroll spell, the Hexslinger must first gather the appropriate components using either his Alchemist's Lab edge or with the MTN 15/1m Availability roll. Once the components have been gathered, the Scroll spell can be cast, which takes a number of hours dependant upon the Drain of the spell to be set in the item.

Drain Casting Time

5 | 2 hours

10 | 4 hours

8♣ | 8 hours

13♣ | 16 hours

18♣ | 32 hours

If the Scroll spell is unsuccessfully cast, then the time is wasted and the Hexslinger must take the appropriate time over to try again. Once the Scroll spell has been successfully cast, the Scroll is then ready to receive a spell, but requires a successful casting of the spell in question on the first try, or the Scroll is ruined and the process must begin anew.

Further, once the spell has been set in the Scroll, the Hexslinger must spend a Luck Point to complete the process or the

Scroll will be a dud. Luck Points spent on the creation of Scrolls are not trapped within the Scrolls and return in the usual manner. Note that all spells stored in any Legacy Magic item take only a single Action to cast and require no roll vs. Drain. Once a Scroll has been read (the casting Action), its spell goes off and the scroll vanishes in a puff of smoke.

Potion (Legacy; 10; Until Activated)

The Potion spell allows the Hexslinger to store a single magic spell in a magical elixir, which can then be used by anyone who drinks the Potion. Note that only certain spells can be bottled with Legacy Magic as a Potion (as indicated in their spell notation with a 'Po'). To cast the Potion spell, the Hexslinger must first gather the appropriate components using either his Alchemist's Lab edge or with the MTN 15/1m Availability roll. Once the components have been gathered, the Potion spell can be cast, which takes a number of hours dependant upon the Drain of the spell to be set in the item.

Drain Casting Time	
5	2 hours
10	4 hours
8♣	8 hours
13♣	16 hours
18♣	32 hours

If the Potion spell is unsuccessfully cast, then the time is wasted and the Hexslinger must take the appropriate time over to try again. Once the Potion spell has been successfully cast, the elixir is then ready to receive a spell, but requires a successful casting of the spell in question on the first try, or the Potion is ruined and the process must begin anew.

Further, once the spell has been set in the Potion, the Hexslinger must spend a Luck Point to complete the process or the Potion will be a dud. Luck Points spent on the creation of Potions are not trapped within the Potions and return in the usual manner. Note that all spells stored in any Legacy Magic item take only a single Action to cast and require no roll vs. Drain. Once a Potion has been drunk (the casting Action), its spell goes off and it is gone.

Tattoo (Legacy; 8♣; Until Activated)

The Tattoo spell allows the Hexslinger to store a single magic spell in a magical tattoo, usable by anyone, which is inked directly onto the user. To cast the Tattoo spell, the Hexslinger must first gather the appropriate components using either his Alchemist's Lab edge or with the MTN 15/1m Availability roll. Once the

components have been gathered, the Tattoo spell can be cast, which takes a number of hours dependant upon the Drain of the spell to be set in the Tattoo.

Drain Casting Time	
5	2 hours
10	4 hours
8♣	8 hours
13♣	16 hours
18♣	32 hours

If the Tattoo spell is unsuccessfully cast, then the time is wasted and the Hexslinger must take the appropriate time over to try again (in addition to having just a inked a worthless tattoo on the intended recipient). Once the Tattoo spell has been successfully cast, the Tattoo is then ready to receive a spell, but requires a successful casting of the spell in question on the first try, or the Tattoo is ruined and the process must begin anew.

Further, once the spell has been set in the Tattoo, the Hexslinger must spend a Luck Point to complete the process or the Tattoo will be a dud. Luck Points spent on the creation of Tattoo are not trapped within the Tattoo and return in the usual manner. Note that all spells stored in any Legacy Magic item take only a single Action to cast and require no roll vs. Drain. Once a spell has been cast from a magical Tattoo, the ink vanishes and the Tattoo is gone.

Talisman (Legacy; 13♣; Until Charges Spent)

The Talisman spell allows the Hexslinger to store multiple charges of a single magic spell in any item, usable only by himself and other Hexslingers. To cast the Talisman spell, the Hexslinger must first gather the appropriate components using either his Alchemist's Lab edge or with the MTN 15/1m Availability roll. Once the components have been gathered, the Talisman spell can be cast, which takes a number of days dependant upon the Drain of the spell to be set in the item.

Drain Casting Time	
5	2 days
10	4 days
8♣	8 days
13♣	16 days
18♣	32 days

If the Talisman spell is unsuccessfully cast, then the time is wasted and the Hexslinger must take the appropriate time over to try again. Once the Talisman spell has been successfully cast, the item is then ready to receive spell charges (multiple consecutive castings of a single spell), but requires a

successful casting of the spell in question on every single try, or the item maxes out with the last successfully cast charge and no further charges of the spell can be placed within.

Further, once the Talisman has been maxed out with spell charges, it must be sealed with a single Luck Point, which remains trapped in the item (and unusable to the Hexslinger) until the last spell charge is spent or the item is destroyed, at which time it is returned in the same manner as normally spent Luck Points.

Once created, the Talisman allows the user to cast the spell from the Talisman, as many times as there are charges in the Talisman; when the last charge has been cast, the Talisman becomes a normal mundane item. Note that all spells stored in any Legacy Magic item take only a single Action to cast and require no roll vs. Drain.

Artifact (Legacy; 18♣; Pmt)

The Artifact spell allows the Hexslinger to permanently store a single magic spell in any item, which can then be used by anyone. To cast the Artifact spell, the Hexslinger must first gather the appropriate components, using either his Alchemist's Lab edge or with the MTN 15/1m Availability roll. Once the components have been gathered, the Artifact spell can be cast, which takes a number of days, dependant upon the Drain of the spell to be set in the item.

Drain Casting Time	
5	2 days
10	4 days
8♣	8 days
13♣	16 days
18♣	32 days

If the Artifact spell is unsuccessfully cast, then the time is wasted and the Hexslinger must take the appropriate time over to try again. Once the Artifact spell has been successfully cast, the item is then ready to receive a spell, but requires a successful casting of the spell in question on the first try, or the item is ruined and the process must begin anew.

Further, once the spell has been set in the item, it must be sealed with one or more Luck Points, which remain trapped in the item (and unusable to the Hexslinger) until the item is destroyed – at which time they are returned in the same manner as normally spent Luck Points.

For each Luck Point committed to the Artifact, the spell set within can be cast once per day. A spell sealed with three Luck Points for example, can be cast from the item three times each day. Note that all

spells stored in any Legacy Magic item take only a single Action to cast and require no roll vs. Drain.

Light Touch (Air; 10; M)

Light Touch allows the Hexslinger to telekinetically pick up and move any object (or creature) up to 50 pounds, within line of sight. The object moves at a Base Movement of (5' x INT) and can be double moved (two Actions) if desired, but not 'Run'. Creatures caught with this ability can still change facing and attack (if in range), but have no control over their own Movement. Light Touch can be maintained over multiple rounds with concentration.

Heavy Hand (Air; 8♣; M)

Heavy Hand allows the Hexslinger to telekinetically pick up and move any object (or person), within line of sight, up to a number of pounds limited only by the Hexslinger's Wisdom Score. To determine how much weight can be moved with this spell, substitute the Hexslinger's Wisdom score in place of Strength on the Carrying Capacity table of the core rules and multiply the indicated Limit by 10. The object can be moved at a Base Movement of (5' x WIS) and can be double moved (two Actions) if desired, but not 'Run'. People caught with this ability can still change facing and attack (if in range), but have no control over their own Movement. Heavy Hand can be maintained over multiple rounds with concentration.

Flight (Air; 8♣; M) Po

Flight allows the Hexslinger to fly through the air at a Base Movement of 30'. He may also 'Run' his flight if desired going up to (30' x INT).

Deflection (Air; 13♣; I)

Deflection can be cast as a Defensive Action and allows the Hexslinger to stop dead (or deflect to the side) any incoming attack or blast, as long as the attack is coming at him from the front. This includes all Close Quarter Combat attacks and Ranged Combat attacks, as well as vehicle Ramming attacks, and Area Attacks that originate within 45° to either side of his facing (although it does not prevent poison gas or Fire Hazards from effecting him after the initial blast).

Fling (Air; 18♣; I) Indirect Save

Fling allows the Hexslinger to telekinetically pick up any object (or person) up to 5000 pounds and hurl it through the air with great force. Objects are treated as if they had fallen 100' (30SL Damage, no X-Roll) whether they are thrown straight up or into another object (Tumble may be used as normal to reduce this damage). Objects or people may also be targeted by something telekinetically hurled at them. In this case, resolve the attack as a Targeted Area Attack that only affects the individual targeted (defend against the attack as per the standard Area Attack rules outlined in the core rules).

Restore Vitality (Life; 5; I) Po

Restore Vitality instantly restores 10 Vitality Points each time it is used and counters the Conditions of Fatigued, Exhausted, Unconscious, Nauseated, and the special Disabled status induced by Surgery.

Suppress Toxins (Life; 5; I) Po

Suppress Toxins instantly counters the effects of all poisons or diseases, reversing any Condition change, Ability Point, or Wound Point loss imposed by the toxin.

Close Wounds (Life; 10; I) Po

Close Wounds instantly restores a flat (no X-Roll) 5 Wound Points each time it is used, Stabilizing Dying characters and taking Disabled characters back to Wounded.

Heal (Life; 13♣; I) Po

Heal instantly restores a character to full Vitality, Wound, and Ability Points. In doing so it also counters the Conditions of Blinded, Deafened, Disabled, Diseased, Dying, Exhausted, Fatigued, Poisoned, Stabilized, Unconscious, and Nauseated.

Regeneration (Life; 18♣; I) Po

Regeneration does everything Heal does but also allows the restoration of lost limbs and organs, instantly re-growing them all in a matter of seconds.

Shield (Protection; 10; S) Po

The Shield spell creates an invisible shield of force that automatically positions itself between the Hexslinger and any perceived danger, granting him continuous Partial

Cover to any attack he is aware of and a +4 bonus to Dodge.

Unbreakable (Protection; 8♣; S) Po

When cast, the Unbreakable spell causes the Hexslinger's skin and bones to take on a steel-like resilience, granting him an Armor Value of 15/-4. In addition to the normal Armor protection offered, the Unbreakable spell can even block 5 points of Armor Piercing Damage (including damage from mental attacks), but has no effect against Drain Damage incurred from the casting of spells.

Magic Ward (Protection; 8♣; 1 Year)

The Magic Ward spell allows the Hexslinger to designate a physical area where magic cannot function. Once cast, the Magic Ward remains for one year without any further action from the Hexslinger and can only be dispelled with a MTN 15 or Crit Dispel Magic roll. The size of the area to be warded is dependant on how many successful back-to-back castings of the Magic Ward spell the Hexslinger can manage. Successfully casting the spell once is sufficient to ward a small area, ten feet in diameter; successfully casting the spell twice in a row wards an entire room (or Large Size equivalent); successfully casting the spell three times in a row wards an entire house (or Huge Size equivalent); while successfully casting the spell four times in a row wards an entire housing complex (or Colossal Size equivalent).

Note that Legacy Magic items will not function in a Magic Ward, but are not destroyed or nullified by them, as they are by Dispel Magic.

Dispel Magic (Protection; 13♣; I)

A successfully cast Dispel Magic automatically snuffs out the effects of any one spell. It can be used to dispel preexisting effects, nullify Legacy Magic items, or interrupt a spell as it is cast when used in conjunction with the Interrupt Option of Surge.

Reflect Magic (Protection; 13♣; I)

The Reflect Magic spell can be cast with either a Defensive Action or in conjunction with the Interrupt Option of Surge and automatically bounces any spell being cast back at its caster.

Magnus's Dynamic Edges

Born Leader

The character has the natural ability to encourage, motivate, and push others beyond their normal limitations. The character gains a second set of Surge Points (equal to his own), which he can give to others within the sound of his voice. Unlike his personal Surge Points, these are not limited to being spent just one per round.

Martial Throw

The character knows how to use the ground against an opponent. He can cause unarmed damage on any successful Grapple Trip and +5 damage on a successful Grapple Body Slam attack.

Power Attack

The character can put all his might into an attack at the expense of accuracy. When making a Grapple, Melee, or Unarmed attack, the character can take a penalty to his Attack roll, up to his STR, in exchange for an equal amount of additional damage should the attack succeed.

Quick Draw

The character can draw a weapon and have it ready for use as a Free Action rather than the normal Move Action.

Rapid Strike

The character is lightning quick in Close Quarter Combat. He can use back-to-back Attack Actions (Attack + Attack) when using the Grapple, Melee, and Unarmed skills, without spending Surge Points during combat.

Savage Blow

Spend a Surge Point to double the X-Damage of a single Melee attack.

Weapons Master

Spend a Surge Point to make a single Armor Piercing Melee attack (or) disregard the MTN normally associated with Called Shots while making a single Melee attack.

Flint's Dynamic Edges

Bull's Eye

Spend a Surge Point to double the X-Damage of a single Ranged attack.

Quick Draw

The character can draw a weapon and have it ready for use as a Free Action rather than the normal Move Action.

Rapid Shot

The character has superior speed and grace with bows and the like. He can use back-to-back Attack Actions (Attack + Attack) when using the Ranged skill, without spending Surge Points during combat.

Sharpshooter

The character has a dead aim and suffers no penalties for Small or Tiny Size; opponents with Partial Cover; who are Prone; or when firing into opponents engaged in Close Quarter Combat. For targets of Miniscule Size the penalty is reduced to MTN 10 or Crit. Further, the user can also make Called Shots without first taking an Action to line up the shot.

Uncanny Shot

Spend a Surge Point to make a single Armor Piercing Ranged attack (or) disregard the MTN normally associated with Called Shots while making a single Ranged attack.

Raven's Dynamic Edges

Death Touch: Spend a Surge Point to double the X-Damage of a single Unarmed attack.

Evasion: The character has superior agility and grace when dodging attacks. He can use the Full Defense Action (Defend + Defend) without spending Surge Points during combat.

Holy Symbol: This represents a powerful icon or symbol of power bestowed on the Priest by his Theological Base. When a Surge Point is spent, the Holy Symbol allows the Priest to channel god-like power against any Demons, Oni, Spirits, or Undead he touches with the symbol for the duration of the Combat Scene. Note that touching a victim intentionally avoiding contact with the Priest's Symbol requires a normal Unarmed or Grapple Attack. Any creatures of the appropriate type successfully touched by the Holy Symbol (treat as silver for the purpose of effecting Incorporeal creatures) Takes 20L AP Damage (plus the X-roll of the attack) minus the Priest's Psychosis Score.

Indomitable Spirit: The character has extraordinary mental tenacity. Any time the character fails a Willpower Save, he gets a second Save on the next round to try again.

Martial Arts Master: Spend a Surge Point to make a single Armor Piercing Unarmed attack (or) disregard the MTN normally associated with Called Shots while making a single Unarmed attack.

Martial Throw: The character knows how to use the ground against an opponent. He can cause unarmed damage on any successful Grapple Trip and +5 damage on a successful Grapple Body Slam attack.

Rapid Strike: The character is lightning quick in Close Quarter Combat. He can use back-to-back Attack Actions (Attack + Attack) when using the Grapple, Melee, and Unarmed skills, without spending Surge Points during combat.

Sensitive: The character can feel the presence of supernatural energies when they are nearby, whether magic, demons, spirits, or psychic powers. Only the proximity of these energies are felt, but not their precise location or nature (unless the Sensitive happens to be touching the source at the time).

Spirit Sight: The character can see through the curtain that separates the realms,

allowing him to notice any unmanifested spirits, demons, or oni within his line of sight

Stunning Attack: The character knows how to make disabling strikes to vulnerable pressure points. Whenever the character makes a successful Unarmed attack that causes damage, the target must make a Fortitude Save or be Stunned for one round.

Uncanny Dodge: Spend a Surge Point to automatically Dodge any one attack, or area attack, even if the attack does not require a roll to hit. This includes both physical and mental attacks, such as those produced by spell effects, psionics, and feng-shui powers.

Spell Descriptions

Restore Vitality (Life; 5; I)
Restore Vitality instantly restores 10 Vitality Points each time it is used and counters the Conditions of Fatigued, Exhausted, Unconscious, Nauseated, and the special Disabled status induced by Surgery.

Suppress Toxins (Life; 5; I)
Suppress Toxins instantly counters the effects of all poisons or diseases, reversing any Condition change, Ability Point, or Wound Point loss imposed by the toxin.

Close Wounds (Life; 10; I)
Close Wounds instantly restores a flat (no X-Roll) 5 Wound Points each time it is used, Stabilizing Dying characters and taking Disabled characters back to Wounded.

Food & Water (Creation; 10; Pmt)
Each successful casting of the Food & Water spell creates a day's worth of food and drink for one person. The type of food and drink created is left to the imagination of the Hexslinger, though the actual quality and tastiness of it is determined by the level of success rolled on the casting. This can range from barely stomachable to the finest cuisine in the world – though the nutritional value will always be the same; enough to sustain one person for a day.

Wildcard (Creation; 10; S)
The Wildcard spell allows the Hexslinger to produce virtually any mundane non-complex item that lasts for one scene. Below is a list of items that can be produced with the Wildcard spell, though others are certainly possible as allowed by the GM:

Ammunition: Any Type (number of pieces equal to X-Roll)

Armor: Such As Leather, Breastplate, Buckler, or Shield

Clothing or Camouflage: Any One Article
Furnishings: Any Simple (such as a chair, table, or cot)

Gear: Any Simple (such as a backpack, canteen, chain hoist, climbing gear, fire kit, grappling hook, lantern, lock pick, spyglass, rope, simple hard lock, shackles, sleeping bag, snowshoes, tent, or torch)

Specialty Items: Any Simple (such as bandages, bottle, box, candy, fake mustache, false limb, glasses, makeup, needles, scissors, toy, twine, or wig)

Tools: Any Simple (such as an axe, crowbar, cutters, hammer, hand drill, wrench, pick, pliers, saw, shovel, or sledge)

Weapons: Any Except Great Bow, Great Crossbow, and Repeating Crossbow

Other Items: As Determined By The GM

Familiar (Summoning; 8♠; Pmt)
The Familiar spell allows the Hexslinger to summon a loyal or pet-like Familiar to serve him, though he can only have one Familiar in his service at any particular time. Once summoned, a Familiar lasts until it is destroyed or hit with Dispel Magic.

Since Familiars are not truly mortal, any lost or destroyed Familiar can be recreated with all of its previous personality and memories simply by recasting the Familiar spell.

Heal (Life; 13♠; I)
Heal instantly restores a character to full Vitality, Wound, and Ability Points. In doing so it also counters the Conditions of Blinded, Deafened, Disabled, Diseased, Dying, Exhausted, Fatigued, Poisoned, Stabilized, Unconscious, and Nauseated.

Elemental (Summoning; 18♠; 24 hours)
The Elemental spell allows the Hexslinger to summon a faithful Elemental servant of Air, Earth, Fire, or Water. Once summoned, the Elemental will remain for 24 hours, or until destroyed, or hit with Dispel Magic.

Further, a Hexslinger can only have one Elemental in his service at any particular time, but can swap one out for another simply by recasting the spell. Since Elementals are not truly mortal, a particular Elemental can be resummoned over and over again, even after it has been physically destroyed, thus allowing the Hexslinger to develop a familiar

Accelic's Dynamic Edges

Chosen One

The character can spend a Luck Point to change any non Attack-based Extra Success (successful roll of ten or higher) into a Crit instead.

Evasion

The character has superior agility and grace when dodging attacks. He can use the Full Defense Action (Defend + Defend) without spending Surge Points during combat.

Grim Reaper

The character can spend a Luck Point to change any Attack-based Extra Success (successful roll of ten or higher) into a Crit instead.

Mobility

The character is skilled at dodging past opponents and can move through an opponent's space when taking back-to-back Move Actions.

Quick Draw

The character can draw a weapon and have it ready for use as a Free Action rather than the normal Move Action.

Rapid Shot

The character has superior speed and grace with a bows and the like. He can use back-to-back Attack Actions (Attack + Attack) when using the Ranged skill, without spending Surge Points during combat.

Uncanny Shot

Spend a Surge Point to make a single Armor Piercing Ranged attack (or) disregard the MTN normally associated with Called Shots while making a single Ranged attack.

Feng-Shui Power Descriptions

Read Aura

Read Aura allows the Feng-Shui Master to spend a Round to study the Lopan in such a way as to reveal the nature and condition of anyone he concentrates on. Information gleaned from the Lopan includes whether the target has a good heart or is evilly inclined; what the target's three highest skills are (but not their level); whether the target has Psychic Feng-Shui or Hexslinging Powers; the target's

current health status, including internal injuries, diseases, common mental disorders (including Psychosis), drug use, poisons, radiation, implants, and memory loss; and when the target is lying.

Danger Sense

Danger Sense gives a Feng-Shui Master advanced warning of any imminent danger to himself (like an ambush), although it doesn't give him specific information about what the danger is or where it will originate. While in effect however, the Feng-Shui Master gets a +2 bonus to Initiative and Reaction Saves, and cannot be caught Flat-Footed except on a Botched Initiative roll. Danger Sense lasts as long as the Feng-Shui Master has his Lopan in hand.

Divine Location

Divine Location allows the Feng-Shui Master to concentrate on his Lopan, in order to determine the direction to and vector (direction of movement) of any object or person he has ever touched. This ability does not provide information about the target's range, although the Feng-Shui Master could triangulate a more exact position by using the ability from several different locations, charting each reading to the point they intersect.

Alter Chance

Alter Chance allows the Feng-Shui Master to alter the die result (the actual number rolled on the die) for a single roll by +/-1. Doing so requires one Action of Lopan study and must be declared before the die roll in question, although it can be used to affect anyone's roll (including the GM's – who does not have to roll openly, but should take the result in the character's best favor). Note that the die roll does not have to be adjusted if the natural result is better than an adjustment up or down.

Harmony

Harmony and a Gatestone allow the Feng-Shui Master to attune himself more keenly than ever to the forces of fate and destiny, increasing his Total Luck Points by +4 for as long as a Gatestone remains in his possession. In addition, the Feng-Shui Master can now spend one Action (when desired) to give one of his own Luck Points to another for immediate use.

Sledge's Dynamic Edges

Berserker

The character can spend 1 Surge Point to enter a ferocious Rage for the duration of 1 combat Scene, gaining +4 STR & +4 CON (with associated bumps), and immunity to all Fear and Pain Effects.

Crushing Grapple

Spend a Surge Point to double the X-Damage of a single Grapple attack.

Grapple Master

Spend a Surge Point to disregard the MTN normally associated with advanced Grappling Maneuvers for a single Grapple attack, such as body slam, choke, disarm, and pin.

Heroic Surge

The character can explode with a burst of adrenalin, allowing him to spend as many of his Surge Points per round as he likes, without the usual one per round restriction.

Martial Throw

The character knows how to use the ground against an opponent. He can cause unarmed damage on any successful Grapple Trip and +5 damage on a successful Grapple Body Slam attack.

Power Attack

The character can put all his might into an attack at the expense of accuracy. When making a Grapple, Melee, or Unarmed attack, the character can take a penalty to his Attack roll, up to his STR, in exchange for an equal amount of additional damage should the attack succeed.

Rapid Strike

The character is lightning quick in Close Quarter Combat. He can use back-to-back Attack Actions (Attack + Attack) when using the Grapple, Melee, and Unarmed skills, without spending Surge Points during combat.

Savage Blow

Spend a Surge Point to double the X-Damage of a single Melee attack.

Weapons Master

Spend a Surge Point to make a single Armor Piercing Melee attack (or) disregard the MTN normally associated with Called Shots while making a single Melee attack.

Using Luck and Surge

Luck

Luck Points can be spent for the following Luck Options:

- Reduce a MTN by 4 (before or after the roll)
- Add a +4 Bonus to one die roll (before or after the roll)
- Take a Faulty Success instead of rolling the die (only if rolling is an option)
- Negate a Botch or an opponent's Crit
- Not As Bad As It Looks (take only 1/2 damage from a single attack; this Option cannot be used twice on the same attack to reduce damage to zero)
- Lucky Break (for inspiration from the GM to help move the game along or for a plot twist in the character's favor)
- Escape Death (to Stabilize a Dying character and ignore further damage for the rest of the Scene)

Surge

Surge Points can be spent for the following Surge Options:

- +2 STR for one round
- Take an Extra Action
- Interrupt another's Action (changes character's Initiative Order for the combat)
- Make back-to-back Attack or Defense Actions without the Rapid or Evasion Edges
- Shake off Stunned Condition
- Shake off KO'd or Unconscious Condition
- Shake off one level of Fatigue
- Shake off Shaken or Panicked Condition
- Overcome Injury (take an Action while Disabled without going to Dying)

Both Luck and Surge can be spent each round as Free Actions.

Luck can be spent as many times per round as the player wants, though it is advised not to use up all your Luck in one round.

Surge can only be used once per round (except with the Heroic Surge Edge). Unlike Luck, Surge can also be used without spending Surge Points, at the cost of Fatiguing the character afterwards.

Recovering Luck And Surge

Luck and Surge Points completely refresh at the start of each game session. Or at the rate of 1 point of each per day.