

Aegis Studios



Choe Pho

Savage Adventures



An ACE SETTING JUMPSTART





Savage Adventures

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IF YOU CANNOT HANDLE THAT: Don't play. Don't read. Get help.

EVERYONE ELSE: Enjoy!

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CHAPTER ONE: A NEW WORLD OF FANTASY

SAVAGE ADVENTURES

The world of Choe Pho is young. The Council of Enlightenment came to Choe Pho seeking refuge from a terrible place known as the Fallen World. Carrying the soul energy, known as Marrow, of as many people as they could, the Council fled to a remote and hidden corner of the cosmos in the hopes of building a better world. Choe Pho would be a place where each soul would have the opportunity to refine itself, expand, grow, and attain enlightenment.

Crafting such a safe haven and securing it from the corrupt powers of the Fallen World proved to be a massive undertaking, even for beings of such great power and enlightenment as those on the Council. Much Marrow was expended in the process of fortifying the nascent realm from intrusion by the Karma Eaters, a race of malignant cosmic entities from the Fallen World who seek to devour the very Marrow of all living things. Once the realm was secured, the Council of Enlightenment created the Isle of Hope, which would be the birthplace of their new world.

The Isle of Hope was divided into four lands, each populated by one of the chosen races. To the north, the mountains and caverns that border the tamed lands of the Isle of Hope became home to the tsuchigumo, a race of arachnid humanoids who survive by trapping the various beasts of the region in their webs. The eastern forests served as the birthplace of the kitsune, a joyful celebrant race of humanoid canines. To the south, the warm grasslands of the Isle of Hope were designated as

the hunting grounds of the feline nekomata. The deserts of the west were made home to the reptilian slytherine. Throughout all these lands, members of the human and tengu races were scattered to find their fortunes and pursue enlightenment.

Beyond the firmament of the Isle of Hope, the realm remained wild and untamed. The creation of the Isle and all the creatures upon it had strained the buddhas of the Council to their limits. From the shores of the Isle of Hope to the fortifications at the edges of Choe Pho, reality was left wild, undefined, chaotic and unpredictable. In this region, now known as the Plains of Marrow, reality remains fluid and malleable, awaiting some adventurous soul to bring order through ritual Samādhi. The noble pursuit of bringing order to the Plains of Marrow is the principal motivation for many adventurers on Choe Pho.

At the center of the Isle of Hope sits Gosainthan, the mountain home of the Council of Enlightenment. At the southern base of the mountain, built on a massive marble plain, lies the city of Sakya, which is the largest settlement on the Isle of Hope, home to members of all races. Though various villages and towns dot the landscape of the Isle of Hope, Sakya is by far the most populous and cosmopolitan. Proximity to the Council of Enlightenment provides the temples and monasteries of Sakya with a greater degree of attention from the buddhas of the Council. Many adventurers hail from Sakya, hoping to bring the order and beauty of their city to the rest of Choe Pho. Adventurers from outside the city often make a pilgrimage to seek blessings and wisdom at the Council temples and monasteries of Sakya before venturing out into the Plains of Marrow.

CHAPTER TWO: RULES

CHARACTER CREATION

Character Creation in *Choe Pho Savage Adventures* follows the basic process described in *Savage Worlds* with a few alterations.

CONCEPT

The world of Choe Pho is a young realm, filled with wonder, mystery and potential. The vast majority of adventurers on Choe Pho are explorers and trailblazers who seek to expand the domain of the Isle of Hope and bring order to the chaotic Plains of Marrow.

RACE

Humans are by far the most populous race on Choe Pho at this time. When the Council created Choe Pho, the soul-energy used in the process was predominantly human, and humans were, in the Fallen World, the strongest source of Marrow. As such they were the easiest beings to breathe life into, and the first created race. This JumpStart introduces three new races: the Kitsune, the Nekomata, and the Tsuchigumo. The *Choe Pho Savage Adventures* book offers two additional playable races: the Slytherine and the Tengu.

KITSUNE

Hailing from the eastern forests, kitsune are humanoid foxes who can change shape, mimicking the appearance of other humanoids. Kitsune are very social and celebrant in nature, pursuing a good time, often to the detriment of themselves and everyone in their

presence. This leads some kitsune to spend the majority of their time enjoying intoxicated leisure.

Those kitsune who aspire to adventure are often motivated by intense curiosity. Many of these kitsune seek to discover the nature of Choe Pho and figure out what makes the realm function. Others simply seek out the new experiences and pleasures that the wild lands of the Plains of Marrow promise.

Kitsune reach adulthood in their late teens and can live for up to five centuries.



- **Low Light Vision:** Kitsune ignore penalties for Dim or Dark lighting (but not Pitch Darkness).
- **Grand Deception:** This functions exactly as the *disguise* power, but does not require a spellcasting roll. The Kitsune is assumed to have achieved a raise when activating this ability. Using Grand Deception costs no power points. The effect persists until the following sunrise or sunset, unless you elect to end it sooner. You regain the ability to use this trait after 8 hours of sleep.
- **Party Animal:** Kitsune are notoriously gluttonous and lustful with a strong tendency toward debauchery (drinking, overeating, romantic interludes) treat this as the Habit (Minor) hindrance.

NEKOMATA

The nekomata are a race of catlike humanoids who thrive in the southern grasslands. Patient and swift, the nekomata are unparalleled hunters, feeding themselves off of the plentiful game creatures of the grasslands. Though quite capable killers, nekomata hunt only for food and are loath to use violence for any other means. Some nekomata hunters have been known to follow their prey for days, awaiting the perfect moment to strike with efficient mercy. The nekomata also employ various rituals to give thanks to the Marrow of the beasts they consume, believing that refusing to do so brings ill fortune upon the land.

Nekomata who take up the adventuring life tend to do so out of a desire to relieve the suffering and chaos in the Plains of Marrow. The nekomata believe that all souls in the Plains of Marrow are tormented so long as they remain in a state of chaos. Therefore, solidifying reality through Samādhi is the principal driving goal of adventurers among the Nekomata.

Nekomata reach adulthood in their late teens and can live up to two centuries.

- **Low Light Vision:** Nekomata ignore penalties for Dim or Dark lighting (but not Pitch Darkness).
- **Pace:** The Nekomata's Pace is increased by +2 and his running die is increased a die type.

- **Parry:** Nekomata gain a +1 bonus to Parry due to their incredible reflexes.
- **Pacifists:** Nekomata begin play with the Pacifist (Major) Hindrance. This can be bought down to Pacifist (Minor) by spending an Advance, but the Hindrance can never be completely bought off.

TSUCHIGUMO

The tsuchigumo are an industrious species of cunning trappers. When making their homes in the caves of the northern mountain ranges, the tsuchigumo take full advantage of their ability to walk on walls and ceilings to construct homes and villages that creatures bound to the ground find unnavigable and disorienting. Through the use of their webbing, tsuchigumo collect prey animals with ease from among the abundant wildlife of the mountains. With basic needs of food and shelter so easily met, the tsuchigumo often dedicate their abundant free time to pursuits such as art, engineering, and esoteric study. Those tsuchigumo whose yearning for knowledge or desire to express themselves cannot be satiated in their home villages take up the adventurer's life with excitement and gusto.

Tsuchigumo reach adulthood around age five and live forty to fifty years.

- **Wall Walker:** Tsuchigumo may walk on vertical surfaces normally, or inverted surfaces at half Pace
- **Webbing:** Tsuchigumo can create webbing, which they use to make their homes and craft some art. The tsuchigumo can also use this ability as the *entangle* power. Tsuchigumo begin play with Arcane Background (Gifted), which may only be used to manage this power. Their Arcane Skill is Focus (Spirit).
 - **Can't Swim:** Due to their spider-like bodies tsuchigumo find swimming incredibly challenging. As a result, they tend to avoid water whenever possible.



HINDRANCES

Choe Pho utilizes Hindrances as described in the *Savage Worlds* core rules. Some races in *Choe Pho* have unique or modified Hindrances, which are detailed in *Choe Pho Savage Adventures*. Certain Hindrances presented in the *Savage Worlds* core rules have additional effects or are otherwise restricted in *Choe Pho Savage Adventures*, as detailed below.

DOUBTING THOMAS (FORBIDDEN)

Doubting Thomas is not permitted in the dark fantasy world of *Choe Pho*. Characters in a high fantasy environment that refuse to accept the existence of the supernatural are not Doubting Thomases and should instead take the Delusional (Major) Hindrance.

TRAITS

Choe Pho Savage Adventures utilizes the method described in the *Savage Worlds* core rules for determining Attributes and Skills. In addition to the standard Derived Traits of Pace, Parry, and Toughness, *Choe Pho* introduces a new Derived Trait, detailed below.

MARROW

Marrow represents the metaphysical anima that makes up existence. Generated by sentient souls, and coveted by celestial beings, this energy binds the cosmos into a coherent whole. Magic manipulates Marrow, bending the laws of the universe to the spellcaster's will. When the Council of Enlightenment reshapes the world in their own image, they do so through the manipulation of this energy. Though mystical in nature, Marrow also manifests itself in mundane life in a number of ways.

When an athlete pushes that extra bit at the end of a race, he calls upon his Marrow. When a mother lifts a downed tree to rescue a trapped child, she draws upon this energy. When a dying man refuses to release his tenuous hold on life, his connection to the universe keeps him strong. Though only the buddhas truly understand the full workings of Marrow, mortals draw on this force every day. In the game, this special trait is measured by Marrow.

Marrow provides characters with the means to affect game play in significant ways. A character always has a limited amount of Marrow, and while the character

slowly replenishes this supply as time passes, the character must use it wisely. It is possible for a character to deplete his reserves of Marrow, essentially weakening his connection to creation, and lessening his ability to enforce his free will upon the universe.

A character can spend 1 Marrow to do one of the following things:

- Alter a single Trait test.
- Use a racial feature or Edge during your turn for which the expenditure of 1 Marrow is required.
- Shrug off the effects of being Shaken for one round. Unlike spending a Benny, this expenditure does not completely negate the effects of being Shaken. A character that spends Marrow to shrug off being Shaken acts normally for a single round, at which point he becomes Shaken again until making a successful Spirit roll or spending a Benny.
- Ignore wound penalties for one round.
 - Make a Soak Roll, as if a Benny had been expended.
 - Stave off Bleeding Out for one round.
 - Stave off Fatigue: the character may expend 1 Marrow to ignore the effects of being Fatigued for one round. If the character begins the round Exhausted, he may expend 1 Marrow to overcome being Exhausted, instead suffering penalties for that round as if he were Fatigued. A character who is rendered Incapacitated can expend 1 Marrow to act as if he were Exhausted, but ONLY on the round after he is rendered Incapacitated.
- Double the damage result (following any successful melee attack) of one armed or unarmed melee attack against any non-human.

In addition to the expenditures above, a character can spend 5 points of Marrow to activate a dharmachakra in the Plains of Marrow, anchoring the local reality to the Isle of Hope. The process is fully described in the Samādhi entry in this book.

When a character spends 1 Marrow to alter a Trait test, add 1d10 to the roll result to help meet or exceed the target number. A character can declare the use of 1 Marrow to alter a Trait test after the roll is made—but only before the Game Master reveals the result of that roll (whether the Trait test succeeded or failed). A character cannot use Marrow on a skill check or ability check after using a Benny to reroll. A character that expends Marrow to alter a Trait test also cannot



subsequently spend a Benny to reroll the Trait test. One method or the other must be chosen to affect the roll.

When a character spends Marrow to use a racial feature or Edge, he gains the benefit of the feature but doesn't roll an additional d10. In this case, the Marrow is not a bonus to a Trait test.

A character can only spend Marrow on one specific use per round. If a character spends a point to use a racial feature, he can't spend another one in the same round to improve a Trait test, and vice versa. If a racial feature or Edge requires the expenditure of multiple Marrow, the character may spend the required points in one round but may make no additional Marrow expenditures in that round. A character may never spend more than one Marrow per round to improve a Trait test.

A character's starting Marrow is determined by adding the die types for each of the character's Attributes. For stats such as d12+1, include the fixed modifier in the total. The total score represents the character's starting Marrow score as well as the character's maximum Marrow. If a character's Attributes are raised, their maximum Marrow score increases accordingly.

Characters regain Marrow very slowly. In order to regain a point of Marrow, the character must spend eight hours in meditation and quiet contemplation, at the completion of which all spent Marrow points are restored.

SETTING RULES

The world of *Choe Pho* uses the Gritty Damage Setting Rule as described in *Savage Worlds*. In addition to this Setting Rule, the world of *Choe Pho* uses the following new Setting Rule.

SAMĀDHI

The vast majority of the Plains of Marrow is usually in a state of necrotic chaos. The ground is barren and empty. Water is scarce and foliage virtually non-existent. Adventurers who do not bring their own food and drink risk death from thirst or starvation. A fog permeates the area much of the time (treat the Plains of Marrow in their chaotic state as being in Dim lighting.) Undead creatures of all varieties wander the Plains of Marrow, coalesced from the raw, random spiritual energy flowing through the chaos. Ghosts, skeletons, zombies, will-o-the-wisps, and wights are the most commonly

REGIONAL REALITIES EXPLAINED

Regional Realities are the fever dreams of the disincorporated spirits flowing across the Plains of Marrow given form. These realities are just as likely to be crafted from a shard of imagination as from an actual memory. In practical terms, this means that any setting, creatures, technology, or events the Game Master wishes to include can appear as a Regional Reality. There is no limit. *Savage Worlds* offers dozens of settings to choose from, ensuring that the Game Master will always have inspirational material on hand!



encountered undead wandering the plains, but any type of undead creature may make its home there.

REGIONAL REALITIES

When a dharmachakra rises in the Plains of Marrow, a regional reality is formed. The size and traits of this reality are not necessarily tied to the power of the dharmachakra, though most of these regional realities are no smaller than a single acre and very rarely larger than 2-3 square miles. When the characters enter an area within the Plains of Marrow that has coalesced into a temporary reality, they must locate the area's dharmachakra and overcome the challenge presented by this spiritual linchpin. In some instances, the dharmachakra is a straightforward threat: an undead creature, a wild beast, or an evil warlord who claims dominion over the region. In other cases, the dharmachakra is a concept, puzzle, or other ephemeral challenge that must be resolved. Examples include brokering a peace between two feuding families or species in the area, finding a missing trinket, or helping a ghost resolve its ties to some half-remembered previous incarnation. Once the challenge is overcome and the story completed, the Game Master announces that the dharmachakra is open and can be activated. This opening of the dharmachakra can be sensed intuitively by all characters in the affected region.

ACTIVATING THE DHARMACHACKRA

Once a region's dharmachakra is opened, the characters have ten minutes to decide whether to

activate the dharmachakra or to allow the area to flow back into chaos. If the characters elect to activate the dharmachakra, one character who is present must meditate and spend 5 points of Marrow to achieve Samādhi. This takes 5 rounds to complete. Doing so activates the dharmachakra and anchors the new reality to the Isle of Hope. Once this is completed, the region will remain as it was when the dharmachakra opened, including all inhabitants, items and rules of nature operating within the area.

If the characters decide to abandon the dharmachakra, the region, including its inhabitants, structures and items, will flow back to a chaotic state until a new dharmachakra forms (typically within 2d6 days.)

EDGES

The Edges described in the *Savage Worlds* core rules are available to characters in *Choe Pho*.



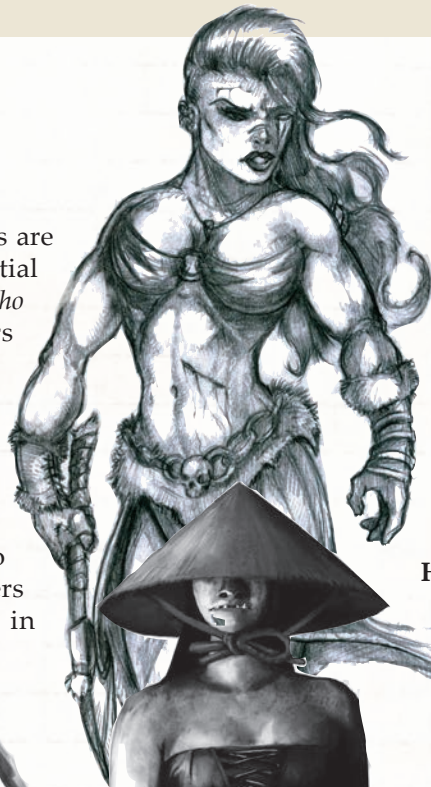
CHAPTER THREE: ARCHETYPES

The following archetypes are a small sampling of potential characters for use in *Choe Pho Savage Adventures*. Players may select one of these archetypes to use as provided or use these as starting points and inspiration for creating their own characters. These archetypes can also be used as player characters or nonplayer characters in your *Choe Pho Savage Adventures* campaign.

BERSERKER

The berserker hails from one of the nomadic tribes that wanders the Isle of Hope. Filled with a furious anger and deadly instinct, the berserker specializes in up close and personal combat. Some berserkers are known to run down game animals while hunting and claim their prize with bare hands.

Berserkers who adventure tend to do so out of a sense of wanderlust and desire for glory. They find even the most untamed areas of the Isle of



Hope to be too serene, seeking the challenge of battle on the Plains of Marrow.

Race: Human

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

Skills: Academics d6, Athletics d6, Common Knowledge d6, Driving d4, Electronics d6, Fighting d4, Hacking d6, Notice d6, Performance d8, Persuasion d8, Stealth d4

Marrow: 32; **Pace:** 6; **Parry:** 6; **Toughness:** 9(2)

Hindrances: Bloodthirsty, Illiterate, Mean

Edges: Berserk, Brawler

Gear: Backpack (Contains: Waterskin, Torch, Flint and steel, 1 week's rations), Medium Shield (Armor 2; Cover vs Ranged -2), Reinforced leather (Armor 2),

Weapons: Sling (Str+d4, 4/8/16), Spear/Javelin (Str+d6, 3/6/12), Unarmed (Natural Attack, Str+d4)

FOLLOWER OF THE WHITE TARA

The people of *Choe Pho* look to the Council of Enlightenment for spiritual guidance and meaning. The Buddha Tara, in her White aspect teaches of peace and understanding achieved through healing. The follower of the White Tara has studied these teachings extensively. Now, a skilled healer, the Follower adventures to bring Tara's healing touch where it is needed the most: The Plains of Marrow.

Race: Human

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

Skills: Academics d4, Athletics d6, Common Knowledge d6, Focus: d6, Healing: d6, Notice: d4, Occult: d4, Persuasion: d4, Stealth: d6, Survival: d4

Marrow: 30; **Pace:** 6; **Parry:** 5; **Toughness:** 7(2)

Hindrances: Can't Swim, Pacifist (minor)

Edges: Arcane Background, Martial Artist

Arcane Background: Gifted (SWADE p148)

Total Powers: 1

Power Points: 15 / 15

Powers: *Healing* (SWADE p162)

Gear: Backpack (Contains: Canteen (waterskin), 1 week's rations, Torch, First Aid Kit (basic supplies)), Clothing, Casual. Reinforced leather (Armor 2)

Weapons: Unarmed (Natural Attack, Str+d4)

STUDENT OF THE GREEN TARA

The Buddha Tara, in her Green aspect teaches of the beauty and importance of the natural world. The student of the Green Tara seeks a harmonious balance with nature. Students of the Green Tara learn techniques to sharpen their connection to the wilderness, connect with beasts and plants, and become closer to oneness with the world around them. This path is often followed by peaceful creatures, making it a perfect fit for the Nekomata.

Race: Nekomata

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

Skills: Athletics: d6, Common Knowledge: d6, Fighting: d6, Notice: d6, Persuasion: d4, Stealth: d6, Survival: d6, Thievery: d4

Marrow: 30; **Pace:** 8; **Parry:** 6; **Toughness:** 7(2)

Hindrances: Hesitant, Poverty

Edges: Martial Artist

Racial Features: Low Light Vision, Pace, Parry, Pacifist (Major)

Gear: Canteen (waterskin), Reinforced leather (Armor 2)

Weapons: Staff (Str+d4, Parry +1, Reach 1, two hands), Unarmed (Natural Attack, Str+d4)

TRACKER

The tracker is a young Kitsune who has recently begun wandering the Isle of Hope in search of

adventure and excitement. The tracker is driven to one day find the perfect hunting ground where they will settle into old age. The tracker believes that such a hunting ground can be found in the regional realities of the Plains of Marrow.

Race: Kitsune

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

Skills: Athletics: d6, Common Knowledge: d6, Fighting: d6, Notice: d6, Persuasion: d6, Shooting: d6, Stealth: d6, Survival: d8+2

Marrow: 30; **Pace:** 6; **Parry:** 5; **Toughness:** 7(2)

Hindrances: Curious, Driven (minor)

Edges: Woodsman

Racial Features: Low Light Vision, Grand Deception, Party Animal

Gear: Arrow/Quarrel (5), Arrow/Quarrel (5), Quiver (holds 20 arrows/ bolts), Reinforced leather (Armor 2)

Weapons: Bow (2d6, 12/24/48), Unarmed (Natural Attack, Str)

WANDERING ARTIST

The wanderer grew up in a happy home in a tsuchigumo settlement near the northern edge of the Isle of Hope. Though they achieved some acclaim as a web sculptor, they quickly grew tired of the routine of life in their village. Inspiration began to run thin and the tsuchigumo knew that it was time to strike out into the world to find a new muse.

Race: Tsuchigumo

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

Skills: Athletics: d4, Common Knowledge: d4, Fighting: d6, Focus: d8, Notice: d6, Performance: d8, Persuasion: d4, Stealth: d6, Survival: d4

Marrow: 30; **Pace:** 6; **Parry:** 5; **Toughness:** 6(2)

Hindrances: Driven (major, Find the perfect muse for a sculpture)

Edges: Power Points

Racial Features: Can't Swim, Wall Walker, Webbing (Entangle, uses Focus; **Power Points:** 20)

Gear: Backpack (Contains: Whetstone, Clothing, Casual, Flint and Steel, Canteen (waterskin), 1 week's rations), Reinforced leather (Armor 2)

Weapons: Staff (Str+d4, Parry +1, Reach 1, two hands), Unarmed (Natural Attack, Str)



CHAPTER FOUR: THE WATCHTOWER IN THE WOOD

PART I: THE PLAINS OF MARROW

This adventure begins with the party already traveling the Plains of Marrow, seeking out Regional Realities. As the party travels through the Plains of Marrow, the Game Master should check for random encounters by rolling 1d12. On a result of 7-12, the Game Master should roll once on Table: Random Encounters – Plains of Marrow. When the adventurers are traveling in the Plains of Marrow, the Game Master should check three times per day for a random encounter.

For the purposes of the Watchtower in the Wood, if the characters do not receive the “regional reality” result by the second random encounter check of the third day of travel, simply have them come across the Watchtower’s regional reality at that time

RANDOM ENCOUNTERS – PLAINS OF MARROW EXPLAINED:

If a random encounter check results in the regional reality entry, the characters happen upon the watchtower, and should proceed to Part II of this adventure.

If a random encounter check results in a chaotic vortex, the local environment shifts to a weather extreme of the Game Master’s choosing for the next 1d10 minutes. See “Hazards” in the *Savage Worlds* Core Rules to determine the effects of these harsh environments.

All other results on Table: Random Encounters – Plains of Marrow lead the characters into a conflict with hungry, angry and confused undead. The clear majority

TABLE: RANDOM ENCOUNTERS –
PLAINS OF MARROW

1d12 Result	Encounter
1	2d4 zombies
2	1d4 ghosts
3	chaotic vortex
4	1 swarm of undead beetles
5	1 vampire
6	regional reality
7	2d4 skeletons
8	2d6 zombies
9	chaotic vortex
10	1 ghost
11	1d4+1 zombies
12	3d8 skeletons

of the undead native to the Plains of Marrow are in a perpetual state of hungry suffering. For the purposes of this adventure, assume all undead encountered are nearly mindless with rage, hunger and pain. Each undead creature listed on the table lists its name in **bold**. Use the appropriate stat blocks from the “Bestiary” chapter of the *Savage Worlds* Core Rules to represent these unfortunate souls.

PART II: THE WATCHTOWER

A REGIONAL REALITY

As the characters approach the regional reality, the mists of the Plains of Marrow lift, revealing a wooded area, roughly an acre in size. In the center of the wooded area stands a small fort comprised mainly of stone fortifications placed in a central clearing. In the northwestern corner of the fort stands a stone watchtower, elevated to a height of 25 feet, overlooking the clearing.

THE MARICOXI

As the characters enter the woods, any character who succeeds on a Notice check spots furry humanoids armed with crossbows stationed at the watchtower. Each of these archers is facing one of the cardinal directions. These creatures are a race of aggressive goblinoids called the **maricoxi**. (Use the stat block for goblins in the *Savage Worlds Core Rules* to represent the maricoxi) If the characters attempt to sneak into the camp, have them make a Stealth check opposed by the maricoxi's Notice check.

The maricoxi speak goblin, and characters who do not have this language must use magic to have any hope of a parley with the creatures. Even if a character speaks their language (unlikely, but not impossible) or uses magic to communicate, the maricoxi are exceedingly wary of outsiders. Any Persuasion or Performance roll made to try and open diplomatic relations with the maricoxi suffers a -2 penalty.

Characters who seek to incapacitate the Maricoxi, must render them unconscious in combat and restrain them. Any attempt to gain information from the maricoxi once subdued and restrained suffers the same modifiers as above. Furthermore, restrained maricoxi are hostile, and will remain so until released, at which point they retaliate against their captors with violence.

If the characters simply elect to fight their way through the maricoxi in order to discover the region's dharmachackra, they can certainly do so. The dharmachackra of this region does not require the maricoxi to survive for activation to be successful. Ultimately, the adventurers may choose to deal with the maricoxi as they see fit.

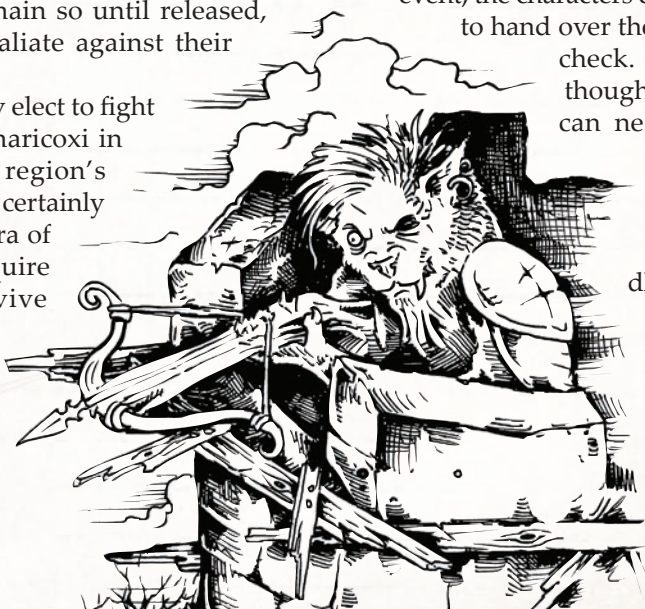
There are **four maricoxi** scattered in the trees around the fort. **Four maricoxi** are stationed in the watchtower, one facing each cardinal direction. **The maricoxi chieftain** (the Orc Chieftain in the *Savage Worlds Core Rules* is used to represent the maricoxi chieftain) is also in the watchtower. Each of the other three stone structures in the area houses two **maricoxi**, ready for combat.

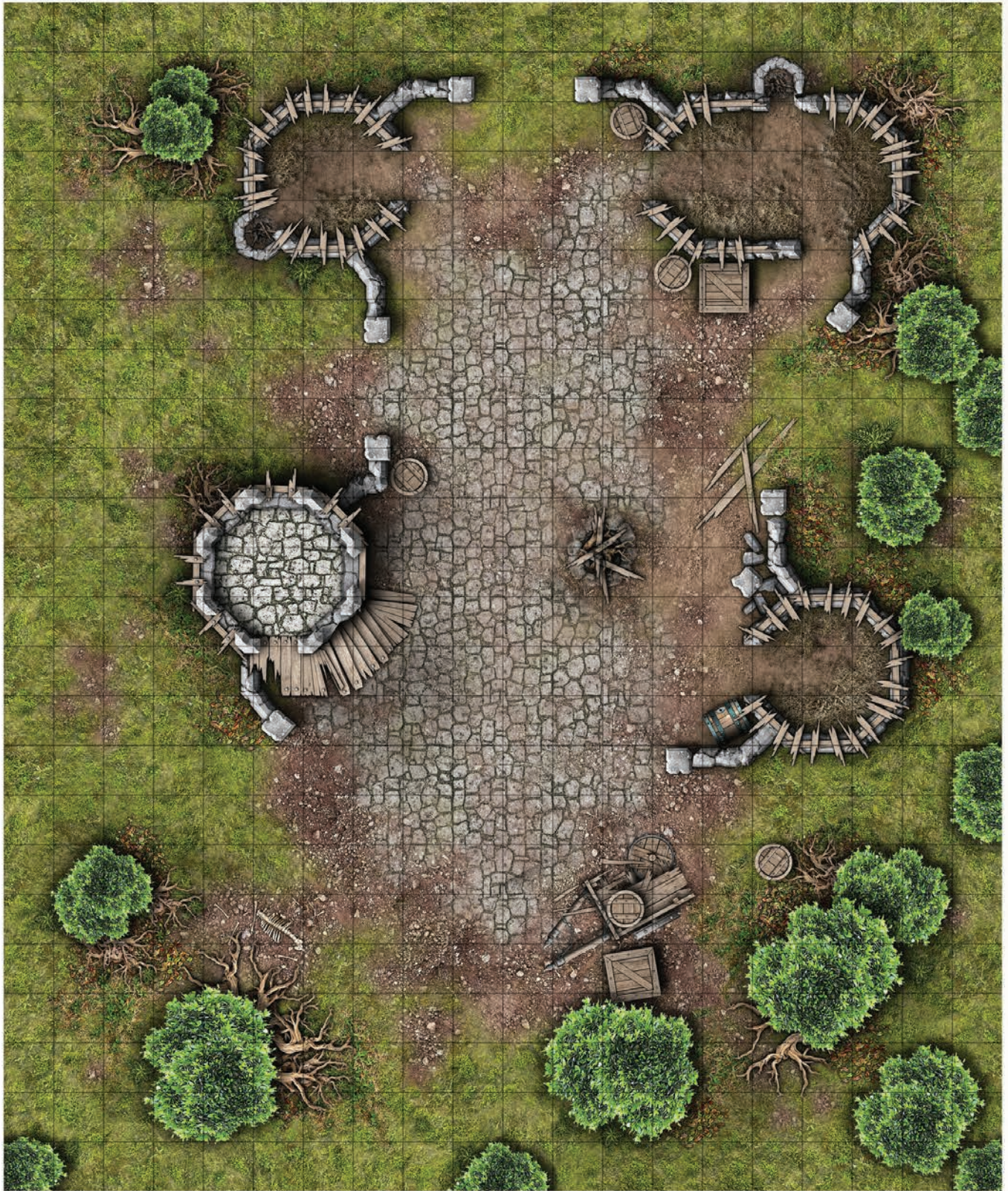
THE DHARMACHACKRA

The dharmachackra of this regional reality has manifested as a trinket worn by the maricoxi chieftain. The chieftain's necklace and badge of office is a collection of bones and teeth strung together with hemp twine. When the regional reality coalesced, this necklace was infused with a strange power. The necklace calls out to the restless dead in a one-mile radius, making them believe that it is a conduit to their missing and mangled memories of life. This, understandably, makes the undead crave the item, which is why the various undead creatures continually bombard the regional reality with attacks. Any undead who make their way to the maricoxi chieftain will attempt to steal the item and take it into the Plains of Marrow. If they succeed, the regional reality fades back into chaos within 1d6 minutes unless the necklace is returned to the area. Every two minutes after the characters arrive at the regional reality a new group of undead enters, their type determined by a roll on Table: Random Encounters - Plains of Marrow, treating a roll that does not list an undead creature as "no encounter."

The dharmachackra will be opened if any of the characters can gain possession of the chieftain's necklace, knock the chieftain unconscious, or kill the chieftain. This causes any native of the Isle of Hope to instinctively recognize the necklace's nature, allowing the dharmachackra to be activated. The characters may also determine the nature of the necklace if they successfully parley with the maricoxi and discover that the undead seem to be chasing after this item. In this event, the characters can persuade the maricoxi chieftain to hand over the item willingly with a Persuasion check. This check suffers a -4 penalty, though good roleplaying by the players can negate this penalty, at the Game Master's discretion. Alternatively, the party may take the necklace by force.

In either case, as soon as the dharmachackra opens, the necklace stops acting as a lure for the undead, and instead becomes a normal piece of jewelry.





WATCHTOWER MAP

1sq.=1"